! The setting values of (Token) Sensor Detail are not changed by Factory Set. When the Token Sensor PCB is disassembled or replaced with different one, proceed Calibration and set the values according to the picture below.

CONTENTS

*** ANDAMIRO WARRANTS the parts from date of shipment as follows.**
- One Year Limited Warranty : Electronic Boards
- 6 Month Limited Warranty : Moving Parts

[ERROR CODE]

ERROR CODE	CATEGORY OF ERROR	DESCRIPTION	CHECK POINT
E.02	SYSTEM	FAILURE OF SETUP SAVE DATA MEMORY READ & WRITE	STILL PROBLEM AFTER POWER OFF & ON, REPLACE MAIN BOARD.
E.03		PROBLEM ON SETUP SAVE DATA	1. SETUP SETTING CHECK & SAVE 2. STILL PROBLEM AFTER NO.1, AND TURN OFF & ON. REPLACE MAIN BOARD.
E.04		FAILURE OF GAME SAVE DATA MEMORY READ & WRITE	STILL PROBLEM AFTER POWER OFF & ON, REPLACE MAIN BOARD.
E.11	COIN ACCEPTOR	SIGNAL OF PLAYER COIN SENSOR IS CONTINUOUSLY ON.	CHECK INPUT OF ACCEPTOR
E.31	MAIN GAME BELT MOTOR	NO ENCODER SIGNAL	1. CHECK MOTOR OPERATION 2. CHECK INPUT OF THE ENCODER SENSOR.
E.41	CARD BELT DROP MOTOR	NO ENCODER SIGNAL	1. CHECK MOTOR OPERATION 2. CHECK INPUT OF ENCODER SENSOR
E.43		SENSOR SIGNAL OF CARD DROP IS CONTINUOUSLY ON	1. CHECK MOTOR OPERATION 2. CHECK CARD DROP SENSOR 3. CHECK CARD JAM ON BELT
E.44		NO SIGNAL OF THE CARD DROP SENSOR	
E.51	BELT SCAN SENSOR	PROBLEM ON MAIN POSITION SENSOR	1. CHECK WORKING STATUS OF THE MAIN POSITION SENSOR 2. CHECK WORKING STATUS OF THE TOKEN BELT MOTOR
E.52		PROBLEM ON COIN SENSOR	1. CHECK WORKING STATUS OF TOKEN SENSING SENSOR 2. CHECK WORKING STATUS OF THE TOKEN BELT MOTOR 3. CHECK IF THE TOKEN IS STUCK IN THE TOKEN FLOW SYSTEM (HOPPER & GUIDE RAIL)
E.61	TOKEN DROP HOPPER	NO TOKEN OUT (EMPTY) OR HOPPER JAM	1. CHECK IF TOKEN BOX IS EMPTY 2. CHECK INPUT OF TOKEN OUT SENSOR.
E.62		SIGNAL OF TOKEN OUT SENSOR IS CONTINUOUSLY ON TOKEN FLOW SYSTEM JAM CHECK	1. CHECK IF TOKEN IS JAMMED 2. CHECK INPUT OF TOKEN OUT SENSOR

E.81	**CARD DISPENSER**	CARD DISPENSER SIGNAL IS CONTINUOULY ON OR NO CARD	1. CHECK CARD 2. CHECK CARD DISPENSER
E-t	**TICKET ERROR**	NO TICKET	1. CHECK TICKET 2. CHECK TICKET MOTOR 3. CHECK TICKET OUT SENSOR
※ BASICALLY, ALL ERROR CODES ARE DISPLAYED ON THE "TICKET FND" AT THE SIDE OF ERROR PLAYER.			

[TEST MODE]

TEST MODE			
TEST	**SETTING**	**DESCRIPTION**	
1. INPUT TEST	[=>]	ENTER INPUT TEST	
	INPUT CONDITION IS ON LCD DISPLAY		
	(BUTTON, COIN, TICKET, SENSOR... ETC)		
2. FND & LAMP	LAMP, FND, LED TEST		
	"OFF"	WHOLE FND & LAMP OFF	
	"STEP"	LAMP	▶WHOLE LAMP FLICKERING ▶1P TICKET LAMP ON ▶2P TICKET LAMP ON ▶1P BUTTON LAMP ON ▶2P BUTTON LAMP ON REPEAT
		FND	▶WHOLE LAMP FLICKERING ▶WHOLE NUMBER COUNTING [0000] ~ [9999] ▶1P PLAYS FND [00], 1P TICKET FND [222] ▶2P PLAYS FND [11], 2P TICKET FND [333] ▶SUPER BONUS FND [0000] REPEAT
		LED	▶WHOLE WHITE LED FLICKERING ▶ RED ▶ GREEN ▶ BLUE ▶ WHITE LED ON ▶ EACH TYPE OF LED IS ON FROM RED COLOR. (SEPARATE LED SUCH AS BUTTON PLATE SIDE, MAIN WHEEL PLATE OR TOP MARQUEE IS ONLY RED LED) REPEAT
	"ON"	WHOLE FND & LAMP ON (THIS WILL LAST IF YOU MOVE TO ANOTHER TEST MODE.)	
	"ON/OFF"	WHOLE FND & LAMP ON AND OFF REPEATEDLY	

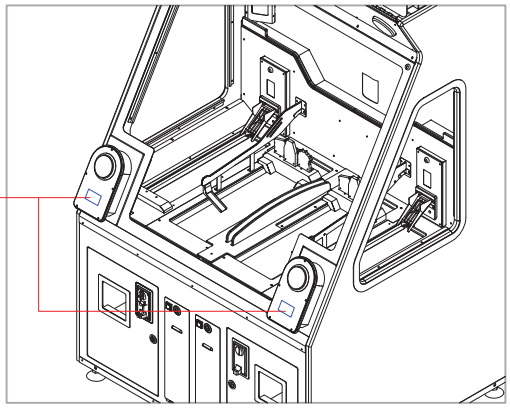
<table>
<tr><td rowspan="4">3.TOKEN SENSOR</td><td>=></td><td>ENTER COIN SENSOR DETAIL
1P, 2P COIN BELT MOVE TO WHITE AREA FOR SENSOR CHECK</td></tr>
<tr><td>TOKEN SENSOR DETAIL
FEDCBA9876543210
1P:0000000000000000
2P:0000000000000000
(FEDCBA987654321 :
TOKEN SENSING SENSOR)
(0 :
MAIN POSITION SENSOR)</td><td>DISPLAY 0 AND 1 FOR EACH 16 SENSORS.
0 – NO SIGNAL, 1 – SIGNAL IS ON
1P COIN IR SENSOR CONDITION DISPLAY
2P COIN IR SENSOR CONDITION DISPLAY
* The right-end number(zero digit) could become "1" according to the starting check point.</td></tr>
<tr><td colspan="2">TICKETS FND : [■□□] : DISPLAY COIN & POSITION SENSOR SIGNAL
1 – POSITION SENSOR SIGNAL
2 – COIN SENSOR SIGNAL
3 - COIN & POSITION SENSOR SIGNAL
[□■■] : EACH SENSOR CONDITION DISPLAY (0 ~ 15)</td></tr>
<tr><td rowspan="5">4. TOKEN BELT</td><td colspan="2">MAIN GAME BELT TEST
◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND RUN BY SELECT BUTTON</td></tr>
<tr><td>"ALL"</td><td>1P, 2P TOKEN BELT</td></tr>
<tr><td>"1P"</td><td>1P TOKEN BELT</td></tr>
<tr><td>"2P"</td><td>2P TOKEN BELT</td></tr>
<tr><td colspan="2">PLAYS FND : DISPLAY ON, OFF MOTOR CONDITION
TICKETS FND : [■□□] : TOKEN SENSING KINDS NUMBER
5 - WIN CARD
4,3,2 - TICKETS (High, Middle, Low)
1 - OUT
[□■■] : DISPLAY BELT SCORE LOCATION NUMBER (0 ~ 19)
SP-BONUS FND : [■■□□] : DISPLAY 1P BELT ENCODER COUNT
[□□■■] : DISPLAY 2P BELT ENCODER COUNT</td></tr>
<tr><td rowspan="5">5. CARD BELT</td><td colspan="2">MAIN GAME BELT TEST
◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND RUN BY SELECT BUTTON</td></tr>
<tr><td>"ALL"</td><td>1P, 2P CARD BELT</td></tr>
<tr><td>"1P"</td><td>1P CARD BELT</td></tr>
<tr><td>"2P"</td><td>2P CARD BELT</td></tr>
<tr><td colspan="2">1P, 2P TICKETS FND : [■□□] : DISPLAY CARD OUT SENSOR CONDITION (0, 1)
[□■□] : DISPLAY BELT CARD POINT SENSOR CONDITION (0, 1)
[□□■] : DISPLAY BELT MOTOR ENCODER CONDITION (0, 1)
SP-BONUS FND : [■■□□] : DISPLAY 1P COUNT OF BELT ENCORDER
[□□■■] : DISPLAY 2P COUNT OF BELT ENCORDER</td></tr>
<tr><td rowspan="4">6.TOKEN OUT</td><td colspan="2">COIN HOPPER TEST
◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND TEST BY SELECT BUTTON</td></tr>
<tr><td>"1P"</td><td>1 COIN OUT FROM COIN HOPPER</td></tr>
<tr><td>"2P"</td><td>2 COIN OUT FROM COIN HOPPER</td></tr>
<tr><td>"ALL"</td><td>CONTINUOUSLY COIN OUT FROM COIN HOPPER</td></tr>
<tr><td colspan="2">PLAYS FND : DISPLAY ON, OFF OF HOPPER CONDITION
TICKETS FND : DISPLAY NUMBER OF CARD TO BE OUT
S-P BONUS FND : [■□□□] : DISPLAY 1P CONDITION OF HOPPER SENSOR (0, 1)
[□□□■] : DISPLAY 2P CONDITION OF HOPPER SENSOR (0, 1)</td></tr>
</table>

7. CARD OUT (Card Dispenser)	CARD DISPENSER TEST	
	"ALL"	1PC OF CARD OUT FROM 1P, 2P
	"1P"	1PC OF CARD OUT FROM 1P
	"2P"	1PC OF CARD OUT FROM 2P
	PLAYS FND : DISPLAY ON, OFF OF HOPPER CONDITION TICKETS FND : DISPLAY NUMBER OF CARD TO BE OUT S-P BONUS FND : [■□□□] : DISPLAY 1P CONDITION OF CARD DISPENSER (0, 1) [□□□■] : DISPLAY 2P CONDITION OF CARD DISPENSER (0, 1)	
8. COIN	COIN MACHINE TEST	
	"ON", "OFF"	COIN MACHINE ON, OFF
	PLAYS FND : DISPLAY COUNT OF COIN SENSOR TICKETS FND : DISPLAY WORK OF COIN MACHINE S-P BONUS FND : DISPLAY CONDITION OF COIN SENSOR	
9. TICKET	TICKET MACHINE TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND TEST BY SELECT BUTTON ◎ 1P, 2P SERVICE BUTTON FOR EACH TICKET DISPENSOR (3 TICKETS OUT)	
	"ALL"	TEST OF TICKET DISPENSER FOR WHOLE PLAYER (BASIC 3PCS OUT)
	"1P", "2P",	TEST OF TICKET DISPENSER FOR EACH PLAYER (3PCS OUT)
	PLAYS FND : DISPLAY CONDITION OF TICKET BUTTON & SENSOR TICKETS FND : DISPLAY CONDITION OF TICKET MACHINE & TICKET OUT NUMBER	
10. COUNTER	COUNTER TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND PRESS SELECT BUTTON (1 COUNT UP)	
	"COIN"	COIN COUNTERS OF WHOLE PLAYER WORK IN ORDER OF 1P ▶ 2P, 1 COUNT IS UP
	"TICKET"	TICKET COUNTERS OF WHOLE PLAYER WORK IN ORDER OF 1P ▶ 2P, 1 COUNT IS UP
11. SOUND TEST	SOUND TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND TEST BY SELECT BUTTON (PLAY, STOP)	
	"CH"	EACH CHANNEL SPEAKER TEST LEFT 1, 3, 5, 7 RIGHT 2. 4. 6. 8
	"BGM"	BGM VOLUME TEST
	"SFX"	SOUND EFFECT VOLUME TEST
	"VOC"	VOICE VOLUME TEST
EXIT	EXIT TO OPERATING OPTIONS	

[TROUBLESHOOTING]

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

1. CREDIT FND PCB ERROR



THE CREDIT FND PCB IS MALFUNCTION

CHECK THE CREDIT FND PCB

NO

[HOW TO TEST]
1. TEST MODE ->
2. FND & LAMP TEST

CHECK CONNECTION OF THE CREDIT FND INPUT AND MAIN PCB

NO → RECONNECT FND INPUT & THE MAIN PCB [CN3]

YES

[HOW TO CHECK]
- PORT : CN3

CHECK CREDIT FND

NO → REPLACE THE CREDIT FND PCB

YES

CHECK VOLTAGE OF THE MAIN PCB

NO → RECONNECT THE MAIN PCB

YES

[HOW TO CHECK]
- PORT : CN3
- 1P : A3, 4PIN = 5V
A9, 10PIN = GND
- 2P : B3, 4PIN =5V
B9, 10PIN = GND

CHECK THE JOIN CONNECTOR

NO → RECONNECT THE JOIN CONNECTOR

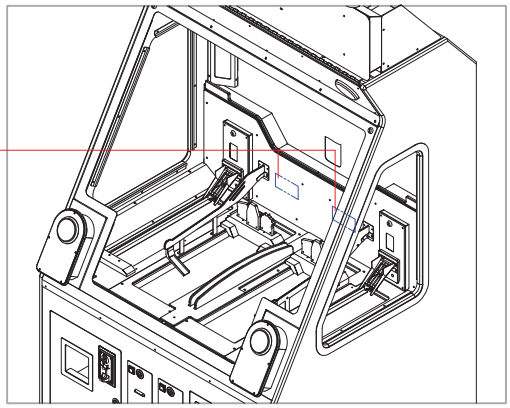
YES

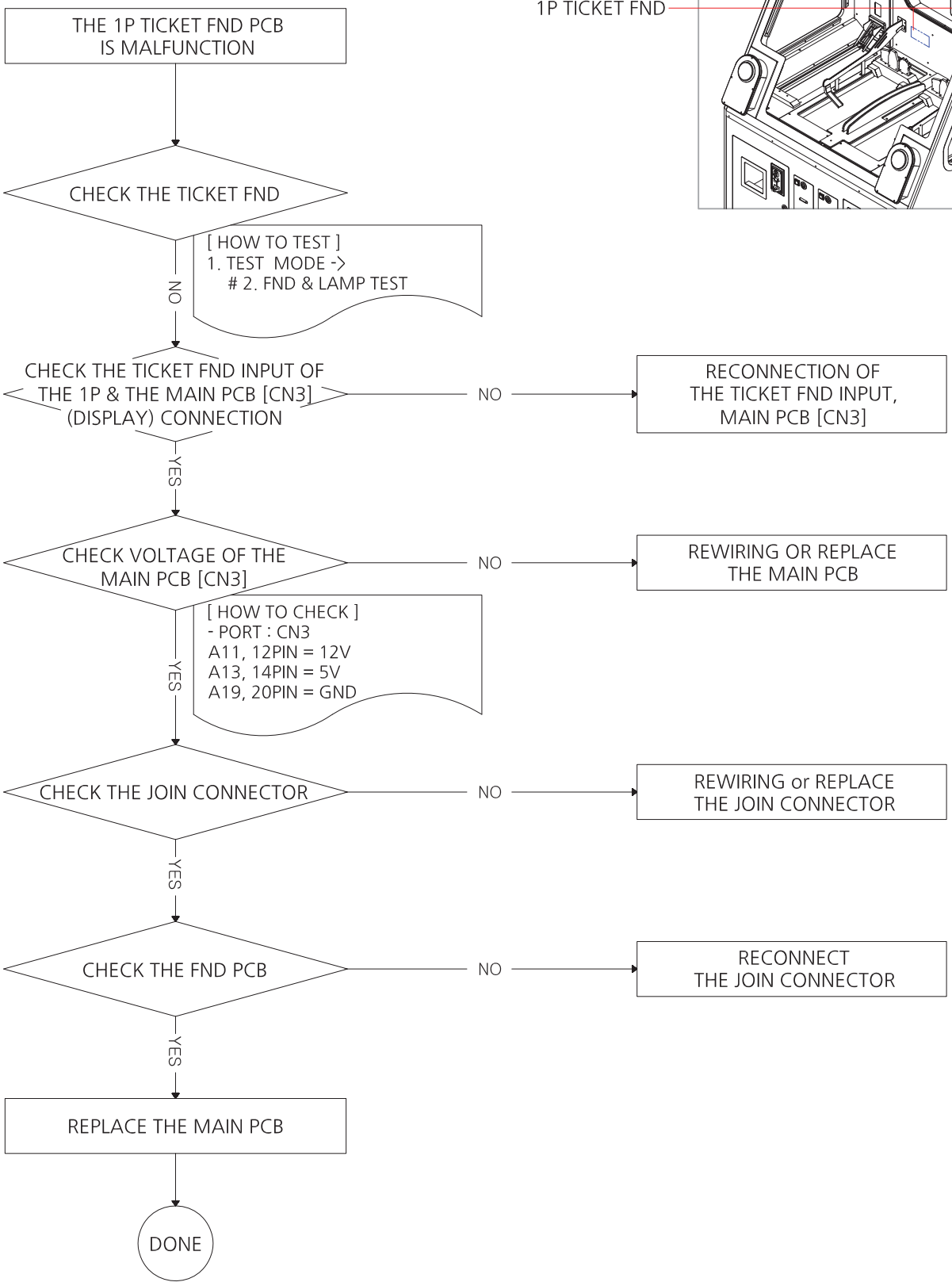
REPLACE THE MAIN PCB

DONE

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

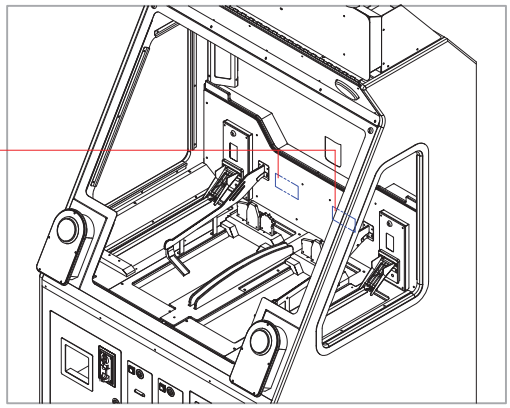
2. 1P TICKET FND PCB ERROR

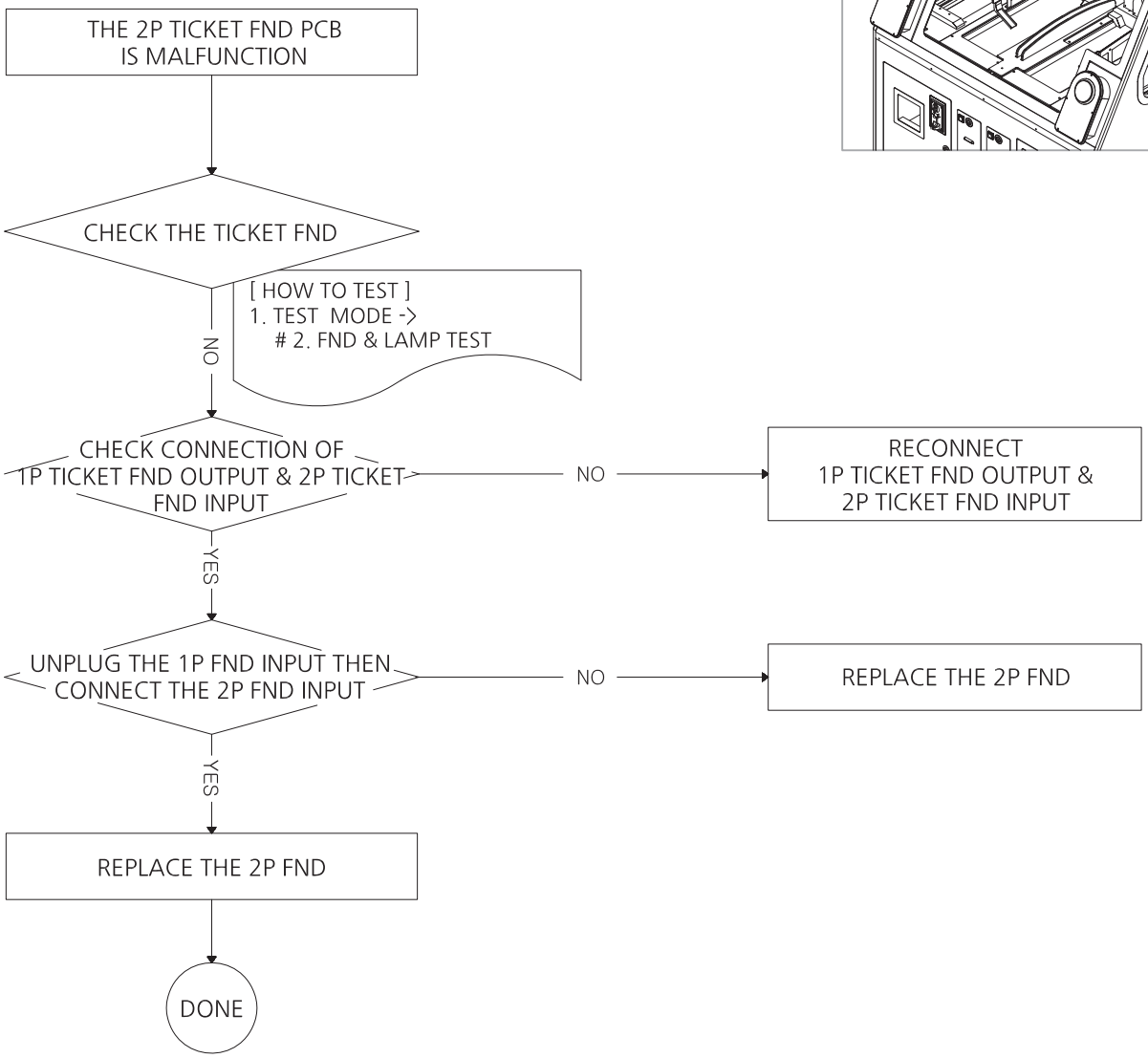




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

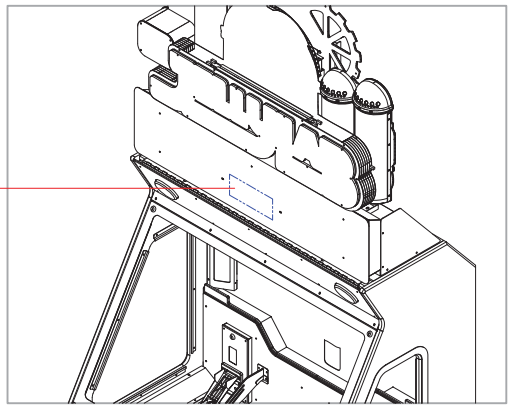
3. 2P TICKET FND PCB ERROR





*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

4. JACKPOT FND PCB ERROR



THE JACKPOT FND PCB IS MALFUNCTION

CHECK THE JACKPOT FND PCB

NO

[HOW TO TEST]
1. TEST MODE ->
2. FND & LAMP TEST

CHECK CONNECTION OF THE JACKPOT FND INPUT & THE MAIN PCB [CN3] (DISPLAY)

NO → RECONNECT THE INPUT & THE MAIN PCB [CN3]

YES

CHECK THE JACKPOT FND

NO → REPLACE THE JACKPOT FND PCB

YES

CHECK VOLTAGE OF THE MAIN PCB [CN3]

NO → REPLACE THE MAIN PCB

[HOW TO CHECK]
- PORT : CN3
B11, 12PIN = 12V
B13, 14PIN = 5V
B19, 20PIN = GND

YES

CHECK THE JOIN CONNECTOR CONNECTION

NO → RECONNECT THE JOIN CONNECTOR

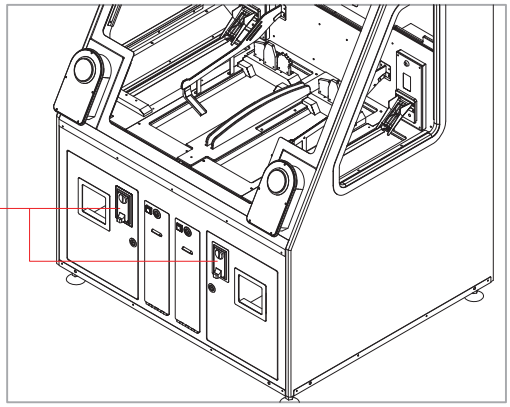
YES

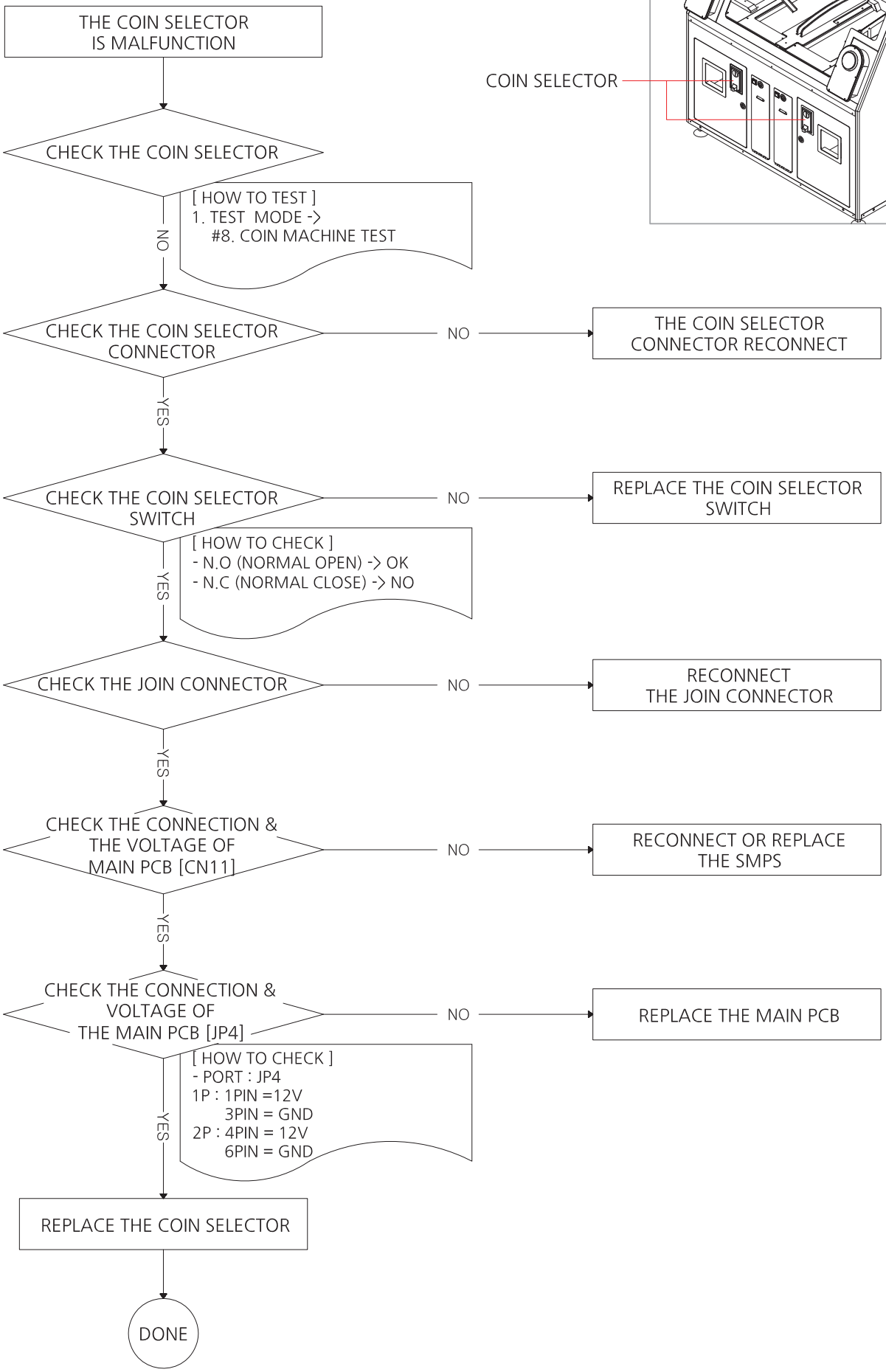
REPLACE THE MAIN PCB

DONE

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

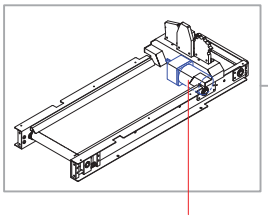
5. COIN SELECTOR ERROR [1~2P] - E.11



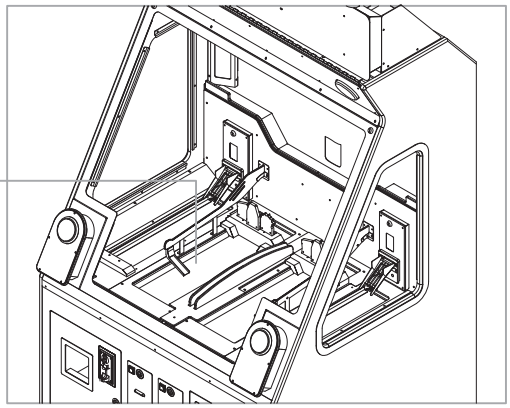


*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

6. MAIN GAME BELT MOTOR ERROR [1~2P] - E.31



MAIN GAME BELT MOTOR



THE MAIN GAME BELT MOTOR IS MALFUNCTION

ENTER TO THE CARD BELT TEST

NO

[HOW TO TEST]
1. TEST MODE ->
#4. TOKEN BELT TEST

CHECK THE BELT AND & CARD JAM

NO → REMOVE JAM FACTOR CLEANING OR CHANGE COING

YES

CHECK CONNECTION OF THE MAIN PCB [CN1, JP15]

NO → RECONNECT THE MAIN PCB

YES

[HOW TO CHECK]
- PORT : CN1, JP15

CHECK VOLTAGE (12V & 5V) OF THE MAIN PCB [CN1, JP15]

NO → REPLACE THE 12V OR 5V SMPS

YES

[HOW TO CHECK]
- PORT : CN1, JP15
YELLOW : 12V
RED : 5V
BLACK : GND

CHECK CONNCTION (CON2) & VOLTAGE(12V) OF THE MAIN PCB

NO → RECONNECT OR REPLACE THE MAIN PCB

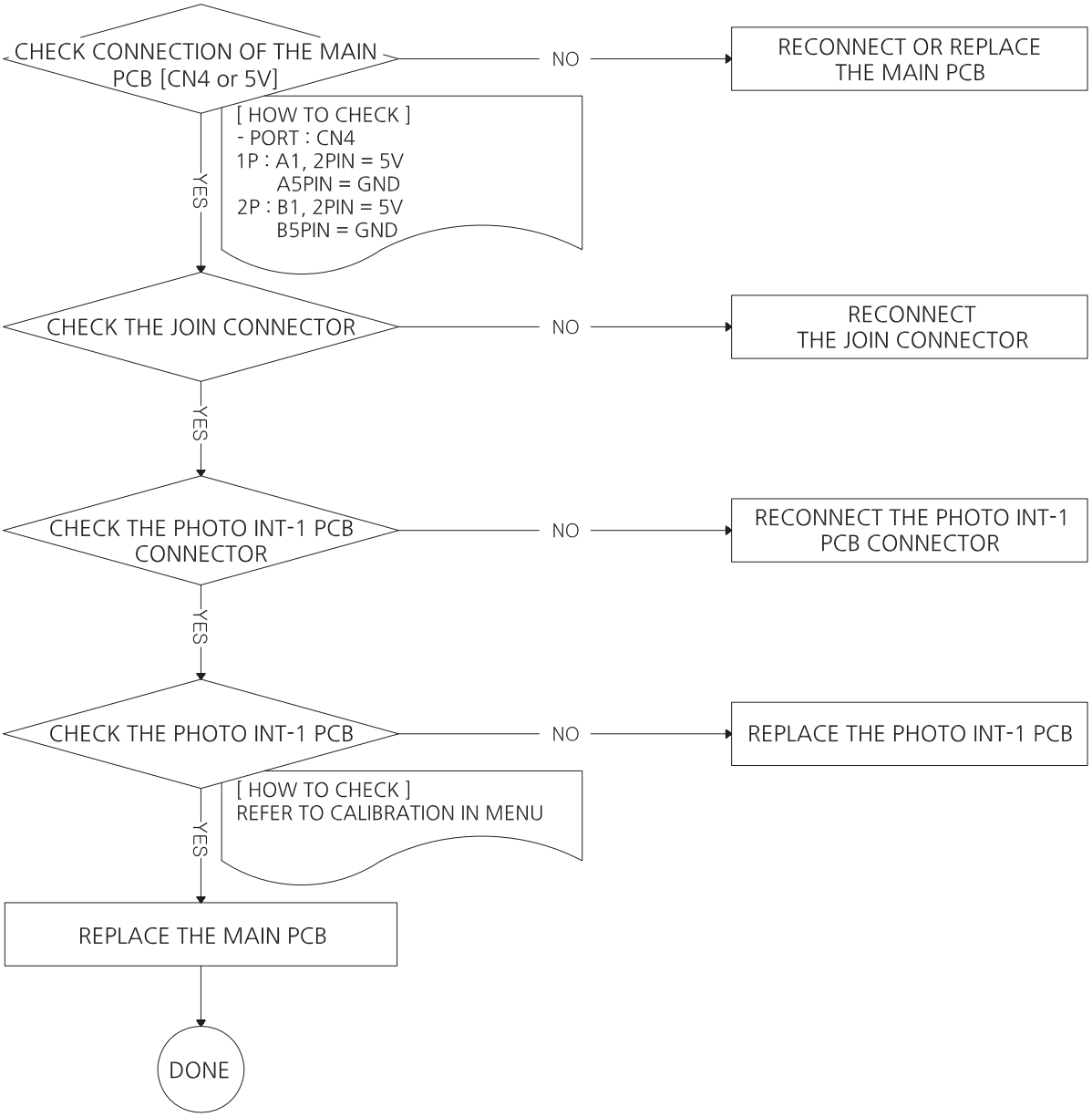
YES

[HOW TO CHECK]
1P : 1,2 PIN
2P : 3,4 PIN

CHECK CONNCTION & OPERATION OF THE MOTOR

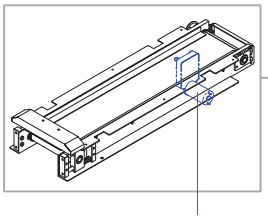
NO → RECONNECT OR REPLACE THE MOTOR

YES

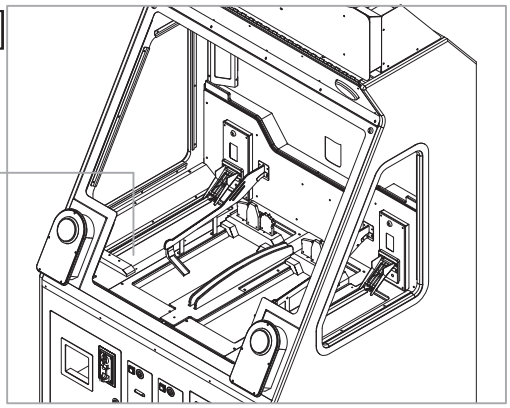

CHECK CONNECTION OF THE MAIN PCB [CN4 or 5V]
NO
RECONNECT OR REPLACE THE MAIN PCB
[HOW TO CHECK]
- PORT : CN4
1P : A1, 2PIN = 5V
A5PIN = GND
2P : B1, 2PIN = 5V
B5PIN = GND
YES
CHECK THE JOIN CONNECTOR
NO
RECONNECT THE JOIN CONNECTOR
YES
CHECK THE PHOTO INT-1 PCB CONNECTOR
NO
RECONNECT THE PHOTO INT-1 PCB CONNECTOR
YES
CHECK THE PHOTO INT-1 PCB
NO
REPLACE THE PHOTO INT-1 PCB
[HOW TO CHECK]
REFER TO CALIBRATION IN MENU
YES
REPLACE THE MAIN PCB
DONE

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

7. CARD BELT DROP MOTOR ERROR [1~2P] - E.41 / E.43 / E.44



CARD BELT DROP MOTOR



THE CARD BELT DROP MOTOR IS MALFUNCTION

ENTER TO THE "CARD BELT TEST"

NO

[HOW TO TEST]
1. TEST MODE ->
#5. CARD BELT TEST

CHECK THE BELT JAM & CARD — NO → REMOVE THE JAMMED FACTOR

YES

CHECK THE CONNECTOR OF MAIN PCB [CN1, JP15] — NO → RECONNECT THE MAIN PCB

YES

[HOW TO CHECK]
- PORT : CN1, JP15

CHECK VOLTAGE OF THE MAIN PCB [CN1, JP15] — NO → REPLACE THE 12V OR 5V SMPS

YES

[HOW TO CHECK]
- PORT : CN1, JP15
YELLOW : 12V
RED : 5V
BLACK : GND

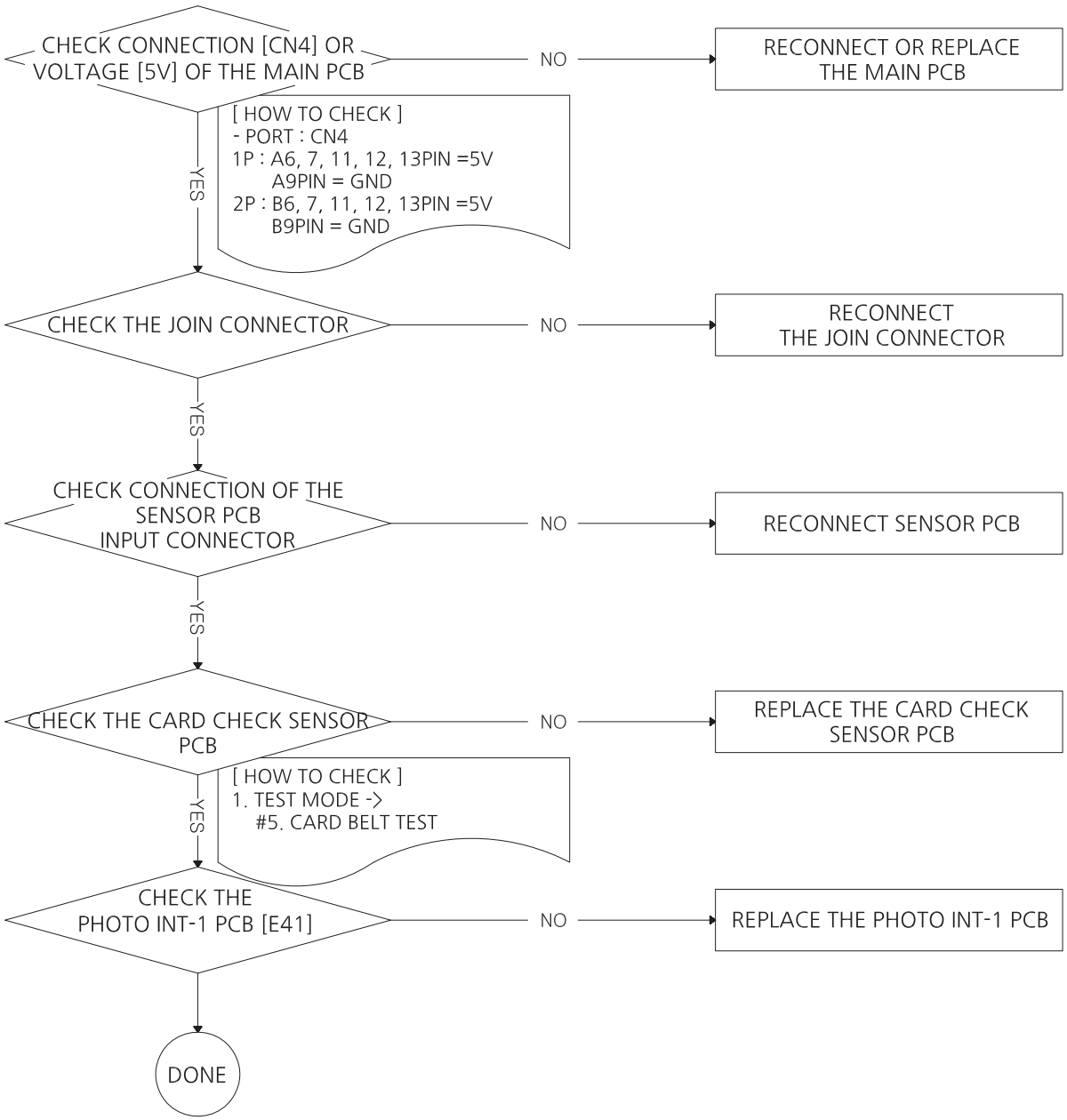
CHECK CONNCTION OF THE MAIN PCB [CON1 or 12V] — NO → RECONNECT OR REPLACE THE MAIN PCB

YES

[HOW TO CHECK]
1P : 5,6 PIN
2P : 7,8 PIN

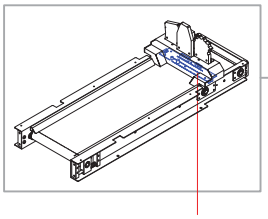
CHECK CONNECTION OR OPERATION OF MOTOR — NO → RECONNECT OR REPLACE THE MOTOR

YES

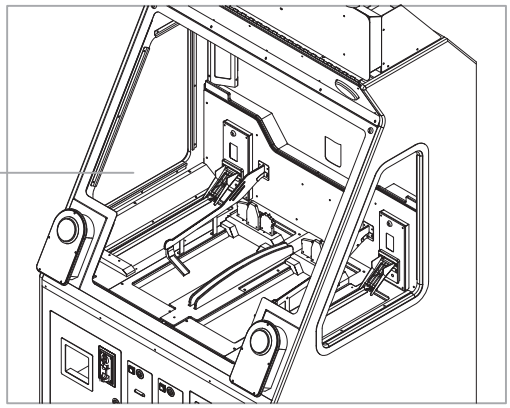

CHECK CONNECTION [CN4] OR VOLTAGE [5V] OF THE MAIN PCB
NO
RECONNECT OR REPLACE THE MAIN PCB
[HOW TO CHECK]
- PORT : CN4
1P : A6, 7, 11, 12, 13PIN =5V
A9PIN = GND
2P : B6, 7, 11, 12, 13PIN =5V
B9PIN = GND
YES
CHECK THE JOIN CONNECTOR
NO
RECONNECT THE JOIN CONNECTOR
YES
CHECK CONNECTION OF THE SENSOR PCB INPUT CONNECTOR
NO
RECONNECT SENSOR PCB
YES
CHECK THE CARD CHECK SENSOR PCB
NO
REPLACE THE CARD CHECK SENSOR PCB
[HOW TO CHECK]
1. TEST MODE ->
#5. CARD BELT TEST
YES
CHECK THE PHOTO INT-1 PCB [E41]
NO
REPLACE THE PHOTO INT-1 PCB
DONE

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

8. BELT SCAN SENSOR ERROR [1~2P]
- E.51 / E.52



BELT SCAN SENSOR



THE BELT SCAN SENSOR IS MALFUNCTION

ENTER TO THE "CARD BELT TEST"

NO

[HOW TO TEST]
1. TEST MODE ->
#3. TOKEN SENSOR TEST

CHECK THE BELT & COIN JAM — NO → REMOVE JAM FACTOR, CLEANING or CHANGE COINS

YES

CHECK CONNECTION OF THE MAIN PCB [CN1, JP15] — NO → RECONNECT THE MAIN PCB

[HOW TO CHECK]
- PORT : CN1, JP15

YES

CHECK VOLTAGE OF THE MAIN PCB [CN1, JP15] — NO → REPLACE THE 12V OR 5V SMPS

[HOW TO CHECK]
- PORT : CN1, JP15
YELLOW : 12V
RED : 5V
BLACK : GND

YES

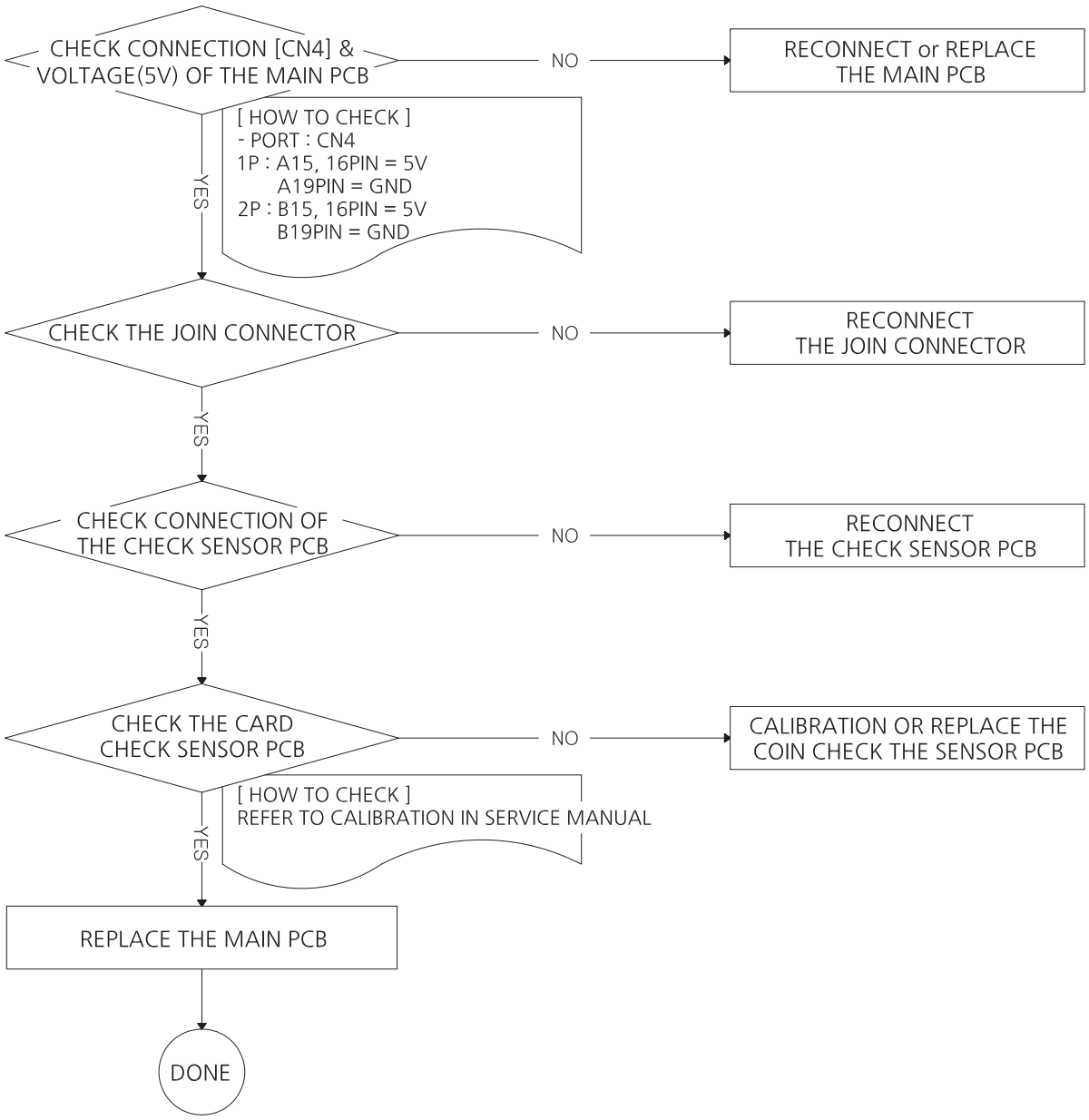
CHECK CONNECTION [CON2] OR VOLTAGE(12V) OF MAIN PCB — NO → RECONNECT OR REPLACE THE MAIN PCB

[HOW TO CHECK]
1P : 1,2 PIN
2P : 3,4 PIN

YES

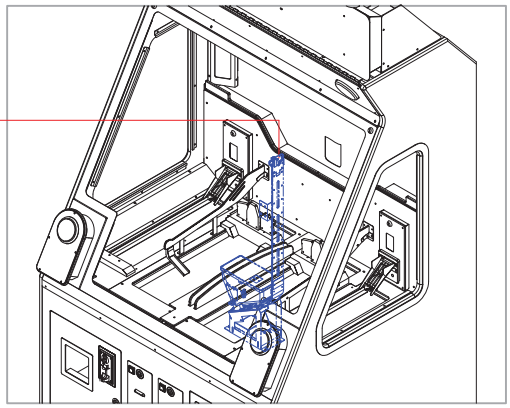
CHECK CONNECTION & OPERATION OF THE MOTOR — NO → RECONNECT OR REPLACE OF THE MOTOR

YES


CHECK CONNECTION [CN4] &
VOLTAGE(5V) OF THE MAIN PCB
NO
RECONNECT or REPLACE
THE MAIN PCB
[HOW TO CHECK]
- PORT : CN4
1P : A15, 16PIN = 5V
A19PIN = GND
2P : B15, 16PIN = 5V
B19PIN = GND
YES
CHECK THE JOIN CONNECTOR
NO
RECONNECT
THE JOIN CONNECTOR
YES
CHECK CONNECTION OF
THE CHECK SENSOR PCB
NO
RECONNECT
THE CHECK SENSOR PCB
YES
CHECK THE CARD
CHECK SENSOR PCB
NO
CALIBRATION OR REPLACE THE
COIN CHECK THE SENSOR PCB
[HOW TO CHECK]
REFER TO CALIBRATION IN SERVICE MANUAL
YES
REPLACE THE MAIN PCB
DONE

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

9. TOKEN DROP HOPPER ERROR [1~2P] - E.61 / E.62



THE TOKEN DROP HOPPER IS MALFUNCTION

ENTER TO THE "MEDAL OUT TEST"

NO

[HOW TO TEST]
1. TEST MODE ->
#6. TOKEN OUT TEST

CHECK THE TOKEN DROP RAIL MEDAL JAM

NO → REMOVE JAMMED MEDAL

YES

CHECK THE COIN IS IN THE HOPPER & CHECK THE EXTRANEOUS THINGS

NO → SUPPLY COINS OR REMOVE EXTRANEOUS THINGS

YES

CHECK VOLTAGE(12V, 5V) OF THE MAIN PCB [CN1, JP15]

NO → REPLACE THE 12V OR 5V SMPS

YES

[HOW TO CHECK]
- PORT : CN1, JP15

CHECK THE RAIL MEDAL JAM

NO → REMOVE JAMMED MEDAL OR REPLACE THE RAIL

YES

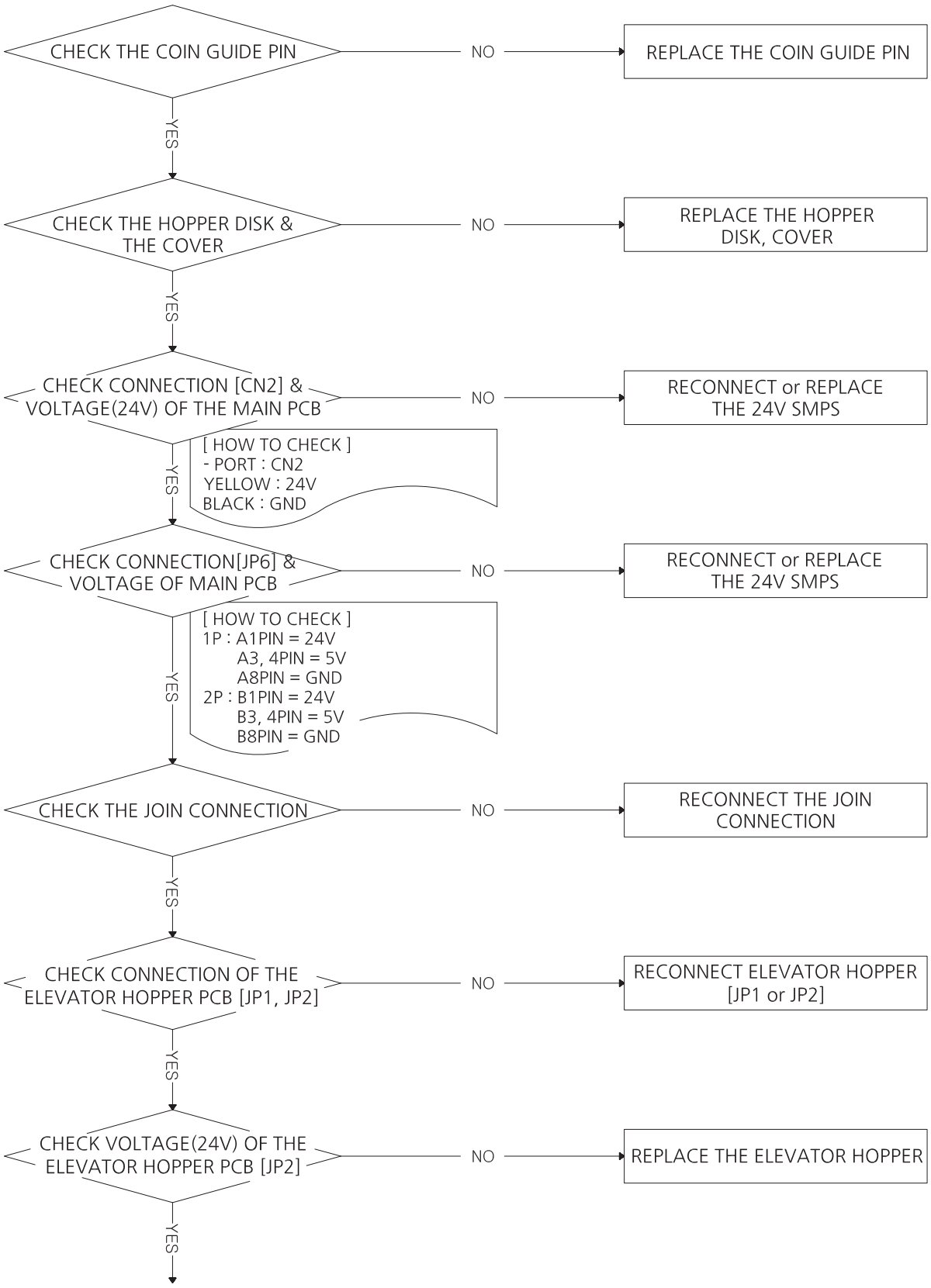
CHECK THE COIN HOLDER(BEARING, SUPPORT) SENSOR CHECK THE BROKEN OR SEPERATED PART

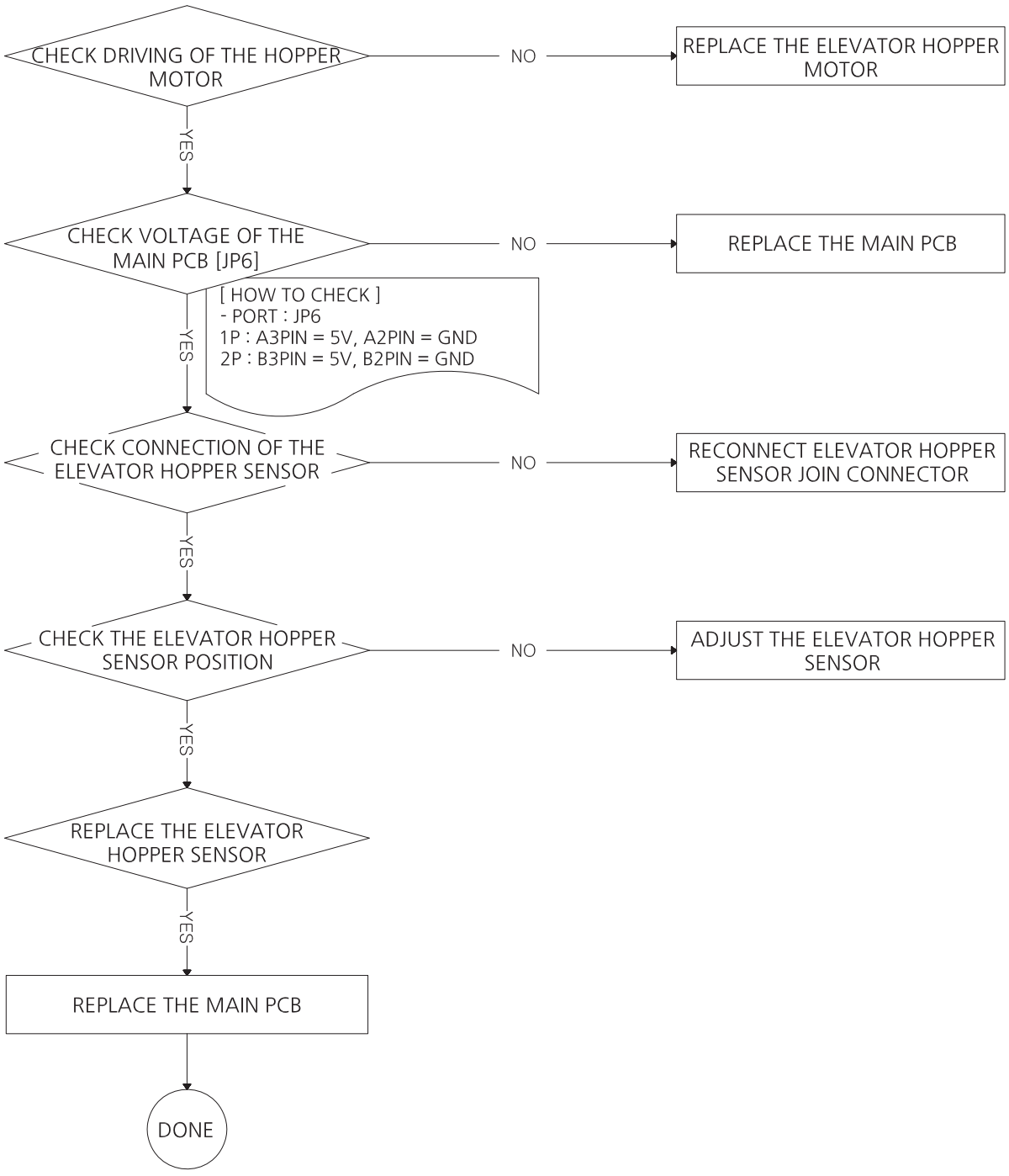
NO → REPLACE THE COIN HOLDER OR THE SENSOR

YES

CHECK COIN IS IN THE DISK OF HOPPER

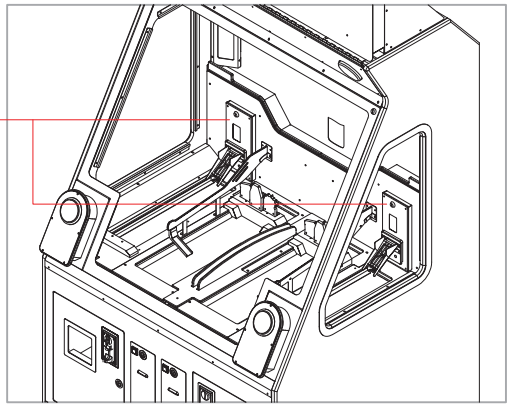
NO → PRESS HOPPER CASE 10 TIMES BY HAND & CLEAR IT, THEN PREDD RESET BUTTON


CHECK THE COIN GUIDE PIN
NO
REPLACE THE COIN GUIDE PIN
YES
CHECK THE HOPPER DISK & THE COVER
NO
REPLACE THE HOPPER DISK, COVER
YES
CHECK CONNECTION [CN2] & VOLTAGE(24V) OF THE MAIN PCB
NO
RECONNECT or REPLACE THE 24V SMPS
[HOW TO CHECK]
- PORT : CN2
YELLOW : 24V
BLACK : GND
YES
CHECK CONNECTION[JP6] & VOLTAGE OF MAIN PCB
NO
RECONNECT or REPLACE THE 24V SMPS
[HOW TO CHECK]
1P : A1PIN = 24V
A3, 4PIN = 5V
A8PIN = GND
2P : B1PIN = 24V
B3, 4PIN = 5V
B8PIN = GND
YES
CHECK THE JOIN CONNECTION
NO
RECONNECT THE JOIN CONNECTION
YES
CHECK CONNECTION OF THE ELEVATOR HOPPER PCB [JP1, JP2]
NO
RECONNECT ELEVATOR HOPPER [JP1 or JP2]
YES
CHECK VOLTAGE(24V) OF THE ELEVATOR HOPPER PCB [JP2]
NO
REPLACE THE ELEVATOR HOPPER
YES


CHECK DRIVING OF THE HOPPER MOTOR
NO
REPLACE THE ELEVATOR HOPPER MOTOR
YES
CHECK VOLTAGE OF THE MAIN PCB [JP6]
NO
REPLACE THE MAIN PCB
[HOW TO CHECK]
- PORT : JP6
1P : A3PIN = 5V, A2PIN = GND
2P : B3PIN = 5V, B2PIN = GND
YES
CHECK CONNECTION OF THE ELEVATOR HOPPER SENSOR
NO
RECONNECT ELEVATOR HOPPER SENSOR JOIN CONNECTOR
YES
CHECK THE ELEVATOR HOPPER SENSOR POSITION
NO
ADJUST THE ELEVATOR HOPPER SENSOR
YES
REPLACE THE ELEVATOR HOPPER SENSOR
YES
REPLACE THE MAIN PCB
DONE

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

10. CARD DISPENSER ERROR [1~2P] - E.81 / E.82



THE CARD DISPENSER IS MALFUNCTION

ENTER TO THE "CARD DISPENSER" TEST

NO

[HOW TO TEST]
1. TEST MODE ->
7. CARD OUT TEST

CHECK CARD IN THE DISPENSER — NO → INSERT CARDS

YES

CARD Jam — NO → REMOVE JAMMED FACTOR

YES

CHECK CONNECTION OF THE [JP10] — NO → RECONNECT THE JP10 CONNECTOR

YES

CHECK VOLTAGE(12V) OF THE MAIN PCB 4,5 PIN — NO → REPLACE THE MAIN PCB

YES

CHECK THE JOIN CONNECTOR — NO → RECONNECT THE JOIN CONNECTOR

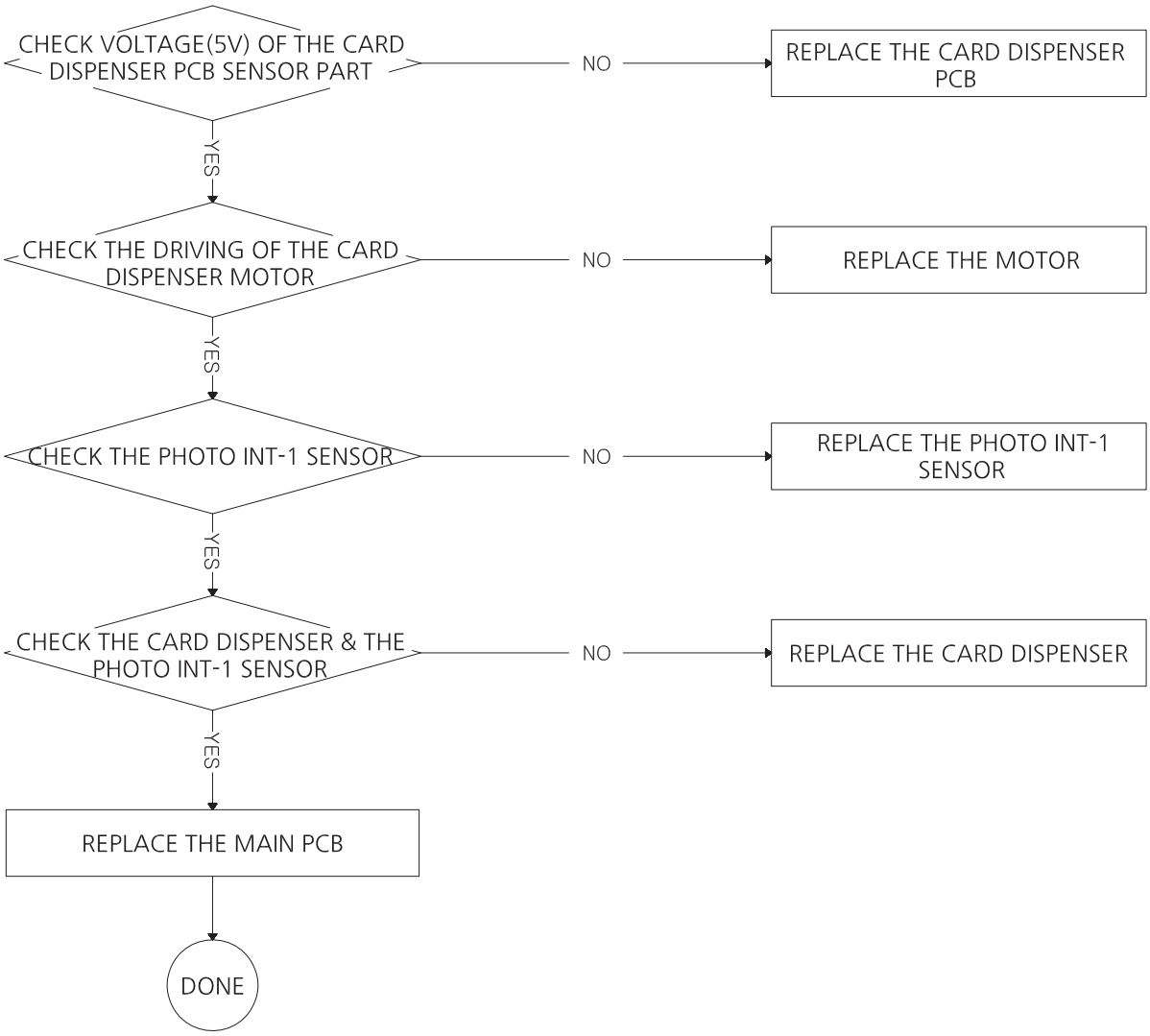
YES

CHECK 5, 6 PIN VOLTAGE(12V) OF THE CARD DISPENSER PCB — NO → DOUBLE CHECK CONNECTION OF WORES & CONNECTORS — NO → REPLACE THE CARD DISPENSER PCB

YES

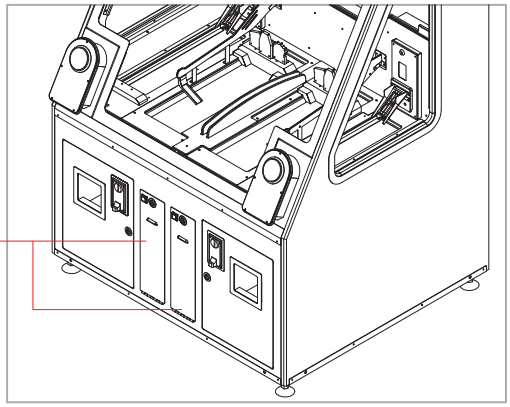
CHECK VOLTAGE OF THE CARD DISPENSER PCB MOTOR OUT (1,3 PIN) — NO → REPLACE THE CARD DISPENSER

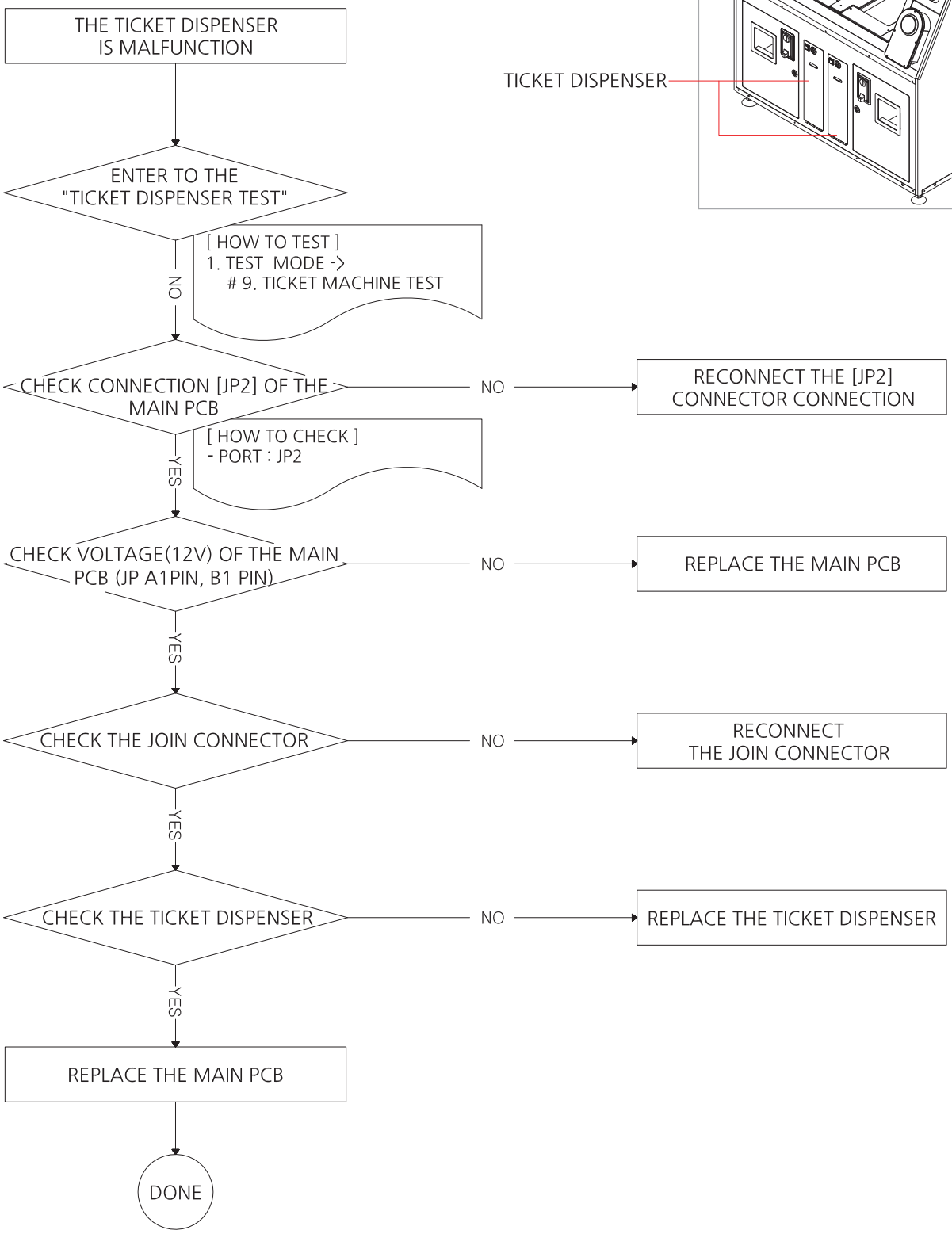
YES


CHECK VOLTAGE(5V) OF THE CARD DISPENSER PCB SENSOR PART
NO
REPLACE THE CARD DISPENSER PCB
YES
CHECK THE DRIVING OF THE CARD DISPENSER MOTOR
NO
REPLACE THE MOTOR
YES
CHECK THE PHOTO INT-1 SENSOR
NO
REPLACE THE PHOTO INT-1 SENSOR
YES
CHECK THE CARD DISPENSER & THE PHOTO INT-1 SENSOR
NO
REPLACE THE CARD DISPENSER
YES
REPLACE THE MAIN PCB
DONE

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

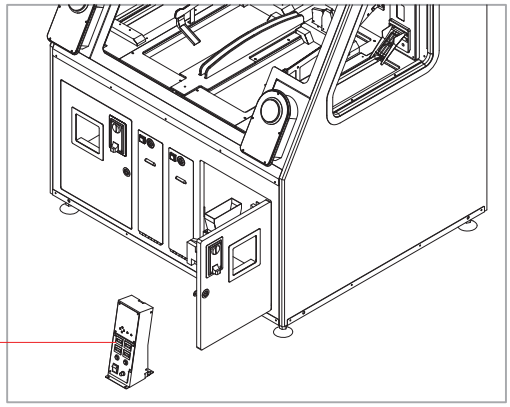
11. TICKET DISPENSER ERROR [E-t]

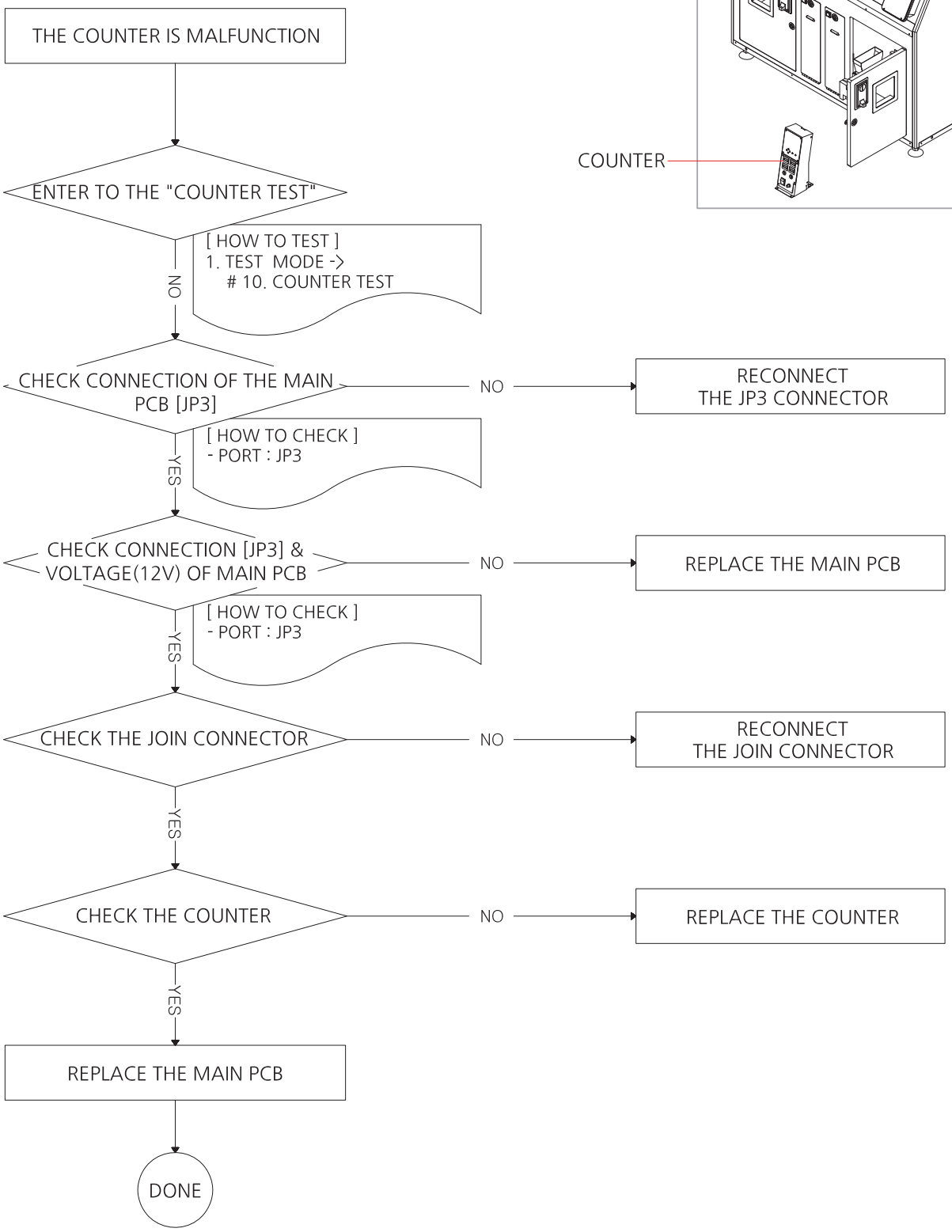




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

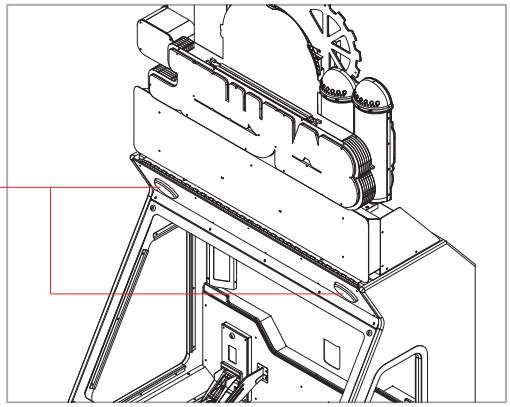
12. COUNTER ERROR

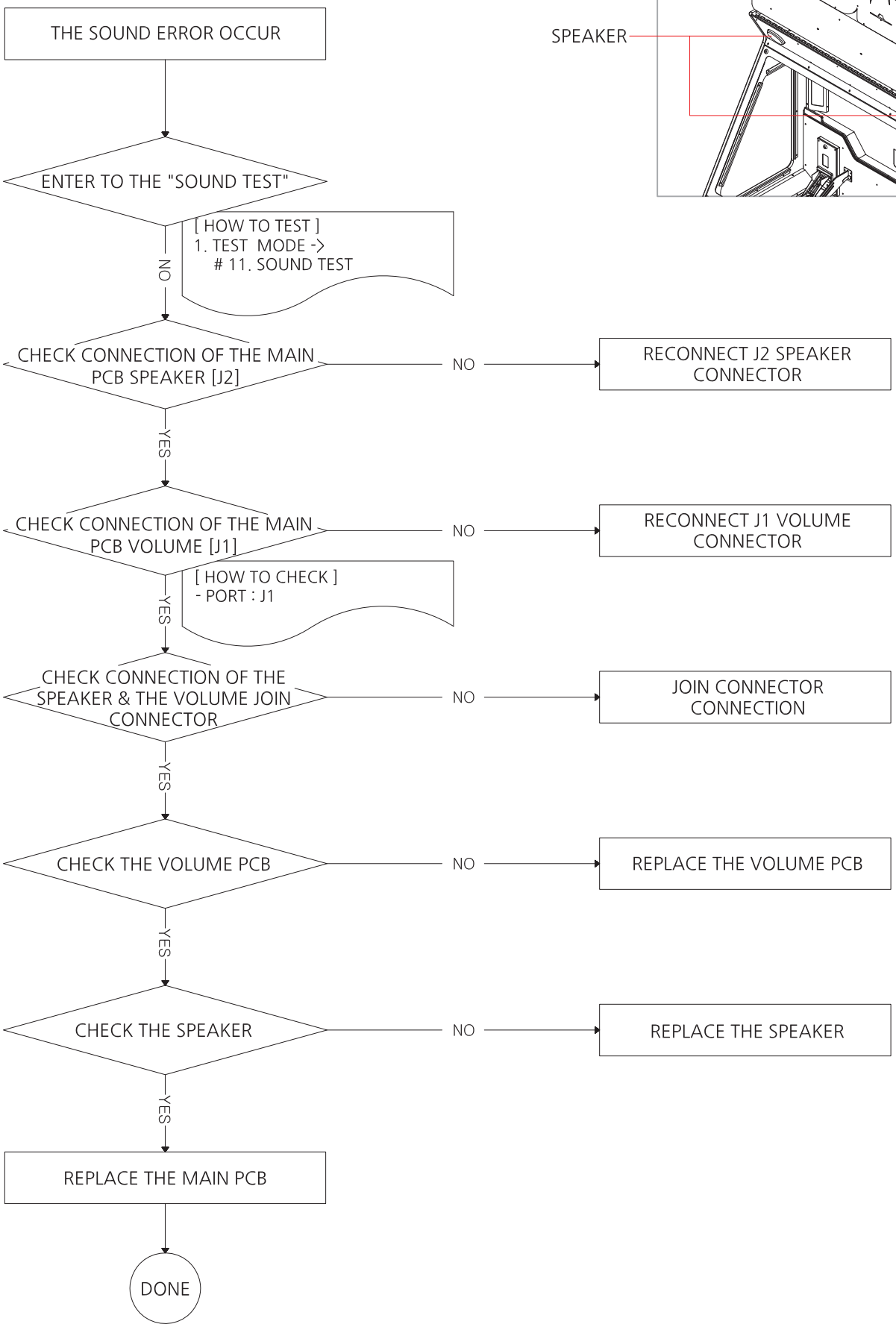




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

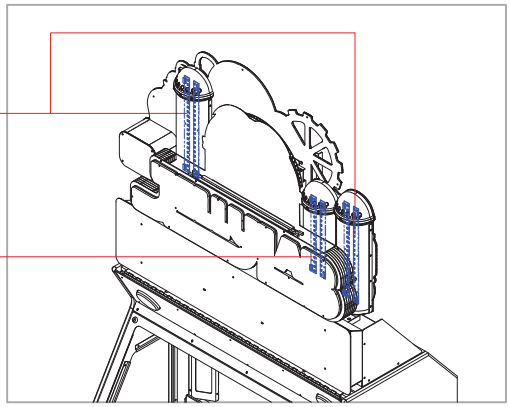
13. SOUND ERROR

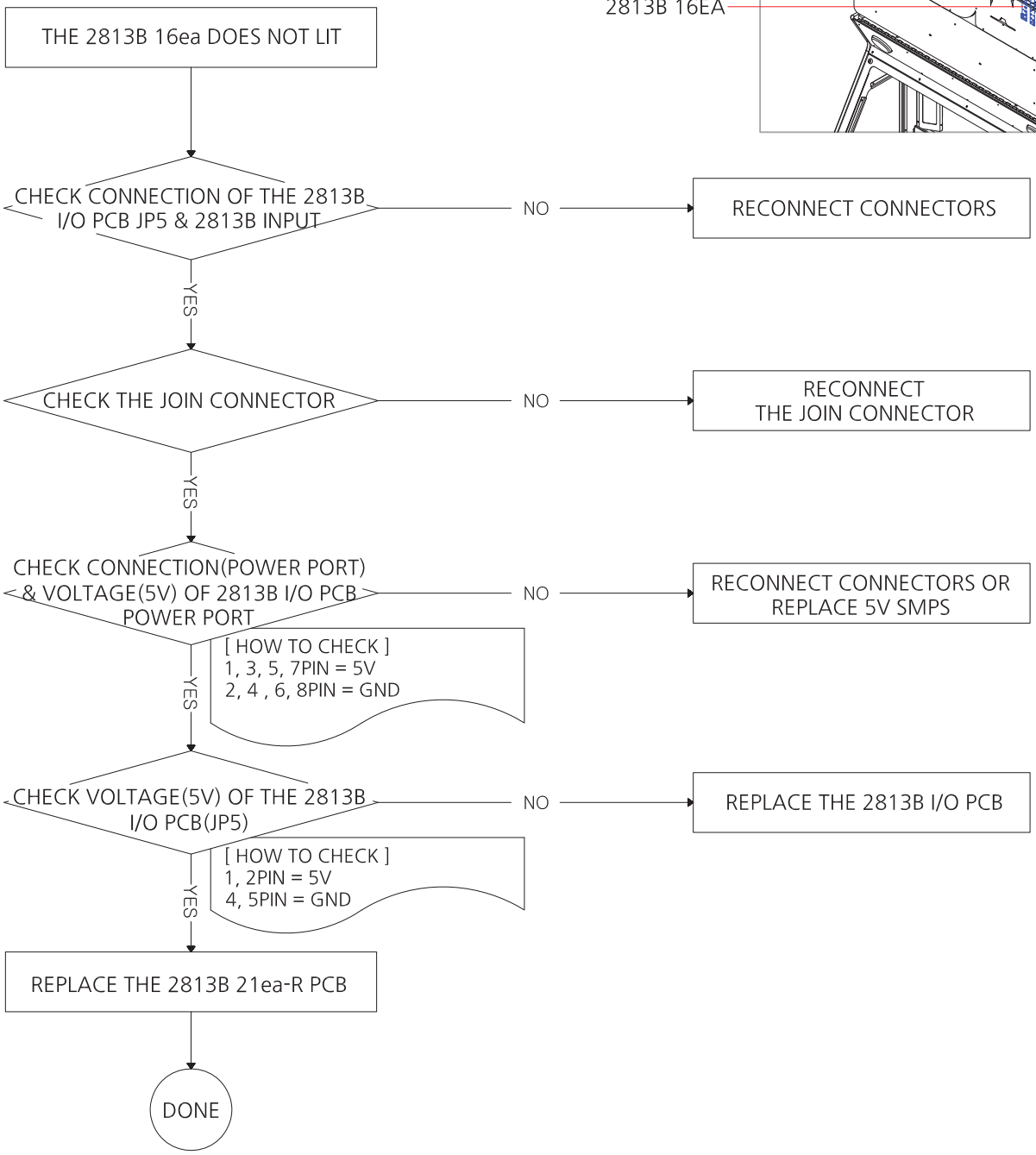




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

14. 2813B 16ea, 21ea When not lit (TOP BILLBOARD)

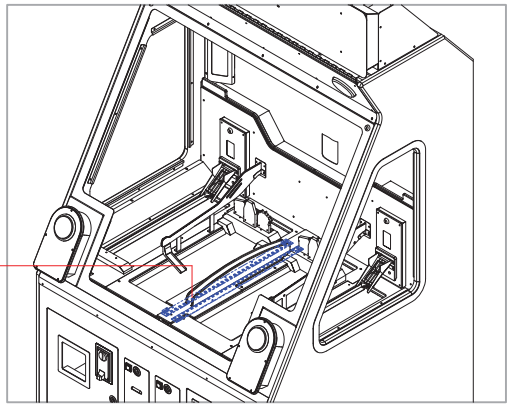


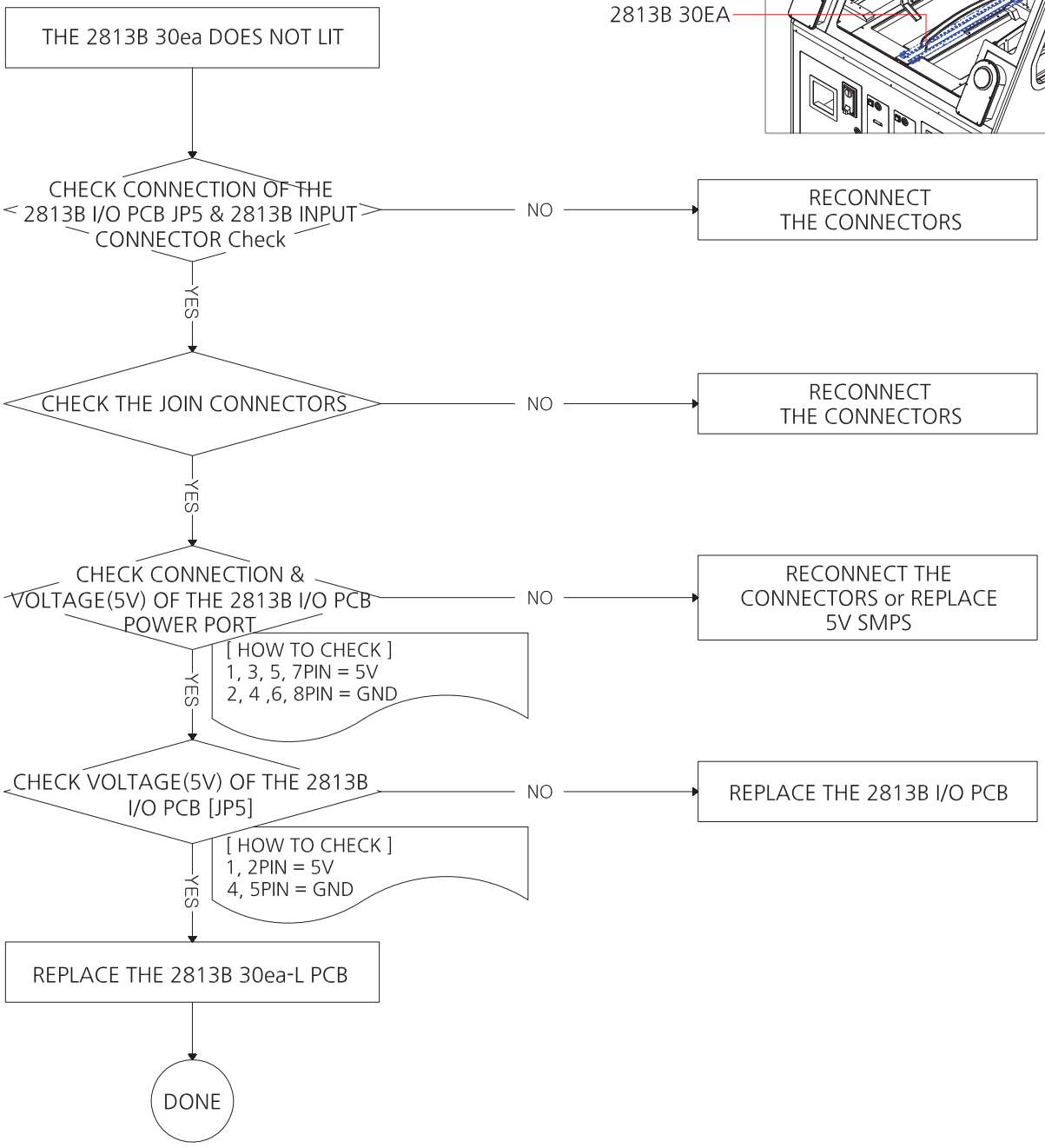


* If the middle LED PCB does not light up, check the front LED PCB connection status then check again

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

15. 2813B 30ea, L When does not lit (GAME PLATE MIDDLE)

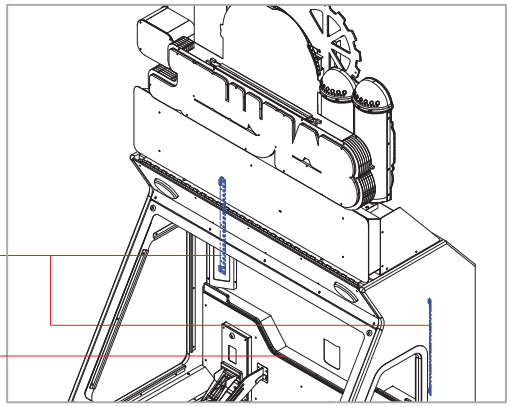


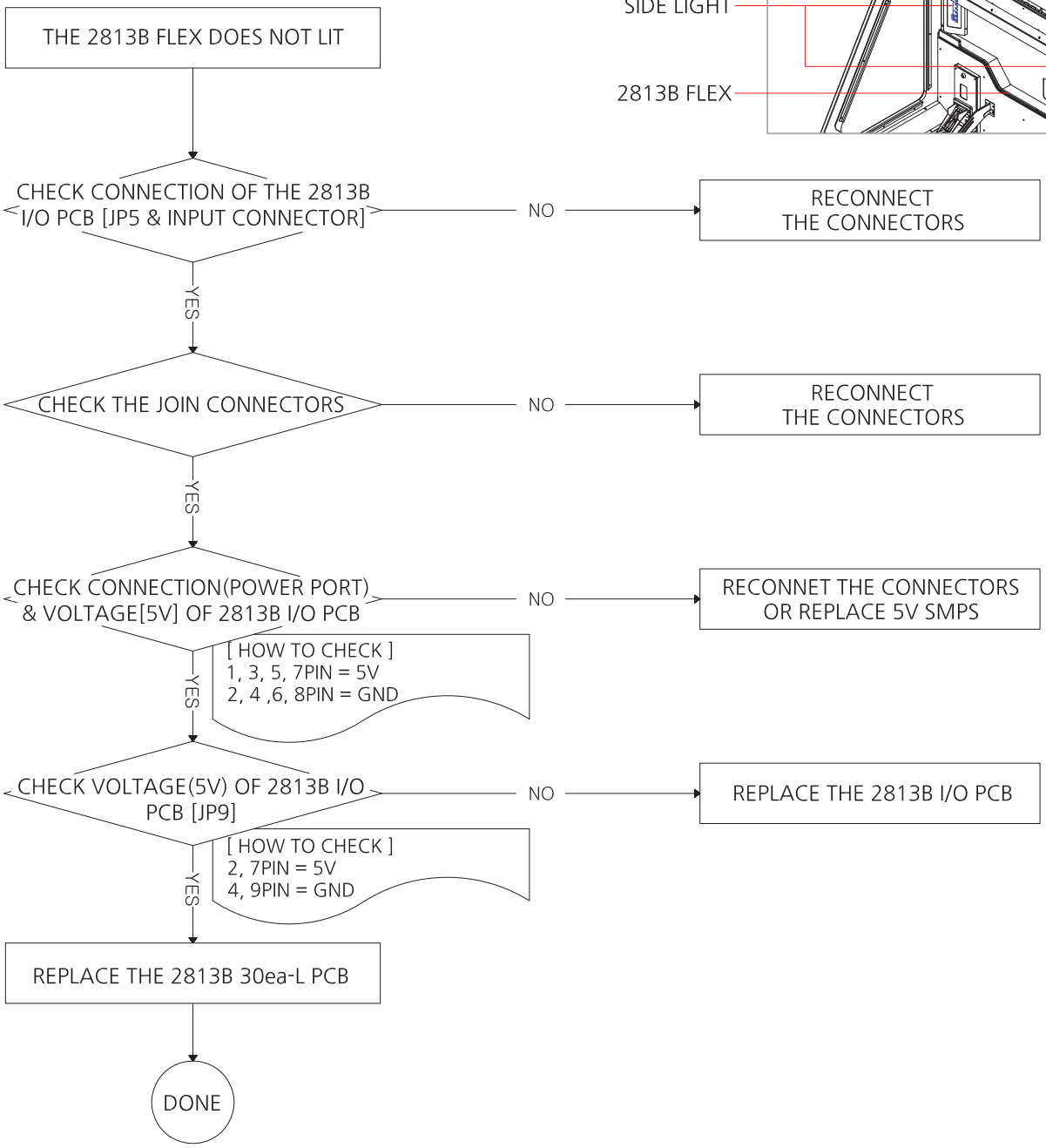


* If the middle LED PCB does not light up, check the front LED PCB connection status then check again

*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

16. 2813B FLEX or SIDE LIGHT When does not lit





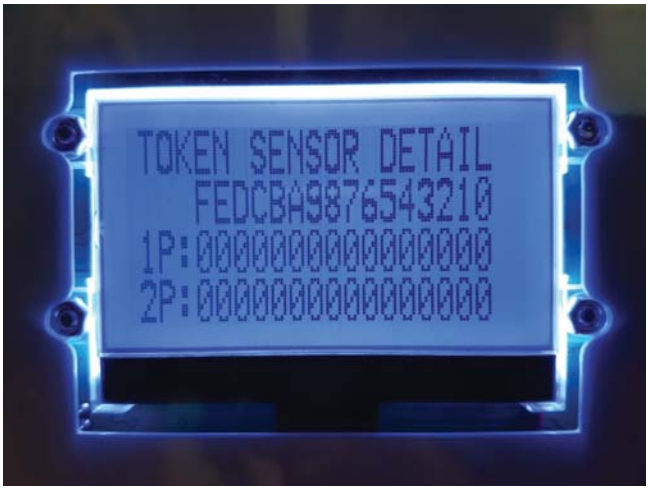
* If the middle LED PCB does not light up, check the front LED PCB connection status then check again

* THE CHECKING METHOD FOR THE WRONGLY WORKING SENSOR

- In case the sensor wrongly decide as a success although the token is located out of the box.
- In case the sensor could not recognize the tokens.

In case of these problems, check out as following method.

1) Get into the TOKEN SENSOR of the TEST MODE of MENU/SELECT

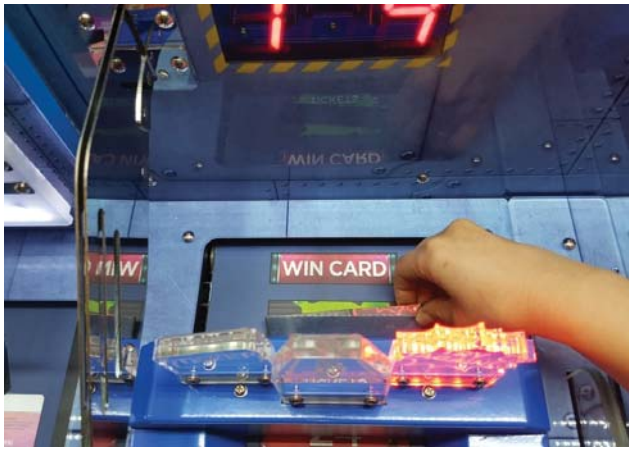


2) Set the supplied Bracket to the right-end side below the TOKEN CHECK SENSOR ASS'Y as the shown picture.

If "O" is changed to "1" in the TOKEN SENSOR of the TEST MODE, it is normal.

If "O" is not changed to "1" in the TOKEN SENSOR of the TEST MODE,

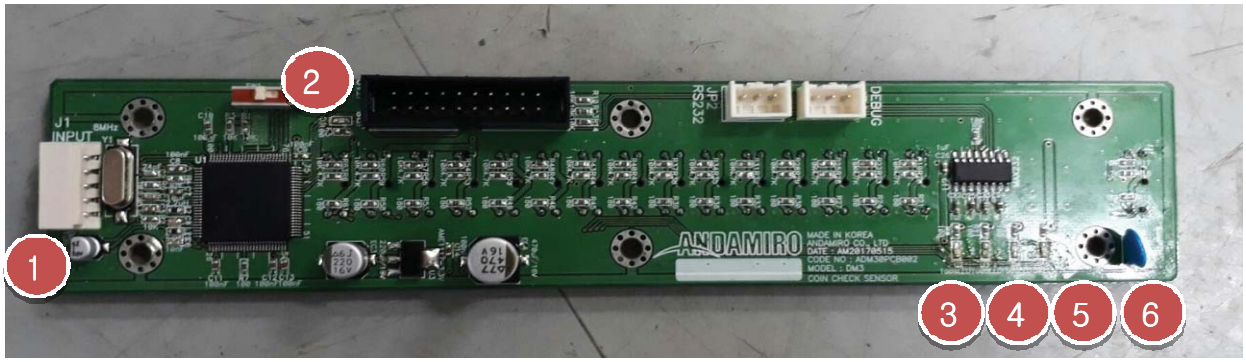
proceed the SENSOR calibration. If it could not be solved in the calibration, replace it with new one.



★ If "E51" error does not happen in the said "O"'s position sensor during the game it can be used regardless "0" or "1".

* CHECKING METHOD OF DM JELLY'S TOKEN SENSOR PCB

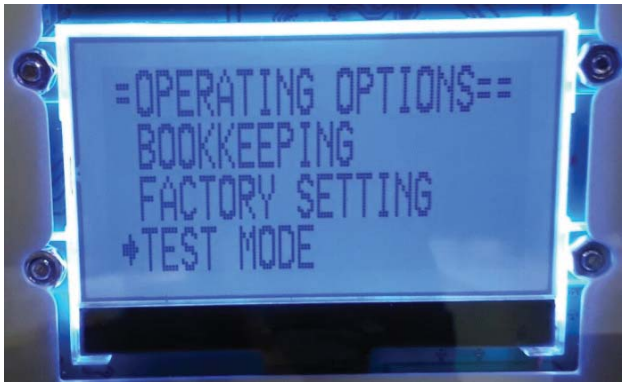
1) Explanation on Token Check Sensor PCB

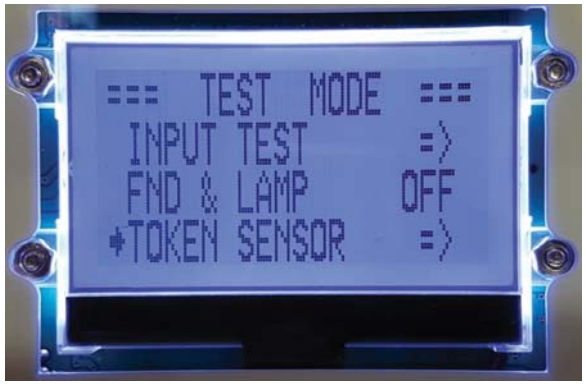


NO	NAME	NORMAL MODE	CAL MODE
1	Communication Port	Communication with the Main Board	
2	SYSTEM LED	LED lighting every 1 sec when the Sensor PCB is ON. LED lighting every 30 sec when the Sensor PCB is OFF.	LED lighting every 1 sec
3	TEST LED1	Level 1 of token recognition	ON if the 1st calibration does work
4	TEST LED2	Level 2 of token recognition	ON if the 2nd calibration does work
5	TEST LED3	Level 3 of token recognition	LED lighting every 1 sec
6	ENCODE LED	ON in the winning box	Always OFF

2) Checking the status of SENSOR

○ Get into the Token Sensor Test Mode in the set-up mode





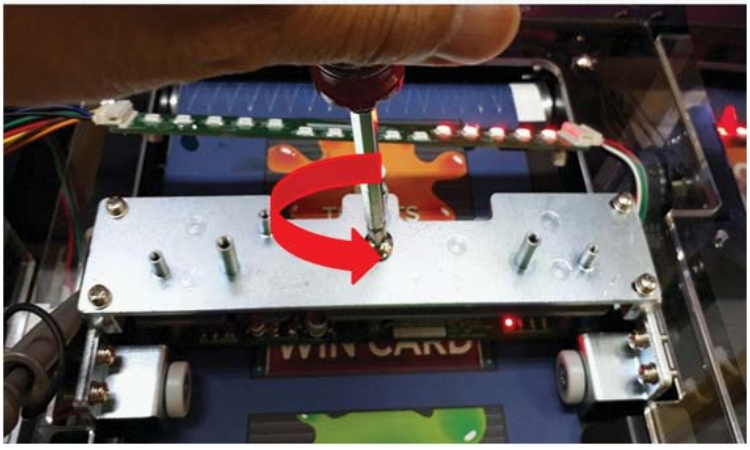
○ Place an object of the same thickness & color with the token on the belt
The object should cover all the sensors.

※ "O" means the sensor does not work.
In the left picture, all 1P sensors do not work.
And B,A & 9 sensors in 2P sensor work.

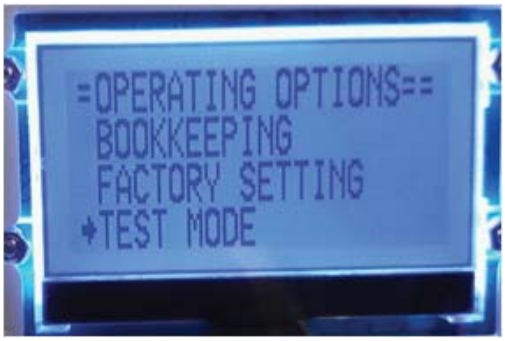
* HOW TO DO CALIBRATION

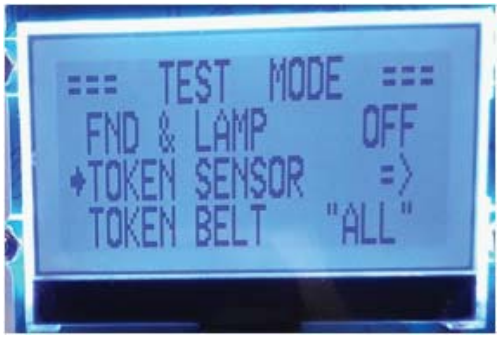
1) Remove COIN Sensor acrylic and COIN CHECK LED PCB.

2) Move Sensor PCB to the bottom by hand driver to turn counter clock wise as attached picture.

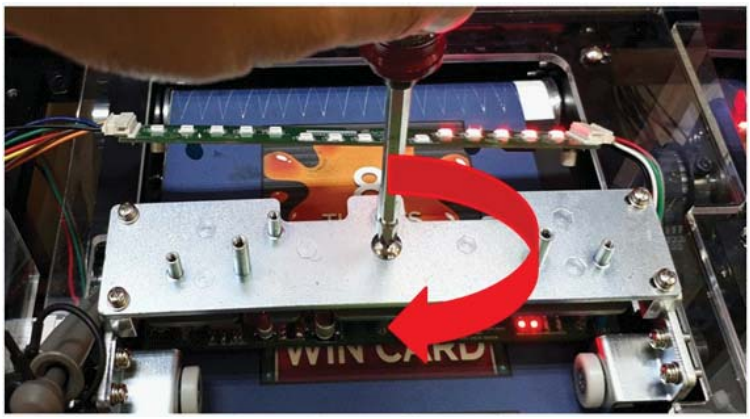


3) Ender COIN Sensor Test Mode. (Convey belt will be automatically moved)





4) Slowly turn clock wise by hand driver to make Sensor PCB apart 5mm from the belt. And then turn counter clock wise again to make sensor close to the belt. (Process getting maximum quantity of light)

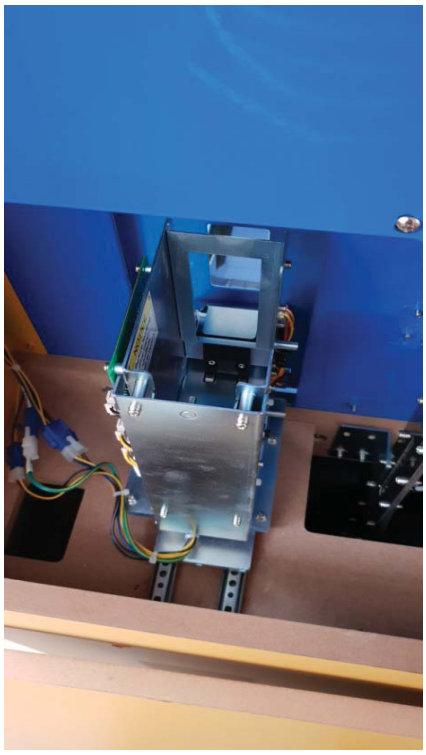


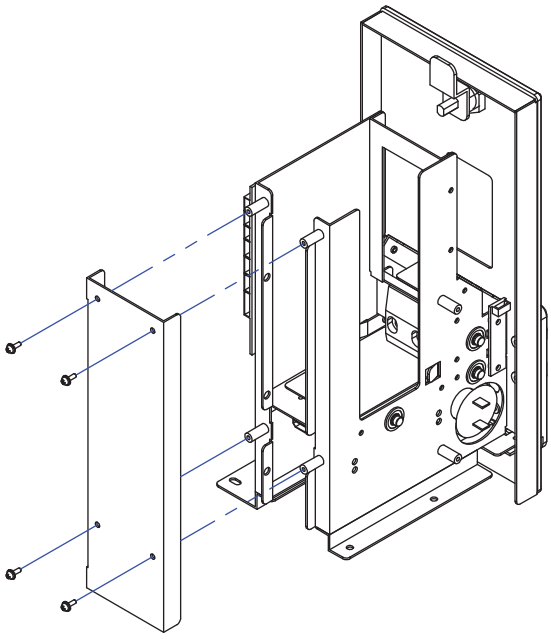
5) 1. Turn clock wise to adjust the sensor to make TEST LED 1, 2 ON as above picrture.
2. Check if there is a point that TEST LED 1 , 2 is once OFF and then ON when you adjust the sensor to ON.
3. Finish the calibration when you find the point that TEST LED 1 , 2 is ON again.
4. If there is no point that TEST LED 1, 2 is on again, turn counter clock wise and make TEST LED 1, 2 ON which is the point you did at no. 2 above and finish the calibration.

※ After calibration, even if LED 1,2 is off right away there will be no problem for operation.
※ Normally the height is for passing 2 tokens.

* HOW TO ADJUST THE GAP OF CARD DISPENSER

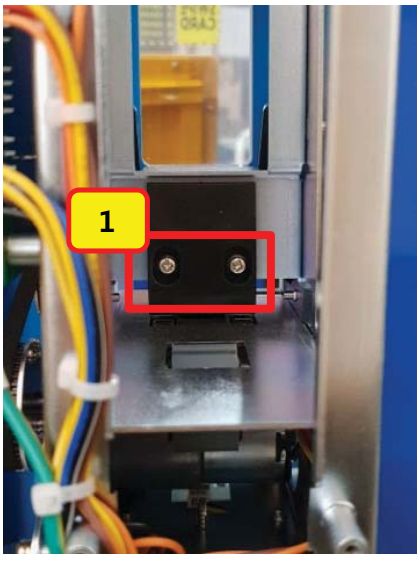
1





- Open upper door of back side of the machine and disassemble the metal part back side of card dispenser as a picture. [Bolt 4ea]

2

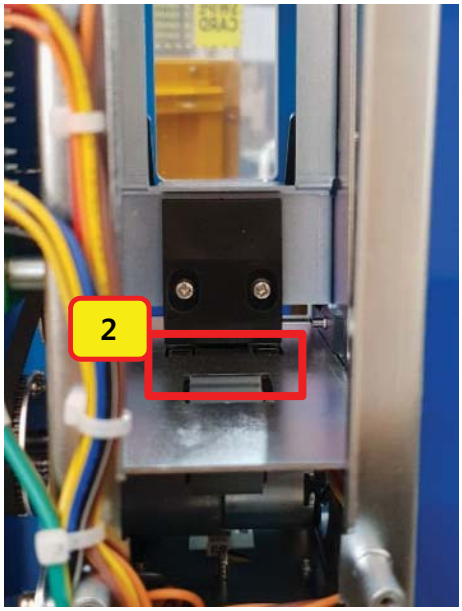


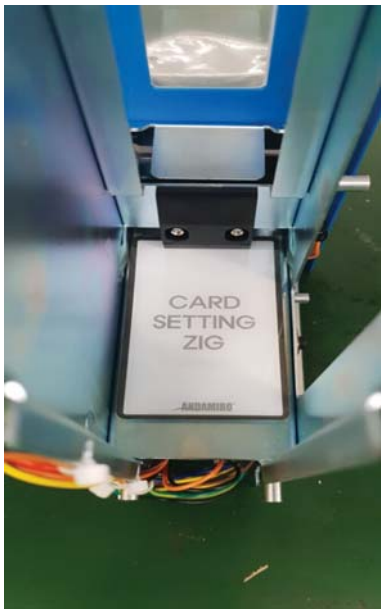
- Unlock little bit of fix bolt 2ea at No.1.

3

- Prepare CARD SETTING JIG as a picture.

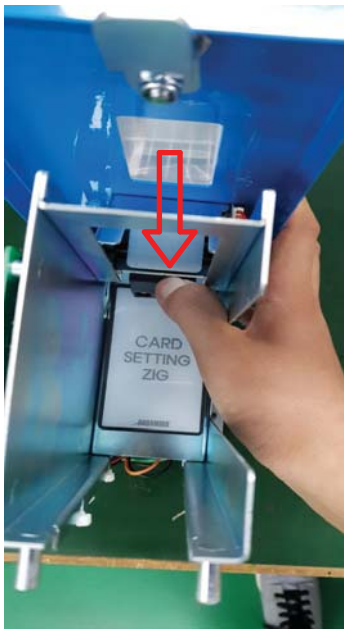
4





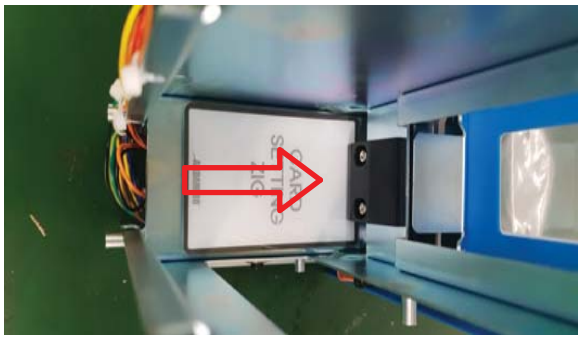
- Set CARD SETTING JIG to No.2 place. (lower side of black acrylic)
  [Refer to the right picture]

5



- Lock the bolt of section 2 pressing the upper side of black acrylic.
  After fixing, remove the card.

6



- Check if it is tight when you try to insert the CARD SETTING JIG again as left picture.
  If it is easy to insert or impossible to insert, go back to section 2 and work again.

- Gap between the arrows of left picture (No.2 of section 4)
  Allowable value: 1.1~1.3 mm
  Thickness of normal card: 0.8 mm

7

- After processing until section 6, run operation test.
  TEST MODE -> No. 7 CARD OUT TEST