

Trilliards™ ‘Mechanical Mech’ PCB V1.2

Installation and Set-up

DO NOT CONNECT THE BATTERY AT THIS STAGE

Connect the 6 way Molex connector on the flying lead from the printed circuit control board to the motor terminal (Fig 1).

The ‘Game Time Value’ and Table ‘Mode’ are set with the DIP switch banks, and are read by the control board after the battery is connected, so **make the required switch setting selections from the attached tables before proceeding to the power-up procedure** (Fig 2).

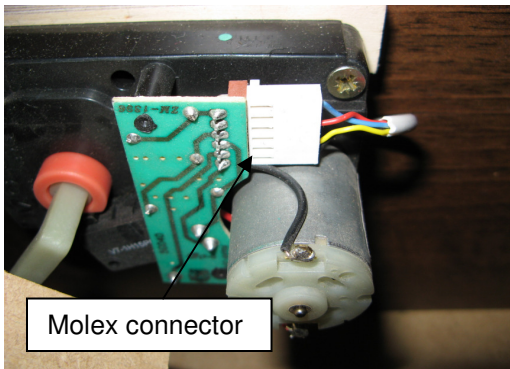


Fig 1

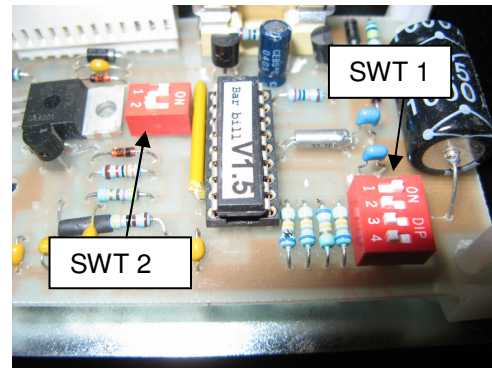


Fig 2

Power-Up Procedure

Push the battery phono connectors firmly together (Fig 3) whilst watching the LED on the front of the cabinet.

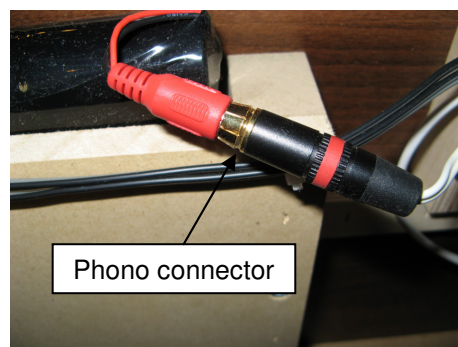


Fig 3

The LED should light up for about 1 second, and then extinguish.

(If this does not happen, the PCB has not initialised correctly - disconnect the battery for a minimum of 1 minute and re-try)

Check that the table plays the required game and time (could be up to 30 minutes, depending on selection made).

The installation and setup are now complete.

In Operation

The LED will flash whilst a game is played – 0.5 seconds **ON** then 2 seconds **OFF**

Approximately 30,000 games can be played before the battery needs to be replaced.

When the battery is low, the LED will flash rapidly, and the battery should be replaced as soon as possible. A further **250 games can be played** before the control board locks out.

To make an alteration to the game type or time selections, disconnect the battery, and **manually operate both micro-switches**. Operating the switches discharges the control board capacitors.

The DIL switch changes can then be made, and the new settings will be read by the control board when the battery is reconnected.

If it is necessary to change the mech operated micro-switches, they should be reconnected as follows:

Connect the pair of wires marked with a black stripe to the outside two terminals of the top switch.

Connect the pair of plain wires to the outside two terminals of the bottom switch.

When refitting the micro-switch holding screw, do not tighten hard, as this could inhibit the operation of the bottom switch.

Switch Settings

SWT 1: Set Game Time (Four way switch)

Setting	DIL Switch				Game Duration (Mins)
	1	2	3	4	
1	off	off	off	off	15
2	on	off	off	off	2
3	off	on	off	off	7
4	on	on	off	off	8
5	off	off	on	off	9
6	on	off	on	off	10
7	off	on	on	off	11
8	on	on	on	off	12
9	off	off	off	on	13
10	on	off	off	on	14
11	off	on	off	on	16
12	on	on	off	on	17
13	off	off	on	on	18
14	on	off	on	on	20
15	off	on	on	on	25
16	on	on	on	on	30

SWT 2: Set Function (Setup)

Setting	DIL Switch		Game Type
	1	2	
1	off	off	Standard or Timed (1 or 2 coin slides)
2	on	off	Timed Only (1 coin slide)
3	off	on	Standard Only (1 coin slide)
4	on	on	Standard Only (1 coin slide)

NOTE:

The operator must select what kind of game will be played on the table.

If a **Standard** game is selected, the shutter will come down 15 seconds after a coin is inserted and the mech pushed fully in. This gives time for the balls to be delivered to the players.

If a **Timed** game is selected, the shutter will come down at the time set on SWT 1 (ie) between 2 and 30 minutes.

If "**Standard or Timed**" is selected, when one coin is inserted and the mech pushed fully in, a **Standard** game will be played. If a second coin is then inserted immediately after the first one, and the mech again pushed fully in, a **Timed** game will be played.