

# <GOLD FORT>I/O Chart-HomingGame

**INPUT :**

INPUT	CONTENT	INPUT	CONTENT	INPUT	CONTENT
I1	1P Coin A	I11	2P Coin A	I21	3P refund a tickrt
I2	1P Coin B	I12	2P Coin B	I22	3P Coin B
I3	1P initial position	I13	2P initial position	I23	3P initial position
I4	1P Gear position	I14	2P Gear position	I24	3P Gear position
I5	1P 'W' win	I15	2P 'W' win	I25	3P 'W' win
I6	1P 'I' win	I16	2P 'I' win	I26	3P 'I' win
I7	1P 'N' win	I17	2P 'N' win	I27	3P 'N' win
I8	1P out of moner	I18	2P out of moner	I28	3P out of moner
I9	1P Coin Return	I19	2P Coin Return	I29	3P Coin Return
I10	1P refund a tickrt	I20	2P refund a tickrt	I30	3P Coin A
I31	Service signal	I32	Reset signal		

**OUTPUT :**

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT
OUT1		OUT17	1P turntable motor	OUTPUT	
OUT2		OUT18	1P Coin driven		
OUT3		OUT19	1P Refund driven		
OUT4		OUT20	2P turntable motor		
OUT5		OUT21	2P Coin driven		
OUT6		OUT22	2P Refund driven		
OUT7		OUT23	3P turntable motor		
OUT8		OUT24	3P Coin driven		
OUT9		OUT25	3P Refund driven		

**SW Dial function setting;**

Dial bit	ON	OFF	Dial bit	ON	OFF
SW1	extension	Host	SW5		
SW2	Coin channel lamp	Street lamp reservation	SW6		
SW3	Coin path random	Currency score setting	SW7		
SW4	JP Radix reservation	JP Cardinality increase	SW8		
Remarks:					
<SW5-6>Functional controls are as follows;1 《off ,off》 - Refund ofmoney 2 《on,off》 - Coin Return 3 《 off,on 》 - Return ticket 4 《on,on》 -No refund and currency					