

MACHINE MANUAL

WMH CHOC MACHINE



2012

Machine Specifications

WHAT WE CALL THIS MACHINE	STANDARD CRANE
MANUFACTURER	WU MAR HARNG
MODEL	288A
BOARD TYPE	3 BANK W070514 or WO30934
IC CHIP	CL18810
SIZE OF MACHINE	STANDARD

Adjusting Voltages

Push Test button
Play machine
Make quick adjustments with VR1 and VR2 while machine is in play

Error Codes

ERROR CODE	WHAT DOES IT MEAN?
E1	STOP UP SWITCH IS NOT BEING ACTIVATED (FOR VARIOUS REASONS RELATED TO MOTORS/FUSES/STRING TANGLES ETC)
E6	FLAP DOOR OR FLAP DOOR CONTROL BOARD
E9	THE COIN METER IS FAULTY OR DISCONNECTED. CHECK THE BACK OF COIN METERS OR PLUG J7
Eb	FLAP DOOR CLOSING SWITCH BREAKDOWN
En	FLAP DOOR OPENING SWITCH BREAKDOWN

Dipswitch Settings

BANK 1		
OFF	ON	WHAT DOES THIS PIN DO?
	1	CHOC MACHINE (ON) OR PLUSH MACHINE(OFF)
	2	CLAW LOWERS TO RELEASE PRIZE IF ON
3		n/a
	4	STOPS CLAW GOING OVER SLIDER TRAY IF ON
	5	CLAW DROPS AT BACK IF ON, FRONT IF OFF
6		n/a
7		DEMO GAME EVERY 5 MIN IF ON– LEAVE OFF
	8	CREDIT SETTINGS SET INTERNALLY(ON) OR DIP SETTINGS

BANK 2		
OFF	ON	WHAT DOES THIS PIN DO?
1		n/a
2		DEMO MUSIC WHILE NOT IN PLAY – LEAVE OFF
3		n/a
4		PLAY TIL YOU WIN—LEAVE OFF
5		BONUS FUNCTION LEAVE OFF
6		SAVES CREDITS IF TURNED OFF– NOT WANTED LEAVE OFF
7	7	ACCESS AND EDIT INTERNAL SETTINGS WHEN THIS IS ON
8		DEMO MODE IF ON – LEAVE OFF

BANK 3		
OFF	ON	WHAT DOES THIS PIN DO?
1		TO DO WITH CLAW PAUSING AT BOTTOM– LEAVE OFF
2		n/a
3		n/a
4		UP DOWN MOTOR 2000RPM (ON) or 3000RPM IF OFF
5		LRM 1100 RPM (ON) or 2000 RPM (OFF)
6		n/a
7		n/a
8		CLAW SNAPS SHUT IN MID AIR IF DROP BUTTON PUSHED– OFF

How to set Cost per Play

Turn machine off
Locate Pin 7 on SW 2 on the main PCB board and flick it across to the ON position
When you turn the machine back on it will say "Thank You" and 00 will flicker on the screen
Using the joystick in an upwards direction only go to 03
Push the drop button to go into the values for that number
Using the joystick adjust the value to the desired frequency
Push the drop button to save the value and revert to the flickering 00 root menu
Repeat the above 4 steps for values 04,05,06 as detailed below in Internal Settings
Reposition Pin 7 on bank 2 back to the OFF position
Turn the machine off then on again so it recognizes the changes and test it with currency

Comparator Coin Mechs

\$2
\$1

INTERNAL MENU #	\$1PER PLAY	WHAT DO THESE NUMBERS MEAN?
03	1	HOW MANY COINS GO IN THE RIGHT HAND (\$2) MECHANISM TO GIVE A CREDIT PULSE.
04	6	NO OF GAMES THAT ONE CREDIT PULSE ON THE RIGHT HAND SIDE GIVES.
05	1	HOW MANY COINS GO IN THE LEFT HAND (\$1) MECHANISM TO GIVE A CREDIT PULSE.
06	3	NO OF GAMES THAT ONE CREDIT PULSE ON THE LEFT HAND SIDE GIVES.

Electronic only

LEFT
RIGHT

INTERNAL MENU #	\$1PER PLAY	WHAT DO THESE NUMBERS MEAN?
03	1	HOW MANY \$1 UNITS GO IN THE LEFT HAND MECHANISM TO GIVE A CREDIT PULSE. THE 1 IS A \$1 COIN OR ENOUGH COINS TO ADD TO \$1,
04	3	NO OF GAMES THAT ONE CREDIT PULSE ON THE LEFT HAND SIDE GIVES. ONCE THE VALUE IN 03 IS REACHED IT WILL GIVE 1 PLAY.
05	1	HOW MANY \$1 UNITS GO IN THE RIGHT HAND MECHANISM TO GIVE A CREDIT PULSE.
06	3	NO OF GAMES THAT ONE CREDIT PULSE ON THE RIGHT HAND SIDE GIVES.

PCB Board Connector Pins

J1	JOYSTICK AND DROP BUTTON
J2	CREDIT DISPLAY
J7	COIN AND PRIZE METERS
J8	COIN MECHS AND NOTE READERS
J10	PRIZE SENSOR— THE LITTLE PLUG IN THE CORNER (SIREN IF DISONNECTED)
J11	CONNECTED TO THE CHOC FLAP BOARD W9833
J6	VOLUME AND MUSIC
J5	VOLTAGE ADJUSTMENTS
JP1 SOLID WHITE	POWER INTO PCB FROM POWER SUPPLY
J4 BIG METAL	GANTRY CONNECTER—TO ALL OVERHEAD MOTORS, SWITCHES AND CLAW

Flap Control Board Connector Pins

JP1	POWER
J2	SWITCHES IN FLAP DOOR AND FLAP DOOR MOTOR
JP3	CONNECTS TO J11 ON MAIN PCB

PCB Diagram

