

The setup procedure for this mech can be quite daunting so here is an example which helps to understand how it works:

**To set coin mech to accept 10p = one credit and 20p = 2 credits:**

Looking at each column in the table it can be seen that the first mode column (mode 1) gives the available correct choice of pulse combinations, in this case 1 and 2 pulses. The correct pulses appear on coin channels 3 and 4 (rows in the table) so we will set 10p as channel 3 and 20p as channel 4.

**Step 1: Program Mech to accept 10p coins on channel 3:**

Power OFF

Switch SW 4 and 5 ON

Power ON

Select channel 3 by switch 1 OFF, 2 ON , 3 OFF

Insert 10 X 10p coins. After the tenth coin, the solenoid should click twice.

**Step 2: Program Mech to accept 20p coins on channel 4:**

Select channel 4 by switch 1, 2 ON, switch 3 OFF

Insert 10 X 20p coins. After the tenth coin, the solenoid should click twice.

Power OFF

**Step 4: Set Mech to the correct multi-coin mode (column in the table)**

From the table, it can be seen that mode 1 gives the correct pulse count for this setup.

With power OFF, set switch 4 and 5 OFF

Select mode 1 by switch 1, 2, 3 OFF

Power ON and test.

NOTES:

In the table fractions such as  $\frac{1}{2}$  mean 2 coins are needed for one pulse.

4 + 1 means an extra bonus pulse is sent after 4 coins