

GENERAL DETAILS

Recommended Power Supply :

12 VDC reg @ 1 amp (approx) continuous
 Range + 11.5 to + 15 VDC
 Quiscent current 100 mA
 Peak current 450 mA @ 11.5 VDC
 550 mA @ 15 VDC

Coin Output :

Open Collector NPN, 200 mA
 Pulse width & duty cycle programmable
 (tolerance + 2mSec, - 2mSec)

Enable/Inhibit Input :

An external "inhibit" voltage, V_{inh} , may be used to control an "all coins" inhibit function. An internal jumper can alter the logic level of this control line.

	Option 1 (Standard)	Option 2	Option 3
Inhibit	$2.0v < V_{inh} < V_{supply}$	$2.0v < V_{inh} < V_{supply}$	$0v < V_{inh} < 3v$
Enable	$V_{inh} < 0.8v$ or not connected	$V_{inh} < 0.8v$	$4v < V_{inh} < 12v$

Accumulator Output :

The accumulator or credit output has an internal jumper to alter the operational logic level. There are 3 factory-configurable options

	Option 1 (Standard)	Option 2	Option 3
Logic	Open Collector, NPN 200mA	Active High to V_{supply} (less 1.5v)	Active High to 5.5v (with 220 ohm load)

Alarm Output :

There are configurable alarm states available which are described separately. See Output Pulse Description.

Option 1	Option 2
Open Collector NPN, 200mA	Active High to 5v

STANDARD 10 WAY CONNECTOR DESCRIPTION

Pin No.	Industry Standard	QL Standard with accumulator
1	Gnd	Gnd
2	+ 12VDC	+ 12VDC
3	Coin 5 Output	Coin 5 Output
4	Coin 6 Output	Accumulator Output
5	Alarm	Alarm
6	Inhibit	Inhibit
7	Coin 1 Output	Coin 1 Output
8	Coin 2 Output	Coin 2 Output
9	Coin 3 Output	Coin 3 Output
10	Coin 4 Output	Coin 4 Output

GAMING CONNECTOR CONFIGURATIONS

Pin No	6-Pin JST	7- Pin Molex
1	Enable	Gnd
2	Credit (Sense)	Credit (Sense)
3	Not Used	Tilt
4	Not Used	Coin Output
5	+ 12VDC	Not Used
6	Gnd	+ 12VDC
7	-	Enable

Note : Credit (Sense) output can be internally jumpered to provide two types of output :

	Option 1	Option 2
Logic	Active High to V_{supply} (less 1.5V)	Active High to +5.5v (with 220 ohm load)