Pachinko Card Reader Emulator Unit Smartcard Option

Operating Instructions

Installation

The card reader can be permanently fixed to the pachinko machine using the two screws provided. If alternative screws are desired, then any #4 or M3 screws can be used.

The fixing holes in the smartcard option board are spaced on a 70mm by 25mm grid (2.7" by 1")

Troubleshooting

'---' is not shown when powered up with no card present .	Check connections to smartcard reader board.
	Check operation mode of Card Reader Emulator Unit is set to o-8 or o-9
Smartcard is not recognised. Display shows '---' with smartcard inserted.	Check connections to smartcard reader board and cycle power to pachinko machine (if smartcard option is connected to card reader emulator whilst it is powered up, card insertion will not be detected)
'Err' is displayed when card is inserted.	Check and clean contacts of smartcard if they are dirty.
	Reinitialise card by loading a new credit balance on to the card.

For sales enquiries and technical support, please contact pinballdave@gmail.com

Connection and Setting Operation Mode

With the power off, open the pachinko machine and disconnect the card reader emulator from the card unit interface connector.

Connect the ribbon cable from the smartcard option reader board to the card reader emulator. Please pay careful attention to lining up the notch in the connector cutout with the corresponding bump on the ribbon cable connector.

Reconnect the card reader emulator unit (with the smartcard option ribbon cable attached) to the card unit interface connector. Recheck the side / rear of the case and the mains transformer to ensure the ribbon cable connector has adequate clearance. If necessary, use the optional extension lead to site the card reader emulator in a more appropriate location.

Place the jumper (supplied with the card reader emulator unit) in the setup mode position on the smartcard option board. Close the pachinko machine, and turn the power back on.

After the version information has been scrolled across the credit display, press the card return button until the display is showing o-9 to set the card reader emulator unit to smartcard operation mode. With the display showing o-9 turn the power to the pachinko machine off.

Remove the jumper from the smartcard option board and switch the power to the pachinko machine back on. The card reader emulator is now operating in smartcard mode.

Smartcard Operation Mode

With no smartcard present in the card reader slot, the credit display on the pachinko machine will indicate '---'. If any other display is seen, please recheck the connections to the smartcard option board and ensure the card reader emulator unit is set to smartcard operation mode (o-8 or o-9).

Insert a smartcard into the card reader slot. The end with the chip contacts should be inserted first, with the contact side facing down. The balance remaining on the smartcard will be indicated on the credit display.

With credits showing on the display, press the ball loan button to dispense 25 balls into the upper ball tray. One credit will be immediately deducted from the balance remaining on the smartcard and the new balance will be shown on the credit display after the balls have been dispensed.

If the pachinko machine fails to dispense the balls, the credit balance on the smartcard will be restored. If there is a payout problem and the smartcard is removed while the ball loan available LED is flashing, the credit for the failed payout will be lost.
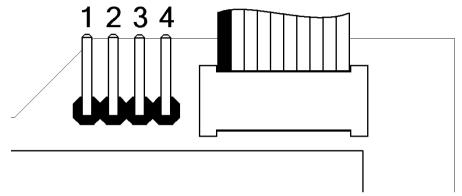
If the card return button is enabled (i.e. operation mode 9) then holding down the card return button for 5 seconds will set the credit balance on the smartcard to the preset card value (which can be modified using the h-t-u settings in the setup mode). If the card return button is disabled (i.e. operation mode 8) this can only be performed using the external switch input on the smartcard reader board.

The smartcard can be removed from the card reader slot at any time. If the card reader emulator unit is writing to the smartcard at the time it is removed, the write operation will be aborted. A backup secondary credit balance is maintained on the smartcard in case the primary credit balance is corrupted for any reason.

If both balances have been corrupted (or if an uninitialised new card is used), the credit display on the pachinko machine will indicate 'Err'. The card can be automatically reinitialised by loading a new credit balance onto the card in the normal way. 'Err' may also be shown if the card is not fully inserted, or if the contacts on the smartcard are damaged or dirty.

External connections

A 4 pin header is provided on the smartcard option board to allow the setup mode jumper and external switch to be used while the smartcard option board is connected to the card reader emulator unit.

Pin 1 – Setup Mode Input
Pin 2 – Gnd 0v
Pin 3 – Gnd 0v
Pin 4 – External Switch Input

With the power to the pachinko switched off, place the setup mode jumper on pins 1 and 2 and turn the power back on to enter setup mode. To leave setup mode, turn the power off, and remove the setup mode jumper.

An external switch can be connected to pins 3 and 4. When this switch is closed, it will re-load the smartcard with the credit value set by the h-t-u settings in the setup mode.

The setup mode jumper can be safely stored by leaving it on pins 2 and 3 of the external connection header.