

SWITCH TESTS

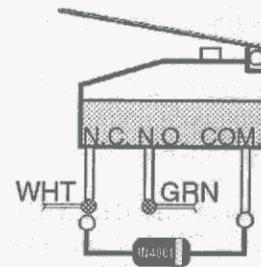
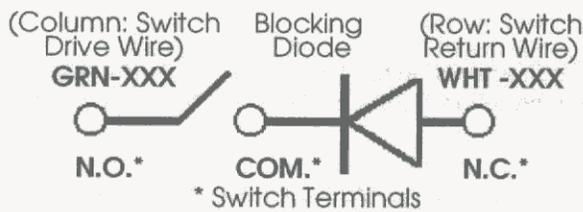
Switches are configured in an 8 x 8 matrix of columns (switch drives) and rows (switch returns) with up to 64 switches possible. The switch tests include three parts; switch test, active switches, and bad switches. Column and Row wire colors are indicated in each test using corresponding resistor color code numbers.

Switch Test

To initiate, push the STEP push-button switch, until the display indicates **SWITCH TEST**. Close each switch and observe the display. The display will indicate the switch name, column wire colors, row wire colors and the switch number. When a switch is released, the name and number disappear until another switch is closed or the test is exited.

Active Switches

Push the STEP push-button switch from the Switch Test. The display will indicate **ACTIVE SWITCHES**. If any switches are stuck closed (or made from the presence of a ball), the display sequences through switch names, and indicates the row and column wire colors, and the switch numbers are indicated in the display. This cycle continues until all switches are cleared or until the STEP push-button switch is depressed.



Diode 1N4001

SWITCH MATRIX CHART

Column (Drive) / Row (Return)	1 Q55 GRN-BRN CN8-1	2 Q54 GRN-RED CN8-2	3 Q53 GRN-ORN CN8-3	4 Q52 GRN-YEL CN8-4	5 Q51 GRN-BLK CN8-5	6 Q50 GRN-BLU CN8-7	7 Q49 GRN-VIO CN8-8	8 Q48 GRN-GRY CN8-9
1 WHT-BRN CN10-9	Plumb Tilt 1	#1 (Left) Ball Trough 9	Captive Stand-Up "D" of DUFF 17	Left Turbo Bumper 25	Left Drop Target Bottom 33	Not Used 41	"R" Ramp Enter 49	Right Drop Target Top 57
2 WHT-RED CN10-8	4th Coin 2	#2 Ball Trough 10	Captive Stand-Up "U" of DUFF 18	Bottom Turbo Bumper 26	Left Drop Target Middle 34	Not Used 42	"R" Ramp Exit 50	Right Orbit Top 58
3 WHT-ORN CN10-7	Credit Button 3	#3 Ball Trough 11	Captive Stand-Up "F" of DUFF 19	Right Turbo Bumper 27	Right Drop Target Middle 35	Not Used 43	"G" Ramp Enter 51	Left Drop Target Top 59
4 WHT-YEL CN10-6	Right Coin 4	#4 Ball Trough 12	Captive Stand-Up "F" of DUFF 20	Right Slingshot 28	Right Drop Target Bottom 36	Not Used 44	"G" Ramp Exit 52	Left Orbit Top 60
5 WHT-GRN CN10-5	Center Coin 5	#5 Ball Trough 13	"J" of JAM Top Lane Left 21	Left Slingshot 29	Eject 37	Not Used 45	Left Return Lane 53	Not Used 61
6 WHT-BLU CN10-3	Left Coin 6	#6 Ball Trough 14	"A" of JAM Top Lane Middle 22	Top Slingshot 30	Center Scoop 38	Not Used 46	Left Outlane 54	Gun Trigger 62
7 WHT-VIO CN10-2	Slam Tilt 7	#7 (Right) Ball Trough 15	"M" of JAM Top Lane Right 23	Not Used 31	VUK 39	Not Used 47	Right Outlane 55	Left Flipper Upr./Lwr. 63
8 WHT-GRY CN10-1	Extra Ball Button 8	Shooter Lane 16	Left Shooter Lane 24	Not Used 32	Funnel Snake Pit 40	Inner Orbit Bottom 48	Right Return Lane 56	Right Flipper Lower 64