

Ultimate Big Punch Manual



Please read the manual before using the machine!
Keep the manual in good condition!

catalogue

Version: 1.15 time: July 19, 2022

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1、 Introduction

Dragon boxing machine is an indoor boxing machine newly developed by our company. On the basis of Longquan III, this machine has better improvement in appearance modeling and game playing method. The model is simple and unique, the color is pleasing to the eye, and the game is simple and fun. I believe its appearance will bring you more surprises!

2、 Precautions:

2-1. Installation precautions

- This machine is suitable for indoor use, not outdoor use.
- After the machine is installed properly, the machine should be placed on the ground smoothly.
- Do not disassemble, assemble or move the machine at will.
- Turn off the power supply and unplug the power cord before moving the machine.
- The machine must be placed on a flat ground, and cannot be placed in a smooth, unstable or severely shaken place.
- Do not place the machine near high-temperature or spark prone equipment.
- No sundries shall be placed on the machine, and the power cord shall not be pressed by heavy objects.
- Do not expose the electrical parts in the machine to the outside.

2-2. Operating precautions

- Before connecting the power supply, check whether the power plug and power cord are intact and whether the voltage is suitable for the requirements of the machine.
- The power supply voltage must be used according to the required voltage on the back cover of the machine.
- The power supply must be disconnected during maintenance and overhaul.
- Non professional personnel shall not dismantle the machine at will.
- When replacing components, please select appropriate accessories.
- When pulling out the power cord, grasp the plug and pull it out, not the wire.
- Do not plug or unplug the plug with wet hands, and do not stretch or twist the power cord.

3、 Attached accessories

Please check and confirm whether the following accessories are complete when moving in:

| name | quantity | remarks |
|-----------------------|-------------|--|
| an instruction manual | 1book | |
| key | 4Handle | |
| power cord | 1strip | Matched according to the country of shipment |
| Light eye | 1individual | SHARP GP2A25 |
| Ball needle | 1 | |

4、 Game play

1. Put money into the slot or put notes into the slot to start the game
2. When the ball falls automatically, hit the ball within the specified time;
3. When the player scores a record, he can win a grand prize.
4. When the player's score does not break the record but exceeds the optional prize score set by the system, he will get a gift of 1 can of coke when the score is consistent with the integral value of the lighting on the scoring board, otherwise no gift will be output.
5. When the player's score is lower than the lottery score, the game ends without any beverage output. If the score is greater than the lottery exchange value, the corresponding lottery number is output.

Note: after completing the first game, please hear the prompt tone before continuing the second game.

5、 Technical parameters

Machine model: LPLQJ3

Environmental requirements: temperature range - 10 °C ~ + 40 °C, low radiation and low humidity.

Boundary dimension: 1000 * 1228 * 2082mm

Weight: 198kg

Power supply: refer to the back cover of the machine.

Maximum power: 408w / 220V

Number of players: 1

6、 Appendix

6-1. Mainboard wiring list

Longquan 3 new mainboard wiring table

Ver1. 15 (with pcb-20261-miniboard motherboard)

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explain:

(1)(1) All power supplies cannot be taken from the main board, but must be powered directly through the switching power supply. The power wire diameter used is thick enough. So as to prevent the line from heating due to high power.

Time: July 19, 2022

Bottom plate wiring table:

| Plug Number: | Pin number | Lead colour | Function description | I / O port Number: | I / O in the machine Description of use |
|---------------------|------------|---------------|--|--------------------|---|
| J1 (output port) | PIN 1 | 0.3 - Brown | Speaker +; | ----- | |
| | PIN 2 | 0.3 - white | Speaker - (speaker -); | ----- | |
| | PIN 3 | 0.3 - yellow | +12V input (+ 12V power input); | ----- | |
| | PIN 4 | 0.3 - yellow | +12V output (+ 12V power output); | ----- | |
| | PIN 5 | 0.3 - yellow | +12V output (+ 12V power output); | ----- | |
| | PIN 6 | 0.3 - yellow | +12V output (+ 12V power output); | ----- | |
| | PIN 7 | 0.3 - yellow | +12V output (+ 12V power output); | ----- | |
| | PIN 8 | 0.3 - yellow | +12V output (+ 12V power output); | ----- | |
| | PIN 9 | 0.3-red (red) | +5V output (+ 5V power output); | ----- | |
| | PIN 10 | 0.3-red (red) | +5V output (+ 5V power output); | ----- | |
| | PIN 11 | 0.3-red (red) | +5V output (+ 5V power output); | ----- | |
| | PIN 12 | 0.3-red (red) | +5V output (+ 5V power output); | ----- | |
| | PIN 13 | 0.3 - white | +3.3V output (+ 3.3V power output); | ----- | |
| | PIN 14 | 0.3 - Brown | Nixie tube latch output (used during test) | ----- | Nixie tube latch output latch - Final cascade scoring light board (from top to bottom) |
| | PIN 15 | 0.3 - Green | Digital tube clock output (used during test) | ----- | Digital tube clock output (CLK) |
| | PIN 16 | 0.3 - white | Digital tube data output (used during test) | ----- | Digital tube data output (DAT) Score: 1 > highest record > score: 2 > time > light board |

| | | | | |
|--------|-------------------------------|-----------------------|-------|--|
| PIN 17 | | | | * |
| PIN 18 | 0.3 - Green | RS232 TX | ----- | Outgoing serial port female Pin2 |
| PIN 19 | | | | * |
| PIN 20 | 0.3 - Blue | RS232 RX | ----- | *Outgoing serial port female PIN3 |
| PIN 21 | 0.3 - Pink | Pwm1 output | PWM1 | Light band r around the whole machine |
| PIN 22 | 0.3 - Green | Pwm2 output | PWM2 | Light band g around the whole machine |
| PIN 23 | 0.3 - Blue | Pwm3 output | PWM3 | Light band B around the whole machine |
| PIN 24 | 0.3 - SkyBlue (light blue) | Motor output | MOTO | Gift motor |
| PIN 25 | 0.3 - Brown | Output (drive output) | OUT0 | Coin Code Table |
| PIN 26 | 0.3 - Pink | Output (drive output) | OUT1 | Lottery code table |
| PIN 27 | 0.3 - Orange | Output (drive output) | OUT2 | Gift code table |
| PIN 28 | 0.3 - SkyBlue (light blue) | Output (drive output) | OUT3 | PCB20043 (J4-PIN2) |
| PIN 29 | 0.3 - Green | Output (drive output) | OUT4 | Lottery driven |
| PIN 30 | 0.3 - Blue | Output (drive output) | OUT5 | Cold and hot semiconductor relay 3 |
| PIN 31 | 0.3 - Purple | Output (drive output) | OUT6 | Ball receiving output |
| PIN 32 | 0.3-gray | Output (drive output) | OUT7 | Ball release output |
| PIN 33 | 0.3-brown / white | Input (signal input) | IN0 | Coin input signal / Note input signal |
| PIN 34 | 0.3-red / white | Input (signal input) | IN1 | Lottery signal |
| PIN 35 | 0.3-purple / white | Input (signal input) | IN2 | Gift signal |
| PIN 36 | 0.3-gray / white | Input (signal input) | IN3 | Background button |
| PIN 37 | 0.3-green / white | Input (signal input) | IN4 | Background parameter + button |
| PIN 38 | 0.3-blue / white | Input (signal input) | IN5 | Lower detection (ball release) |
| PIN 39 | 0.3-orange / white | Input (signal input) | IN6 | Intermediate detection (ball receiving) |
| PIN 40 | 0.3-yellow / white | Input (signal input) | IN7 | Upper detection (positioning) |
| PIN 41 | 0.3-brown / white | Input (signal input) | IN8 | Scoring and polishing |
| PIN 42 | 0.3-red / white | Input (signal input) | IN9 | Scoring under the light eye |
| PIN 43 | 0.3-black (black) | GND (power ground); | ----- | * |
| PIN 44 | 0.3-black (black) | GND (power ground); | ----- | * |

| | | | | |
|--------|-------------------|---------------------|-------|---|
| PIN 45 | 0.3-black (black) | GND (power ground); | ----- | * |
| PIN 46 | 0.3-black (black) | GND (power ground); | ----- | * |
| PIN 47 | 0.3-black (black) | GND (power ground); | ----- | * |
| PIN 48 | 0.3-black (black) | GND (power ground); | ----- | * |
| PIN 49 | 0.3-black (black) | GND (power ground); | ----- | * |
| PIN 50 | 0.3-black (black) | GND (power ground); | ----- | * |

Note: the option with gray background is the factory default setting. The volume control switch should be turned to the middle position (moderate volume)

| Error code table | | |
|------------------|------|--|
| Serial number: | code | meaning |
| 1 | E1 | Coin stuck; |
| 2 | E2 | Lottery machine failure |
| 3 | E3 | Beverage optical eye fault |
| 4 | E4 | Ticket shortage |
| 5 | E5 | Lack of gifts |
| 6 | E6 | Storage data exception |
| 7 | E7 | Abnormal upper scoring switch |
| 8 | E8 | Abnormal lower scoring switch |
| 9 | E9 | Abnormal ball release detection switch |
| 10 | EA | Abnormal ball receiving detection switch |

In standby mode, long press the [system] button for 3 seconds to enter the background state. At this time, the [score 1] nixie tube is a menu item, displaying p000, and the [score 2] nixie tube is a numerical item, displaying 0000. Short click [system] again to select different menu items. After selecting the corresponding menu item, click [parameter +] to adjust. For example, under the [p800-p888] menu item, use the [parameter +] button to test. If the [system] button is pressed for 3 seconds in the background state, the system will exit the background state and return to the standby state.

Adjust the volume through the potentiometer on the main control panel.

7、 Menu option settings

MENU OPTION

P000 0115 (0115 is the current version number)

P001 XXXX 0-10 coins / Bureau 0 is coin free (default 1)

P002 XXXX 0 standby music does not play, 15, 30, 45, 60, 90 120 180 300 600 seconds play standby music once (default 60)

P003 XXXX alarm sound (0 continuously played, 1-3 times played) (default 1)

P004 XXXX game time (0030 -- 0060) (factory setting is 30)

P005 XXXX volume setting (this option is invalid) (use potentiometer to adjust the volume)

P006 XXXX 0 prohibited gift 1 allowed gift (factory setting)

P007 XXXX gift return rate (1-50) (factory setting is 20), increase by 1 every time
[parameter +]

P008 XXXX: this option is invalid

P009 XXXX record breaking initial score (3000-9900) (factory setting is 5000), increase
by 100 every time [parameter +]

P010 XXXX record breaking number of gifts (0001 -- 0003) (factory setting is 2)

P011 XXXX game difficulty 0-easy 1-difficult (factory setting)

P012 XXXX 0 - ticket issuing prohibited 1 ticket issuing allowed (factory setting)

P013 XXXX when it is forbidden to give gifts, the record breaking reward lottery ticket
(0010 -- 50) (factory setting is 10)

P014 XXXX required score for each ticket (100-2000) (factory setting is 100), increase
by 100 every time option is pressed

P015 XXXX the number of times that can be played in each game, 0 is 1 time and 1 is 2
times.

P016 XXXX 0 - restore factory invalid (factory setting) 1 - restore factory valid
([parameter +]: Select)

P800 0000 input test

P8010000 output test

([parameter +]: Select)

P802 0000 code meter test (invalid)

([parameter +]: Select)

P803 0000 music test (0-12 segment number music)

([parameter +]: Select)

P804 0000 motor test (01 ball releasing 02 ball receiving)

([parameter +]: Select)

P805 0000 lottery test (invalid)

([parameter +]: Select)

P806 0000 gift test (0-2 cans)

([parameter +]: Select)

P8880000 aging test (automatic ball receiving and releasing, lighting)

([parameter +]: Select)

Note: 1The performance, contents and programs of this machine are subject to change without prior notice!

2. If you have any questions, please contact the corresponding business or after-sales at any time. After sales Telephone: after sales ① 18928762055

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