

Sunrise Coin Interface board.

June 2003

For internet kiosks running NetStop, i-table, SiteKiosk.
U.A.E. version (currency AED).

Kiosk software is available for download at www.netstoppro.com
www.sitekiosk.com

This board is used to interface standard parallel output coin accepters, electronic or mechanical, to an Internet kiosk running the NetStop kiosk management system and its derivatives, and SiteKiosk.

COIN ACCEPTER REQUIREMENTS.

The coin input lines can be connected to the designated edge connector pins, or a coin accepter set up as below can be connected directly to the 10 pin header provided on the interface board. The interface board supplies the coin accepter with 12 volt power via the ribbon cable.

The coin lines are also routed to the edge connector. If using mechanical coin accepters with micro switches, connections may be made as required to the edge connector pins.

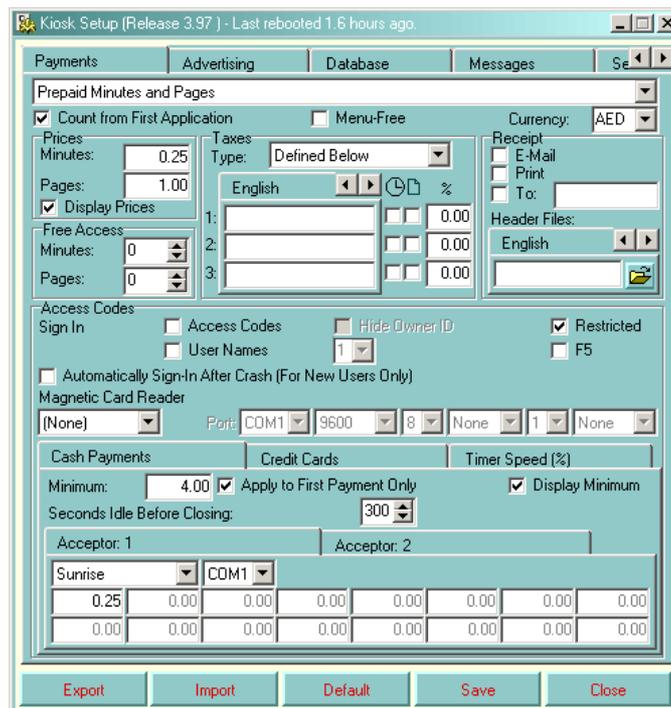
The coin accepter socket pinouts and channel assignments are as follows.

1. GND
2. +12 v DC
3. line 5, not used
4. line 6, token, value Dh0.25
5. not used
6. /Enable
7. line 1, Dh1.00
8. line 2, Dh1.00
9. line 3, Dh0.50
10. line 4, Dh0.25

Coin pulse: 100ms on, 100ms off nominal.

SETUP. When using the Sunrise supplied wiring loom, connect the 4 pin power cable to a spare PC power supply disk drive connector, or use a Y adaptor if no spares. Connect the DB9 plug into a spare COM port. Make sure the coin accepter has been programmed correctly, and plug the ribbon cable into the 10 pin socket on the interface board. If the interface board is fitted with a dip switch, all switches should be OFF.

To configure NETSTOP, run SetKiosk.exe and select the Payments tab. Select currency = EUR and set the price per minute. Under Acceptor1, select Sunrise and the desired COM port. In the coin channel value boxes, the first should be set to 0.25, the other 15 boxes will be 0.00. See example below.



EDGE CONNECTOR

<u>Component Side</u>	<u>Solder Side</u>	
	1	RTS, DB9 pin 7
	2	-
	3	Service switch input, token input, line 6
	4	Dh1.00 (#1), coin line 2
	5	Alt Dh0.50, coin line 3
	6	Alt Dh1.00 (#2), coin line 1
	7	Alt Dh0.25, coin line 4
Antenna	8	-
	9	-
	10	-
Spark Reset out	11	Alarm output
	12	Coin Meter output
	13	DSR, DB9 pin 6
	14	-
	15	-
Coin enable, connect to GND or leave open	16	-
	17	-
	18	-
12 volts DC	19	Power input, 12 volts DC
" "	20	" "
GND	21	GND
" "	22	GND, DB9 pin 5

In most situations the only connections needed are 2 wires for +12v and GND from the power supply, and three wires, Gnd, RTS and DTR to the PC COM port connector.

ANTENNA. This is anti spark gun security measure. A simple static pickup antenna wire may be connected to the interface board. The length of the wire and its proximity to the cabinet wiring harness will determine the sensitivity of the static reset function. Operation is indicated by the flashing of the on-board LED indicator.

SPARK RESET OUT. People trying to use spark guns to get free time will not get free time, but if they persist, may cause damage. You can use this open collector, active low output to connect to the motherboard board RESET input. When the first spark is detected, the computer will re-boot and the cheat will soon give up.

COIN METER. If desired , an electro-mechanical coin counter may be connected and used as a backup for the PC metering software. All coin registrations are accumulated as Dh0.25 units on a single coin meter. Connect a coin meter between 12 volts and Coin Meter Output . No diode is needed, the credit board contains an internal protection diode.

ALARM Anti Stringing Alarm intended for use with mechanical coin accepters. Triggered if coin switch closed longer than 250 ms. This open collector output may be connected to a general purpose Piezo Screamer, (-) lead to credit board, (+) lead to +12 volt supply.

SERVICE CREDIT SWITCH input, allows a push button switch to give free credit units for testing the system without incrementing the mechanical coin meter, and bypassing the coin accepter. The switch connects between the input and GND when pressed.

ALT. COIN SWITCH INPUTS If not using the 10 pin ribbon cable socket to connect the coin mech, individual coin pulse lines can connect to these pins. The inputs are expecting a GND pulse of duration in the range 20 to 150 milliseconds