Smartcard Reader.

An optional smartcard reader can be connected to the expansion connector on the card reader emulator unit. This allows the players credit value to be stored on removable smartcards for a more authentic pachinko parlour style experience.

Please make sure that the power to the pachinko machine is turned off when connecting or removing the smartcard reader from the card reader emulator unit. The smartcard reader will not be correctly detected if it is connected while the power is turned on.

The smartcard inserted in the reader will store the count value when the card reader emulator is set to operation modes 3 & 4, or the credit value when set to modes 5, 6, 7 & 8. The return button (if enabled) or external switch can be used in the normal way to reset the count or add credit to the card.

If there is no smartcard present in the reader, the credit display will show '---' if the 'No-card display' setting is set to 'n-0', or the credit display will be blanked if set to 'n-1'.

The smartcard contains a backup credit value which is used if the primary credit value is corrupted (for example if the card removed from the reader while it is being written to). The card is only written to during a payout cycle, if the card is removed while a payout is in progress, additional credit may be deducted from the card.

If the card cannot be read for any reason, the display will show 'Err'. If this is seen, please check that the card is inserted correctly (the gold chip contact end should be inserted first and be facing down) and that the chip contact is not dirty (wipe with a soft dry cloth). If 'Err' continues to be displayed press the return button or external switch to re-initialise the smartcard.

New smartcards are usually supplied uninitialised, and will display 'Err' until the return button or external switch is used to add credit to the card for the first time.

For further information, sales enquiries and technical support, please visit :

www.pinballdave.com/cre

Pachinko Card Reader Emulator Unit

Operating Instructions

Connection and Initial Operation

With the power off, open the pachinko machine and remove the 'CR Bypass' plug from the card unit interface connector. This is usually located in the lower corner of the pachinko machine nearest the hinged side and is a D-25 socket (similar to an old style PC printer port) with a small connector module connected to it.

Connect the card reader emulator unit to the card unit interface connector. Check for clearance with the side / rear of the case and the mains transformer and if it is necessary use the optional extension lead to site the card reader emulator in a more appropriate location.

Close the pachinko machine, and turn the power back on. The credit display (usually located on the upper ball tray) will show a zero, indicating that there are no credits available. The ball loan available LED is usually located next to the credit display, and should be lit.

Locate the two card reader operation buttons, 'Ball Loan' (usually the left most one of the two, marked with 玉貸 or 球貸) and 'Return' (返却). Press and hold the return button to add credits to the display.

With credits showing on the display, press the ball loan button to dispense 25 balls into the ball shooter tray. One credit will be deducted from the balance shown on the display.

If the pachinko machine is out of balls, or the shooter tray is full, the ball loan available LED will flash, and no credit will be deducted from the display.

Setup Mode

The card reader emulator unit is provided with a setup mode, where the operation of the unit can be customised.

To enter the setup mode of the card reader emulator unit, turn the power to the pachinko machine off and press and hold down both the ball loan and return buttons. Turn the power to the pachinko machine back on while still holding the buttons and the card reader emulator will enter setup mode. Alternatively if a smartcard reader is available, a 'Setup Mode Smartcard' can be inserted into the reader to enter setup mode at any time.

Before entering setup mode, the firmware version information will be scrolled across the credit display, when contacting technical support please include this information along with your request.

When setup mode is entered, it can be navigated with the ball loan and return buttons. Each press of the ball loan button will move to the next setting, and a press of the return button will increase the value of the current setting by one. All changes made to the settings are immediately stored in memory, to exit setup mode simply remove the setup mode smartcard, or turn the power to the pachinko machine off and back on again.

O-n = Operation mode (range: 0-7 default = 7)
- n=0 Card reader emulator functions disabled
- n=1 Free Play – Press 'Ball Loan' to dispense balls.
- n=2 Ball Counter Mode (Return Button disabled)
- n=3 Ball Counter Mode
  Counter display is incremented as balls are dispensed. Return button (if enabled) or external switch can be used to reset the count.
- n=4 Card Unit Emulation (Return Button disabled)
- n=5 Card Unit Emulation
  Return button (if enabled) or external switch will set credit to 'h-t-u' preset value. Each press of ball loan button will dispense balls and deduct credit.
- n=6 Cash Unit Mode (Return Button disabled)
- n=7 Cash Unit Emulation
  Return button (if enabled) or external switch will add 'h-t-u' preset value to credit. Each press of ball loan button will dispense balls and deduct credit.

h-n = Hundreds digit of preset value (range: 0-9 default = 0)
t-n = Tens digit of preset value (range: 0-9 default = 1)
u-n = Units digit of preset value (range: 0-9 default = 0)
Used to set the preset value that is used or added to the credit when the return button or external switch is pressed.

P-n = Payout multiplier (range: 0-9 default = 0)
Sets how many balls are paid out per credit.
0=25 balls, 1=50 balls, 2=75 balls...

C-n = Payout Count (range: 0-9 default = 0)
Sets how many credits are used per button press.
0=1 credit, 1=2 credits, 2=3 credits...

r-n = Return button delay (range: 0-7 default = 5)
Sets how long return button needs to be pressed for.

E-n = Ext. switch debounce setting (range: 00-3F default = 5)
Adjusts sensitivity of external switch input.

b-n = Brightness of credit display (range:0-9 default = 6)
Adjusts brightness of credit display. Note that card reader emulator will run hotter with higher settings, so choose lowest value needed for a bright, clearly readable display.

A-n = Ball Loan Available LED setting (range: 0-2 default = 0)
Sets whether ball loan available LED is either on (A-0), off (A-1), or is only lit when credit is available (A-2).

S-n = Shooter handle disable setting (range: 0-1 default = 0)
Sets whether shooter handle is always enabled (S-0) or is disabled when no smartcard is present in the reader (S-1).

Z-n = Zero display setting (range: 0-5 default = 0)
When there is no credit the display will either show ' 0' (Z-0), be blanked (Z-1), will fade to blank (Z-2), will blink ' 0' (Z-3), will blink ' 0' extra brightly (Z-4), or will show short animation effect before being blanked (Z-5).

n-n = No-card display setting (range: 0-1 default = 0)
Sets whether display will show '---' (n-0) or be blanked (n-1) when no smartcard is present in the reader.

F-n = Display Flash setting (range: 0-1 default = 0)
Sets whether the display will be static (F-0) or will blink (F-1) while a payout is in progress.

L-n = Setup Mode Lock (range: 0-1 default = 0)
This setting is only available when a setup mode smartcard is used to access the setup mode.
When set to L-1 the setup mode is locked to the smartcard, and cannot be accessed by pressing the buttons at power on or by any other setup mode smartcard.