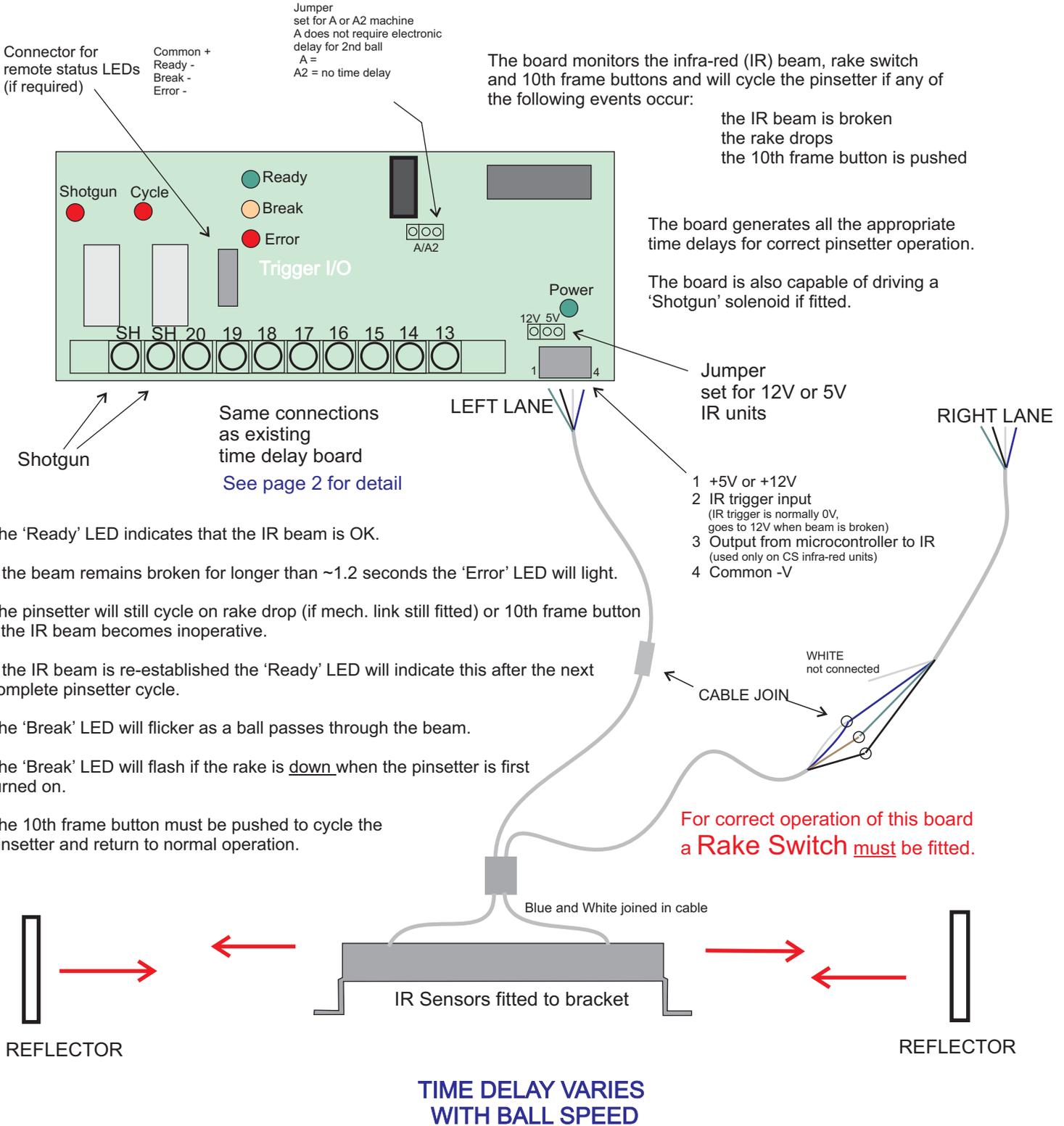




# Infra-red Ball Trigger

Document version 20230110

## For Brunswick A2 (or A conversion)



The 'Ready' LED indicates that the IR beam is OK.

If the beam remains broken for longer than ~1.2 seconds the 'Error' LED will light.

The pinsetter will still cycle on rake drop (if mech. link still fitted) or 10th frame button if the IR beam becomes inoperative.

If the IR beam is re-established the 'Ready' LED will indicate this after the next complete pinsetter cycle.

The 'Break' LED will flicker as a ball passes through the beam.

The 'Break' LED will flash if the rake is down when the pinsetter is first turned on.

The 10th frame button must be pushed to cycle the pinsetter and return to normal operation.

For correct operation of this board a **Rake Switch** must be fitted.

# Infra-red Ball Trigger

## Connections to Time Delay board

- 13. AC in
- 14. AC common
- 15. 2nd Ball
- 16. Rake / Cycle common
- 17. Cycle return
- 18. Rake return
- 19. Cycle Solenoid
- 20. Cycle Solenoid
- SH. Shotgun Solenoid
- SH. Shotgun Solenoid

## Connecting the 32VDC (fast rake drop) Shotgun Solenoid

