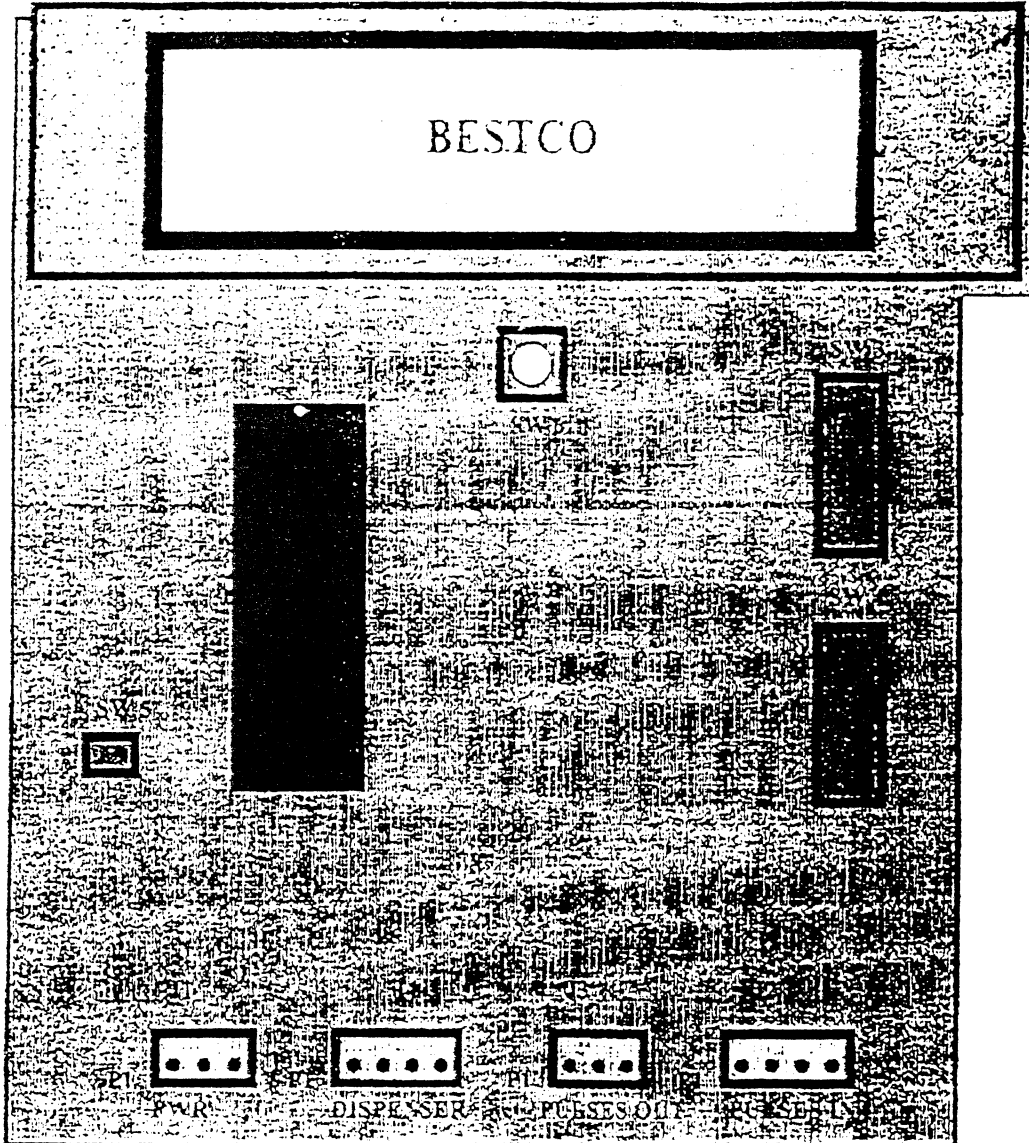


# BestCo Ticket Board



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## Harness Instructions

Connector J 1: Power Connector

1. Black wire to power supply GND (ground)
2. Red wire to power Supply +5 VDC
3. Orange wire to power +12VDC

Connector J 4: Ticket Dispenser Connector

1. Red wire to ticket dispenser +12VDC
2. White wire to ticket dispenser motor
3. Blue from ticket dispenser (notch signal)
4. Black wire to ticket dispenser GND

Connector J 3: Output Pulse Connector

1. Green wire is Ticket Out Meter Signal
2. Gray wire is Credit Return Signal
3. Not Used

Connector J 2: Input Connector

Voltage (+5 VDC)  
SE Signal (Out Meter Signal)

# Bestco Ticket Board

## 2 ) Setup Options :

Dip Switch bank 1 ( switches 1-8 ) and bank 2 ( switches 1-4 ) are used to set a count value from 0 to 4095.

The count value is the number of pulses required to dispense 1 ticket

Pulse in setup is as follows

- Dip bank 1: 1 in the off position adds 1 to pulse count
- 2 in the off position adds 2 to pulse count
- 3 in the off position adds 4 to pulse count
- 4 in the off position adds 8 to pulse count
- 5 in the off position adds 16 to pulse count
- 6 in the off position adds 32 to pulse count
- 7 in the off position adds 64 to pulse count
- 8 in the off position adds 128 to pulse count
- Dip bank 2: 1 in the off position adds 256 to pulse count
- 2 in the off position adds 512 to pulse count
- 3 in the off position adds 1024 to pulse count
- 4 in the off position adds 2048 to pulse count

Dip switch bank 2 ( switches 5-8 ) set the ticket count.

This is the number of tickets to be dispensed once the count value has been met.

Ticket Out setup is as follows

- Dip bank 2: 5 in the off position adds 1 to ticket out count
- 6 in the off position adds 2 to ticket out count
- 7 in the off position adds 4 to ticket out count
- 8 in the off position adds 8 to ticket out count

\*\*\*\*\* All switches in the on position will give a zero count \*\*\*\*\*

# Bestco Ticket Board

## 3) Security Features Switch Bank # 5

The Bestco Ticket Board security options are settable through dip switch 5.

Switch 1 on will set the jam mode 1 on which will upon ticket jam send the credits back to the game if no ticket can be dispensed.

Switch 1 off will set jam mode 2 on which will upon ticket jam will show on the display how many tickets are owed to the customer and how many credits to be returned to the game. until the reset button SW6 has been pressed.

Both modes will return any credits not equaling a ticket back to the game.

Switch 2 off turns security on the board will turn off the power to the ticket dispenser as long as there are no tickets to be dispensed. after receiving the required amount of pulses to equal a ticket the ticket dispenser will then be activated to dispense the tickets due, after the proper amount of tickets has been dispensed the board will then turn the power back off .

This prevents tickets from being dumped from such things as static hits, power surges, and lightning and such.

Switch 2 on will override the security feature and allow power to the ticket dispenser at all times so the you may feed new tickets after you have run out.