

# PicTick

## Ticket Mechanism Controller V1.00

### Overview :

The PicTick is the latest generation ticket mechanism controller in a long line of reliable, affordable, and flexible controllers that RKS has been producing for over 10 years. It includes all of the standard features and most of the custom features our customer have asked for throughout the years and also includes several new features that should fulfill even the most demanding operator needs.

### New features :

The unit now runs a “cold” dispenser. That is, the PicTick actually can turn the power to the dispenser on and off at will. This means an intentional or unintentional liquid spill can not cause the unit to run away and it helps to defeat the “zapping” that some people have been attempting to do. The dispensing head now only has power applied when it is actually dispensing a ticket.

The ticket interface is now optically isolated. This improves static and noise immunity dramatically.

The PicTick has an additional DIP switch to set the major board functions.

The unit can remember, even after a power off cycle, that there was an empty or jam error and store any owed tickets and that the unit needs to be serviced. This keeps the unit from attempting to vend tickets into an existing jam, or dispensing after a mechanism error. The error and pending tickets can be operator cleared.

The unit now has a power LED, so you know it is juiced up.

A test button that also acts as a ticket feed button since the one on the side of the dispenser will not work when we power it down.

### The old goodies still included:

Power brown out detection. Keeps the unit from being cheated by someone powering the unit up and down over and over again, or “zapping” attempts.

System watch dog. If the unit crashes for any reason it will reset itself. That stops service calls before they happen.

Simple hook up. The same harness and wires you have gotten use to still work and the PicTick is a drop in replacement for every ticket board we have ever made.

### Operation :

The PicTick dispenses tickets based on the number of pulses received. Since the unit now runs a “cold” dispenser, the test button is used as the ticket feed button instead of the button on the side of the dispenser. Pressing this button also clears any errors and attempts to vend any owed tickets. If you don't want the unit to dispense any owed tickets, power the unit down, press and hold the test switch, apply power and count to 3 and release the button. That will clear any stored errors and tickets. If you hold it too long the unit will still clear the errors and owed tickets, it will just also start to feed tickets like you were loading up a fresh batch.

**Pin Out :**

<b>J1</b>	<u>Pin</u>	<u>Function</u>	<u>Wire Color</u>	<u>Description</u>
	1	+12VDC In	Orange	Power In
	2	Ground In	Black	Power In
	3	Pulse In	Green	Pulse from Game
	4	Credit Return	White	Pulse to Game (optional)
	5	Meter + (12VDC)	None	Can be used for ticket meter +
	6	Meter -	Grey	Can be used for ticket meter -
	7	/System Enable	Yellow	Grounded (low) when system OK
	8	Optional Input	Blue	Currently Not Used

<b>J2</b>	<u>Pin</u>	<u>Function</u>	<u>Wire Color</u>	<u>Description</u>
	1	Mech Power +	Red	+12VDC for the Mechanism, Switched
	2	Mech Power -	Black	Ground for the Mechanism
	3	/Notch Sensor	Green	Grounded (low) when notch detected
	4	Enable	White	+5VDC (high) when mech running

**Settings :**

<b>Pulse In Timeout</b>	Should the unit do something when the pulses in stop or should it store them until enough arrive for another ticket. Not applicable in multiply mode.
<b>Timeout Value</b>	2 or 10 Seconds. If no more pulses arrive for this period of time the unit will consider it a timeout. Only applicable if Pulse In Timeout is off.
<b>Return Points On Ticket Error</b>	If the unit detects a jammed or empty dispenser, should it hold the tickets owed or try to return them to the game.
<b>Divide Return By 5</b>	If there are points to be returned should they be divided by 5. This is used by games that have a locked in value of 25c on the credit input. Normally the credit return should be connected to an input that supports 1 pulse = 1 credit.
<b>Pulses per Ticket Or Multiplier</b>	This is the number of pulses to get 1 ticket when set to divide or the number of tickets you get for 1 pulse if set to multiply. The special value "One Tick" gives one ticket out no matter the number of pulses in.
<b>Divide or Multiply</b>	Just that should the unit multiply or divide by the previous setting.

PicTick V1.00

Description	Value	DIPSW 1				DIPSW 2								
		1	2	3	4	1	2	3	4	5	6	7	8	
Pulse In	YES	0												
Timeout	NO	1												
Timeout Value	2		0											
In Seconds	10		1											
Return Points on	NO			0										
Ticket Error	YES			1										
Divide Return	NO				0									
Pulses by 5	YES				1									
Pulses In to get One Ticket	1					0	0	0	0	0				
When unit is set to Divide.	2					1	0	0	0	0				
	4					0	1	0	0	0				
	5					1	1	0	0	0				
Tickets Out per pulse in	8					0	0	1	0	0				
When unit is set to Multiply	10					1	0	1	0	0				
	15					0	1	1	0	0				
	16					1	1	1	0	0				
One Tick is one ticket out no matter	20					0	0	0	1	0				
the number of pulses in.	25					1	0	0	1	0				
	30					0	1	0	1	0				
	40					1	1	0	1	0				
	50					0	0	1	1	0				
	75					1	0	1	1	0				
	80					0	1	1	1	0				
	100					1	1	1	1	0				
	125					0	0	0	0	1				
	150					1	0	0	0	1				
	200					0	1	0	0	1				
	250					1	1	0	0	1				
	400					0	0	1	0	1				
	500					1	0	1	0	1				
	1000					0	1	1	0	1				
	2000					1	1	1	0	1				
	Custom 1					0	0	0	1	1				
	Custom 2					1	0	0	1	1				
	Custom 3					0	1	0	1	1				
	One Tick					1	1	1	1	1				
Divide Or Multiply	Divide													0
	Multiply													1
NOT USED											0	0		