# Ticket Vend Control Board vers 1

## EDGE CONNECTOR PINOUT

**Solder Side**

1. -
2. -
3. Coin sense.
4. -
5. -
6. -
7. -
8. Ticket notch pulse, from dispenser.
9. Game over signal (+)
10. Game over signal (-)
11. -
12. Ticket counter (-)
13. -
14. -
15. -
16. 12 volt DC
17. -
18. Motor Enable (to dispenser).
19. 12 volt DC
20. 12 volt DC
21. Gnd
22. Gnd

**Notes.**

A ticket vend will be triggered by the sensing of a coin pulse or by sensing that the game over signal has been applied after it has been removed for more than 10 seconds.

Coin Sense could come from a coin switch or from a credit board output. The pulse width acceptance window is 15 to 200 milliseconds.

The Game Over input is isolated from ground by an optocoupler. The 1K resistor fitted as standard is suitable for sensing a 12 volt Game Over Lamp signal. For 24 volts, change to a 2K2 resistor, for 5 volts, change to a 470R resistor.

An electromechanical counter can be connected between pin 12 and +12vDC. The output, pin 12, switches to ground. An external back-EMF diode is not required.

When the motor is to turn on, the relay connects 12 volts from pin 16 to the Motor Enable output, pin 18. If the tickets have run out or if the notch sensor is blocked, the motor drive software will time out and turn the motor off preventing ticket runaway.

# DIP SWITCH SETTINGS

**Game Over detect.**

Switch 1 OFF- game over input enabled.
Switch 1 ON - game over input disabled.

**Ticket award setting.**

Switches 2 through 7 control the ticket award. The basic ticket award is 1 ticket per trigger event, (with 2 through 7 all off). Each of 2 through 7 adds additional tickets when turned on, as follows:-

Switch 2 adds 1 ticket
Switch 3 adds 2 tickets
Switch 4 adds 4 tickets
Switch 5 adds 8 tickets
Switch 6 adds 16 tickets
Switch 7 adds 32 tickets.

***An example.*** To award 12 tickets, proceed as follows:-

1. First turn off all switches 2 to 7. We always start with a minimum of 1 ticket.
2. Turning on *switch 5* gives 1+8=9 tickets.
3. Turning on *switch 3* gives 9+2=11 tickets.
4. Finally, turning on *switch 2* gives 11+1=12 tickets.

**Power on delay.**

A power-on delay is built into the ticket control board to allow the host game to complete any power up procedure when first turned on. The delay may be selected as follows:-

Switch 8 OFF, delay = 30 seconds
Switch 8 ON, delay = 5 seconds