

**! 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.**

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**\* 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
E.44		NO SIGNAL OF THE CARD DROP SENSOR	3. CHECK CARD JAM ON BELT
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

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

# [ TEST MODE ]

TEST MODE			
TEST	SETTING	DESCRIPTION	
1. INPUT TEST	[=>]	ENTER INPUT TEST	
		INPUT CONDITION IS ON LCD DISPLAY (BUTTON, COIN, TICKET, SENSOR... ETC)	
		LAMP, FND, LED TEST	
2. FND & LAMP	"OFF"	WHOLE FND & LAMP OFF	
	"STEP"	LAMP	<ul style="list-style-type: none"> <li>▶ WHOLE LAMP FLICKERING</li> <li>▶ 1P TICKET LAMP ON</li> <li>▶ 2P TICKET LAMP ON</li> <li>▶ 1P BUTTON LAMP ON</li> <li>▶ 2P BUTTON LAMP ON</li> </ul> REPEAT
		FND	<ul style="list-style-type: none"> <li>▶ WHOLE LAMP FLICKERING</li> <li>▶ WHOLE NUMBER COUNTING [0000] ~ [9999]</li> <li>▶ 1P PLAYS FND [00], 1P TICKET FND [222]</li> <li>▶ 2P PLAYS FND [11], 2P TICKET FND [333]</li> <li>▶ SUPER BONUS FND [0000]</li> </ul> REPEAT
		LED	<ul style="list-style-type: none"> <li>▶ WHOLE WHITE LED FLICKERING</li> <li>▶ RED ▶ GREEN ▶ BLUE ▶ WHITE LED ON</li> <li>▶ 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)</li> </ul> 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	

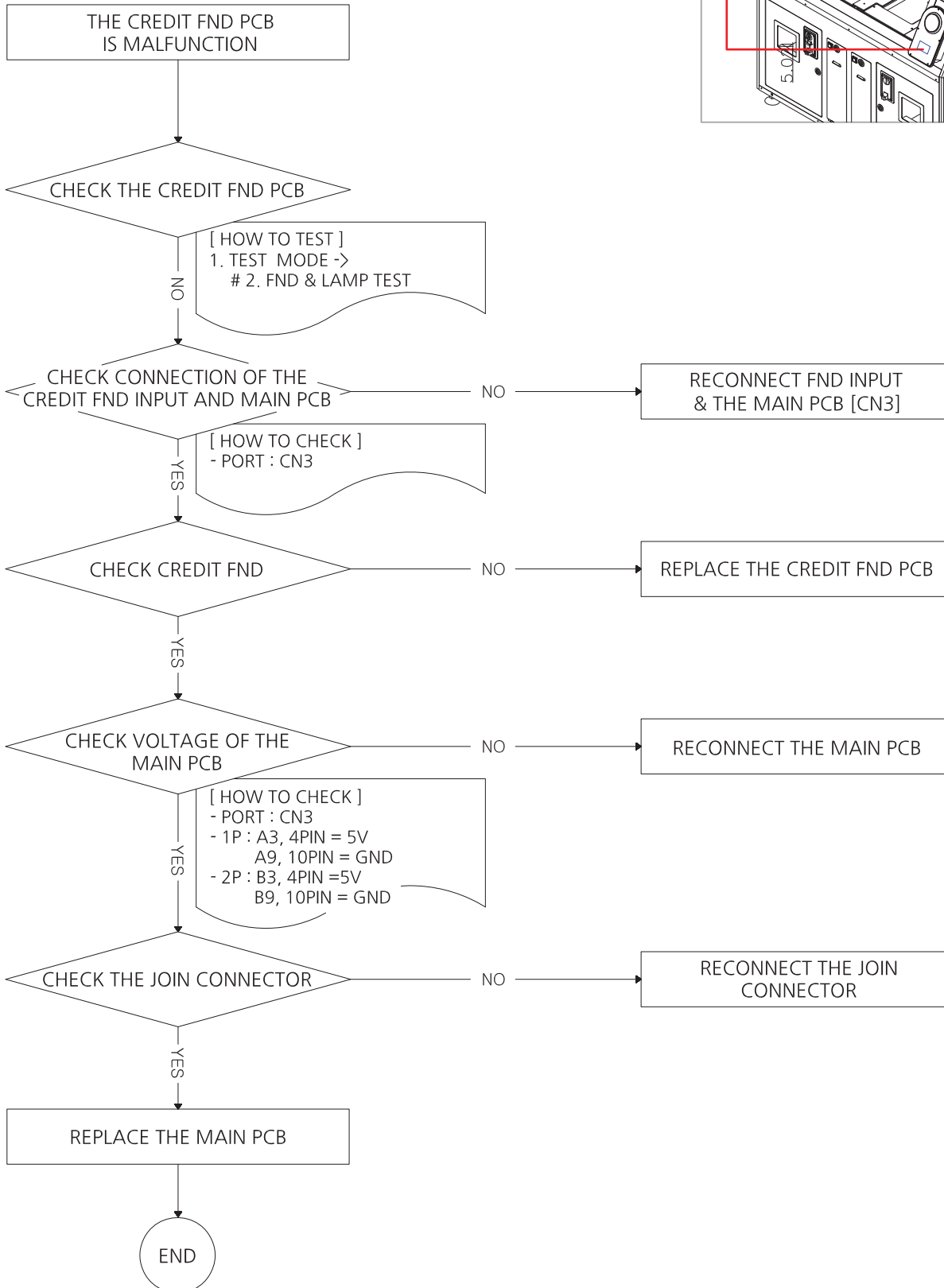
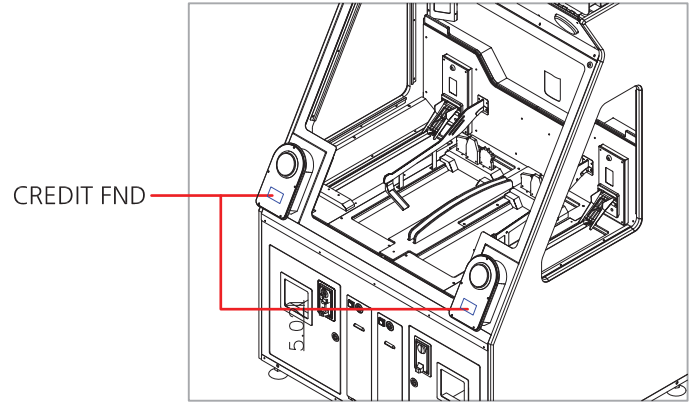
3.TOKEN SENSOR	=>	ENTER COIN SENSOR DETAIL 1P, 2P COIN BELT MOVE TO WHITE AREA FOR SENSOR CHECK
	TOKEN SENSOR DETAIL FEDCBA9876543210 1P:0000000000000000 2P:0000000000000000 ( FEDCBA987654321 : TOKEN SENSING SENSOR ) ( 0 : MAIN POSITION SENSOR )	DISPLAY 0 AND 1 FOR EACH 16 SENSORS. 0 – NO SIGNAL, 1 – 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.
	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)	
4. TOKEN BELT	MAIN GAME BELT TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND RUN BY SELECT BUTTON	
	"ALL"	1P, 2P TOKEN BELT
	"1P"	1P TOKEN BELT
	"2P"	2P TOKEN BELT
	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	
5. CARD BELT	MAIN GAME BELT TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND RUN BY SELECT BUTTON	
	"ALL"	1P, 2P CARD BELT
	"1P"	1P CARD BELT
	"2P"	2P CARD BELT
	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	
6.TOKEN OUT	COIN HOPPER TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND TEST BY SELECT BUTTON	
	"1P"	1 COIN OUT FROM COIN HOPPER
	"2P"	2 COIN OUT FROM COIN HOPPER
	"ALL"	CONTINUOUSLY COIN OUT FROM COIN HOPPER
	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)	

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 ]

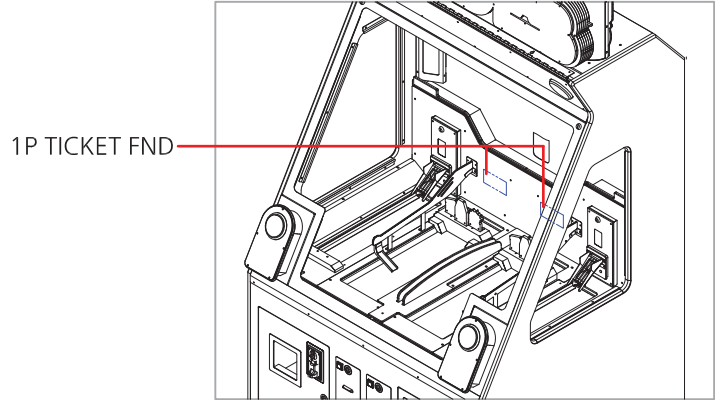
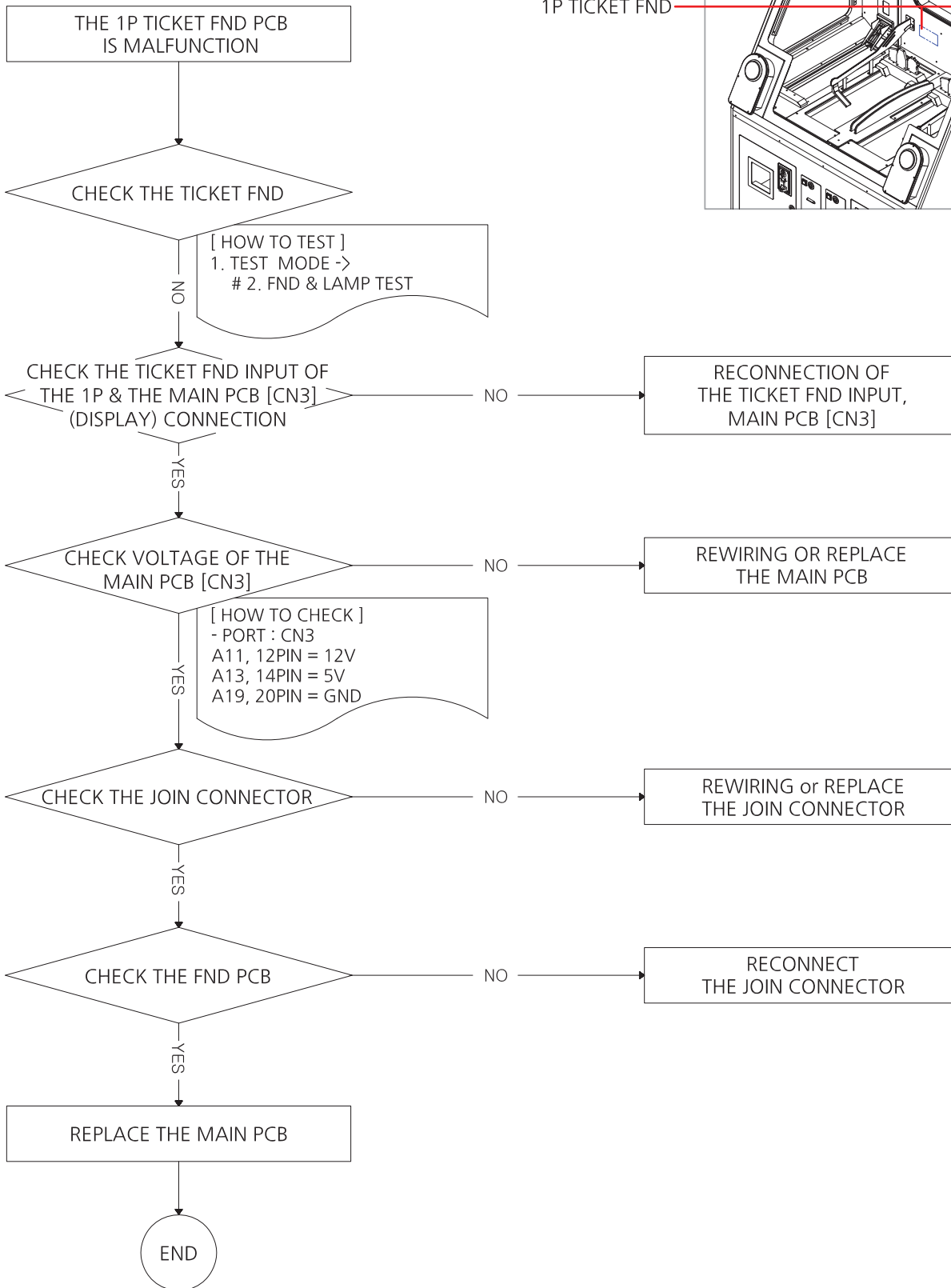
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 1. CREDIT FND PCB ERROR



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

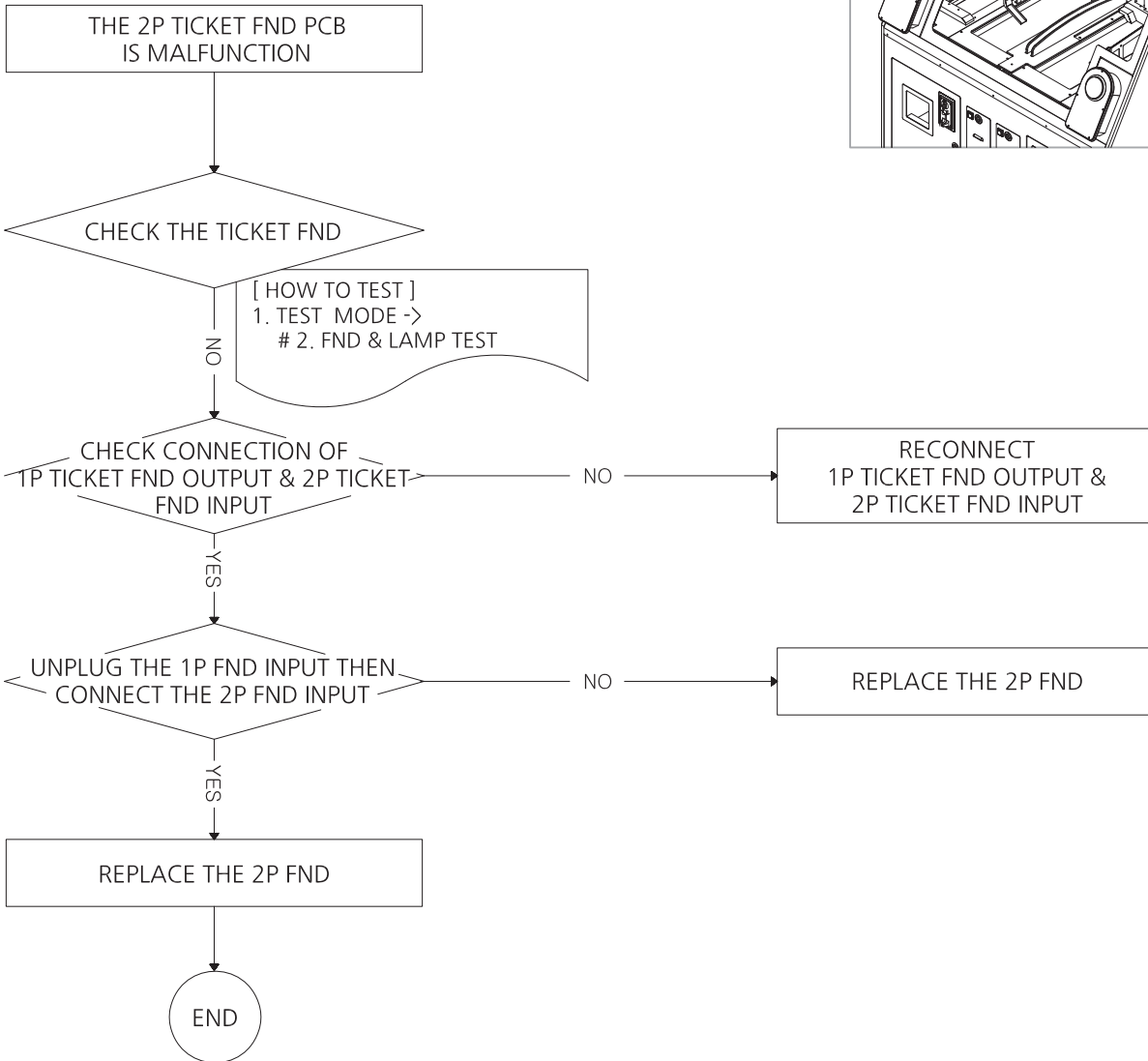
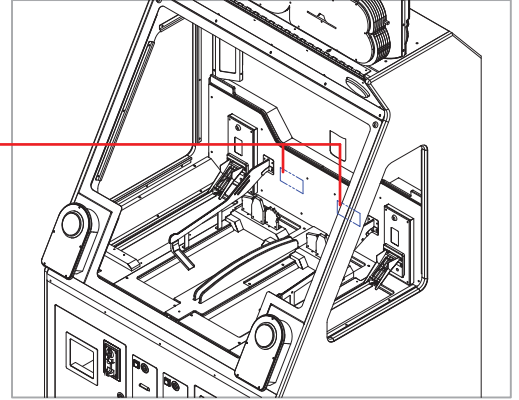
## 2. 1P TICKET FND PCB ERROR



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

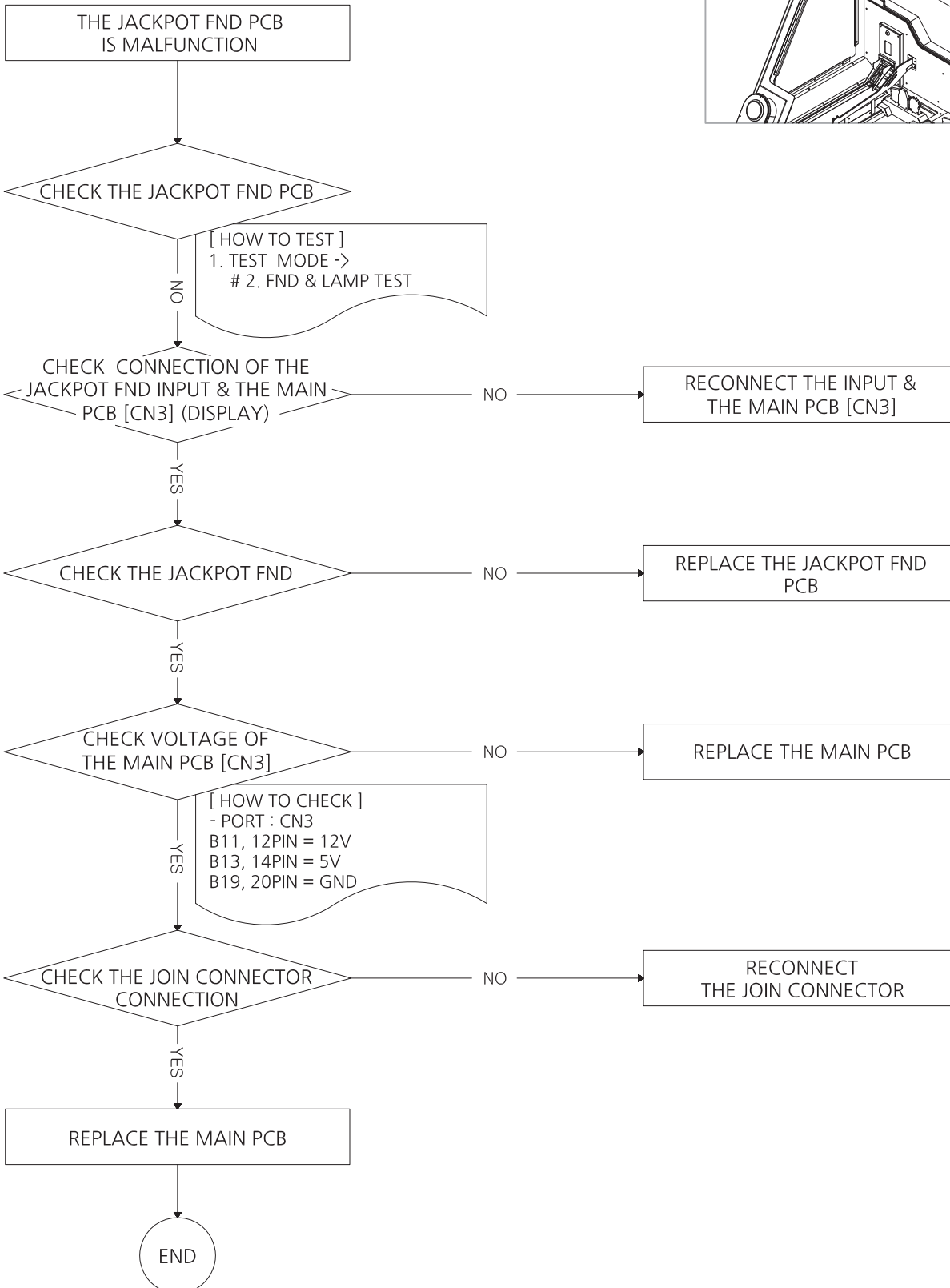
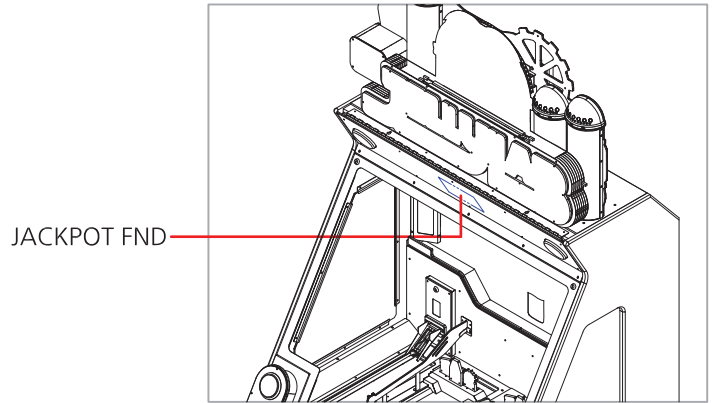
### 3. 2P TICKET FND PCB ERROR

2P TICKET FND



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

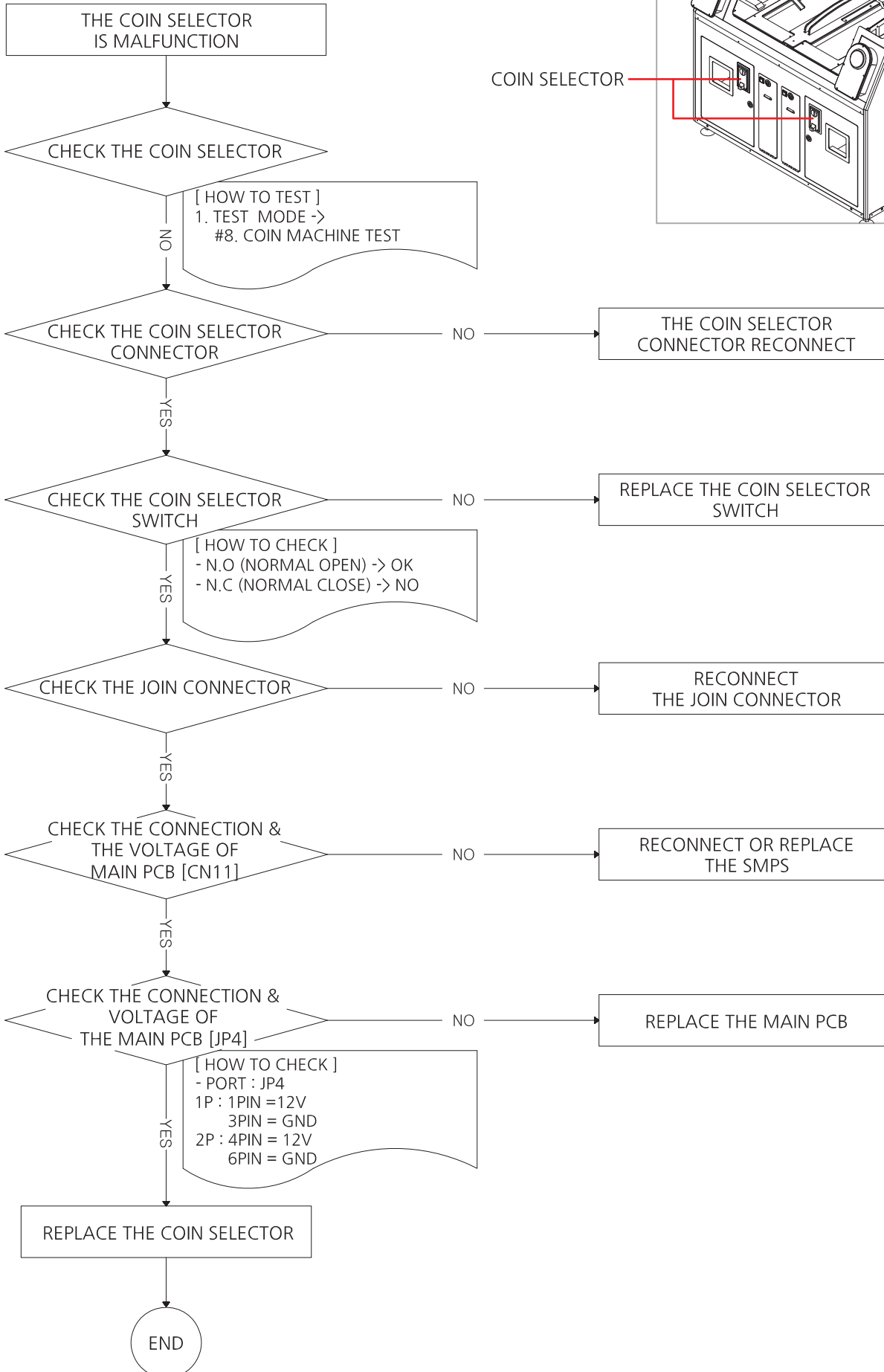
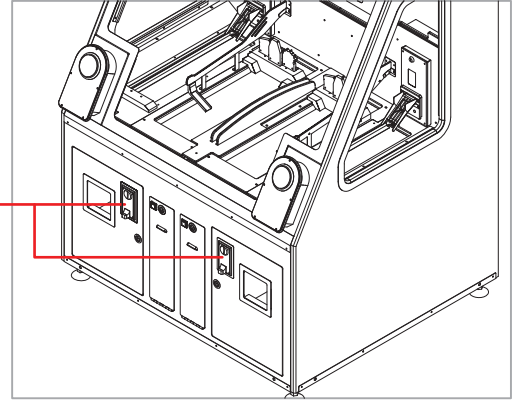
## 4. JACKPOT FND PCB ERROR





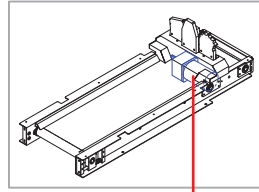
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

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

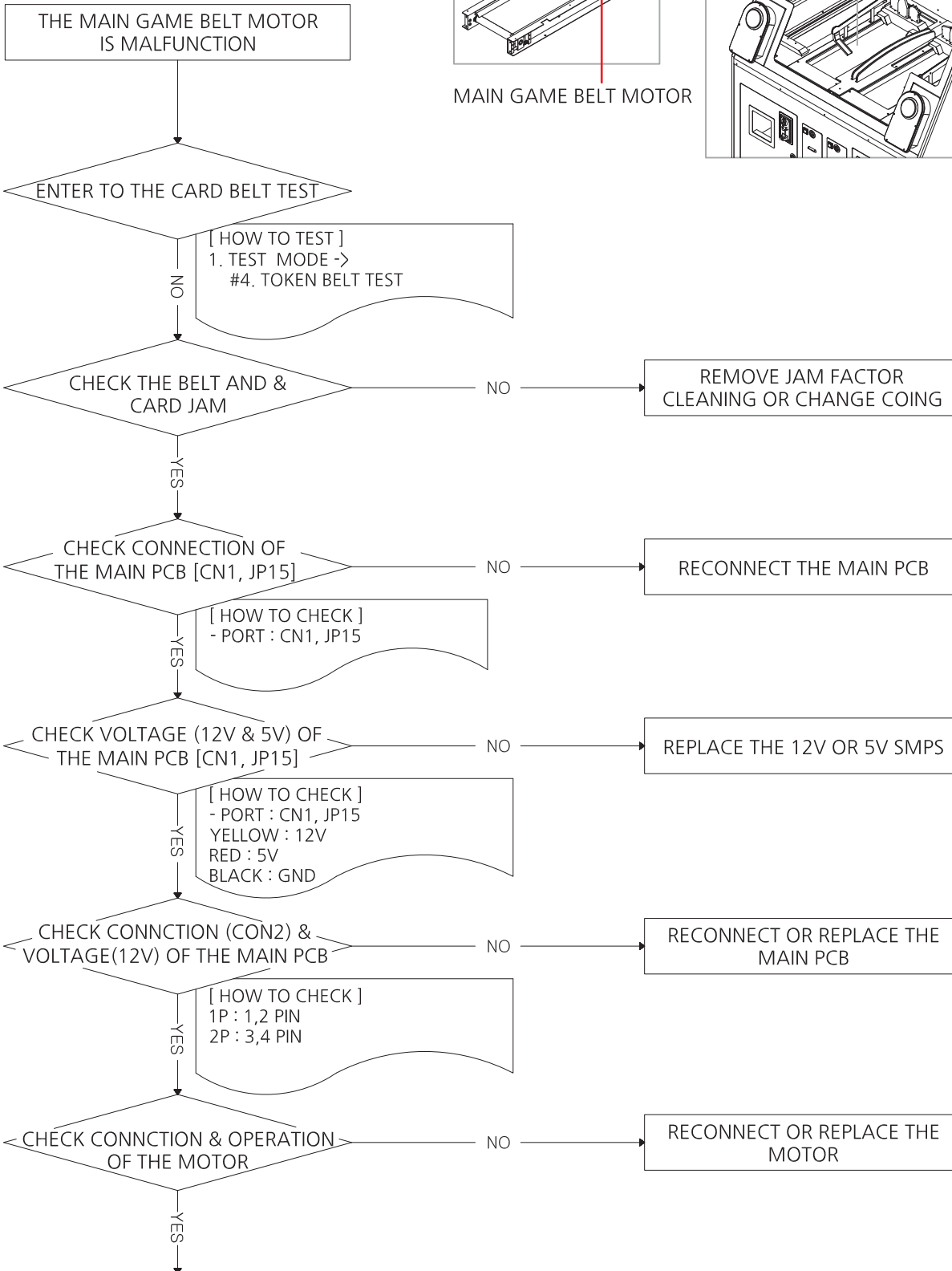
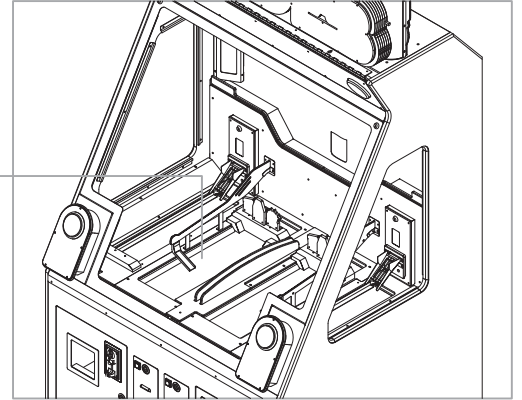


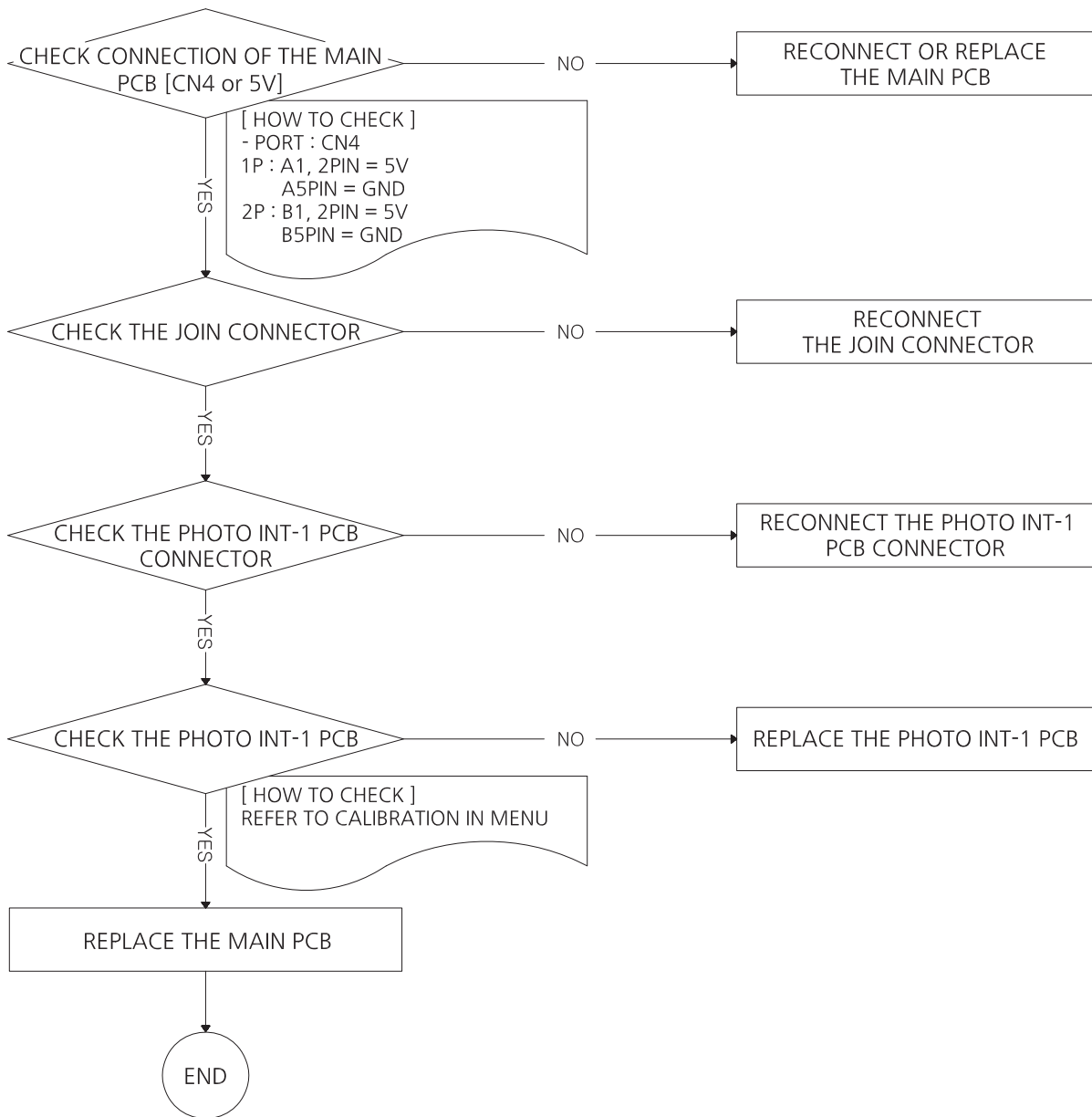
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

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



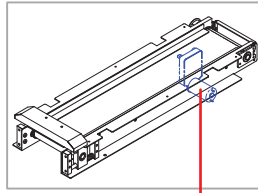
MAIN GAME BELT MOTOR



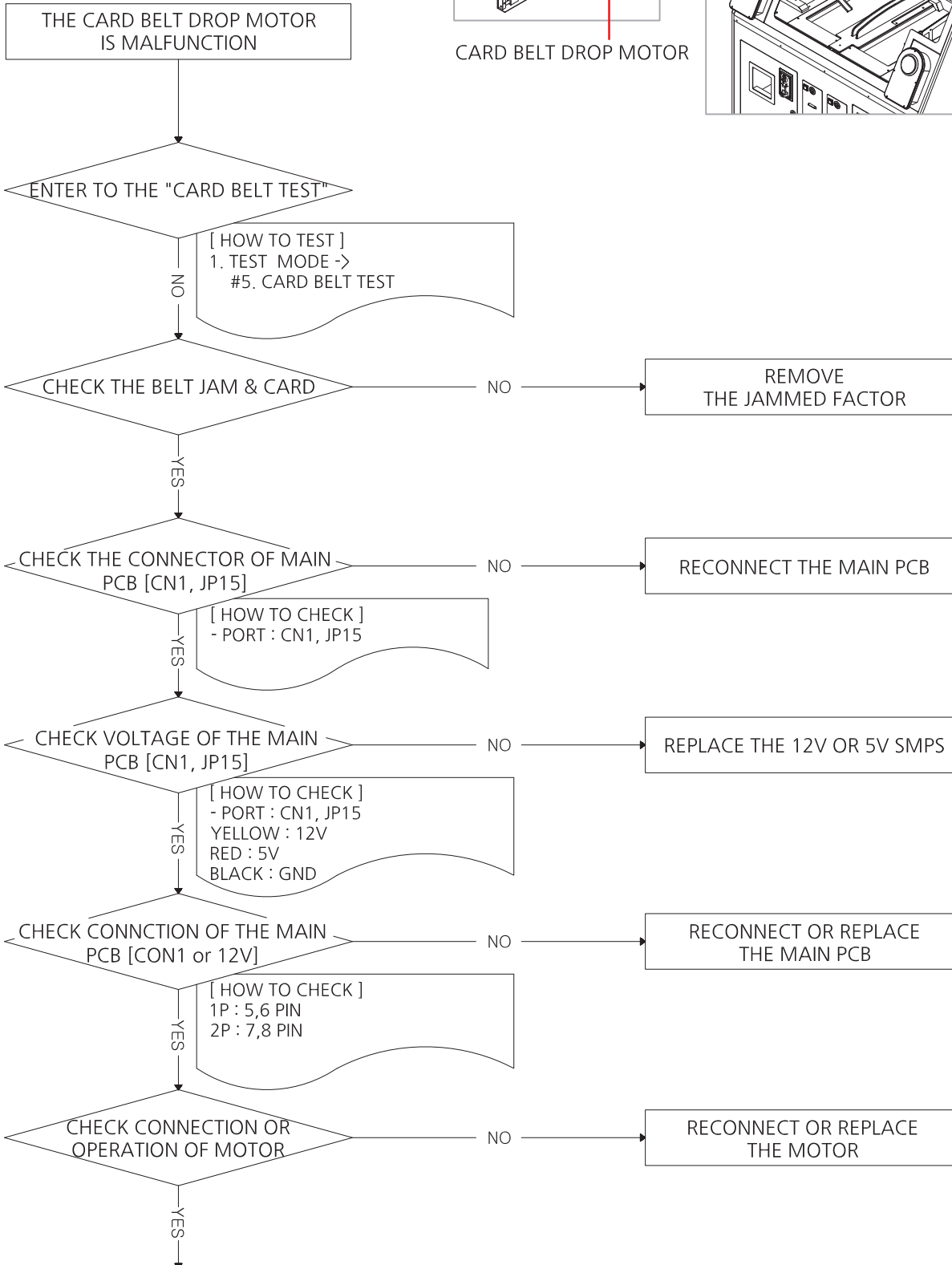
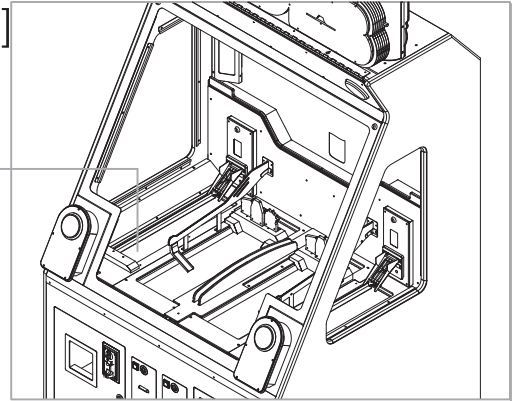


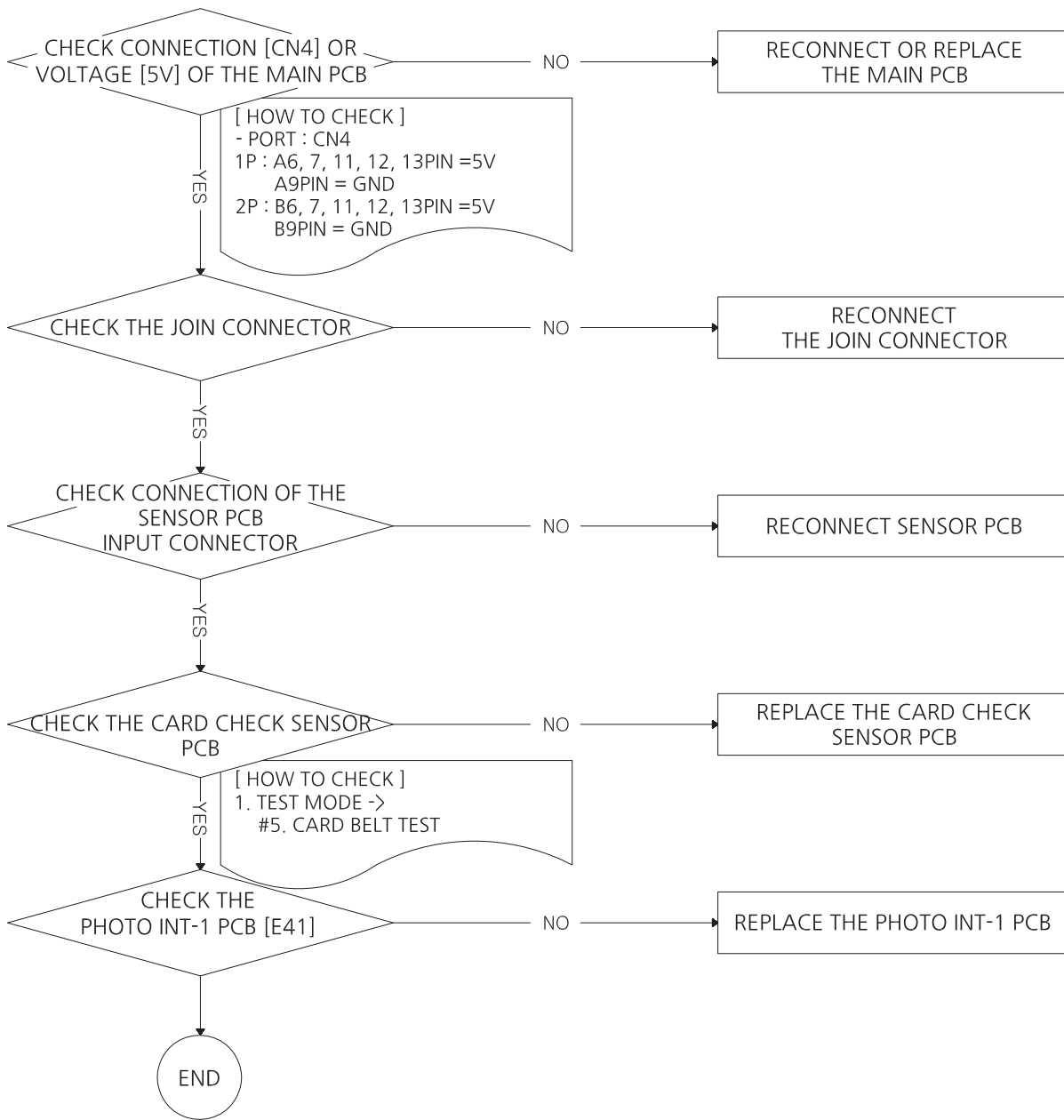
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

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



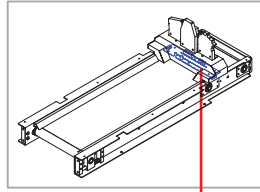
CARD BELT DROP MOTOR



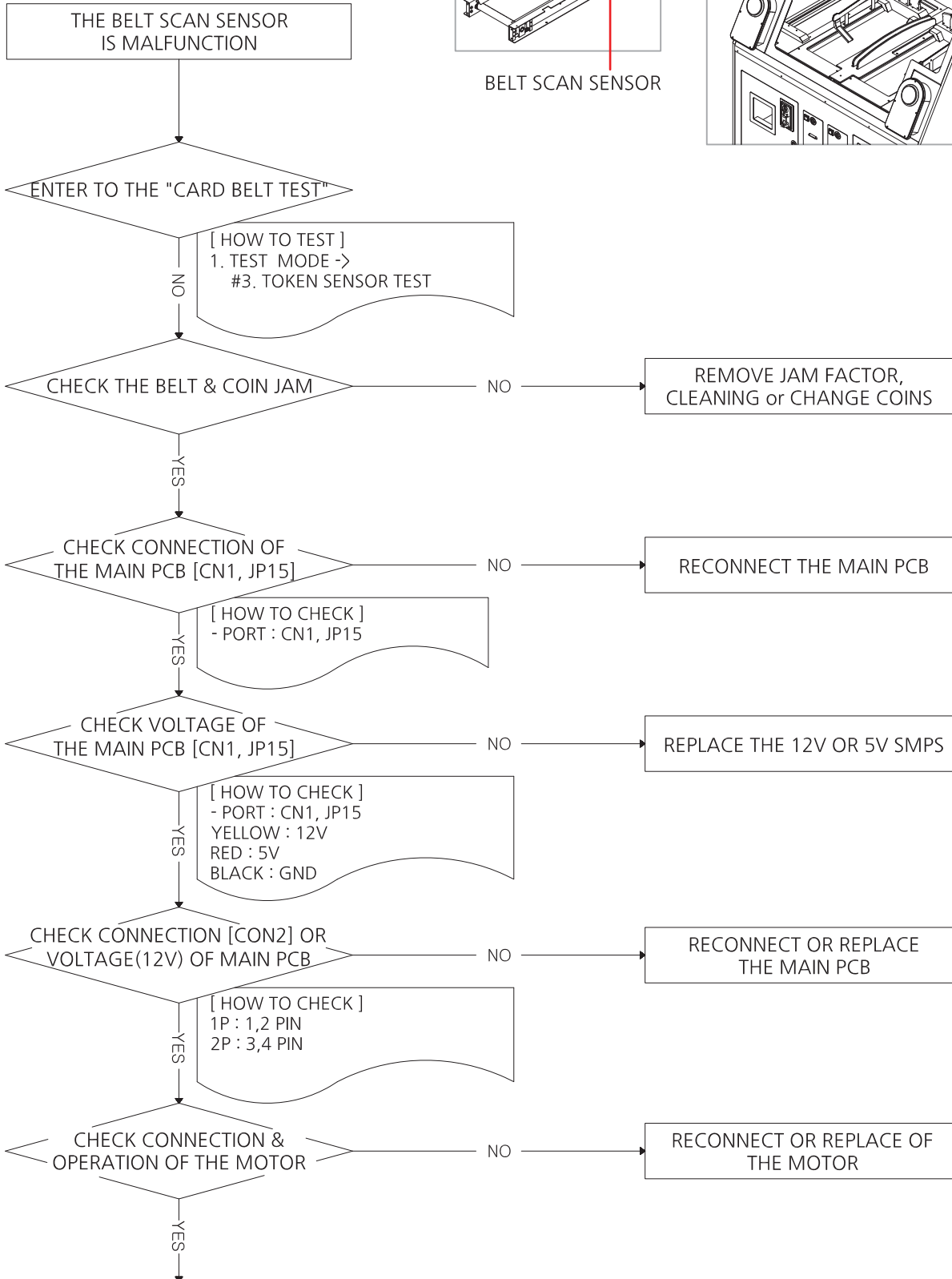
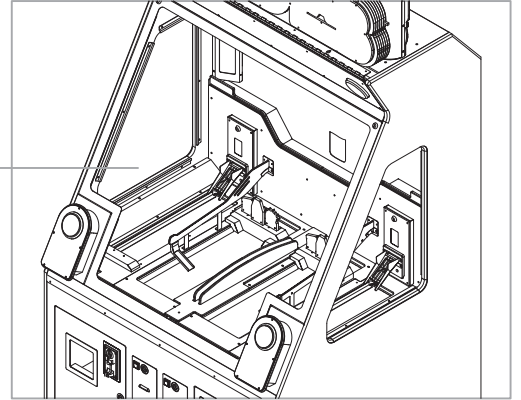


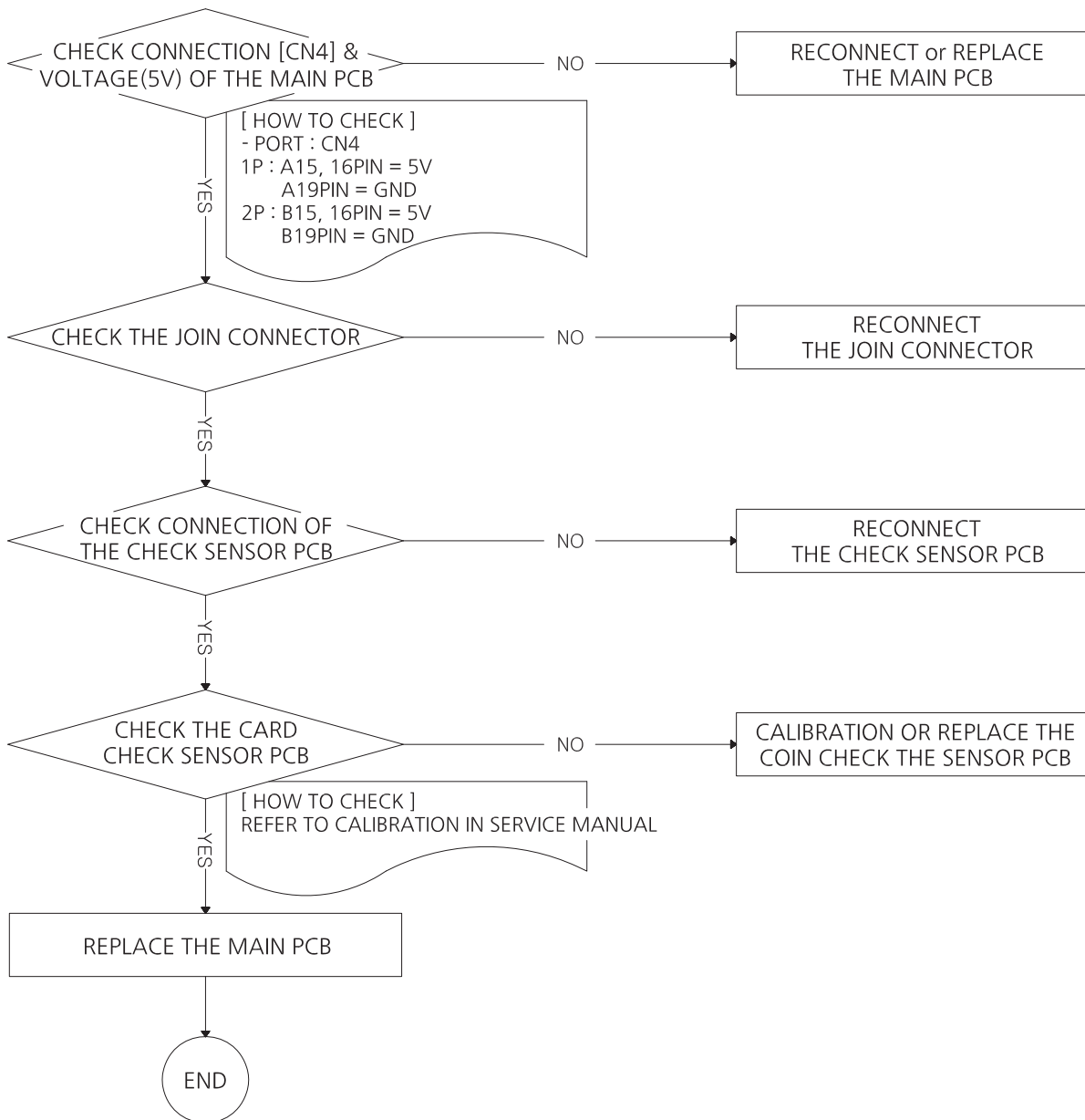
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

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



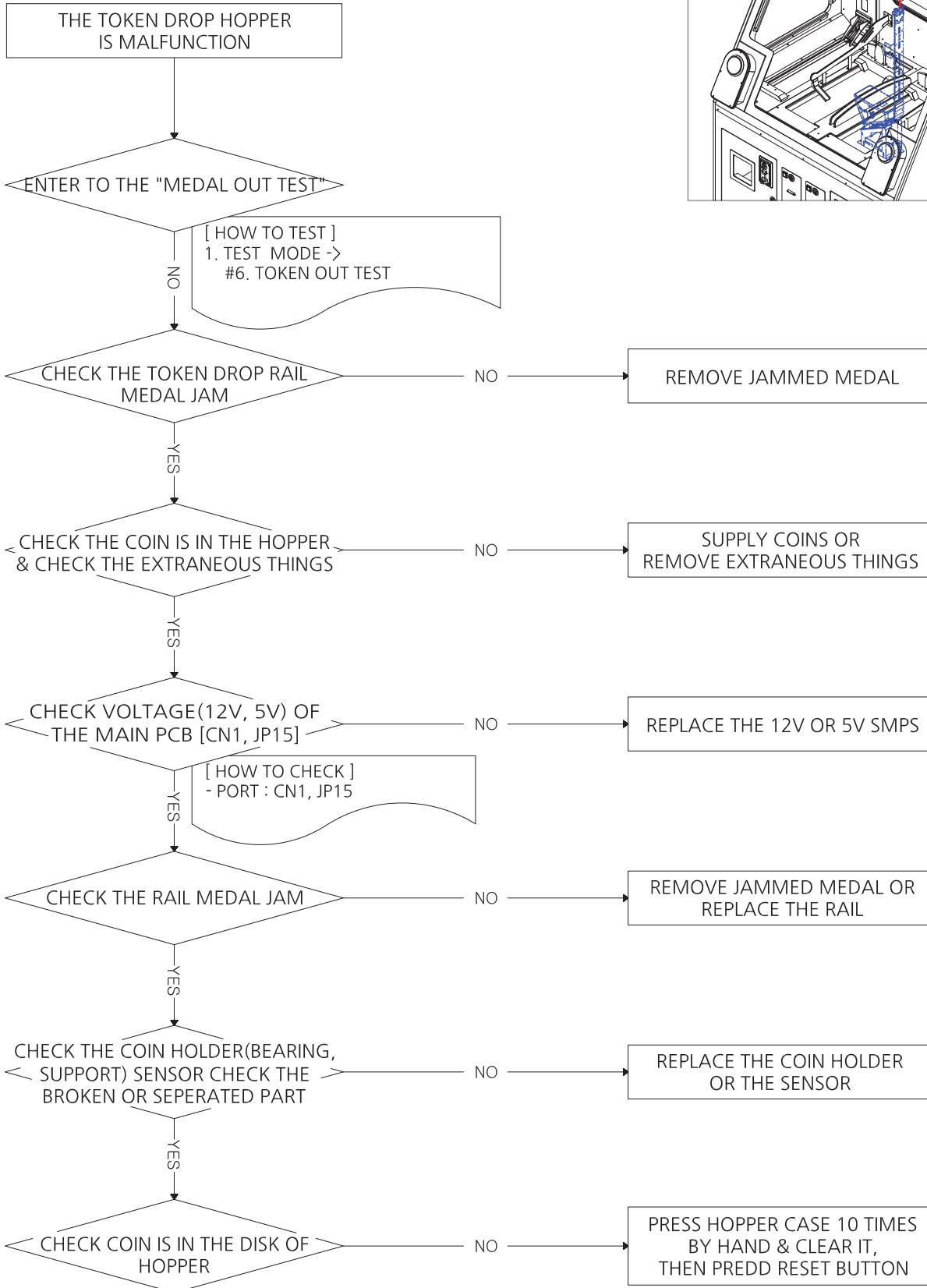
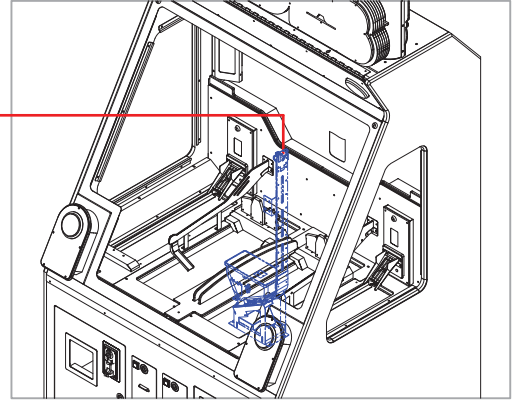
BELT SCAN SENSOR



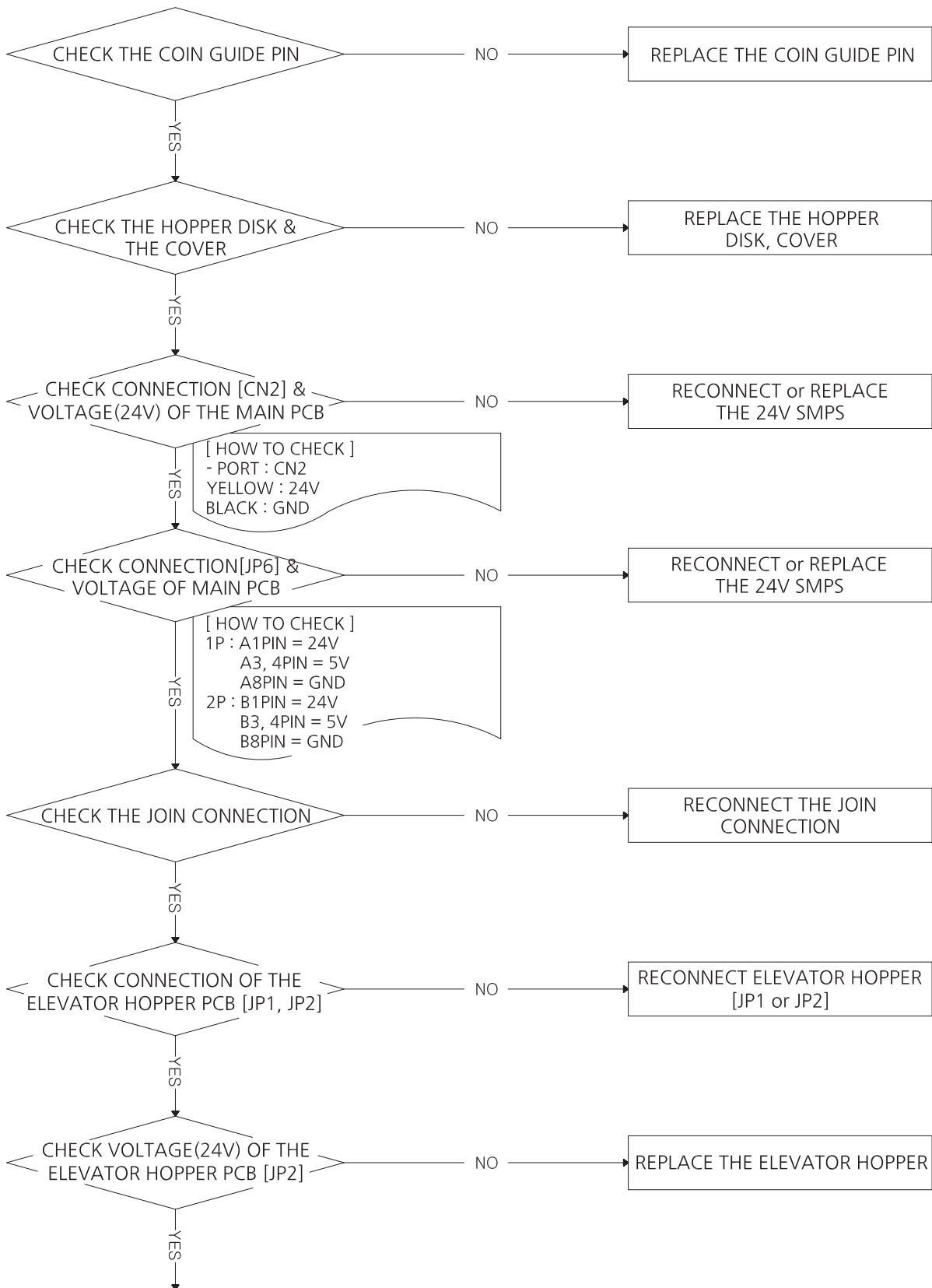


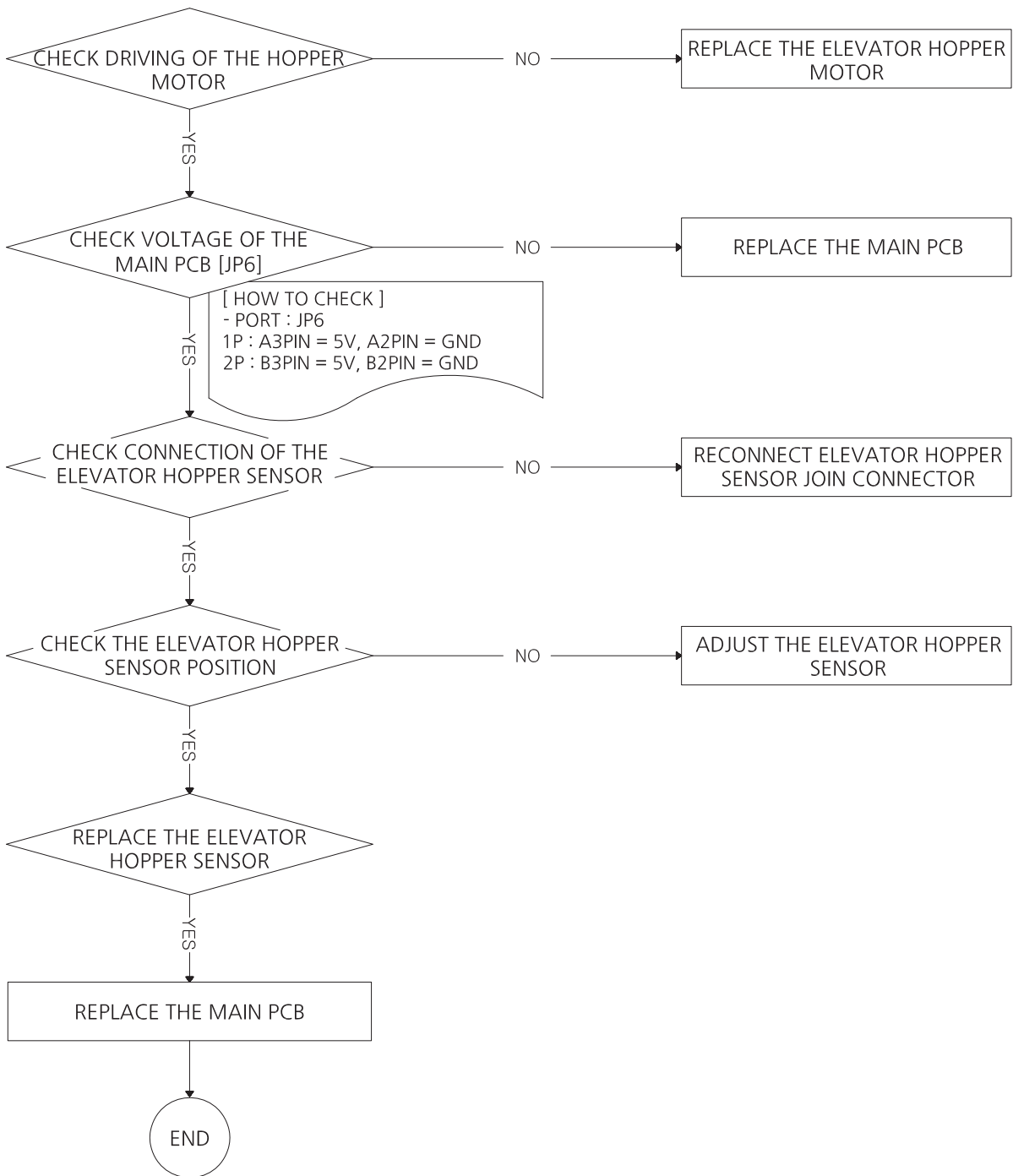
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

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





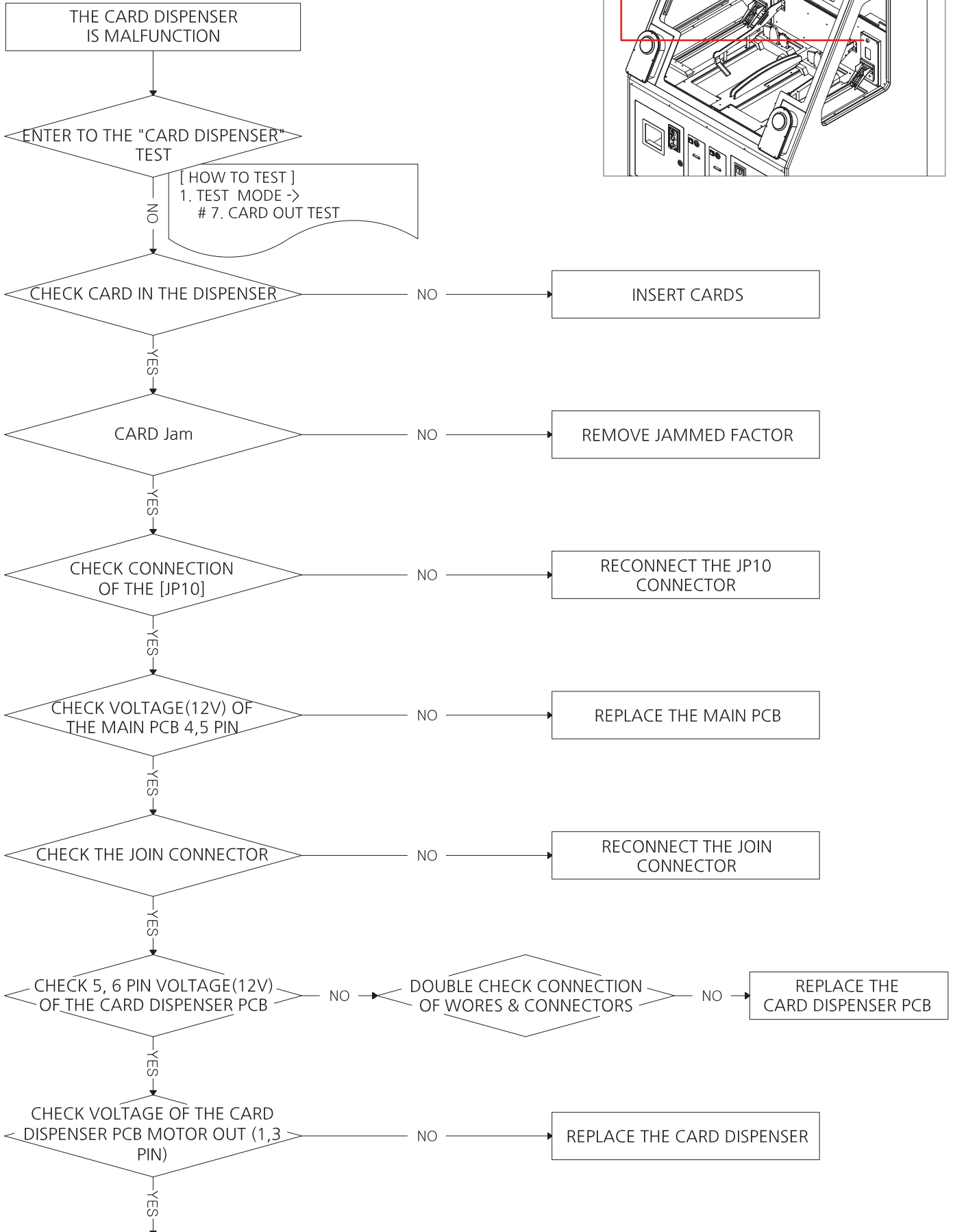
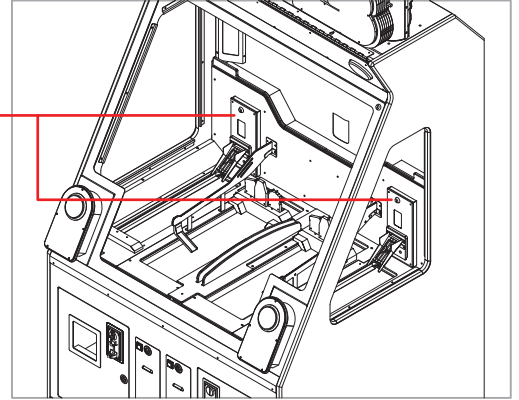


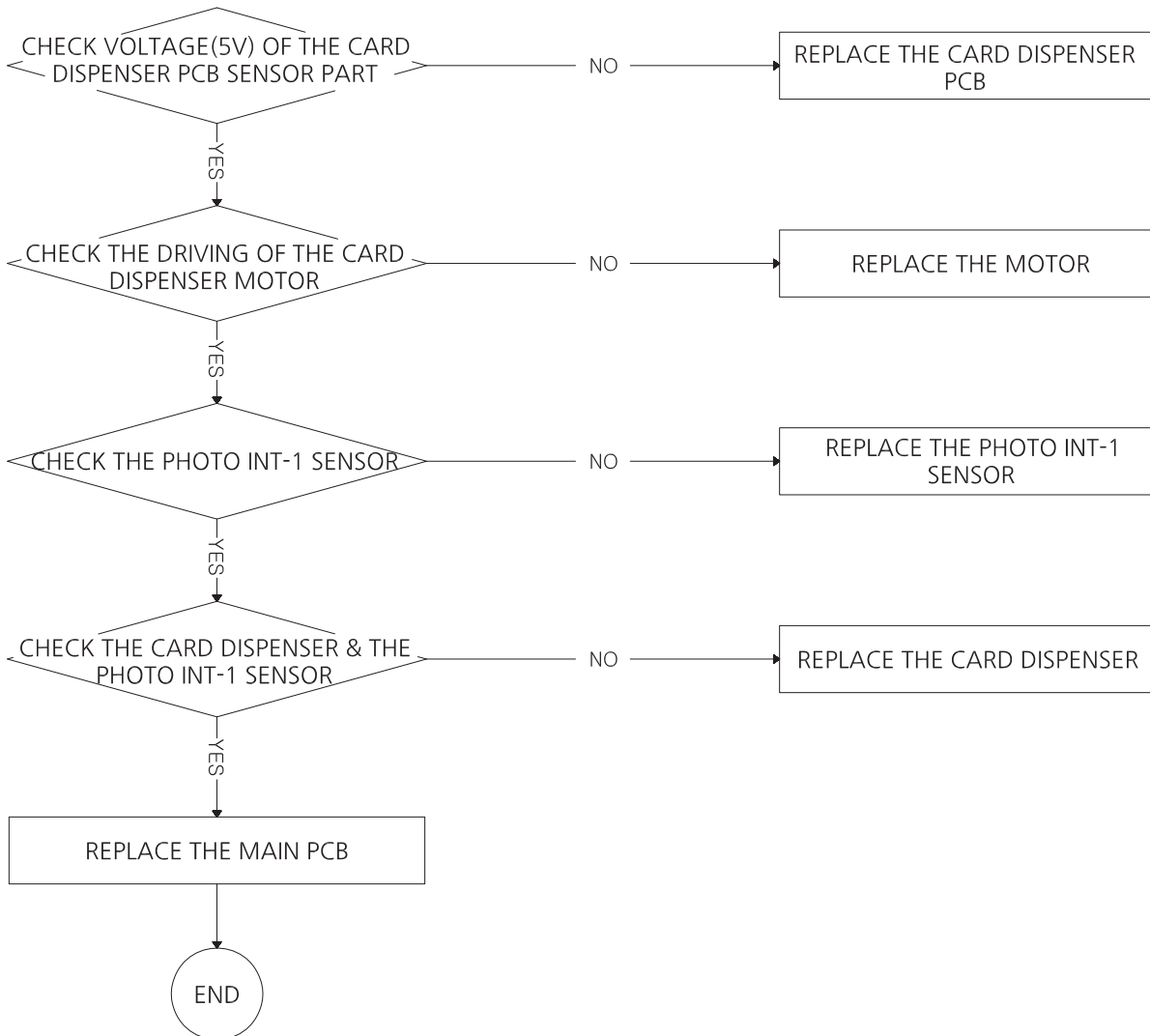


\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

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

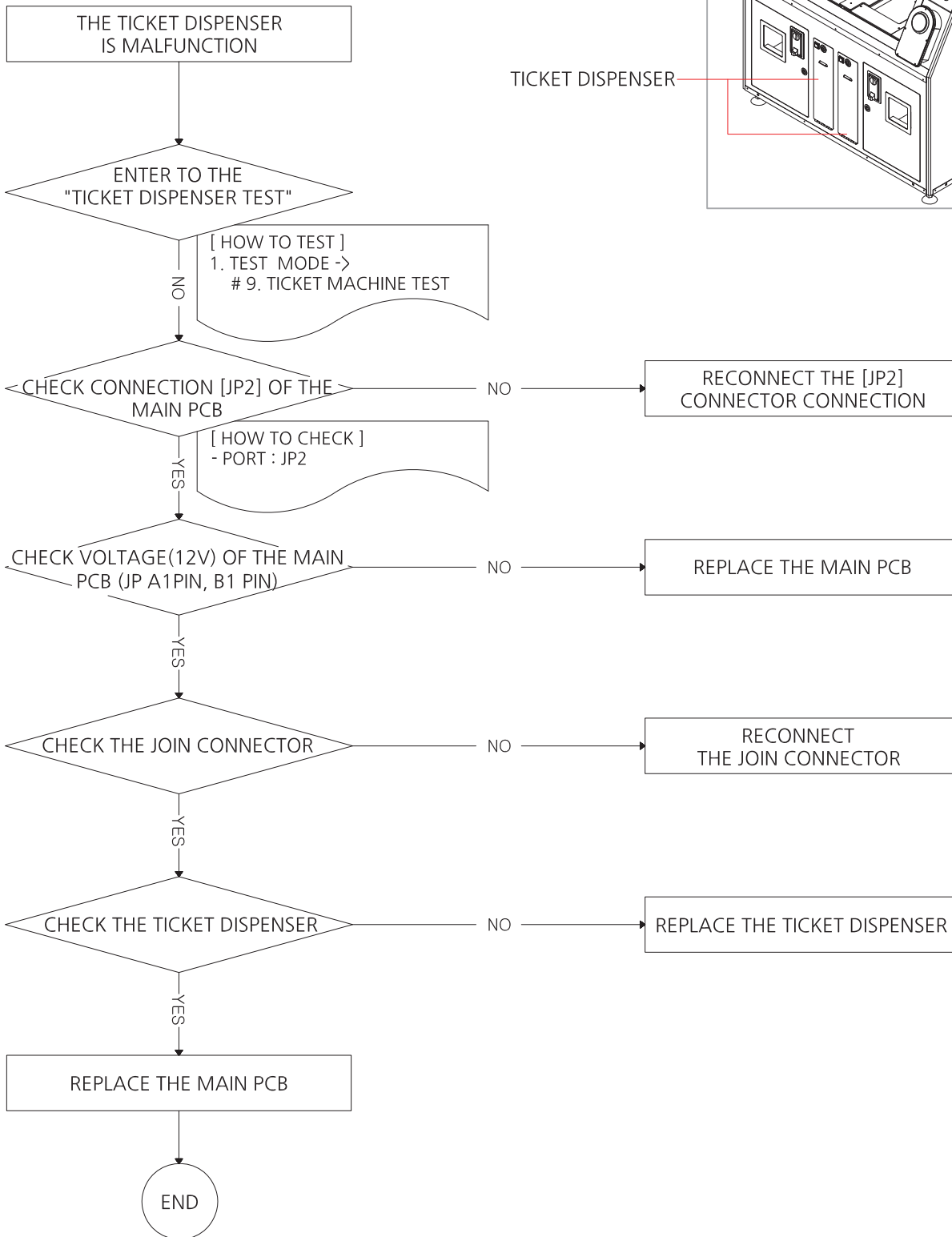
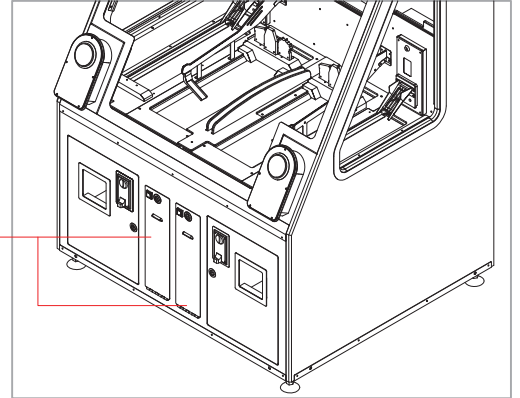
CARD DISPENSER





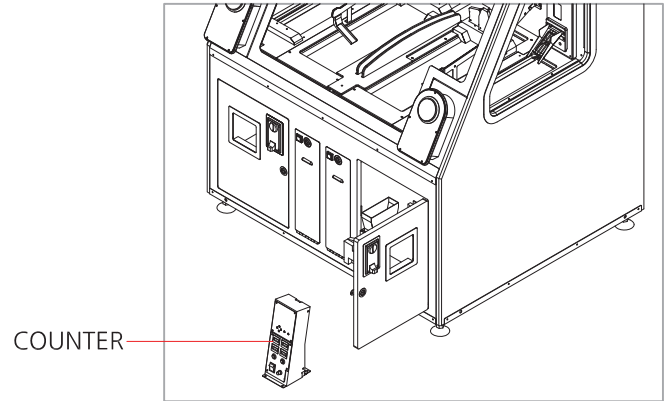
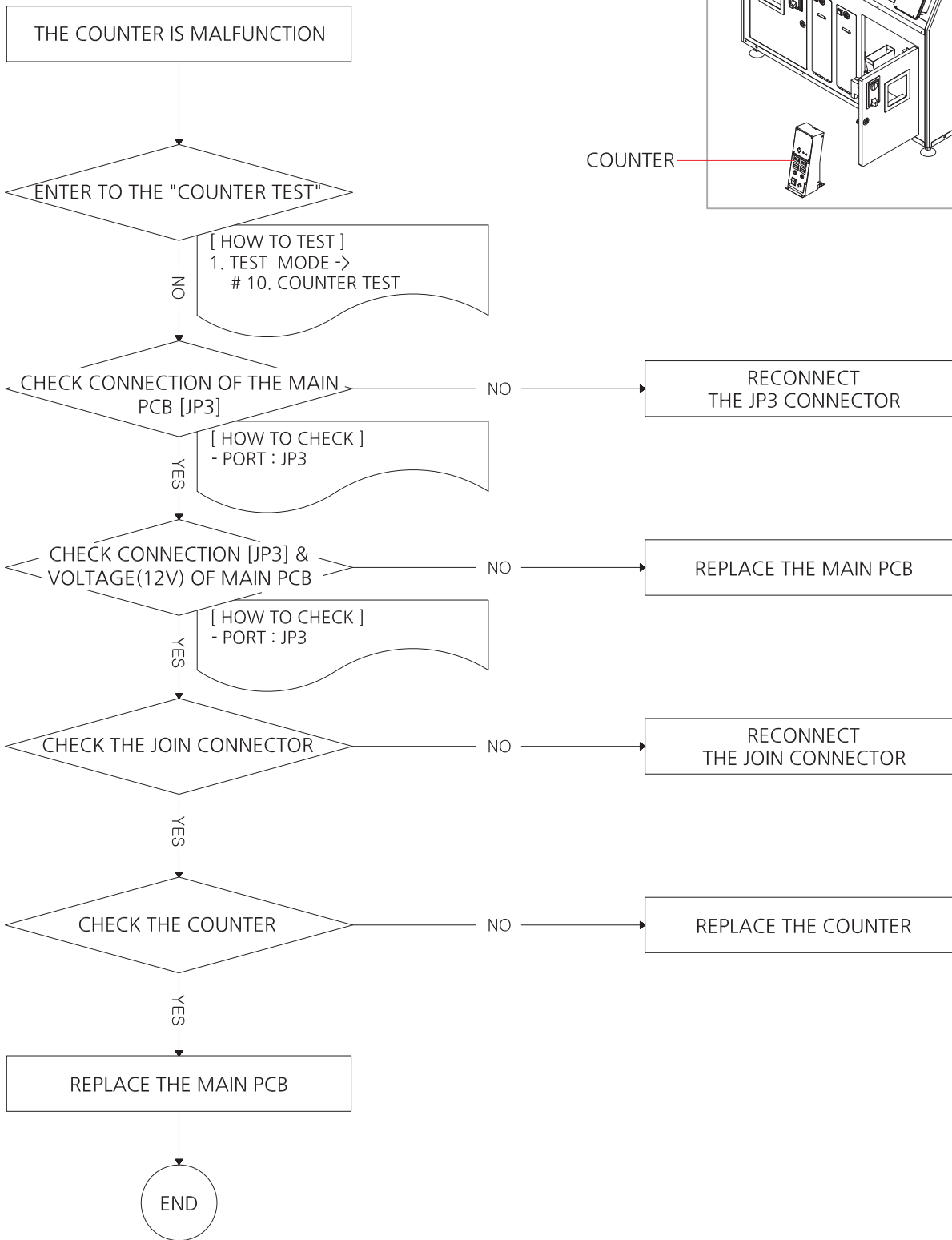
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 11. TICKET DISPENSER ERROR [ E-t ]



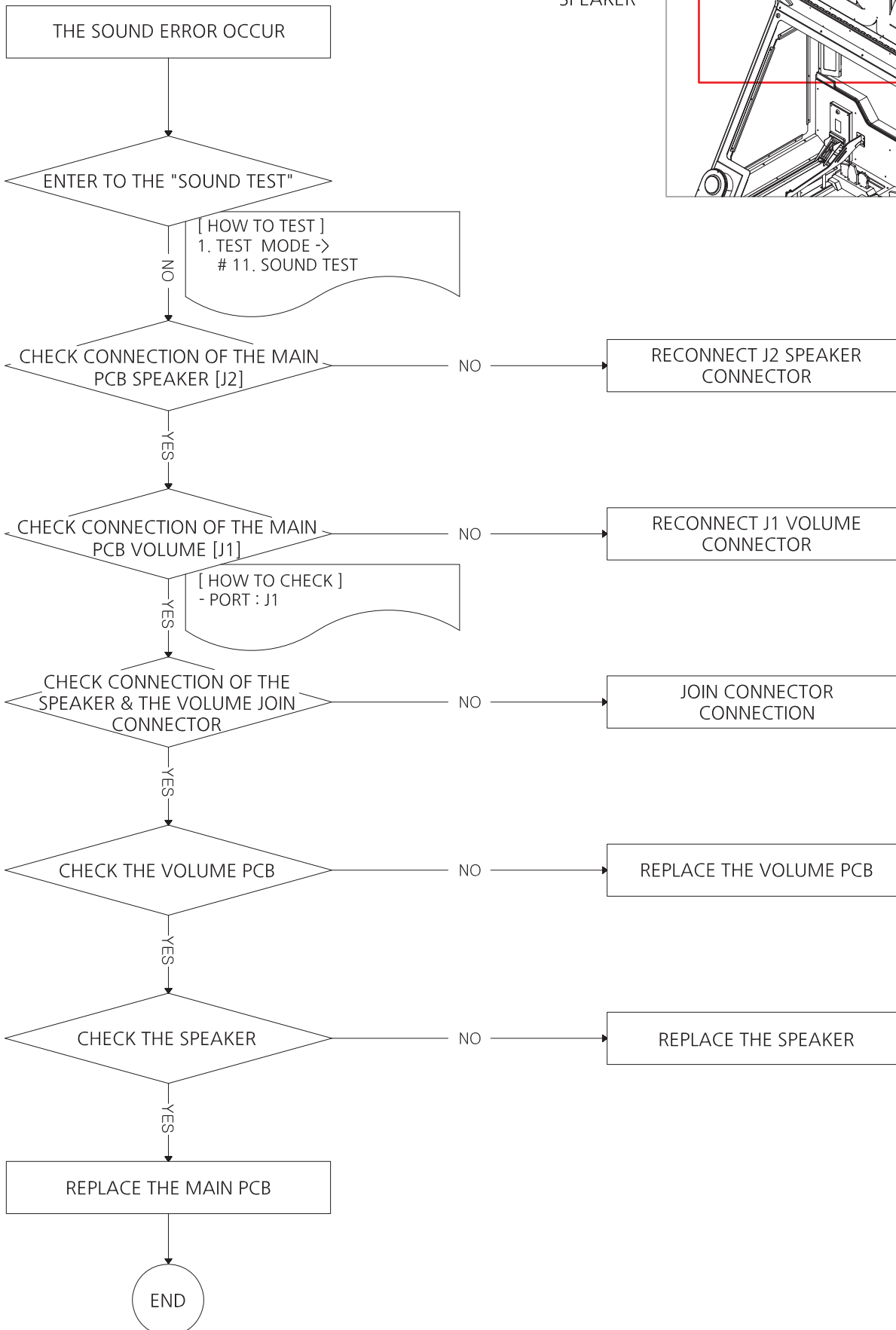
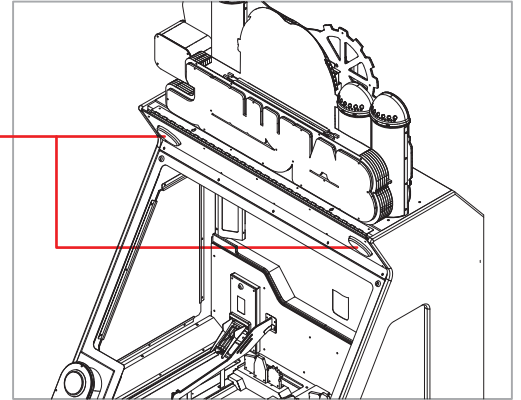
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 12. COUNTER ERROR



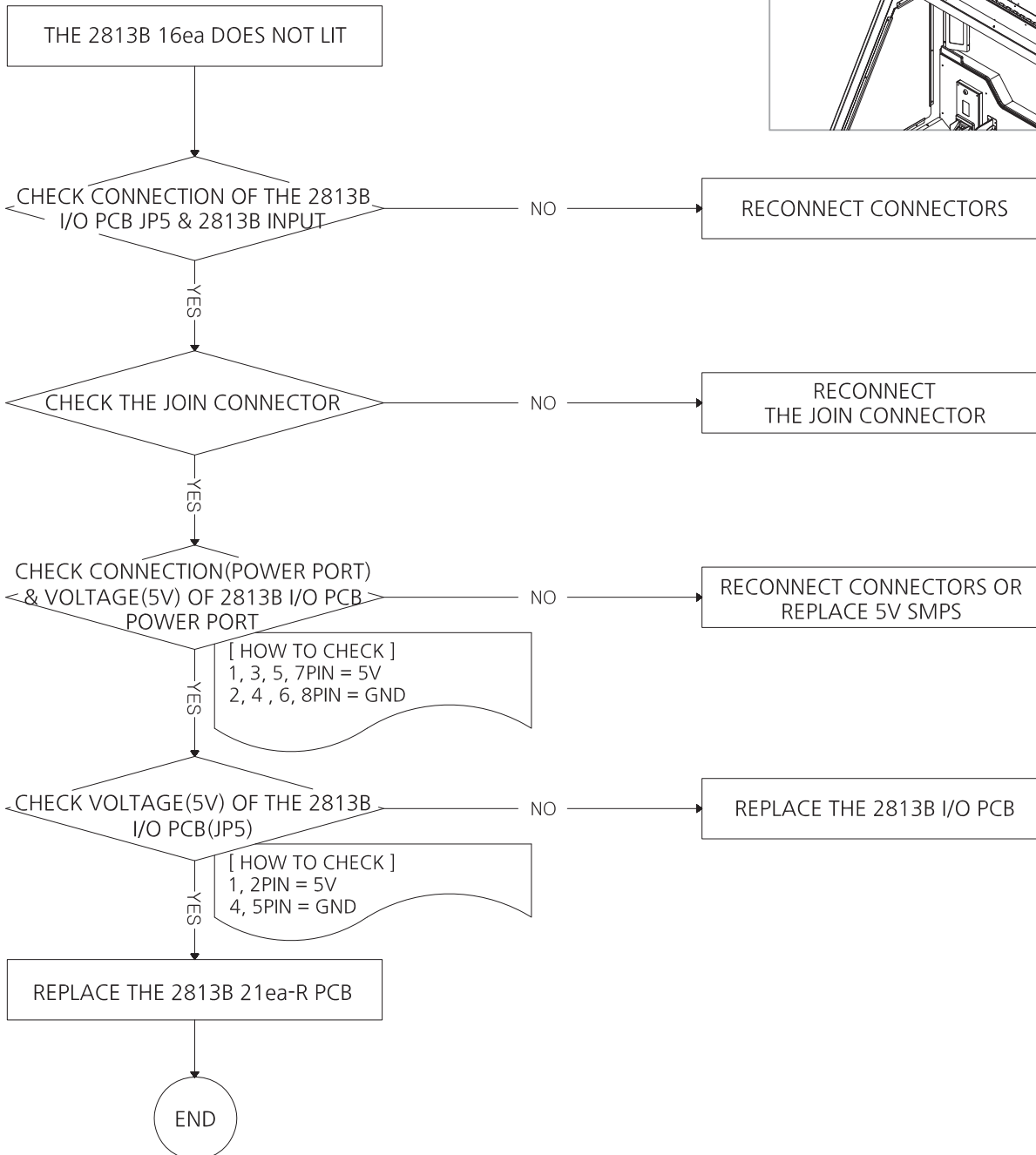
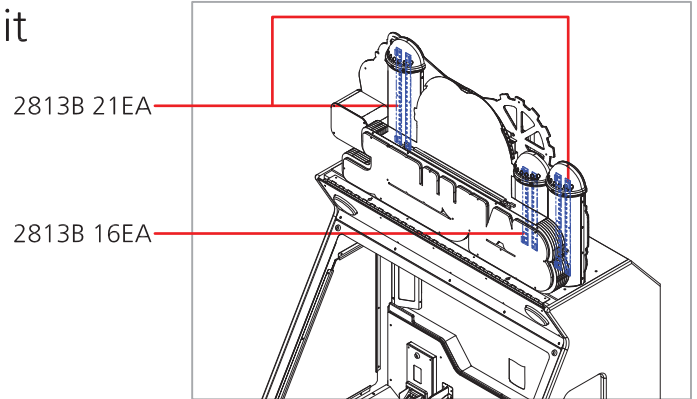
\*General: Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

### 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 )

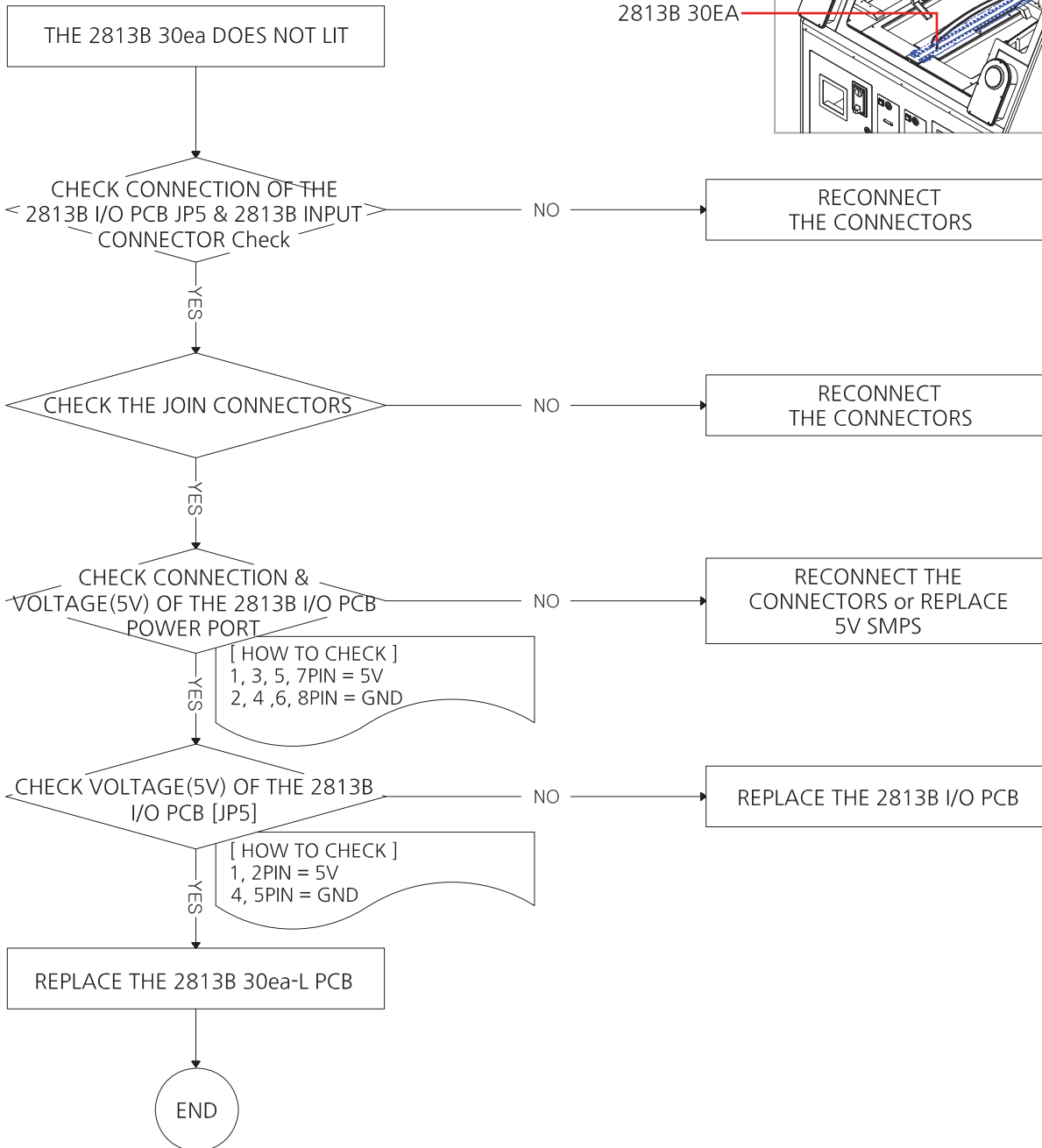
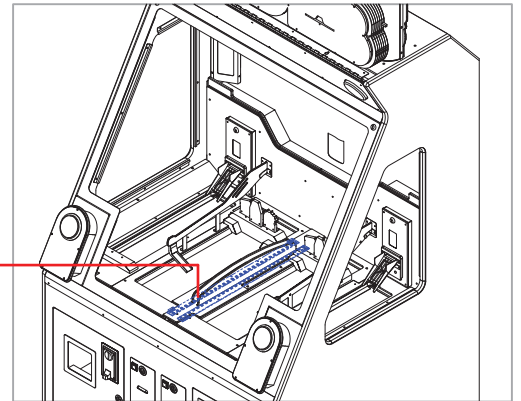


\* If the middle LED PCB does not light up, check the front LED PCB connection status then check again



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

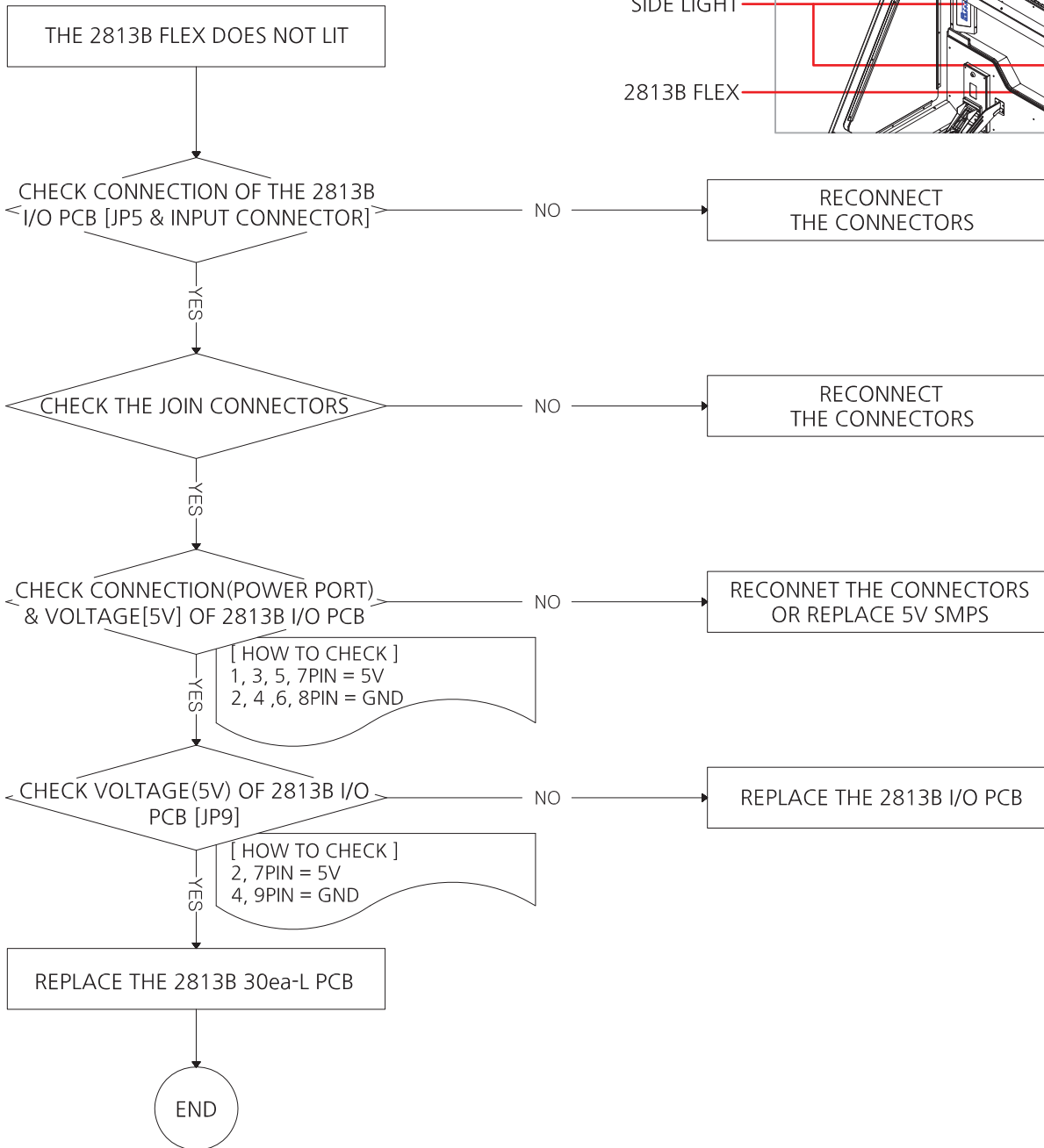
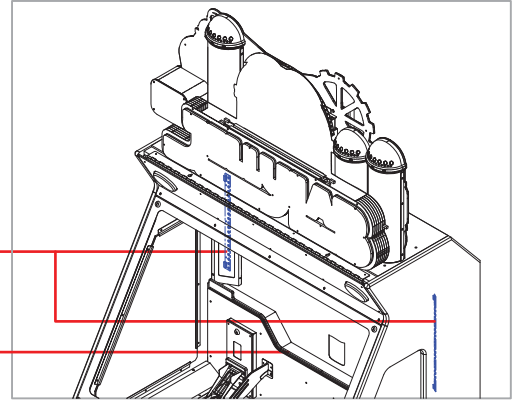
## 15. 2813B 30ea, L When does not lit ( GAME PLATE MIDDLE )



\* 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



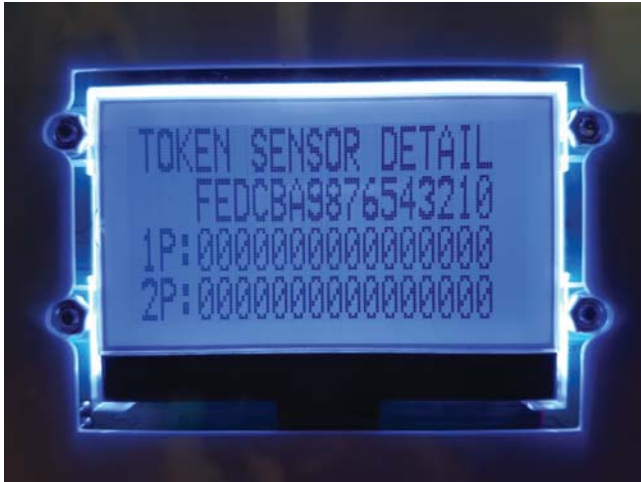
\* If the middle LED PCB does not light up, check the front LED PCB connection status then check again

## \* 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

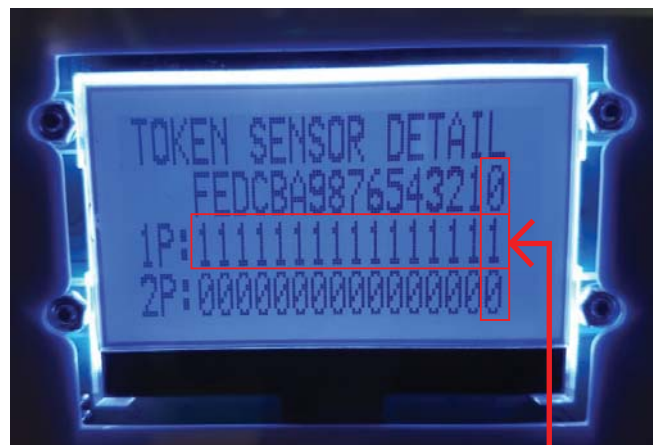


2) Set the supplied Bracket to the right-end side below the TOKEN CHECK SENSOR ASS'Y as the shown picture.

If "0" is changed to "1" in the TOKEN SENSOR of the TEST MODE, it is normal.

If "0" is not changed to "1" in the TOKEN SENSOR of the TEST MODE,

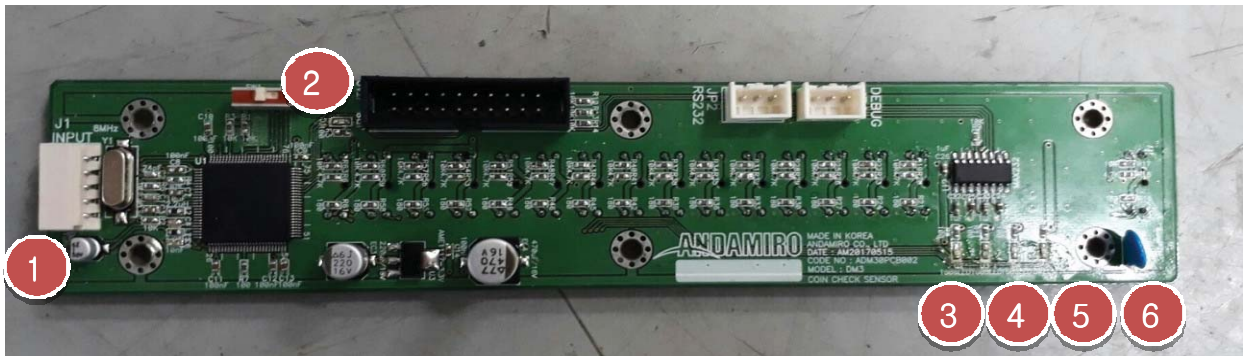
proceed the SENSOR calibration. If it could not be solved in the calibration, replace it with new one.



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

# \* CHECKING METHOD OF DM JELLY'S TOKEN SENSOR PCB

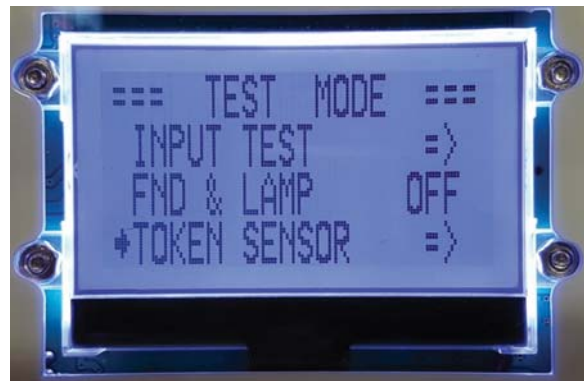
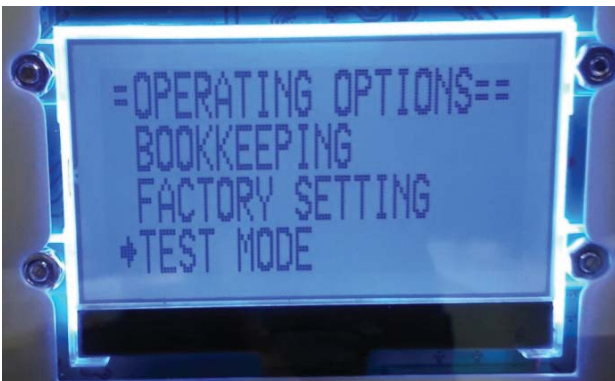
## 1) Explanation on Token Check Sensor PCB



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.

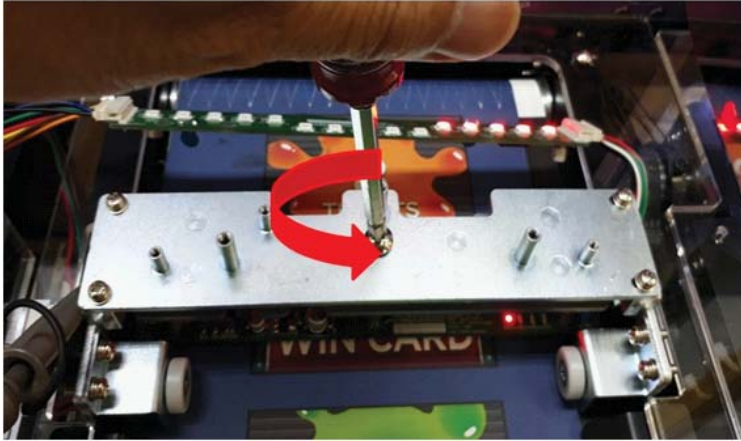


\* "O" means the sensor does not work.  
In the left picture, all 1P sensors do not work.  
And B,A & 9 sensors in 2P sensor work.

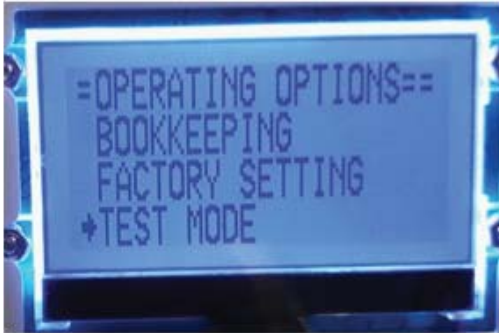


## \* HOW TO DO CALIBRATION

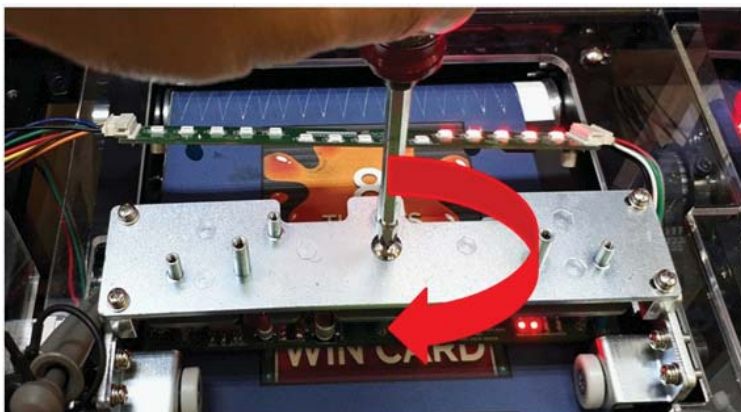
- 1) Remove COIN Sensor acrylic and COIN CHECK LED PCB.
- 2) Move Sensor PCB to the bottom by hand driver to turn counter clock wise as attached picture.



- 3) Enter 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 picture.  
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.