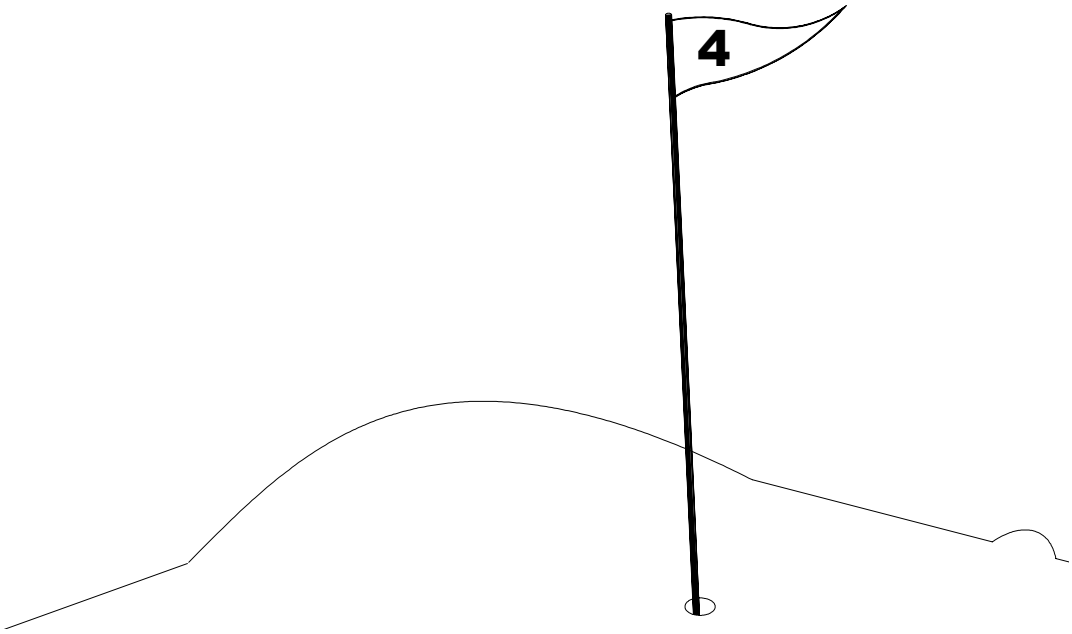
SKINS GAME

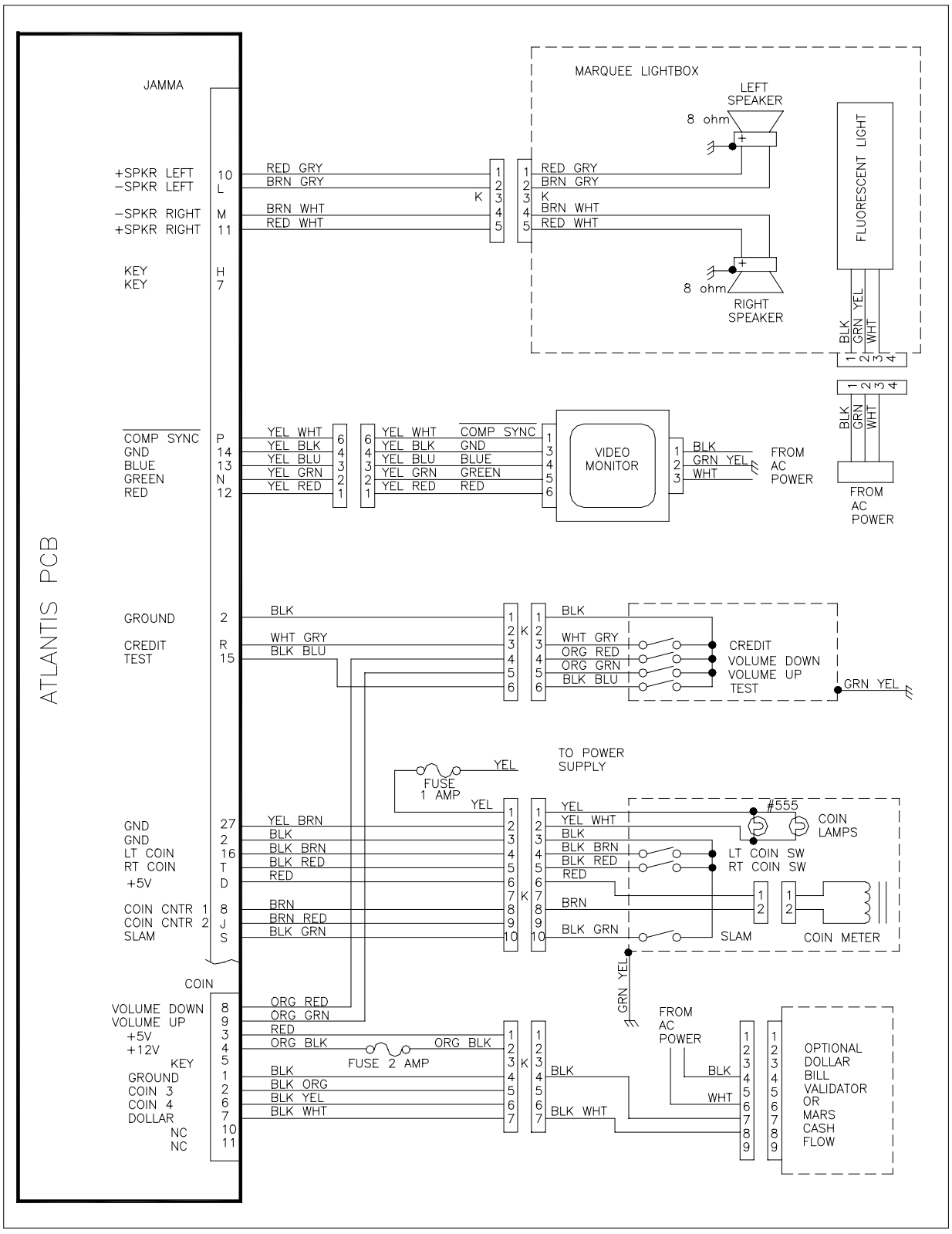
CHAPTER



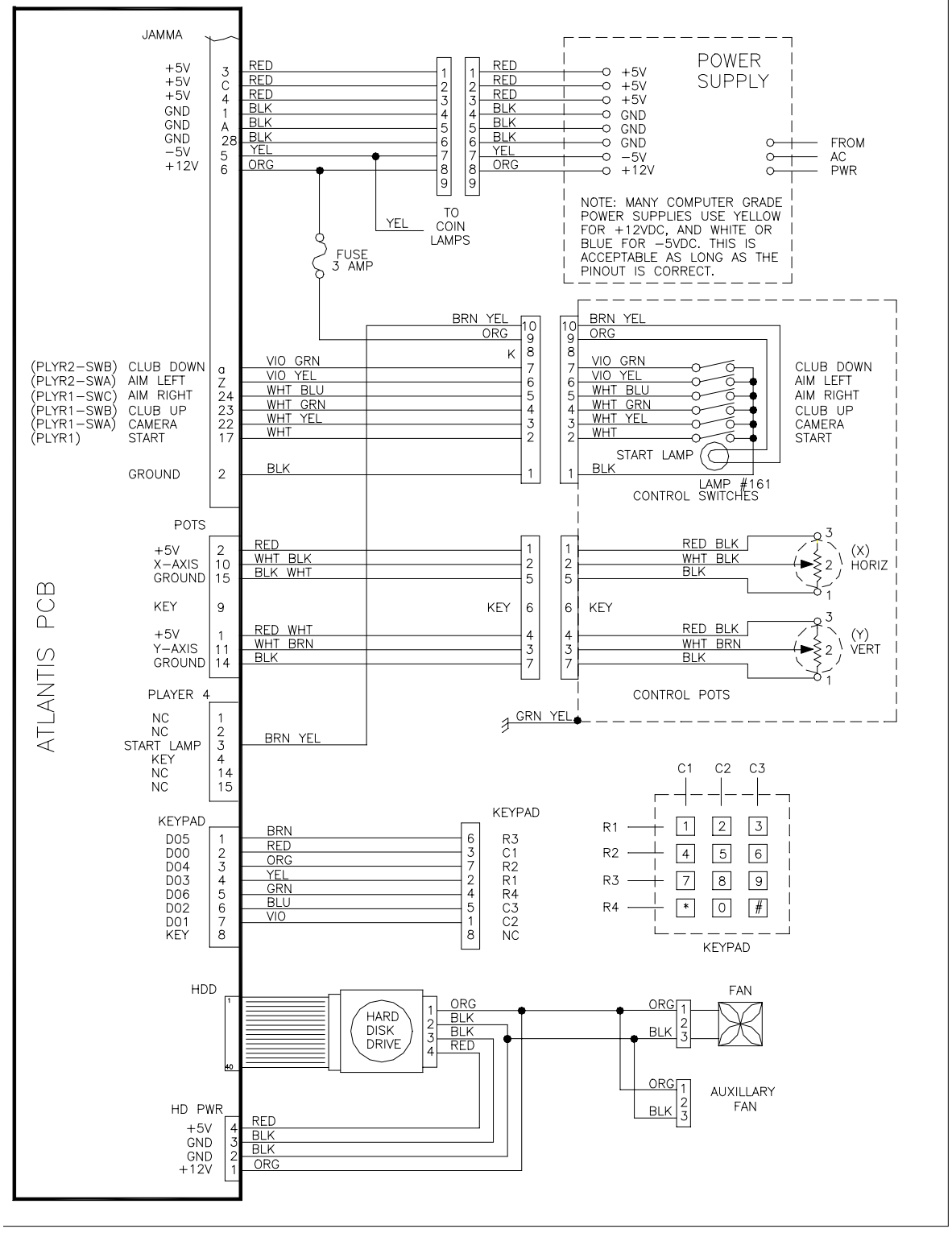
WIRING

	NOTICE: This manual is subject to change without notice. Midway Games West Inc. reserves the right to make improvements in equipment function, design, or components as progress in engineering or manufacturing methods may warrant.

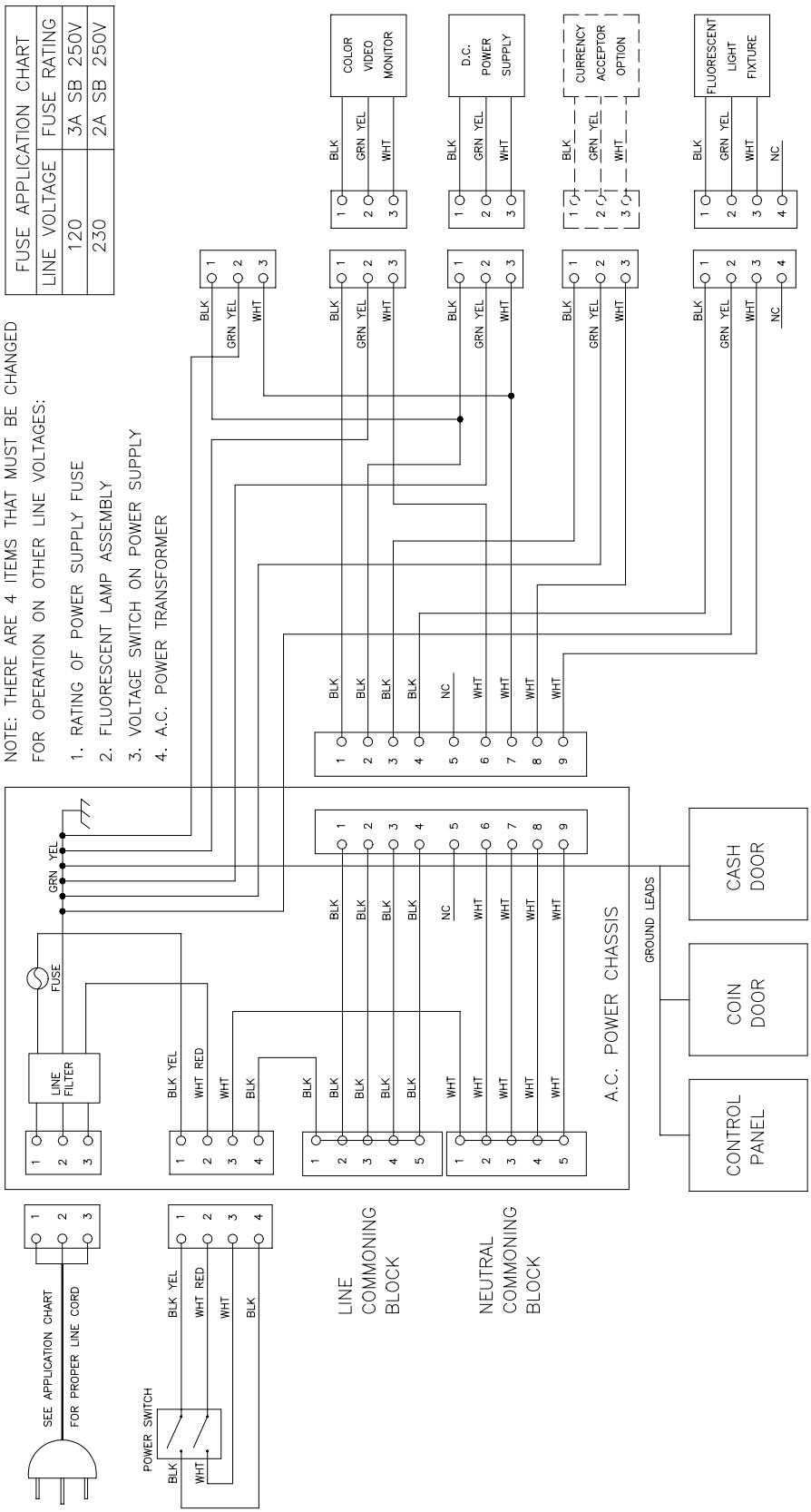
CABINET WIRING DIAGRAM



CABINET WIRING DIAGRAM



POWER WIRING DIAGRAM



LED INFORMATION

On power-up, the seven segment LED display (LED2) counts from 0 to 6 twice, and then up to "f" (hexidecimal) as it initializes the board and loads the game software. When the first title screen appears, the LEDs darkens, and are not used during normal game play.

The red LEDs marked “CPU Power” and “Power” should be lit whenever AC power is on.

The red LEDs “RST0,” “RST1,” and “RST2” behave as follows:

RST2	RST1	RST0	Meaning
ON	ON	ON	Normal after AC power is on
ON	ON	OFF	SnapHat watchdog reset occurred
ON	OFF	ON	Expansion connector reset (This is not normal.)
ON	OFF	OFF	Onboard reset button pressed
OFF	ON	ON	Software issued a reset

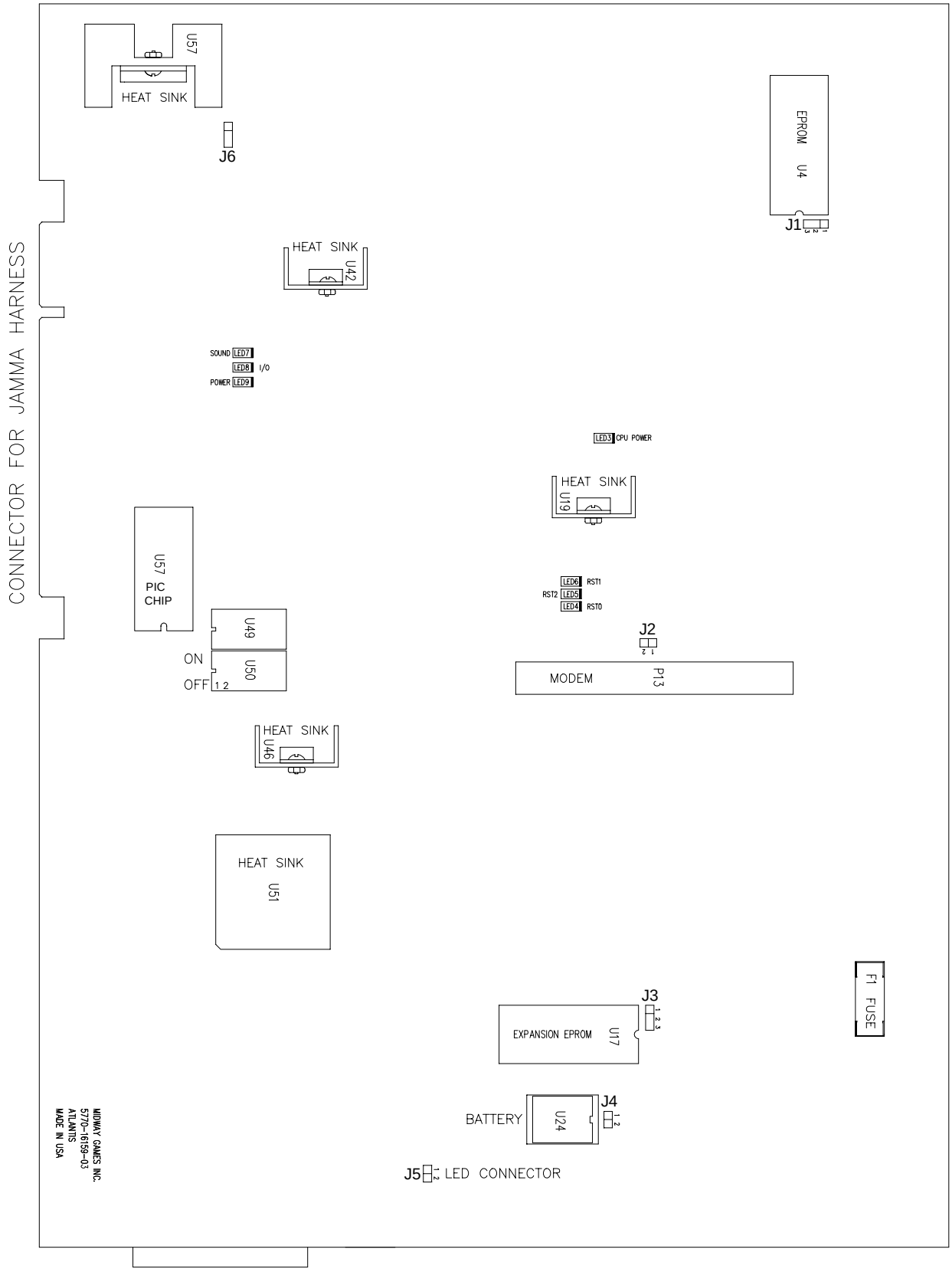
JUMPER INFORMATION

Jumpers located around the CPU Board Assembly perform as follows:

Jumper	1-2	2-3	Meaning
J1		X	Normal 27C040 (512K x 8) boot EPROM
J1	X		27C080 (1024K x 8)
J2	X		Not installed (development use only)
J3		X	27C040 (512K x 8)
J3	X		Normal 27C080 (1024K x 8) expansion (update) EPROM
J4	X		Not installed (not used)
J5	X		Not installed (RS485 termination)
J6		X	Normal

DIP SWITCH INFORMATION

There are two banks of DIP switches on the CPU Board Assembly: U49 and U50. The following table describes the significance of the first two of the eight switches on the U50 DIP switch bank. The remaining six switches on U50 should be off. All eight switches on U49 should be off.

Switch 1	Switch 2	Meaning
OFF	OFF	Normal boot and run game or boot and run tournament update
OFF	ON	Boot EPROM based self test
ON	OFF	Boot on-disk based self test
ON	ON	Boot and run factory tests (labview) then run EPROM self test

LOCATION OF LEDS, JUMPERS, DIP SWITCHES ON CPU BOARD ASSEMBLY