

KEY MASTER

Manual

(A2.5)



Notice: In order to guarantee the safety, please read the following terms carefully.

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1.Presentation

Congratulations! You exactly bought the gift machine “**Key master**”, and this model is extremely full of challenges. It is popular with many countries and cities, taking the fancy of players and producing so much favourable comment from holders. We advise you to read through out the Instructions so that you can be familiar with the usage of this machine. It is welcome to your coming telegram and telephone calls if any questions or advices. We will solve your problems with sincere management ,which is the faith of our company

2. Matters need attention

Matters need attention in Installation

- 1) Installing or removing this product, please contact the relevant technical personnel first.
- 2) The product is applied indoor, avoiding wet places.
- 3) The product should not be installed in the below places:
Places are wet or leaking
Places with the greenhouse facilities directly affecting.
Places with the floor tilt, uneven or vibration.
- 4) Be in AC220V, with the wire holed greater than 10A
- 5) Please don't place the outlet on the floor otherwise it may lead to an accident.
- 6) Please don't use the outlet with many pins, it may lead to fire hazard or electric shock.

Use caution:

- 1) Be sure to turn off the power when verifying and checking up. Please don't use the water to clear up the machine inside directly, otherwise it may happen to leakage cause by mislead actions, and lead to a fire hazard or an electric shock.
- 2) All consumables should be specifications.
- 3) To prohibit the action of resolving and altering this product, it may cause to a fault. Our company is not responsible for such cases.
- 4) In order to improve the quality, it is possible to change the specification without prior notice

3.Specifications

Exterior Appearance.....	D90*W98*H183 (cm)
Weight.....	About 230KG
Power.....	AC110V
Electric Supply.....	About 150W
Implement.....	Token

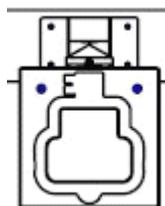
Coin Box Capacity.....About 5000 coins

4.Accessory

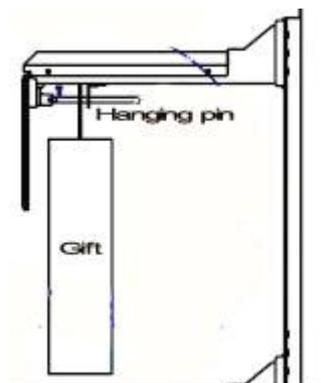
Instruction Book..... 1 piece
Micro switch 4 piece
Wire.....1piece

5.How to play

- 1)Insert operated coins, strat the game
- 2)Control the left-right movement of the key by joystick . Press and hold the button to lift the key.
- 3)Aim at the right **slot** and release the button ,the key enter into the slot.
- 4)If the Key manage to go through the slot , The key will**twist** to unlocks the lock and pull out the gift hanging pin .
- 5) The gift drop off from pin and falls to the prize basket ..

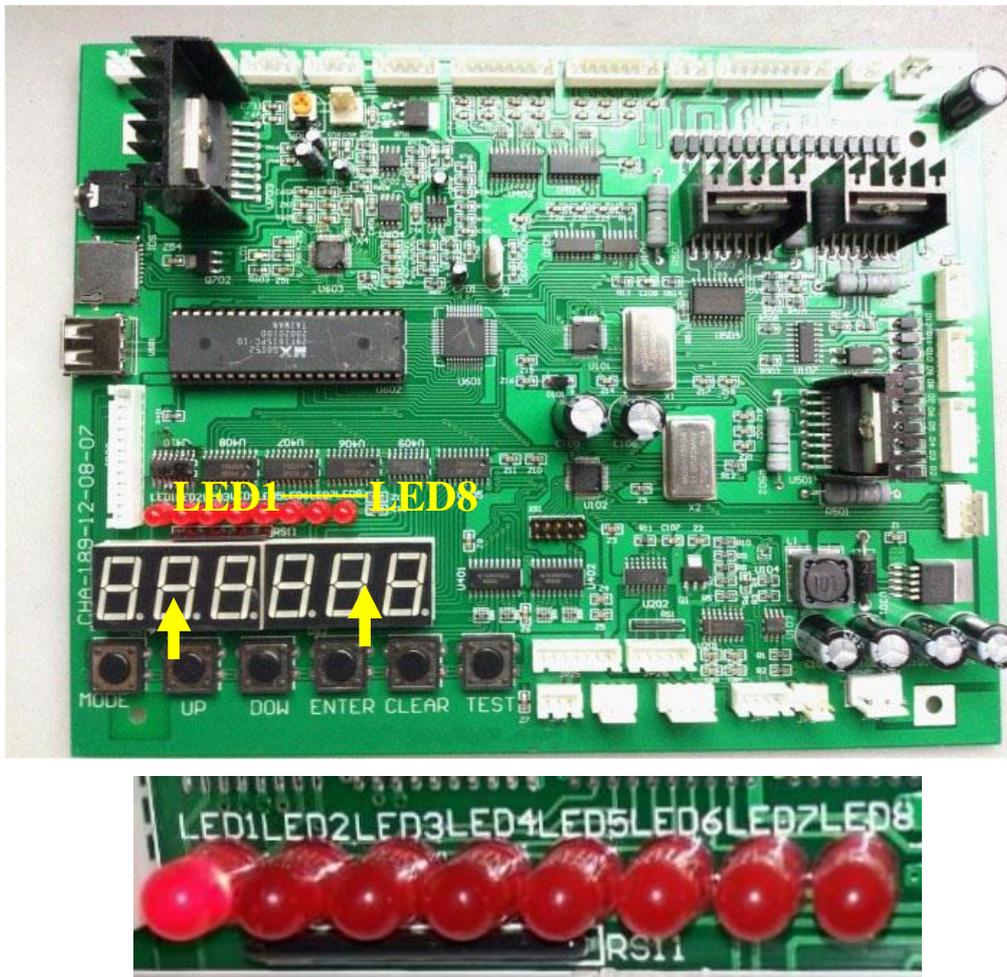


Spot



Hanging gift

6.Illustration of main-board's function



(Direction is :From Left To Right)

- 1、 LED 1(Mode 1) (as the pic shown above)-----Shows total amount of Inserted coins
- 2、 LED 2(Mode 2) (as the pic shown above):------Shows total amount of gift payout
- 3、 LED 3(Mode 3) (as the pic shown above) ----Setting the Credit(Signal) Per game
- LED 4)Mode 4) (as the pic shown above)-----Setting the Demo music and Playing Music/ Setting the play game time
- 4、 LED 5(Mode 5)(as the pic shown above)-----Setting Each Hook(Hanger) coordinate(Automatically)
- 5、 LED 6(Mode 6) (as the pic shown above)-----“Checking” ,” Testing” ,”Clear”
- 6、 LED 7(Mode 7)(as the pic shown above)-----Setting the probability for each line or for each individual
- 7、 LED 8(Mode 8)(as the pic shown above)----- SMS function setting
- 8、 Mode 9(the LED1 and LED2 turn on)-----Set the alarm system
- 9、 MODE Button:----- Use this button to change mode.
- 10、 UP Button ----- In the appointed mode state,Use it to adjust(increase) the number
- 11、 DOWN Button ----- In the appointed mode state,Use it to adjust(Reduce) the number
- 12、 ENTER Button:----- In the appointed mode state ,Use this button to make a confirmation.
- 13、 CLEAR Button- In the appointed mode state ,Use this button to delete data or return to previous or

“Exit”

14. TEST Button—In the appointed mode state,Use this button to test or “shift

7.Account Checking

The way to **check account** :press “**Mode**” button, said enter mode one when the LED1 light on .Continue to press “**Mode**” button, said enter mode two when the LED2 light on .And so on.....

Mode 1—Shows Total amount of inserted coins

Mode 2---Shows Total amount of gift payout

Notice:

There are permanent data(Total inserted coins quantity and Total gifts given out quantity) store in the mainboard, can not through the “clear” way to delete ,except the motherboard broken.

How to check these permanent data ? the way is as follows:

1. Press the “Mode” button to select the “Mode 8” (LED 8 light”) .Shows “**8F - - - -**”



2.Press the “**Enter**” button, appear “**8A0000**”



3.Use the “UP” and “DOWN” button to input the permanent data account checking password.The factory Default setting password is “**0003**”,press the “**enter**” button to confirm



4.will shows the LED1 and LED8 are on at the same time, the digital tube will shows the total amounts of insterted coins quantity,such as the following picture shows “**000608**”,Means the total amount inserted coins is 608 pcs



5. press the “**Test**” button, will shows the LED2 AND LED8 are on at the same time, the digital tubewill shows the total amount of gifts given out quantity.Such as the following pictures shows “**000004**”,means the total mount of gifts given out is 4 pcs.



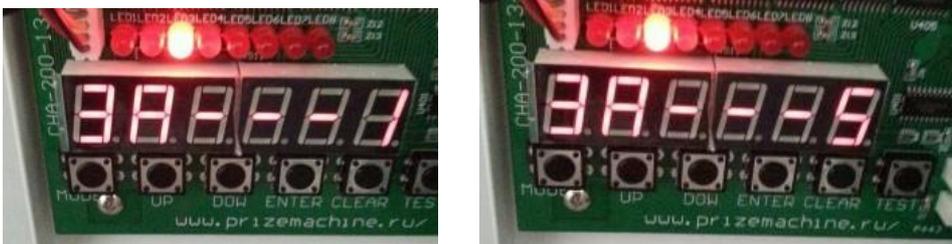
6. Press the “**Test**” button to shift LED1 to LED2 or LED2 to LED1 ,to see the quantity numbers. Press the“**Clear**” button to exit.

(About the owner management password setting ,the following will be mentioned. Has the permanent memory function ,it’s convenience for the owner manage and supervise)

8.Adjusting and Testing

(1)Setting credit of every game : Enter mode 3 to setting.

Method of enter mode 3:press“**MODE**”,when **LED3** light means enter, show“3A - - - X”
Adjust the credit from 1 pcs(Minimum) to 5 pcs(Maximum) by pressing “**Up**” or “**Down**” Button



Will shows “3A - - - 1” To “3A - - -5”,as follows:

1. “3A - - -1” = 1 Credit = 1 signal= 1 Game
2. “3A- - - 2” = 2 Credits = 2 signal = 1 Game
3. “3A- - - 3”= 3 Credits = 3 signal = 1 Game
4. “3A- - - 4”= 4 Credits = 4 signal = 1 Game
5. “3A- - - 5”= 5 Credits = 5 signal = 1 Game

(2) Setting the play game time

Press “**MODE**” button to light up the **LED 4**, The tube screen shows “4A - - - x” , Press the “ **Up**” and “**Down**” button to adjust the game time. The game time range is : from **20** seconds (Minimum) to **60** Seconds (Maximum)



As the above pictures shows “4A - - - 28” means the playing game time is **28 seconds**.

(Notice: the suggestion is 25 seconds or 30 seconds)

(3) Setting the Demo music playing time and the method of game music and domo music

Under Mode 4 ,press the “**TEST**” button ,the tube screen shows “4B - - - x”
you can press “UP” or “DOWN” button to set the music display or not.

“4b- - - 0” means do not display the demo music



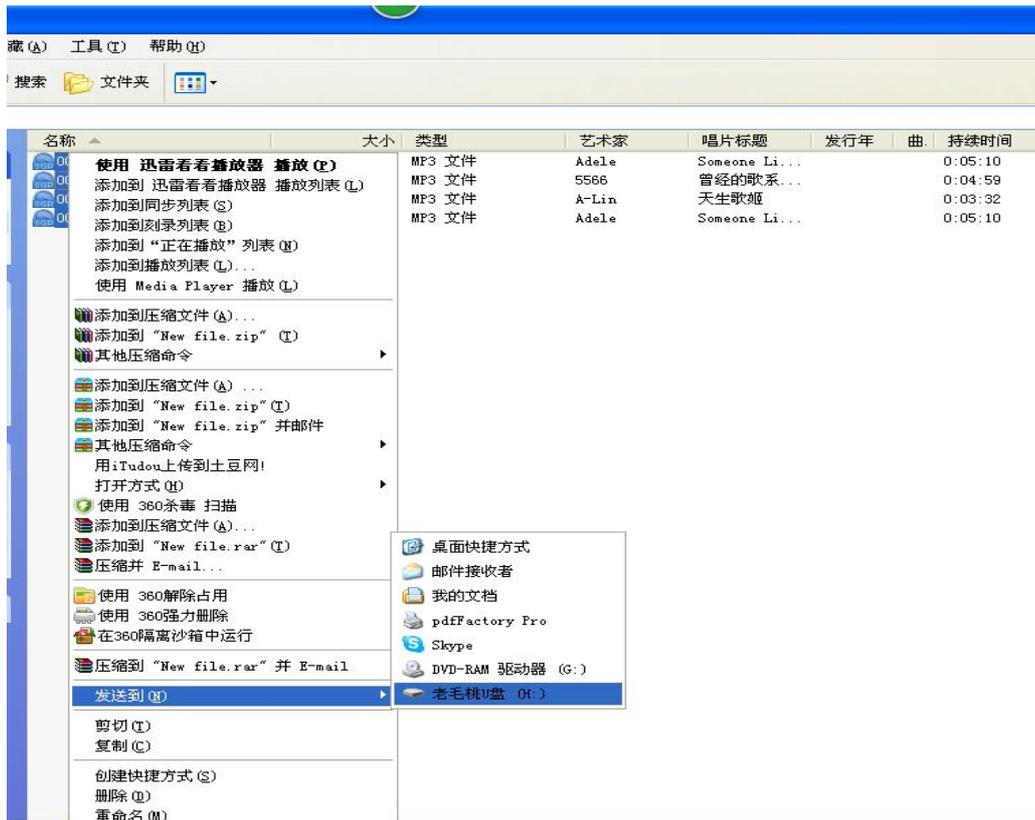
- “4b- - - 1” means play 1 demo music interval 1 min
- “4b - - - 2” means play 1 demo music interval 2 min
- “4b - - - 3” means play 1 demo music interval 3 min
- “4b- - - 4” means play 1 demo music interval 4 min
- “ 4b- - - 5 “ means play play 1 demo music interval 5 min
- “4b - - - 6 “ means play demo music all the time

Method of change game music and demo music :

1. Establish a new file in the computer
2. The format of demo music and game playing music require is MP3 format .If 96k frequency can be put into 360 seconds music (the time of total music(Demo+Playing) less than 360 seconds)
3. Choose the music you like, save it into the new file.each music separately named it“0001”, “0002”, “0003”, “0004” ……and so on,All these music number(name) should be arranged.(“0001” music list No.1, “0002” music No.2 ……and so on)



4. After finish these arrangement(such as the above picture shows)
5. And then connect the U disk with the Computer, select all the new file music(arranged as per the title), and send them to the U disk..



6. USB connect: Method of change game music and domo music: Press "CLEAR" button more than 3 second under the setting domo music mode,the digital shine is ok

7. SD connect: If press "ENTER" button more than 3 second under the setting domo music mode,the digital shine is ok.



(**Notice:**First part is demo music 0001,0002. another part is game music 0003, 0004)then choose way.

(4) Setting every prize hook coordinate

Press the MODE button to light up the LED 5.

1、 Under the mode 5,Press "ENTER" button, machines will Auto find the coordinate(Notice:when the key goes through the lock hole easily in the first step,please adjust the gift hook and then re-setting the coordinate again)

2、 When LED shine means have saving this hole coordinate.

3、 Notice: Can not power off , during setting the coordinate, or else, can not save coordinate data. When X position is not right ,can use hand to ajust the hook . (**Make sure each row all hook in the same horizontal level**)

(5)

Confirm the origin point

Press the MODE button to light up the LED 6. (**In the Mode 6 state**)

1、 Press "ENTER" button under the mode 6, push key will auto move the first hole and up ,pass the hole.It will go on to next hole after finish first one.It will come back after finish 15 hole.(If push key can not go through the hole need to come back to mode 5 to calibration.

2、 Press "TEST" button under the mode 6,Pushrod will move from left to right and up and push. (Test every switch and pushrod.

3、 Press "UP" button under the mode 6,will increase 10 credit(use for the technical worker to test the game machine)

Press "CLEAR" button will clear the credit which shows on the console,if Press "CLEAR" more than 10 second,will clear the amount credit and amount prize have out,(Account shows in the mainboard digital tube ,in the mode 1 mode 2 shows number will clear)

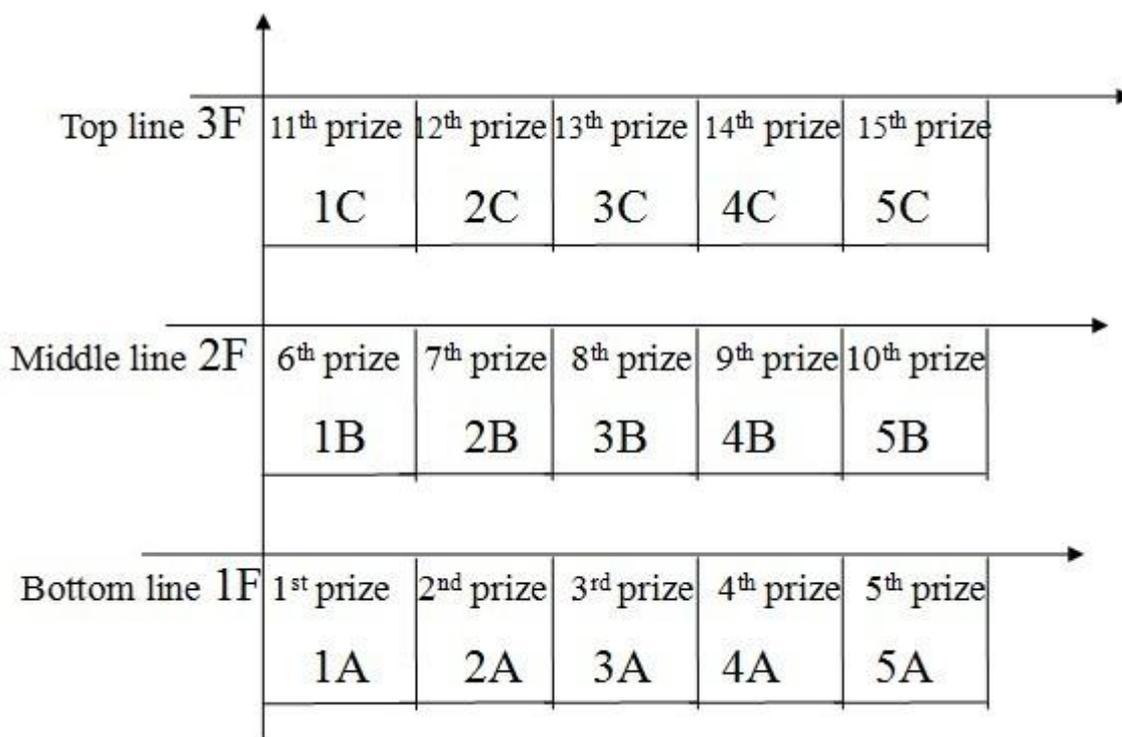
4、 Press "DOWN" more than 10 second, will clear the coins account when LED and digital off.

(**Notice:**it will affect the prize probability)

9.Setting the Probability

(1) Press the MODE button to light up the LED 7

1、 Setting every line probability,under mode 7, the digital tube display 1F0005 1F means the first line(bottom line) probability, 5 means setting coins (means when insert 5 coins then have change to win the prize on the first line), press "UP" and "DOWN" button to set the winning probability of this line of lattice ,after finishing it, press "ENTER" button to set the winning probability of next line of lattice.



Digital Tube	Item	Setting Range	Default SET	Explanation
1F	The winning probability of the first line of lattice	0-5000	10	probability=gift value+profit (coin for the unit)
2F	The winning probability of the second line of lattice	0-5000	20	probability=gift value+profit (coin for the unit)
3F	The winning probability of the third line of lattice	0-5000	30	probability=gift value+profit (coin for the unit)

(Notice :In the mode 7,press the “Test” button to shift(change) the setting prize probability for each line or for each hole(individual))

Setting for each line , each line ,5 holes has the same prize ratio(probability)

Setting for each individual, each hole has its own prize ratio(probability)

2, Setting every hole probability(Individual), under mode7, the digital tube display **1A0005**, 1A means the first hole probability, 5 means setting coins (means when insert 5 coins then have change to win the prize on the first line), press "UP" and "DOWN" button to set the winning probability of this hole of lattice ,after finishing it, press "ENTER" button to set the winning probability of next hole of lattice.

Digital Tube	Item	Setting Range	Default SET	Explanation
1A	The 1 hole probability	0-5000	10	probability=gift value+profit (coin for the unit)
2A	The 2 hole probability	0-5000	10	probability=gift value+profit (coin for the unit)
3A	The 3 hole probability	0-5000	10	probability=gift value+profit (coin for the unit)
4A	The 4 hole probability	0-5000	10	probability=gift value+profit (coin for the unit)
5A	The 5 hole probability	0-5000	10	probability=gift value+profit (coin for the unit)
1B	The 6 hole probability	0-5000	20	probability=gift value+profit (coin for the unit)
2B	The 7 hole probability	0-5000	20	probability=gift value+profit (coin for the unit)
3B	The 8 hole probability	0-5000	20	probability=gift value+profit (coin for the unit)
4B	The 9 hole probability	0-5000	20	probability=gift value+profit (coin for the unit)
5B	The 10 hole probability	0-5000	20	probability=gift value+profit (coin for the unit)
1C	The 11 hole probability	0-5000	30	probability=gift value+profit (coin for the unit)
2C	The 12 hole probability	0-5000	30	probability=gift value+profit (coin for the unit)
3C	The 13 hole probability	0-5000	30	probability=gift value+profit (coin for the unit)
4C	The 14 hole probability	0-5000	30	probability=gift value+profit (coin for the unit)
5C	The 15 hole probability	0-5000	30	probability=gift value+profit (coin for the unit)

10.SMS function setting

(1)SET NEW OWNER PASSWORD

Under mode 8 ,press the “ENTER” button , the digital tube shows 8AXXXX,, use“UP” or “DOW” button to enter “0001”, press “ENTER” button ,

the digital tube shows **1F0000**, then begin to use “UP” or “DOW” button to input a new owner password to instead of the original one “0001” , press “ENTER” to confirm the new password .

Display	Ref	Range	Default Setting Password
1F000	New owner password	0-9999	0001
2F000	New SMS management password	0-9999	0002
3F000	New un removable account checking	0-9999	0003

(2) SET NEW SMS MANAGEMENT PASSWORD

Press “TEST” button to shift to **2F0000**, this is the section of setting SMS management password . use ‘UP”or “DOW” button to input the- new SMS management password to- replace the original one “0002”, press”ENTER” to confirm the new password .

(3) SET NEW ACCOUNT CHECKING PASSWORD .

Press “TEST” to shift to **3F0000**, this is the un removable account- checking password setting . Use “UP” or “DOW” button to input the new one to replace the “0003”.

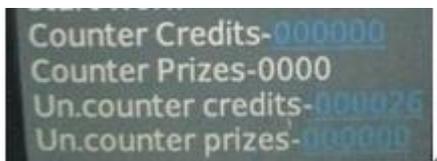
Under Mode8,the SMS Default Management Password is:0002				
Digital tube shows	Function	Setting Range	Factory Defalut setting(Password)	Instructions
1b--XX	Set mobile account checking password	0000-9999	0000	When finish the password setting in the mainboard,The owner want to checking or setting by mobile phone message .The password should edit relevant Capital letter.(A means Number 0, B means Number 1,;.....J means Number 9) For example: if want to account checking , as the default password is “0000” , so you
2b--XX	mobile setting winning probability password	0000-9999	0011	
3b--XX	mobile set the credit for game	0000-9999	0022	
4b--XX	Mobile number recognition password	0000-9999	0033	

				<p>only edit the message “AAAA” and send to the game machine .If password is correct, you can receive a feedback message to you to see the account</p>
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(4) Set mobile account checking password

Under mode 8 (8AXXX) , input the SMS management password(The default management password is :0002) ,press “ENTER” , the digital tube shows 1bxxxx, begin to set the accounting checking password ,use“UP” or “DOW” button to input the new password .“UP” button for the tens digits , “DOWN” button for the single digits. Press press the “ENTER” button ,the tube twinkles meaning the machine records the password you set .When the owner want to check account via message ,type the password using English letter (A means 0,B means 1,C means 2 ,D means 3 and so on.....) , **For example** : when setting the mobile account checking password is:”0010” in the mainboard. So ,the relevant mobile checking password is “**AABA**”. And then the owner use his/her management mobile phone to edit a message “**AABA**”(Notice:Need capital),and send to the machine .You can get back a message showing :

- Un-counter-xxxxxxf(unremovable credit-**Permanent Data**)
- Un-prize counter-xxxxxx(un removable prize- **Permanent Data**)
- Counter credits-xxxxxxx(total credit,show on in the motherboard digital tube)
- Counter prizes-xxxxxxx(total amount of gift payout, show on in the motherboard digital tube)



(5)mobile setting winning probability password

Under mode 8 (8AXXX) , input the SMS management password (**Default password is :0002**),press “ENTER” button , and then press the “**Test**” button ,to let the digital tube shows **2bxxxx**, begin to set the Mobile winning probability setting password ,use “UP’ or “DOW” button to input the new password .“UP” button for the tens digits , “DOWN” button for the single digits. Press press the “ENTER” button ,the tube twinkles meaning the machine records the password you set .When the owner want to set the winning probability by mobile, typethe message ,(0 should type A ,1 should type B ,2 should type 3.....)

(Notice: The message edit format for setting the probability by mobile phone between for each line andfor each individual is different).

For example setting winning probability password is “0011” in the mainboard. So switch in the mobile phone message checking password is “AABB”(capital)

{ AABBA0100,0200,0300,0400,0500 The line 1 hooks setting

This setting for the different line each individual prize ratio(probability)—need send 3 message to finish this step

AABBB0100,0200,0300,0400,0500 The line 2 hooks setting

AABBC0100,0200,0300,0400,0500 The line 3 hooks setting

AABBA means change the bottom line each prize individual prize ratio(Probability)

0100 means the first prize prize ratio is 100;

0200 means the second prize prize ratio is 200;

0300 means the third prize prize ratio is 300;

0400 means the fourth prize prize ratio is 400;

0500 means the fifth hook's ratio is 500.

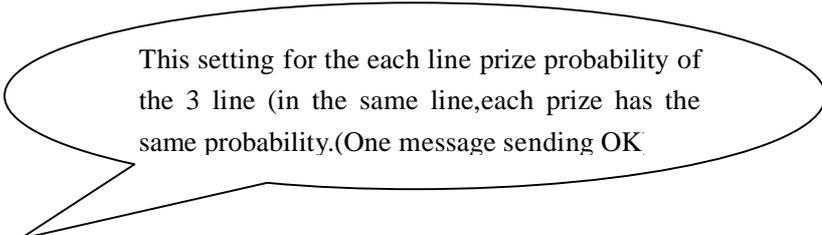
AABBB means checking the middle line each prize individual prize ratio

.....

AABBC means checking the top line each prize individual prize ratio

.....

(**Notice** :in this situation should need send 3 different messages to the machine to set the 3 different lines for each prize prize probability individual)



This setting for the each line prize probability of the 3 line (in the same line,each prize has the same probability.(One message sending OK

AABB0100, 0200, 0300

0100 means bottom line the prize (include 5 hooks) ratio is 100;

0200 means middle line (include 5 hooks) ratio is 200;

0300 means top line (include 5 hooks) ratio is 300;

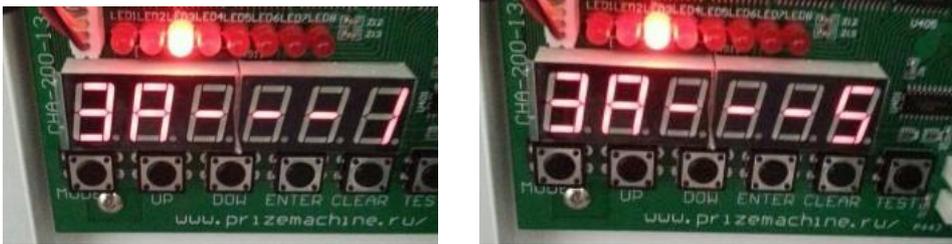
Notice when setting the ratio:

1. the ratio number must $0001 \geq X \leq 5000$,
2. the ratio number must keep four-digits, and the "0" is necessary.

If setting is successful ,the owner can get back a message "OK" ,otherwise get a "unsuccessful".

(6)mobile set the credit for game

Under mode 8 (8AXXX) , input the SMS management password ,press "ENTER" , and then press the "Test" button , to let the digital tube shows **3bxxxx**, begin to set the Mobile winning probability setting password ,use "UP" or "DOW" button to input the new password ."UP" button for the tens digits , "DOWN" button for the single digits. Press press the "ENTER" button ,the tube twinkles meaning the machine records the password you set .When the owner want to set the credit ,text message .(0 should type A ,1 should type B ,2 should type 3.....) Sample : AACCC1.(**Notice: this function to change how many credits(signal) per game**)

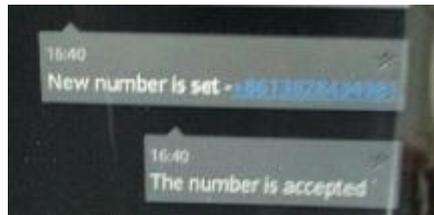


Will shows “3A - - - 1” To “3A - - -5”,as follows:

6. “ 3A - - -1” = 1 Credit = 1 signal= 1 Game
7. “3A- - - 2” = 2 Credits = 2 signal = 1 Game
8. “3A- - - 3”= 3 Credits = 3 signal = 1 Game
9. “3A- - - 4”= 4 Credits = 4 signal = 1 Game
10. “3A- - - 5”= 5 Credits = 5 signal = 1 Game

(7) Mobile number recognition password

Under mode 8 (8AXXXX) , input the SMS management password ,press “ENTER” , and then press the “**Test**” button ,to let the digital tube shows **4bxxxx**, begin to set the Mobile winning probability setting password ,use “UP” or “DOW” button to input the new password .“UP” button for the tens digits , “DOWN” button for the single digits. Press press the “ENTER” button ,the tube twinkles meaning the machine records the password you set . When the owner text the password (0 should type A ,1 should type B ,2 should type 3.....) and sent to the machine ,can get back a message “The number is accepted” and “New number is set-XXXXXXXXXXXXXX) this “XXXXXXXXXX” is a previous set number .if the password is wrong , owner can get back “Unsuccessful”

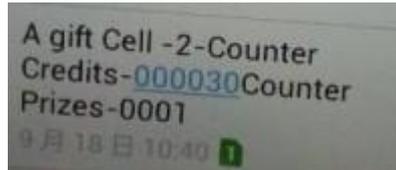


11. Set the alarm system

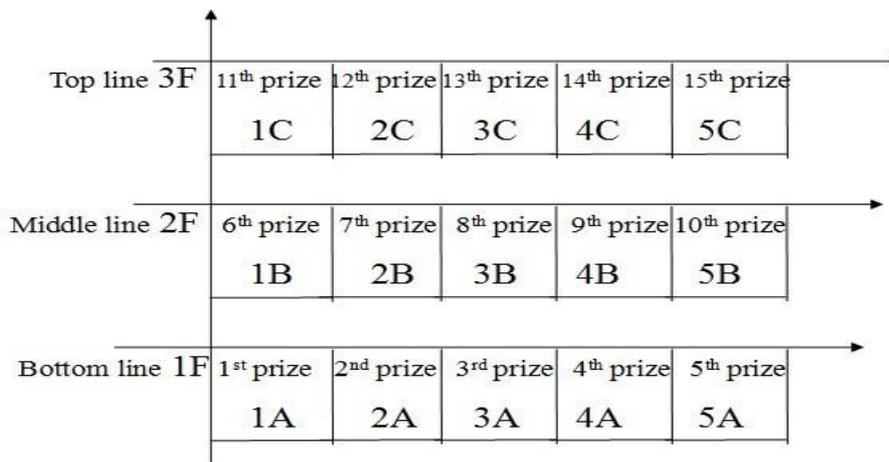
Enter Mode 9 ,press “MODE” button ,the LED1 and LED2 turn on ,digital tube shows 9A---x ,use“UP” or “DOW” button to adjust ,0 for if machine get shock the owner CAN NOT get a message , 1 for when the machine get shock the owner can get message .

12.Function statement

1.Every gift payout the owner can get a message as :A gift cell-xx” the “xx” is the hook code .

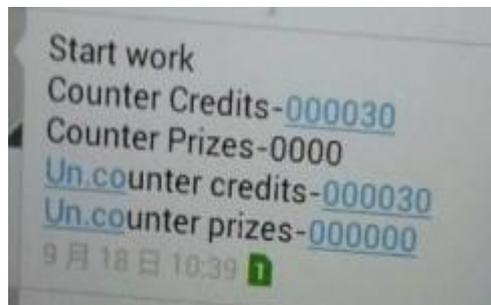


Such as the above pictures: A gift Cell- 2 – counter , means the second prize the gift Payout.

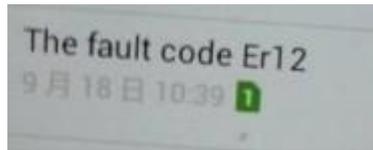


2.Everytime the machine turn on ,the owner can get a message as :

Credits-XXXXXX Counter Prizes-XXXX
Un.counter credits-XXXXXX
Un.counter prizes-XXXXXX



3.If machine meet error , the owner can get a message “The fault code Er 01”.



4.If the machine get shock ,the prize door will close at once and the alarm ring ,the owner can get a message “Shake or strike the machines”. The game will stop .



5.Test the hanging hook ,under mode 5 ,press and don't release the “TEST” button until the pushrod move .

6.when need to take off hook(s) ,Take away the hook(s), reset the coordinate .

13.rectify the shooting coordinates point

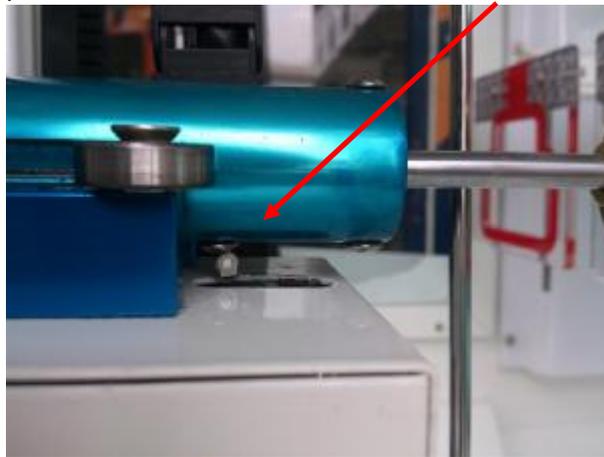
Power off .Press and hold the “ENTER” and “TEST” button and turn on the machine at the same time ,don't loose the button until the tube shows A 0XX, use“UP” or “DOWN” button adjust the parameter ,press the“ENTER” button to save the parameter you set (The tube twinkles).And test the key position is good or not.If good press mode quit the ajust mode to normal.If not good,continue to ajust. Data setting form 5-20

14、 Trouble shooting

- 1.When Er01 appears on the digital display, it shows there is failure of the switch on lower front of the pushrod.
- 2.When Er02 appears on the digital display, it shows there is failure of the switch in the Moving Box.
- 3.When Er03 appears on the digital display, it shows there is failure of the switch on right side of the pushrod mechanism.
- 4.When Er04 appears on the digital display, it shows there is failure of the switch on low of the Moving Box.
- 5.When Er05 appears on the digital display, it shows there is failure of the switch on left side of the pushrod mechanism.
- 6.When Er06 appears on the digital display, it shows there is failure of the switch on the top of the Moving Box.
- 7.When Er07 appears on the digital display it shows there is failure of the switch on lower back of the pushrod.
- 8.When Er08 appears on the digital display it shows there is failure of the first sensor of pushrod.
- 9..When Er09 appears on the digital display it shows there is failure of the second sensor of pushrod.
- 10、 When Er10 appears on the digital display it shows not connect with accouter .
- 11, When Er11 appears on the digital display it shows not find the left and right motors sensor

Key master Fault analysis

- 1、 When Er01 appears on the digital display, it shows there is failure of the switch on lower front of the pushrod. As picture 1



1

Trouble shooting methods: When push rod doesn't pressure onto the micro switch, pls check whether the push rod is stuck or not and check the motor and corresponding lines inside the push rod box. When push rod pressure onto the micro switch, pls check the motor and corresponding lines inside the push rod box.

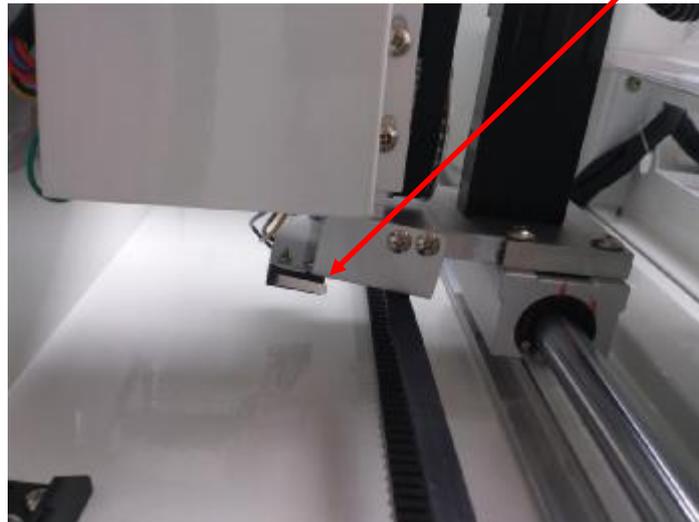
2. When Er02 appears on the digital display, it shows there is failure of the switch in the Moving Box. As picture 2



2

Trouble shooting methods: Check the activities organization go smoothly or not of the micro position. Then detect the micro switch and corresponding lines.

3. When Er03 appears on the digital display, it shows there is failure of the switch on right side of the pushrod mechanism. As picture 5



5

Trouble shooting methods: When the organization can't return to the left, the micro switch fail to close and the organization doesn't move before the failure. Pls check the drive around the mobile motor and the corresponding lines.

When the organization can't return to the left, the micro switch fail to close and the organization move before the failure, Pls check where does the organization stock on.

When the organization return to the left and micro switch closed state, pls check the micro switch and corresponding lines.

4. When Er04 appears on the digital display, it shows there is failure of the switch on low of the Moving Box. As picture 4

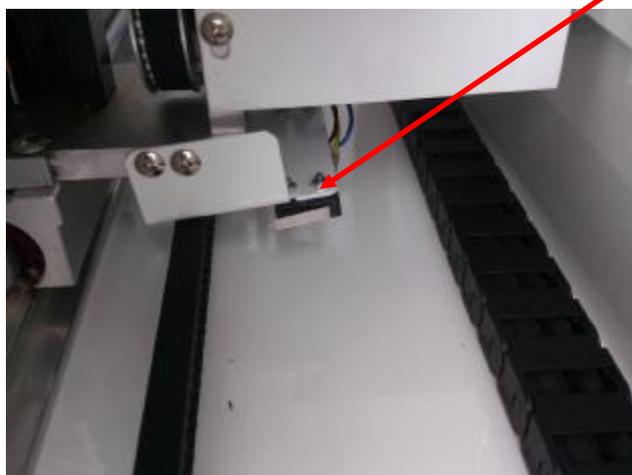


4

Trouble shooting methods: When the organization fail to return to the bottom of up and down and micro switch position not in a closed state, pls check the drive move up and down of motor and corresponding lines.

When the organization return to the bottom of up and down and micro switch position in a closed state, pls check micro switch and corresponding lines.

5. When Er05 appears on the digital display, it shows there is failure of the switch on right side of the pushrod mechanism. As picture 3



3

Trouble shooting methods: When the organization can't return to the right, the micro switch fail to close and the organization doesn't move before the failure. Pls check the drive around the mobile motor and the corresponding lines.

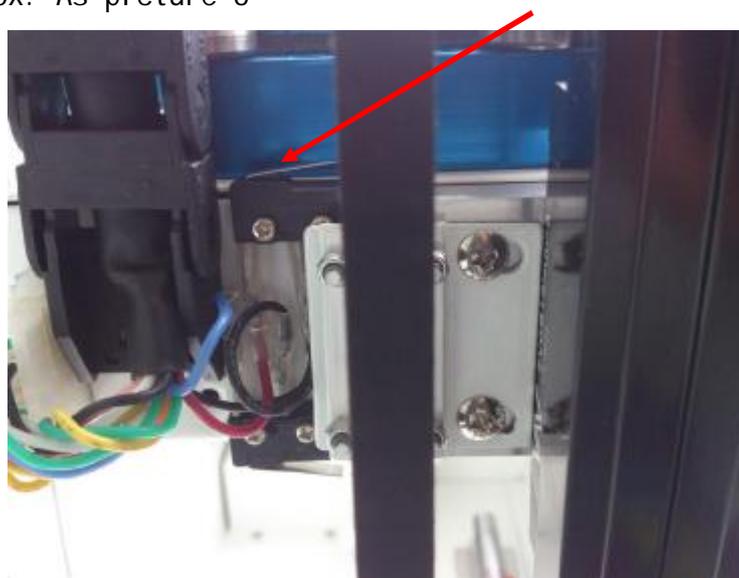
When the organization can't return to the right, the micro switch fail to close and the organization move before the failure, Pls check where does the organization stock on.

When the organization return to the right and micro switch closed state, pls check the micro switch and corresponding lines.

When the organization return to the right and micro switch closed state, pls check the

micro switch and corresponding lines.

6. When Er06 appears on the digital display, it shows there is failure of the switch on the top of the Moving Box. As picture 6

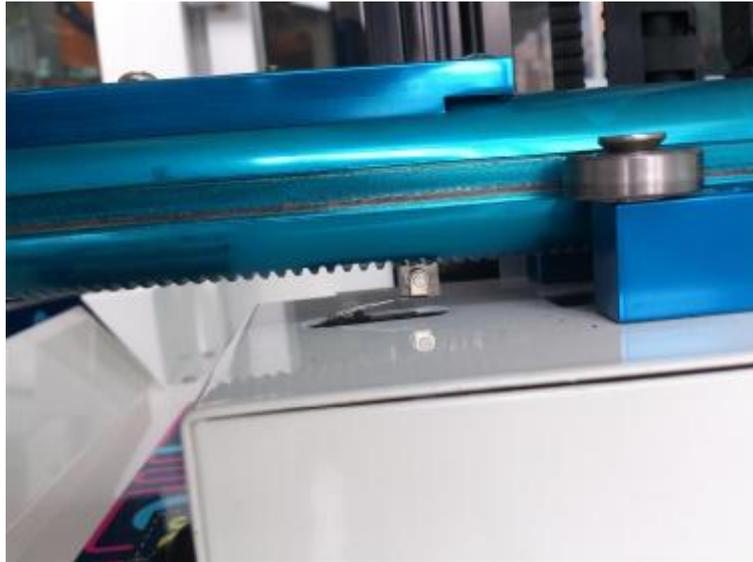


6

Trouble shooting methods: When the fluctuation of the moved motor doesn't work, pls check the fluctuation of the moved motor and corresponding lines. When the motor can move up, pls check the micro switch and corresponding lines.

7. When Er07 appears on the digital display it shows there is failure of the switch on lower back of the pushrod. As picture 7



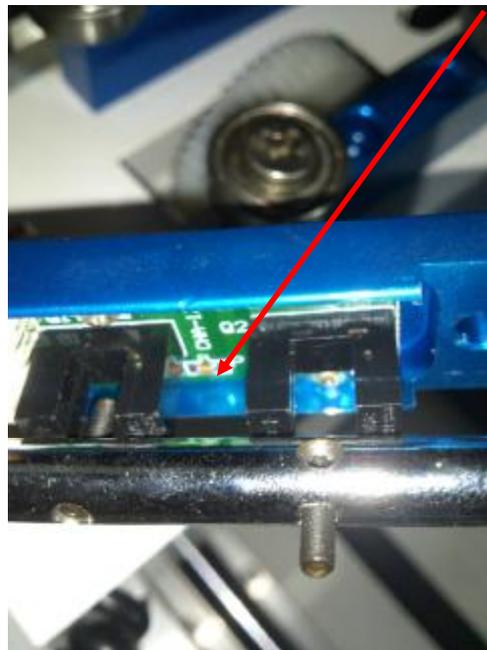


7

Trouble shooting methods: (1) When the push rod did not run into micro switch behind, check the motor and the corresponding lines inside the box.

(2) When the push rod run into micro switch behind, pls Check the micro switch and the corresponding lines.

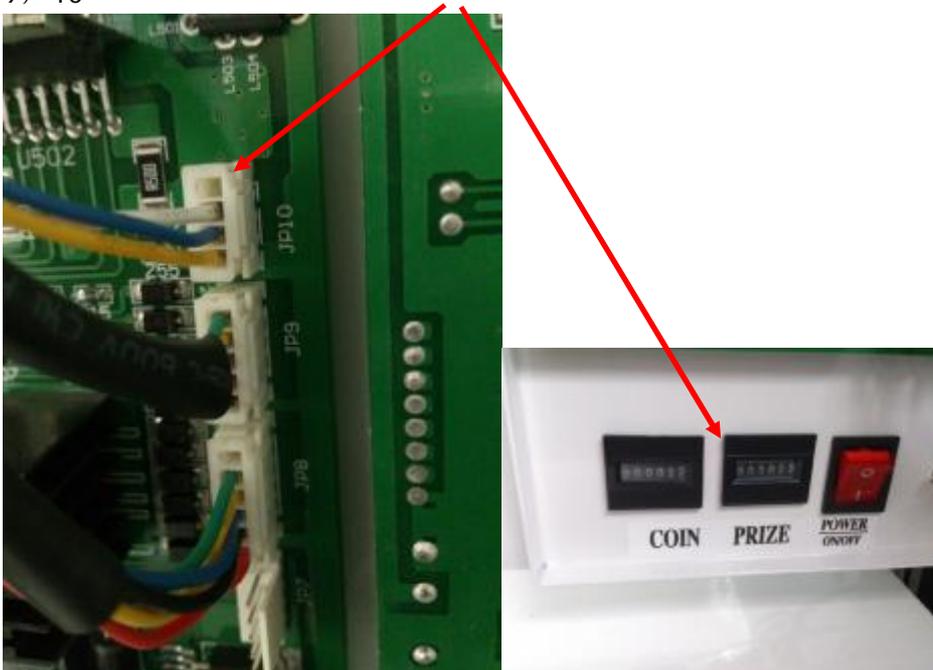
8. When Er08 and Er09 appear on the digital display it shows there is failure of the electric eye of push rod detected no signal. As picture 8



8

Trouble shooting methods: When the shaft inside the push rod doesn't work before the failure, pls detected push rod inside the motor and corresponding lines. When the push rod inside the shaft turns before failure, detect magic eye plate and the corresponding lines.

9、 When Er10 appears on the digital display it shows not connect with accouter .As picture 9, 10



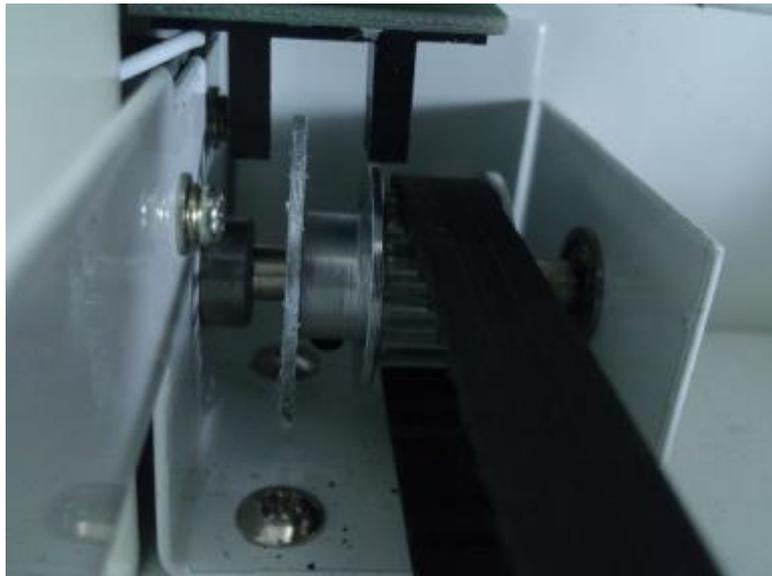
9

10

Trouble shooting: Inserted the accouter lines or may be the accouter is broken.

10. When Er11 appears on the digital display it shows not find the left and right motors sensor. As picture 11





11

Trouble shooting: When the left and right of the organization can't move before failure, pls check the motor and corresponding lines.

When the left and right of the organization can move before failure, pls check the electric eye position and baffles position whether appropriate.

When the fixed electric eye metal sheet can be adjusted and the position is appropriate, pls check the electric eye baffles and corresponding lines.