UFO CRANE

USER'S MANUAL

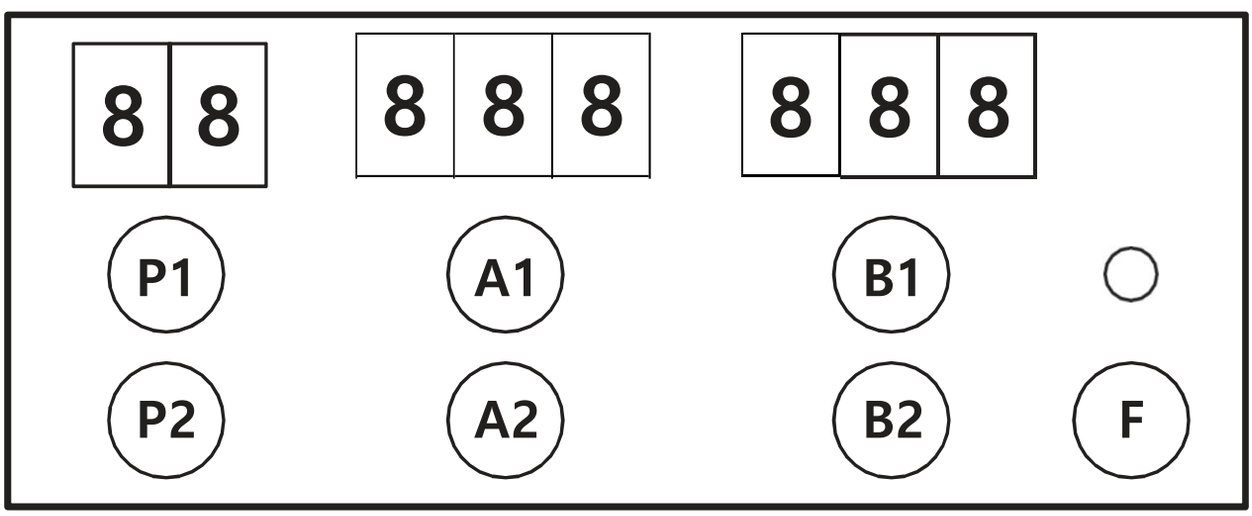
V. 1.02

Magic Play

www.magicplay.pl

1. Operation Instructions

1.1 Working Mode



PROGRAM SETTING:
Press Button F to enter Program Setting
P1/P2: CHOOSE
A1/A2: EDIT
B1/B2: EDIT
F+P1: SAVE THE SETTING
B1+B2: BACK TO DEMO MODE

MECHANISM TESTING:
Button F Program Setting A1+A2(3sec.) mechanism testing
P1/P2: CHOOSE
A1/A2: EDIT
B1/B2: EDIT
F+P1: SAVE THE SETTING
B1+B2: BACK TO DEMO MODE

AUTO TESTING:
Button F Program Setting F+A1(3sec.) Auto testing

Operation Instructions

1.2 Setting the parameter and Function List

General

Parameter1					Parameter2			
No.	Function	Default	Scope	Note	Function	Default	Scope	Note
01	Claw force(Fa)	48	0~48	UNIT: V	Claw Time(Ta)	0.4	0-9.9	UNIT: Sec.
02	Claw force(Fb)	17	0~48	UNIT: V	Claw Time(Tb)	0.75	0~9.9	UNIT: Sec.
03	Claw force(Fc)	11	0~48	UNIT: V	Claw Time(Tc)	0.5	0~9.9	UNIT: Sec.
04	Claw force(Fd)	17	0~48	UNIT: V	Claw Time(Td)	1.5	0~9.9	UNIT: Sec.
05	Speed of left/right motor	80	50~100	UNIT: %				
06	Speed of front/back motor	80	50~100	UNIT: %				
07	Speed of Up/Down motor	80	50~100	UNIT: %				
08	Claw power control method	A	A/B	please refer to Page 13 and 14				
09	Force to win	1	0~999		Method of Force to Win	A	A/B	A= how many plays B= how many coins/credit
10	"Force to win" reset to zero	3	3~255	UNIT: Mins				
11	Inserted coin number of Coin selector 1	1	1~255		Credit of Coin selector 1	1	1~255	
12	Inserted coin number of Coin selector 2	1	1~255		Credit of Coin selector 2	1	1~255	
13	Inserted coin number of Coin selector 3	1	1~255		Credit of Coin selector 3	1	1~255	
14	Credit of 1 play	1	1~999					
15	Reset inserted coin value	ON	ON/OFF					

Operation Instructions

General

Parameter1					Parameter2			
No.	Function	Default	Scope	Note	Function	Default	Scope	Note
16	Free Credit: how many credit	0	0~999	0=no free credit	To get free credit	0	0~255	
17	FREE PLAY	OFF	ON/OFF					
18	DEMO MUSIC	ON	ON/OFF					
19	Tickets: how many credit	0	0~999	0=NO TICKET	To get "number" of ticket	0	0~255	0=NO TICKET
20	Mercy ticket number	0	0~999	0=NO TICKET				
21	Ticket empty enter error mode	ON	ON/OFF					
22	Times of Strong Claw power (Force to win OFF)	2	1~650	UNIT: Sec.	Times of weak claw power (Force to win OFF)	36	1~650	UNIT: Sec.
23	Every "number of games"	0	0~999		Get "number of free game"	0	0~999	
24	Time of game	15	0~200	UNIT: Sec.	Display countdown time	OFF	ON/OFF	
25	Set up home position of gantry	0	0~1		Use Joystick	ON	ON/OFF	
26	Auto testing times	0	0~999		Current testing times	0	0~999	
27	Air catch on/off	ON	ON/OFF					
30	Language	English	E/C					
F4	Error Code			Checking only				

Operation Instructions

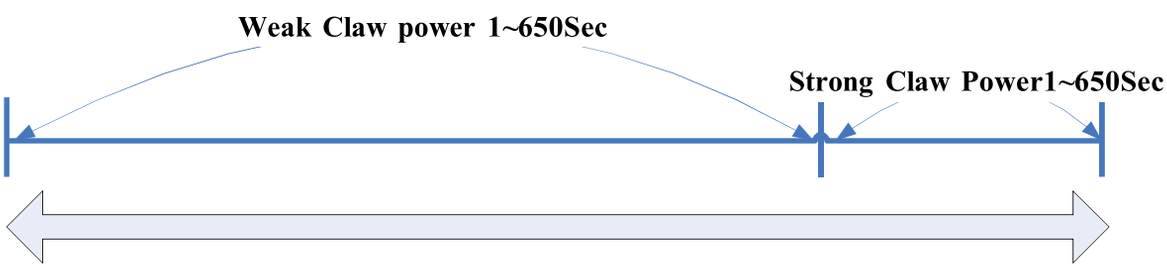
NOTE:

1. Please Set Coin Selector at 『Slow Speed』、 『N.O.』 **2.** Please Set Ticket Selector at 『5V』、 『N.O.』

Four basic buttons:

1. ZERO: Reset the Temporary value(Number of inserted Coin, the remaining ticket numbers)
2. SERVICE: Clear the breakdown code (Push this button for 3 seconds when reopen the machine)
3. TEST: Reserved. 4. FREE: Free play once.

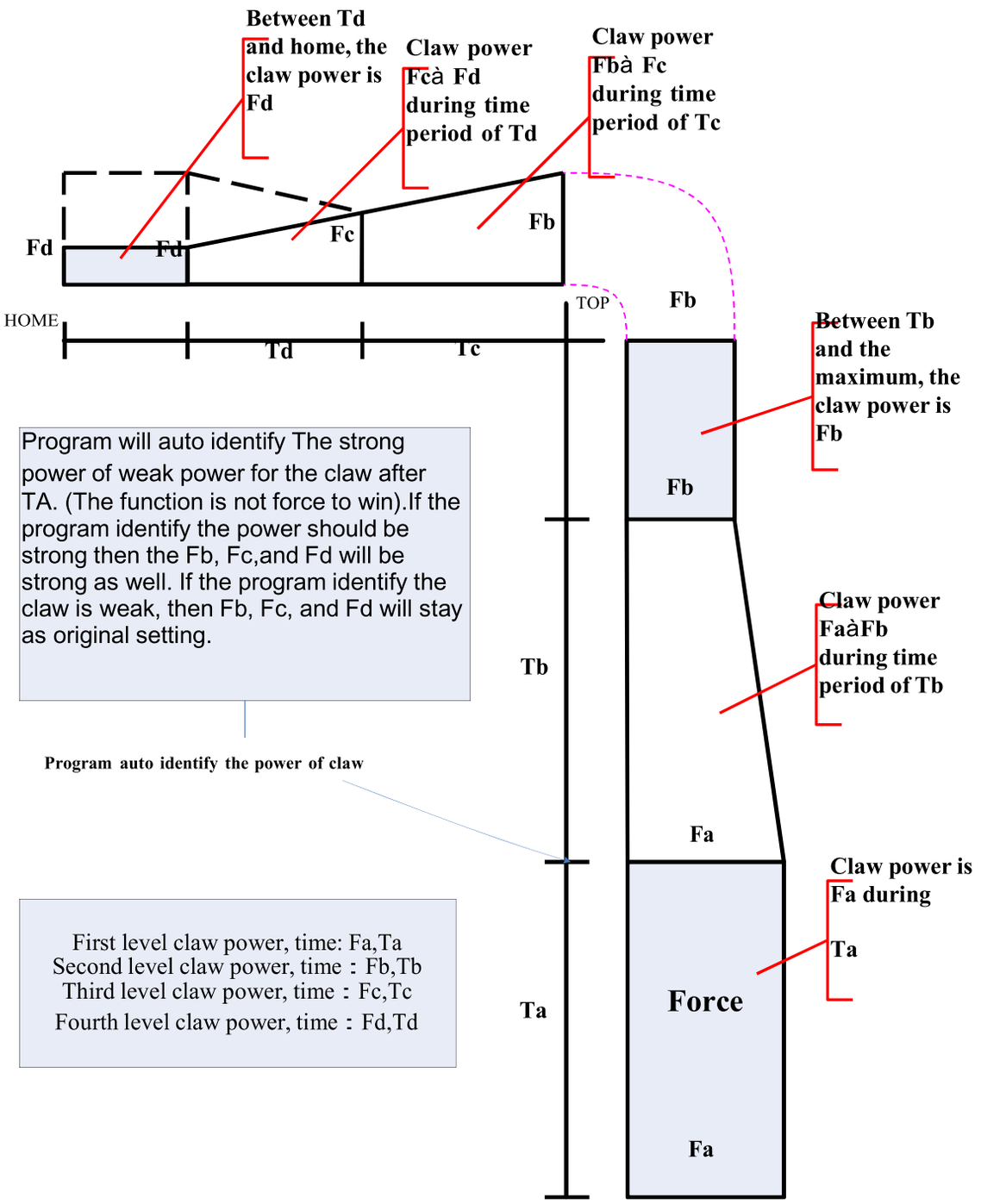
The percentage of weak/ strong claw power



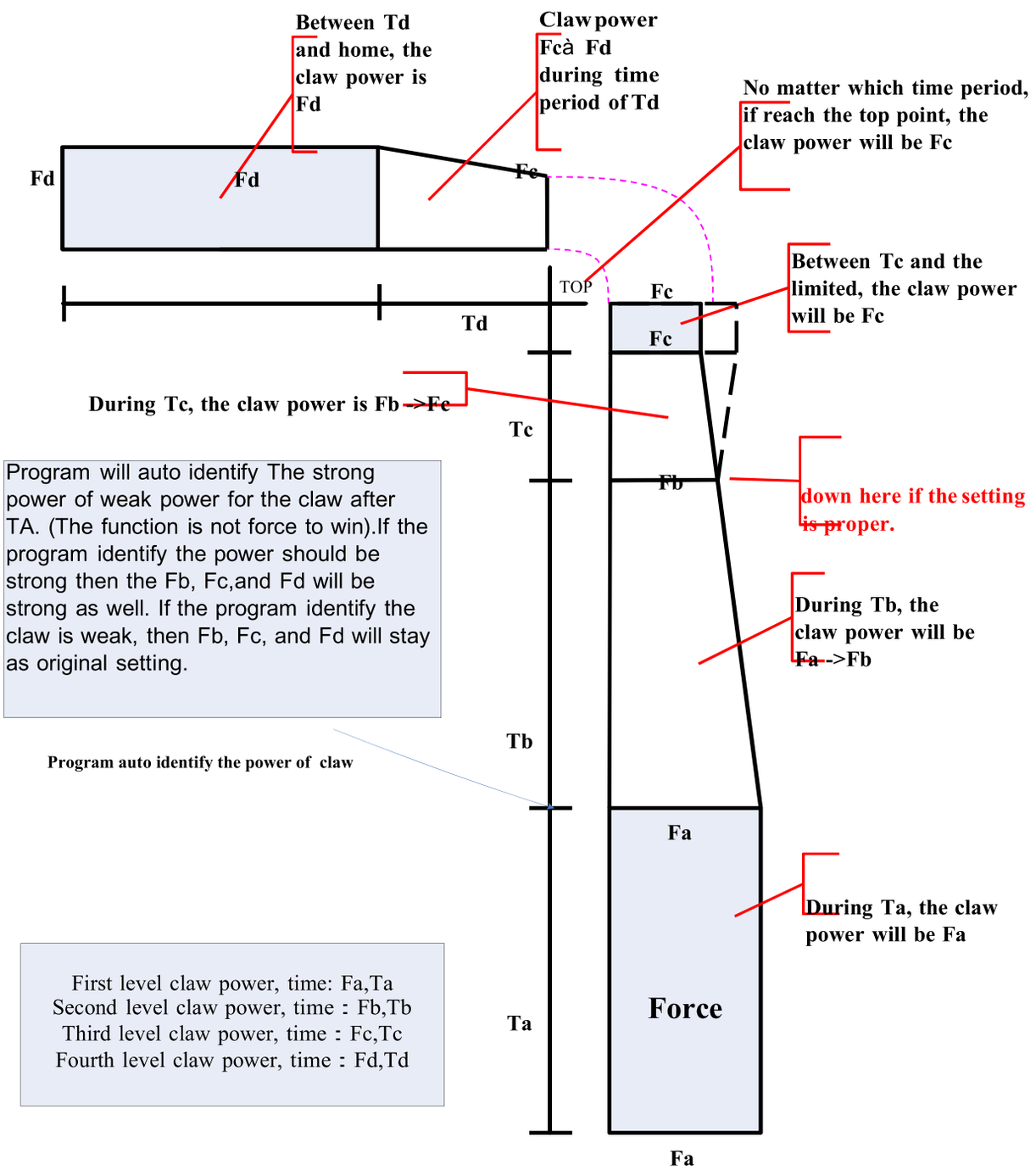
If the player hit the button during the time period of strong claw power, the program will keep strong claw power until the end of the game.

Operation Instructions

1.3 The Diagram of Claw power Control



Operation Instructions



2. Maintenance and repair

2.1 Daily Inspection

To extend the life of this product, routinely maintain and inspect it.

Exterior inspection:

- Check if warning labels are coming off, dirty or unrecognizable. If so, replace them immediately.
- Check if the screws inside the speakers are well fastened.
- Check if the light board is fastened or not.
- Clean the coin slot machine.
- Check if each plug is coming off or not.

Checking the parts:

- Check if the loudspeakers are normally producing sound.
- Check if fluorescent lights are normal.
- Check if the display of the screen is clear enough.

2.2 Cleanness and maintenance

Cleaning the acrylic plate of the cabinet

The acrylic sheet plate of the cabinet should be cleaned every day. To clean it, make sure to use a soft dry cloth without showing the end of the thread, and cloth make of microfiber is recommended. (such as glass cloth)

Trouble shooting

ERROR CODE LIST		
CODE	**POSITION**	**TROUBLE SHOOTING**
1	COIN MECH 1 FAIL	Check the coin mech 1
2	COIN MECH 2 FAIL	Check the coin mech 2
3	COIN MECH 3 FAIL	Check the coin mech 3
4	COIN MECH 4 FAIL	Check the coin mech 4
5	TICKET DISPENSER1 EMPTY	Fill in the ticket
6	TICKET DISPENSER2 EMPTY	Fill in the ticket
7	RAM FAIL	Check the RAM
8	SD CARD FAIL	Check the SD Card
13	UPPER SWITCH FAIL	
14	DOWN SWITCH FAIL	
15	FRONT SWITCH FAIL	
16	BACK SWITCH FAIL	
17	LEFT SWITCH FAIL	
18	CANNOT FIND THE POSISITON	Restart the machine
19	PRIZE SENSOR FAIL	Clean or change the prize sensor
20	TREMBLE SWITCH FAIL	

USER'S MANUAL

Bill Acceptor Connector

Coin Mech Connector

Ticket Dispensor Connector

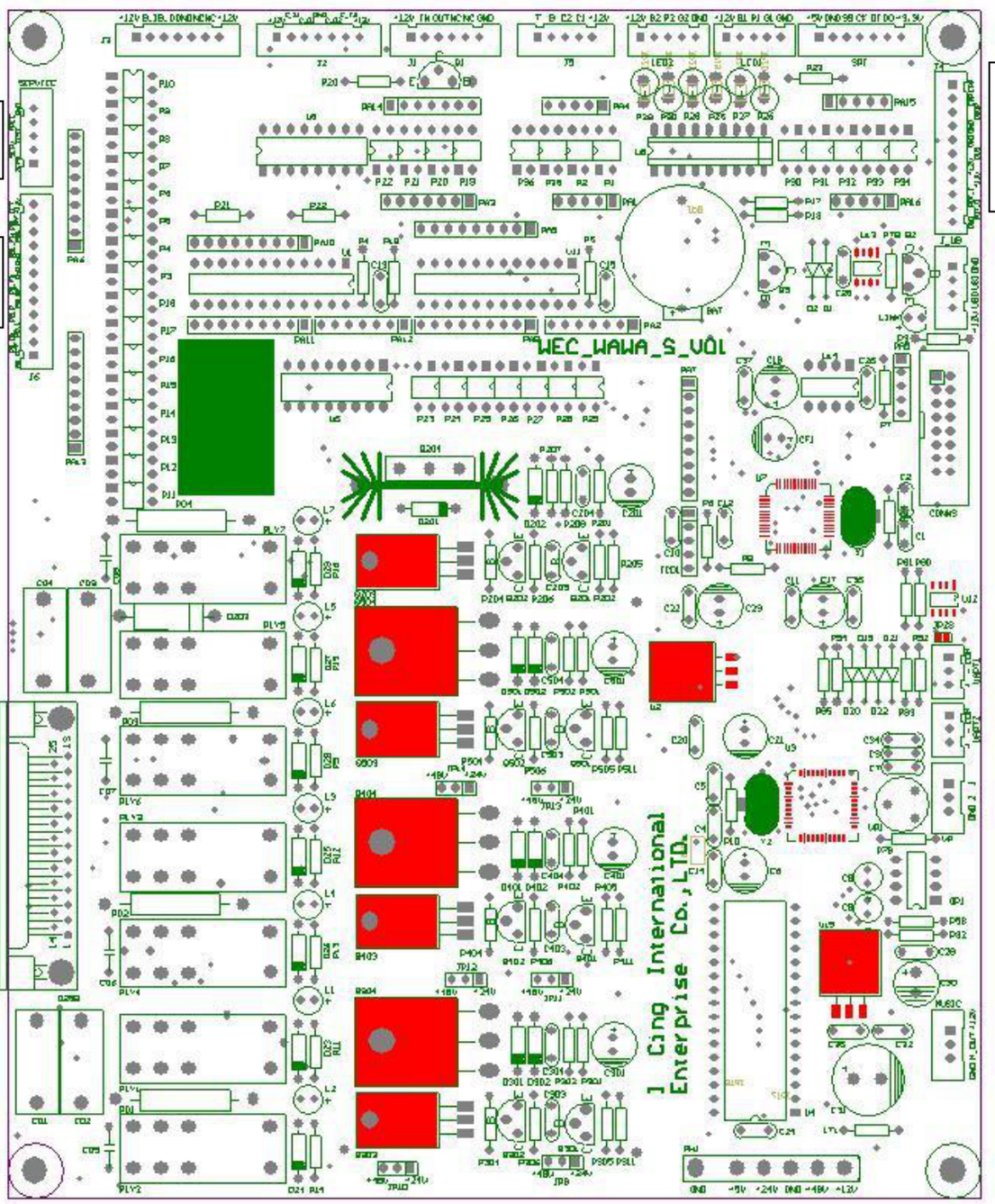
Counter Connector

RGB Light Connector*2

Reserved

Service Button Connector

Joystick& Button Light Connector



ANTIMAGNETIC, ANTISHAKE, OB DETECT AND ROTATE CONNECTOR

Reserved IO

Operation Card Connector

RS485 Connector

外接擴大機連接座

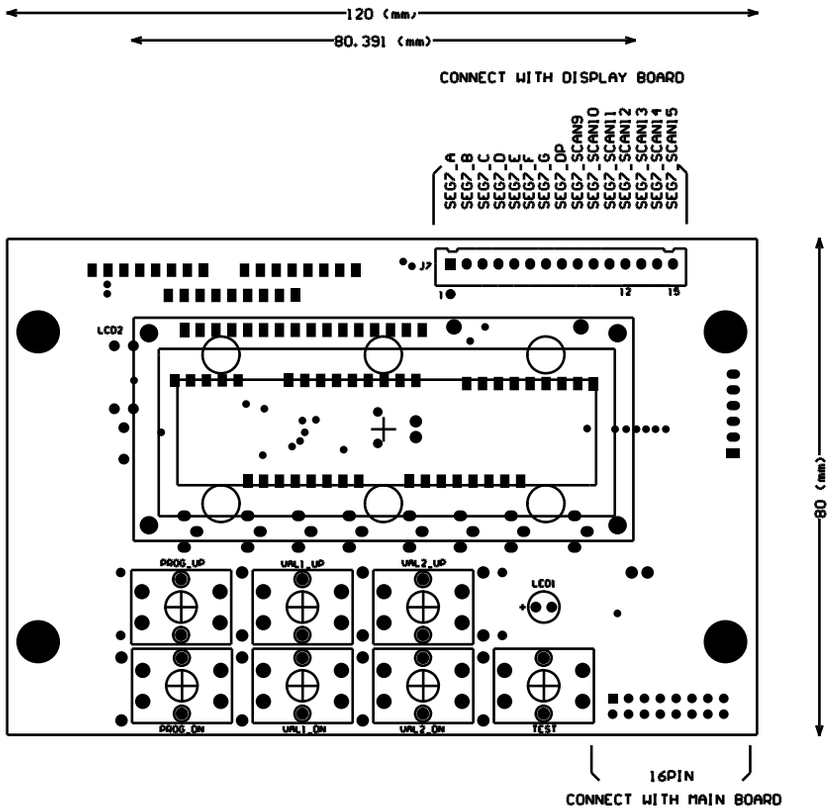
Gentry Connector

Speaker Connector

Power

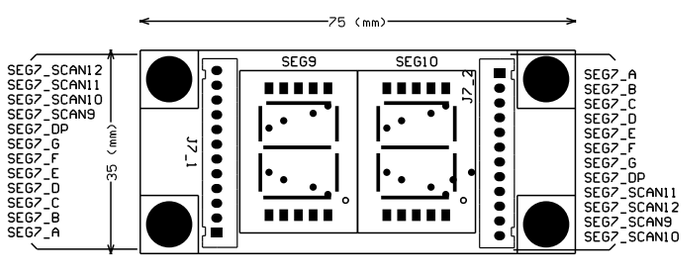
USER'S MANUAL

Connect with Display

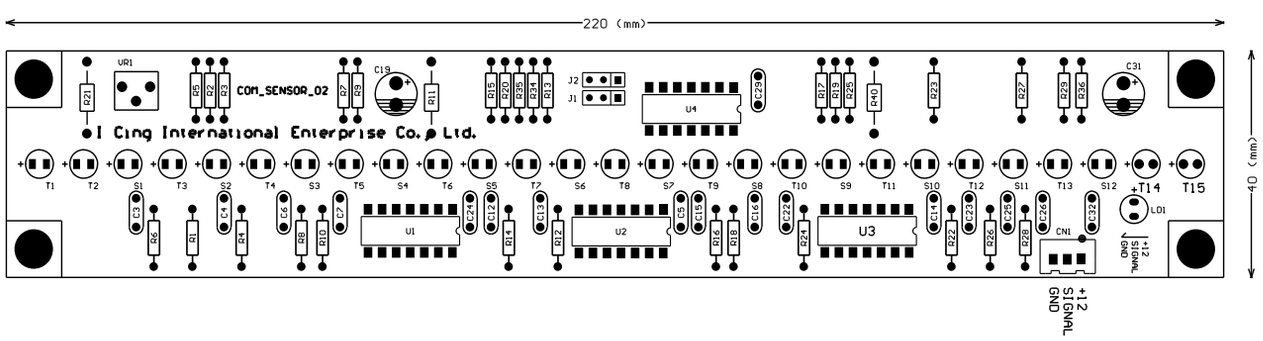


20PIN bus connect with Circular Version

Connect with Operation Card



Connect with another Display board



Object detect Sensor Connect with IO board

DISCRIMINATION OF CIRCUIT BOARD	IO PIN CONNECTOR	IO PIN	FUNCTION	NOTE
MAIN BOARD	J6 JOYSTICK AND BUTTON LIGHT CONNECTOR	1. GET	CATCH	12P,2.5NH
		2. DOWN	DOWN(NO USE)	
		3. LEFT	LEFT	
		4. RIGHT	RIGHT	
		5. BACK	BACKWARD	
		6. FROWARD	FORWARD	
		7. GND	GND	
		8. GND	GND	
		9. LAMP_FORWARD	FORWARD BUTTON LIGHT	
		10. LAMP_RIGHT	RIGHT BUTTON LIGHT	
		11. LAMP_GET	CATCH BUTTON LIGHT	
		12. +12	12V	
	J4 ANTIMAGNETIC, ANTISHAKE, OB DETECT AND ROTATE CONNECTOR	1. ERR1	ANTIMAGNETIC	11P,2.5NH
		2. ERR2	SHAKE	
		3. DOOR_OPEN	DOOR OPEN	
		4. GND	GND	
		5. GND	GND	
		6. SENSOR_IN	OBJECT DETECT INPUT SIGNAL	
		7. +12	12V	
		8. +12	12V	
		9. ROLL_IN	ROTATE SIGNAL INPUT	
		10. ROLL_OUT	ROTATE MOTOR OUT PUT SIGNAL	
		11. GND	GND	
	PW1 POWER	1. GND	GND	1.5ψ,6P
		2. +5	5V	
		3. +24	24V	
		4. GND	GND	
		5. +48	48V	
		6. +12	12V	
	J1 TICKET DISPENSER CONNECTOR	1. +12V	12V	6P,2.5NH
		2. CT_IN	TICKET DISPENSOR INPUT	
		3. CT_OUT	TICKET DISPENSOR OUTPUT	
		4. NC	No Use	
		5. NC	No Use	
		6. GND	GND	
	J2 COIN MECH CONNECTOR	1. +12V	12V	7P,2.5NH
		2. COIN_IN1	COIN MECH INPUT SIGNAL 2	
		3. COIN_OUT1	COIN MECH INHIBIT 2 (GND)	
		4. GND	GND	
		5. COIN_OUT2	COIN MECH INHIBIT 1 (GND)	
		6. COIN_IN2	COIN MECH INPUT SIGNAL 1	
		7. +12V	12V	
	J3 BILL ACCEPTOR CONNECTOR	1. +12V	12V	7 P,2.5NH
		2. BILL_IN	BILL ACCEPTOR INPUT SIGNAL	
		3. BILL_OUT	BILL ACCEPTOR INHIBIT (GND)	
		4. GND	GND	
		5. NC	No Use	
		6. NC	No Use	
		7. +12V	12V	
	CONN3	CONNECT WITH OPERATION CARD		16PIN

DISCRIMINATION OF CIRCUIT BOARD	IO PIN CONNECTOR	IO PIN	FUNCTION	NOTE
MAIN BOARD	UART1 485 CONNECTOR	1. COM	SHARE POINT	3P,2.5XH
		2. 485-	485-	
		3. 485+	485+	
	UART2 485 CONNECTOR	1. COM	SHARE POINT	3P,2.5XH
		2. 485-	485-	
		3. 485+	485+	
	SERVICE SERVICE BUTTON CONNECTOR	1. SER_4_ZERO	RESET THE INSERTED COIN NUMBER AND TICKET	5P,2.5NH
		2. SER_3_SERV	No Use	
		3. SER_2_TEST	No Use	
		4. SER_1_FREE	FREE PLAY 1 TIME	
		5. GND	GND	
	VR VOLUM CONNECTOR	1. 1	EXTERNAL VR PIN 1	3P,2.5NH
		2. 2	EXTERNAL VR PIN 2	
		3. GND	GND	
	MUSIC AUDIO OUTPUT CONNECTOR	1. +12V	12V	3P,2.5NH
		2. M_OUT	AUDIO OUTPUT	
		3. GND	GND	
	J5 COUNTER CONNECTOR	1. CNT_TICKET	TICKET COUNTER	5P,2.5NH
		2. CNT_BILL	BILL ACCEPTOR COUNTER	
		3. CNT_COIN2	COIN MECH COUNTER 2	
		4. CNT_COIN1	COIN MECH COUNTER 1	
		5. +12V	12V	
	SPI RESERVED SERIAL COMMUNICATION CONNECTOR	1. +5V	5V	7P,2.5NH
		2. GND	GND	
		3. SS	No Use	
		4. SCK	No Use	
		5. SDI	No Use	
		6. SDO	No Use	
		7. +3.3V	3.3V	
	LED1 RGB LIGHT CONNECTOR	1. +12V	12V	4 P,2.5NH
		2. B1	BLUE LIGHT	
		3. R1	RED LIGHT	
		4. G1	GREEN LIGHT	
	LED2 RGB LIGHT CONNECTOR	1. +12V	12V	4 P,2.5NH
		2. B2	BLUE LIGHT	
		3. R2	RED LIGHT	
		4. G2	GREEN LIGHT	
	J_UB RESERVED IO	1. GND	GND	4 P,2.5NH
		2. UBI	RESERVED INPUT	
		3. UBO	RESERVED OUTPUT	
		4. +12	12V	
	DB25 GENTRY CONNECTOR			D TYPE 25P
OPERATION CARD	J7 DISPLAY BOARD CONNECTOR	CONNECT WITH DISPLAY BOARD		15 P,2.5NH
	CONN3 20PIN BUS	CONNECT WITH CIRCULAR VERSION		
Sensor	CN1 Sensor CONNECTOR	1. +12	12V	3 P,2.5NH
		2. SIGNAL	DETECT OBJECT DROPPING OUTPUT SIGNAL	
		3. GND	GND	