

WIRING INSTRUCTIONS

A. Wiring of Pitching Motors

- 1) Using a 3-conductor shielded cable, the ball counter microswitches are connected to the appropriate inputs in the control box. (See Appendix A for a complete wire list.) The common of the microswitch is connected to the common line. Shield of cable must not be connected to case ground at machine, but must be connected to common or ground at the control box.
- 2) The outputs in the control box are connected to the "A" or "B" inputs of the light box controller.
- 3) The common of the cable **MUST NOT** be grounded at the machine, but at the common of the control box.

NOTE: COMMON IS NOT GROUND EXCEPT IN THE CONTROL BOX

B. Wiring of the Coin Mechanism

- 1) Using a 2-conductor shielded cable, the normally open contacts of the microswitches on the coin mechanisms are connected to the coin inputs of the control box. (See Appendix A for a complete wire list.) The common of the microswitch is connected to the common line.

PROGRAMMING BALL AND COIN COUNTS

The Batting Cage Controller is designed so that changes can easily be made in either the ball count or the coin count, or in both of these counts if desired. To change the ball or coin count follow these steps:

- 1) Flip "PROGRAM" switch in the control box to "ON".
- 2) Press "RENT" to display existing ball count, or "CAGE" to display existing coin count.
- 3) If desired count is less than the existing count, press switch #4 to clear counter. Then press switches 1, 2, and 3 in the proper order as described below. (see note)
- 4) If desired count is greater than existing count, use switches 1, 2, and 3 as described below (see note)
- 6) When finished, flip "PROGRAM" switch to "OFF".

NOTE: Switches 1, 2, 3, and 4 are used to change the ball and coin counts stored in the memory of the controller.

- 1) Switch #1 increases the count by one.
- 2) Switch #2 increases the count by five.
- 3) Switch #3 increases the count by ten.
- 4) Switch #4 clears the counter completely.

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