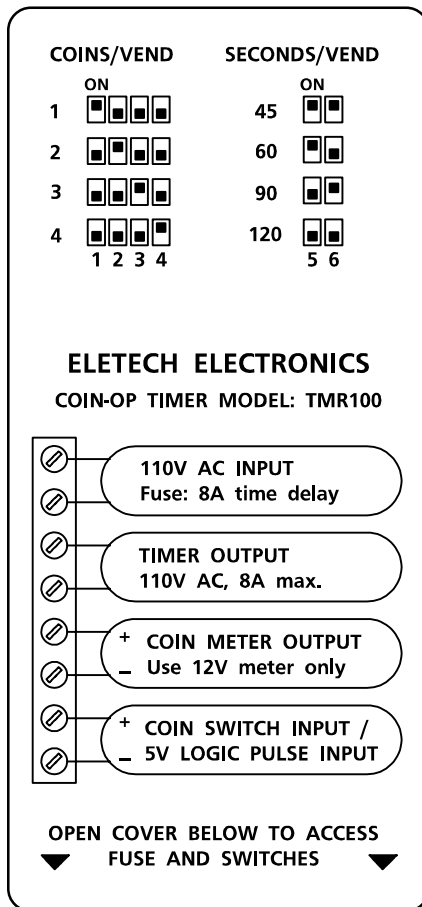


TMR100 USER'S GUIDE



The TMR100 is a digital timer with coin accumulation function. It is designed for use in coin operated kiddie rides and other similar equipment. In addition to the AC output for the motor (and the sound box if any), there is also a DC output for mechanical coin meter (pulse counter) for revenue tracking.

DIP Switch Settings

Number of Coins per Play

- 1 coin = #1 ON, #2/#3/#4 OFF
- 2 coins = #2 ON, #1/#3/#4 OFF
- 3 coins = #3 ON, #1/#2/#4 OFF
- 4 coins = #4 ON, #1/#2/#3 OFF

Play Time

- 45 seconds = #5 ON, #6 ON
- 60 seconds = #5 ON, #6 OFF
- 90 seconds = #5 OFF, #6 ON
- 120 seconds = #5 OFF, #6 OFF

110V AC Input

Connect the hot (black) and the neutral (white) wires to the top two terminals. Polarity is not important. Connect the ground wire (green) to a grounding post for safety.

Timer Output

Connect the motor's power cord to the 3rd and the 4th terminals. Polarity is not important. If there is a ground terminal on the motor, connect it to a grounding post for safety.

Coin Meter Output

For revenue tracking, connect a 12V mechanical coin meter to the 5th and the 6th terminals. Polarity is important if the meter is polarized.

Coin Switch Input

Use with mechanical coin mechanisms only.

FUSE

Use a 3AG 8 amp slow blow (time delay) fuse. If the fuse keeps blowing, lubricate the motor and/or adjust the belt.