

Poggie

With Hopper Follower Firmware

The Hopper Follower firmware for the Poggie PCB will act like a hopper putting out coins at a programmable rate with either active high, active low outputs and with or without the keep alive feedback pulse used in some class 3 machines.

Pin Out :

<u>Pin</u>	<u>Function</u>
1	+5VDC In
2	Ground In
3	Ground (Not Used)
4	Enable In (Active LOW, usually SSR enable line)
5	Hopper Coin Pulse
6	Meter/Pulse Out for use with other devices
7	Not Stuffed
8	Not Stuffed

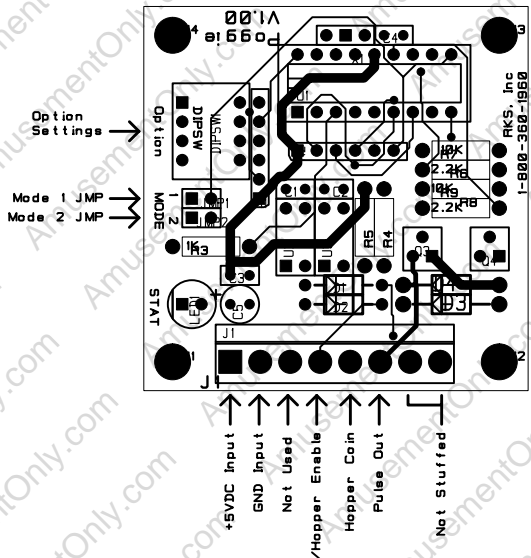
Pulse Hoarder					
Description	Value	DIP Switch			
		1	2	3	4
Coin Pulse Timing mS ON mS OFF	30/30	0	0	0	
	35/35	1	0	0	
	40/40	0	1	0	
	50/50	1	1	0	
	50/75	0	0	1	
	50/100	1	0	1	
	75/75	0	1	1	
75/100	1	1	1		
Not Used					0

Mode 1 Jumper Off = Active LOW Hopper Coin Out
 On = Active HIGH Hopper Coin Out

Mode 2 Jumper Off = No keep alive pulse out
 On = keep alive sent every 400mS

The factory position of the jumper is sideways on the bottom two pins which are both grounds. That makes the setting Mode 1 OFF Mode 2 OFF.

Note : Some harnesses, like the one for the WMS 360 boards, have a voltage reducing device in series with the power. In these situations, the 12V must not exceed 14.5VDC or the Hopper Follower board may be damaged.



DIP SW Settings				
	Val	1	2	3
Hopper	30/30	0	0	0
Coin	35/35	1	0	0
Speed	40/40	0	1	0
ON/OFF TIME	50/50	1	1	0
	50/75	0	0	1
	50/100	1	0	1
	75/75	0	1	1
	75/100	1	1	1

Always start on 50/50
 If the pay out is too slow,
 try a faster setting.
 Not all games will work at
 the faster settings.

Mode Jumpers :

- 1) Sets Hopper Coin Out Polarity
 Start with no jumper, if game has hopper jam
 error put jumper on.

No jumper -- Active High
 Jumper -- Active Low

- 2) Sets whether the Hopper Foaler sends a
 keep alive pulse every 400mS or not.
 If the game complains that the hopper is
 missing, put this jumper on.

No jumper -- No Keep Alive sent
 Jumper -- Keep Alive sent every 400mS