

# Pixel

## Percentage Set:

1. Enter audit screen with audit button
2. Press learn button
3. Percentage is adjusted with discard buttons 1 and 2
4. Points per game are adjusted with discard buttons 4 and 5

The percentage default setting is 70%. We recommend that you try this setting. This is a coin in versus coin out percentage setting. This setting also affects the played versus awarded percentage. When making percentage changes, we recommend that you do not change it more than three points at a time. We also have changed the stuck coin in this program. When you clear a stuck coin and press the test button, the points remain on the screen. This eliminates the strung coin.

Five of the dip switches (SW1) are used to control options. The awards for the Various outcomes can be set as follows:

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### Switches

3	4	Maximum Pair	Award Table							
ON	ON	Pair of 10's or more	50	20	8	6	4	3	2	1
ON	OFF	Pair of 11's or more	40	10	7	5	4	3	2	1
OFF	ON	Pair of 12's or more	40	10	7	5	4	3	2	1
OFF	OFF	Pair of 13's or more	50	25	10	8	5	3	2	1

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### Switches

5

OFF	No sad sound
ON	Sad sound

**Switches**

<b>7</b>	<b>8</b>	
On	On	Penn. Mode -2- Coin Lockout
On	Off	Penn. Mode -1- Coin Lockout
Off	Off	No lockout
Off	Off	No lockout

**Diagnostic**

The diagnostic program may be run by pressing the **TEST** button inside the machine. This program will check the screen memory (causing a strange Display on the screen) and allow the buttons to be tested along with the lamp Circuits.

The **TEST** button will not be recognized while a game is being played, so to use the diagnostic program, wait for the words **GAME OVER** to appear in Red above the left most person.

After the button is pressed the screen will fill with random patterns and then, if all is well, the message **SCREEN RAM OK** will appear, a grid of zeros and ones will be displayed below that message, and a list of switch names will appear to the right of the message. The grid and name list are used to check the buttons, switches, and lamps. If one is showing in a particular position, or an asterisk appears next to a given switch name then the corresponding switch reads closed (active) to the processor, otherwise, the switch is open. Each lamp circuit should activate when the corresponding button is pushed, or when any button whose lamp is on the same circuit is pushed.

Pixel  
Lights  
To Work

P101  
6 solder Purple  
wire to  
13 solder  
P102

<b>905 PIN OUT HARNESS &amp; PIXEL</b>				
<b>P101 CONNECTOR</b>				
<b>NUMBER</b>	<b>PARTS</b>	<b>WIRE COLORS</b>	<b>SOLDIER</b>	<b>WIRE COLORS</b>
1	5V DC	PINK	5V DC	PINK
2	12V DC	WHITE	12V DC	WHITE
3	GND	BLACK	GND	BLACK
4				
5				
6	GND	BLACK	GND	BLACK
7	12V DC	WHITE	12V DC	WHITE
8				
9			GND	GREEN
10			PLAY LAMP	BLUE BLACK
11			DEAL DRAW LAMP	ORANGE WHITE
12			DISCARD 1&2 LAMP	GREEN WHITE
13	COIN A	YELLOW WHITE	DISCARD 3,4&5 LAMP	BROWN WHITE
14				
15			CANCEL LAMP	GREY WHITE
16	CANCEL SWITCH	PURPLE WHITE	STAND LAMP	ORANGE WHITE
17	COMMON	BROWN BLACK	DOUBLE TAKE LAMP	BLUE WHITE
17	PLAY DEAL DRAW SWITCH			
17	ACCOUNTING			
17	GND	BROWN	BIG SMALL LAMP	BLACK
18	LEARN	GREY		
19	CLEAR	BLACK	COIN A COMMON	PINK
20	AUDIT	YELLOW	KNOCK OFF	WHITE
21	TEST	BLUE	TAKE SWITCH	GREEN
22	DEAL	YELLOW BLACK	DOUBLE SWITCH	BROWN
23	PLAY SWITCH	BLACK WHITE	BIG SWITCH	GREY
24	COMMON DISCARD 1,2,3,4 & 5	RED WHITE	SMALL SWITCH	WHITE
25			COMMON	YELLOW
25			TAKE SWITCH	
25			DOUBLE SWITCH	
25			BIG SWITCH	
25			SMALL SWITCH	
26	DISCARD 5 SWITCH	GREY BLACK		
27	DISCARD 4 SWITCH	RED BLACK	DISCARD SWITCH	BLUE
28	DISCARD 3 SWITCH	GREEN BLACK	DISCARD SWITCH	ORANGE



# CAL OMEGA / CEI VIDEO POKER PCB

*Model #905 PINOUT SPECIFICATIONS*

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## EDGE CONNECTOR PIN LABELING DIAGRAM

solderside 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28  
 parts Side A B C D E F H J K L M N P R S T U V W X Y Z a b c d e f

<b>EDGE CONNECTOR P101</b>			
<i>Description</i>	<i>Edge Connector</i>	<i>Pin</i>	<i>Common</i>
Coin A	P101	P	19
Coin B	P101	N	19
Play	P101	a	U
Deal/Draw	P101	Z	U
Stand	P101	S	19
Discard 1	P101	27	b
Discard 2	P101	28	b
Discard 3	P101	f	b
Discard 4	P101	e	b
Discard 5	P101	d	b
Cancel	P101	T	19
Tilt/ Key Switch	P101	20	25
Double	P101	21	25
Take	P101	22	25
Big	P101	23	25
Small	P101	24	26
Test	P101	V	U
Audit	P101	W	U
Clear	P101	X	U
Learn	P101	Y	U
<b>LAMPS</b>			
Lamp Power	P101	9	6
#1 Play	P101	10	6
#2 Deal/Draw	P101	11	6
#3 Discard 1,2	P101	12	6
#4 Discard 3,4,5	P101	13	6
#5 Cancel	P101	14	6
#6 Stand	P101	15	6
#7 Double/Take	P101	16	6
#8 Big/Small	P101	17	6
<b>POWER</b>			
+ 5V DC	P101	1 & A	-
+ 12V DC	P101	2 & B	-
GROUND	P101	3 & C	-

<b>EDGE CONNECTOR P102</b>		
<i>Description</i>	<i>Edge Connector</i>	<i>Pin</i>
Speaker	P102	22
Speaker GND	P102	23
<b>VIDEO</b>		
Video RED	P102	28
Video GREEN	P102	27
Video BLUE	P102	26
Video GROUND	P102	e
Video Vertical	P102	d
Video Horizontal	P102	f
<b>COIN METERS</b>		
Meter #1 (coin In)	P102	B
Meter #2 (coin out)	P102	C
<b>POWER</b>		
Meter AC (110 V)	P102	D
+15 V AC Return	P102	12
+15 V AC In	P102	13

Coin Meters Should be connected to 110 V Source completing circuit to P102 D

(5)

GROUND	P101	6 & F	-
6 -- 12 VDC	P101	7 & H	-

10

# Pixel (Square)

**BOUNCE**

**BOUNCE**

**BOUNCE**

**BOUNCE**

**BOUNCE**

**MALE**

**FEMALE**

**RETURN**

**PLAY**

**STAY**

**TAKE**

**DOUBLE**

**GO**

**PIXEL RECTANGULAR LEGENDS**

**BOUNCE**

**BOUNCE**

**BOUNCE**

**BOUNCE**

**BOUNCE**

**MALE**

**FEMALE**

**RETURN**

**PLAY**

**STAY**

**TAKE**

**DOUBLE**

**GO**