

CONTACT PIN ASSIGNMENT

COMPONENT SIDE		SOLDER SIDE	
LEFT SPEAKER+	1A	1	LEFT SPEAKER- (do not connect to GND)
RIGHT SPEAKER+	2A	2B	RIGHT SPEAKER- (do not connect to GND)
SPEAKER	3A	3	GND
HOLD1 SW	4A	4	BILL ACCEPTOR 1 (binary bit1)
HOLD2 SW	5A	5	BILL ACCEPTOR 2 (binary bit2)
HOLD3 SW	6A	6	BILL ACCEPTOR 3 (binary bit3)
HOLD4 SW	7A	7	BILL ACCEPTOR 4 (binary bit4)
HOLD5 SW	8A	8	CASH DOOR SW
START SW	9A	9	RESERVE IN
BET/DOUBLE SW	10A	10	
MENU SW	11A	11	
AUTO START SW	12A	12	
DOUBLE SW	13A	13	
MAXBET SW	14A	14	BILL ACCEPTOR ESCROW
HELP SW	15A	15	COIN INHIBIT
MAIN DOOR SW	16A	16	DOUBLE LAMP
LOGIC DOOR SW	17A	17	RESERVE OUT
COIN A	18A	18	COIN
COIN C	19A	19	COIN D
SHORT STATISTICS SW	20A	20	LONG STATISTICS SW
CASH OUT SW	21A	21	KEY OUT SW
ATTENDANT SW	22A	22	HOPPER COIN SW
BILLS COUNTER	23A	23	MENU LAMP
KEY IN COUNTER	24A	24	BILL ACCEPTOR INHIBIT
COINS COUNTER	25A	25	TOP LAMP GREEN
GAMES COUNTER	26A	26	TOP LAMP RED
KEY OUT COUNTER	27A	27	TOTAL WIN COUNTER
HOPPER COUNTER	28A	28	TOTAL BET COUNTER
HOLD1 LAMP	29A	29	BET/DOUBLE LAMP
HOLD2 LAMP	30A		MAXBET LAMP
HOLD3 LAMP	31A	31	PAYOUT LAMP
HOLD4 LAMP	32A	32	ATTENDANT LAMP
HOLD5 LAMP	33A	33	AUTO START LAMP
START LAMP	34A	34	HELP LAMP
KEY IN (credit key) SW	35A	35	
GND	36A	36	GND

COMPONENT SIDE		SOLDER SIDE	
GND	1A	1	GND
GND	2A	2	GND
+5V		3	+5V
+5V	4A	4	+5V
+12V	5A	5	+12V
	6A	6	
HOPPER MOTOR *	7A	7	
	8A	8	
GND	9A	9	GND
GND	10A	10	GND

There are bold buttons and lamps which are recommended for connection of 8 button gaming machine

* HOPPERMOTOR - pin for hopper control. Active level - log 0. Maximum current - 1A DC, max voltage + 30V