

www.andamirousa.com

说明书

DiNo FAMILY

Ver 1.0



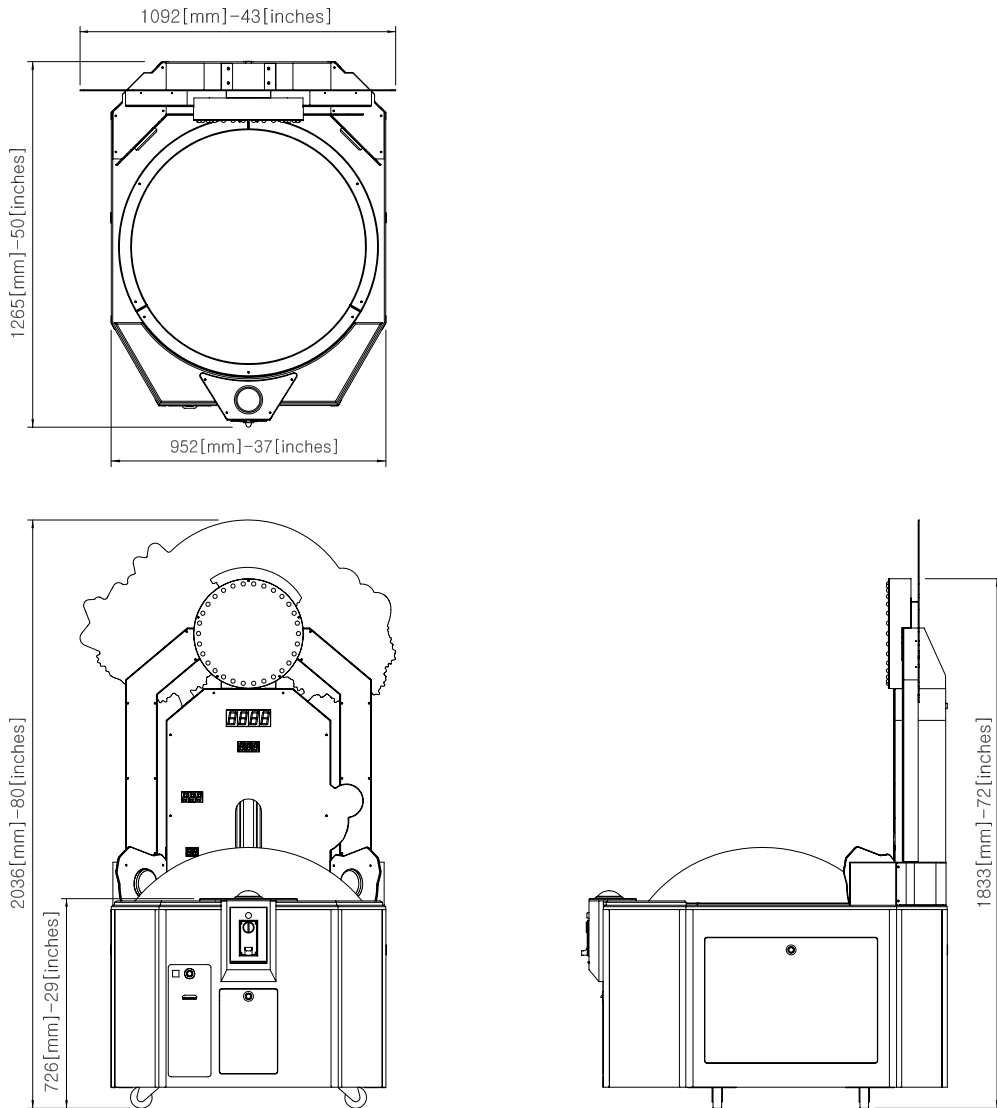
ISSUEDATE:Jun. 10, 2011



- ▶ 在使用这机台前, 请仔细阅读并使用说明书.
- ▶ 请把此说明书为善收藏, 以便随时阅读.

1. 产品规格和标签位置

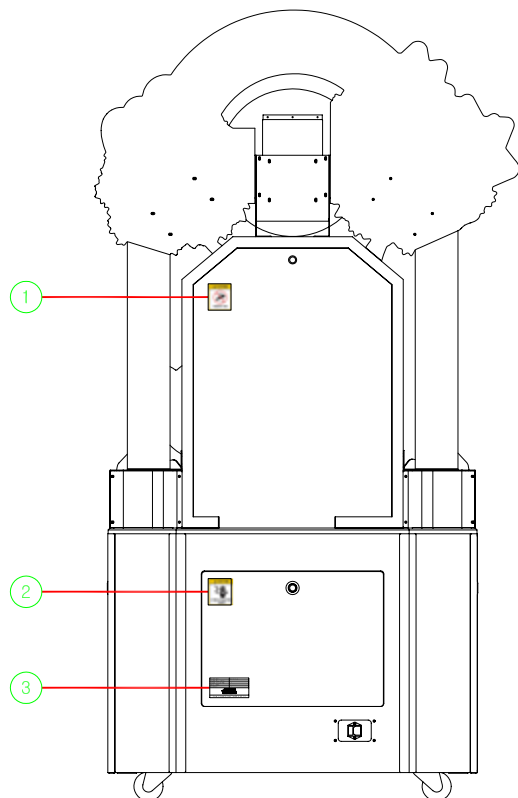
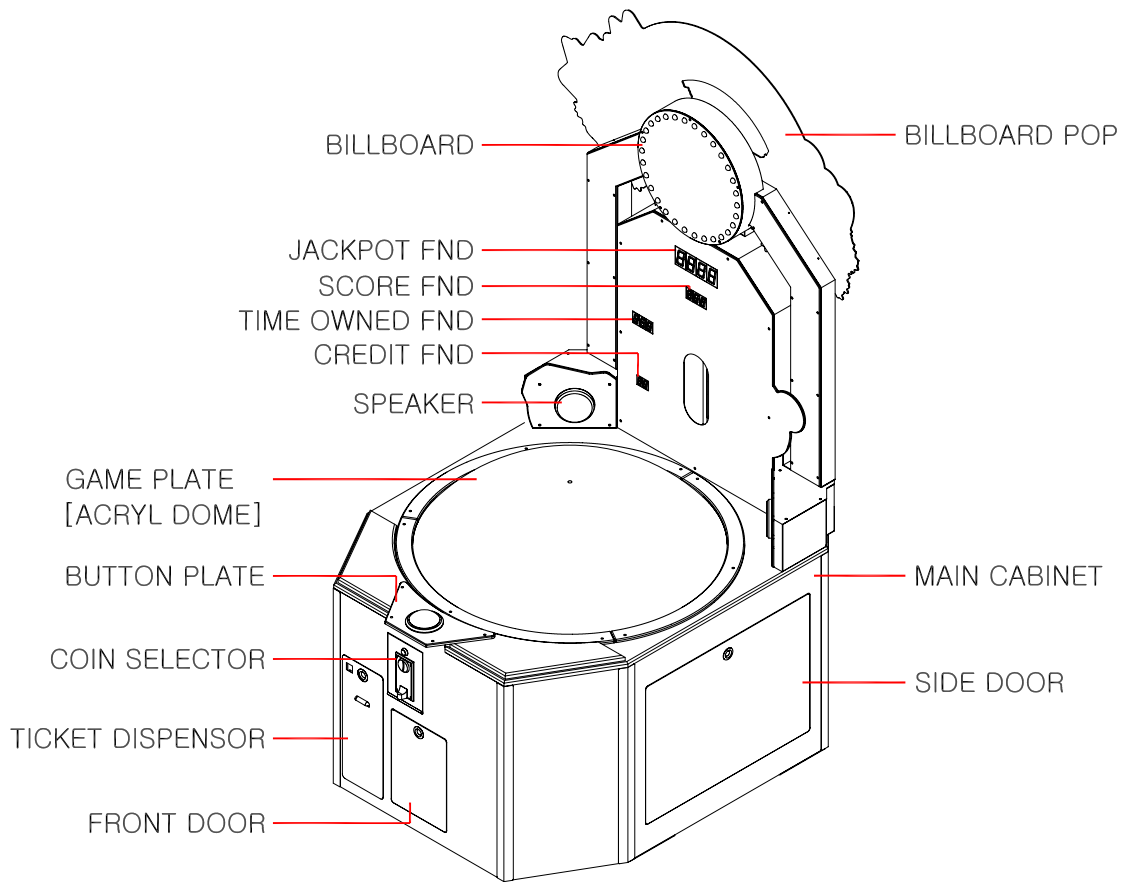
1-1. 尺寸



1-2. 参数

尺寸 (W x D x H)	1092 x 1265 x 2036 (mm)	
包装尺寸 (W x D x H)	- x - x - (mm)	
重量 (kg)	200 kg	
电压	AC 110V	AC 220V
频率范围	50 ~ 60 Hz	
耗电量	170 W	

1-3. 零件名称和标签位置



1



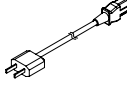





2



3

MODEL NAME	DINO FAMILY
POWER REQUIREMENTS	-
POWER CONSUMPTION	-
WEIGHT (KG)	-
MODEL NO.	-
<small>Koyang-si, Kyounggi-do, Korea Phone:82-31-909-2114</small>	

零件

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	110V 	1
2	KEY	6001 	2
3	KEY	7001 	2
4	BOLT	M4x12 	8
5	BILLBOARD POP	- 	1
6	BALL	ø40, YELLOW	8
7	MANUAL	- 	1

2. 安装

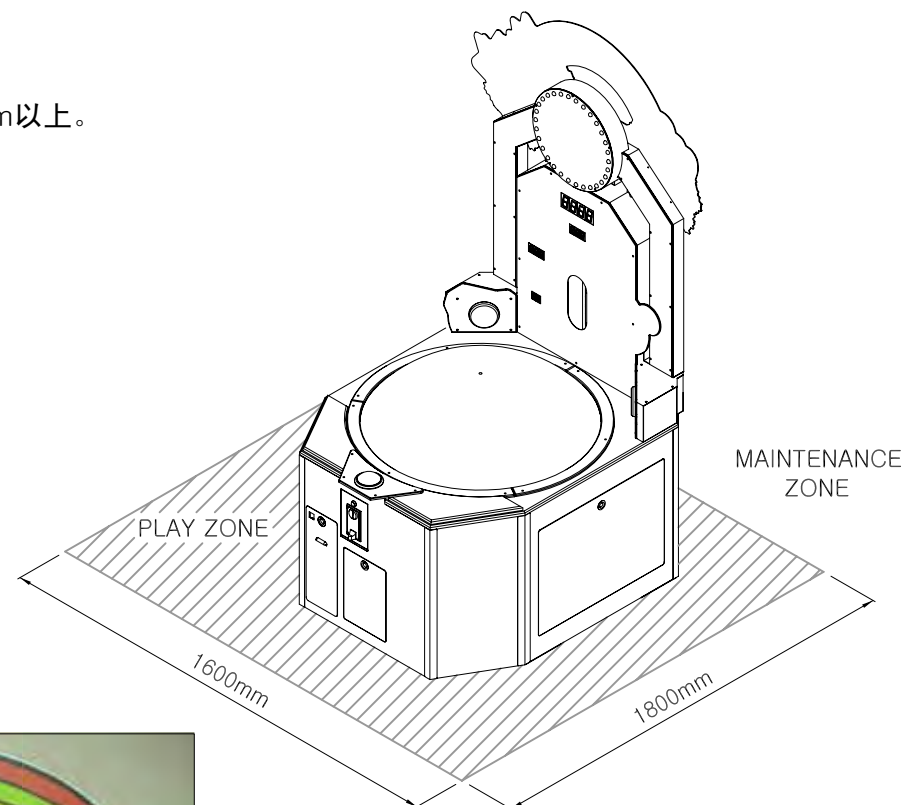
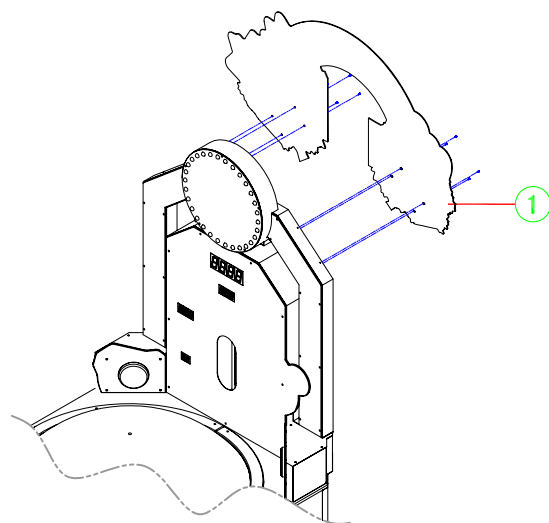
- 安装之前先要确保的空间如下。
MAINTENANCE ZONE 与 PLAY ZONE 领域分别保持 1600mm 和 1800mm 以上。

【注意】

- 先确认 TILT 正常运转后, 再固定 STOPPER.

【 POP 设置方法 】

1



- 按照图片把 ① BILLBOARD POP 结合在 BILLBOARD 后面。

3. 选择设置

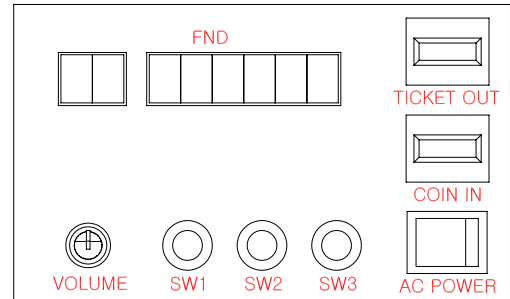
3-1. 机台设置

(1) 操作方法

1 开前门会有 CONTROL PANEL。



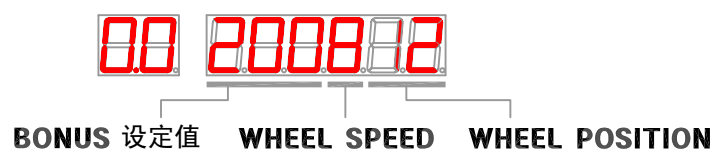
图片 A



[CONTROL PANEL]

[BUTTON 说明]


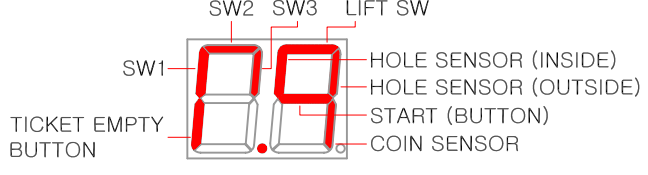
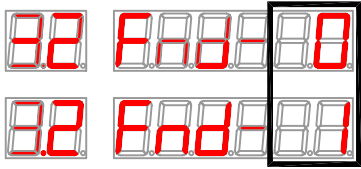
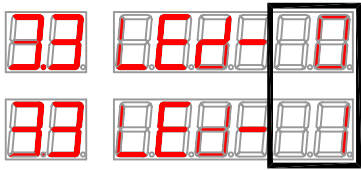

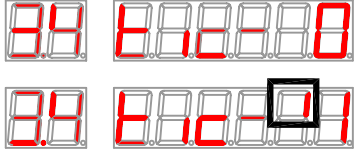
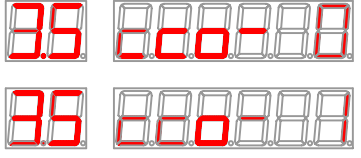
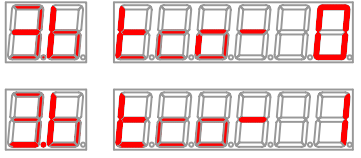
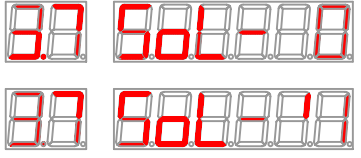
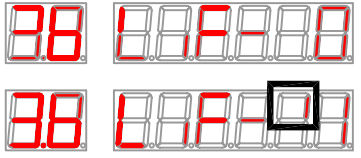
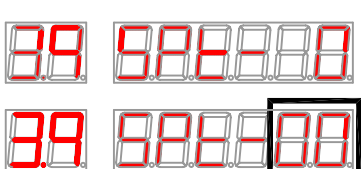
- 1) SW1 : 在NOMAL MODE 里, 只能使用SERVICE COIN, 在MENU MODE 里, 被使用为移动锁 以及UP COUNT
(用SERVICE COIN来进行游戏, 剩余的 COIN 是 把机台重新REBOOT 时, 可以清除掉)
- 2) SW2 : MENU 移动锁 以及 DOWN COUNT
- 3) SW3 : 实行(ENTER)锁, 按住0.5秒以上才能动作






[OPERATION 菜单]

- 1 : TOTAL TICKET OUT COUNT
- 2 : TOTAL COIN IN COUNT
- 3 : TEST MODE
- 4 : SET UP MODE
- 5 : CLEAR MODE

3-2. 设置模式 : 进入 MODE 的同时所有运转会停止


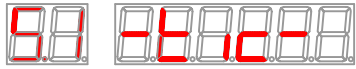
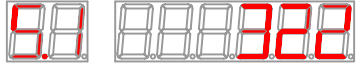

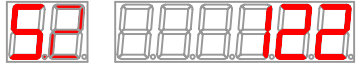



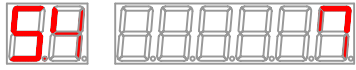

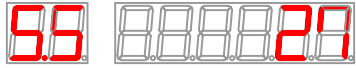

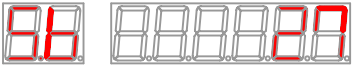

FND 显示		说明
		
		- 检查DISPLAY状态, 在所有8字板里, 显示为0~9 按SW3键, 显示为“1”并开始实行
		- 所有LED/LAMP, 以R->G->B->W顺序反复点亮 按SW3键, 显示为“1”并开始实行
 移动	<p>1</p> 	- TICKET DISPENSOR 1号 MOTOR 动作 按SW3键, 显示为“1”并开始实行 机台正常动作下, SENSOR 检查状态显示为FND BAR
	<p>2</p> 	- COIN COUNTER 动作 TEST 按SW3键, 显示为“1”并开始实行 实行一次, 运转一次后返回到待机状态
	<p>3</p> 	- TICKET COUNTER 动作 TEST 按SW3键, 显示为“1”并开始实行 实行一次, 运转一次后返回到待机状态
	<p>4</p> 	- SOLENOIDE 动作 TEST 按SW3键, 显示为“1”并开始实行 只在按住SW3键时, 可以运转, 松开SW3键时, 返回到待机状态
	<p>5</p> 	- LIFT MOTOR 动作 TEST 机台动作状态下, 显示为检测SW状态 (运行BALL 1个检测完为止, BALL没有被检测时, 按SW3, 直到停止为止)
	<p>6</p> 	- WHEEL MOTOR 动作 TEST (SPEED OF TABLE) 机台动作状态下, WHEEL 会转动, 旋转速度也跟着会显示. (每转一回, 旋转速度会更新, 为了准确测定速度, 需要检查5回以上。)

FND 显示			说明
 移动	7		- SOUND 动作 TEST (1 ~ 18) 按SW3键, 显示为 "1"并开始实行 (按SW2键 可以输出SOUND, 无论何时按ENTER键, 即将返回到待机画面。)
	8		- EXIT TEST MODE TURN OFF THE POWER (关电源, 等3秒, 再开机.)





3-3. 设置模式

FND 显示		说明	基本值	
移动	1		- BONUS 基本设置 (BONUS 基本设置) (SETTING (0 ~ 1000) 50个单位 (增加))	200
	2		- BONUS LIMIT (BONUS值, 增加范围有限制) (SETTING (0 ~ 999) 50个单位 (增加))	999
	3		- 每一轮 BONUS, 增加的TICKET数 " 0 ~ 3 " (增加1个单位.)	1
	4		- 每一轮基本提供的TICKET数 " 0 ~ 10 " (增加1个单位.)	0
	5		- 局/币 " 0 ~ 10 " (玩一局代币数) (增加1个单位.)	1
	6		- 分数 (SCORE) / 退出彩票数 (" 1 ~ 10 ")	1
	7		- WHEEL MOTOR SPEED (1 ~ 10) (设置MOTOR速度) (增加一个单位.) - LEVEL 旋转速度. (请参考TEST MODE) 5: 110 ~ 116, 6: 90 ~ 100, 7: 80 ~ 87, 8: 70 ~ 77, 9: 63 ~ 69	8
	8	 	- HOLE SCORE SETTING. H-1 ~ H-24 (P11, 参照图片) - HOLE H-1 分数 (BONUS) - HOLE H-24 分数 (0 ~ 250) - EXIT HOLE SCORE SETTING	
	9	 	- AUTO START 使用与否 (0 : 不使用 / 1 : 使用) 投币后没有进入游戏, 30秒后自动开始游戏。 - DEMO SOUND ON ~ OFF (0 : OFF / 1 : ON) - EXIT SET UP MODE - TURN OFF THE POWER (关电源, 等3秒, 再开机.)	0 1

3-4. 清除模式

FND 显示		说明	
 移动	1	 	- TOTAL TICKET DATA CLEAR 按移动键 (SW2) 为显示, 这时按SW3键为清除
	2	 	- TOTAL COIN DATA CLEAR
	3	 	- 退出BONUS, TICKET DATA CLEAR
	4	 	- 目前剩余的 CREDIT CLEAR
	5	 	- 目前剩余的 TICKET CLEAR
	6	 	- 目前堆积的 BONUS CLEAR
	7		- EXIT CLEAR MODE

3-5. 错误模式

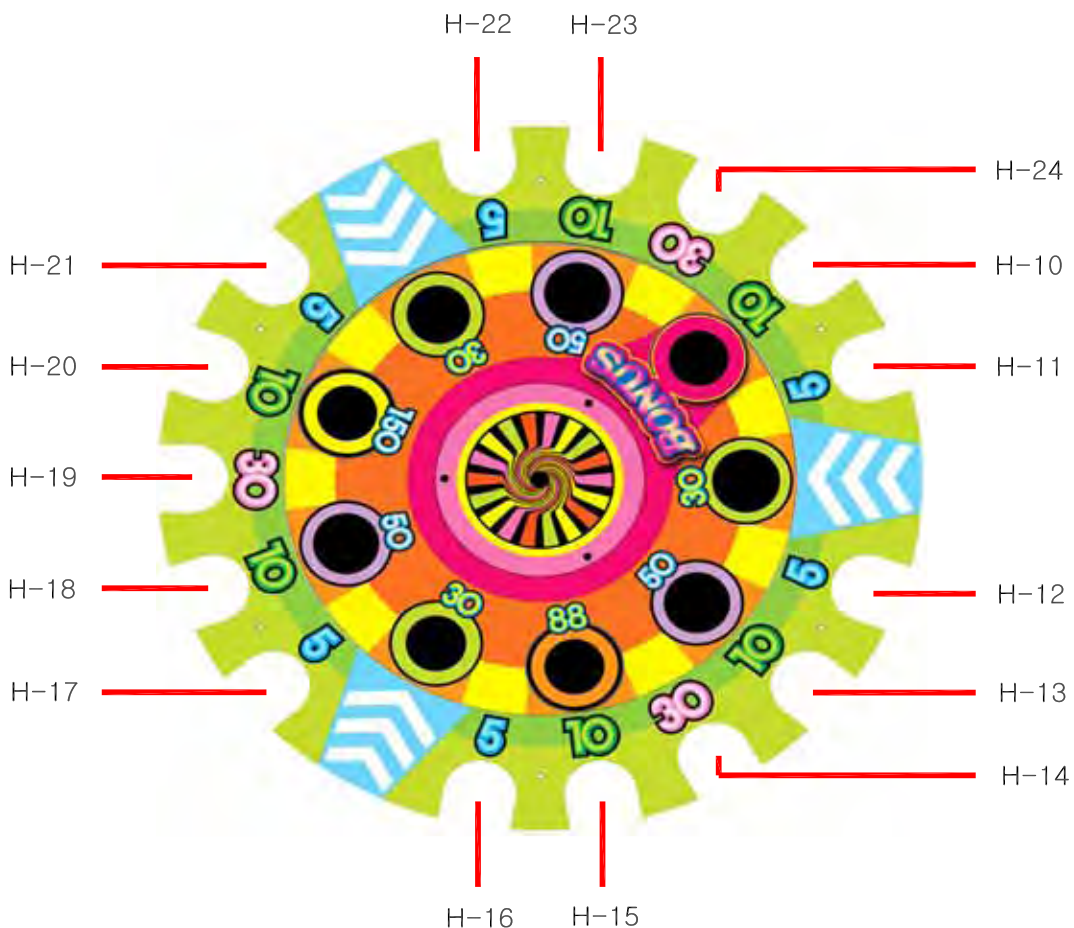
FND 显示		具体错误代码	说明
ER1		WHEEL ERROR : MOTOR 不良 或者 ENCODER SENSOR 不良	- 找出原因后把机器 TURN OFF/ON
ER2		LIFT ERROR : MOTOR 不良, BALL没有 或者 BALL 感应 SW 不良	- 找出原因后把机器 TURN OFF/ON
ER3		TICKET ERROR : 没有TICKET, 或 JAM. ERROR 没有显示	- 找出原因后按 EMPTY BUTTON
ER4		BALL CHECK SENSOR ERROR : SENSOR 不良或者 BALL JAM	- 找出原因后把机器 TURN OFF/ON

3-6. SPECIAL MODE

- SETTING INIT MODE : [SW2 + SW3 AND BOOT] 初始化为DEFAULT值, ALL DATA CLEAR (工厂价格)

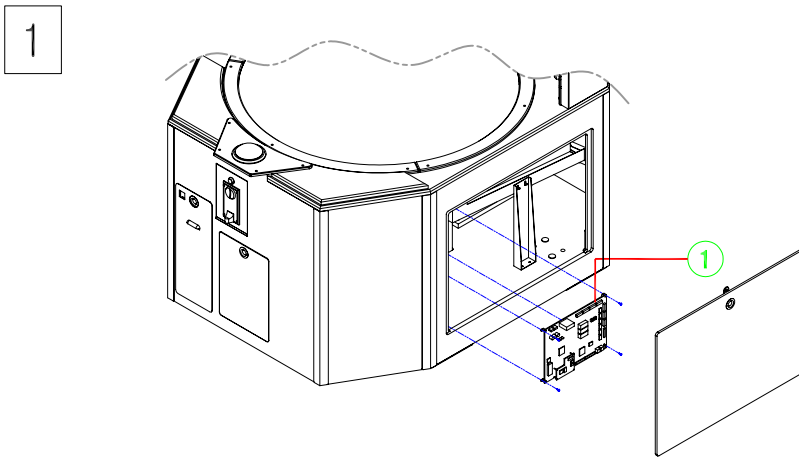
* 初次使用MAIN BOARD或者CPU PCB, 必须要初始化再启动, 才能恢复正常

* HOLE 點數摆台

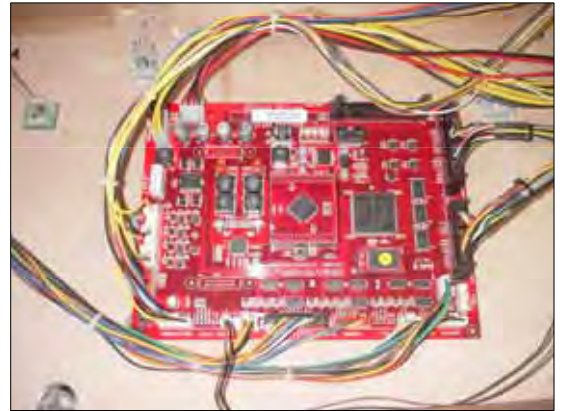


4. 主要配件更换方

4-1. 更换 MAIN BOARD



图片 A

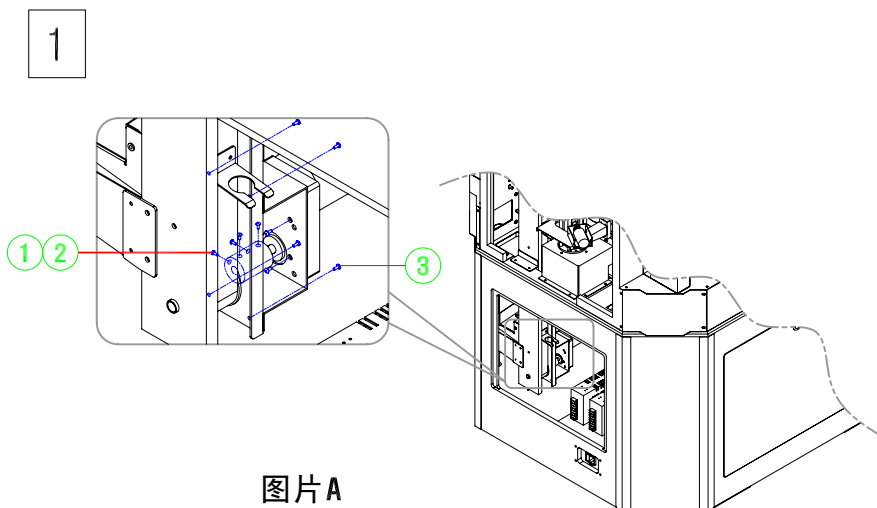


图片 B

- (1) 打开前面右下侧门有 ① MAIN BOARD。
- (2) 分解 MAIN BOARD 连接器后更换。【M4 螺丝，4个孔】

NO.	PART NAME	SPEC.	CODE NO.
①	MAIN PCB ASS'Y	-	AHOL0PCB015

4-2. 更换 MOTOR



图片 A



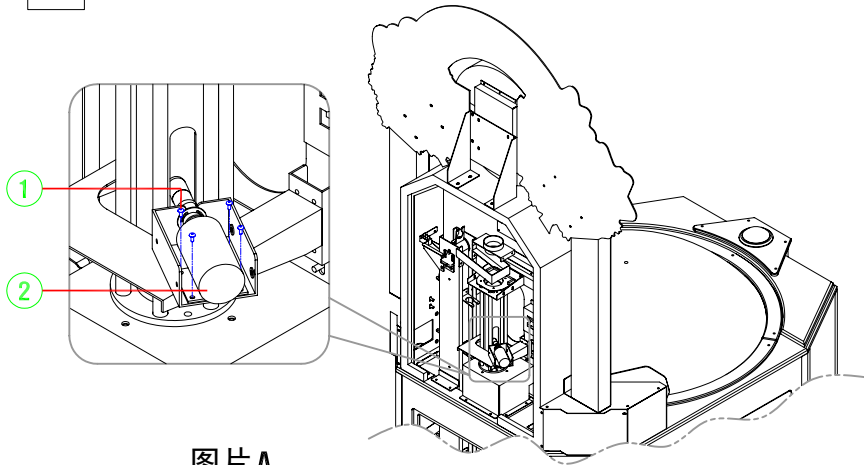
图片 B

- (1) 分解 MOTOR 连接器，按照图片 A 分解螺丝钉。
- (2) 分解 MOTOR BRACKET 螺丝后，再更换，以逆序组装。

NO.	PART NAME	SPEC.	CODE NO.
④	MOTOR	KGY	-

4-3. 更换 SOLENOIDE

1



图片 A



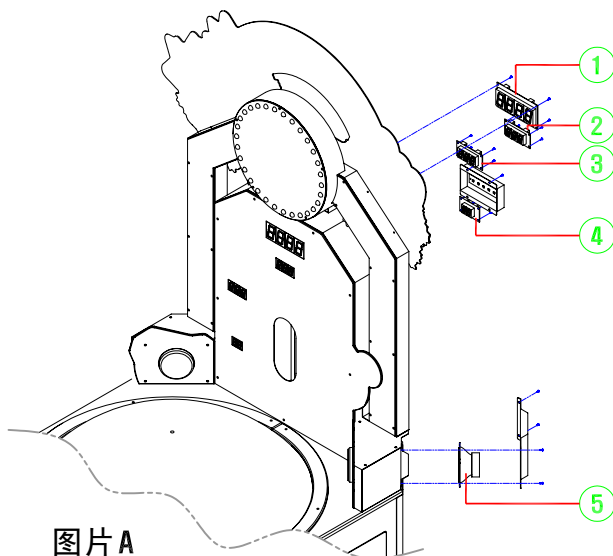
图片 B

- (1) 分解 SOLENOID 连接器, 按照图片 A 先解开螺丝, 再分解 SOLENOID。
- (2) 更换 SOLENOID 后, 以分解逆序来组装。

NO.	PART NAME	SPEC.	CODE NO.
②	SOLENOID	M32022L	MELE0SOL002

4-4. 更换 SPEAKER & FND

1



图片 A



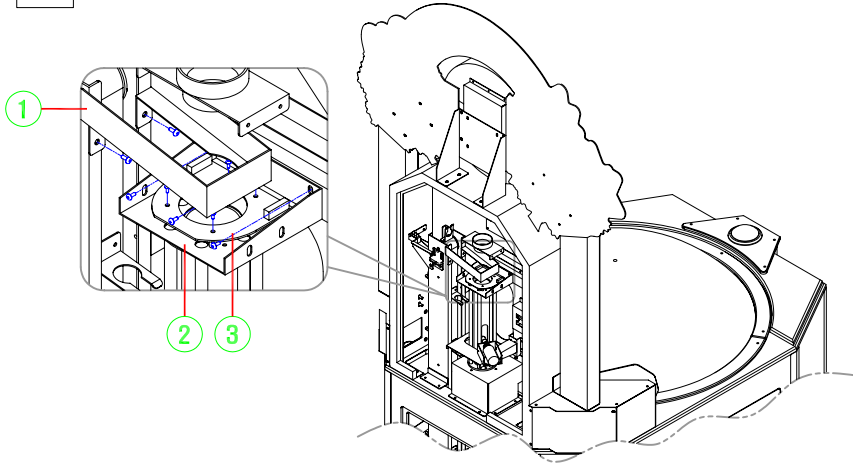
图片 B

- (1) 打开 REAR DOOR, 按照图片 A 分解 ⑤ SPEAKER 及 ①②③④ FND PCB 后更换。

NO.	PART NAME	SPEC.	CODE NO.
①	JACKPOT FND PCB	-	ADIN0PCB007
②	SCORE FND PCB	-	-
③	TIME OWNED FND PCB	-	ADIN0PCB008

NO.	PART NAME	SPEC.	CODE NO.
④	CREDIT FND PCB	-	ADIN0PCB009
⑤	SPEAKER	MID 4.5"	MZZZ0SPE021

2



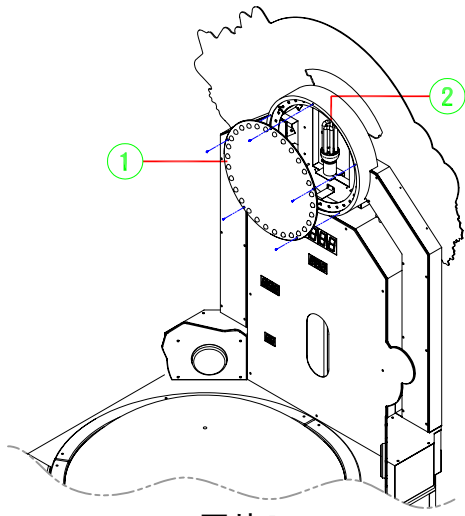
- (1) 分解 ① ELEVATOR UPPER GUIDE BRACKET 后, 再分解 ② BALL DROP PCB FIX BRACKET。
 (2) 分解 BRACKET, 会看到 ③ BALL DROP PIPE LIGHTING PCB。 解开螺丝分解后, 以逆序来组装。

NO.	PART NAME	SPEC.	CODE NO.
②	BALL DROP PIPE LIGHTING PCB ASS'Y	-	ADINOPCB012

5. 更换消耗品

5-1. 更换3波长灯

1



图片A



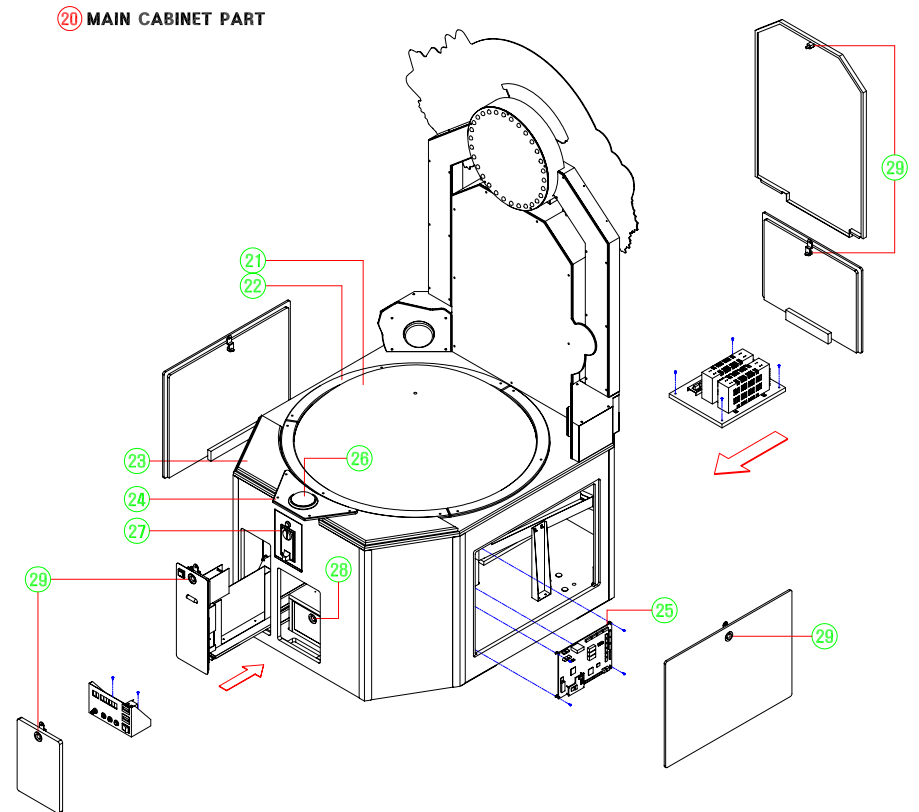
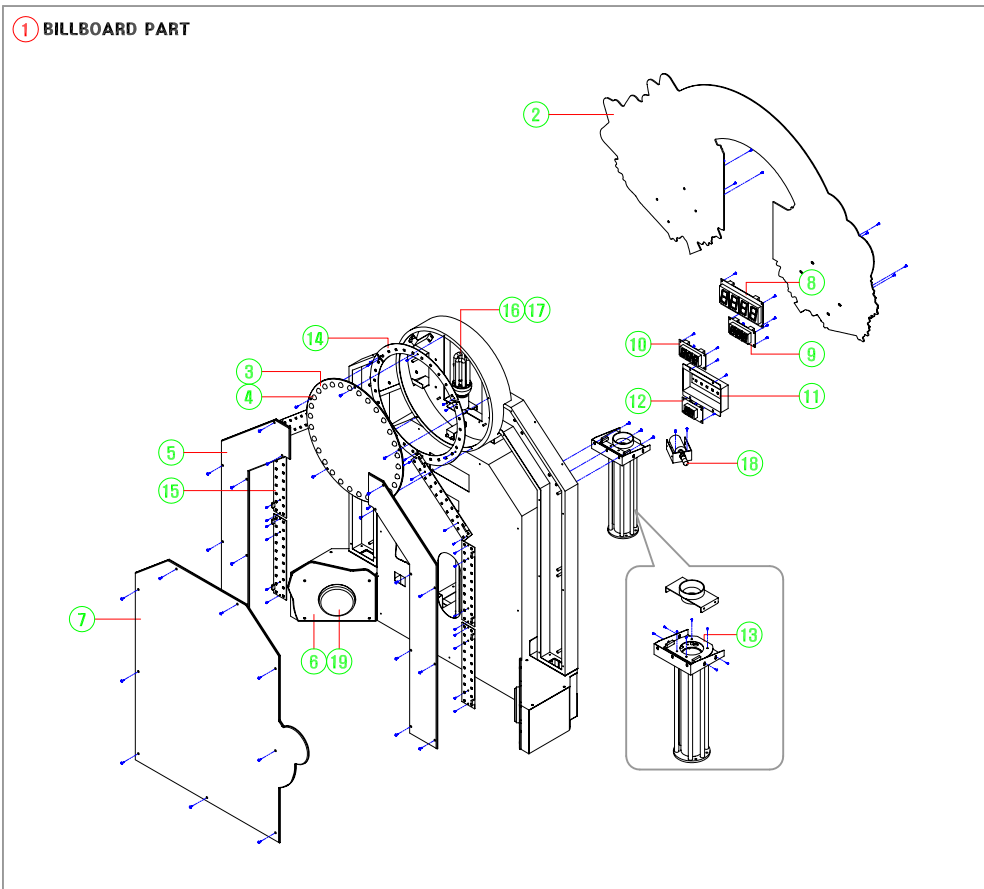
图片B

- (1) 按照图片 A 分解 ① BILLBOARD CENTER ACRYL, 有 ② 3波长 LAMP。
- (2) 更换 LAMP, 以逆序来组装。

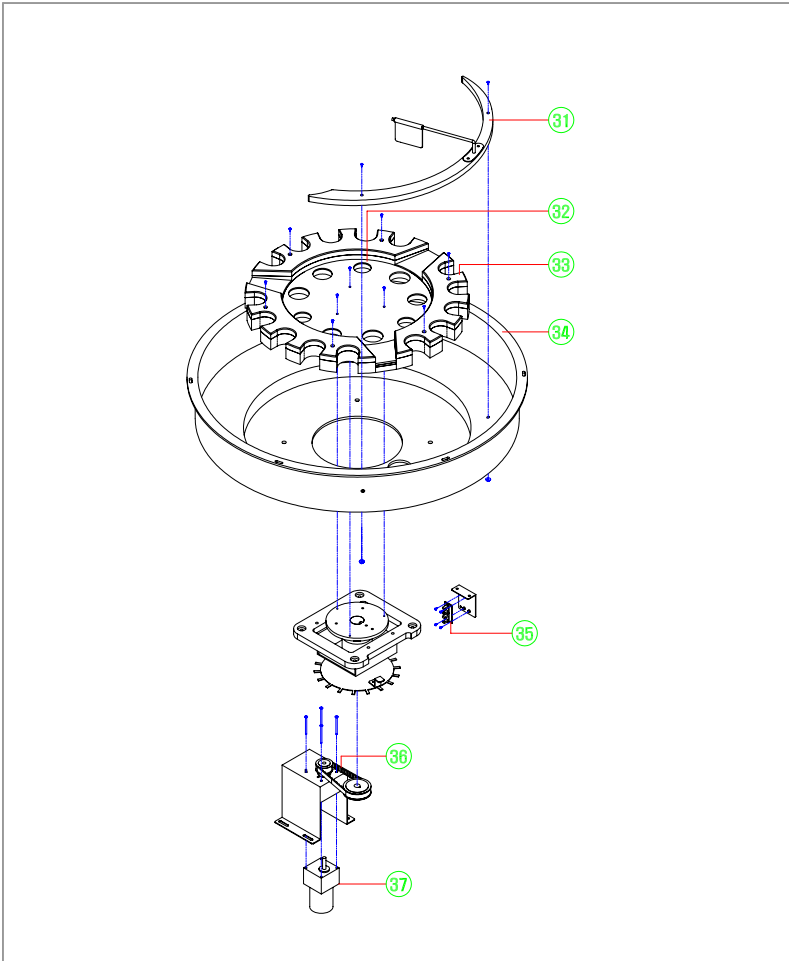
NO.	PART NAME	SPEC.	CODE NO.
①	LAMP	3 WAVE LAMP_110V 20W	MELE0LAM005
	LAMP	3 WAVE LAMP_220V 20W	MELE0LAM004

6. 套件清单

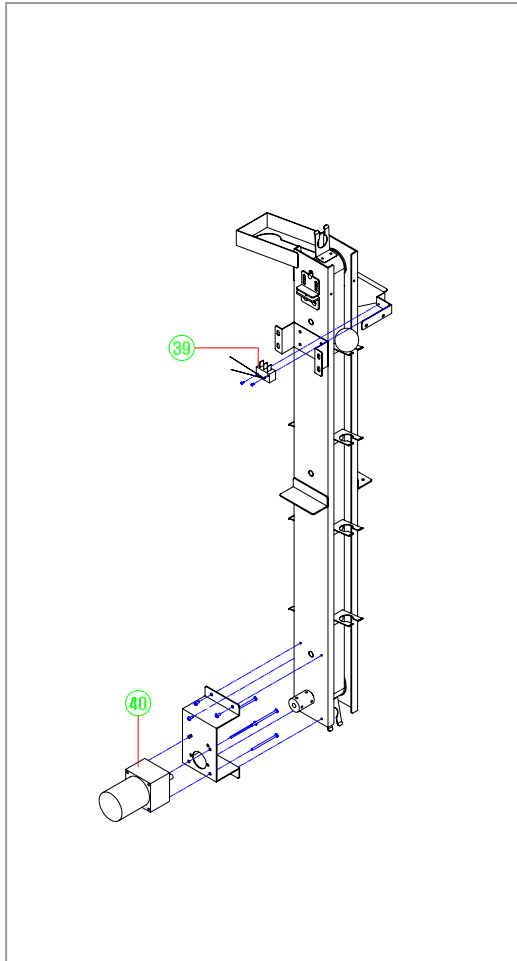
6-1. 分解组装图



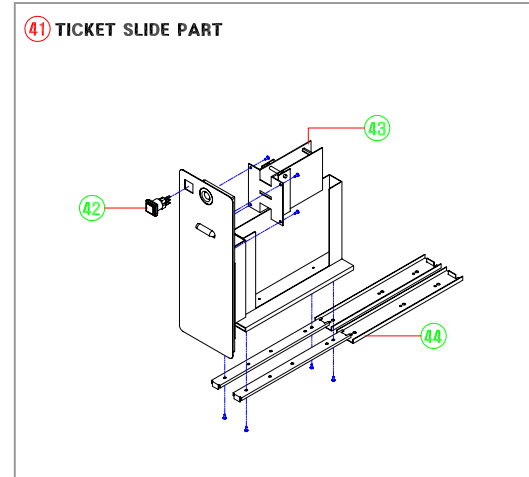
30 WHEEL HOUSE PART



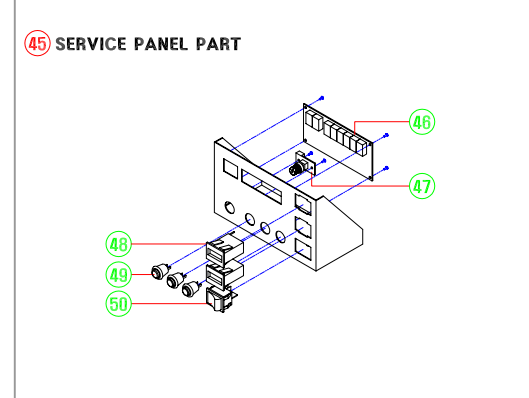
38 ELEVATOR PART



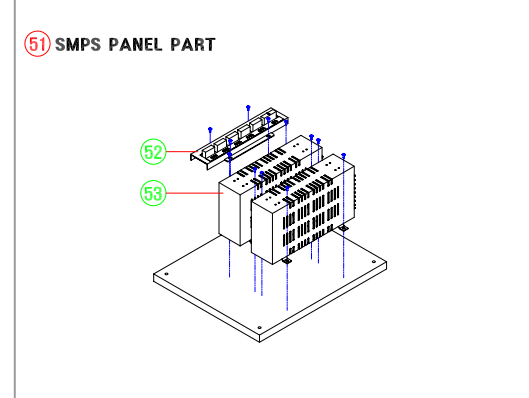
41 TICKET SLIDE PART



45 SERVICE PANEL PART



51 SMPS PANEL PART



6-2. 列表

NO.	PIC	LEVEL	PART NAME	SPEC.	QTY	CODE NO.
1		1	BILLBOARD PART			
2		2	BILLBOARD MAIN DECO	FORMAX-3.0t	1	-
3		2	BILLBOARD CENTER ACRYL	ACRYL-3.0t	1	-
4		2	LED CAP	ø15	30	-
5		2	BILLBOARD SIDE CEDO ACRYL-L,R	ACRYL-5.0t	2	-
6		2	SPEAKER COVER ACRYL-L,R	ACRYL-5.0t	2	-
7		2	BILLBOARD FRONT ACRYL	ACRYL-5.0t	1	-
8		2	JACKPOT FND PCB ASS'Y	-	1	ADIN0PCB007
9		2	SCORE FND PCB ASS'Y	-	1	-
10		2	TICKET OWNED FND PCB ASS'Y	-	1	ADIN0PCB008
11		2	BALL READY LED PCB ASS'Y	-	1	ADIN0PCB013
12		2	CREDIT FND PCB ASS'Y	-	1	ADIN0PCB009
13		2	BALL DROP PIPE LIGHTING PCB ASS'Y	-	1	ADIN0PCB012
14		2	BILLBOARD LED PCB ASS'Y	-	3	ADIN0PCB011
15		2	SIDE LED PCB ASS'Y	-	6	ADIN0PCB010
16		2	3파장 LAMP	3 WAVE LAMP_110V, 220V 20W	1	MELE0LAM005,004
17		2	RECEPTACLE	-	1	AZZZ0HAN006
18		2	SOLENOID	M32022L	1	MELE0SOL002
19		2	SPEAKER	MID 4.5"	2	MZZZ0SPE021
20		2	MAIN CABINET PART			
21		2	ACRYL DOME	ACRYL-5.0t	1	MHOL0MOL001
22		2	DOME COVER ACRYL	ACRYL-8.0t	3	-
23		2	UPPER COVER PANEL	ACRYL-15.0t	1	-
24		2	BUTTON ACRYL	ACRYL-8.0t	1	-
25		2	MAIN PCB ASS'Y	-	1	AHOL0PCB015
26		2	PUSH BUTTON	AMIPB-26SH-12R	1	MMUF0BUT001
27		2	COIN SELECTOR	-	1	-
28		2	KEY ASS'Y	6001	1	MZZZ0KEY041
29		2	KEY ASS'Y	7001	5	MZZZ0KEY032
30		2	WHEEL HOUSE PART			
31		2	BALL GUARD ACRYL	ACRYL-15.0t	1	-
32		2	WHEEL INNER ACRYL	ACRYL-3.0t	1	-
33		2	WHEEL OUTER ACRYL	ACRYL-15.0t	3	-
34		2	WHEEL HOUSE	ACRYL-5.0t	1	-

NO.	PIC	LEVEL	PART NAME	SPEC.	QTY	CODE NO.
35		2	PHOTO INT2 PCB ASS'Y	-	1	AWIW0PCB009
36		2	GAME WHEEL TIMING BELT	150L_050	1	-
37		2	MOTOR	KGY	1	-
38			ELEVATOR PART			
39		2	MICRO SWITCH	CNR-05H-03	1	MELE0MIC002
40		2	MOTOR	KGY	1	-
41		2	TICKET SLIDE PART			
42		2	PUSH BUTTON SWITCH	DS-412R	3	MELE0PUS006
43		2	TICKET DISPENSER	TL-002	1	MZZZ0TID003
44		2	GUIDE RAIL	300mm	2	MMUM0000004
45		2	SERVICE PANEL PART			
46		2	SETUP PCB	-	1	-
47		2	VOLUME PCB	-	1	-
48		2	COUNTER	AMMC-712(OA127CL)	2	MZZZ0COU002
49		2	PUSH BUTTON SWITCH-R		3	MELE0SWI004
50		2	ROCKER SWITCH	T-125-4PIN	1	MELE0SWI004
51			SMPS PANEL PART			
52		2	AC JOIN PCB ASS'Y	-	1	AZZZ0PCB081
53		2	SMPS	D-120A 12V, 5V	2	MELE0SMP045

