WIK sp. z o. o.
ul. Dworska 82
Kostkowice
43-426 Dębowiec
NIP: 5482278310

Tel: +48 33 8577110
Fax: +48 33 8577120
wik@wik.pl

VAT Id: PL5482278310

ELECTRONIC POOL BILIARD DRIVER

Rev. 1219

I. GENERAL DESCRIPTION.

The driver is designed to work with:

- WAKE_UP electronic coin acceptor in serial mode,
- mechanical coin mechanism with micro-switch,
- electronic banknote reader.

Two different types of displays are available (can be placed in the START button)

- single display 1x7LED

- display OLED 095” RGB.

The power supply is provided by a 12V / 7Ah gel battery, the state of which is monitored when exiting the sleep mode and 10 seconds before entering the sleep mode. No motor connected is indicated by:

CHECK

CONNECTION

OLED 1x7LED.

After 10 seconds, it automatically goes into sleep mode - displays turned off.
When the motor is connected, the battery icon and LOGO are displayed 10 seconds before each sleep mode, and the 1x7LED display shows one segment in sequence.



above 12 [V] 10.8-12 [V] below 10.8 [V]

I. SETTINGS.

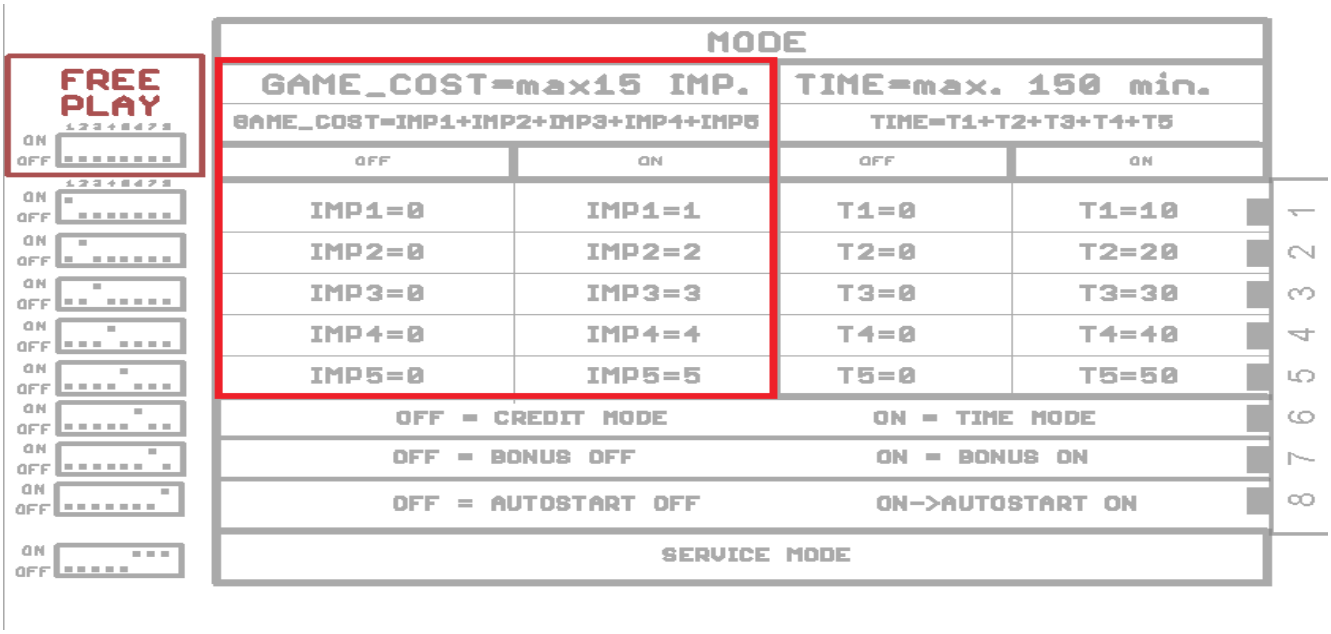
There are 8 DIP_SW switches (DIP_1 - DIP_8) to set the required game parameters.
The possible settings and functions are shown below.

ATTENTION!!! You can modify the DIP_SW state at any time, but the changes to the settings will be accepted by the controller only after waking up from the sleep mode.

There are two game modes: CREDIT MODE and TIME MODE - toggled with DIP_6.
The parameters of both modes are set using DIP1- DIP_5.

0. FREE_PLAY.

When all switches of **DIP_SW** are in **OFF** position, **COIN ACCEPTATOR** is inactive. In order to start the game just press **START** switch **.**

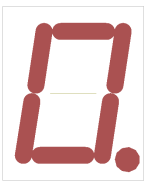


1. Game per credits – CREDIT MODE.

Turn off DIP_6 - (OFF position) then set the game price (GAME_COST) with DIP_1- DIP_5. The mode is signaled on the OLED display with the word "CREDIT", and on the 1x7LED display by flashing digits in the 1 second - display, 4 seconds - extinction cycle.
CREDIT (number_games or credit) is calculated as follows:

CREDIT = (number of impulses from coin mechanism) / (GAME_COST).

The weights DIP_1- DIP_5 are added up. The maximum price of the game that can be set is 15 imp.
CREDIT is presented on an OLED or 1x7LED display. Fractional parts are shown on the OLED display in small font, while on 1x7LED they are indicated by a dot.



When the CREDIT value is greater than zero (not including the fractional part), then after pressing the START button, the dump of balls is opened and the credit is reduced.

AUTOSTART - DIP_8 in ON position. (only for CREDIT MODE)

The dump of balls is automatically opened every 30 seconds until the credits are reset.

Used on chip tables without START button and credit displays.

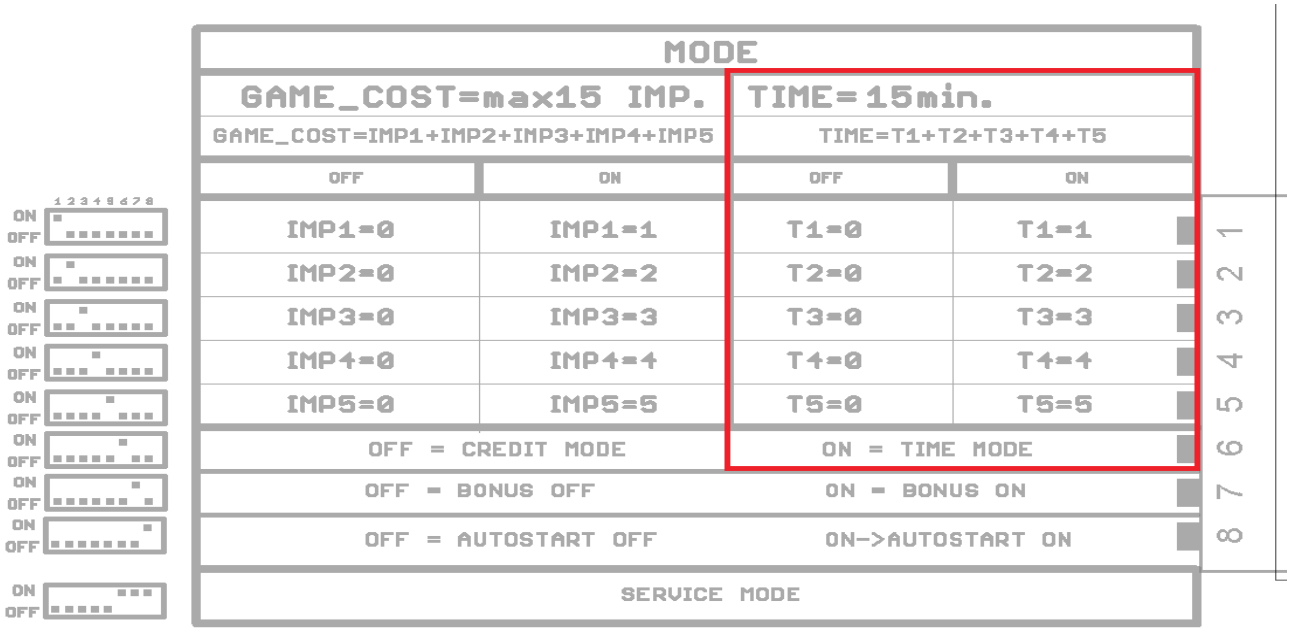
BONUS - DIP_7 in ON position. (applies to both modes)

When the price of the game is 2 impulses, one extra is added with 5 impulses.

So, with the price of the game = (for ex.) PLN 2 for every PLN 5 we will get 3 games (only selected currencies).

The additional pulse is not written to the non-volatile pulse counter displayed in the SERVICE mode.

2. Game for time – TIME MODE.



Attention! Basic time unit is 15 min!.

Turn on DIP_6 - (position ON), then set (to DIP_1- DIP_5) the cost of 15 minutes of play. The mode is signaled on the OLED display with the word "GAME TIME", and on the 1x7LED display by the letter "C".

The total playing time (GAME_TIME) is calculated as follows:

GAME_TIME=[(number of impulses)/(T1+T2+T3+T4+T5)] * (15min.)

The weights DIP_1- DIP_5 are added up. The maximum game time for 1 impulse (TIME) that can be set is 15 minutes. GAME_TIME is presented on the OLED or 1x7LED display.

The displays stay on all the time during the game, counting down in minutes to the end of the game. The OLED display shows the playing time up to 999 minutes. as numbers and "HIGH" appears above. In the case of the 1x7LED display, the digits are presented up to 9 minutes. The letter "H" appears above. After the countdown is over, the system goes into sleep mode.

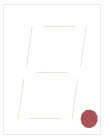
II. SERVICE MODE.

In this mode, you can check the battery charge status and the status of the non-volatile pulse counter. To enter this mode, set DIP_1 - DIP_5 to the OFF position, and DIP_6, DIP_7, DIP_8 to the ON position.

All changes to the settings will be accepted by the controller after waking up from sleep mode. Therefore, at any time you can modify the DIP_SW state, but you should wait until the controller goes into sleep mode (of course if it was previously turned on) and then press the START button. The displays will start showing numbers from 1 to 10. After this time, the system will switch to the SERVICE mode.

For the 1x7LED display, the charge status is displayed for the first 5 seconds after entering the SERVICE mode.





above 12 [V] 10.8-12 [V] below 10.8 [V]

For the next 75 seconds, the status of the non-resettable pulse counter is displayed successively. The beginning of the display is signaled by the double blinking of the dot.

The OLED display constantly shows the battery voltage and the state of the non-resettable pulse counter.

The service mode is terminated automatically after 80 seconds.

WARNING! Each entry into the SERVICE mode will delete all credits!