

# ParseNip PLUS

## RS-232 to Ticket Drive

Converts games with direct drive printer capability to Ticket Out.

### Overview:

The ParseNip PCB replaces the printer in a game system and provides flow control feedback to “fool” the game into thinking a printer is still attached. It then parses, or examines, the data sent by the game looking for a monetary value and then processes that value to arrive at a certain number of tickets out. It does this by looking for the numbers after a ‘\$’ character and turning those numbers into pennies. For example if the voucher line reads “\$05.00” the ParseNip converts that into 500 pennies. This requires that the game system to be setup to print its voucher in dollars. Don’t worry if your locality does not allow a voucher to be printed this way because the ParseNip just uses that information internally. Then the divisor is set to create an out value. If you wanted the ParseNip to put out a ticket for every \$5.00 dollars you would set the divisor to 500 and so on. Also, if your board doesn’t support printing in dollar amounts we may be able to add support for your game. Just give us a call.

### Wiring :

J1 DB-25 Female Printer Connection

#### Pin

- |    |  |
|----|--|
| 1  | Frame Ground (connected to pin 7)        |
| 2  | Data Out (Not used in most games)        |
| 3  | Data In (This is the data FROM the game) |
| 7  | Signal Ground (connected to pin 1)       |
| 20 | DTR flow control (output to game PCB)    |

J2 Ticket mechanism harness

#### Pin

- |   | <u>Color</u> | <u>Connection</u> |
|---|--------------|-------------------|
| 1 | Red          | +12VDC            |
| 2 | Black        | Ground            |
| 3 | Green        | Ticket Notch      |
| 4 | White        | Ticket Enable     |

J3 Input Harness

#### Pin

- |     | <u>Color</u> | <u>Connection</u>        |
|-----|--------------|--------------------------|
| 1   | Orange       | Power +12VDC             |
| 2   | Black        | Ground                   |
| 3   | Green        | N/U                      |
| 4   | White        | Odd point return         |
| 5   |              | Meter + (12VDC)          |
| 6   |              | Meter - (goes to ground) |
| 7&8 | N/U          | N/U                      |

J4 Direct connect for printer data (same as DB25 connections)

Used if unit has no printer harness.

#### Pin

- |   | <u>Color</u> | <u>Connection</u>              |
|---|--------------|--------------------------------|
| 1 | Green        | Data from Game (Pin 33 Solder) |
| 2 | Blue         | DTR to game (Pin 35 Parts)     |
| 3 | KEY          | N/U                            |
| 4 | Black        | Ground from game PCB           |





