

Golf Ball Vendor

User's Manual

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Setup

Pre-check

Open the cabinet door and just take a quick glance at the wires connecting to the circuit board and underneath each hopper. Remove the main power cord and plug it into the back of the machine. Once you have checked the wires inside the machine you may connect the machine to the main power.

The LCD screen will showing a message saying booting, then DSM Golf Vendor, and then finally a software version. Once the display shows "Cost per Game" then the machine is ready to run.

Install Card reader or money acceptance

Card Reader

Locate the white and yellow wire connected to the circuit board marked CR. These are the signal lines for the card reader. It is a 12V connection. The yellow wire is the hot/signal line and the white wire is the common/ground line.

To find 12V for powering the card reader separately you can go to the power supply and find any unused connector that has a yellow and black wire. Cut the wires and connect 12V to the yellow wire and ground to the black wire.

Bill Validator

Locate the Blue and white wires connected to the circuit board marked BV. The blue wire is the 12V hot/signal line and the white wire is the common/ground line.

To find 12V for powering the bill validator, if it is a 12V unit, find an unused connector on the power supply that has a yellow and black wire. These lines are 12V and ground respectively.

Setup cost per vend

Press the setup button which is in the right side of the cabinet next to the circuit board. There is only one button inside the cabinet.

The display will show "Setup Credits" on the top line and the bottom line will show the number of credits the machine is currently set for.

Press button #3 on the front door to increment the number of credits required to vend or press button #6 to decrement.

Check the Hopper motors

Press the setup button again so that the display shows “Test Motors” on the top and “Select a Motor” on the bottom line of the LCD display.

Pressing any of the buttons #1-6 on the front door will turn that particular motor on. That motor will continue to run until further input is given. Tripping the hopper switch will indicate to the software that motor is functioning properly and will leave the motor enabled. Pressing the corresponding button on the front door again will disable the motor on that hopper and will not be selectable during vend mode until that hopper is re-enabled by pressing the hopper button on the front door and tripping its corresponding switch underneath the hopper.

Make sure all hoppers are enabled and functioning before dumping product into the hopper.

Check the Audit

You may wish to clear the audit of the machine before placing it on location. Pressing the setup button again enters the audit mode. The display will show “Ball Audit” on the top line and “#dispensed” on the bottom line. You can then toggle to the money audit by pressing button #3. This will show “Money Audit” on the top line and “\$#.## entered” on the bottom line. If you wish to clear the audit simply press button #1 on the front door.

Return to Attract Mode

Pressing the setup button once more will return the machine to attract mode ready to be used by your customers. The display will again show “Cost Per Game”.

Fill the Hoppers

Use the hopper refill chute included with this machine. Attach it to the top front of the hopper and dump product into the hopper.

Entering Credits

Card Reader

The card reader if connected to the correct place will automatically tell this machine enough credits have been entered to vend if connected on the right position on the board. Refer to the board connection diagram.

Bill Validator

The bill validator has a separate connection point on the circuit board and needs to be set to send 4 pulses per dollar.

Coin Mechanism

A coin mechanism also has a separate connection point on the circuit board and will only record \$0.25 per pulse from the coin mechanism.

Credit Reporting

When credits are entered it will show “Credits Entered” on the top line and bottom line “\$#.## of \$#.##” until enough credits are entered to vend.

Dispense Mode

Display of Credits Entered

When enough credits are entered to vend the display will then show “Please select your ball” on the top line and “Push a button” on the bottom line. Each of the hopper buttons will begin to flash. Hoppers that are empty or that have had an error and are then disabled will not flash. Also, a sound effect instruction will play instructing the customer to choose a ball.

Selecting a Hopper and Vending

Press any hopper button #1-6 to vend a ball. The display will show “Thank You” and “Dispensing”. The motor will stop turning the instant the hopper switch is tripped. The machine then returns to attract mode unless there are still enough credits to vend another ball.

Error Mode

Hopper Timeout

When a particular hopper is chosen to vend the product it has 8 seconds to vend something and trip the switch underneath it. If 8 seconds is reached a sound effect occurs telling the customer to make another selection and that particular hopper is disabled until cleared by the operator. The button light no longer lights during hopper selection mode and it cannot be chosen. The display will show “Error dispensing” and “Select another”.

Troubleshooting

Motor does not turn when selected during regular vend mode

1. Make sure that particular hopper is not disabled. Press the setup button twice and then choose that hopper by pressing its button on the front door. The motor will turn on and run until the hopper switch is tripped by product coming out.
2. If the motor is enabled, make sure that the wires are connected at the bottom of the hopper and then at the circuit board. Refer to the board connection diagram.
3. Make sure that the product inside the hopper is not jammed. You can disconnect the wires from the motor and the switch underneath and slide the hopper out like a drawer to further inspect if the product is jammed.
4. Make sure that the optic sensors are aligned and not blocked.

Hopper buttons do not light on the front door

1. Check to make sure that the wires are connected correctly at the button and at the circuit board. Refer to the board connection diagram.
2. Check to make sure the bulb inside the button is not burned out.
3. If the light comes on during attract mode but not during selection mode then that hopper is disabled. Refer to the troubleshooting above for a disabled hopper.

Display is frozen or not working

1. Check to make sure that the Cat5 cable is connected both to the display board and to the main circuit board.
2. Power cycle the machine and let it boot up. If this does not fix the problem call tech support.

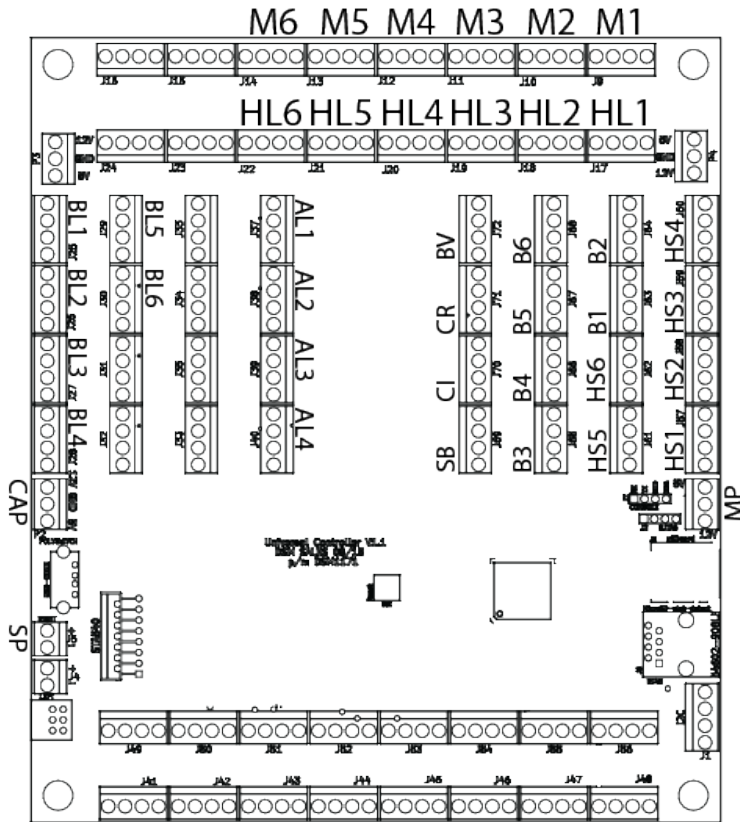
The product does not trip the switch

1. If the product does not trip the optic switch when dispensed first check to make sure that the optic sensors appear aligned. They do not have to be perfectly aligned, but fairly close.
2. Check the continuity in the wiring all the way back to the circuit board.
3. If these tests do not fix the problem, you will most likely need to replace the optic sensor for that hopper.

Replacing the hopper

1. Underneath the hopper find the 9 position connector toward the back of the machine. Squeeze the locking tabs and pull the connector apart.
2. On the top of the hopper loosen and turn the hopper security bracket to allow the hopper to slide forward and out.
3. Replace the new hopper in position. Lock into place with the hopper security bracket and reconnect the cable underneath.

Circuit Board Wiring Connections



Golf Ball Vendor Circuit Board Diagram

Standard Features:

M1-6 -- Hopper Motors
 BL1-6 -- Button Lights
 HS1-6 -- Hopper Switches
 B1-6 -- Front Door Buttons
 SB -- Setup Button
 SP -- Speaker
 MP -- Main Power
 CAP -- Capacitor

Optional Features:

HL1-6 -- Hopper Lights
 AL1-4 -- Attract Light Zones
 CI -- Coin Input
 CR -- Card Reader*
 BV -- Bill Validator

* To install a card reader to the circuit board find the cable marked CR and connect the signal wires to the two wires coming from the board. The yellow wire is the hot/signal line, and the white wire is the ground/common line.

Contact Us

For technical support you may call us at (800) 738-8618.