

**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 on.
<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.

# Uni-Tick V1.00

(For MaxiTick PCB V2)

## Overview:

The Uni-Tick V1.00 software will allow the MaxiTick board to count the number of hands/ rounds played and use this number as the maximum number of tickets to dispense. It is compatible with any board that has a start/play lamp that goes out during a hand/round such as the “Cherry Master” type boards and most poker games. It also has a game over/bonus round timer that will hold the number of hands for that length of inactivity (the lamp is out) to allow a player to add credits at the end of a game or to play a bonus round where the lamp is inactive without losing the hand/round count. After a ticket collect the hand/round counter is zeroed which constitutes a complete play cycle, or after the game over and the machine remains idle for the selected length of time the hand/round counter is cleared.

## Instructions:

- 1: Mount the PCB in a convenient location.
- 2: Connect the 4 wire harness to the ticket dispenser and the PCB.
- 3: The 8 pin harness connects as follows:

Red wire	=	+12VDC
Black wire	=	Ground
Green wire	=	Pulse In (pin 28 parts side on most Cherry Master style Games)
White wire	=	Unused credit return . (Optional) (pin 8 parts side on most Cherry Master style games).
Blue wire	=	Hand Count.(Optional) The start lamp - (minus/driver side,not the power wire).
- 4: Set the DIP switch for the desired operation (see table).
- 5: Apply power, wait 10 seconds then test.

**Uni-Tick V1.00**

Description	Value	1	2	3	4	5	6	7	8	9	10
Pulses in to get one Ticket	1	0	0	0	0						
	2	1	0	0	0						
	4	0	1	0	0						
	5	1	1	0	0						
	8	0	0	1	0						
	10	1	0	1	0						
	20	0	1	1	0						
	25	1	1	1	0						
	40	0	0	0	1						
	50	1	0	0	1						
	100	0	1	0	1						
	200	1	1	0	1						
	250	0	0	1	1						
	500	1	0	1	1						
1000	0	1	1	1							
2000	1	1	1	1							
Return Credit Timing	Fast					0					
	Slow					1					
Pulse In Timeout	Yes						0				
	No						1				
Divide Return Credits by 5	No							0			
	Yes							1			
Return Points on Tickets out	No								0		
	Yes								1		
Count Hands Played	No									0	
	Yes									1	
Hand Count Timeout	2 Min.										0
	4 Min.										1

**Uni-Tick 2.06**

Description	Value	1	2	3	4	5	6	7	8	9	10
Pulses in to get one Ticket	1	0	0	0	0						
	2	1	0	0	0						
	4	0	1	0	0						
	5	1	1	0	0						
	8	0	0	1	0						
	10	1	0	1	0						
	20	0	1	1	0						
	25	1	1	1	0						
	40	0	0	0	1						
	50	1	0	0	1						
	100	0	1	0	1						
	200	1	1	0	1						
	250	0	0	1	1						
	500	1	0	1	1						
1000	0	1	1	1							
2000	1	1	1	1							
Return Credit Timing	Fast					0					
	Slow					1					
Pulse In Timeout	Yes						0				
	No						1				
Divide Return Credits by 5	No							0			
	Yes							1			
Return Points on Tickets out	No								0		
	Yes								1		
Count Hands Played	No									0	
	Yes									1	
Hand Count Timeout	2 Min.										0
	4 Min.										1