

**MODEL NO. : WMH-609N2**

**NAME : HUNGRY DOGS**

## **MANUAL**

**PROGRAM : W609N0**

**VERSION : Ver. 0**



**PAOKAI ELECTRONIC ENTERPRISE CO., LTD**  
<http://www.PAOKAI.com.tw>

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Please read the manual before launching the machine, and preserve the manual properly for reference.

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# Chapter 1. OPERATION

## 1. How to play:

### ⊙ INSERT the coin to start the game:

After coin in, sound effects “we are hungry”, “Please feed us” and remained sound to start the game, time to start to count down, Dog’s mouse open, game start.

### ⊙ Player operation:

Player to control the gun to shoot the ball into the mouse of the dog to get the points, each ball could be 1. 5. 10 points, set by program.

There are two shooting guns on machine, right gun is red, left gun is right. Under the two player model, the color of dog will change to Red or Blue. When shot balls to Red Dog, the scores will be accounted under the Right Score, When Shot ball to Blue Dog, the scores, will be accounted under the Left Score. When game is finished, higher scores win the game and get tickets.

If one side is playing, two players model can be started to play after the game is completed.

### ⊙ Game Over

Play time could be 60 、 70 、 80 、 90 seconds, set by program.

### ⊙ BONUS

If player’s points are over the top records after game over, the Bonus will win.

## 2. TICKETS:

⊙ It can setting pay-out tickets ( 0 、 1 、 2 、 3) after insert coins to start the game.

⊙ It can setting tickets basic on points. For example, 5 points to get 1 ticket.

⊙ BONUS: Depend on the set of points VS credits to give tickets.

If machine without ticket dispenser function, then Bonus will no show anything on display.

## 3. Difficulty:

To set the difficulty by the speed and time of the mouse open of the dog, EASY and DIFFCULT are available to set.

# Chapter 2. DIP SW SETTING

## DIP SW1

DIP SW 1		1	2	3	4	5	6	7	8
Coin vs. Credit	Free play	ON	ON	ON					
	1 coin=5plays	OFF	ON	ON					
	1 coin=2plays	ON	OFF	ON					
	5 coins=1play	OFF	OFF	ON					
	4 coins=1play	ON	ON	OFF					
	3 coins=1play	OFF	ON	OFF					
	2 coins=1play	ON	OFF	OFF					
	1 coin = 1play	OFF	OFF	OFF					
1p and 2p coin signal	Separate				OFF				
	Together				ON				
Close gun function	1P 2P Open					OFF	OFF		
	Close 1P					ON	OFF		
	Close 2P					OFF	ON		
	1P 2P Open					ON	ON		
Game time	90 Sec.							ON	ON
	80 Sec.							OFF	ON
	70 Sec.							ON	OFF
	60 Sec.							OFF	OFF
Default value		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

## DIP SW2

DIP SW 2		1	2	3	4	5	6	7	8
Play vs. Ticket	3 tickets =1 play	ON	ON						
	2 tickets=1 play	OFF	ON						
	1 ticket=1 play	ON	OFF						
	No ticket	OFF	OFF						
Difficulty	Difficult			ON					
	Easy			OFF					
Ticket function	Without ticket dispenser				ON				
	With ticket dispenser				OFF				
Demo music	YES					ON			
	NO					OFF			
Top records	New records after power on						ON		
	Reserved after power on						OFF		
Bonus	New bonus after power on							ON	
	Reserved after power on							OFF	
PLAY and Tickets after power on	Clear								ON
	Reserved								OFF
Default value		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

## Chapter 3. SOFTWARE SETTING MODE

Press **【SET】** KEY and turn on the machine at same time.

Until 『BOUNS』 column display shows 『01』 enter <Software setting> mode.

『Score』 column display setting value:

『01』 :Game score can exchange 1 ticket (score 0~100). **Default value 5**

==>0、1、2、3、5、10、20、30、50、100

『02』 :BONUS can exchange 1 ticket (score 0~100). **Default value 5**

==>0、1、2、3、5、10、20、30、50、100

『03』 :Each play can increase BONUS value (score 0~99). **Default value 1**

『04』 :BONUS setting score value (score 0~999). **Default value 100**

『05』 :The top score record (score 10~300). **Default value 100**

『06』 :Bookkeeping

### ● Operation button:

**【SET】** KEY: Next setting item

**【1P】** KEY: Setting value increase

**【2P】** KEY: Setting value decrease

**【VS】** KEY: Confirm the setting.

### ● Software setting :

『01』 Game score can exchange 1 ticket: **Default value score 5 to get 1 ticket. 5:1**

0: No ticket、1:1、2:1、3:1、5:1、10:1、20:1、30:1、50:1、100:1

『02』 BONUS can exchange 1 ticket: **Default value score 5 to get 1 ticket. 5:1**

0: No BONUS、1:1、2:1、3:1、5:1、10:1、20:1、30:1、50:1、100:1

『03』 Each play can increase BONUS value (score 0~999).

『04』 BONUS base score: get BONUS or setting new BONUS base score after return machine.

『05』 Top score record: To setting top score record after turn on machine.

『06』 Bookkeeping:

Press 1P button: the coin number of 1P is showed on BONUS and highest scores display. The coin number of 2P is showed on 2P and 1P scores display.

Press 2P button: the ticket numbers of 1P is showed on BONUS and highest scores display. The ticket number of 2P is showed on 2P and 1P scores display.

# Chapter 4. TEST MODE

## 1. How to enter “Test Mode”

Press 【TEST】 KEY and turn on the machine at same time, then all RGB lights will start to do self test, start button and eye led lights are twinkling. Press “Set” key to go next test function.

## 2. INPUT TEST:

『TIME』 display shows 『In.』

⊙ On 2P “Score” Display →

### Digits:

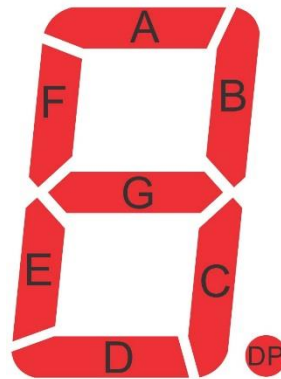
A segment: Dog 1 mouth SENSOR

B segment: Dog 2 mouth SENSOR

C segment: Dog 3 mouth SENSOR

D segment: Dog 4 mouth SENSOR

E segment: Dog 5 mouth SENSOR



### Ten digits:

A segment: Dog 1 mouth open SW

B segment: Dog 2 mouth open SW

C segment: Dog 3 mouth open SW

D segment: Dog 4 mouth open SW

E segment: Dog 5 mouth open SW

### Hundreds digit:

A segment: Dog 1 mouth close SW

B segment: Dog 2 mouth close SW

C segment: Dog 3 mouth close SW

D segment: Dog 4 mouth close SW

E segment: Dog 5 mouth close SW

◎ On 1P “Score” Display➔

Digits:

A segment: 1P Conveyor SENSOR

B segment: 2P Conveyor SENSOR

C segment: 1P Gun Top SW

D segment: 2P Gun Top SW

Ten digits:

A segment: 1P Button

B segment: 2P Button

C segment: VS Button

D segment: 1P Coin signal

E segment: 2P Coin signal

F segment: 1P Ticket signal

G segment: 2P Ticket signal

### 3. OUTPUT TEST:

TOP Score Display shows as below:

『-1-.』: Dog 1=>Press VS button to Open Dog 1 mouth. Press “Service 1P” button to close Dog 1 mouth.

『-2-.』: Dog 2=>Press VS button to Open Dog 2 mouth. Press “Service 1P” button to close Dog 2 mouth.

『-3-.』: Dog 3=>Press VS button to Open Dog 3 mouth. Press “Service 1P” button to close Dog 3 mouth.

『-4-.』: Dog 4=>Press VS button to Open Dog 4 mouth. Press “Service 1P” button to close Dog 4 mouth.

『-5-.』: Dog 5=>Press VS button to Open Dog 5 mouth. Press “Service 1P” button to close Dog 5 mouth.

『ALo.』:All dogs mouth open motor test, display open/close switch and output state of motor.

『ALc.』:All dogs mouth close motor test, display open/close switch and output state of motor.

『Gn1.』:1P balls shooting and conveyer motor test, display convey switch and output state of motor.

『Gn2.』:2P balls shooting and conveyer motor test, display convey switch and output state of motor.

『ALL』: Press VS button to open all dogs’ mouth. Press “Service 1P” button to close all dogs’ mouth.

『Gn1.』:Press VS button to shot ball from 1P shooting assembly.

『Gn2.』:Press VS button to shot ball from 1P shooting assembly.

『1Pt』:Press VS button to drive 1p ticket dispenser.

『2Pt』:Press VS button to drive 1p ticket dispenser.

**【SET】** KEY: Go to next test function.

**【TEST】** KEY: Back to last test function.

**【1P】** KEY: Decrease Value.

**【2P】** KEY: Increase Value.



On Bonus Display➔

Digits:

A segment: DIPSW1 (NO1)

B segment: DIPSW1 (NO2)

C segment: DIPSW1 (NO3)

D segment: DIPSW1 (NO4)

E segment: DIPSW1 (NO5)

F segment: DIPSW1 (NO6)

G segment: DIPSW1 (NO7)

H segment: DIPSW1 (NO8)

Ten digits:

A segment: DIPSW2 (NO1)

B segment: DIPSW2 (NO2)

C segment: DIPSW2 (NO3)

D segment: DIPSW2 (NO4)

E segment: DIPSW2 (NO5)

F segment: DIPSW2 (NO6)

G segment: DIPSW2 (NO7)

H segment: DIPSW2 (NO8)

#### 4. SOUND TEST:

『TIME』 display shows 『on』

Operating button:

**【VS】 KEY: Go forward next sounds. 1~47 sounds.**

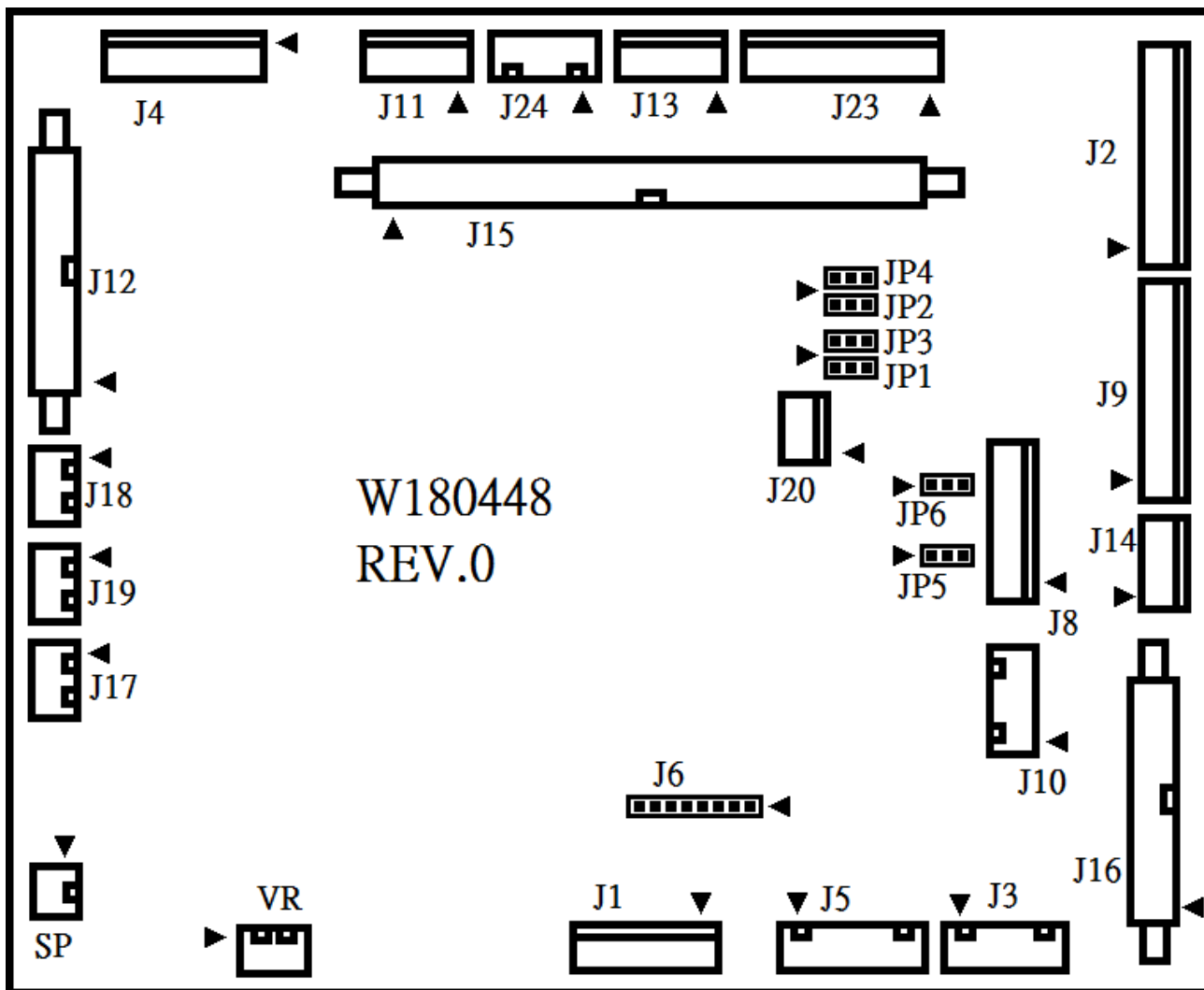
## Chapter 5. Error code

Error code message will display on 『TIME』 Display.

Error code	Faulty description
Er 09	Operation Record is not correct.
Er 12	1P coin meter is out of order.
Er 13	2P coin meter is out of order
Er 14	1P Ticket meter is out of order.
Er 15	2P Ticket meter is out of order.
Er 16	Machine Chip has no respond
Er 17	Machine code is not correct.
Er 18	Wrong PCB Edition.
Er 30	1P coin mechanism is out of order.
Er 31	2P coin mechanism is out of order.
Er 34	1P No Tickets to dispense.
Er 35	2P No Tickets to dispense.
Er 38	1P Shooting motor is out of order.
Er 39	2P Shooting motor is out of order.
Er 44	Timer is not connected.
Er 58	Program is not correct (Need to back to default setting)
Er 60	Recorder FRAM Fail.
Er 70	Dog 1 do not touch SW when mouth close.
Er 71	Dog 1 do not touch SW when mouth open.
Er 72	Dog 2 do not touch SW when mouth close.
Er 73	Dog 2 do not touch SW when mouth open.
Er 74	Dog 3 do not touch SW when mouth close.
Er 75	Dog 3 do not touch SW when mouth open.
Er 76	Dog 4 do not touch SW when mouth close.
Er 77	Dog 4 do not touch SW when mouth open.
Er 78	Dog 5 do not touch SW when mouth close.
Er 79	Dog 5 do not touch SW when mouth open.

# Chapter 6. WIRING DIAGRAM

## W180448 WIRING DIAGRAM (main board)



J1 (3.96mm-6P) Power		
1	+5V	
2	+5V	
3	GND	
4	GND	
5	+12V	
6	+12V	

J3 (2.5mm-7P) RS232		
1	+12V	
2	RTS IN	
3	CTS OUT	
4	RXD IN	
5	TXD OUT	
6	GND	
7	GND	

J2 2.54mm Red(1P) LCM connector		J9 2.54mm Blue(2P) LCM connector	
1	GND	2	+5V
3	1P/2P LCM-VO	4	1P/2P LCM-RS
5	GND	6	1P/2P LCM-E
7	1P/2P -D0	8	1P/2P -D1
9	1P/2P -D2	10	1P/2P -D3
11	1P/2P -D4	12	1P/2P -D5
13	1P/2P -D6	14	1P/2P -D7
15	+5V	16	GND

J4 (2.54mm-12P) 1P Shooting Assembly	
1	GND
2	Shoot Motor+
3	Conveyor motor-
4	Conveyor motor+
5	GND
6	SENSOR-
7	+12V
8	Shooting SW
9	GND
10	GND

J5 (2.5mm-8P) RS232	
1	+12V
2	RTS IN
3	CTS OUT
4	RXD IN
5	TXD OUT
6	GND
7	-
8	GND

J8 (2.54mm-8P) TICKET DISPENSER	
1	+12v
2	1p ticket signal in-
3	1p ticket driving signal -/+ out
4	GND
5	+12v
6	2p ticket signal in-
7	2p ticket driving signal-/+ out
8	GND

J10 (2.5mm-5P) Meter	
1	+12V
2	1P Coin meter
3	2P Coin meter
4	1P Ticket meter
5	2P Ticket meter

J7 (2.5mm-16P)	
1	Coin 1 power 12V/+
2	Coin 1 Signal IN-
3	GND
4	Coin 1 inhibit OUT-/+
5	Coin 2 power 12V/+
6	Coin 2 Signal IN-
7	GND
8	Coin 2 inhibit OUT-/+
9	GND
10	Set SW-
11	1P service SW-
12	2P service SW-
13	Test SW-
14	GND
15	GND
16	GND

J11 RED(2.54mm-6P) 1P button		
1	+12V	1P button
2	LAMP1 OUT+	
3	1P Start SW-	
4	GND	
5	GND	
6	+5V	

J12 (30 Pin) Dog Driver Assembly					
1	Dog 1 motor+	MOTOR1 +	2	D1-SW1-	Dog 1 Open mouth SW
3	Dog 1 motor-	MOTOR1 -	4	D1-SW2-	Dog 1 Close mouth SW
5	Dog 2 motor+	MOTOR2 +	6	D2-SW1-	Dog 2 Open mouth SW
7	Dog 2 motor-	MOTOR2 -	8	D2-SW2-	Dog 2 Close mouth SW
9	Dog 3 motor+	MOTOR3 +	10	D3-SW1-	Dog 3 Open mouth SW
11	Dog 3 motor-	MOTOR3 -	12	D3-SW2-	Dog 3 Close mouth SW
13	Dog 4 motor+	MOTOR4 +	14	D4-SW1-	Dog 4 Open mouth SW
15	Dog 4 motor-	MOTOR4 -	16	D4-SW2-	Dog 4 Close mouth SW
17	Dog 5 motor+	MOTOR5 +	18	D5-SW1-	Dog 5 Open mouth SW
19	Dog 5 motor-	MOTOR5 -	20	D5-SW2-	Dog 5 Close mouth SW
21	Dog 1 Eye light-	EYE LED1	22	EYE LED2	Dog 2 Eye light-
23	Dog 3 Eye light-	EYE LED3	24	EYE LED4	Dog 4 Eye light-
25	Dog 5 Eye light-	EYE LED5	26	+12V	Eye 12V
27	SW COM	GND	28	SW COM	GND
29	SW COM	GND	30	GND	SW COM

BONUS W100622(1) , Highest Scores W100622(2) , 1P scores W100622(3), 2P scores W100622(4)					
J16 (34pin) TIME W141131					
1	To W100622(1)(2) J11-2	ADISPLAY a+	2	to W100622(1)(2) J11-4	ADISPLAY b+
3	to W100622(1)(2) J11-6	ADISPLAY c+	4	to W100622(1)(2) J11-8	ADISPLAY d+
5	to W100622(1)(2) J11-10	ADISPLAY e+	6	to W100622(1)(2) J11-12	ADISPLAY f+
7	to W100622(1)(2) J11-14	ADISPLAY g+	8	to W100622(1)(2) J11-13	ADISPLAY h+
9	to W100622(3)(4) J11-2	BDISPLAY a+	10	to W100622(3)(4) J11-4	BDISPLAY b+
11	to W100622(3)(4) J11-6	BDISPLAY c+	12	to W100622(3)(4) J11-8	BDISPLAY d+
13	to W100622(3)(4) J11-10	BDISPLAY e+	14	to W100622(3)(4) J11-12	BDISPLAY f+
15	to W100622(3)(4) J11-14	BDISPLAY g+	16	to W100622(3)(4) J11-13	BDISPLAY h+
17	to W141131 J1-1	CDISPLAY a+	18	to W141131 J1-2	CDISPLAY b+
19	to W141131 J1-3	CDISPLAY c+	20	to W141131 J1-4	CDISPLAY d+
21	to W141131 J1-5	CDISPLAY e+	22	to W141131 J1-6	CDISPLAY f+
23	to W141131 J1-7	CDISPLAY g+	24	to W141131 J1-8	CDISPLAY h+
25	to W100622(2)(4) J11-1 W141131 J1-10	COM1-	26	to W100622(2)(4) J11-3 W141131 J1-9	COM2-
27	to W100622(2)(4) J11-5	COM3-	28	to W100622(1)(3) J11-1	COM4-
29	to W100622(1)(3) J11-3	COM5-	30	to W100622(1)(3) J11-5	COM6-
31		X	32		X
33		X	34		X

J15 (50 Pin) W160202 Sensor+ RGB and W120717 Tie							
1	Dog 1	to W160202 J1-1	+12V	2	Dog 1	to W160202 J1-2	B1 LED-
3		to W120717 J1-1	+12V	4		to W160202 J1-3	R1 LED-
5		to W120717 J1-2	DB1 LED-	6		to W160202 J1-4	G1 LED-
7		to W120717 J1-3	DR1 LED-	8		to W160202 J1-5	GND
9		to W120717 J1-4	DG1 LED-	10		to W160202 J1-6	IN1-
11	Dog 2	to W160202 J1-1	+12V	12	Dog 2	to W160202 J1-2	B2 LED-
13		to W120717 J1-1	+12V	14		to W160202 J1-3	R2 LED-
15		to W120717 J1-2	DB2 LED-	16		to W160202 J1-4	G2 LED-
17		to W120717 J1-3	DR2 LED-	18		to W160202 J1-5	GND
19		to W120717 J1-4	DG2 LED-	20		to W160202 J1-6	IN2-
21	Dog 3	to W160202 J1-1	+12V	22	Dog 3	to W160202 J1-2	B3 LED-
23		to W120717 J1-1	+12V	24		to W160202 J1-3	R3 LED-
25		to W120717 J1-2	DB3 LED-	26		to W160202 J1-4	G3 LED-
27		to W120717 J1-3	DR3 LED-	28		to W160202 J1-5	GND
29		to W120717 J1-4	DG3 LED-	30		to W160202 J1-6	IN3-
31	Dog 4	to W160202 J1-1	+12V	32	Dog 4	to W160202 J1-2	B4 LED-
33		to W120717 J1-1	+12V	34		to W160202 J1-3	R4 LED-
35		to W120717 J1-2	DB4 LED-	36		to W160202 J1-4	G4 LED-
37		to W120717 J1-3	DR4 LED-	38		to W160202 J1-5	GND
39		to W120717 J1-4	DG4 LED-	40		to W160202 J1-6	IN4-
41	Dog 5	to W160202 J1-1	+12V	42	Dog 5	to W160202 J1-2	B5 LED-
43		to W120717 J1-1	+12V	44		to W160202 J1-3	R5 LED-
45		to W120717 J1-2	DB5 LED-	46		to W160202 J1-4	G5 LED-
47		to W120717 J1-3	DR5 LED-	48		to W160202 J1-5	GND
49		to W120717 J1-4	DG5 LED-	50		to W160202 J1-6	IN5-

J14 (2.54mm-6P) VS button		
1	+12V	VS button
2	LAMP3 OUT+	
3	VS button SW-	
4	GND	
5	GND	
6	+5V	

J13 Blue (2.54mm-6P) 2P button		
1	+12V	2P Button
2	LAMP2 OUT+	
3	2P button SW-	
4	GND	
5	GND	
6	+5V	

J17 <b>Blue</b> (2.5mm-4P) 2P Gun RGB light		
1	RGB light B LED+	to W140518(L3)
2	RGB light R LED+	to W140518(L2)
3	RGB light G LED+	to W140518(L1)
4	GND	to W140518(G)

J19 <b>RED</b> (2.5mm-4P) 1P Gun RGB light		
1	RGB light B LED+	to W140518(L3)
2	RGB light R LED+	to W140518(L2)
3	RGB light G LED+	to W140518(L1)
4	GND	to W140518(G)

J18 (2.54mm-4P)		
1	+5V	
2	RXD	
3	TXD	
4	GND	

J23 (2.54mm-12P) 2P Shooting Assembly		
1	GND	2P Shooting Assembly (RIGHT)
2	Shooting motor+	
3	Conveyor motor-	
4	Conveyor motor+	
5	GND	to W100203 J1-3
6	Conveyor SENSOR-	to W100203 J1-2
7	+12V	to W100203 J1-1
8	Shooting SW	
9	GND	
10	GND	
11	Allocating ball motor+	
12	Allocating ball motor-	

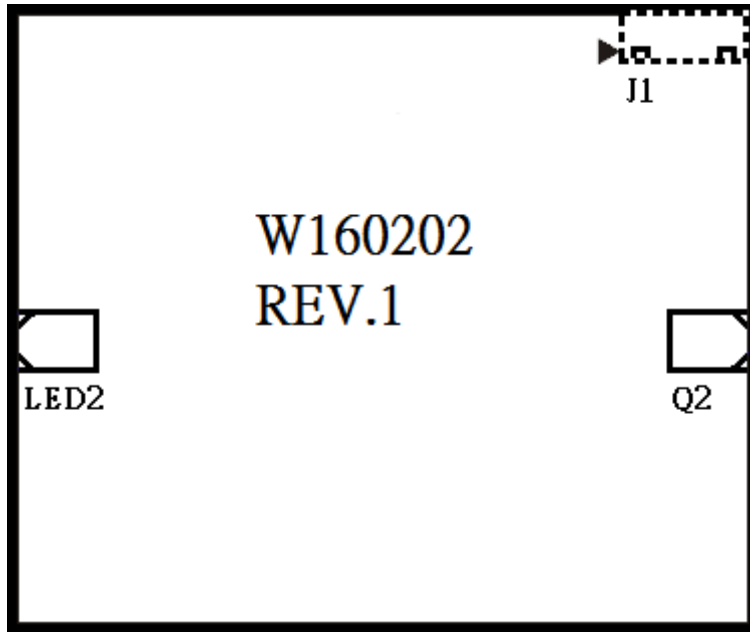
J24 (2.5mm-6P) W161258 J4		
1	+12V	RGB light To W161258 J4 RGB light driver
2	SD	
3	CK	
4	LE1	
5	LE2	
6	GND	

SP (2.5mm-2P) Speaker		
1	ASP+	Speaker +
2	ASP-	Speaker -

VR (2.5mm-3P) Volume		
1	VR_IN	Volume VR 5K
2	VR_OUT	
3	GND	

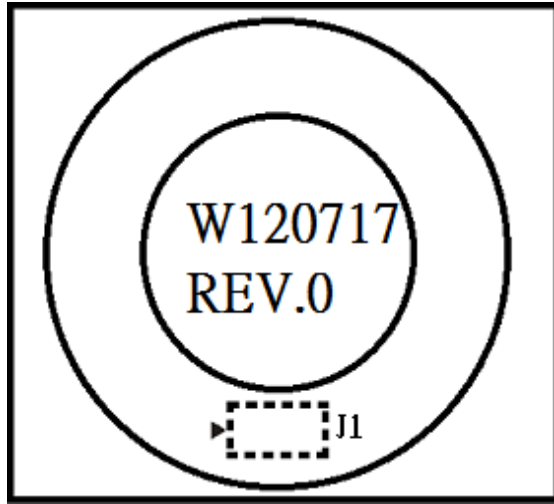
J20 (2.54mm-4P) Win signal to RGB driver board		
1	OUT1-	to W141244 J1-2
2	OUT2-	X
3	OUT3-	X
4	GND	to W141244 J1-5





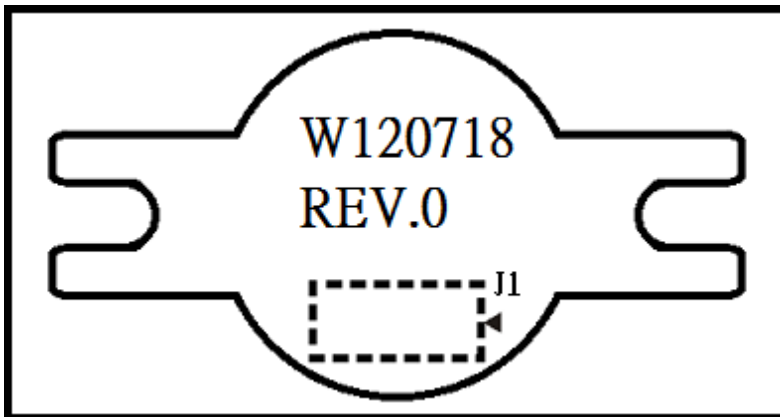
W160202 Dog Head Sensor+ RGB light board

W160202 *5		W180448 J15				
J1 (2.0mm-6P)		Dog 1	Dog 2	Dog 3	Dog 4	Dog 5
1	12V	J15-1	J15-11	J15-21	J15-31	J15-41
2	LED B -	J15-2	J15-12	J15-22	J15-32	J15-42
3	LED R-	J15-4	J15-14	J15-24	J15-34	J15-44
4	LED G-	J15-6	J15-16	J15-26	J15-36	J15-46
5	GND	J15-8	J15-18	J15-28	J15-38	J15-48
6	SENSOR OUT-	J15-10	J15-20	J15-30	J15-40	J15-50



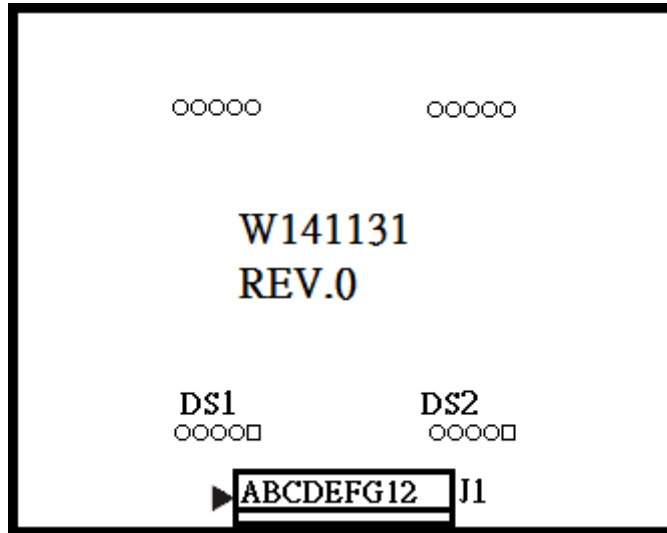
W120717 Dog Tie RGB light board

W120717 *5		W180448 J15				
J1 (2.0mm-4P)		Dog 1	Dog 2	Dog 3	Dog 4	Dog 5
1	12V	J15-3	J15-13	J15-23	J15-33	J15-43
2	LED B -	J15-5	J15-15	J15-25	J15-35	J15-45
3	LED R-	J15-7	J15-17	J15-27	J15-37	J15-47
4	LED G-	J15-9	J15-19	J15-29	J15-39	J15-49



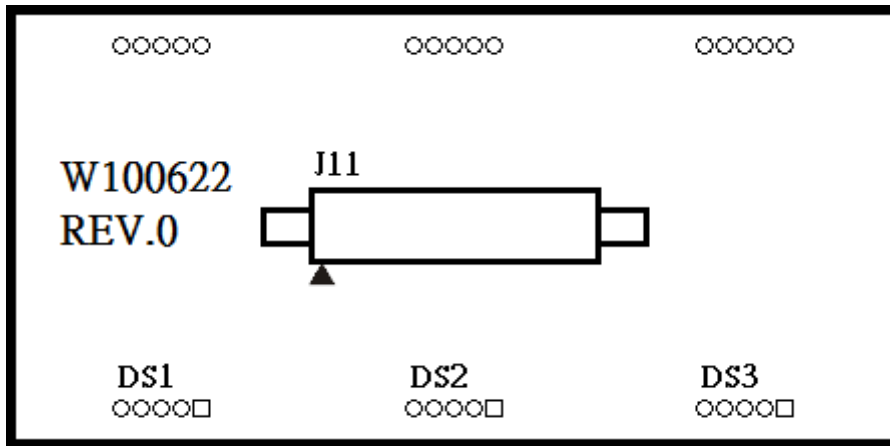
W120718 Dog Tie RGB light board

W120718 *5		J1 (2.5mm-5P)
1	+12V	X
2	+12V	to W120717 J1-1
3	LED B -	to W120717 J1-2
4	LED R-	to W120717 J1-3
5	LED G-	to W120717 J1-4



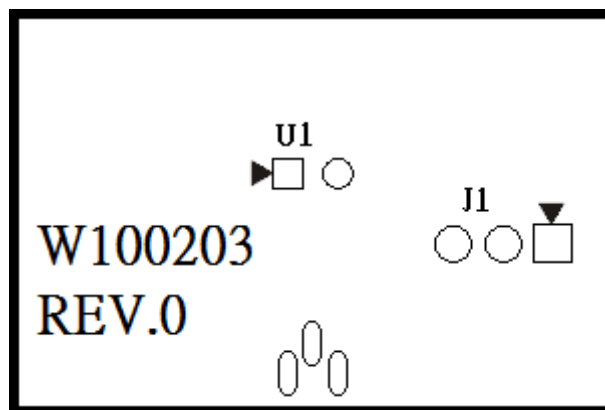
W141131 Time Display 1.8"

J1 (2.54mm-12P) W161257 J14		
1	DISPLAY a+	to W180448 J16-17
2	DISPLAY b+	to W180448 J16-18
3	DISPLAY c+	to W180448 J16-19
4	DISPLAY d+	to W180448 J16-20
5	DISPLAY e+	to W180448 J16-21
6	DISPLAY f+	to W180448 J16-22
7	DISPLAY g+	to W180448 J16-23
8	DISPLAY p+	to W180448 J16-24
9	COM 2-	to W180448 J16-26
10	COM 1-	to W180448 J16-25
11		
12		



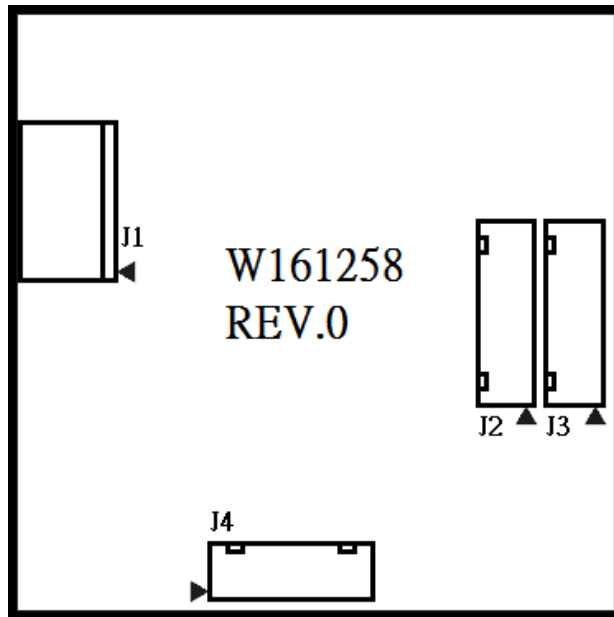
W100622 Scores Display 1.8"

W180448 J16				W100622				W180448 J16			
BONUS	Highest Scores	1P Scores	2P Scores	J11 (14pin)				BONUS	Highest Scores	1P Scores	2P Scores
J16-25	J16-28	J16-25	J16-28	COM 2-	1	2	DISPLAY a+	J16-1	J16-1	J16-9	J16-9
J16-26	J16-29	J16-26	J16-29	COM 3-	3	4	DISPLAY b+	J16-2	J16-2	J16-10	J16-10
J16-27	J16-30	J16-27	J16-30	COM 4-	5	6	DISPLAY c+	J16-3	J16-3	J16-11	J16-11
					7	8	DISPLAY d+	J16-4	J16-4	J16-12	J16-12
					9	10	DISPLAY e+	J16-5	J16-5	J16-13	J16-13
					11	12	DISPLAY f+	J16-6	J16-6	J16-14	J16-14
J16-8	J16-8	J16-16	J16-16	DISPLAY p+	13	14	DISPLAY g+	J16-7	J16-7	J16-15	J16-15



W100203 Phototransistor SENSOR

J1 (2.54mm-3P) W180448 1P(J4) 2P(J23)			
1	12V	1P to W180448 J4-7	2P to W180448 J23-7
2	VO-	1P to W180448 J4-6	2P to W180448 J23-6
3	GND	1P to W180448 J4-5	2P to W180448 J23-5



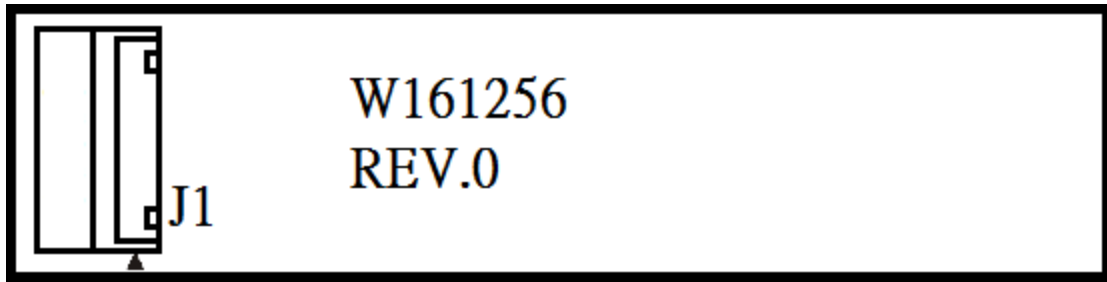
W161258 RGB Chasing RGB light board

J1 (3.96mm-4P) Power	
1	+12V
2	+12V
3	GND
4	GND

J2 Left / J3 Right (2.5mm-7P) to W161256 J1	
1	V+
2	GND
3	SDO
4	CKO
5	LEO
6	GND
7	V+

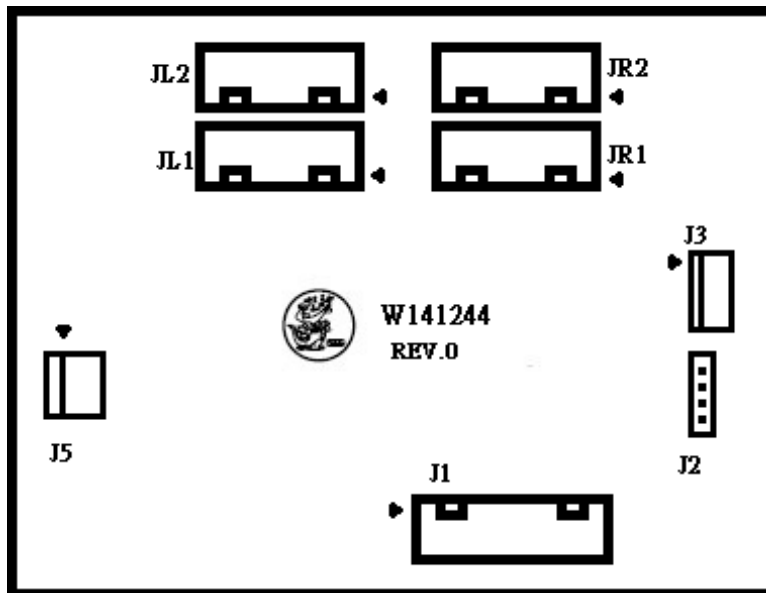
J4 (2.5mm-6P) W180448 J24	
1	+12V
2	SD
3	CK
4	LE1
5	LE2
6	GND

To  
W180448 J24



W161256 48LED RGB Cashing light

J1 (2.5mm-7P)		
1	V+	Left side drivers to W161258 J2
2	GND	
3	SDI	
4	CKI	Right side driver to W161258 J3
5	LEI	
6	GND	
7	V+	



### W141244 RGB light Driver board

J5 (3.96mm-4P) Power		
1	+12V	
2	GND	

J1 (2.5mm-5P) W180448 J20		
1	S1	X
2	S2	to W180448 (J20-1)
3	S3	to W180448 (J20-2)
4	S4	to W180448 (J20-3)
5	GND	to W180448 (J20-4)

JL1 JL2 JR1 JR2 (2.5mm-4P) Signal Out		
1	G+	to W140518 (L3)
2	R+	to W140518 (L2)
3	B+	to W140518 (L1)
4	GND	to W140518 (G)