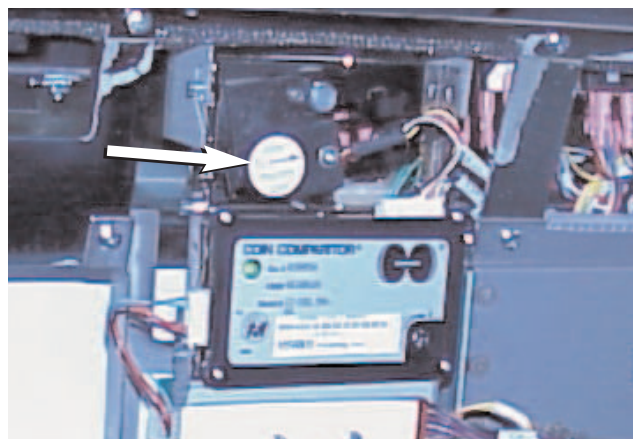## Coin Comparators/Validators

1. If the game has a Coin Mechanisms Micro Comparator 40 (MC-40) or the Coin Comparator 16 (CC-16), install a sample coin of the proper denomination into the Comparator. IDX Coin Xeptors and the Condor validators will already be calibrated in the factory to use the Hopper's denomination. NRI coin validators are preprogrammed. To program, see the Periodic Service Chapter.

Insert a sample coin where indicated.

Printers (if configured with a printer)

⚠ **CAUTION**

Never use the printer beak to lift the Dot Matrix printer.

1. Remove packing or tape that may secure the printer.

2. Verify that the printer power supply is plugged into the switched outlet on the PDU.

3. Verify that the harnesses are securely connected to the printer and the backplane.

Host Communication

⚠ **WARNING**

Avoid electrical shocks! The optional player tracking device (PTD) must be a US/C approved type which plugs into a wall receptacle or the service receptacle of the PDU (power distribution unit). Alternately, an unapproved PTD may operate from a US/C approved AC adapter.

• To protect cables, grommet PTD mounting holes in the game.

• PTD mounting holes in the game must not allow access to live parts.

1. Install host communication cables according to recommendations of the communications system provider. Connect the communication cables to the backplane at the Host Port Socket.

Note: If the game also has a printer, refer to applicable printer bulletin for connections.

• PTD power consumption must not exceed the rating of the receptacle.

• A line voltage-powered PTD must have a separate enclosure.

• Ground the system, if the 4-pin socket on the PDU is used for power.