Coast to Coast ENTERTAINMENT

Applications & Functions Instructions

CRANE MACHINE
(STANDARD WIN RATE - LGS3GTX)

WIN RATE :

DIP SW 1 : not used

DIP SW 2   1=ON 0=OFF

FUNCTION / SWITCH		1	2	3	4	5	6	7	8
CLAW MOVES TO MIDDLE AT BEGINING OF PLAY	YES	1							
	NO	0							
DISPLAY	CREDIT		0						
	PLAY		1						

DIPSW3   1=ON 0=OFF

MODE\SWITCH POSITION		1	2	3	4	5	6	7	8
COIN MECH 1	1 COIN 1 CREDIT	0							
	1 COIN 2 CREDITS	1							
BILL ACCEPTOR	1 PULSE 1 CREDIT		0						
	1 PULSE 2 CREDITS		1						
4 CREDITS GET 1 PLAY	NO			0					
	YES			1					
CREDIT TO PLAY	1 CREDIT 1 PLAY				0	0	0		
	2 CREDITS 1 PLAY				1	0	0		
	4 CREDITS 1 PLAY				0	1	0		
	8 CREDITS 1 PLAY				1	1	0		
	20 CREDITS 1 PLAY				0	0	1		
	28 CREDITS 1 PLAY				1	0	1		
	4 CREDITS 3 PLAYS				0	1	1		
	20 CREDITS 15 PLAYS				1	1	1		
GAME TIME	15 SEC							0	0
	30 SEC							1	0
	45 SEC							0	1
	60 SEC							1	1

DIP SW4   1=ON 0=OFF

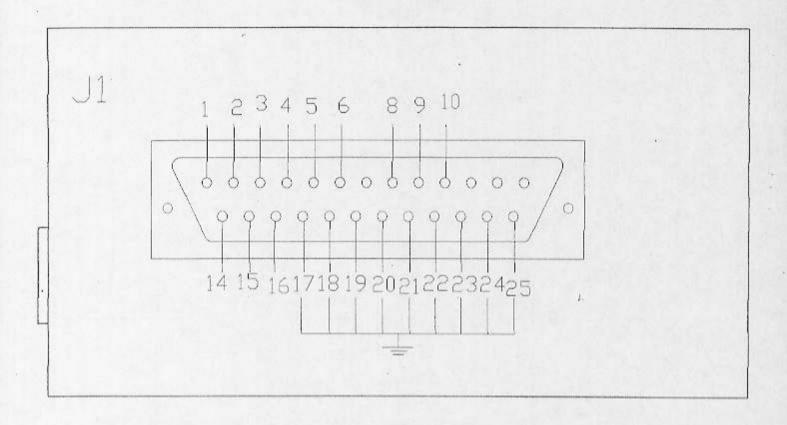| MODE\SWITCH POSITION		1	2	3	4	5	6	7	8
COIN MEMORY	CLEAR	1							
	SAVE	0							
HOME POSITION ISN'T THE SAME AS THE EXIT			0						
HOME POSITION IS THE SAME AS THE EXIT			1						
TEST CLIP VOLTAGE (LOW VOLTAGE)				1	0	0			
TEST CLIP VOLTAGE (MID VOLTAGE)				0	1	0			
TEST CLIP VOLTAGE (HIGH VOLTAGE)				0	0	1			
ATTRACT MODE MUSIC	ON						0		
	OFF						1		
SENSOR CHECK	ON (TEST)							1	
	OFF (OPEN)							0	
PLAY UNTIL YOU WIN OPTION	ON								0
	OFF								1

PS1 ENTER SENSOR MODE: DISPLAY WILL SHOW " 11 ", PLEASE CHECK IF SENSOR CAN SENSE
WITH A STUFF. TURN OFF SWITCH TO BACK TO OPERATE AFTER CHECK.

WIRING DIAGRAM

(A) J1 : D Type connector (TO CRANE)
   Look chart (3)

(B) J2 : Power connector
   1 : GND
   2 : +5V
   3 : +24V
   4 : -48V
   5 : +48V
   6 : +12V

(C) J3 : Speaker, Sensor connector
   1 : +12V
   2 : GND
   3 : Sensor out
   4 : Sensor in
   5 : Test 1
   6 : Test 2
   7 : NC
   8 : NC
   9 : Speaker out
   10 : GND

(D) J5 : Coin selector, Rotary motor control
   Counter connector
   1 : GND
   2 : GND
   3 : GND
   4 : Coin selector 1 signal
   5 : Coin selector 2 signal
   6 : Rotary motor SSR
   7 : Rotary motor SW
   8 : Coin selector 1 power +12V
   9 : Counter out
   10 : Counter in
   11 : Counter power +12V
   12 : Key (get)

(E) J6 : Direction ket
   1 : Key (get)
   2 : Key (down)
   3 : Key (left)
   4 : Key (right)
   5 : Key (back)
   6 : Key (forward)
   7 : GND

(F) J7 : Display connector
   1 :
   2 :   ⌐—To Lamp
   3 :
   4 :   └—Lamp of " catch"
   5 : +12V
   6 :
   7 :
   8 :
   9 :   — 7 - Seg display
   10 :
   11 :
   12 :
   13 : +5V

(G) J10 : Display connector
   1 : +5V
   2 : GND
   3 :
   4 :
   5 :   Double 8 digits display
   6 :   —7 - Seg display
   7 :
   8 :
   9 :
   10 :

J1

J 1. 25 PIN CONNECTOR WIRE LIST

DESCRIPTION	FORWARD MOTOR	LEFT OR RIGHT MOTOR	UP OR DOWN MOTOR	POWER SUPPLY FOR CLAM	FRONT LIMIT SWITCH	HOME LIMIT SWITCH	LEFT LIMIT SWITCH	TOP LIMIT SWITCH	BOTTOM LIMIT SWITCH
REFERENCE NUMBER	1,14	2,15	3,16	4,17	5	6	8	9	10
Q'TY PER ASSEMBLY	1	1	1	1	1	1	1	1	1

CRANE MACHINE

TROUBLE SHOOTING

ERROR NO.	CAUSING	SOLUTION
1	UP-AND-DOWN MOTOR	CHECK UP-AND-DOWN MOTOR SWITCH
2	FORWARD-AND-BACK MOTOR	CHECK FORWARD-AND-BACK MOTOR SW
3	LEFT-AND-RIGHT MOTOR	CHECK LEFT-AND-RIGHT MOTOR SW
4	COIN MECH 1	CHECK COIN MECH " NO " SETTING
5	COIN MECH 2	CHECK COIN MECH " NO " SETTING
6	FORWARD-AND-BACK MOTOR	CHECK FORWARD-AND-BACK MOTOR SW
8	MAIN PCB RAM	CHANGE NEW RAM IC
9	PRINT	CHECK PRINT IS WELL INSTALLED
	CLAW NO FUNCTION	CHECK DC COIL OR FUSE

Claw Strength "Strong, Low, and Bonus"

Strong: When the claw first picks up the prize in the down position.

Low: When the claw reaches the up position and carries the prize to the prize drop point.

Bonus: This option can be set to any number desired from 0 to 99. It is recommended that the voltage for this setting is all the way up. (If you set this number at 20, it means 1 time out of every 20 plays you will more than likely give away a prize)

1. Adjust the black switch above wire harness on the back on the coin mechanism to the up position, and reboot the machine.

2. Display will show a flashing "00"

3. Press the drop button, and the display will show "01". Adjust the 1st black knob marked vr1 on the voltage control panel until you reach your desired voltage. (Look inside your control door towards the left upper corner behind your voltage meter, and you will see a small white panel with 3 black knobs on it. It is located right above your prize sensor.) This will be your strong voltage

4. Press the drop button again, and the display will show "02". Adjust the middle black knob on the panel to your desired voltage. This will be your low voltage.

5. Press the drop button a 3rd time, and the display will show "03". This controls your bonus voltage, and you adjust it with the 3rd black knob on the panel.

6. When all 3 voltages are set to your desired settings, turn the machines power off, and put the black switch in the back of the coin mechanism back in the down position. (This is a very important step. If this switch is left up, your machine will not function as it should. You will not be able to play it, or take money in.)

Setting your Bonus

With the inside power switch off, hold in the yellow free play button, and turn the power back on. Keep your finger on the free play button until your display shows a "00". When you release the free play button, the current setting will display. The default will always be 10. That number can be changed by moving the joystick up or down to raise or lower that number. It can be set anywhere between 0 and 99. When you are at your desired number, turn the power off and on again. You will then be set at your new number.
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