

Elvis Manual

Connector IN1 - 10 way MiniFit Jnr PCB Plug

- | | |
|----|--|
| 1 | L/H reel mech data signal input |
| 2 | r/h reel mech data signal input |
| 3 | Skill pushbutton signal input |
| 4 | Count hopper signal input |
| 5 | Tilt signal input |
| 6 | Ticket dispense notch input |
| 7 | Pusher motor sensor input 1 (not used) |
| 8 | Pusher motor sensor input 2 (not used) |
| 9 | 0V switch common |
| 10 | 0V switch common |

Notes: Reel data signals direct from Reel Connector PCB Assy
Skill pushbutton should be n/o contact to 0V
Count hopper signal direct from hopper connector
Tilt signal should be n/o contact to 0V
Pusher motor sensor inputs TBA

Connector IN2 - 12 way MiniFit Jnr PCB Plug

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|----|--------------------------------------|
| 1 | Top coin sensor signal input |
| 2 | Bottom coin sensor signal input |
| 3 | L/H bonus sensor signal input |
| 4 | R/H bonus sensor signal input |
| 5 | spare input |
| 6 | spare input |
| 7 | spare input |
| 8 | Timer reset switch input |
| 9 | 0V switch common |
| 10 | 0V switch common |
| 11 | 5V output |
| 12 | Opto LED supply output (560R to 12V) |

Notes: Coin and bonus inputs connect direct to respective sensor PCBs
Timer reset switch signal should be n/o to 0V (if used) - SW3
board-mounted pushbutton performs same function.
5V output and Opto LED supply may be required by count hopper- TBA

Connector OUT1 - 10 way MiniFit Jnr PCB Plug

- 1 L/H reel mech orange phase output
- 2 L/H reel mech yellow phase output
- 3 L/H reel mech brown phase output
- 4 L/H reel mech black phase output
- 5 R/H reel mech orange phase output
- 6 R/H reel mech yellow phase output
- 7 R/H reel mech brown phase output
- 8 R/H reel mech black phase output
- 9 0V reel mech driver common
- 10 0V reel mech driver common

Notes: All reel mech phase outputs direct to Reel Connector PCB Assy
Pins 9 and 10 not used in this application

Connector OUT2 - 8 way MiniFit Jnr PCB Plug

- 1 L/H reel mech LED output
- 2 R/H reel mech LEF output
- 3 Ticket low lamp output
- 4 Ticket dispenser enable output
- 5 Count hopper enable output
- 6 Skill button lamp output
- 7 Spare output
- 8 0V output

Notes: Reel mech LED outputs direct to Reel Connector PCB Assy
Lamp outputs are open-collector NPN transistor
Ticket dispenser enable output direct to ticket dispenser
Count hopper enable output direct to count hopper

Connector OUT3 - 10 way MiniFit Jnr PCB Plug

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|----|---------------------------------------|
| 1 | Coin-in counter output |
| 2 | Count hopper transfer counter output |
| 3 | Ticket-out counter output |
| 4 | Topsign lighting enable output |
| 5 | Pusher motor enable output (not used) |
| 6 | spare output |
| 7 | spare output |
| 8 | spare output |
| 9 | 0V output |
| 10 | 0V output |

Notes: All outputs are open-collector NPN transistor

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|---|----------------|
| 5 | Sound signal 4 |
| 6 | Sound signal 5 |
| 7 | Sound signal 6 |
| 8 | Sound signal 7 |

Notes: All outputs are open-collector NPN transistor, and connect to FL0615
Sound PCB pins 6 thru 13 respectively

Connector POWER - 6 way MiniFit Jnr PCB Plug

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|---|------------------------------|
| 1 | Skill motor relay n/o output |
| 2 | Skill motor relay n/c output |
| 3 | Skill motor relay common |
| 4 | 0V 'power' input |
| 5 | 0V 'logic' input |
| 6 | 12V 'logic' input |

Notes: A.C skill motor fed via volt-free relay contacts common and n/c
Wire both 0V inputs separately to PSU star point
Wire 12V input direct to PSU - not shared with other 12V wiring in machine

DIP SWITCH SETTINGS

SW1	poles	1	2	Guitar	Car	Gates	"Elvis"
		off	off	2	4	6	8
		on	off	5	10	15	20
		off	on	10	15	20	25
		on	on	10	20	30	40

SW1	poles	5	6	7	Game time (secs)
		off	off	off	10
		on	off	off	15
		off	on	off	20
		on	on	off	25
		off	off	on	30
		on	off	on	35
		off	on	on	40
		on	on	on	45

SW1	pole	8		
		off		Ticket payout backup
		on		retained during power down
				cleared by power down

DIP SWITCH SETTINGS

SW2 poles	1	2	3	Tickets per coin-in
	off	off	off	0
	on	off	off	1
	off	on	off	2
	on	on	off	3
	off	off	on	4
	on	off	on	5
	off	on	on	6
	on	on	on	7

SW2 poles	4	5	6	7	Tickets per coin transferred
	off	off	off	off	1
	on	off	off	off	2
	off	on	off	off	3
	on	on	off	off	4
	off	off	on	off	5
	on	off	on	off	6
	off	on	on	off	7
	on	on	on	off	8
	off	off	off	on	9
	on	off	off	on	10
	off	on	off	on	11
	on	on	off	on	12
	off	off	on	on	13
	on	off	on	on	14
	off	on	on	on	15
	on	on	on	on	16