

## Error Conditions and solution.

**Blocked Goal, Call tech** - There are three sensors used to detect a ball in the goal area. If one of them is blocked for more than 5 seconds, this error will be displayed and game play will be disabled until correct. The sensors are connected in parallel which means if one is blocked, all are blocked to the game. At the back of each sensor you will find a small LED light. If they are solid orange, they are aligned and not blocked. If they are flashing orange, they are at the edge of alignment. If they are off, they are blocked or not aligned.

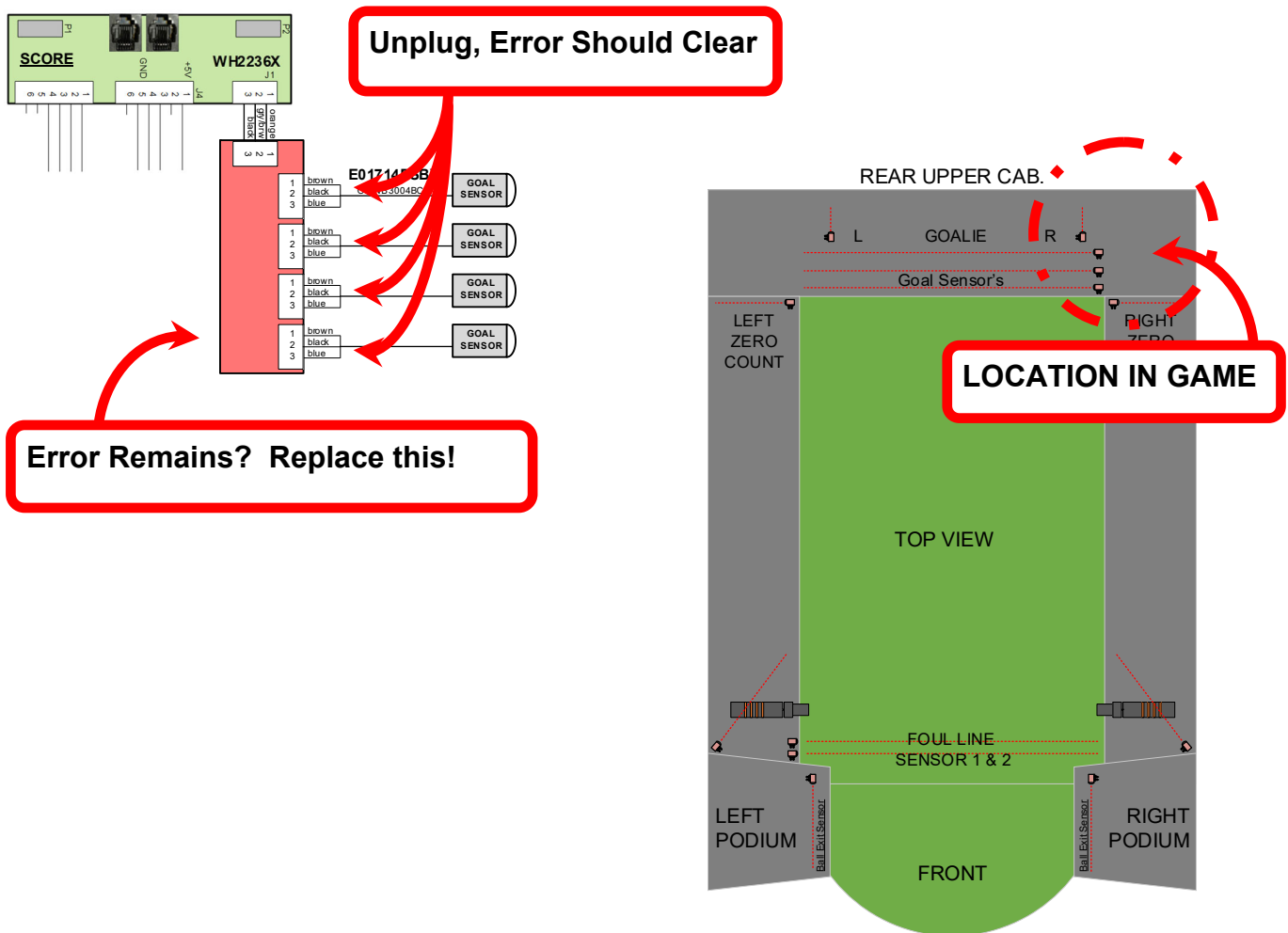
To verify a bad sensor, unplug all sensors.

If the error cleared, then plug one sensor at a time waiting 15 seconds between plugging the next sensor in. Repeat until the error is displayed again. Replace that sensor which caused the error to reappear.

If the error didn't clear, unplug the CG2041X board.

If cleared, replace CG2041X board.

If not cleared, check harnessing and if good, replace Score display board (WH2236X)



## Error Conditions and solution.

Call tech, left or right 1or 2 blocked - This condition can occur if too many balls are loaded into the game, if either of the side exit sensors are damaged or blocked, the motor is not moving the ball, or the through sensors are damaged or blocked. At the back of each sensor you will find a small LED light. If they are solid orange, they are aligned and not blocked. If they are flashing orange, they are at the edge of alignment. If they are off, they are blocked or not aligned.

Ensure no more than 3 balls are loaded at each side. Remove extras. Never allow more than 6 balls to be loaded into the game. If too many balls are sensed on a side, the game will disable that side. If any of these sensors go bad or become misaligned, the game will shut down that side.

Remove the ball covers at each side to see if the balls are not being moved by the motors.

See diagnostics for status of each sensor. 3 and 4 are the left and right exit ball sensor. C and D are the right and left zero count sensors.

