

DOCUMENT: HMS_SSC_DIAG2.TXT UPDATED 02/08/2022 (VERSION + CHANGED DIAGNOSTICS
!!!!!!!!!!!!!!!!!!!!!!USE THIS DOCUMENT IF VERSION 2.60 (OR HIGHER) IS SHOW AT POWER UP!!!!!!!!!!!!!!!!!!!!!!

HMS_SSC Slot Controller Board Diagnostics

To enable machine diagnostics move 'finger pull jumper' J5 to the 'Diag' position.

When you turn the machine on you will see -00 on the coin out meter

Note: If you do not see -01 on the coins paid meter (3 digit meter show coins paid) Goto the 'Meter Diagnostic
s' below

;GAME DIAGNOSTICS (TESTS ALL INPUTS/OUTPUTS OF THE GAME)

;USE HOPPER FILL TO STEP THRU THESE DIAGNOSTICS (-01 thru -17)

GAME_DIAGNOSTIC

-00 BEGIN DIAGNOSTICS, NO LIGHTS ON!

-01 TURN ON COIN_LI_1

-02 TURN ON COIN_LI_2

-03 TURN ON COIN_LI_3 (NOT ON ALL MACHINES)

-04 TURN ON COIN_LI_4 (NOT ON ALL MACHINES)

-05 TURN ON COIN_LI_5 (NOT ON ALL MACHINES)

-06 TURN ON COIN_LI_6 (NOT ON ALL MACHINES)

-07 TURN ON INCL (INSERT COIN LIGHT)

-08 TURN ON CACL (COIN ACCEPTED LIGHT)

-09 TURN ON TILT LIGHT

-10 TURN ON TOWER LIGHT

-11 DISPLAY COIN IN SWITCH (COIN LIGHTS 1 THRU 3 TURN ON WITH SWITCH CLOSURE)

-12 DISPLAY COIN OUT SWITCH (COIN LIGHTS 1 THRU 3 TURN ON WHEN ACTIVATING THE COIN OUT SWITCH ON THE HO

-13 DISPLAY DOOR SW (COIN LIGHTS 1 THRU 3 TURN ON WITH DOOR OPEN AND SHOULD TURN OFF WITH DOOR CLOSE
WITCH)

USE THE HOPPER RESET SWITCH TO ACTIVATE THE FOLLOWING DIAGNOSTICS:

-14 CLKT (COIN LOCKOUT COIL (BEHIND THE COIN MECHANISM)

-15 RUN THE JPBL (JACK POT BELL)

-16 TEST THE HPSF (HOPPER SAFE CIRCUIT), THE HOPPER SHOULD NOT RUN

-17 TEST THE HPRN (HOPPER RUN CIRCUIT), (THE HOPPER SHOULD NOT RUN)

-18 RUN THE HOPPER (RUNS BOTH CIRCUITS HPSF AND HPRN)

-19 RELEASE THE HANDLE (THE HANDLE RELEASE COIL IS ACTIVATED)

(THE RELEASE LEVER SHOULD DROP ALLOWING THE HANDLE TO BE PULLED)

NOTE: USE 'HOPPER RESET SWITCH' FOR THESE NEXT TWO DIAGNOSTICS TO RELEASE THE HANDLE

-20 SHOW 'LAUNCH SWITCH' STATE (PRESS HOPPER RESET TO RELEASE THE HANDLE)

COIN LIGHT 1 IS ON, COIN LIGHT 2 IS OFF

LIGHT 1 GOES OFF AND LIGHT 2 & 3 ARE ON AS THE REELS ARE LAUNCHED (THE LAUNCH SWITCH RETURNS TO THE
Y STATE AFTER REELS ARE LAUNCHED)

;USE THE 'HOPPER RESET SWITCH TO ENERGIZE THE STOP SOLENOID FOR STEPS 21 THRU 24

;USE THE HOPPER FILL SWITCH TO STEP THRU THESE STEPS

;NOTE: THE HANDLE IS RELEASED FOR THESE STEPS

-21 STOP REEL 1 PRESS 'HOPPER RESET' TO ENERGIZE THE SOLENOID

-22 STOP REEL 2 PRESS 'HOPPER RESET' TO ENERGIZE THE SOLENOID

-23 STOP REEL 3 PRESS 'HOPPER RESET' TO ENERGIZE THE SOLENOID

-24 STOP REEL 4 PRESS 'HOPPER RESET' TO ENERGIZE THE SOLENOID (SKIP THIS STEP IF NO REEL 4)

-25 GAME SIMULATION (REELS 1-3 OR REELS 1-4) PRESS HOPPER RESET IF YOU NEED TO RELEASE THE HANDLE
PULL THE HANDLE, LAUNCH THE REELS, REELS STOPPED (EACH REEL RUNS .4 SECONDS WITHOUT TRACKING

COINS PAID METER (3 DIGIT METER) DIAGNOSTIC:

MOVE THE FINGER PULL JUMPER 'J4' TO THE DIAG POSITION.

THE COINS PAID METER SHOULD CYCLE THRU DIGITS 1-9 PLUS SOME SPECIAL SEGMENTS.

IF THE YOU DO NOT GET ALL 3 DIGITS OR ALL 7 SEGEMENTS THEN THE 18 AND 24 PIN CONNECTORS AT THE BACK OF T
L

ASSEMBLY NEED CLEANING.

RE: CLEANING:

IF YOU HAVE A DREMEL TOOL AND A SOFT 'BRASS' WIRE BRUSH, USE THAT TO CLEAN THE OXIDATION OFF THE PINS.

pray
contact cleaner into the female connectors. Insert the reel assembly multiple times to help 'wipe' the oxidation off of
the female receptacle once the contact cleaner has been applied.

No Dremel tool: You can use some very fine sand paper (600 grit) and a popsicle stick to gently clean the pins

Note: If you remove the tin plating exposing the brass metal of the pin, then you will likely need to replace the
connectors. The original connectors were custom connectors. The replacement connectors (same manufacturer) have to be
replaced in pairs (both 24 pin or both 18 pin connectors). This is very tedious and not recommended!

Note: If all segments/digits don't work, then try shifting the reel assembly left to right or slightly in/out.
If the digits/segments start working, then the connector pins are still a problem