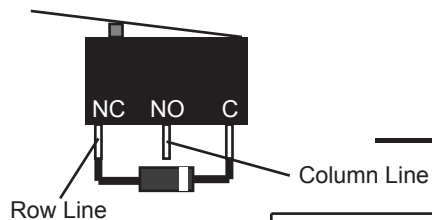


RZ SWITCH MATRIX



	switch[x] BYTE							
	COLUMN 7	COLUMN 6	COLUMN 5 GREEN GRAY	COLUMN 4 GREEN VIOLET	COLUMN 3 GREEN BLUE	COLUMN 2 GREEN BLACK	COLUMN 1 GREEN YELLOW	COLUMN 0 GREEN WHITE
ROW 0 WHITE BROWN	56	48	RAMP ⁴⁰	RAMP ³² TARGET	UPPER ²⁴ FLIPPER EOS	EXTRA ¹⁶ BALL	RIGHT ⁸ OUT LANE	SHOOTER ⁰ LANE
ROW 1 WHITE RED	57	49	41	RIGHT ³³ RATTLE SWITCH	RIGHT ²⁵ OUTER ORBIT	RIGHT ¹⁷ UPPER SLING	RIGHT ⁹ IN LANE	TROUGH ¹ 1
ROW 2 WHITE BLACK	58	50	42	34	VUK ²⁶	RIGHT ¹⁸ RAIL LOWER	RIGHT ¹⁰ LOWER SLING	TROUGH ² 2
ROW 3 WHITE YELLOW	59	51	43	LOWER ³⁵ LEFT POP	SECRET ²⁷ PASSAGE	RIGHT ¹⁹ RAIL UPPER	RIGHT ¹¹ FLIP EOS	TROUGH ³ 3
ROW 4 WHITE GREEN	60	52	44	UPPER ³⁶ LEFT POP	LEFT ²⁸ INNER ORBIT	RIGHT ²⁰ INNER ORBIT	LEFT ¹² FLIP EOS	TROUGH ⁴ 4
ROW 5 WHITE BLUE	61	53	45	POP ³⁷ TARGET	RIGHT ²⁹ LIVING DEAD GIRL	RIGHT ²¹ POP BUMPER	LEFT ¹³ LOWER SLING	TROUGH ⁵ 5
ROW 6 WHITE VIOLET	62	54	46	LEFT ³⁸ UPPER SLING	LEFT ³⁰ LIVING DEAD GIRL	LEFT ²² UPPER PLAYFIELD	LEFT ¹⁴ IN LANE	TROUGH ⁶ 6
ROW 7 WHITE GREY	63	55	47	LEFT ³⁹ ORBIT	DROP ³¹ TARGET	RIGHT ²³ UPPER PLAYFIELD	LEFT ¹⁵ OUT LANE	TROUGH ⁷ 7

CABINET SWITCHES

8	Tilt	0
9		Coin Door (closed) ¹
10		2
11		Right Flipper ³
12	Start Button	Left Flipper ⁴
13	Upper PF Opto Spaulding	5
14	Upper PF Opto (exit)	Enter (menu) ⁶
15		Coin Mech ⁷

switch[x], x BIT

PCB SWITCH COLUMN CONNECTOR

GND	COL7	COL6	COL5	KEY	COL4	COL3	COL2	COL1	COL0
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PCB SWITCH ROW CONNECTOR

GND	ROW7	ROW6	KEY	ROW5	ROW4	ROW3	ROW2	ROW1	ROW0
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SERVOS

SERVO 0 - Spaulding

SERVO 1 - Robot

Black OR Brown wire always on right