LK041 Manual

Performance parameter

DC 12V±10%

<400mA

≤1.2A

OC

30ms, <650mA

High level requirement:>4.5V

Low level requirement: <3V

High level requirement: >1.5V

Low level requirement: <0.5V

300mm/s

408g

427g

20PCS/SET

128*104*130mm

Operating voltage

Operating current

load current

Output mode

Output Signal

Low level input trigger

High level input trigger

Speed of tickets

Gross

weight

Individual

packaging

Meas

Package

Without wire

With wire

Product Features

- 1.CPU process control, count scores accurately.
- 2.Mantissa memory .
- 3. Adopt high quality and high-speed motor, continuously dispense tickets without pause.
- 4.Prevent motor idling.
- 5.Intelligent LED light prompts, working status more visible.
- 6.New circuit board layout, more efficient, more safe
- 7.Full new structure design to prevent the tickets from being pulled put
- 8. Quality motor, excellent outlet speed.
- 9.Easier to clean up the blocked tickets.

Instructions for use

- 1.User can adjust input high/low level switch and NO./NC. switch according to the game machine signal
- 2.Put the tickets into the guide slot, the ticket dispenser will start to install tickets automatically. (or hold down the "manual" key to install the tickets manually).
- 3. The ticket dispenser can be used after connecting the power and signal wires.

signal wires.	Carton	Ν	Meas	530*265*280mm
Input level: A T Low level input trigger Customizable lighting	packaging	Gross V	Without wire	8.7KG
(A) Low level input trigger L High level input trigger High level input trigger L High level input trigger		weight	With wire	9.1KG
B NC. Normally closed NO. Normally open) (\mathbf{F}_{Ti}^W)	/ithout tic icket disp ickets av	cket: red and bensing : blue ailable: blue	on (showing on light's color) blue light breathing change mode; e light flashing; ⇔purple⇔red cycle gradual change; d blue lights alternately flashing fast.
Province manual: For installing tickets manually and testing	A		G OUT	Power&Communication Signal OUT
Reverse: D For cleaning up the blocked tickets and testing	C D		GNI	7-Power "+" D-Power "-" N-Trigger IN
Mounting holes:			Pre (H) who	ket guide: en jammed, gently ss down on the Ticket de andpull it outwards.

Communication circuit

being outleted

Figure 2

Description of interface circuit and communication Normal T=300ms >1.5V relationship of ticket outlet: low level Master input 1. The output signal circuit of the ticket outlet is <0.54 control signals triode collector or MOS drain open circuit output >4.5Vmode. When it is used, users are advised to use Normal <3V optocouplers to receive signals when designing the high level interface circuit (see Figure 1). Т 2.Game machine is Master device, ticket outlet is Motor status Motor stop Motor stop Motor Slave device. TicketOutlet OutputSignal 0FF Anti-jamming 3. The relationship of the Master inputing ON (NO)Ticket Outlet control signal, the Slave outputing signal, function on **Output Signal** and motor status is shown in Figure 3. The OFF TicketOutlet OutputSignal workflow is shown in Figure 2. ON Ticket (NC) Game machine ססע outlet Motor status Motor stop Motor stop Motor run 11 TicketOutlet OutputSignal 0FF Anti-jamming GND ON GND signal -(NO) GND function off Figure 1 OFF TicketOutlet OutputSignal ON Game machine Ticket outlet Control the motor run or stop outlet tickets (NC) Control Figure 3 Slave Master signals Device Device Number of tickets

V1.0



Assembly dimensions Unit: mm				
Symptom	Common Exception Handling			
The tickets are blocked	Pull out the upper guided board from the ticket machine's back, and clear away the jammings.			
NO ticket	 Check the machine power outlet connect or not, poorly connect or not. Check input level is correct or not. Check whether something is blocked in the ticket channel. Check whether the guide plate is dropped. To the check the plug of motor loose or not. If the panel indicator is flashing, please reload the ticket 			
Tickets out not matching to the score-ticket ratio	1. Check that the ratio switch is set correctly. 2. Ground connection(Means "GND") between the machine and the ticket outlet Resistance is not 0Ω .			
Remain ticket will be automatically outlet after loading	 Check whether the input level switch is set correctly. If the previous outlet is not completed, the remaining tickets will be automatically finish first after reloading ticket. 			
Fail to install ticket	 Check for foreign objects blocking the holes of tickets or not. Check whether the circuit voltage is too low or electric eye is bad. Insert the ticket into the ticket channel and press the forward key to complete manual ticket loading. 			
No long press on the forward or reverse key	Due to the program is equipped with a protection function, if long press the forward or reverse key for more than 7 seconds, the protection function activates and the motor stops rotating. But it will returns to normal after releasing the key.			
Dispensing tickets delay	After adding ticket, if there is still points left on the machine, the ticket will outlet after waiting a few seconds. This design is to facilitate the placement of tickets and close the hatch by staff.			
Noise	There is a slight noise occasionally during the operation of the mechanical structure and the noise will down when dispensing ticket. This phenomenon is normal. t will be edited in the new manual without notice.			

If product technology improved, it will be edited in the new manual without notice. The ultimate interpretation of this manual is up to Guangzhou Likang Electronic Technology Co.,Ltd.



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