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PROGRAMMING :

With the machine off, insert the jumper, switch on the machine and wait a few seconds, enter the number of tokens equivalent to the value to be attributed to the individual impulse of the coin mechanism, remove the jumper and switch off the machine, the board is programmed.

For regular operation the board must remain with the jumper disconnected.

EXAMPLE:

the car needs 4 pulses to enable the game and we want it instead that the batch is delivered to each individual impulse of the coin validator, in this case, during programming we will introduce 4 tokens (4 pulses), the board in normal operation, each input pulse received will deliver 4 pulses.

WIRED :

In case of inductive load (relay) insert a snubber diode in parallel with the coil.

