ERROR CODES

When AC power is applied, some devices will do a self-test. The following error codes can be displayed:

Error 1	Compact Flash Error	Error 2	Wheel Blue Sensor Error on
Error 3	Wheel Green Sensor Error on	Error 4	Wheel Red Sensor Error on
Error 5	Wheel Blue Sensor Error off	Error 6	Wheel Green Sensor Error off
Error 7	Wheel Red Sensor Error off	Error 8	No Wheel Communication
Error 9	No Front Communication	Error 10	Over Back Sensor Error

Resolving error 1.

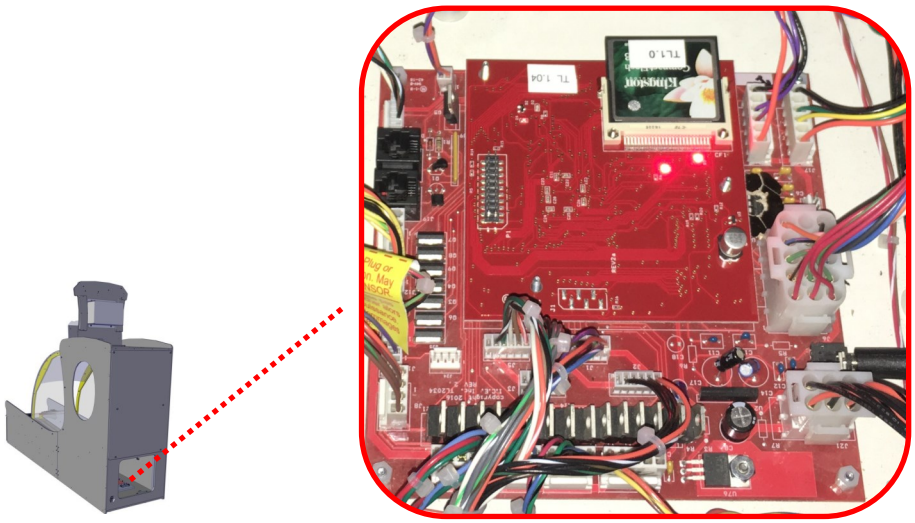
No Compact flash card was detected. This can be caused by either a corrupted compact flash card, failed compact flash card, or hardware failure on the CPU board. If another machine is available, swap the two compact flash cards between the two machines to see if the problem follows. If the problem follows, then the problem is the card. If you have only one game, try these steps:

Step 1: Reseat Compact Flash card — With the power off, pull out the compact flash card and then push it back in. Turn power back on.

Step 2: Look at D1 on the CPU board, is the LED light on constant or is it blinking? If it is blinking, then it is reading the compact flash card. If the light is constant, it cannot read the compact flash card. Replace the CF card.

Step 3: Look at D3 and D2, are they on? If not, D3 is the +5 voltage which is used by the compact flash. D2 is the 3.3 voltage used by the IC's of the CPU board. Replace the CPU board if no power indicators are not on.

Step 4: In rare cases, the CPU board can have D2 and D3 on but still be bad.



Resolving errors 2 through 7.

There are three score holes which are colored red, green, and blue. In each of these holes are two sensors that detect when a bean bag has fallen into the hole. These sensors are enabled by two enable lines. When the game is powered on it will enable only one enable line for the score sensors. This activates sensors 1, 3, and 5. Each of these sensors are in a different win hole. The game tests the function of the sensor and generates an error code if bad. Then the game enables the second enable line and turns of the first. This activates sensors 2, 4, and 6. Again, the game tests the function of the sensors and generates an error code if bad. If all tests are good, the game goes into attract mode.

Before you work on resolving the next few errors, it might become necessary to follow the steps in "Accessing Playfield Sensors and the Rotate I/O board" first before trying some of these steps.

Resolving Error 2 or error 5.

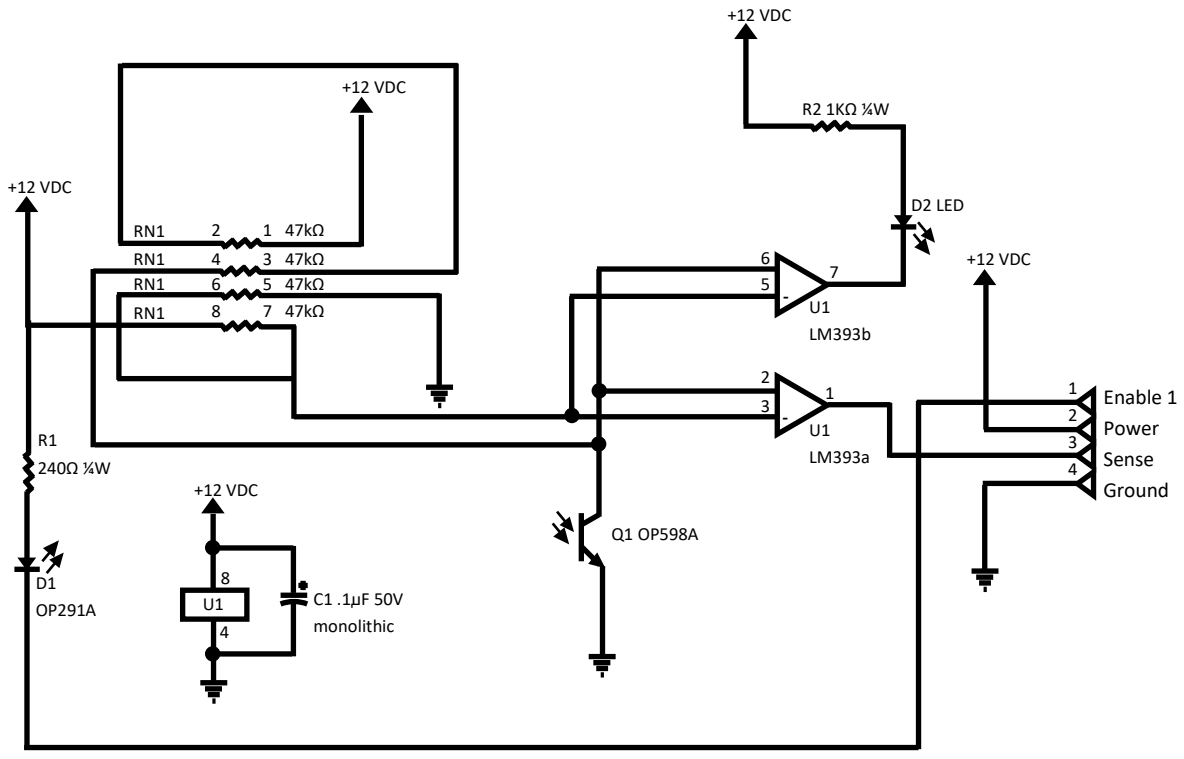
This error occurs when one of the two sensors in the blue win hole fails power on test. A small LED diode located on each sensor board indicates the status of sensor. If it is off and nothing is blocking the hole, then either the transmitter is not being seen or the sensor has no power. If the LED is always on, then the receiver circuit is at fault. You can see the LED though the top of the play-field.

Resolving Error 3 or error 6.

This error occurs when one of the two sensors in the green win hole fails power on test. A small LED diode located on each sensor board indicates the status of sensor. If it is off and nothing is blocking the hole, then either the transmitter is not being seen or the sensor has no power. If the LED is always on, then the receiver circuit is at fault. You can see the LED though the top of the play-field.

Resolving Error 4 or error 7.

This error occurs when one of the two sensors in the red win hole fails power on test. A small LED diode located on each sensor board indicates the status of sensor. If it is off and nothing is blocking the hole, then either the transmitter is not being seen or the sensor has no power. If the LED is always on, then the receiver circuit is at fault. You can see the LED though the top of the play-field.



Step by Step to resolve ERROR 8:

Step 1: Swap Connector J17 with J16 on the main board. Cycle power of the game.

Did the error change to error 9?

If yes, replace Rotate I/O board (TL2035X).

If no, continue.

Step 2: Swap connectors back but leave J17 unplugged at the main board.

Unplug the 5 pin harness under the playfield assembly at the back of the game.

First examine the pins both at both boards and at the slip ring.

Found bad pins?

If yes, repair/replace, reconnect all connectors and reboot game.

If no, continue.

Step 3: Use a voltage meter set to Ohms and measure the resistance on each wire in the harness.

All read 1 ohms or less?

If yes, continue.

If no, replace harness or repair the broken wire. Reboot game.

Step 4: First examine the pins both at both boards and at the slip ring.

Found bad pins?

If yes, repair/replace, reconnect all connectors and retest game.

If no, continue.

Step 5: Leave the harness unplugged and unplug J9 from the Rotate I/O board (TL2035X).

Measure the resistance of the wires going through the slip ring. Each wire has an equal out.

All read 1 ohms or less?

If yes, replace main board.

If no, repair or replace harness. Reboot game.

Step by Step to resolve ERROR 9:

Step 1: Swap Connector J17 with J16 on the main board. Cycle power of the game.

Did the error change to error 8?

If yes, replace Front I/O board (TL2037X).

If no, continue.

Step 2: Swap connectors back but leave J16 unplugged at the main board.

Unplug J3 on the Front I/O board.

First examine the pins on both end of the harness connectors.

Found bad pins?

If yes, repair/replace, reconnect all connectors and reboot game.

If no, continue.

Step 3: Use a voltage meter set to Ohms and measure the resistance on each wire in the harness.

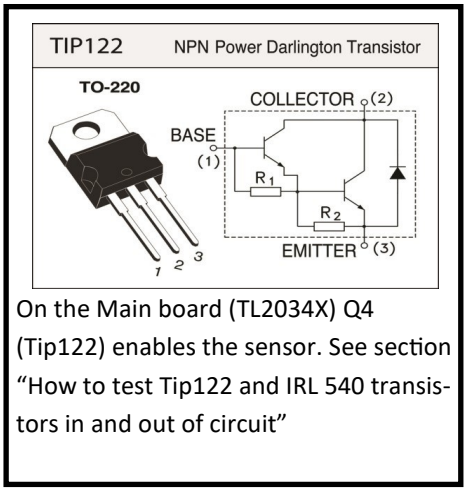
All read 1 ohms or less?

If yes, replace the main board (TL2034X).

If no, replace the harness or repair the broken wire. Reboot game.

Resolving Error 10.

Located at the back of the game is the miss sensor. This sensor is slightly different than the score hole sensors but function the same. When this sensor fails, it will generate error 10 when the game is powered on. A small LED diode located on the sensor board indicates the status of sensor. If it is off and nothing is blocking the hole, then either the transmitter is not being seen or the sensor has no power. If the LED is always on, then the receiver circuit is at fault. You can see the LED though the top of the play- field. See "Resolving errors 2 through 7" for schematics.



On the Main board (TL2034X) Q4 (Tip122) enables the sensor. See section "How to test Tip122 and IRL 540 transistors in and out of circuit"