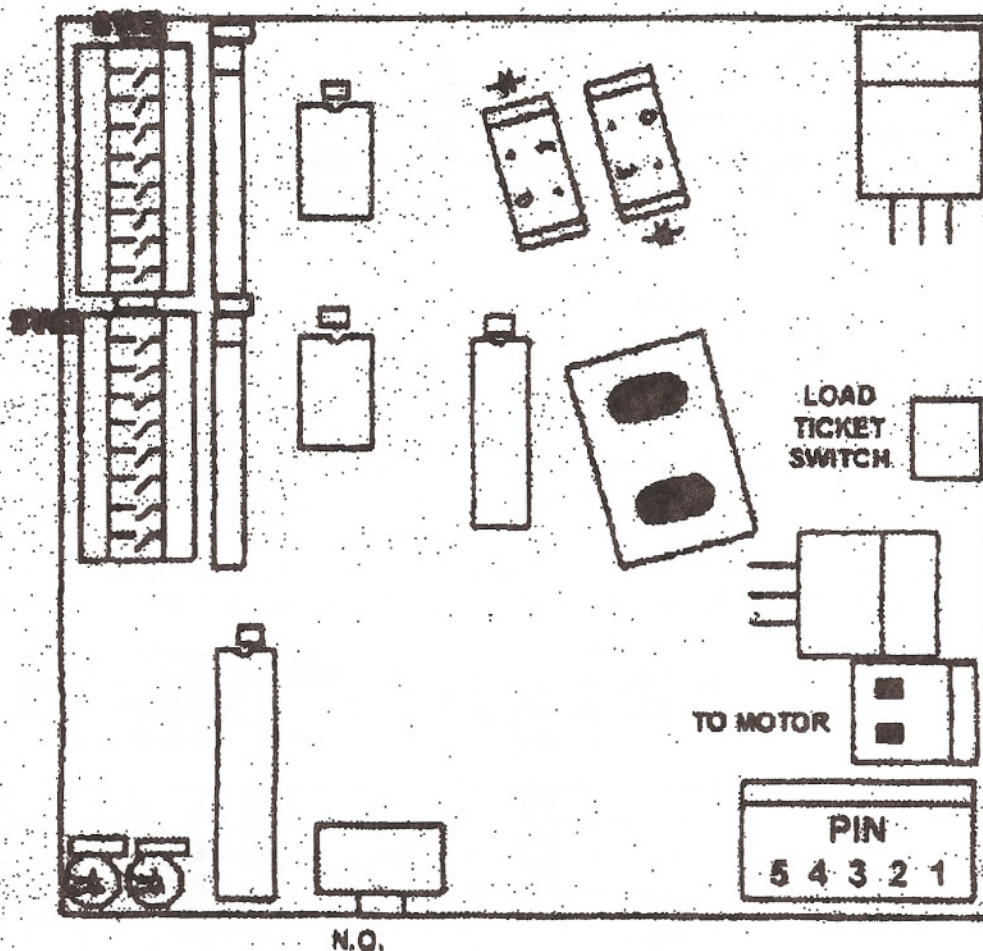


# SUPER SMART TICKET DISPENSER

## GENERAL INFORMATION

The Super Smart Ticket Dispenser is a revolutionary, all-in-one ticket dispensing solution. It utilizes its patented one-piece interface and control board to handle the dispensing of tickets. Designed with an emphasis on compatibility, it can be employed by an extensive range of applications.

## INTERFACE/CONTROL BOARD DIAGRAM



## WIRING INSTRUCTIONS

- |                |   |
|----------------|---|
| PIN 1 (RED)    | CONNECT TO +12V   |
| PIN 2 (BLACK)  | CONNECT TO GROUND   |
| PIN 3 (GREEN)  | CONNECT TO OUT METER (e.g. PARTS SIDE PIN 28.)  |
| PIN 4 (ORANGE) | CONNECT TO +12V (PARALLEL WITH PIN 1)   |
| PIN 5 (WHITE)  | (OPTIONAL - FOR REMAINING CREDIT RETURN) CONNECT TO ANY COIN ENTRY WHICH CAN BE SET TO 1 PULSE - 1 CREDIT |

## SWITCH SETTINGS

See table below to set desired value.

### IMPORTANT:

- Please note that the value is the number of pulses in to get one ticket.
- Switches #5 and #6 on SW3 are not used. Leave them in the OFF position.
- Switches #7 and #8 on SW3 are used to reset the memory when an error occurs. Leave them in the OFF position until it is necessary to reset.

VALUE	SW2								SW3
	#1	#2	#3	#4	#5	#6	#7	#8	#1
1	OFF	ON	ON	ON	ON	ON	ON	ON	ON
2	ON	OFF	ON	ON	ON	ON	ON	ON	ON
4	ON	ON	OFF	ON	ON	ON	ON	ON	ON
5	OFF	ON	OFF	ON	ON	ON	ON	ON	ON
8	ON	ON	ON	OFF	ON	ON	ON	ON	ON
10	ON	OFF	ON	OFF	ON	ON	ON	ON	ON
50	ON	OFF	ON	ON	OFF	OFF	ON	ON	ON
100	ON	ON	OFF	ON	ON	OFF	OFF	ON	ON
256	ON	ON	ON	ON	ON	ON	ON	ON	OFF
500	ON	ON	OFF	ON	OFF	OFF	OFF	OFF	OFF
511	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
N/A	ON	ON	ON	ON	ON	ON	ON	ON	ON

### SOME COMMON SETTINGS:

1 Pulse - 1 Ticket: [SW2 #1 OFF], [SW3 #5, #6, #7, #8 OFF]

100 Pulses - 1 Ticket: [SW2 #3, #6, #7 OFF] [SW3 #5, #6, #7, #8 OFF] (Default)

500 Pulses - 1 Ticket: [SW2 #3, #5, #6, #7, #8 OFF] [SW3 #1, #5, #6, #7, #8 OFF]

### CREDIT RETURN OPTIONS:

To return remaining credits back to the game, connect Pin 5 (White Wire) to any coin entry that can be set to 1 pulse - 1 credit and set [SW3 #4 ON].

To accumulate remaining credits until the next player, connect Pin 5 (White Wire) to any coin entry that can be set to 1 pulse - 1 credit and set [SW3 #4 OFF].

SW3			
DESCRIPTION	#2	#3	#4
Return Credit Timing - 20ms (Default)	ON	ON	
Return Credit Timing - 30ms	ON	OFF	
Return Credit Timing - 50ms	OFF	ON	
Return Credit Timing - 100ms	OFF	OFF	
Return Remaining Credits			ON
Accumulate Remaining Credits			OFF

### RESET MEMORY:

When the control board detects an error, the red and green LED lights will start flashing. To reset the memory, follow these three steps:

1. Set [SW3 #7 and #8 ON]
2. Turn power off and then on again
3. Set [SW3 #7 and #8 OFF] while power is still on.

### TICKETS EMPTY:

When tickets run out, both LED lights will start flashing and the machine will display "Coin Jam". To resolve this, simply reload tickets and turn power off and on again.