



VCB-1 Accumulator Production Detail

Wiring Instructions for the new Accumulator Series VCB-1 Board

CONNECTOR P1 (12 Position JST connector)

Pin 1 GND

Pin 2 +12VDC (Note: Must remove 12 volt regulator (7812) and install 0 ohm resistor across emitter and collector.

Pin 3 Ground to Vend Buttons

Pin 4 Bill Acceptor pulse

Pin 5 Vend Button input pulse

Pin 6 Red LED, Empty

Pin 7 LED power +5 VDC through a 1K resistor

Pin 8 Green LED, Ready

Pin 9 6 digit Mechanical Meter (+12VDC) using Pin 9 w/o diode

Pin 10 Counter Return

Pin 11 Receive

Pin 12 Transmit

ADDITIONAL NOTES:

If any one of the four following conditions occurs, the Green LED will be turned OFF.

1. Empty Sensor
2. Busy (in dispense cycle)
3. Sensor 2
4. Jammed

The Red LED is turned ON when the Empty Sensor Switch indicates empty. The LED can flicker if the switch is bouncing.

The card is always full EJECT.

The # retries for a jam is hard coded to 3.

DIP SWITCHES: NOTE: To change vend prices, power the system down, make the changes, then power up. DIP switch settings are read at power up.

A VERSION 2.00_.hex	B VERSION 2.01_.hex	C VERSION 2.02_.hex
sw 1 - 4 "off" = \$1	sw 1 - 4 "off" = \$5	sw 1 - 4 "off" = \$10
sw 1 "on" = \$1	sw 1 "on" = \$5	sw 1 "on" = \$10
sw 2 "on" = \$2	sw 2 "on" = \$10	sw 2 "on" = \$20
sw 3 "on" = \$4	sw 3 "on" = \$20	sw 3 "on" = \$40
sw 4 "on" = \$8	sw 4 "on" = \$40	sw 4 "on" = \$80
\$16.00 max vend price	\$80 max vend price	\$160 max vend price

VCB-1 Dip Switch Settings Examples:



Example #1

Card Dispenser #1	Card Dispenser #2
2.00_.hex Schedule A version switches:	2.00_.hex Schedule A version switches:
\$1 Default Value	\$1 Default Value
sw 1 "on" = \$1	sw 1 "off" = \$1
sw 2 "on" = \$2	sw 2 "on" = \$2
sw 3 "on" = \$4	sw 3 "on" = \$4
sw 4 "on" = \$8	sw 4 "off" = \$8
Card Purchase Value: \$16	Card Purchase Value: \$7.00
\$1 (default) + \$1 + \$2 + \$4 + \$8 = \$16.00	\$1 (default) + \$2 + \$4 = \$7.00

Each B/A or coin mechanism pulse is set to send 1 pulse per dollar.

Example #2

Card Dispenser #1	Card Dispenser #2
2.01_.hex Schedule B version switches	2.01_.hex Schedule B version switches
\$5 Default Value	\$5 Default Value
Sw 1 "off" = \$5	Sw 1 "on" = \$5
Sw 2 "on" = \$10.00	Sw 2 "on" = \$10
Sw 3 "off" = \$20.00	Sw 3 "on" = \$20
Sw 4 "off" = \$40.00	Sw 4 "on" = \$40
Card Purchase Price = \$ 15.00	Card Purchase Price = \$80.00
\$5 (default)+\$10=\$15.00	\$5 (default)+\$5+\$10+\$20+\$40=\$80.00

Each B/A or coin mechanism pulse is set to send 1 pulse per dollar.

Example #3

Card Dispenser #1	Card Dispenser #2
2.02_.hex Schedule C version switches:	2.02_.hex Schedule C version switches:
\$10 Default Value	\$10 Default Value
sw 1 "off" = \$0	sw 1 "off" = 0
sw 2 "off" = \$0	sw 2 "on" = \$20
sw 3 "off" = \$0	sw 3 "off" = \$0
sw 4 "on" = \$80	sw 4 "on" = \$80
Card Purchase Value: \$90	Card Purchase Value: \$110
\$10 (default) + \$80 = \$90	\$10 (default) + \$20 + \$80 = \$110

Each B/A or coin mechanism pulse is set to send 1 pulse per dollar.

Revised: April 4, 2009