

CONNECTORS

13-Way Connector

Pin	Colour	Use
1	Orange	Accept output common + 5V
2	Yellow	Coin 1 Accept output
3	-	Key
4	Green	Coin 2 Accept output
5	Brown	Coin 3 Accept output
6	-	Key
7	Grey	Coin 4 Accept output
8	Pink	Coin 4 Inhibit input
9	Red	Mech Board supply voltage + 12V
10	Black	Mech Board ground
11	White	Coin 3 Inhibit input
12	Purple	Coin 2 Inhibit input
13	Blue	Coin 1 Inhibit input

6-Way Connector

Pin	Colour	Use
1	Brown	Meter drive output
2	-	Key
3	White	Credit output N/O
4	Green	Credit output common
5	Black	Supply ground
6	Orange	Supply + 12V

ELECTRICAL SPECIFICATION POWER SUPPLY REQUIREMENTS

VCC

VCC Issues 1 and 2 require 12 volts DC at 250mA max. (200mA nominal).

VCC issue 3 and subsequent issues require 12 volts DC at a constant nominal 100mA.

Note for all issues, the power supply output must rise to 12 volts within 300ms from power on.

VCC with Sentinel

The assembly requires 11 to 15 volts DC (nominal 12VDC) at 800mA max. If a sorter is fitted, the current drawn from the supply will rise to 2.1A max. Nominal continuous current = 32mA.

Note VCC issues 1, 2 and 3 can not be used with Sentinel.

Meter Drive

The open collector output is capable of sinking 200mA at 1V. The pulse length is 100ms, with a duty cycle of 50% for multiple pulse outputs.

Credits

This is a relay, contact rated at 1A (at 24VDC) or 0.5A (at 50V DC). The pulse length is 100ms with a duty cycle of 50% for multiple pulse outputs.

PROGRAMMING INFORMATION

Switch settings for issue 2 and subsequent issues

OFF	ON	INHIBIT	10p(A4) + 20p(A3)	50p(A2)	£1(A1)
0	1	2	3	4	5
6	7	8	9	10	11
12					

£1.00 Coin (£1.00 to 6.7 pence per game)

Switch Setting: (SB) Function

S9	S10	S11	S12	
ON	ON	ON	ON	Coin Inhibited
OFF	ON	ON	ON	1 Game/Coin
ON	OFF	ON	ON	2 Games/Coin
OFF	OFF	ON	ON	3 Games/Coin
ON	ON	OFF	ON	4 Games/Coin
OFF	ON	OFF	ON	5 Games/Coin
ON	OFF	OFF	ON	6 Games/Coin
OFF	OFF	OFF	ON	7 Games/Coin
ON	ON	ON	OFF	8 Games/Coin
OFF	ON	ON	OFF	9 Games/Coin
ON	OFF	ON	OFF	10 Games/Coin
OFF	OFF	ON	OFF	11 Games/Coin
ON	ON	OFF	OFF	12 Games/Coin
OFF	ON	OFF	OFF	13 Games/Coin
ON	OFF	OFF	OFF	14 Games/Coin
OFF	OFF	OFF	OFF	15 Games/Coin

50 pence coin (£1.00 to 8.3 pence per game)

Switch Setting: (SB) Function

S6	S7	S8	
ON	ON	ON	Coin Inhibited
OFF	ON	ON	2 Coins/Game
ON	OFF	ON	1 Game/Coin
OFF	OFF	ON	2 Games/Coin
ON	ON	OFF	3 Games/Coin
OFF	ON	OFF	4 Games/Coin
ON	OFF	OFF	5 Games/Coin
OFF	OFF	OFF	6 Games/Coin

10p and 20p

These coins are totalised and are used to give games as set below.

Switch Setting: S A				Function
S2	S3	S4	S5	
OFF	ON	ON	ON	£1 Per Game
OFF	OFF	ON	ON	80p Per Game
OFF	ON	OFF	ON	60p Per Game
ON	OFF	OFF	ON	50p Per Game
OFF	OFF	OFF	ON	40p Per Game
ON	ON	ON	OFF	30p Per Game
OFF	ON	ON	OFF	20p Per Game
ON	OFF	ON	OFF	10p Per Game
OFF	OFF	ON	OFF	5p Per Game

10p and 20p Inhibits

These can be used in conjunction with switches 2 to 5 to selectively inhibit a coin.

Switch Setting: S A		Function
SW0	SW1	
ON	ON	20p + 10p Inhibit
ON	OFF	20p Accept + 10p Inhibit
OFF	ON	20p Inhibit + 10p Accept
OFF	OFF	20p + 10p Accept

Any other combinations are illegal and must not be used.

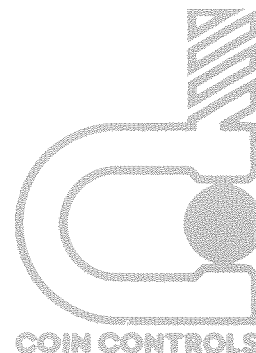
NOTE: Further information, including a full technical manual, is available from Coin Controls Ltd (Technical Services). Contact Rob Broomhead or Mark Vernon on (061) 678 0111, ext 220 or 224.

TECH DATA

VCC

VIDEO COIN CALCULATOR

TDVCC001/I



COIN CONTROLS