RM064 Fruit Ghost

Manual

Read carefully before use

RM064 Fruit Ghost

<RM064 FRUIT GHOST> DIP Switch and their function

Code	bit								Function
	8	7	6	5	4	3	2	1	
SW1	ON								Ticket out
	OFF								No ticket
		ON							Clear protected parameter
		OFF							No movement
			ON						Game for free
			OFF						Insert coin for game
				ON	ON	ON			Game time is 99s
				ON	ON	OFF			Game time is 90s
				ON	OFF	ON			Game time is 80s
				ON	OFF	OFF			Game time is 70s
				OFF	ON	ON			Game time is 60s
				OFF	ON	OFF			Game time is 50s
				OFF	OFF	ON			Game time is 40s
				OFF	OFF	OFF			Game time is 30s
							ON	ON	1 coin per time
							ON	OFF	2 coins per time
							OFF	ON	3 coins per time
							OFF	OFF	4 coins per time
SW2						ON	ON	ON	5 points/tickets
						ON	ON	OFF	10 points/tickets
						ON	OFF	ON	15 points/tickets
						ON	OFF	OFF	20 points/tickets
						OFF	ON	ON	25 points/tickets
						OFF	ON	OFF	30 points/tickets
						OFF	OFF	ON	40 points/tickets
						OFF	OFF	OFF	50 points/tickets
				ON	ON				5 PCS shrewmouse
				ON	OFF				6 PCS shrewmouse
				OFF	ON				7 PCS shrewmouse
				OFF	OFF				8 PCS shrewmouse
		ON	ON						Tickets for record-breaking =5
		ON	OFF						Tickets for record-breaking =10
		OFF	ON						Tickets for record-breaking =20
		OFF	OFF						Tickets for record-breaking =30
							ON	ON	Base ticket=0
							ON	OFF	Base ticket =1
							OFF	ON	Base ticket =2
							OFF	OFF	Base ticket =3

Error code: E1: alarm for no ticket

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<RM064 FRUIT GHOST> Main board Pins and Their Functions(GL-RE-051028A)

Port	Port NO.	Program Resource	Direction	Function
IN0	JP1		I	insert coin
IN1			I	
IN2			I	
IN3			I	
IN4			I	Feedback for calculation of ticket dispenser
IN5			I	
IN6			I	
IN7			I	
IN8	JP2		I	shrewmouse #1mark(connect to shrewmouse mark,drive board JP1-1)
IN9			I	shrewmouse #2 mark(connect to shrewmouse mark,drive board JP1-2)
IN10			I	shrewmouse #3 mark(connect to shrewmouse mark,drive board JP1-3)
IN11			I	shrewmouse #4 mark(connect to shrewmouse mark,drive board JP1-4)
IN12			I	shrewmouse #5 mark(connect to shrewmouse mark,drive board JP1-5)
IN13			I	shrewmouse #6 mark(connect to shrewmouse mark,drive board JP1-6)
IN14			I	shrewmouse #7 mark(connect to shrewmouse mark,drive board JP1-7)
IN15			I	shrewmouse #8 mark(connect to shrewmouse mark,drive board JP1-8)
IN16	JP3		I	
IN17			I	
IN18			I	
IN19			I	
IN20			I	
IN21			I	
IN22			I	
IN23			I	
IN24	JP4		I	
IN25			I	
IN26			I	
IN27			I	
IN28			I	
IN29			I	Coin Switch(KEY2)

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IN30			I	Hardware switch for testing (KEY3)	
IN31			I	Switch of alarm for no ticket (KEY4)	
DO			O	display data output(DO)	connect to LED display
CLK	JP9		O	display clock(CLK)	board; main board
CTL			O	display data lock(CTL)	→time → mark → record
GND			P	Power supply	
+5V			P	Power supply(<1A)	
+12V			P	Power supply(<1A)	
+5V	JP13		P	5V power+	
GND			P	Power "-"	
GND			P	Power "-"	
+12V			P	12V power+	

<RM064 FRUIT GHOST> Main board Pins and Their Functions(GL-RE-051028A)

Port	Port NO.	Program Resource	Direction	Function
1	JP14		O	Left channel"+"
2-3			P	GND
4			O	Right channel"+"
O0	JP5		O	Coin meter drive
O1			O	Ticket meter drive
O2			O	
O3			O	
O4			O	Ticket Dispenser drive
O5			O	
O6			O	
O7			O	
O8	JP6		O	#1 shrewmouse movement magnet drive signal(connect to shrewmouse mark,drive board JP4-1)
O9			O	#2 shrewmouse movement magnet drive signal(connect to shrewmouse mark,drive board JP4-2)
O10			O	#3 shrewmouse movement magnet drive signal(connect to shrewmouse mark,drive board JP4-3)
O11			O	#4 shrewmouse movement magnet drive signal(connect to shrewmouse mark,drive board JP4-4)

O12			O	#5 shrewmouse movement magnet drive signal(connect to shrewmouse mark, drive board JP4-5)
O13			O	#6 shrewmouse movement magnet drive signal(connect to shrewmouse mark, drive board JP4-6)
O14			O	#7 shrewmouse movement magnet drive signal connect to shrewmouse mark, drive board JP4-7)
O15			O	#8 shrewmouse movement magnet drive signal(connect to shrewmouse mark, drive board JP4-8)
O16	JP7		O	
O17			O	
O18			O	
O19			O	
O20			O	
O21			O	
O22			O	
O23			O	
O24	JP15		O	
O25			O	
O26			O	
O27			O	
O28			O	
O29			O	
O30			O	
O31			O	
L(1-3)	JP13		ACP	AC live wire connect
N(2-4)			ACP	AC neutral wire connect
Pin2	P1		O	
Pin3			I	
Pin5			P	GND
Pin1	JP8			
Pin2				
Pin3				
Pin6				

\<RM064 FRUIT GHOST> MARK, DRIVE BOARD CONNECTION (GL-RE-060306A)

Port	Port NO.	Program Resource	Direction	Function

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1	JP1			#1 mark output of shrewmouse(connect to main boradJP2-1)	
2				#2 mark output of shrewmouse(connect to main boradJP2-2)	
3				#3 mark output of shrewmouse(connect to main boradJP2-3)	
4				#4 mark output of shrewmouse(connect to main boradJP2-4)	
5				#5 mark output of shrewmouse(connect to main boradJP2-5)	
6				#6 mark output of shrewmouse(connect to main boradJP2-6)	
7				#7 mark output of shrewmouse(connect to main boradJP2-7)	
8				#8 mark output of shrewmouse(connect to main boradJP2-8)	
1	JP2			connect to +5V	
2					
3				GND	
4					
1	JP3			#1 shrewmouse mark circle signal	connect to mark circle(GND)
2				#2 shrewmouse mark circle signal	
3				#3 shrewmouse mark circle signal	
4				#4 shrewmouse mark circle signal	
5				#5 shrewmouse mark circle signal	
6				#6 shrewmouse mark circle signal	
7				#7 shrewmouse mark circle signal	
8				#8 shrewmouse mark circle signal	
1	JP4			#1 connect to shrewmouse movement signal(connect to main boradJP6-1)	
2				#2 connect to shrewmouse movement signal(connect to main boradJP6-2)	
3				#3 connect to shrewmouse movement signal(connect to main boradJP6-3)	
4				#4 connect to shrewmouse movement signal(connect to main boradJP6-4)	

5				#5 connect to shrewmouse movement signal(connect to main boradJP6-5)	
6				#6 connect to shrewmouse movement signal(connect to main boradJP6-6)	
7				#7 connect to shrewmouse movement signal(connect to main boradJP6-7)	
8				#8 connect to shrewmouse movement signal(connect to main boradJP6-8)	
1	JP5			#1　　　　shrewmouse movement circle	.another side connect to +90V, diode on the PCB
2				#2　　　　shrewmouse movement circle	
3				#3　　　　shrewmouse movement circle	
4				#4　　　　shrewmouse movement circle	
5				#5　　　　shrewmouse movement circle	
6				#6　　　　shrewmouse movement circle	
7				#7　　　　shrewmouse movement circle	
8				#8　　　　shrewmouse movement circle	
9				+90V for shrewmouse movement circle power supply	
10					
1	JP6			AC 9V to 12V for one side	
2				AC 9V to12V for another side	
3				AC 90V for one side	
4					
5				AC 9V for another side	
6					