# King Claw

**SMART VOLTAGE PROGRAM**
**LCD VERSION**
**V2018.07**

# BEFORE POWERING ON

***Thank you for choosing our LCD smart voltage crane claw machines system. Before turning on the machine, please read this page at first.***

1. First, you should be able to find the accessories in the list below packed together with this manual.

Contact with us if you couldn't locate these items.

| PIC | ITEM | Qty | PIC | ITEM | Qty |
|-----|------|-----|-----|------|-----|
|  | Gear | 2 |  | Control Panel Screw | 4 |
|  | Linking Cable | 1 |  | Belt | 1 |
|  | Key | 2 |  | String | 1 |

2. Second, please make sure you have the cabinet well installed and all cable ties are removed on the gantry. The hardware might get damaged if these steps weren't checked.
3. This manual contains the overview of all settings. Common settings (game value, prize falling time, percentages…etc.) for new users will be marked in red, so it could be found quickly in the following pages.
4. The other settings in black text, can be adjusted once you understand the purpose for that setting or contact us for further info.

*Note 1: Prize falling time (change time) is related to the height of the prize area. Player's experience will have huge impact when changing this setting. Contact us if further explanation is needed.*

■**First thing to learn. Default all settings.**
**Press and hold K0+K2 buttons + Power Up the machine.**
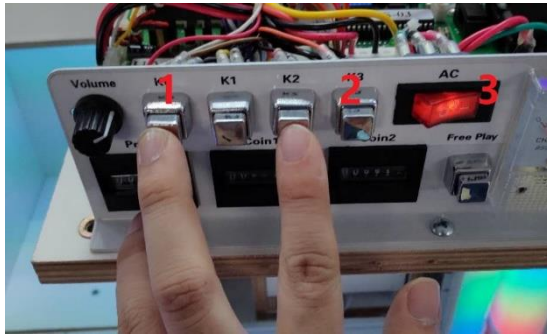


| LCD MENU | |
|---|---|
| **_STANDY CONDITION：_**<br><br> | **_BUTTONS inside Button Door_**<br><br> |
| **_PRESS "K0" TO ENTER_**<br><br>**_MENU：_**<br><br> | **_BUTTON FUNCTION:_**<br><br>1. K0=ADUIT<br>2. K1=CRANE SETTING<br>3. K2=TEST<br>4. K3=LANGUAGE (PRESS IT AGAIN CAN SWITCH BACK TO ENGLISH IF TOUCHED BY MISTAKE.) |
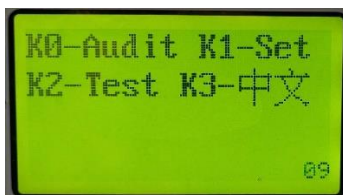
## Audit Menu

1. TOTAL INCOME
2. CURRENT INCOME
3. COIN 1 INCOME
4. COIN 2 INCOME
5. DBA INCOME
6. TOTAL PRIZE OUT
7. TOTAL TICKET
8. TOTAL PLAY
● K1+K2=CLEAR CURRENT AMOUNT
● K0+K3=CLEAR ALL AMOUNT

## SETTING MENU

**Settings in red color are settings needed in most of machines.**
**Please do not try settings in black color unless you know what you are looking for.**
**Contact us for further info.**

1. Percentage
   ■ 25 game 1 prize
   ■ path=average/fix
   ■ makeup/no makeup
2. Play until win
   ■ Close/1game 1 prize
   ■ keep after 90s/clear after 90s
   ■ hide times/display times
   ■ reboot keep/reboot clear
   ■ Price=$0 (1-2000)
3. Gantry position
   ■ Home=left front/left back/left front/left right
   ■ Exit=left front/left back/left front/left right
   ■ claw start at 1.3s
   ■ exit drop at 1.0s
   ■ string length 2.0s
4. Claw voltage
   ■ Max 48（1-48V）
   ■ Min 6 （1-24V）
   ■ Change time 1.0s (0.0-10s)
   ■ Auto detect min 6
5. Motor speed
   ■ front-back 36（Don't Change）
   ■ left-right 39（Don't Change）
   ■ up-down 48（Don't Change）
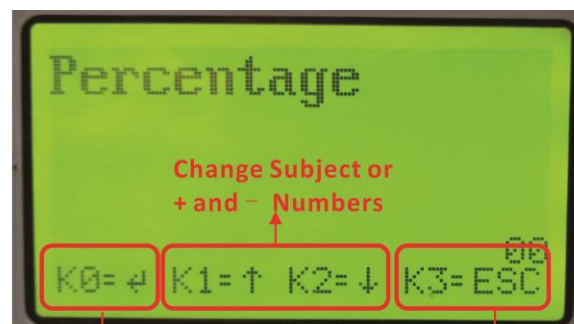
6. Coin mech1 set
   - 1 Coin=1Credits（1-99）
7. Coin mech2 set
   - 1 Coin=1Credits（1-99）
8. DBA Credit Set
   - 1 P 1 分（1-99）
9. Credits per game
   - 1 GAME= 1Credits（0-50）(0=free play mode)
10. Game Time
    - 20s（1-99）
11. Ticket setting
    - 1 coin 0 ticket
    - No win 0 ticket
12. Grab in air
    - yes/no
13. Credits memory
    - Keep/clear
14. Demo music
    - Music select 1-7/yes
15. Bonus coin
    - No/yes
16. Winner show off
    - Yes/no
    - 1 Chance（1-10）
    - All show off/Half show off
17. Kled Color Set
    - 1（Green）/2（Red）/3（Light Green）/4（Blue）/5（Purple）/6（Light Blue）/7（White）(K1)
    - Hold/Flash（K2）



Percentage

Change Subject or
+ and − Numbers

K0=↵   K1=↑ K2=↓   K3= ESC

Enter 2nd Level Manu          Exit/Go Upper Manu
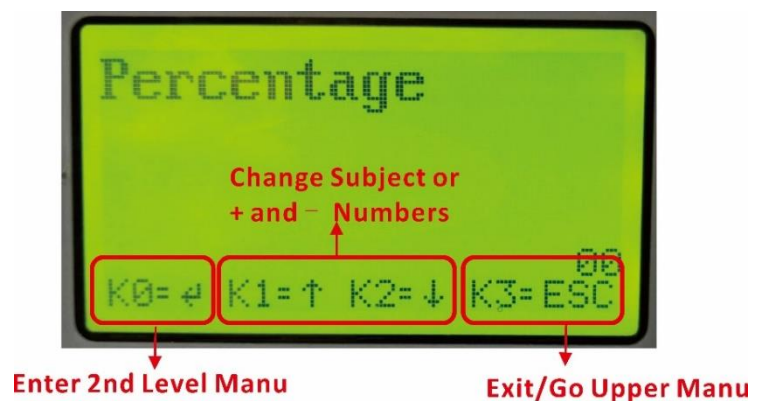
## TOP MARQUEE AND CONTROL PANEL COLOR ADJUSTMENT



UA－HE－1

|  | SINGLE COLOR | | | | SINGLE COLOR MODE |
|---|---|---|---|---|---|
|  | 5 | 6 | 7 |  | 8 |
| LIGHT BLUE | OFF | OFF | OFF | FIXED | OFF |
| GREEN | ON | OFF | OFF | FADE | ON |
| BLUE | OFF | ON | OFF | | |
| RED | ON | ON | OFF | | |
| LIGHT BLUE | OFF | OFF | ON | | |
| PURPLE | ON | OFF | ON | | |
| YELLOW | OFF | ON | ON | | |
| WHITE | ON | ON | ON | | |

# Error Codes

- *Error code will always appear at the bottom of the display. (See image shown below)*
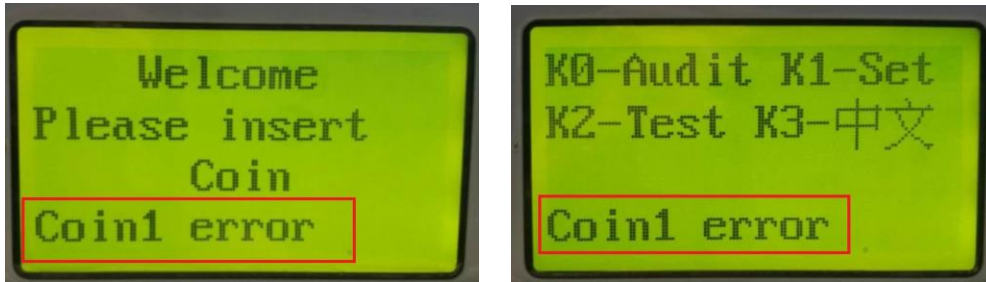


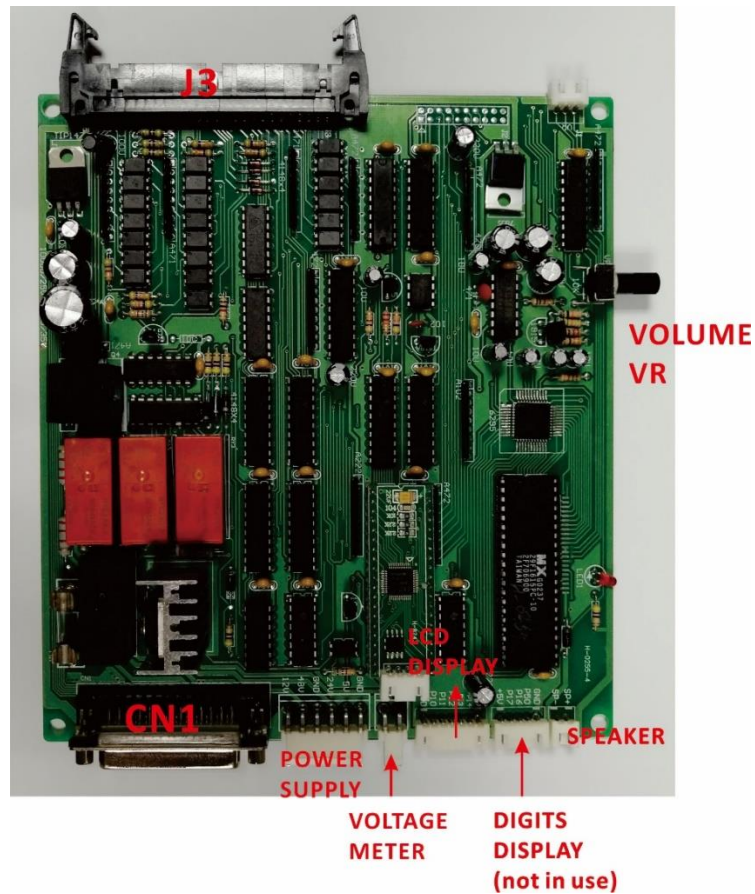| Code | Fix |
|---|---|
| Coin1 error | 1. Check The Mechanism If It Is Broken<br>2. Check The Coin Stuck<br>Coin Mech Set In "No" Mode |
| Memory error | K0+K3 To Default The Memory |
| Coin2 error | 1. Check The Mechanism If It Is Broken<br>2. Check The Coin Stuck<br>Coin Mech Set In "No" Mode |
| DBA error | 1. Check The Dba If It Is Broken<br>2. Check The Entrance Got Stuck. |
| Our prize red er | 1. Check The Sensor LED. (Green/Red Lights On Is Not Normal)<br>2. Check The Prize Exit If Anything Stays In There. |
| No Ticket error | 1. Run Out Of Ticket.<br>2. Check The Ticket Dispenser. |
| In Count1 error | 1. Check The Cable If It Loose.<br>2. Change A Counter |
| In Count2 error | 1. Check The Cable If It Loose.<br>2. Change A Counter |
| Out Count error | 1. Check The Cable If It Loose.<br>2. Change A Counter |
| Left Sw error | Gantry Left Stop SW Error<br>1. Check The Cable If It Loose.<br>2. Change A SW |
| Right Sw error | Gantry Right Stop SW Error<br>1. Check The Cable If It Loose.<br>2. Change A SW |

| | |
|---|---|
| Front Sw error | Gantry Front Stop SW Error<br>1.  Check The Cable If It Loose.<br>2.  Change A SW |
| Back Sw error | Gantry Back Stop SW Error<br>1.  Check The Cable If It Loose.<br>2.  Change A SW |
| Upper Sw error | Claw Upper Stop SW Error<br>1.  Check The Cable If It Loose.<br>2.  Change A SW |
| Down Sw error | Claw Drop Stop SW Error<br>1.  Check The Cable If It Loose.<br>2.  Change A SW |
| OTHER CASES | SOLUTIONS |
| The Claw Close When Power Turns On. | Change the triodes with a metal cool installed. |
| The Gantry Could Not Move Properly. | 1.  Check The Fuse Of Power Supply<br>2.  Check The 48v |
| Claw Could Not Close During The Playing. | 1.  Check The Fuse Of The PCB<br>2.  Check The Coil If It Burns Out |
| There Is No Any Function When Power Turns On. | Check The Fuse On The Power Outlet. |
| There Is No Credit Appeared When Coin Insert | Change The Coin Selector |
| The Claw Close When Power Turns On. | Change The Lamp Inside Of The Buttons Or The Plug Of Buttons |
| Claw String Replace | Enter "Gantry Position" Manu No.5, "String Length."<br>Move The Claw To The Middle.<br>Press Drop Button To Release The Claw.<br>Press Drop Button Again To Hold In Position.<br>After Change The String, Restart The Machine |
| Power Supply Fuse | 5A(20mm) |
| Power Distributor Fuse | 5A(20mm) |
| Power Outlet Fuse | 15A(30mm) |
| Main Board Fuse | 3A(20mm) |

# Connectors Overview



SENSOR INSTRUCTIONS



Green light
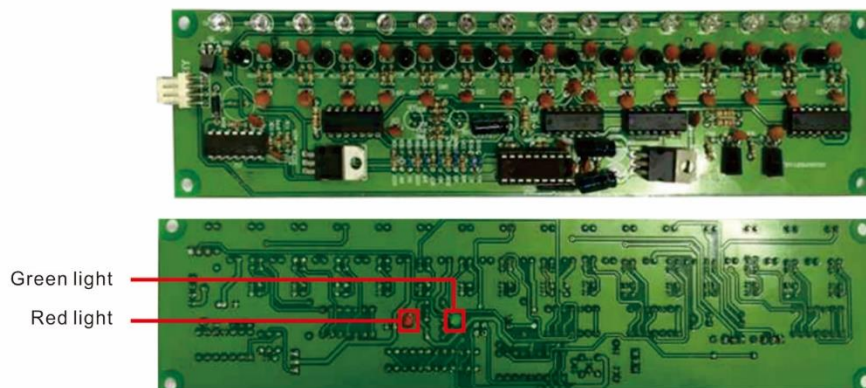
Red light

PS:
1. Make sure the opposite wall from the sensor are pasted the reflection black sticker.
   It must be aphotic paint otherwise the sensor may not work properly.
Two Error Situation.
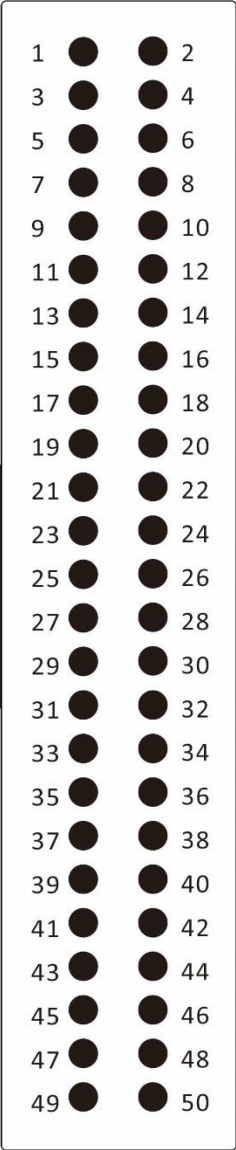A. Red light always on or blanking.  **Contact US**
B. Green light always on.   **Prize stuck or Contact US**

# Wiring Diagram

| CONNECTOR | USAGE | COLOR | CONNECTOR | USAGE | COLOR |
|---|---|---|---|---|---|
| POWER SUPPLY | 12V | YELLOW | LCD DISPLAY | GND | BLUE |
| | 48V | BLUE | | P10 | GREEN |
| | GND | BLACK | | P11 | YELLOW |
| | 24V | GREEN | | P12 | ORANGE |
| | 5V | RED | | P13 | RED |
| | GND | BLACK | | P14 | BROWN |
| | | | | 5V | BLACK |
| VOLTAGE METER | V+ | BROWN | SPEAKER | V- | WHITE |
| | V- | BLACK | | V+ | GREY |

## Connector J3

| COLOR | USAGE | PIN | | PIN | USAGE | COLOR |
|---|---|---|---|---|---|---|
| RED | Security Door | 1 | | 2 | Alarm | BLACK |
| BLUE | Motor Break | 3 | | 4 | 12V | RED |
| RED | 12V | 5 | | 6 | Ticket Output | GREEN |
| WHITE | GND | 7 | | 8 | Ticket Driver | BLACK |
| YELLOW | Button Light | 9 | | 10 | Button Light | PURPLE |
| WHITE | Button Light | 11 | | 12 | | |
| | Tilt | 13 | | 14 | GND | BLACK |
| | | 15 | | 16 | Coin Mech 2 | WHITE |
| BLACK | GND | 17 | | 18 | GND | BLACK |
| RED | COIN Inhibit | 19 | | 20 | Coin Mech1 | WHITE |
| BROWN | DBA Input | 21 | | 22 | GND | YELLOW |
| RED | DBA Inihibit | 23 | | 24 | K3 | ORANGE |
| RED | K2 | 25 | | 26 | K1 | YELLOW |
| BROWN | K0 | 27 | | 28 | GND | BLACK |
| | | 29 | | 30 | | |
| YELLOW | COIN Counter | 31 | | 32 | Prize Counter | GREEN |
| BLUE | DBA Counter | 33 | | 34 | 12V | RED |
| RED | 12V | 35 | | 36 | | |
| BROWN | Sensor - | 37 | | 38 | Sensor + | WHITE |
| | | 39 | | 40 | GND | BLACK |
| YELLOW | Button Drop | 41 | | 42 | Joystick Back | ORANGE |
| RED | Joystick Front | 43 | | 44 | Joystick Right | BLACK |
| BROWN | Joystick Left | 45 | | 46 | GND | BLUE |
| WHITE | Free Play Button | 47 | | 48 | GND | BLACK |
| BLACK | Winning Light | 49 | | 50 | Winning Light | WHITE |