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PANDA VENDING LIMITED

PUSH WIN

1. BRIEF INTRODUCTION

Push Win (TR1104) a new version of indoor prize machine. This machine is simple to play, with brilliant cabinet design built of high quality materials!

2. NOTICE

2-1. SAFTTY INSTRUCTIONS

- This machine is only for indoor use, is not suitable for outdoor use.
- When the machine has been installed well, place the bottom of the machine on the floor to make sure it is steady.
- Do not take it apart, make it up or move it arbitrarily.
- Switch off the power and pull out the plug before moving it.
- Place it on even floor, not the smoothie, unsteady or seriously vibrating place.
- Do not place it near any high temperature or easily sparkling equipment.
- Do not place any sundries on the machine or let any heavy press the power wire.
- Do not expose the circuit part in the machine to the air.

2-2. Notice for operation

- Check whether the power plug and power wire are good, whether the voltage is suitable for the machine before switching the power on.
- Voltage of power supply should be accord to the voltage on the back cover of it.
- Switch off the power before you maintain or inspect the machine.
- Only qualified personnel are allowed to inspect the electric control device of it.
- Use suitable accessories to displace parts of apparatus.
- Hold the plug instead of the wire to unplug the power wire.
- Do not to plug or unplug the plug with wet hand, do not pull or twist the power wire.

3. Accessories

Check whether the following accessories are ready before using it:

NAME	QTY	REMARK
Manual	1	
KEYS	5	1888(3),1866(2)
Power cord	1	

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4. How to play

- Insert coin ,he button light is on in the control panel;
- Move the shaft to left and right to your favourite prize;
- Keep pressing the button move shaft to your target;
- Loose button ,shaft push to prize out;
- Player get prize ,game over;

Prize store fixing:

- Pls check the prize store and shaft direction ,and fix it correct;
- Adjust all the direction pls reset machine for the setting valid;
- It need adjust the direction once a month at least.

How to adjust prize position:

In the attraction mode, press small key board S1 to test mode. The 3rd line X, the 3rd row NO 3 upright coordinate Y, the 4th line 4th row horizontal direction X, The 4th line X, the 4th Row NO 4 upright coordinate Y, Press S4 or S8 choose the current target which needs adjust, press S2 enter adjust mode, and press S4 or S8 to do adjusting. After adjusted the position, press S6 to previous menu and enter next option .Press S6 return to test mode main menu, choose wagon car to test all the adjust valid OK. Remark: machine is working for the first time, the crane must adjust well or it will pay out prize not correct.

5. TECHNICAL PARAMETERS

Mode: TR1104

Location requirements:

Temperature $-10^{\circ}\text{C}\sim+40^{\circ}\text{C}$, U.V. radiation **Very low**, humidity **low**, Vibrations level: **low**.

Dimension: **930mm**× **850mm** × **1920mm**

Weight: **158KG**

Power supply: 220V

Max : **80W**

Player: 1 pc

6. METER BOARD

Coin QTY: Showing all the coins QTY inserted;

Prize out QTY A: showing prize A out QTY;

Prize B QTY out: showing prize A out QTY

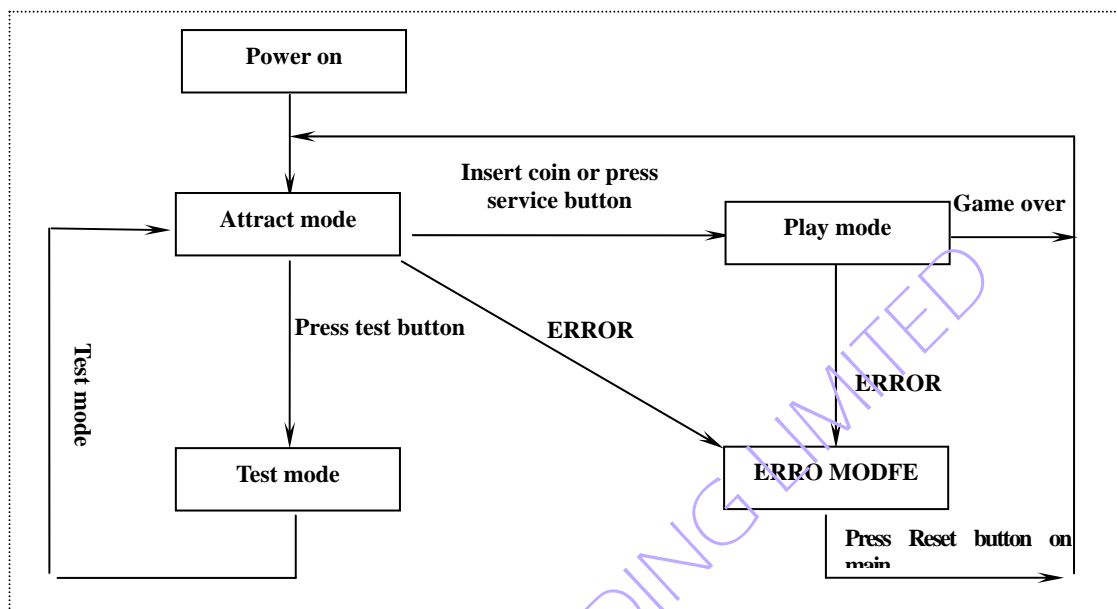
Prize C QTY out: showing prize C out QTY

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7. Operation

Machine working, we can set the play mode, one is free to play, another is insert coins. When machine is in free to play mode, power on or press reset button do not need insert coin. When machine is in need insert coins mode .there are 4 modes: Attraction mode, test mode, play mode and error mode.

The need insert coins mode test as below chart:



7-1.Power on

Before turning on the power, please check the plug and cord, and make sure that the game is set to the proper voltage

7-2._PLAY MODE

When the Game is started, LCD display board showing the time;

7-3.Attract mode

In attract mode, LCD showing current coin QTY and back ground music on. Press small key board S1 0.5 second machine will enter test mode, insert coin makes machine enter play mode;

7-4.Test mode

In the test mode test LED, motor and crane is normal and also music. Attract mode, press S1 to enter test mode, press S1 again return to attract mode;

7-5.Error mode

When the machine occurred error mode, alarm warning ,display board showing ERROR code and the technician can follow the ERROR code to solve the problem.

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8. Appendix

DIP SWITCH SETTING DESCRIPTIONS:

Plug NO	Pin NO	Wire color	Function	I/O CODE	Function of I/O
J1 (Output)	PIN 1	0.3-Brown	Speaker +;	----	
	PIN 2	0.3-White	Speaker -;	----	
	PIN 3	0.3-Blue	Speaker PWR;	----	+8—+18V
	PIN 4	0.3-Blue	Speaker PWR;	----	+8—+18V
	PIN 5	0.3-Yellow	+12V Input;	----	
	PIN 6	0.3-Yellow	+12V Output;	----	
	PIN 7	0.3-Brown	MCUoutput #1(0---+5V)	----	
	PIN 8	0.3-Yellow	+12V Output;	----	
	PIN 9	0.3-Pink	MCUout put#2(0---+5V)	----	
	PIN 10	0.3-Yellow	+12V Output;	----	
	PIN 11	0.3-Red	Major MCU PWM1output	----	motor enter the puse control (Drive board add resistance 5K power 5V
	PIN 12	0.3-Yellow	+12V Output;	----	
	PIN 13	0.3-Green		----	
	PIN 14	0.3-Yellow	+12V Output;	----	
	PIN 15	0.3-Blue		----	
	PIN 16	0.3-Yellow	+12V Output;	----	
	PIN 17	0.3-Pink		----	
	PIN 18	0.3-Yellow	+12V Output;	----	
	PIN 19	0.3-Green		----	
	PIN 20	0.3-Yellow	+12V Output;	----	
	PIN 21	0.3-Blue		----	
	PIN 22	0.3-Black	GND;	----	
	PIN 23	0.3-Black	GND;	----	
	PIN 24	0.3-Black	GND;	----	
	PIN 25	0.3-Black	GND;	----	
	PIN 26	0.3-Black	GND;	----	
	PIN 27	0.3-Brown	Output	OUT0	Coin meter
	PIN 28	0.3-Pink	Output	OUT1	Prize meter
	PIN 29	0.3-Orange	Output	OUT2	Coin LED
	PIN 30	0.3-SkyBlue	Output	OUT3	Button LED

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PIN 31	0.3-Green	Output	OUT4	
PIN 32	0.3-Blue	Output	OUT5	
PIN 33	0.3-Purple	Output	OUT6	
PIN 34	0.3-Gray	Output	OUT7	
PIN 35	0.3-Brown	Output	OUT8	Motor to left control
PIN 36	0.3-Pink	Output	OUT9	Motor to right control
PIN 37	0.3-Orange(Output	OUT1 0	Motor to front control
PIN 38	0.3-SkyBlue	Output	OUT1 1	Motor to back control
PIN 39	0.3-Green	Output	OUT1 2	
PIN 40	0.3-Blue	Output	OUT1 3	motor direction control
PIN 41	0.3-Purple	Output	OUT1 4	motor direction control
PIN 42	0.3-Gray	Output	OUT1 5	Electromagnetism control
PIN 43	0.3-Brown	Output	OUT1 6	
PIN 44	0.3-Pink	Output	OUT1 7	
PIN 45	0.3-Orange	Output	OUT1 8	
PIN 46	0.3-SkyBlue	Output	OUT1 9	
PIN 47	0.3-Green	Output	OUT2 0	
PIN 48	0.3-Blue	Output	OUT2 1	
PIN 49	0.3-Purple	Drive Output	OUT2 2	
PIN 50	0.3-Gray	Drive Output	OUT2 3	
PIN 1	0.3-Brown	Main MCUoutput control	-----	LCD back ground output
PIN 2	0.3-Pink	Main MCUoutput control	-----	LCD data output
PIN 3	0.3-Orang	Main MCUoutput control	-----	LCD option control output

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J2 (input)	PIN 4	0.3-Sky-blue	Main MCU output control	----	LCD reset output control
	PIN 5	0.3-Purple	Main MCU input control SPI_MISO (0---+5V)	----	key board bunch input
	PIN 6	0.3-Brown	Main MCU output control SPI_LATCH (0---+5V)	----	key board lock memory output
	PIN 7	0.3-White	Main MCU SPI_MISO output(0---+5V)	----	LCD bunch data output
	PIN 8	0.3-Green	Main MCU SPI_MISO output (0---+5V)	----	LCD bunch data output (share with key board)
	PIN 9	0.3-Purple	Sub MCU's TXD output(0---+5V)	----	
	PIN 10	0.3-Green	Main MCU's TXD output(0---+5V)	----	Double machine communication
	PIN 11	0.3-Gray	Sub MCU's RXD input(0---+5V)	----	
	PIN 12	0.3-Blue	Main MCU's RXD input (0---+5V)	----	Double machine communication
	PIN 13	0.3-Brown/white	Input	IN0	Insert coin pulse input
	PIN 14	0.3-Red/white	Input	IN1	
	PIN 15	0.3-Orange/white	Input	IN2	Waving alarm
	PIN 16	0.3-Yellow/white	Input	IN3	
	PIN 17	0.3-Green/white	Input	IN4	
	PIN 18	0.3-Blue/white	Input	IN5	
	PIN 19	0.3-Purple/white	Input	IN6	
	PIN 20	0.3-Gray/white	Input	IN7	
	PIN 21	0.3-Brown/white	Input	IN8	Down button
	PIN 22	0.3-Red/white	Input	IN9	
	PIN 23	0.3-Orange/white	Input	IN10	Joystick left
	PIN 24	0.3-Yellow/white	Input	IN11	Joystick right
	PIN 25	0.3-Green/white	Input	IN12	upper sensor
	PIN 26	0.3-Blue/white	Input	IN13	Down limited direction sensor
	PIN 27	0.3-Purple/white(Input	IN14	Left sensor
	PIN 28	0.3-Gray/white	Input	IN15	right limited direction sensor
	PIN 29	0.3-Brown/white	Input	IN16	Joystick front switch
	PIN 30	0.3-Red/white	Input	IN17	Joystick back switch
	PIN 31	0.3-Orange/white	Input	IN18	shaft slip limited direction switch
	PIN 32	0.3-Yellow/white	Input	IN19	
	PIN 33	0.3-Green/white	Input	IN20	
	PIN 34	0.3-Blue/white	Input	IN21	

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	PIN 35	0.3-Purple/white	Input	IN22	
	PIN 36	0.3-Gray/white	Input	IN23	
	PIN 37	0.3-Brown/white	Input	AD7	
	PIN 38	0.3-Red/white	Input	AD6	
	PIN 39	0.3-Orange/white	Input	AD5	
	PIN 40	0.3-Yellow/white	Input	AD4	
	PIN 41	0.3-Green/white	Input	AD3	
	PIN 42	0.3-Blue/white	Input	AD2	
	PIN 43	0.3-Purple/white	Input	AD1	
	PIN 44	0.3-Gray/white	Input	AD0	
	PIN 45	0.3-Black	GND	-----	
	PIN 46	0.3-Black	GND	-----	
	PIN 47	0.3-Black	GND	-----	
	PIN 48	0.3-Black	GND	-----	
	PIN 49	0.3-Black	GND	-----	
	PIN 50	0.3-Black	GND	-----	
J3 program	PIN 1	0.3-White	+3.3V Output	-----	
	PIN 2	0.5-Green	RST/C2CK	-----	
	PIN 3	0.5-Blue	C2D	-----	
	PIN 4	0.3-Black	GND	-----	

9. Parameter setting:

Press S5, clear all parameter (remark: Only clear the coin QTY, prize out QTY and other parameters not change)

Attract mode, press S 1 enter test mode, press S1 return attract mode;

In test mode, press S 2 enter next menu, press S 6 return to previous menu.

When choose the menu press S4 to choose next menu and press S 8 choose previous menu, during the parameter setting, press S8 reduce the option number

Menu display:

(1). System information, can not be changed

1. Machine NO
2. Programme version
3. Date
4. Sat information
 - A. Coins QTY
 - B. Prize QTY
 - C. 1st line prize
 - D. 2nd line prize
 - E. 3rd line prize
 - F. 4th line prize
 - G. 5th line prize
 - H. 6th line prize

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(2) Parameter set

1. 1.Set X play /coin or X coin/play
2. Coin QTY set (XX play/coin, FROM 0-10,when 0 it is free to play)
3. Back ground music (as each minute unit, from 0-10,0means no music)
4. Alarm (from 0-3,0 means always warning)
5. Play time (Second per unit, from 30-90)
6. Waving alarm
7. Prize out
8. First play needs insert coin (from 1-10,1 means no prize)
9. Volume set (0-24, 0 no sounds,24 is MAX)
10. Burning time (60-240 minutes)
11. 1st line prize out (XX plays one prize out,1-250)
12. 2nd line prize out (XX plays one prize out,1-250)
13. 3rd line prize out (XX plays one prize out,1-250)
14. 4th line prize out (XX plays one prize out,1-250)
15. 5th line prize out (XX plays one prize out,1-250)
16. 6th line prize out (XX plays one prize out,1-250)

(3). I/Otest

1. Input test(showing all input terminal, black means valid, blank invalid)
2. Output test(showing all output terminal, black means valid, blank invalid press S2 to change the current terminal ,press S 4or S 8change the terminal NO.)
3. Music test
4. Motor test

(4). Adjust the crane (Adjust 3rd line 3rd row and 4th line 4th row, press S6 return to previous menu is valid)

(5). crane test

(6). burning test

(7). return factory set