



OPERATION MANUAL

INSTALLATION INSTRUCTIONS FOR U.S. DOLLAR ACCEPTOR

INSTALLATION NOTES

- 1.THESE INSTRUCTIONS CAN BE USED IN HSV-300 PLUS KITS. REFER TO THE PARTS LIST IN THIS INSTRUCTION SHEET FOR A BREAKDOWN OF THE PARTS CONTAINED IN YOUR PARTICULAR KIT.
- 2.DUE TO THE VARIETY OF VIDEO GAME DESIGNS, THIS BILL ACCEPTOR WILL NOT OPERATE IN ALL VIDEO GAMES.
- 3.THE BILL ACCEPTOR SHOULD BE ELECTRICALLY CONNECTED TO YOUR GAME AND TESTED BEFORE FINAL INSTALLATION IS ATTEMPTED.
- 4.DESIGNATE NUMBER OF BILL TO BE INSERTED ACCORDING TO MAXIMUM CREDITS OF VIDEO GAME, IT IS NECESSARY TO INPUT INHIBIT SIGNAL IN CASE OF EXCEEDING MAXIMUM CREDIT OF VIDEO GAMES.
- 5.THIS BILL ACCEPTOR INSTALLATION REQUIRES A MOUNTING HOLD IN THE VIDEO GAME CABINET.
- 6.SINCE MANY VARIATIONS IN CABINET CONSTRUCTION AND SIZE EXIST, NO BILL STACKER IS PROVIDED IN THIS KIT. YOU MUST PROVIDE A BILL BOX OR OTHER SUITABLE CONTAINER.
- 7.**VOLTAGE: DCV+12V± 5%**
CURRENT: STAND BY: 0.20A OPERATION: 1.5A

INSTALLATION

- 2-1 INSTALLATION OF BILL ACCEPTOR (SEE: FIG 2-1)
 - (A)SET THE BILL ACCEPTOR ON FACE PLATE AND TIGHTEN THE SCREW M3x 8
 - (B)INSTALL THE BILL ACCEPTOR WITH FACE PLATE ON THE DOOR OF VIDEO GAME MACHINE.
- 2-2 HOW TO OPEN UPPER COVER (SEE: FIG 2-2)
 - (A)LOOSE THE SCREW (M3x 8) LOCATED ON THE BOTTOM OF BILL ACCEPTOR
 - (B)SLIDE THE BILL ACCEPTOR BACKWARD.

(C)LOOSE THE SCREW ON THE TOP COVER TO OPEN.
2-3 HOW TO REMOVE THE COVER
PLEASE SEE THE FOLLOWING FIGURE 2-3

FUNCTION SWITCHES 1,2,3,4,5,6,7, AND 8

THESE EIGHT SWITCHES DETERMINE THE NUMBER OF CREDIT PULSE AND THE DURATION OF A CREDIT PULSE. THE DIP SWITCHES ARE LOCATED ON CPU BOARD OF BILL ACCEPTOR.

※ **NOTE: IF ANY CHANGE IS MADE IN FUNCTION SWITCHES 1 THROUGH 8'S SETTING. POWER MUST BE DISCONNECTED AND RECONNECTED TO MAKE THE CHANGE EFFECTIVE.**

SW1	SW2	SW3	1US \$ - PULSE
1	1	1	1:1
0	1	1	1:2
1	0	1	1:3
0	0	1	1:4
1	1	0	1:5
0	1	0	1:10
1	0	0	1:20
0	0	0	1:100

(A)DIP SW. 1,2 AND 3

THE DIP-SW 1,2 AND 3 DETERMINE THE NUMBER OF CREDIT PULSE PRODUCED PER DOLLAR ACCEPTED. A \$1 BILL WILL PRODUCE THE NUMBER OF PULSE SELECTED AND A \$5 BILL WILL PRODUCE FIVE TIMES THE NUMBER OF PULSE SELECTED. IN VIDEO GAME THESE PULSE ARE APPLIED TO THE COIN SWITCH AND MAY BE CONSIDERED AS QUARTER EQUIVALENTS. WITH THESE TWO SWITCHES OFF, THE BILL ACCEPTOR ALWAYS PRODUCES ONE PULSE. THE TABLE 1 SHOWS THAT THE BILL ACCEPTOR CAN BE PROGRAMMED FOR ONE TO FOUR PULSES PER DOLLAR.

(B)DIP-SW-4& 5

THESE SWITCHES DETERMINE THE DURATION OF A CREDIT PULSE AND THE PACING BETWEEN THE PULSES

SW4	PULSE
1	50MS 50MS
0	300MS 50MS

SW5	INHIBIT
1	ACTIVE LOW
0	ACTIVE HIGH

PRE-INSTALLATION STEPS

TAKE FOLLOWING STEPS BEFORE YOU ACTUALLY INSTALL BILL ACCEPTOR WITH YOUR GAMING MACHINE.

- (1)CONNECT HARNESS FROM ACCEPTOR TO GAME MACHINE.
- (2)TURN THE POWER "ON" AND CHECK IF THE POWER LED IS LIT(GREEN LED SHOULD BE LIT)
- (3)INSERT 1 DOLLAR AND 5 DOLLAR BANKNOTE.
- (4)IF ACCEPTANCE RATE OF BILL IS LOW , CHECK FOLLOWING POINTS:
 - 1.OPEN THE TOP COVER AS DESCRIBED FIG 2-2 AND CHECK:
 - *TRANSPORT BELT TIGHTNESS
 - *FEED ROLLER ROTATION
 - *DUST, MOISTURE, IRON FILINGS ON THE SENSORS OR TRANSPORT BELT
 - *ANTI PULL BACK LEVER MOVES SMOOTHLY
 - 2.THE INTERFACE IS PROPERLY CONNECTED.
 - 3.THE INHIBIT SIGNAL (INH) IS ACTIVE?
 - WIPE OFF THE SURFACE OF TRANSPORT AND SENSOR AREA BY A PIECE OF CLOTH WITH ALCOHOL.

INTERFACE

CONNECTOR FT-27
TERMINAL FT-29

(A)OUTPUT SIGNAL

THE OUTPUT SIGNAL OF OUTSIDE INTERFACE IS VENDOR SIGNAL. THIS SIGNAL IS LO ACTIVE. THIS SIGNAL OUTPUTS PULSE FOR ALL BILLS ACCEPTOR.

(B)INPUT SIGNAL

THE INPUT SIGNAL OF OUTSIDE INTERFACE IS INHIBIT (INH) SIGNAL. THIS SIGNAL IS HI ACTIVE. THIS SIGNAL INHIBITS TO ACCEPT BILLS.

PARTS LIST

- 1.HSV-300 PLUS BILL ACCEPTOR
 - 2.METAL FACE PLATE
 - 3.INTERFACE CABLE
 - 4.TEMPLATE
- US\$1,5,10,20 BILL
110 VOLT ADAPTER AVAILABLE

fig 2-1

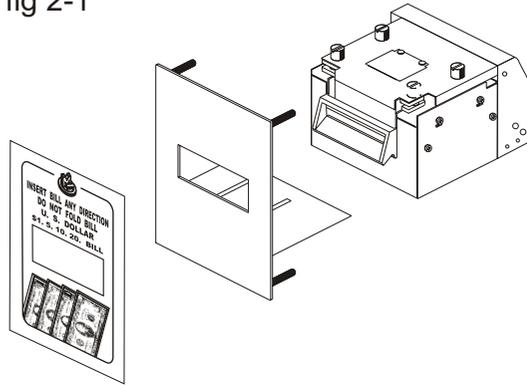


fig 2-2

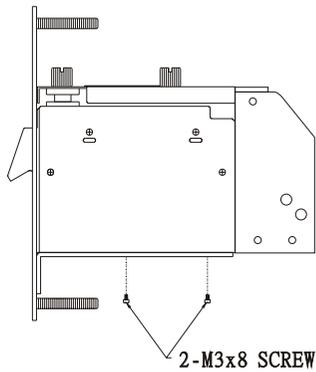
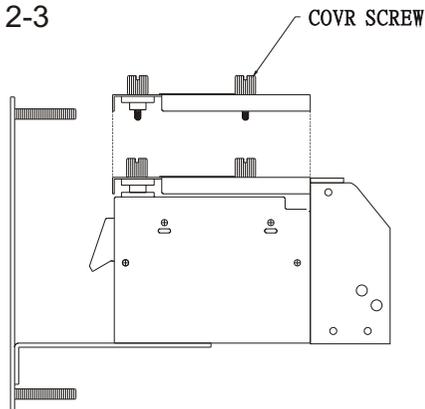
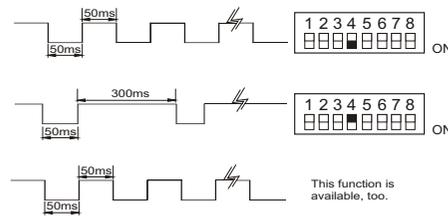


fig 2-3



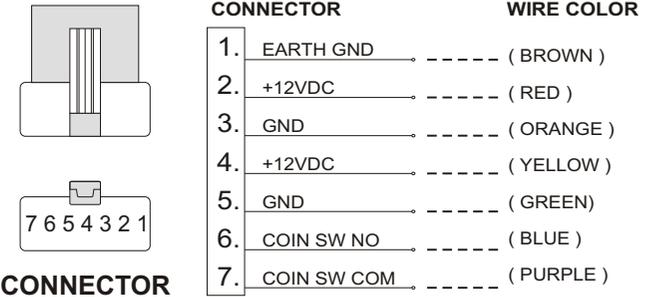
SWITCH SETTING TABLE

pulse	sw1	sw2	sw3	sw. setting																
1	ON	ON	ON	<table border="1"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td></tr><tr><td>■</td><td>■</td><td>■</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr></table> ON	1	2	3	4	5	6	7	8	■	■	■	□	□	□	□	□
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This function is available, too.

max. accept	sw6	sw7	sw8	sw. setting																
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