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1、BRIEF INTRODUCTION

Push win (LP.TLP01) a new version of indoor prize machine. This machine is simple to play, with brilliant cabinet design built of high quality materials!

2、NOTICE

2-1. SAFTTY INSTRUCTIONS

- l This machine is only for indoor use, is not suitable for outdoor use.
- l When the machine has been installed well, place the bottom of the machine on the floor to make sure it is steady.
- l Do not take it apart, make it up or move it arbitrarily.
- l Switch off the power and pull out the plug before moving it.
- l Place it on even floor, not the smoothie, unsteady or seriously vibrating place.
- l Do not place it near any high temperature or easily sparking equipment.
- l Do not place any sundries on the machine or let any heavy press the power wire.
- l Do not expose the circuit part in the machine to the air.

2-2. Notice for operation

- l Check whether the power plug and power wire are good, whether the voltage is suitable for the machine before switching the power on.
- l Voltage of power supply should be accord to the voltage on the back cover of it.
- l Switch off the power before you maintain or inspect the machine.
- l Only qualified personnel are allowed to inspect the electric control device of it.
- l Use suitable accessories to displace parts of apparatus.
- l Hold the plug instead of the wire to unplug the power wire.
- l Do not to plug or unplug the plug with wet hand, do not pull or twist the power wire.

3、Accessories

Check whether the following accessories are ready before using it:

NAME	QTY	REMARK
Manual	1	
KEYS	5	1888(3),1866(2)
Power cord	1	

4、 How to play

- l Insert coin ,he button light is on in the control panel;
- l Move the shaft to left and right to your favorate prize;
- l Keep pressing the button move shaft to your target;
- l Loose button ,shaft push to prize out;
- l Player get prize ,game over;

Prize store fixing:

- l Pls check the prize store and shaft direction ,and fix it correct;
- l Adjust all the direction pls reset machine for the seting valid;
- l It need adjust the direction once a month at least.

How to adjust prize position:

In the attraction mode,press small key board S1 to test mode. The 3rd line X, the 3rd row NO 3 upright coordinate Y, the 4th line 4th row horizontal direction X, The 4th line X, the 4th Row NO 4 upright coordinate Y Press S4 or S8 choose the current target which needs adjust,press S2 enter adjust mode,and press S4 or S8 to do adjusting.After adjusted the position,press S6 to previous menu and enter next option .Press S6 return to test mode main menu , choose wagon car to test all the adjust valid OK. Remark: machine is working for the first time ,the crane must adjust well or it will pay out prize not correct.

5 TECHNICAL PARAMETERS

Mode: LP.TLP01

Location requirements:

Temperature $-10^{\circ}\text{C} \sim +40^{\circ}\text{C}$, **U.V. radiation Very low** , **humidity low** , **Vibrations level: low**.

Dimension: **930mm× 860mm × 1920mm**

Weight : **158KG**

Power supply: 220V

Max : **80W**

Player: 1 pc

6 METER BOARD

Coin QTY: Showing all the coins QTY inserted;

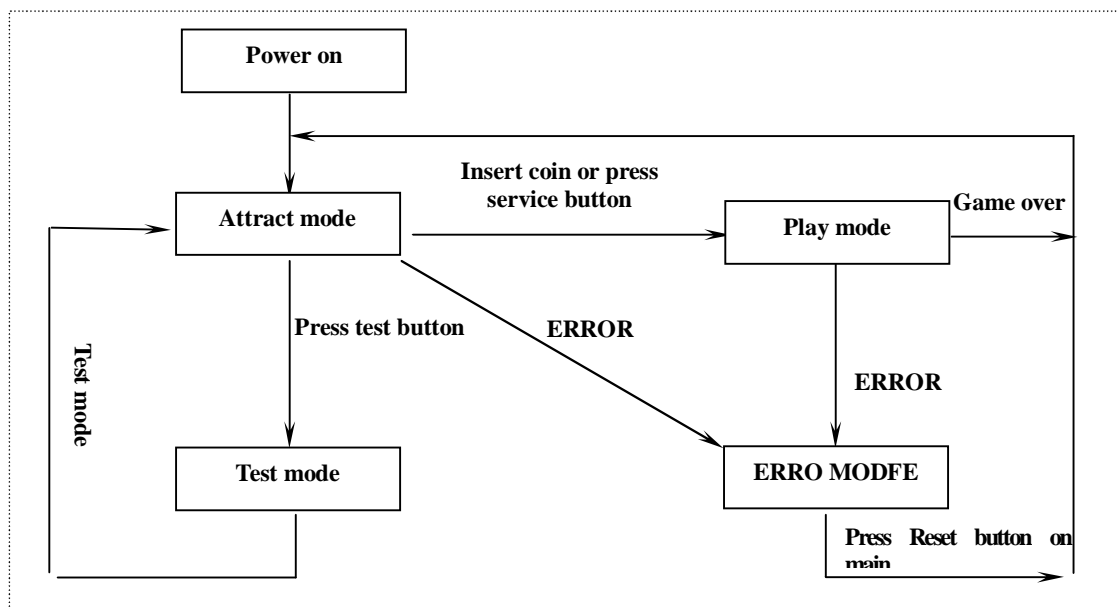
Prize out QTY A: showing prize A out QTY;

Peize B QTY out: showing prize A out QTY

Peize C QTY out: showing prize C out QTY

7 Operation

Machine working ,we can set the play mode,one is free to play,another is insert coins. When machine is in free to play mode ,power on or press reset button do not need insert coin.When machine is in need insert coins mode .there are 4 mode : Attraction mode ,test mode,play mode anf error mode.The need insert coins mode test as below chart:



7-1.Power on

Before turning on the power, please check the plug and cord, and make sure that the game is set to the proper voltage

7-2._PLAY MODE

When the Game is started,LCD display board showing the time;

7-3.Attract mode

In attract mode,LCD showing current coin QTY and back ground music on.Press small key board S1 0.5 second machine will enter test mode,insert coin makes machine enter play mode;

7-4.Test mode

In the test mode test LED, motor and crane is normal and also music. Attract mode, press S1 to enter test mode,press S1 again return to attract mode;

7-5.Error mode

When the machine occurred error mode,alarm warning ,display board showing ERROR code and the technician can follow the ERROR code to solve the problem.

8、 Appendix

DIP SWITCH SETTING DESCRIPTIONS:

Plug NO	Pin NO	Wire color	Function	I/O CODE	Function of I/O
J1 (Output)	PIN 1	0.3—Brown	Speaker +;	-----	
	PIN 2	0.3—White	Speaker -;	-----	
	PIN 3	0.3—Blue	Speaker_PWR;	-----	+8—+18V
	PIN 4	0.3—Blue	Speaker_PWR;	-----	+8—+18V
	PIN 5	0.3—Yellow	+12V Input;	-----	
	PIN 6	0.3—Yellow	+12V Output;	-----	
	PIN 7	0.3—Brown	MCUoutput #1(0---+5V)	-----	
	PIN 8	0.3—Yellow	+12V Output;	-----	
	PIN 9	0.3—Pink	MCUout put#2(0---+5V)	-----	
	PIN 10	0.3—Yellow	+12V Output;	-----	
	PIN 11	0.3—Red	Major MCU PWM1output	-----	motor enter the puse control (Drive board add resistance 5K power 5V
	PIN 12	0.3—Yellow	+12V Output;	-----	
	PIN 13	0.3—Green		-----	
	PIN 14	0.3—Yellow	+12V Output;	-----	
	PIN 15	0.3—Blue		-----	
	PIN 16	0.3—Yellow	+12V Output;	-----	
	PIN 17	0.3—Pink		-----	
	PIN 18	0.3—Yellow	+12V Output;	-----	
	PIN 19	0.3—Green		-----	
	PIN 20	0.3—Yellow	+12V Output;	-----	

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PIN 21	0.3-Blue		-----	
PIN 22	0.3-Black	GND;	-----	
PIN 23	0.3-Black	GND;	-----	
PIN 24	0.3-Black	GND;	-----	
PIN 25	0.3-Black	GND;	-----	
PIN 26	0.3-Black	GND;	-----	
PIN 27	0.3-Brown	Output	OUT0	Coin meter
PIN 28	0.3-Pink	Output	OUT1	Prize meter
PIN 29	0.3-Orange	Output	OUT2	Coin LED
PIN 30	0.3-SkyBlue	Output	OUT3	Button LED
PIN 31	0.3-Green	Output	OUT4	
PIN 32	0.3-Blue	Output	OUT5	
PIN 33	0.3-Purple	Output	OUT6	
PIN 34	0.3-Gray	Output	OUT7	
PIN 35	0.3-Brown (棕色)	Output (驱动输出)	OUT8	Motor to left control
PIN 36	0.3-Pink (粉红)	Output (驱动输出)	OUT9	Motor to right control
PIN 37	0.3-Orange (橙色)	Output (驱动输出)	OUT10	Motor to front control
PIN 38	0.3-SkyBlue (淡蓝)	Output (驱动输出)	OUT11	Motor to back control
PIN 39	0.3-Green (绿色)	Output (驱动输出)	OUT12	
PIN 40	0.3-Blue (蓝色)	Output (驱动输出)	OUT13	motor direction control
PIN 41	0.3-Purple (紫色)	Output (驱动输出)	OUT14	motor direction control
PIN 42	0.3-Gray (灰色)	Output (驱动输出)	OUT15	Electromagnetism control
PIN 43	0.3-Brown (棕色)	Output (驱动输出)	OUT16	
PIN 44	0.3-Pink (粉红)	Output (驱动输出)	OUT17	
PIN 45	0.3-Orange (橙色)	Output (驱动输出)	OUT18	
PIN 46	0.3-SkyBlue (淡蓝)	Output (驱动输出)	OUT19	
PIN 47	0.3-Green (绿色)	Output (驱动输出)	OUT20	
PIN 48	0.3-Blue (蓝色)	Output (驱动输出)	OUT21	
PIN 49	0.3-Purple (紫色)	Output (驱动输出)	OUT22	
PIN 50	0.3-Gray (灰色)	Output (驱动输出)	OUT23	
PIN 1	0.3-Brown (棕色)	Main MCUoutput control	-----	LCD back ground output
PIN 2	0.3-Pink (粉红)	Main MCUoutput control	-----	LCD data output
PIN 3	0.3-Orange (橙色)	Main MCUoutput control	-----	LCD option control output
PIN 4	0.3-SkyBlue (淡蓝)	Main MCUoutput control	-----	LCD reset output control
PIN 5	0.3-Purple (紫色)	Main MCU input control SPI_MISO (0---+5V)	-----	key board bunch input

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J2 (输入端口)	PIN 6	0.3-Brown (棕色)	Main MCU output control SPI_LATCH (0---+5V)	-----	key board lock memery output
	PIN 7	0.3-White (白色)	Main MCU SPI_MOSI output(0---+5V)	-----	LCDbunch data output
	PIN 8	0.3-Green (绿色)	Main MCU SPI_MOSI output (0---+5V)	-----	LCDbunch data output (share with key board)
	PIN 9	0.3-Purple (紫色)	accessory MCU TXD output(0---+5V)	-----	
	PIN 10	0.3-Green (绿色)	Main MCU TXDoutput(0---+5V)	-----	Double machine communication
	PIN 11	0.3-Gray (灰色)	accessory MCU 的 RXDinput (0---+5V)	-----	
	PIN 12	0.3-Blue (蓝色)	主 MCU 的 RXD 输入(0---+5V)	-----	Double machine communication
	PIN 13	0.3-Brown/white (棕白)	Input (信号输入)	IN0	Insert coin pulse input
	PIN 14	0.3-Red/white (红白)	Input (信号输入)	IN1	
	PIN 15	0.3-Orange/white (橙白)	Input (信号输入)	IN2	Waving alarm
	PIN 16	0.3-Yellow/white (黄白)	Input (信号输入)	IN3	
	PIN 17	0.3-Green/white (绿白)	Input (信号输入)	IN4	
	PIN 18	0.3-Blue/white (蓝白)	Input (信号输入)	IN5	
	PIN 19	0.3-Purple/white (紫白)	Input (信号输入)	IN6	
	PIN 20	0.3-Gray/white (灰白)	Input (信号输入)	IN7	
	PIN 21	0.3-Brown/white (棕白)	Input (信号输入)	IN8	Down button
	PIN 22	0.3-Red/white (红白)	Input (信号输入)	IN9	
	PIN 23	0.3-Orange/white (橙白)	Input (信号输入)	IN10	Joystick left
	PIN 24	0.3-Yellow/white (黄白)	Input (信号输入)	IN11	Joystick right
	PIN 25	0.3-Green/white (绿白)	Input (信号输入)	IN12	upper sensor
	PIN 26	0.3-Blue/white (蓝白)	Input (信号输入)	IN13	Down limited direction sensor
	PIN 27	0.3-Purple/white (紫白)	Input (信号输入)	IN14	Left sensor
	PIN 28	0.3-Gray/white (灰白)	Input (信号输入)	IN15	right limited direction sensor
	PIN 29	0.3-Brown/white (棕白)	Input (信号输入)	IN16	Joystick front switch
	PIN 30	0.3-Red/white (红白)	Input (信号输入)	IN17	Joystick back switch
	PIN 31	0.3-Orange/white (橙白)	Input (信号输入)	IN18	shaft slip limited direction switch
	PIN 32	0.3-Yellow/white (黄白)	Input (信号输入)	IN19	
	PIN 33	0.3-Green/white (绿白)	Input (信号输入)	IN20	
	PIN 34	0.3-Blue/white (蓝白)	Input (信号输入)	IN21	
	PIN 35	0.3-Purple/white (紫白)	Input (信号输入)	IN22	
	PIN 36	0.3-Gray/white (灰白)	Input (信号输入)	IN23	
	PIN 37	0.3-Brown/white (棕白)	Input (信号输入)	AD7	
	PIN 38	0.3-Red/white (红白)	Input (信号输入)	AD6	
	PIN 39	0.3-Orange/white (橙白)	Input (信号输入)	AD5	

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	PIN 40	0.3-Yellow/white (黄白)	Input (信号输入)	AD4	
	PIN 41	0.3-Green/white (绿白)	Input (信号输入)	AD3	
	PIN 42	0.3-Blue/white (蓝白)	Input (信号输入)	AD2	
	PIN 43	0.3-Purple/white (紫白)	Input (信号输入)	AD1	
	PIN 44	0.3-Gray/white (灰白)	Input (信号输入)	AD0	
	PIN 45	0.3-Black (黑色)	GND (电源地);	-----	
	PIN 46	0.3-Black (黑色)	GND (电源地);	-----	
	PIN 47	0.3-Black (黑色)	GND (电源地);	-----	
	PIN 48	0.3-Black (黑色)	GND (电源地);	-----	
	PIN 49	0.3-Black (黑色)	GND (电源地);	-----	
	PIN 50	0.3-Black (黑色)	GND (电源地);	-----	
J3 (编程端口)	PIN 1	0.3-White (白色)	+3.3V Output (+3.3V 电源输出);	-----	
	PIN 2	0.5-Green (绿色)	RST/C2CK	-----	
	PIN 3	0.5-Blue (蓝色)	C2D	-----	
	PIN 4	0.3-Black (黑色)	GND (电源地);	-----	

9、parameter seting:

Press S5, clear all parameter (remark: Only clear the coin QTY, prize out QTY and other parameters not change)

Attract mode, Press S1 enter test mode, press S1 return attract mode;

In test mode, press S2 enter next menu, press S6 return to previous menu.

When choose the menu press S4 to choose next menu and press S8 choose previous menu, during the parameter seting, press S8 reduce the option number

Menu display:

(1)、System information, can not be changed

- 1、Machine NO
- 2、programme version
- 3、Date
- 4、Sat information
 - A、Coins QTY
 - B、Prize QTY
 - C、1st line prize
 - D、2nd line prize
 - E、3rd line prize
 - F、4th line prize
 - G、5th line prize
 - H、6th line prize

(2) Parameter set

- 1、1. Set X play /coin or X coin/play
- 2、Coin QTY set (XX play/coin, FROM 0-10, when 0 it is free to play)
- 3、Back ground music (as each minut unit, from 0-10, 0 means no music)
- 4、Alarm (from 0-3, 0 means always warning)
- 5、Play time (Second per unit, from 30-90)
- 6、Waving alarm
- 7、Prize out
- 8、First play needs insert coin (from 1-10, 1 means no prize)
- 9、Volume set (0-24, 0 no sounds, 24 is MAX)

- 10、 Burning time(60-240 minuts)
 - 11、 1st line prize out(XX palys one prize out, 1-250)
 - 12、 2nd line prize out(XX palys one prize out, 1-250)
 - 13、 3rd line prize out(XX palys one prize out, 1-250)
 - 14、 4th line prize out(XX palys one prize out, 1-250)
 - 15、 5th line prize out(XX palys one prize out, 1-250)
 - 16、 6th line prize out(XX palys one prize out, 1-250)
- (3)、 I/Otest
- 1、 Input test(showing all input terminal ,black means valid,blank unvalid)
 - 2、 Output test(showing all output terminal ,black means valid,blank unvalid press S2 to change the current terminal ,press S 4or S 8change the terminal NO.)
 - 3、 Music test
 - 4、 Motor test
- (4)、 Adjust the crane(Adjust 3rd line 3rd row and 4th line 4th row,press S6 return to previous menu is valid)
- (5)、 crane test
- (6)、 burning test
- (7)、 return factory set