

Yogi IV

Adjusting Ticket Dispenser

Owners Manual

The Yogi IV is a versatile ticket dispenser. It responds to pulses from a game, while allowing the operator to adjust the payout. Unused pulses can be retained, dropped, or returned to the game. An optional audit meter counter can be connected to count the number of tickets dispensed.

Hookup

PIN	FUNCTION	COLOR
1	Audit meter +	Yellow
2	Audit meter -	Brown
3	Pulse input from game	White
4	Ground	Black
5	+12 V power input	Red
6	Ground	Black
7	Pulse return	Purple
8	not used	
9	Ground	Black

1. Pulse return is an open collector output.
2. Colors are for the optional hookup cable.



Configuration

The Yogi IV has two push buttons and a set of four DIP switches that are used to configure it. Configuration settings are not changed until the entire procedure is completed. If you make a mistake, remove and reapply power, and then start over.

The ticket payout is adjusted by two values which are set using the DIP switches. The *Divider* is the number of pulses needed to start dispensing tickets. The *Multiplier* is the number of tickets to dispense. For example: With a *Divider* of 6 and a *Multiplier* of 2, the dispenser will wait until it receives 6 pulses and then dispense 2 tickets. A *Divider* value of zero will dispense no tickets.

The pulse return mode can be set to retain unused pulses or return them to the game. The return pulse is usually connected to a coin switch input on the game. To discard unused pulses, set it to return them to the game and leave the output for the return signal unconnected.

Because the *Divider* is a 10 bit value, the DIP switches must be set and read three times to configure the *Divider*. A fourth reading of the DIP switches configures the 4 bit *Multiplier*. The first reading of the DIP switches also configures the pulse return mode.

READING	USE
First	DIP 4 sets the pulse return mode. DIP 1 & 2 are first 2 bits of <i>Divider</i> .
Second	Middle 4 bits of <i>Divider</i>
Third	Last 4 bits of <i>Divider</i>
Fourth	<i>Multiplier</i>

1. Connect the Yogi IV to the game. Then apply power.
2. To enter programming mode. Press both buttons the same time. The LED will come on.
3. Set the DIP switches for the pulse return mode and the 2 highest bits of the *Divider*.

SWITCH	FUNCTION
1	ON = add 256 to <i>Divider</i> value
2	ON = add 512 to <i>Divider</i> value
3	Unused
4	ON = return unused pulses

ON = switch closed.

4. Press either button to read the DIP switches. The LED will start slowly blinking. If it does not start blinking check the switches and press the button again.
5. Set the DIP switches for the middle 4 bits of the *Divider*.

SWITCH	FUNCTION
1	ON = add 16 to <i>Divider</i> value
2	ON = add 32 to <i>Divider</i> value
3	ON = add 64 to <i>Divider</i> value
4	ON = add 128 to <i>Divider</i> value

ON = switch closed.

6. Press either button to read the DIP switches. The LED will blink faster.
7. Set the DIP switches for the last 4 bits of the *Divider*.

SWITCH	FUNCTION
1	ON = add 1 to <i>Divider</i> value
2	ON = add 2 to <i>Divider</i> value
3	ON = add 4 to <i>Divider</i> value
4	ON = add 8 to <i>Divider</i> value

ON = switch closed.

8. Press either button to read the DIP switches. The LED will blink faster.
9. Set the DIP switches for the *Multiplier*

1	2	3	4	Multiplier
OFF	OFF	OFF	OFF	1
<i>on</i>	OFF	OFF	OFF	2
OFF	<i>on</i>	OFF	OFF	3
<i>on</i>	<i>on</i>	OFF	OFF	4
OFF	OFF	<i>on</i>	OFF	5
<i>on</i>	OFF	<i>on</i>	OFF	6
OFF	<i>on</i>	<i>on</i>	OFF	7
<i>on</i>	<i>on</i>	<i>on</i>	OFF	8
OFF	OFF	OFF	<i>on</i>	9
<i>on</i>	OFF	OFF	<i>on</i>	10
OFF	<i>on</i>	OFF	<i>on</i>	11
<i>on</i>	<i>on</i>	OFF	<i>on</i>	12
OFF	OFF	<i>on</i>	<i>on</i>	13
<i>on</i>	OFF	<i>on</i>	<i>on</i>	14
OFF	<i>on</i>	<i>on</i>	<i>on</i>	15
<i>on</i>	<i>on</i>	<i>on</i>	<i>on</i>	16

OFF = switch open, *on* = switch closed.

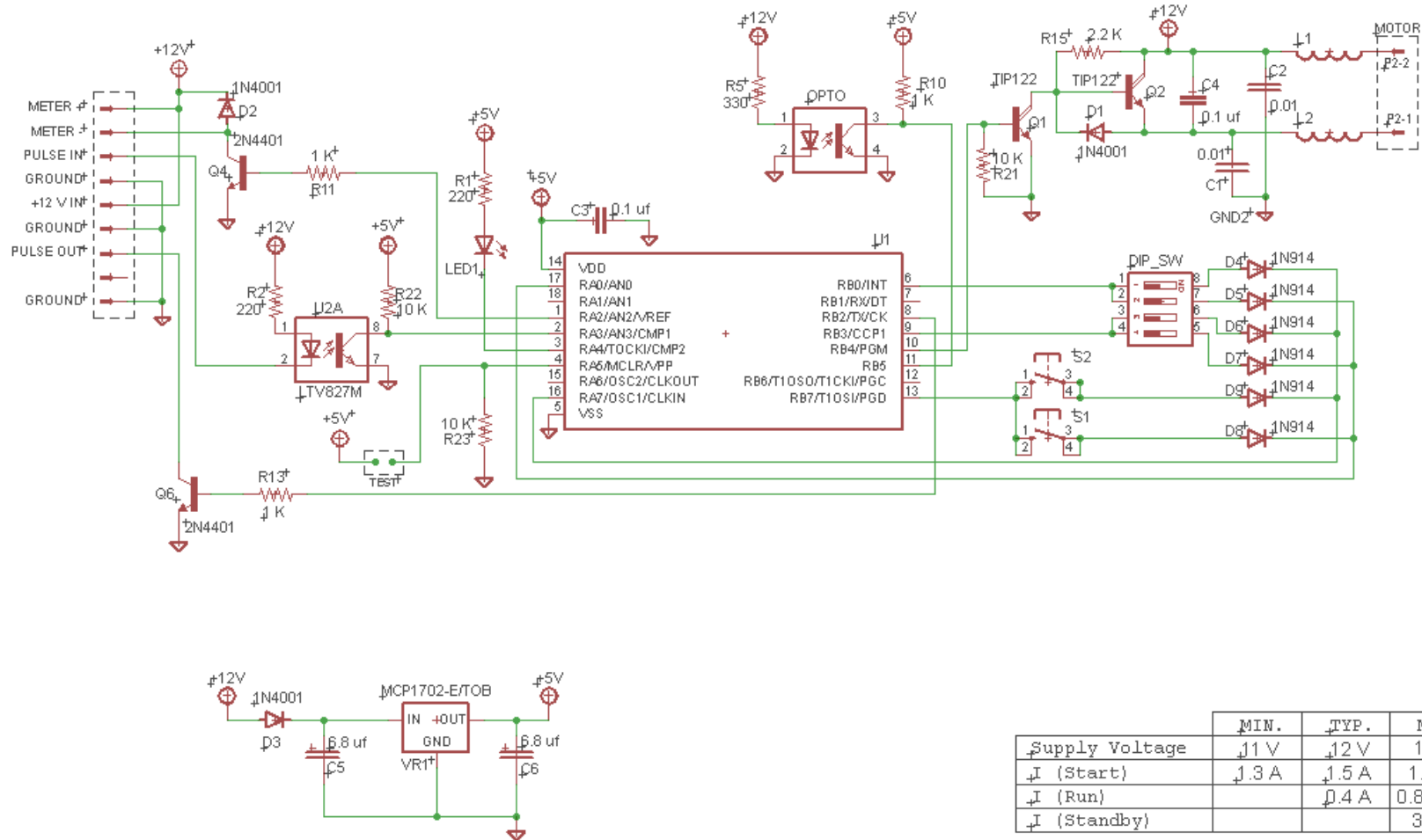
10. Press either button to read the DIP switches. The LED will go off.

Help Mode & Ticket Feeding

If the Yogi IV detects a problem it enters Help mode. In Help mode the LED blinks quickly. The most common problem is running out of tickets. After fixing the problem, press either button. As long as power was not removed the Yogi IV will then dispense any tickets that are owed.

On most ticket dispensers, pressing a button runs the motor to aid in loading tickets. This can be a security problem because creative thieves have found a way to reach the buttons and use them to dispense unearned tickets. To combat this, the ticket feed function only works when in HELP mode. The ticket feed function becomes inactive two minutes after the first button press.

For technical help call (215) 997-8616.



	MIN.	TYP.	MAX.
Supply Voltage	11 V	12 V	13 V
I (Start)	1.3 A	1.5 A	1.7 A
I (Run)		0.4 A	0.85 A
I (Standby)			30 mA

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