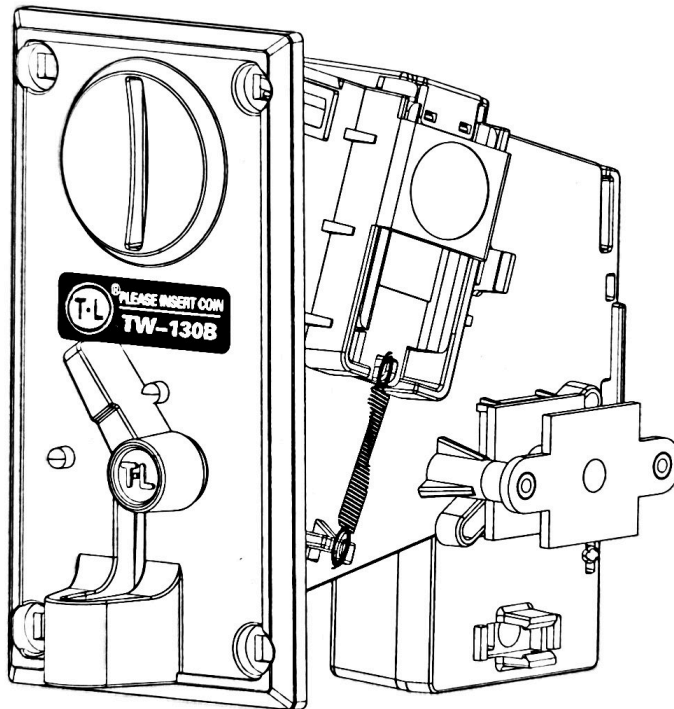




User Guide



TW-130 Series(Lateral type)

※THIS PRODUCT IS ONLY APPLICABLE TO GAME TOKENS AND DOES NOT SUPPORT THE USE OF CIRCULATING CURRENCIES.

- **Thanks for your shopping**
- **Please read the user's manual before use**

1. Product specification:

Working temperature: $-15^{\circ}\text{C}\sim+50^{\circ}\text{C}$

Thickness of coin: 1.7mm~2.2mm

Working current: $60\text{mA} \pm 5\%$

Diameter of coin: 22mm~28mm

Working voltage: $\text{DC}+12\text{V} \pm 10\%$

2. Product characteristics:

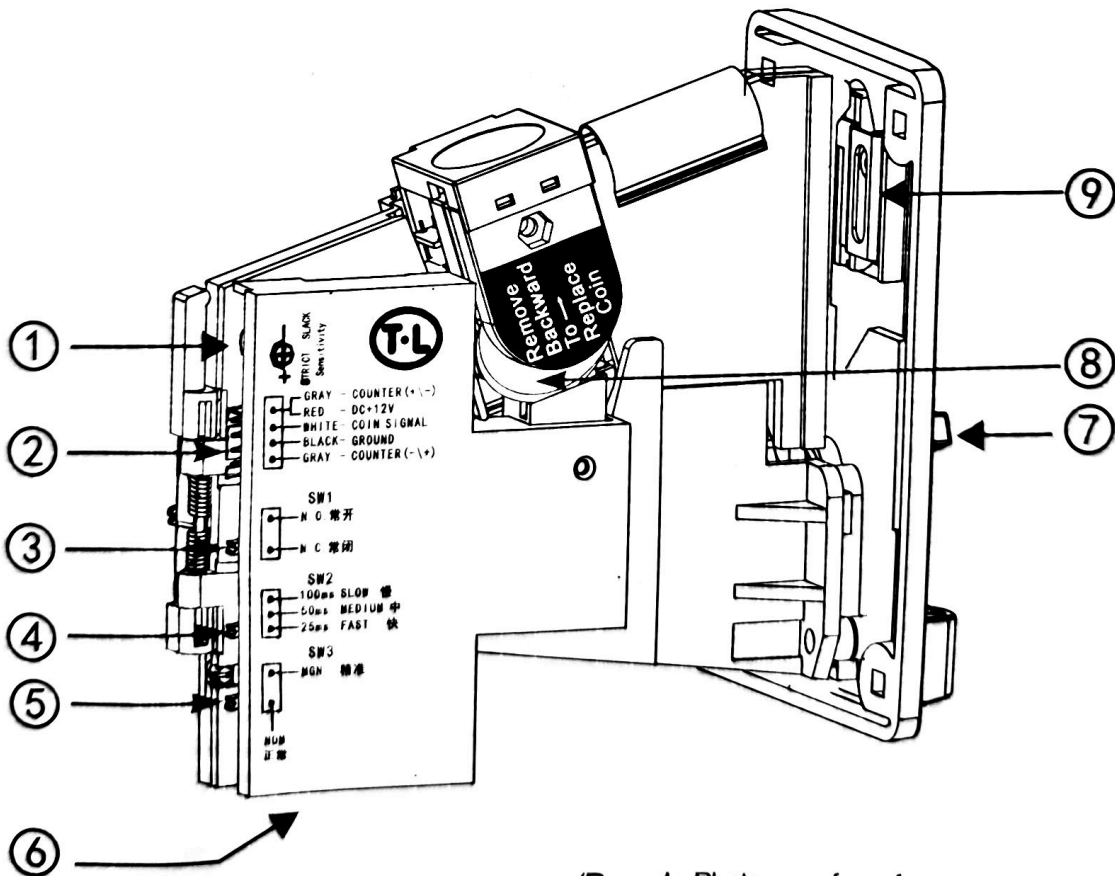
- 1.Suit for all kinds of tokens.
- 2.CPU program control and score correctly.
- 3.Special design for anti-EMI(electromagnetic interference).
- 4.Special design: precise/normal switch make the coin inserting more smoothly.
- 5.Back open design, no jamming coins and plugging coins

3. Manual:

- 1.Removing the plastic coin from the coin groove and insert the using coins.
- 2.Changing COIN SW1 according to the main board. PC board with revolving lamp normally use NC; other PC board use NO.
- 3.Changing COIN SW2 according to the main board. Fast 25ms and Medium 50ms normally suit for common game machine, Slow 100ms suit for amusement machine.
- 4.VR knob is used to adjust the sensitivity of the coin acceptance. Clockwise turning is a slack selection, the counterclockwise a strict selection. Generally, It had beenadjusted in the factory.
- 5.If find the coin pass unsmooth, please adjust the precision switch, or turn the VR knob to the suitable direction.

4.Common fault handling:

NO.	Component name	Function description	Factory default
1	VR knob	Adjust the sensitivity of coins, clockwise(loose), counterclockwise (strict)	
2	Power socket	DC+12V power line, COIN signal	
3	Polarity switch(SW1)	Choose N.O or N.C. according to the specification of the machine	Normal close (N.C)
4	Time switch(SW2)	Choose Fast ,Medium, Slow according to the specification of the machine	Medium
5	Precise switch(SW3)	Adjust the screening precision of coins	Normal(NOM)
6	Coin outlet	Real coin outlet	
7	Panel dial the hand	Slide down when jamming coins in order to exit jammed coins	
8	Plastic coins (sample coins)	Changing using coins in accordance with the arrow and push away sample coins	
9	Limited size metal dome	Adjust metal dome to make correct size of coin insert, anti big coins insert	

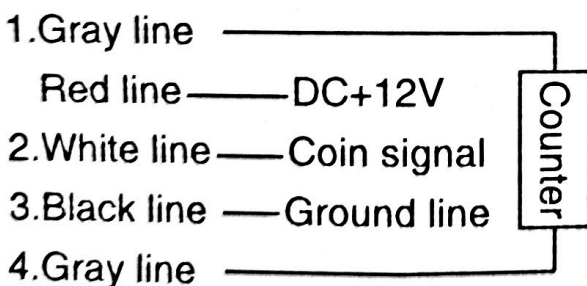


(Remark: Photos are for reference, specific depends on products.)

5. Common fault handling:

NO.	Normal fault	Method
1	Insert coin but no scores	1. Signal line hadn't been connected. 2. Check the line whether it is connected in right way.3. Make sure the socket is not in a poor contact. 4. Make sure the resistance(on PC board) had been connected. 5. Check the direction of polarity switch(SW1).6,Adjust the coin time switch(SW2)
2	Retain coins (less score)	1. Adjust the coin time switch(SW2). 2. There are debris on coin slot. 3. Coins goes out not smoothly.4. Make sure the clamshell fold.
3	Retain coins (more score)	1. Adjust the coin time switch(SW2). 2. Coins goes out not smoothly. 3. Check the line whether it is loose.4,Check polarity switch in a poor contact
4	Coin insert unsmooth	1. Clockwise turn the VR knob.2,Tunr the precise switch to normal side. 3. Change for a new sample coin
5	Coin can't pass	1. Make sure the socket is not in a poor contact. 2. Check the line whether it is connected in right way.3,Check whether there are debris in the groove.4,The sample coin is not in right direction
6	Pass count-erfeit coins	1. Change the sample coin for resetting.2,Set the precise switch to precise side
7	Jamming coins	1.Slide down when jamming coins, open the slide cover, and lift the induction line to exit jammed coins. 2.Clean the debris in the groove 3. Make sure the clamshell fold.4.Adjust the position of limiting big or small metal plate at the back of slot, prevent big coin inserting.

6. Wiring setting:



GUANGZHOU TONGLI ANIMATION TECHNOLOGY CO., LTD.

Address: H19 Startoon City, Yingxing Road, Donghuan Street, PanYu District, Guangzhou, China

Contact:(+86)20-23885899 Official Website:www.tonglianimation.com