

IGT DBA Fooler

V1.00 Firmware

Overview :

The IGT DBA Fooler allows the use of a pulse DBA, Card Reader, Network Interface, or other pulse source with an IGT game machine. It also emulates a hopper to get pulses out of the board as well. The DBA network and hopper interfaces are fully optically isolated for the maximum static and EMI immunity. It is recommended that the IGT DBA Fooler board be powered by a separate +12VDC power supply and that the internal +13V be used only as a last resort.

Pin Out :

J1 (Power)

- 1 +12VDC Nominal In
- 2 KEY
- 3 GND In
- 4 GND In

J2 (Pulse DBA Interface)

- 1 +12VDC Out (DBA Power)
- 2 GND Out (DBA Power)
- 3 KEY
- 4 DBA Pulse In (DBA Pulse +)
- 5 GND (DBA Pulse -)
- 6 DBA Enable + (+5VDC Regulated)
- 7 DBA Enable - (OC Transistor to ground, 1K resistor if EN JMP off)
- 8 Hopper Coin Pulse Out (50ms/50ms active low)

J3 (DBA Net Interface)

- 1 Net +V in (Game +13VDC)
- 2 Not Used
- 3 Net GND In (Game GND)
- 4 Net TXD (Data Into Fooler)
- 5 Not Used
- 6 Net RXD (Data Out of the Fooler)

J4 (Hopper Emulator)

- 1 Hopper V+ (+13VDC)
- 2 Hopper GND
- 3 Hopper /Enable (Active Low Hopper Enable)
- 4 Hopper Coin Sensor Out (Option of Active High or Active Low)

Options :

Pulses per Dollar is what the pulse DBA is set on. For fastest crediting the DBA should be set to 1 pulse/dollar.

Largest Denomination to emulate is the biggest bill value the Foolaer will attempt to send at one time. A value of \$100 is best, but some game firmware may not allow that many credits at one time. If \$100 gives problems, \$20 is usually a safe setting.

NetPlex© Baud Rate is the data rate of the games's internal network. 19200 is the standard setting. Only try 9600 if you have an old game.

Hopper Emulation Coin Speed is the rate that the Foolaer will send emulated coin pulses to the game board. 35/35 is the fastest and most reliable. The 50/50 is for older games.

Hopper Sensor Polarity is normally Active Low, but to replace an Asahi-Seiko hopper, the board must be set for Active High.

Notes :

Pins 5 and 6 of J2 can be used to power other items like an RKS Network (Mutha Goose and Gaggle) interface board. You can safely draw 100mA or less of +5VDC from those two pins and not over heat the onboard regulator.

If you are not using our pre-wired harnesses, the following color codes are what we have found in the machines available to use for hookup.

The Colors given are those on the game's DBA connector.

J3 (Game DBA)		Game DBA Connector
1	Red	1
2		
3	Black / Red Stripe	2
4	Green / Orange Stripe	10
5		
6	Green / Brown Stripe	8

Colors are from the Game's hopper harness

J4 (Game Hopper)		Game Hopper Connector
1	Red	16
2	Green / Red Stripe	17
3	Grey / Yellow Stripe	6
4	White / Orange Stripe	5

