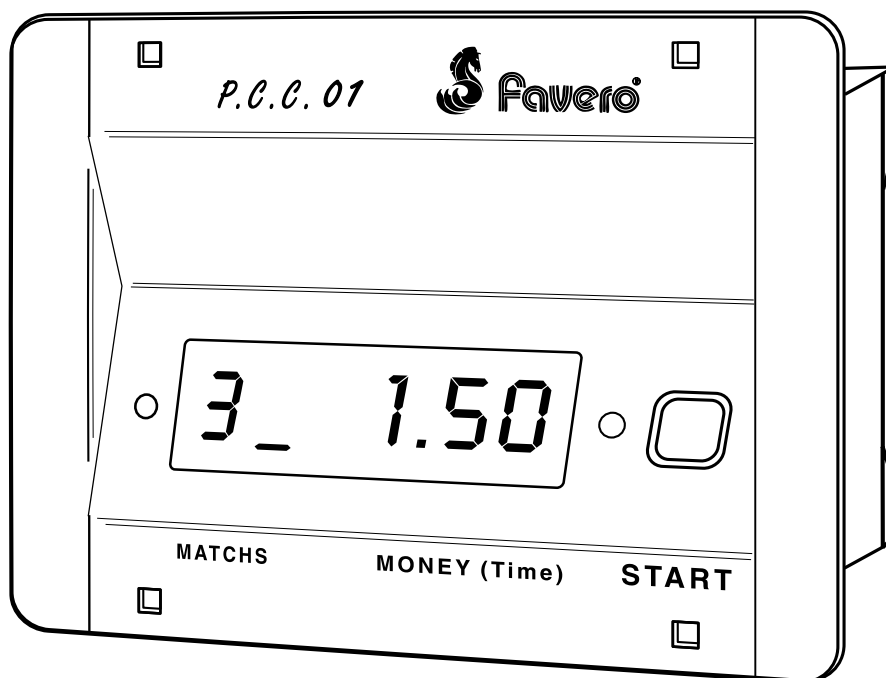


Pool Coin Control 01

P.C.C. 01 (Art. 660)



Electronic controller for coin-operated billiard tables with mechanical coin-validators and motorized ball outlet mechanism.



Pool Coin Control 01

ENGLISH

FEATURES

The Pool Coin Control (P.C.C. 01) has been designed for coin or token operated pool tables which use a motorized mechanism to control the coming out of the billiard-balls.

You can choose to play by games or by time.

The following are connected to P.C.C. 01 :

- up to 3 mechanical coin acceptors
- the motor and its limit switch
- the battery to power the motor.

You can program:

- the value of the coins corresponding to each coin acceptor
- the price per game
- a possible Bonus
- the possibility for the player to select to play by games or by time
- the time corresponding to one game
- the operating mode in the time selection
- the way to operate the motor according to the mechanism used
- the level for the intervention of the battery low indicator.

The display shows players the money inserted, the number of games to play (which can accumulate up to 9) or the duration of play if this was the mode selected.

It also shows the intakes with 1 general totalizer and 3 coin counters connected to the 3 coin acceptors.

An external battery must be used to power the ball outlet mechanism motor.

The P.C.C. 01 offers the possibility to choose amongst a wide range of batteries.

It incorporates an adjustable low battery indicator which can easily be adapted for all types of batteries available whilst offering maximum lifespan possible.

For this purpose, since the normally used small motors operate at 12 volts with an absorption of about 150mA, it is recommended to use a pack of **alkaline, D size** batteries (for example, 8 LR20, 1.5V batteries in series) in this way guaranteeing about 27,000 opening cycles which correspond to a 3 year autonomy if there are 30 openings per day for 300 days of the year.

If you use a 12V 7Ah lead battery, it will require one recharge a year.

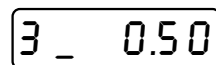
The equipment is protected against the polarities of the battery being inverted and motor short circuits.

The P.C.C. 01 has its own internal lithium battery that ensures complete operation for 6 years if it is not supplied by the external battery.

Dimensions: width 138, height 100, depth 66 mm. Weight: 0,6 Kg.

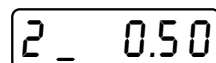
OPERATING EXAMPLES

When coins are inserted, each time the price of a game has been reached, the number of available games is increased, visible on the left side of the display. The additional amount of money inserted less than the price of one game is displayed on the right. Example:



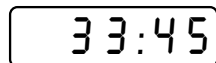
3 _ 0.50

If the player pushes the START button, the balls come out and the number of games will drop by one. Example:



2 _ 0.50

If the player wishes to play by time and if the function is enabled, instead of releasing the START button, he must keep it pressed for at least 2 seconds. In addition to releasing the balls, this operation converts the remaining money into available playing time (max 9 h 59 min). Example:



33:45

If other coins are introduced whilst the time is running, more time will be added according to the value of the coins.

Playing by time is especially useful for helping out more experienced players whose games are very short.

In order to give an incentive for using the billiard game by time, a higher game price and corresponding longer time can be programmed.

NOTE: The installer can bring any accumulated games or time to play to zero by keeping the (-) key pressed for five seconds.

PROGRAMMING

Press the PROG. button to start programming, press once again to proceed to the successive steps. Press the START button to go back. Programming stops after the last step. The flashing character on the left side of the display signals which step is active.

U 0.10 MONETARY UNIT

This depends on the value of the coins circulating in the country. It represents the minimum variation of all sums: all monetary values set after this (coins, price, bonus, etc.) will be multiples of the monetary unit. One of the following values can be set using the (+) and (-) buttons:

0.05 0.10 0.20 0.25 0.50 1 2 2.50 5 10 20 25 50 100 200 250.

Examples:

for EURO 0,10, USA 0,10, RUSSIA 1, JAPAN 10.

Press the PROG button to proceed to the following step.

1 0.50 COIN 1 VALUE

2 1.00 COIN 2 VALUE

3 2.00 COIN 3 VALUE

All the values of coins can be set from zero to 250 times the value of the monetary unit (set at the first programming step) using the buttons (+) and (-). For rapid change keep pressed the buttons (+) or (-).

A 1.00 PRICE PER GAME

This can be set from 1 to 250 times the value of the monetary unit. For rapid change keep pressed the buttons (+) or (-).

b 0.00 BONUS LEVEL

This step is for setting how much money must be introduced before obtaining a "bonus". The value of the bonus will be set at the next step.

If it is set to zero, there will be no bonus.

c 0.50 BONUS VALUE

This step will be skipped if the previous step, BONUS LEVEL, is set to zero. The bonus is given for coins which are introduced consecutively (max. one minute between each other).

d 15:00 TIME PER GAME

Using the (+) or (-) buttons set the desired time corresponding to the price per game (up to 59 min and 45 sec, with 15 sec. intervals).

For rapid change keep pressed the buttons (+) or (-).

Playing by time can be cut out if the value is set to zero in this step.

E 1 OPERATING MODE IN THE TIME SELECTION

This step will be skipped if the previous step is set to zero.

With E = 1, the ball door opens upon start and closes only when the time runs out.

With E = 2, every time START is pressed the ball door opens and then closes straight away, until the time runs out.

F 1 MOTOR OPERATION MODE (1 or 2)

There are two different types of motorized mechanisms for controlling the output of the balls. One carries out an opening and closing cycle without an intermediate pause and one that requires a pause before closing for letting the balls come out. Set one of the following values with the (+) or (-) buttons, according to the type of motorized mechanism:

- 1 The motor carries out the opening and closing cycle without a pause.
- 2 The motor stops for a 5 second pause before closing.

L 11.0 LOW BATTERY LEVEL INDICATOR

If the voltage of the external battery goes below this value, the flashing message "BATT." will appear, meaning that the battery needs recharging or replacing. The value depends on the type of battery used. It is recommended to set one of the following values using the (+) and (-) buttons:

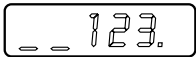
- 6.4 for 12 V alkali batteries
- 6.4 for 12 V zinc-carbon batteries
- 11.0 for 12 V lead batteries
- 1.6 for 9.6 V nickel-cadmium batteries.

Press PROG. to end programming.

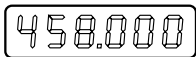
MONEY TOTALIZER AND COIN COUNTERS

Press the TOTAL button to see the total money intake. If coins with less than the unit value are used (eg. 0.50 - 0.10), the decimal figures will not be shown. The totalizer goes up to 999.999.999 and then starts from zero again. If the value exceeds six digits (999,999), it will be displayed in 2 steps.

Example: for the display of 123,458,000



for one second



for three seconds.

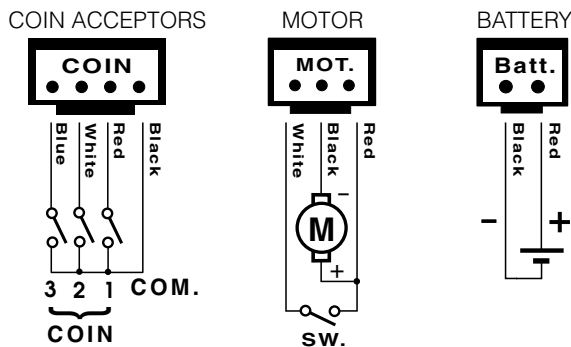
The totalizer will remain displayed for 8 seconds and then will disappear. If the SET button is kept pressed for 5 seconds during this time, the totalizer and all the coin counters will be reset.

If the TOTAL button is pressed once again whilst the totalizer is being displayed, the 3 coin counters will be displayed in succession, signalled by the flashing digit on the left of the display.

Each counter will display up to 99,999 and then start from zero again.

CONNECTIONS

The P.C.C. 01 is supplied with connectors and cables for the connections.



COIN ACCEPTOR

Connect the coin acceptors microswitches as in the diagram above. If only one coin acceptor is used, wires 2 and 3 must remain disconnected.

MOTOR MECHANISM

The P.C.C.01 is protected against short circuits on the motor. The current is limited to 280 mA maximum.

As additional protection, if the mechanism microswitch does not operate within 16 seconds of the motor being operated, the motor stops.

The microswitch contact (SW) must be:

Open (OFF) when the balls door is closed.

Closed (ON) when the balls door is open.

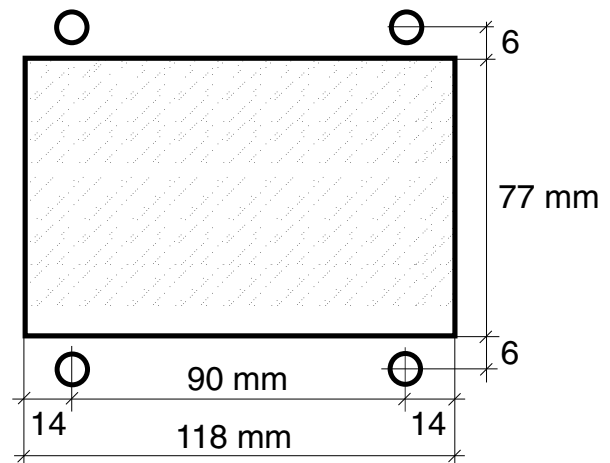
Check that the motor turns in the correct direction otherwise invert the connections on it.

BATTERY

The P.C.C. 01 is protected against polarity inversions. The battery tension can vary from 14 VDC to 6 VDC.

DRILLING FOR FIXING

It is recommended to fasten the P.C.C. 01 on the same door as the coin validators are situated for easy access to its programming buttons.



Maximum dimensions of the container:
width 138, height 100, depth 60 mm.

We reserve the right to carry out changes without prior notice.

