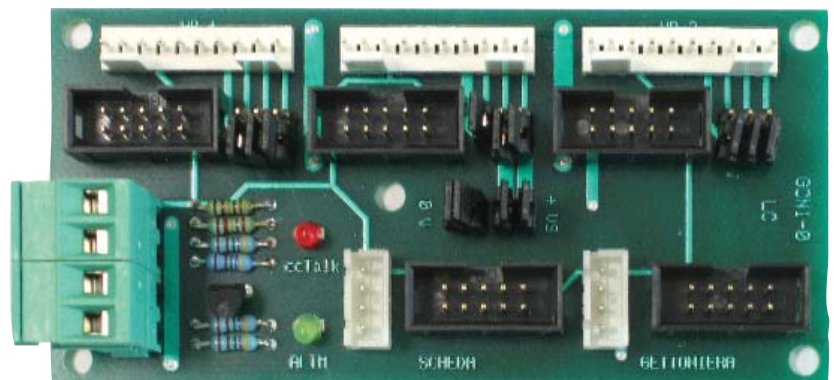


TO EASILY
CONNECT all
the peripherals
in a gaming
machine.

HUB BOARD

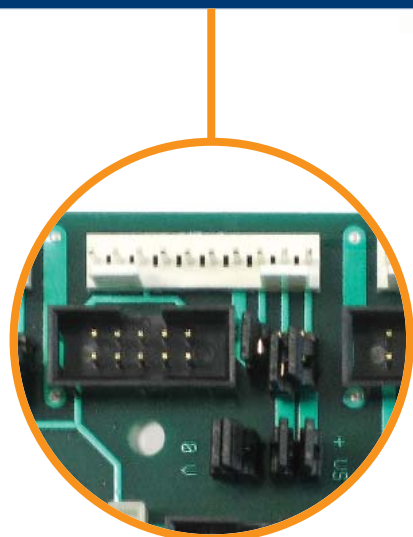
FOR APPLICATIONS USING CCTALK PROTOCOL

- Hub was designed to simplify the connection between the peripherals and the game board of a gaming machine to guarantee efficient and accurate operation of the hoppers.
- It is possible to connect the main elements of the machine with cctalk peripherals: Game board, coin validator, hoppers, power supply.
- The hub version "full version" is extremely versatile and able to be used with different types of connector.
- It is also available in the "low cost version" for driving two hoppers as mainly required by the market.
- Allows extremely easy preparation thanks to the simple insertion of a jumper without having to effect the operations of the payouts.
- The led on the hub board displays the correct voltage and data received, simplifying operation and checking that the board is functioning.



HUB BOARD

FOR APPLICATIONS USING CCTALK PROTOCOL



A terminal allows power to be taken directly from the power supply and provides the power needed by the hoppers, on the terminal is also a connection for cc talk to take data directly from jamma wiring:

Connector 5x2 - flat pins 28 AWG -, Section 0.07 mm²

Maximum current 0.5 Amp

Connector 10x1 - single pole pins sez. 0.35 mm²

Maximum current ~ 2 Amp

You can find below the typical consumption at 25volts of hoppers available from Comestero

MODEL	PAY OUT	IN ROTATION	U.M.	WORKING VOLTAGE
CUBE HOPPER	2.2	0.6	AMPERE	12 ÷ 24 VOLT
MK IV	2.5	0.7	AMPERE	12 VOLT/24 VOLT
COMPACT HOPPER	3.6	0.9	AMPERE	12 ÷ 24 VOLT

The hub board is able to connect all the peripherals in a gaming machine. It is possible to connect all the main elements of machines: Coin Validator - Game board - Hoppers - Power supply, using cctalk protocol.

COIN VALIDATOR:

The coin validator is connected to the ten pin or the four pin connector (A).

HOPPERS:

All hoppers (maximum three) are connected to the ten pin in line connectors or the 10 pin connectors (C).

For all hoppers it is possible to set the address using jumpers described in the table below.

PIN1	PIN2	PIN3	ADDRESS
		X	3
		X	4
	X		5
	X	X	6
X			7
X		X	8
X	X		9
X	X	X	10

GAME BOARD:

The game board is connected to the ten pin or the four pin connector (B).

POWER SUPPLY:

The four pole terminal (F) allows the peripherals to be reconnected directly to an external power supply. Using adequate pins it is possible to avoid losing voltage.

IMPORTANT NOTE

Always remove the jumpers VS and OV (E) when supplying power via the four pole connector.

The same terminal can also be used to connect cctalk directly to jamma connectors.

