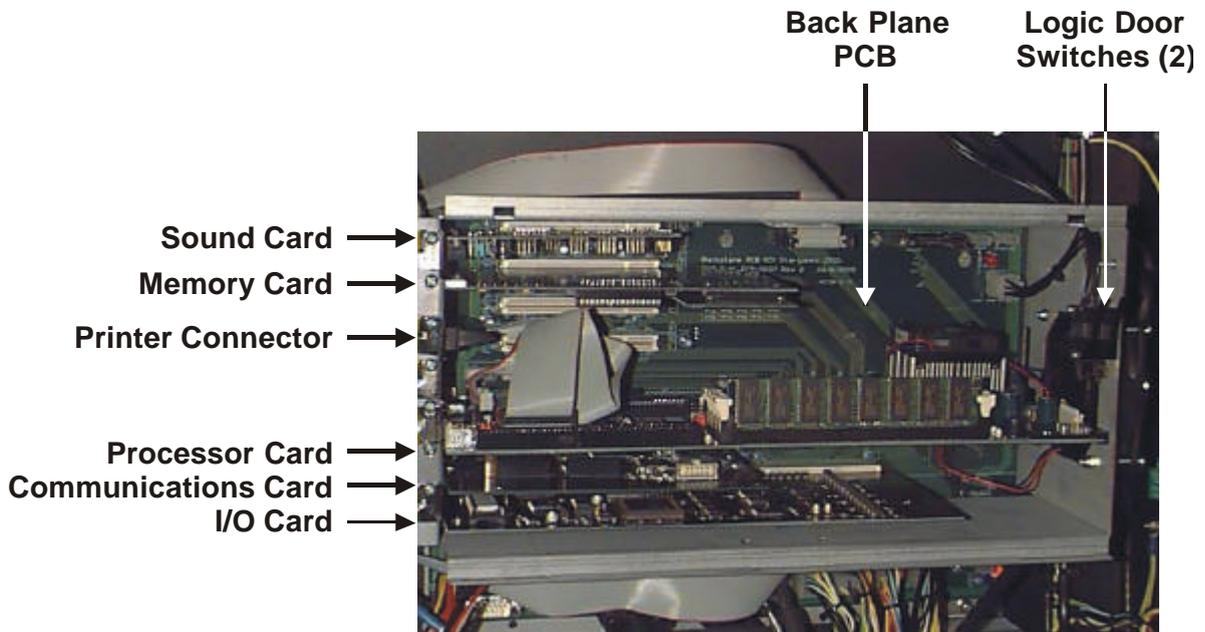


8.7 Logic Enclosure

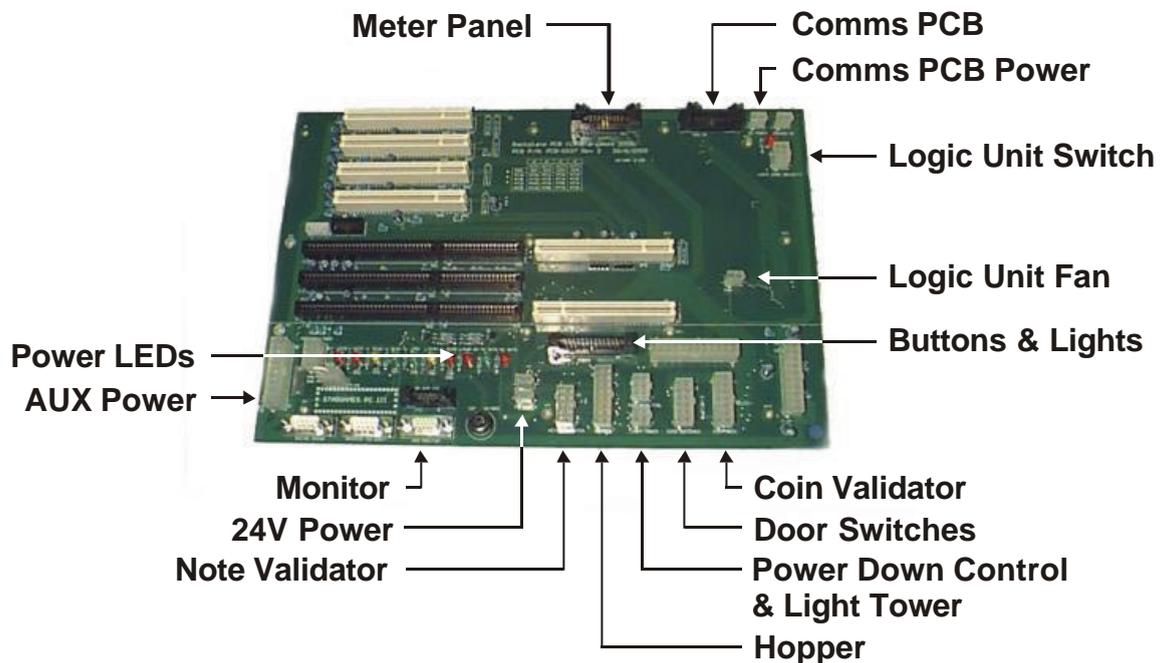
The logic enclosure contains the sensitive electronic assemblies used to control the machine it contains the following components.

- Back Plane Board
- Main Processor Board
- Memory Board
- Flash Rider Board
- I/O Board
- Sound Card
- NSW Communications Board
- Cooling Fan



The enclosure is secured via a physical lock. A seal should be fitted through the tab provided. Monitoring of the door to this unit is via a micro-switch.

8.8 Back Plane Board



The Back Plane Board is a passive component used to inter-connect all the other boards and provide connections to external harnessing.

Note: If the Back Plane Board requires replacing, it is best to replace the entire Logic Cage assembly.

8.8.1 Replacement Procedure

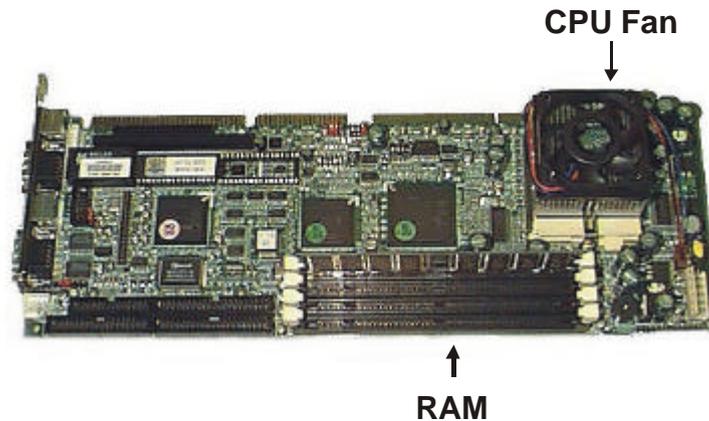
To remove the Logic Cage assembly:

- Turn OFF the mains power to the EGM.
- Remove all connectors from all circuit boards, then remove the circuit boards from the cage assembly.
- Ensure that all connectors are removed from the bottom of the cage assembly.
- Remove the two nuts from the bottom bracket of the cage assembly.
- Pull the assembly forward to clear the mounting tab located between the two nuts.
- Lift the cage assembly up and off the two locating studs at the top rear of the cage assembly.

Replacement is the reverse of the removal procedure.

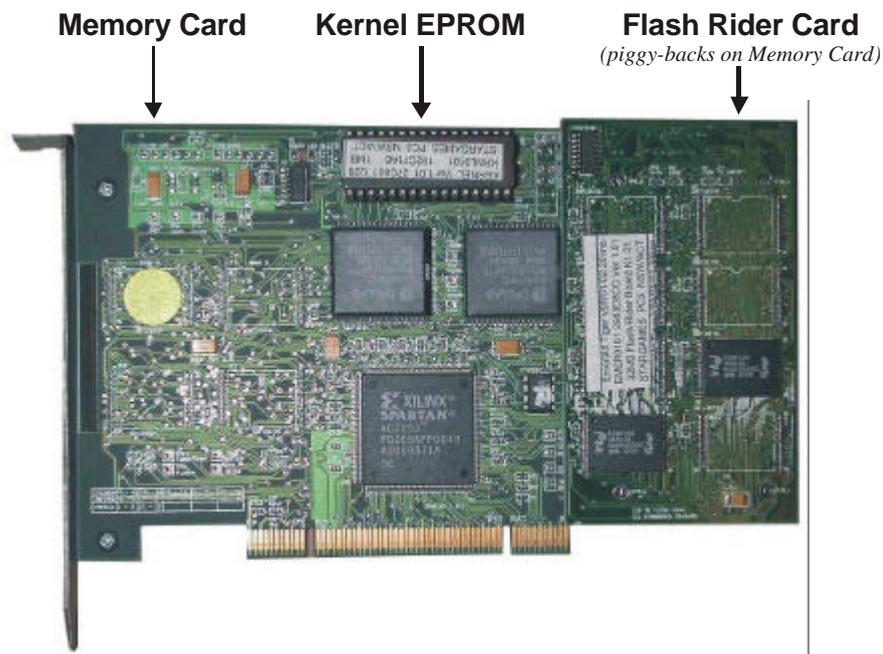
- Ensure all earthing connections are reconnected and secure.
- Replace all circuit boards and ensure they are reconnect correctly.

8.9 Main Processor Board



The main processor provides the primary operation of the machine. It is fitted with memory module, Celeron processor and cooling fan. Care should be taken to ensure that the routing of cables within the logic box does not impair the cooling fans operation.

8.10 Memory Board



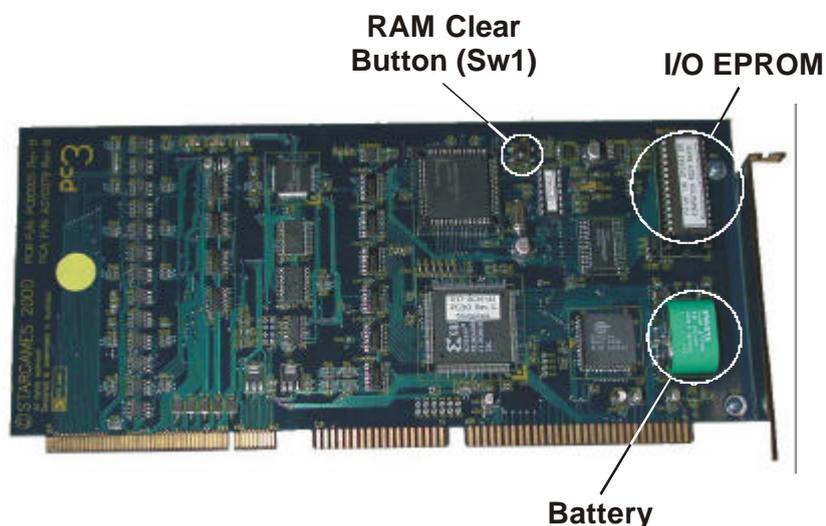
The memory board contains the machines non-volatile memories and provides the sockets for the kernel EPROM and game flash rider board. Attention should be paid to ensuring that devices are inserted correctly when applying conversions to the unit.

8.11 Flash Rider Board



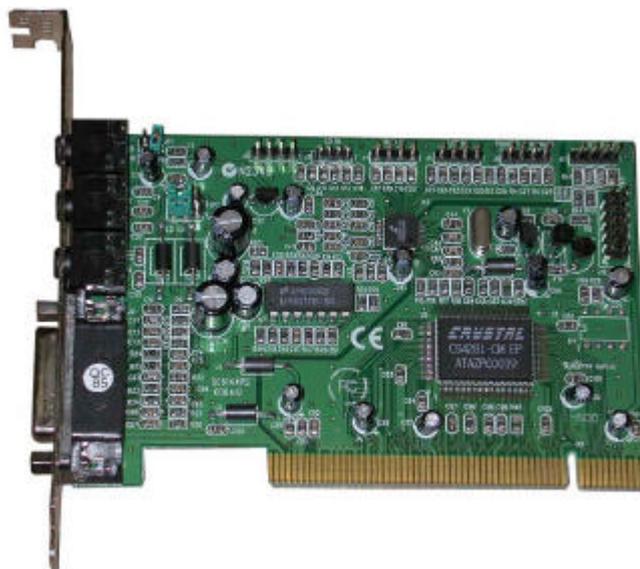
The Flash Rider Board is used for the storage of game media for the machine and can be interchanged with other approved game media modules to change the game characteristics. The board is fitted into the two parallel sockets located on the tail of the memory board. Although the module is designed so that it can be fitted in only one way, care should be taken to ensure that the pins within the connectors are not damaged when fitting this unit to the memory board.

8.12 I/O Board



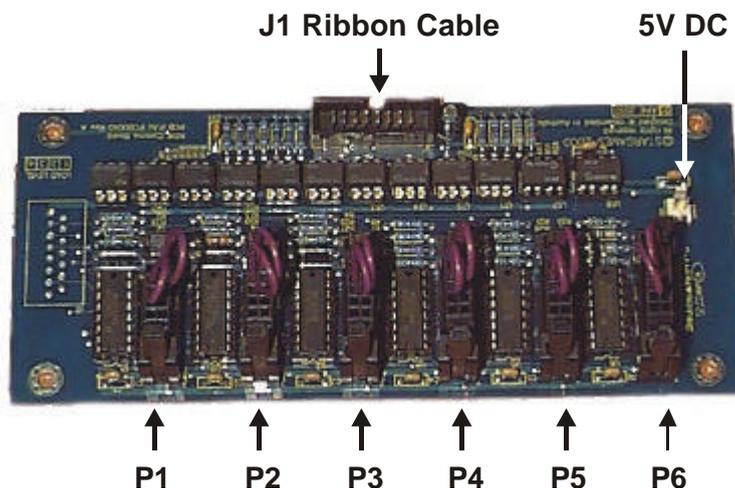
The I/O board is used for controlling and monitoring the various input and output devices fitted to the machine. It is also responsible for the transmission of communication packets via the NSW communications board. The board is fitted with a single EPROM device that controls the boards operation. When fitting this EPROM, ensure that the device is oriented correctly in the socket to prevent damage to either the board or the device.

8.13 Sound Card



The sound card provides the audio output for the machine. Under the machines control it can output alarm and game sounds. The connection to the speakers is via a connector located at the side of the card. When inserted the correct socket is the rear most audio jack. Incorrect insertion should not cause damage though no sound will be audible.

8.14 NSW Communications Board



Note: Comms PCB is displayed upside-down

The NSW Communications board provides the six subsidiary equipment communication channels required for NSW machines. When no subsidiary equipment is connected to a port a terminator must be fitted for machine operation. A total of six terminators being required no not subsidiary equipment is connected.