

# LUCKY DUCKY LUCKY FROGGY

## USER'S MANUAL



## Setting the parameter and Function List(General Mode)

Item	Function	Recommended Settings	Parameter1			Parameter2		
			Default Value	Unit	Scope	Default Value	Unit	Scope
01	Set up 『Force(Fa)』 and 『Time(Ta)』 of Claw	<b>35</b>	48	V	0~48.0	0,50	Sec	0~9.99
02	Set up 『Force(Fb)』 and 『Time(Tb)』 of Claw	<b>25</b>	17	V	0~48.0	1	Sec	0~9.99
03	Set up 『Force(Fc)』 and 『Time(Tc)』 of Claw	<b>25</b>	11	V	0~48.0	1	Sec	0~9.99
04	Set up 『Force(Fd)』 and 『Time(Td)』 of Claw	<b>20</b>	17	V	0~48.0	1.50	Sec	0~9.99
05	Set up left / right motor 『Speed』	<b>60</b>	80	%	0~100			
06	Set up front / back motor 『Speed』	<b>60</b>	80	%	0~100			
07	Set up upper / down motor 『Speed』	<b>60</b>	80	%	0~100			
08	Choose the 『method』 of claw power control		A		A/B			
09	Force to present 『numbers of times』 and the 『method』 of force to present (Note 4)		1		0~999	A		A/B
10	Set up 『times』 of force to present reset to zero		3	mins	3~255			
11	Set up coin selector 1 『number of coin inserted』 and 『credit number』		1		1~255	1		4255
12	Set up coin selector 2 『number of coin inserted』 and 『credit number』		1		1~255	1		4255
13	Set up coin selector 3 『number of coin inserted』 and 『credit number』		1		1~255	1		4255
14	Set up how many credits per game needs		1		1~999			
15	Set up reset the inserted coin value 『yes or no』 when reopen the machine (NOTE 1)		ON		ON/OFF			
16	Set up 『how many credit』 get free 『credit』 (0=no free credit)		0		0~999	0		0~255
17	Set up 『free play』 or not		OFF		ON/OFF			
18	Demo music 『on or off』		ON		ON/OFF			
19	『how many credit』 get 『how many tickets』 (0=no ticket)		0		0~999	0		0~255
20	Win a prize get 『how many piece of tickets』 (0= no ticket)		0		0~999			
21	Set up get into the error mode when the ticket dispenser is empty		ON		ON/OFF			
22	Claw power 『strong』 & 『weak』 time(sec) under no forcing to win mode		2	Sec	1~650	36	Sec	1~650
23	Every 『number of games』 get 『number of free game』 (0=no function)		0		0~999	0		0~255
24	Set up 『time of game』 and display countdown 『on or off』		15	Sec	0~200	OFF		ON/OFF
25	Set up 『Home』 of the gantry and use paddle 『On or Off』		0		0~1	ON		ON/OFF
26	Automatic testing 『testing times』 and 『current tested times』		0		0~999	0		0~999
27	Air catch 『On or Off』		ON		ON/OFF			
28	『Time』 of claw move to the middle position after inserted the coin		0.7	Sec	0~20.0			
29	LED light 『mode』 (Note 2) and flashing 『time』		B	(Note3)	A/B	0.2		0.1~25.0
30	Language of voice system		English		E/C			
T1	Remaining number of ticket in Ticket dispenser 1 (For reference, cannot edit)							
F3	Program Information							
F4	Breakdown Code and Quick Search Code							

NOTE :

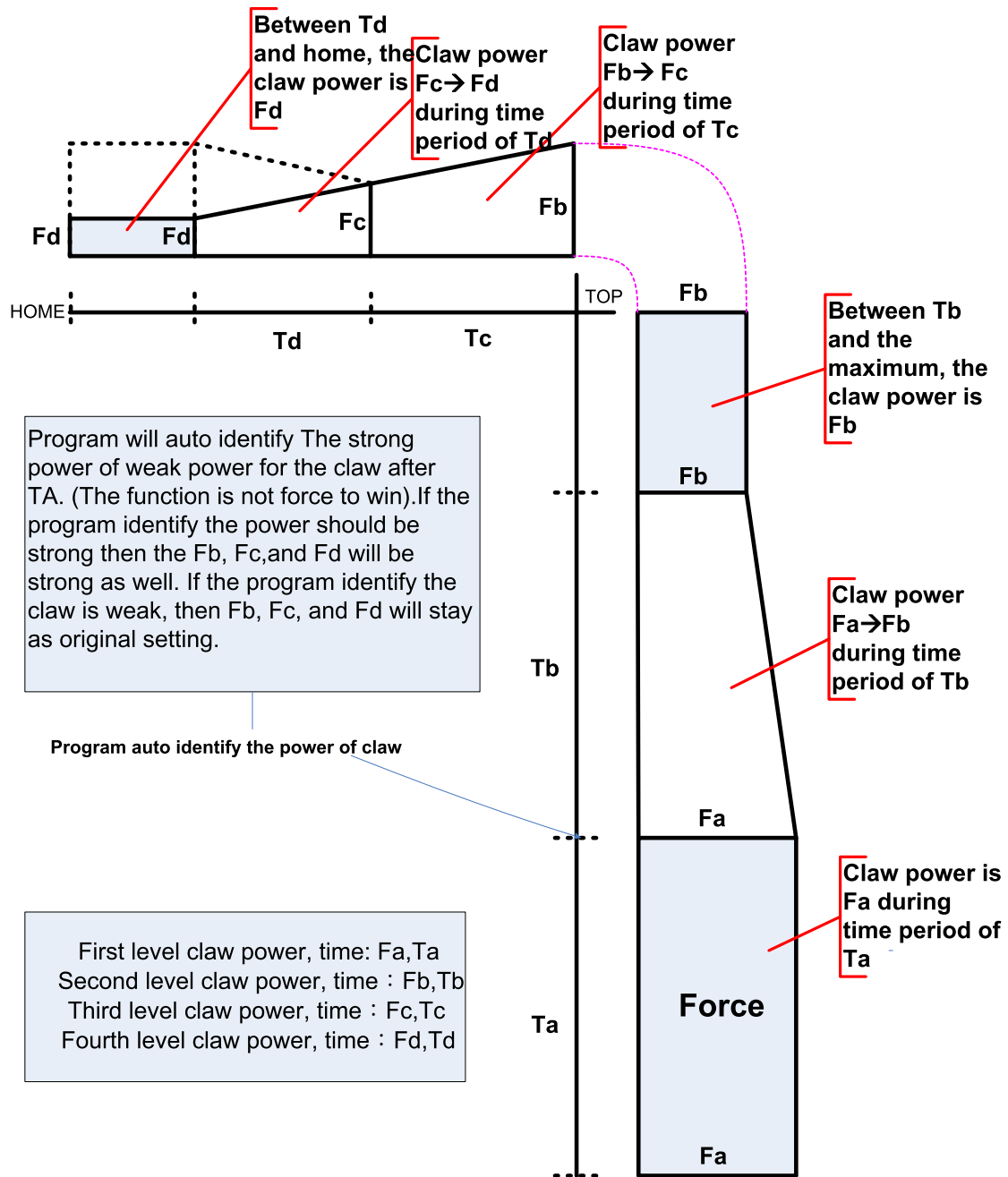
Setting the parameter and Function List (Mechanism Test Mode→A1+A2 for 3sec.)							
Code	Function	Parameter1			Parameter2		
		Default Value	Unit	Scope	Default Value	Unit	Scope
01	Mechanism Test Fa 『Setting』 and display voltage at present	999		0~999	48	V	0~48
02	Mechanism Test Fb 『Setting』 and display voltage at present	411		0~999	17	V	0~48
03	Mechanism Test Fc 『Setting』 and display voltage at present	318		0~999	11	V	0~48
04	Mechanism Test Fd 『Setting』 and display voltage at present	411		0~999	17	V	0~48
23	Mechanism Test 『Setting』 left / right motor speed	100	%	0~100			
24	Mechanism Test 『Setting』 forward / backward motor speed	100	%	0~100			
25	Mechanism Test 『Setting』 up / down motor speed	100	%	0~100			

**NOTE :**

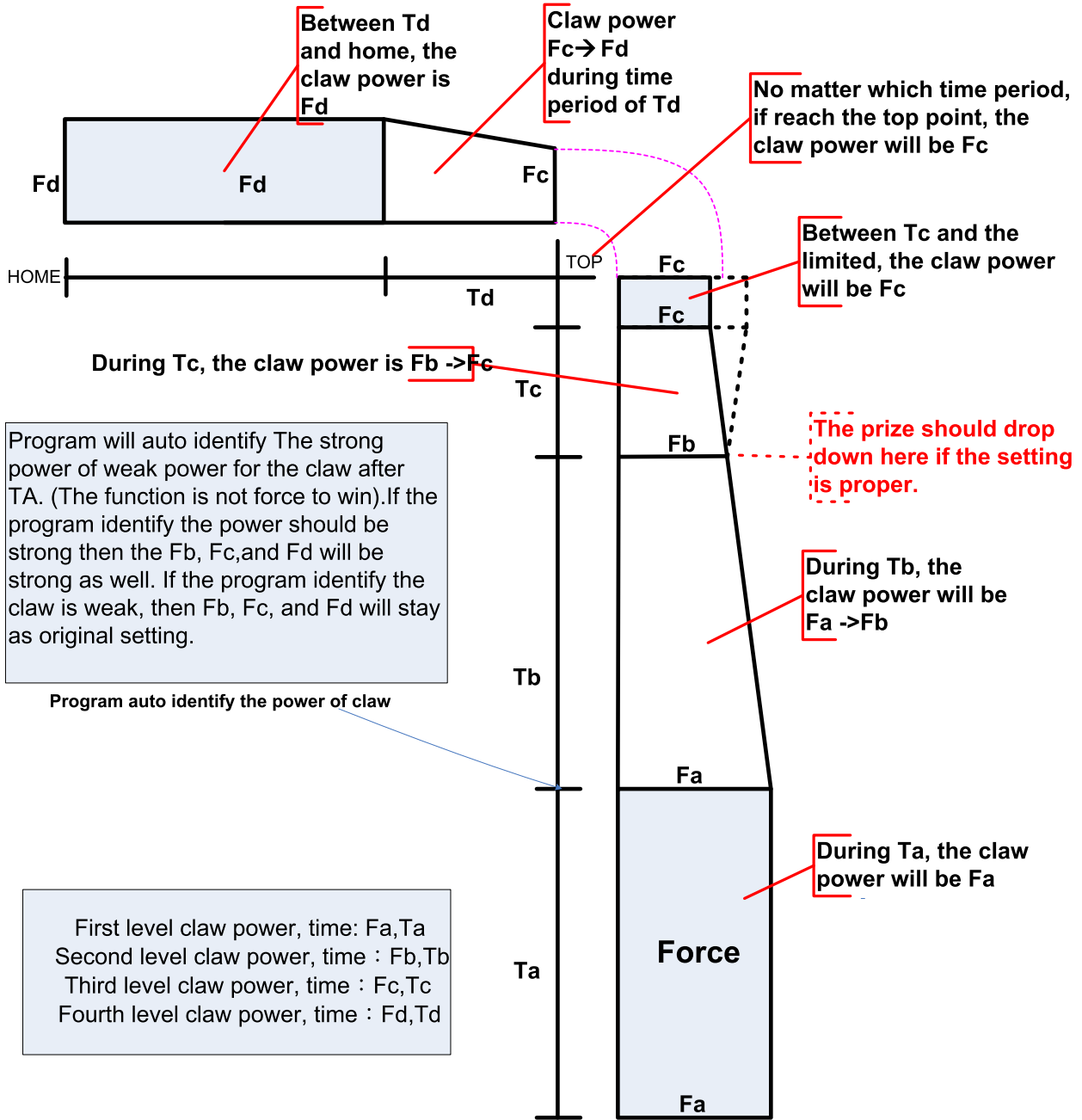
- 1、Please Set Coin Selector at 『Slow Speed』、 『N.O.』
- 2、Please Set Ticket Selector at 『5V』、 『N.O.』

**Four basic buttons :**

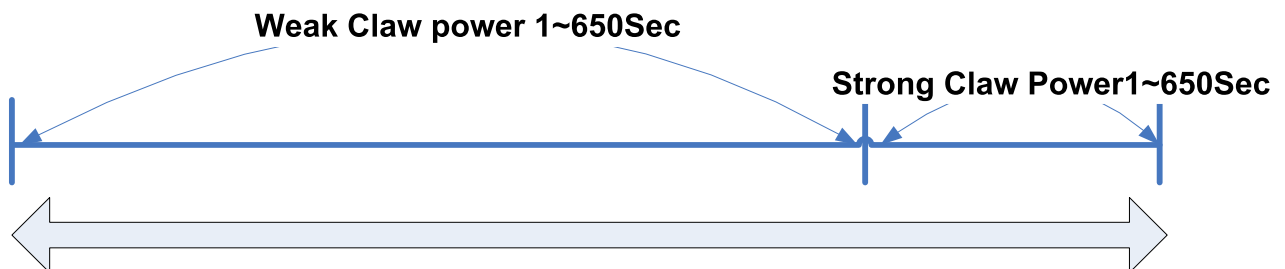
- 1、ZERO : Reset the Temporary value(Number of inserted Coin, the remaining ticket numbers)
- 2、SERVICE : Clear the breakdown code (Push this button for 3 seconds when reopen the machine)
- 3、TEST : Reserved.
- 4、FREE : Free play once.



**The diagram of Claw power control (A)**



**The diagram of Claw power control (B)**

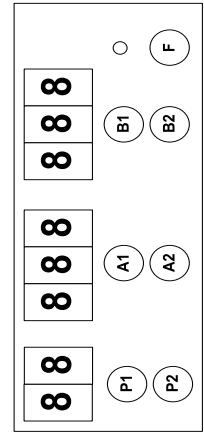


**The percentage of weak/ strong claw power**

(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)

**Press-Button General List**

Working Mode						
	Standby mode	Parameter Setup	Mechanism testing	Test automatically	Break down code	
P1		Setup item	Setup item			
P2		Setup item	Setup item			
A1		Modify the Parameter	Fine tuning the parameter	Modify the Number of times		
A2		Modify the Parameter	Fine tuning the parameter	Modify the Number of times		
B1		Modify the Parameter	Claw up			
B2		Modify the Parameter	Claw down			
F	Enter / sign off the process testing					
P1+P2						
A1+A2 (3sec)		Get into mechanism testing				
B1+B2		Escape to standby	Escape to standby	Escape to standby		
F+P1		Save the setting value	Save the Setting Value	Save the Setting Value		
F+A1 (3sec)		Save the setting value	Save the setting value	Save the setting value		
F+B1 (3sec)		Get into automatic testing				
F+B2					Restart	



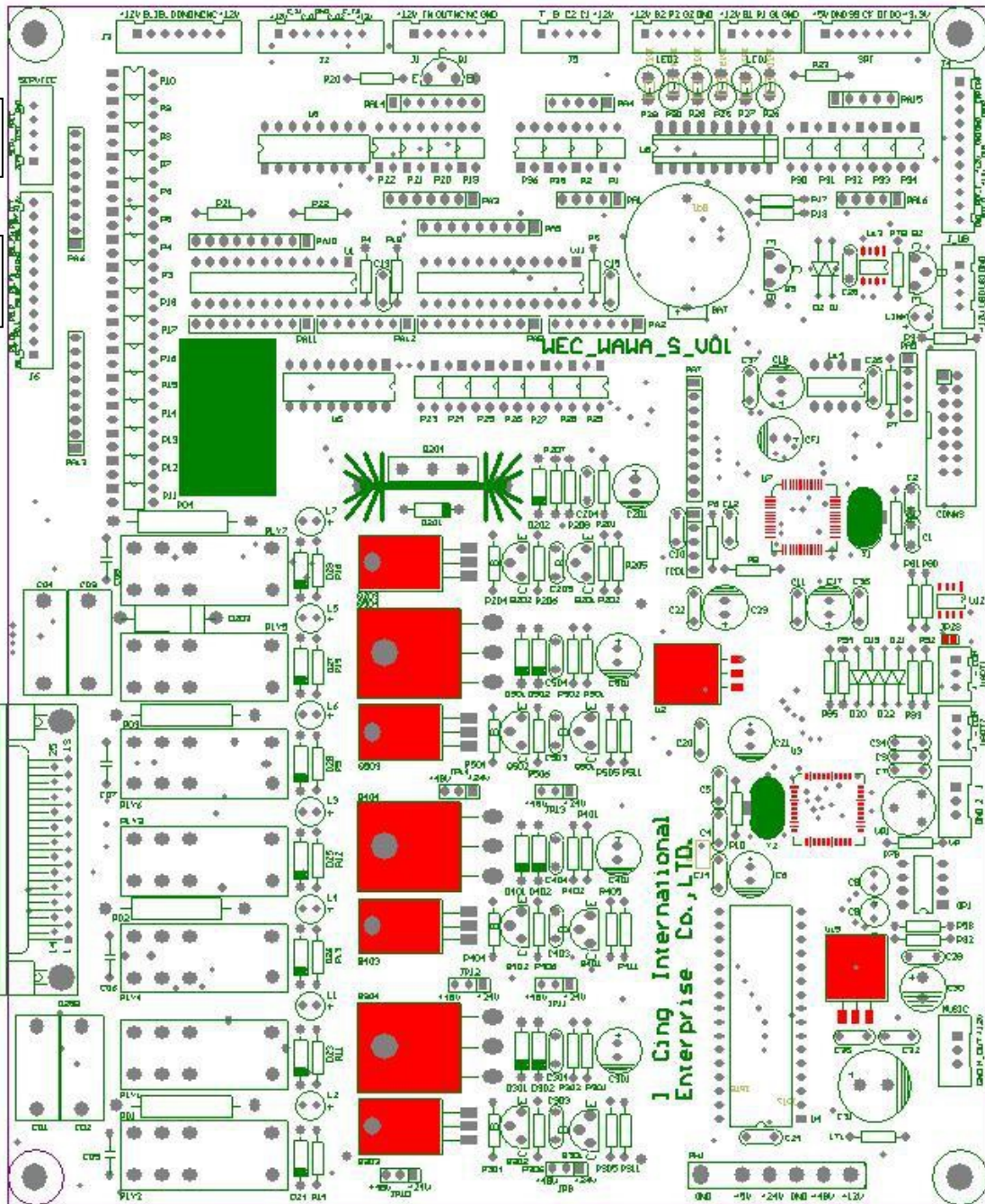
ERROR CODE LIST		
CODE	POSITION	TROUBLE SHOOTING
1	COIN MECH 1 FAIL	Check the coin mech 1
2	COIN MECH 2 FAIL	Check the coin mech 2
3	COIN MECH 3 FAIL	Check the coin mech 3
4	COIN MECH 4 FAIL	Check the coin mech 4
5	TICKET DISPENSER1 EMPTY	Fill in the ticket
6	TICKET DISPENSER2 EMPTY	Fill in the ticket
7	RAM FAIL	Check the RAM
8	SD CARD FAIL	Check the SD Card
9		
10		
11		
12		
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	

Bill Acceptor Connector	Coin Mech Connector	Ticket Dispenser Connector	Counter Connector	RGB Light Connector2	Reserved
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Service Button Connector

Joystick & Button Light Connector

Gentry Connector



ANTIMAGNETIC, ANTISHAKE, OB DETECT AND ROTATE CONNECTOR

Reserved IO

Operation Card Connector

RS485 Connector

外接擴大機連接座

Speaker Connector

Power





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	