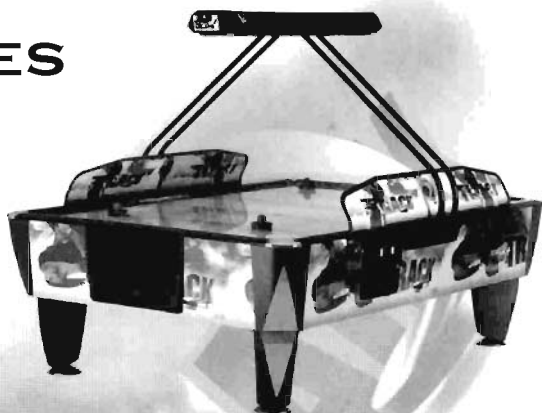


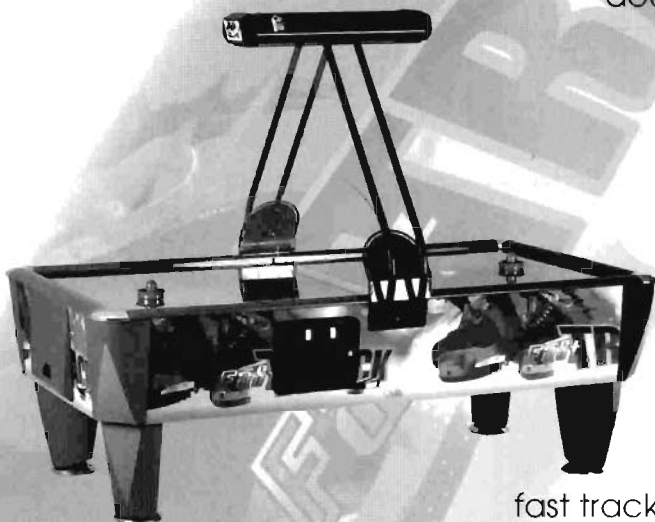
INSTRUCCIONES PLACA BASE



AIR HOCKEY



double fast track



fast track



cosmic hockey

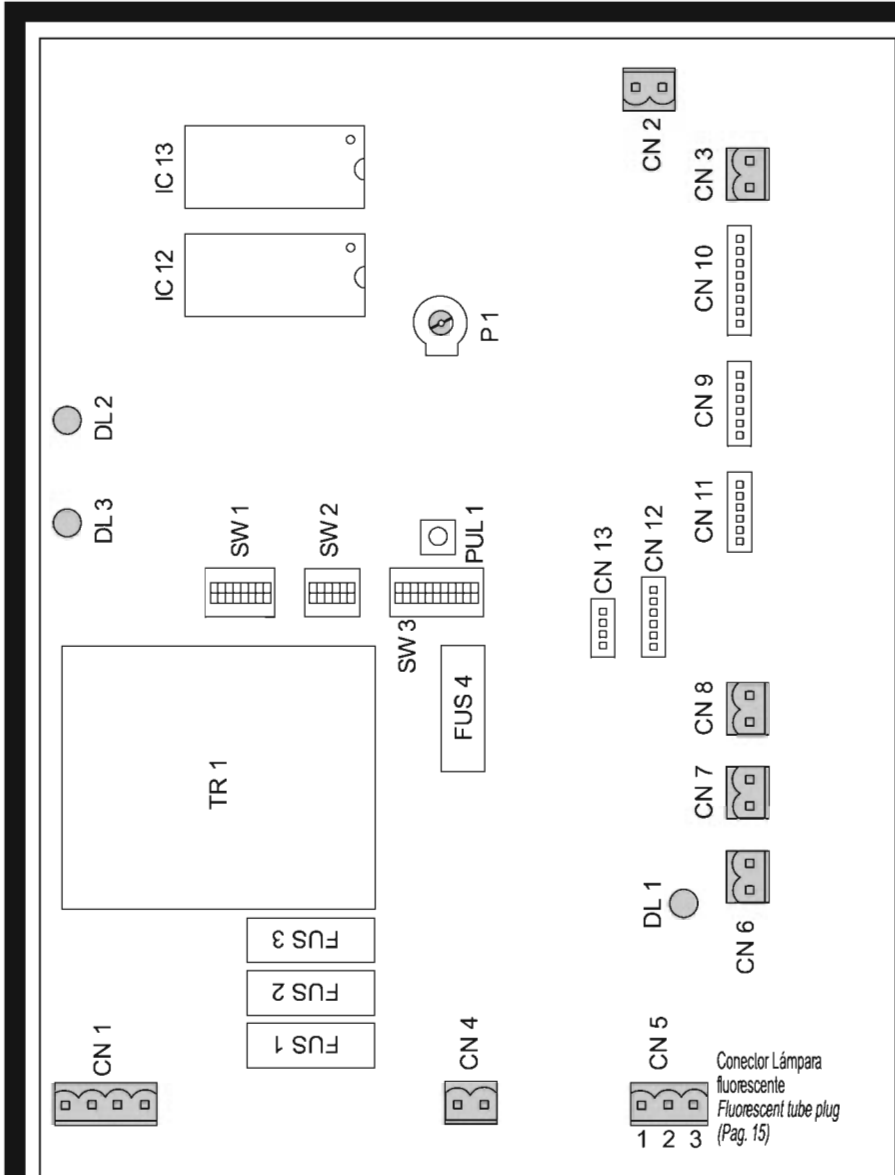
PCB INSTRUCCIONES



AIR HOCKEY

INTEGRADO DE CONTROL: CMP

CONTROL INTEGRATED: CMP



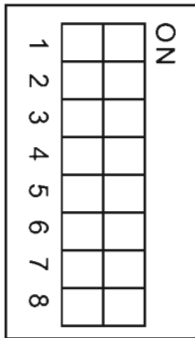
COMPONENTES

COMPONENTS

CN 1: Conexión de red
 CN 2: Altavoz1
 CN 3: Altavoz 2
 TR 1: Transformador
 100v/120v/230v
 FUS 1: Fusible fuente 100v/1A.
 FUS 2: Fusible fuente 120v/1A.
 FUS 3: Fusible fuente 230v/1A.
 FUS 4: Fusible 1 A, fuente 24 v.
 IC 12: I.S.D. de Idioma
 IC 13: I.S.D. de Idioma complementario
 DL 1: Diodo 24 v.
 DL 2: Diodo 5 v.
 DL 3: Diodo 12 v.
 PUL 1: Pulsador testeador
 CN 4: Motor de la turbina
 CN 5: Fluorescente
 CN 6: Lámpara 24 v
 CN 7: Motor 1
 CN 8: Motor 2
 CN 9: Detector de gol
 CN 10: Monedero
 CN 11: Datos del display
 CN 12: Entrada selector electrónico
 CN 13: Contador de monedas
 P 1: Control de volúmen
 SW 1: Control gol/tiempo
 SW 2: Control partidas e idioma
 SW 3: Control de monedas, 1 partida

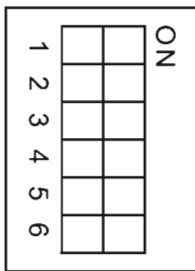
CN 1: *Mains plug-in*
 CN 2: *Speaker 1*
 CN 3: *Speaker 2*
 TR 1: *Transformer*
100v/120v/230v
 FUS 1: *Fuse supply 100v/1A.*
 FUS 2: *Fuse supply 120v/1A.*
 FUS 3: *Fuse supply 230v/1A.*
 FUS 4: *Fuse 1 A, supply 24 v.*
 IC 12: *I.S.D. language*
 IC 13: *I.S.D. complementary language*
 DL 1: *Diode 24 v.*
 DL 2: *Diode 5 v.*
 DL 3: *Diode 12 v.*
 PUL 1: *Test push button*
 CN 4: *Turbine engine*
 CN 5: *Fluorescent tube*
 CN 6: *Lamp 24 v*
 CN 7: *Motor 1*
 CN 8: *Motor 2*
 CN 9: *Goal sensor*
 CN 10: *Coin selector*
 CN 11: *Display data*
 CN 12: *Input electronic selector*
 CN 13: *Coin counter*
 P 1: *Volume control*
 SW 1: *Score/time control*
 SW 2: *Game and language control*
 SW 3: *Coin Control, 1 game*

CONFIGURACIÓN DE LOS MICROSWITCHES DIP SWITCH SETTING



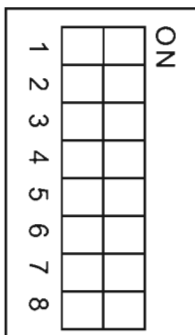
SW 1

GOLES/TIEMPO
GOALS/TIME



SW 2

1 MONEDA/CRÉDITO
1 COIN/CREDIT
IDIOMA/LANGUAJE



SW 3

MONEDAS/ 1 JUEGO
COINS/1 GAME

ESPAÑOL

SW1	GOLES	2	3	4	5	6	7	8	9	
3		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
4		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
	TIEMPO	2'	3'	4'	5'	6'	7'	8'	9'	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
8		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
SW2	IDIOMA	USA	Para configurar el idioma, primero cambie el integrado denominado "ISD" (idioma seleccionado) y posteriormente sitúe los microswitches ON/OFF en su posición correcta.							
1		OFF								
2		ON								
3		OFF								
	PARTIDAS 1 moneda	1	2	3	4	5	6	7	8	
4		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
5		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
SW3	MONEDAS 1 juego	1	2	3	4	5	6	7	8	9
1		OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2		OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3		OFF	OFF	OFF	OFF	ON	ON	ON	ON	OFF
4		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	ON
6		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
8		OFF	ON	OFF	ON	OFF	ON	OFF	ON	ON

ENGLISH

SW1	GOALS	2	3	4	5	6	7	8	9	
3		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
4		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
	TIME	2'	3'	4'	5'	6'	7'	8'	9'	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
8		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
SW2	LANGUAJE	USA	<i>Language mode can be set by first replacing the integrated dip switch described as "ISD" (specific language) and then setting the correct ON/OFF dip combination.</i>							
1		OFF								
2		ON								
3		OFF								
	CREDITS 1 coin	1	2	3	4	5	6	7	8	
4		OFF	OFF	OFF	OFF	ON	ON	ON	ON	
5		OFF	OFF	ON	ON	OFF	OFF	ON	ON	
6		OFF	ON	OFF	ON	OFF	ON	OFF	ON	
SW3	COINS 1 play	1	2	3	4	5	6	7	8	9
1		OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2		OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3		OFF	OFF	OFF	OFF	ON	ON	ON	ON	OFF
4		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON
5		OFF	OFF	OFF	OFF	ON	ON	ON	ON	ON
6		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
7		OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON
8		OFF	ON	OFF	ON	OFF	ON	OFF	ON	ON

Programación de partidas para el caso de monedero electrónico

El control del precio de las partidas se hará desde el selector. Actuamos desde el banco de microswitch del selector.

Proceso para el acceso a programación:

1. Colocar todos los switches en OFF.
2. Colocar los switches 7 y 8 en ON.
3. Pasamos a cualquiera de las opciones con asterisco (antes de cualquier asterisco realizar estos dos primeros pasos).

(* Opciones totalizador impulsos.

- 1. Colocar el switch n ° 4 en ON.
- 2. Echar una moneda hasta que sea aceptada.
- 3. Poner el switch n ° 4 en OFF. A continuación poner la combinación correspondiente con los switches 1 al 4 descrita en este apartado que corresponde con la programación de opciones:
 - 1 = OFF/ ON bonificación inactiva/ bonificación activa.
 - 2 = OFF Inhibición por nivel alto. Siempre.
 - 3 = OFF/ ON Inventario inactivo/ activo. El contador no cuenta/si cuenta.
 - 4 = OFF Totalización de créditos con valores reales de moneda.
 - 5 = OFF/ ON No cancela restos del crédito/ cancela restos del crédito.
 - 6 = OFF/ ON Bonificación al Crédito / Bonificación a las monedas (si bonificación es activa).
- 4. Echar de nuevo una moneda, al ser aceptada se programarán estas opciones.

(* Crédito por Impulso (valor).

Este valor es válido solamente si se ha programado "Totalización de créditos con valores reales de moneda".

1. Colocar el switch n ° 1 en ON.
2. Echar el importe equivalente al precio que se desee programar. El crédito válido será el de las monedas aceptadas.
3. Alcanzado el crédito poner el switch n ° 1 en OFF. La compuerta se accionará una vez indicando que el proceso ha sido correcto.

(* Crédito de Bonus (valor).

Es válido solamente si se ha programado "Totalización de créditos con valores reales de moneda".

Al alcanzar el valor “Crédito de Bonus” por las monedas aceptadas en el intervalo de 1 minuto, se generarán los impulsos extra programados en “Bonificación al Crédito de Bonus”.

1. Colocar el switch n° 2 en ON.
2. Echar el importe equivalente al valor de este crédito. El crédito válido será el de las monedas aceptadas.
3. Alcanzado este crédito poner el switch n° 2 en OFF; la compuerta se activará una vez indicando que el proceso ha sido correcto.

(*) Crédito de Inventario (valor).

Válido solamente si se ha programado “Totalización de créditos con valores reales de moneda”.

1. Colocar el switch n° 3 en ON.
2. Echar el importe equivalente al precio que se desee programar. El crédito válido será el de las monedas aceptadas.
3. Alcanzado el crédito poner el switch n° 3 en OFF. La compuerta se accionará una vez indicando que el proceso ha sido correcto.

(*) Bonificación al Crédito de Bonus (impulsos).

Se programa el n° de impulsos extra que se generan al alcanzar el “Crédito de Bonus”, con un máximo de 255 impulsos.

1. Colocar el switch n° 1 y n° 3 en ON.
2. Echar una moneda hasta que sea aceptada.
3. Poner los switches n° 1 y 3 en OFF
4. Con los switches 1 al 6 (1 vale 1, 2 vale 2, 3 vale 4, 4 vale 8...) poner la combinación correspondiente al n° de impulsos extra que se generarán por alcanzar el “Crédito de Bonus”.
5. Echar una moneda, al ser aceptada se programará el valor del Bonus.
6. Poner el switch n° 8 en OFF.

(*) Bonificación a las monedas (impulsos).

Se programa el n° de impulsos (extra) que se generan al aceptar cada una de las monedas (valores válidos del 0 al 63).

1. Poner los switches n° 1, y 2 en ON.
2. Echar una moneda hasta que sea aceptada.
3. Poner los switches n° 1 y 2 en OFF.
4. Con los switches n° 1 al 6 se dará el valor de la bonificación a las monedas aceptadas. Si estos switches se ponen en OFF el valor será cero.
5. Poner el switch n° 8 en OFF.

Al finalizar cualquier programación poner todos los switches en OFF.

Programming of departures in case of electronic purse

The control of departures will be made from the selector. We act from the bank of microswitch of the selector.

Accessing programming:

- 1. Set all switches to OFF.*
- 2. Set switches 7 and 8 to ON.*
- 3. We pass anyone of the options with asterisk (before any asterisk to carry out these first two steps).*

(*) Impulse totalisator options.

- 1. Set switch n° 4 in ON.*
- 2. Insert a coin until it is accepted.*
- 3. Set switch n° 4 to OFF. Next enter the corresponding combination using switches 1 to 4 described in this section corresponding to options programming:*

- 1 = OFF / ON promotion deactivated / activated.*
 - 2 = OFF Inhibición for high level. Always.*
 - 3 = OFF / ON Inventory deactivated / activated.*
 - 4 = OFF Totalitation of credits with real coin values.*
 - 5 = OFF / ON doesn't cancel remains of the credit / it cancels remains of the credit.*
 - 6 = OFF / ON Bonification to the Credit / allowance to the currencies (if allowance is active).*
- 4. Reinsert a coin. Upon acceptance, the options will be saved*

(*) Credit value (Credit impulses).

This value is valid only if "Totalitation of real coin values" has been programmed.

- 1. Set switch n° I in ON.*
- 2. Insert the amount equivalent to price you wish to program. The valid credit will be that of the accepted coins.*
- 3. When credit is rached, set switch n° I to OFF. The acceptance gate will be activated once, indicated that the process has been completed successfully.*

(*) Credit of Bonus (value).

It is valid only if Totalización of credits has been programmed with real values of currency. "When reaching the value Credit of Bonus for the

currencies accepted in the interval of 1 minute, you they will generate the impulses extra programmed in allowance to the Credit of Bonus.”

- 1. Set switch n° 2 in ON.*
- 2. Insert the amount equivalent to the value of this credit. The valid credit will be one of the accepted coins.*
- 3. When credit is reached, set switch n° 2 to OFF. The acceptance gate will be activated once indicating that the process has been completed successfully.*

(*) Inventory value.

This value is valid only if “Totalitation of credits with coin values” has been programmed.

- 1. Set switch n° 3 to ON.*
- 2. Insert the equivalent amount to price you wish to program. The valid credit will be the one of the accepted coins.*
- 3. When the credit is reached, set switch n° 3 to OFF. The acceptance gate will be activated once indicating that the process has been completed successfully.*

(*) Allowance to the Credit of Bonus (impulses).

The extra n° of impulses programmed are generated when the Credit of Bonus is reached, with a maximum of 255 impulses.

- 1. Set switch n° 1 and n° 3 to ON.*
- 2. Insert a coin until it is accepted.*
- 3. Set switches n° 1 and 3 to OFF*
- 4. With the switches 1 to 6 (1 voucher 1, 2 voucher 2, 3 voucher 4, 4 voucher 8...) put the combination corresponding to the extra n° of impulses that you/they will be generated to reach the Credit of Bonus”.*
- 5. Insert a coin. Upon acceptance the value of the Bonus will be saved.*
- 6. Set switch n° 8 to OFF.*

(*) Allowance to the coins (impulses).

The n° of impulses is programmed (extra) that are generated when accepting each one of the currencies (you value valid of the 0 at the 63).

- 1. Set switches n° 1 and 2 to ON.*
- 2. Insert a coin until it is accepted.*
- 3. Set switches n° 1 and 2 to OFF.*
- 4. With the switches 1 at the value will be given from the allowance to the accepted coins. If these switches are set to OFF the value will be zero.*
- 5. Set switch n° 8 in OFF.*

When concluding any programming put all the switches to OFF.



P.O. BOX 2109

01080 VITORIA

SPAIN

TEL: ++ 34 945 361 800

FAX: ++ 34 945 371 228

e-mail: sales@billaressam.com

distributed by:

www.billaressam.com