



SERVICE MANUAL



- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safety reasons.

- The following suggestions should be adhered to:

WARNING

Disregarding could result in serious injury.

CAUTION

Disregarding could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- Precautions to be followed:

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist


- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.


PRECAUTIONS FOR USE

WARNING

Be sure to consult an industry specialist when setting up, moving or transporting this product.


- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

The machine for indoor usage only does not install outside. 

Do not set the game machine up near emergency exits. 


Protect the game machine from: 


- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.

Do not place containers holding chemicals or water on or near the game machine. 

Do not place objects near the ventilating holes. 

Do not bend the power cord by force or place heavy objects on it. 


Never plug or unplug the power cord with wet hands. 

Never unplug the game machine by pulling the power cord. 

CAUTION

Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

Be sure to use the attached power cord.

Never plug more than one cord at a time into the electrical receptacle. 

Do not lay the power cord where people walk through. 

Be sure to ground this product. 

Do not exert excessive force when moving the machine. 

For proper ventilation, keep the game machine 100mm(4") away from the walls.

Do not alter the system related dipswitch settings.

♣ PRECAUTIONS FOR USE

⚠ WARNING

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.



- Using the machine in abnormal conditions could result in fire or accidents.

In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

Do not leave the power cord plugged in improperly or covered with dust.



- Doing so could result the power cord periodically.

⚠ CAUTION

Do not use this product anywhere other than industrial areas.



- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

- Do not give shock the surface of glass products.

- Please do not play this game if
 - When you do drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands.



In handling the power cord, follow the instructions below.





- | | |
|---|--|
| • Do not damage the power cord. | • Do not modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich the power cord. | • Do not drive a nail into the power cord. |


If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.


♣ PRECAUTIONS FOR USE


⚠ WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine. 

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. 

Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur. 


If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle. 


Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling. 

To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine. 
Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine. 

Before moving take the machine, off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

.....

PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

* CONTENTS

1. SERVICE MENU SCREENS
2. COIN OPTIONS
3. INSTALL USB PATCH
4. TEST INPUT
5. TEST LIGHTS
6. DIAGNOSTICS
7. REDUCE BURN-IN
8. BOOKKEEPING
9. MAINTENANCE MENU
10. SPECIFICATION AND DIMENSION
 - 11-1. DIMENSION
 - 11-2. SPECIFICATION
11. NAME OF PARTS
12. STICKER LOCATION
13. HOW TO ASSEMBLY
 - 13-1. ASSEMBLING BILLBOARD
 - 13-2. ASSEMBLING FLOOR STEP
14. ASSEMBLING MAIN CASE
 - 14-1. ASSEMBLING BILLBOARD
 - 14-2. ASSEMBLING MAIN CASE
 - 14-3. ASSEMBLING MAIN CASE
 - 14-4. ASSEMBLING FRONT DOOR
 - 14-5. ASSEMBLING MAIN CASE
 - 14-6. ASSEMBLING MAIN CASE
 - 14-7. ASSEMBLING MAIN CASE
 - 14-8. ASSEMBLING MAIN CASE
 - 14-9. ASSEMBLING MAIN CASE
 - 14-10. ASSEMBLING BILLBOARD
15. ASSEMBLING FLOOR STEP
 - 15-1. ASSEMBLING FLOOR STEP
 - 15-2. ASSEMBLING FLOOR STEP
 - 15-3. ASSEMBLING FLOOR STEP
 - 15-4. ASSEMBLING FLOOR STEP
 - 15-5. ASSEMBLING FLOOR STEP
16. WIRING DIAGRAM

3. Install USB Patch

Choose Install Patch from the Service Menu.



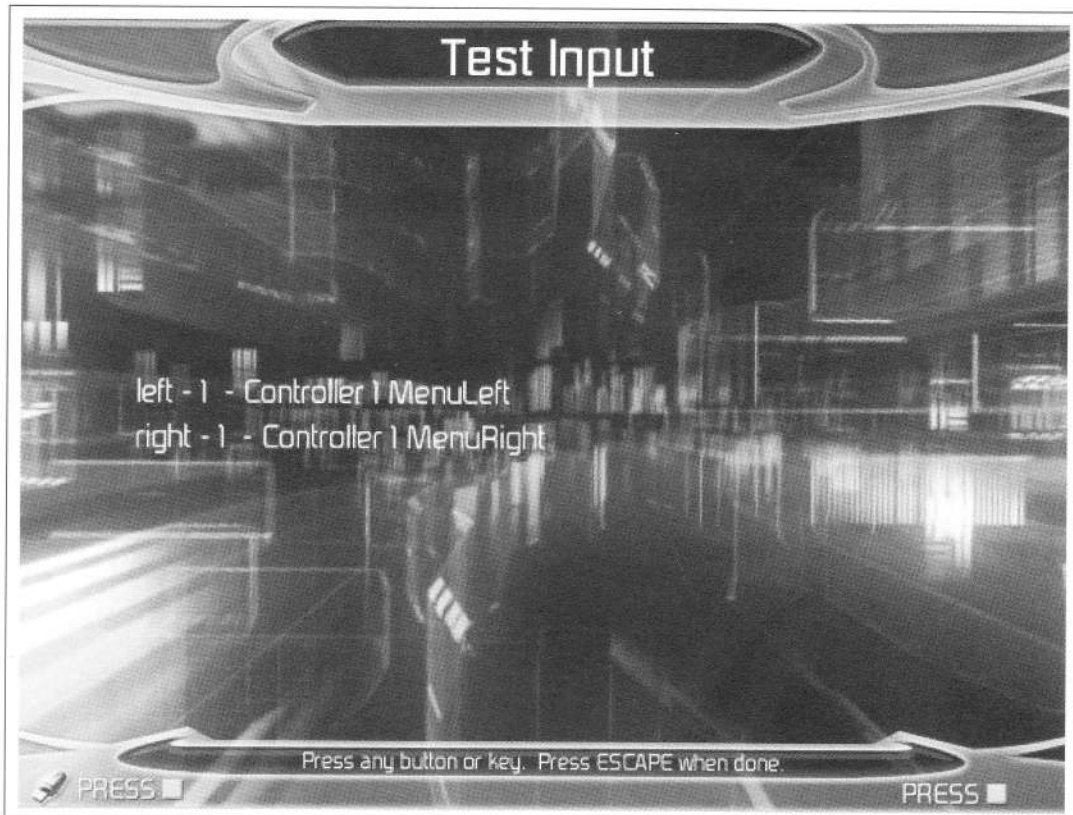
The game software can be upgraded with a Pump It Up Pro patch file on a USB drive. Pump It Up Pro patch files are downloaded from the internet.

Follow the instructions below to install a USB patch, or press the Start button leave this screen.

1. Purchase or borrow a USB drive. These drives can be obtained from Wal-Mart, Target, K-Mart, Radio Shack, any electronics store, and most office supply stores. Any drive size 64MB or larger will work.
2. Plug the pen drive into any computer connected to the internet.
3. On the computer, open a web browser and enter in the location: [http:// pumpituppro.com/arcade](http://pumpituppro.com/arcade)
4. Click on the latest patch file for your version of Pump It Up Pro. Choose to save the patch file to the root folder of your USB pen drive.
5. Remove the drive and carry it to your Pump It Up Pro machine.
6. On the Pump It Up Pro machine, choose Install Patch from the Service Menu.
7. Plug the USB drive into either player's USB slot on the front of the cabinet.
8. The Machine Update will be read from the pen drive and applied to the machine. This may take a minute or two.
9. Press the Start button to reboot the machine to complete the Machine Update.

4. Test Input

Choose Test Input from the Service Menu.



The game displays a list of all dance pad panels and cabinet buttons that it detects as currently being pressed.

Press any dance pad panel or cabinet button, and watch the screen text to see if the button status changes appropriately.

Buttons that are stuck in the on position or are unresponsive to a press will need maintenance.

Press and hold the Start button to leave this screen.

5. Test Lights

Choose Test Lights from the Service Menu.

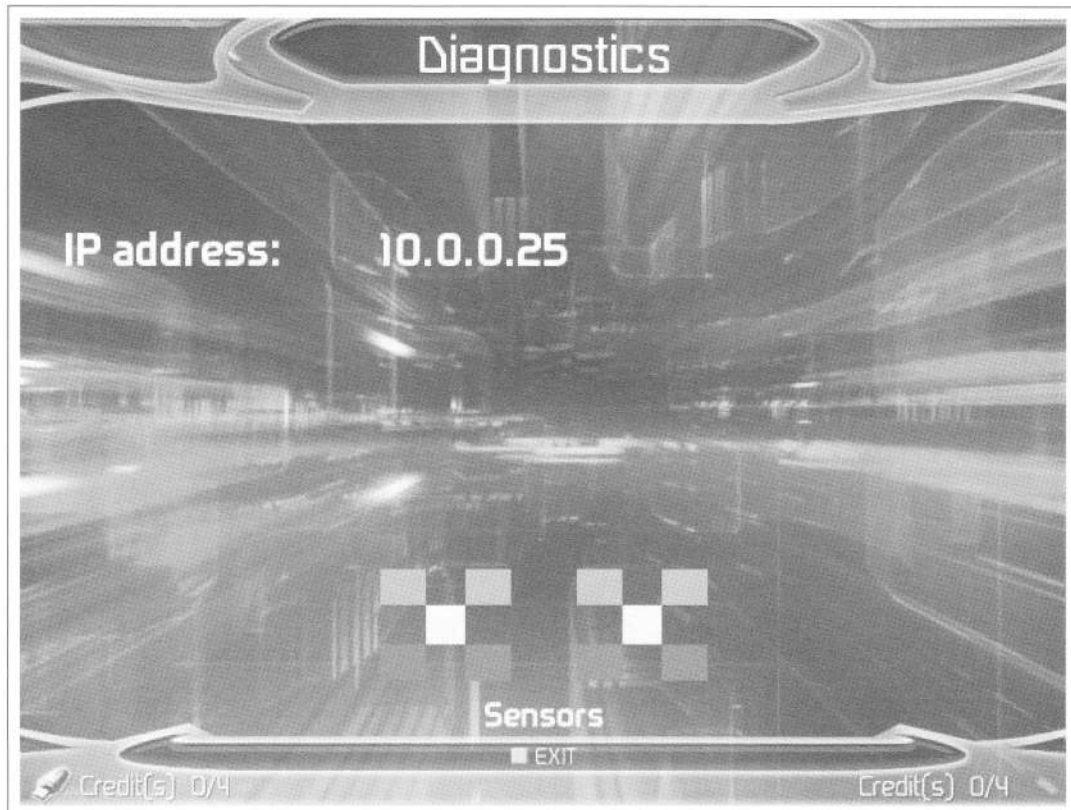


This screen will cycle through the cabinet and pad lights one at a time.
A message shows which lights are currently lit according to the software.

Press Left and Right on the Player 1 side to manually cycle through cabinet lights.
Press Left and Right on the Player 2 side to manually cycle through pad lights.
Press Start to leave this screen.

6. Diagnostics

Choose Diagnostics from the Service Menu.

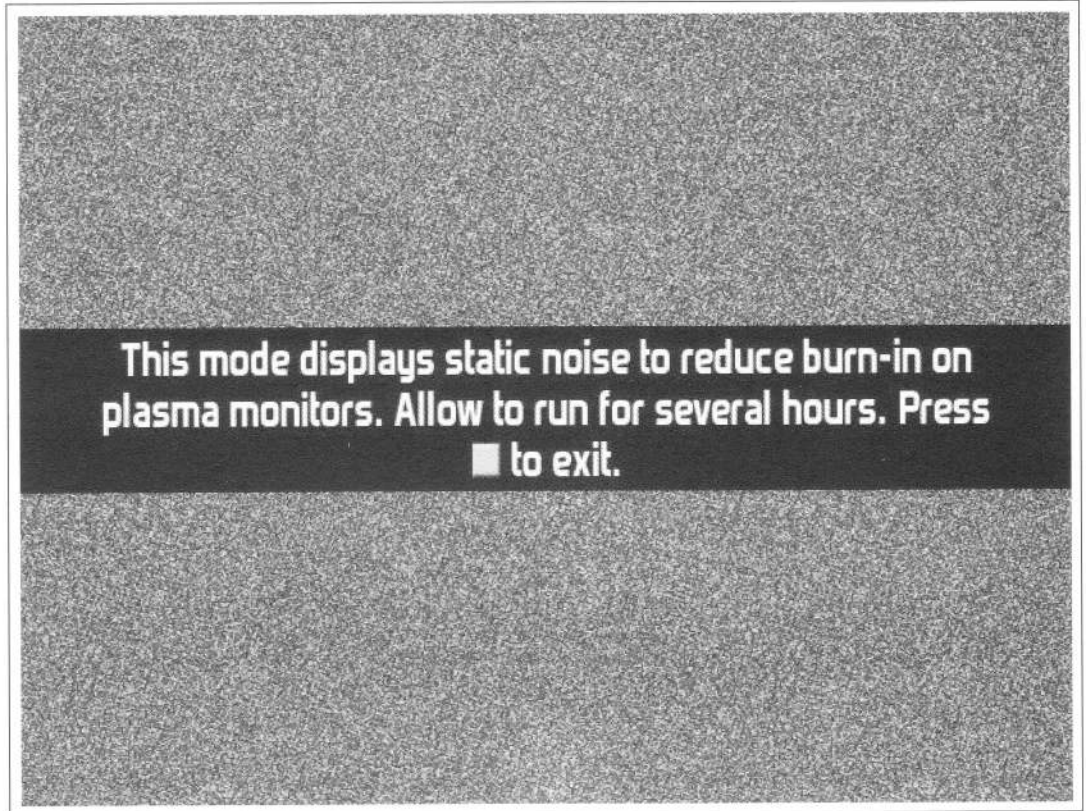


This screen shows information about the currently-installed software patch version, the computer's network IP address, the Pump It Up Pro serial number, and the pressed status of individual sensors in the dance pad.

Press Start to leave this screen.

7. Reduce Burn-in

Choose Reduce burn-in from the Service Menu.



This mode displays static noise to reduce burn-in patterns that may have formed on plasma-technology monitors.

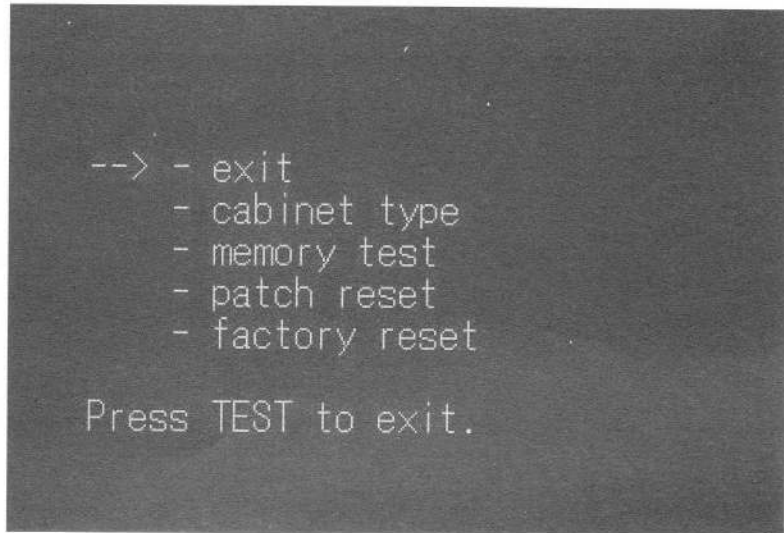
If noticeable burn-in effects develop on your plasma monitor, allow this screen to run for several

Press Start to leave this screen.

9. Maintenance Menu

Use the Maintenance Menu to perform uncommon maintenance and recovery tasks.

- 1) To enter the maintenance menu, you will need access to the computer inside of the cabinet. Remove the cabinet's rear-access panel.
- 2) Locate the green IO circuit board attached to the side of the computer unit.
- 3) Locate the SERV1 and CLR1 buttons on the IO circuit board.
- 4) Turn on the cabinet's power switch on.
- 5) While the computer is booting, hold the SERV1 + CLR1 on the IO circuit board. The computer will enter the Maintenance Menu.



```
--> - exit
      - cabinet type
      - memory test
      - patch reset
      - factory reset

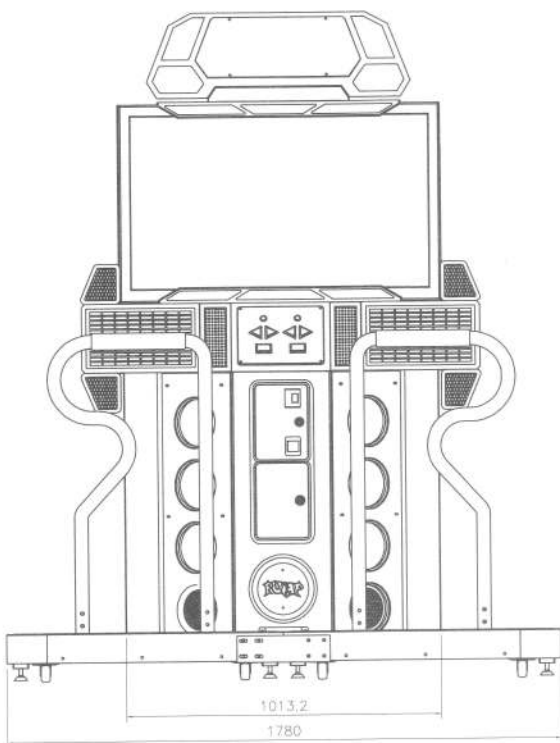
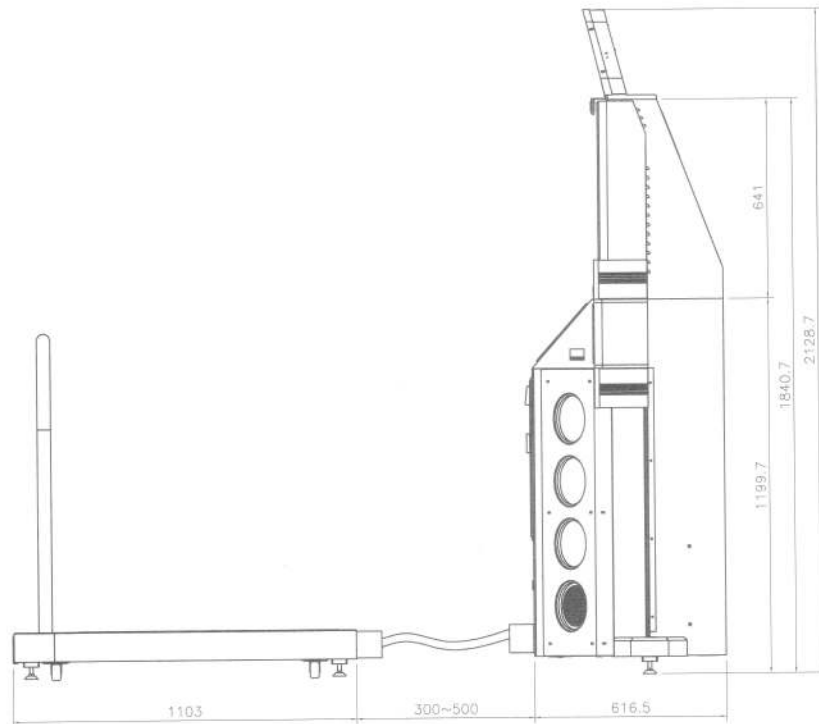
Press TEST to exit.
```

Press the Left and Right buttons to change the selected option, then press Start to choose the selected option. Or, press the Test button located in the service box to leave the Maintenance Menu and reboot into the game.

- * Exit ; Leave the Maintenance Menu and reboot into the game.
- * Cabinet Type ; Change the game software to work either with a Pump It Up GX cabinet or a Pump It Up NX cabinet.
- * Memory Test ; Causes the machine to reboot into memory test mode.
In memory test mode, the computer will continuously test for memory errors. Allow the memory test to run for at least one complete pass, then cycle power to the cabinet to reboot the computer.
The computer will now reboot into the normal game mode.

10. SPECIFICATION AND DIMENSION

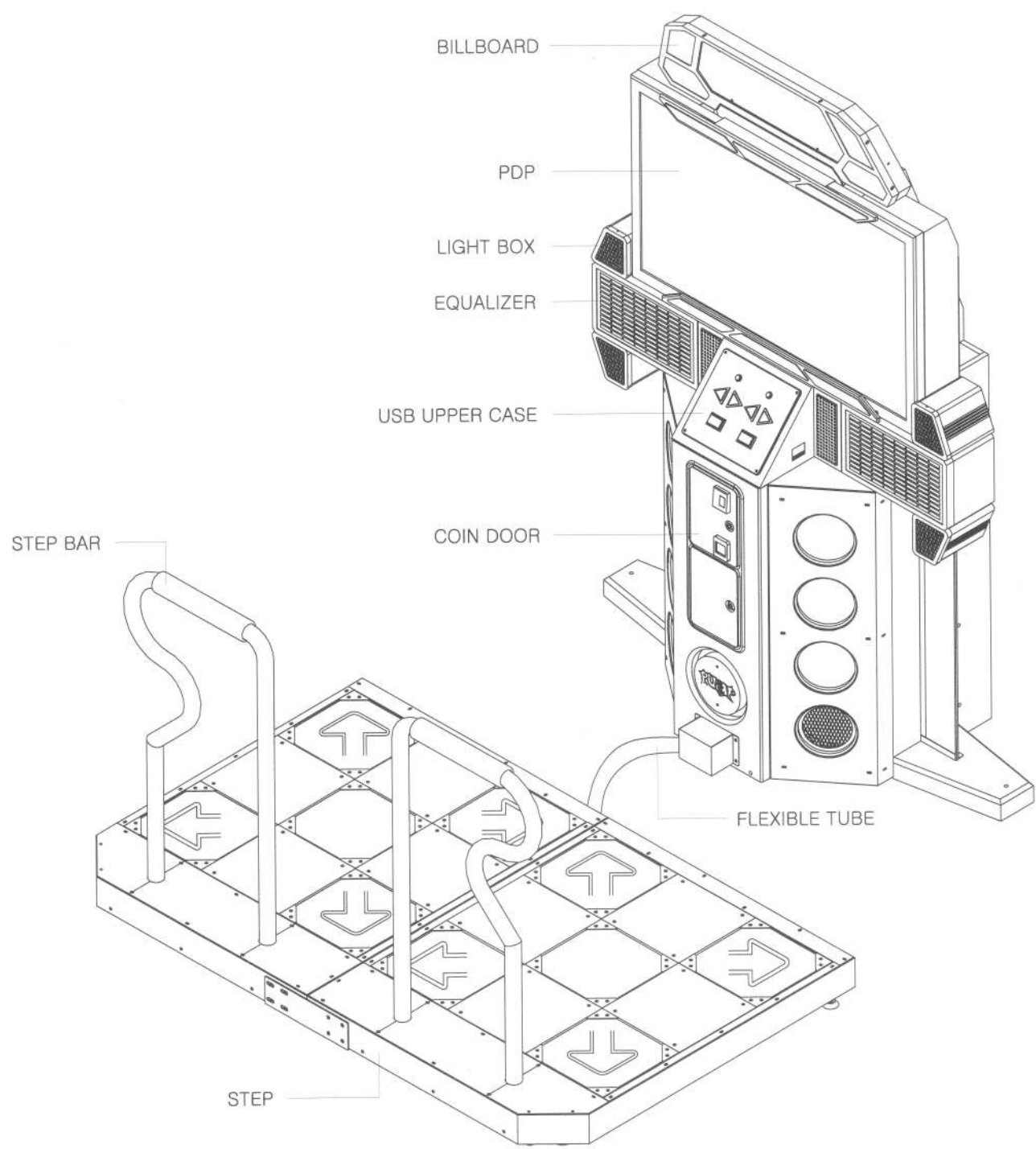
10-1. DIMENSION



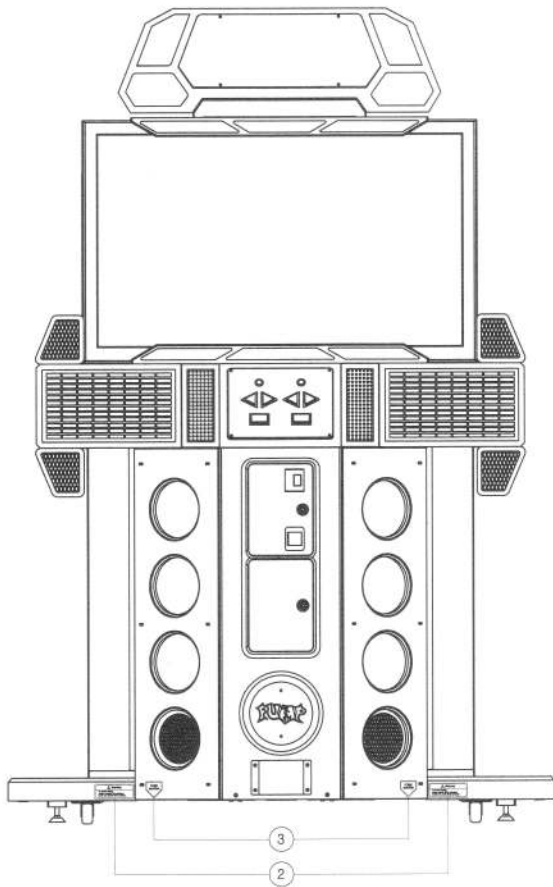
10-2. SPECIFICATION

POWER CONSUMPTION		600W
PDP TV POWER CONSUMPTION		320W
SCREEN SIZE		42" (Plasma Display Panel)
WHIGHT (Kg)	BODY	175 kg
	STEP	252 kg
PDP TV POWER REQUIREMENT		AC 100-240V (50/60Hz)


11. NAME OF PARTS



12. STICKER LOCATION



1




USB
CONNECTOR

2

Warning

To ensure safety,
please install all the adjusters
surely and check them carefully.

3



FORK
position

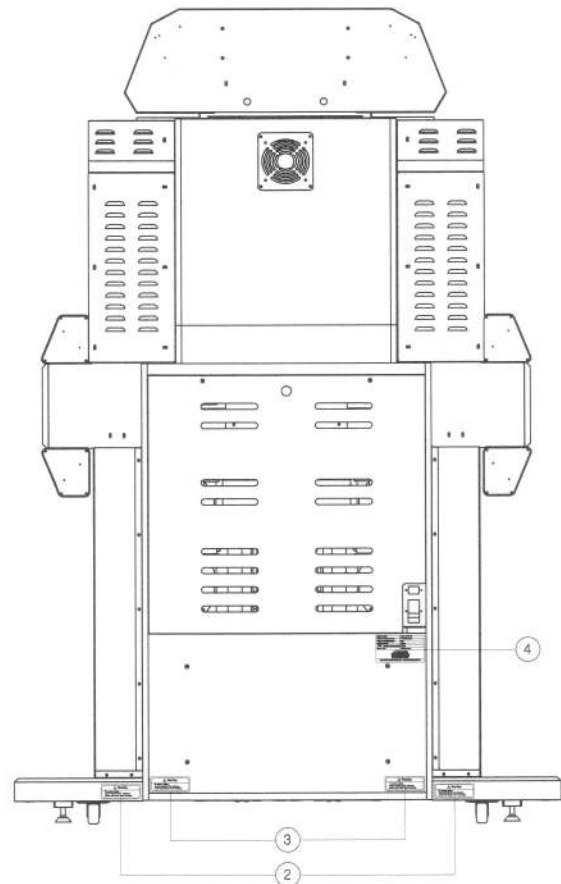
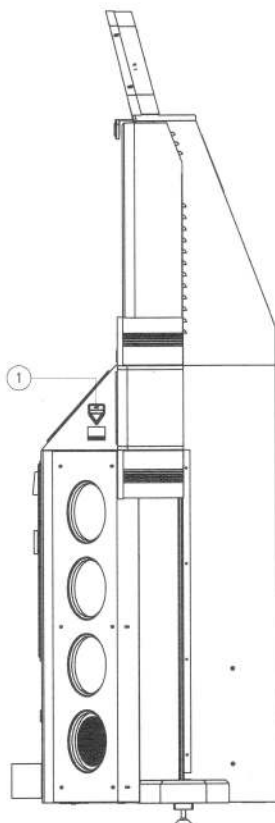
4

MODEL NAME	PUMP IT UP FX
POWER REQUIREMENTS	AC 220V, 50Hz
POWER CONSUMPTION	1.5KW
WEIGHT BODY (KG)	174kg
FLOOR CONTROLLER	182kg
MODEL NO.	AM06-PJFXA

ANDAMIRO

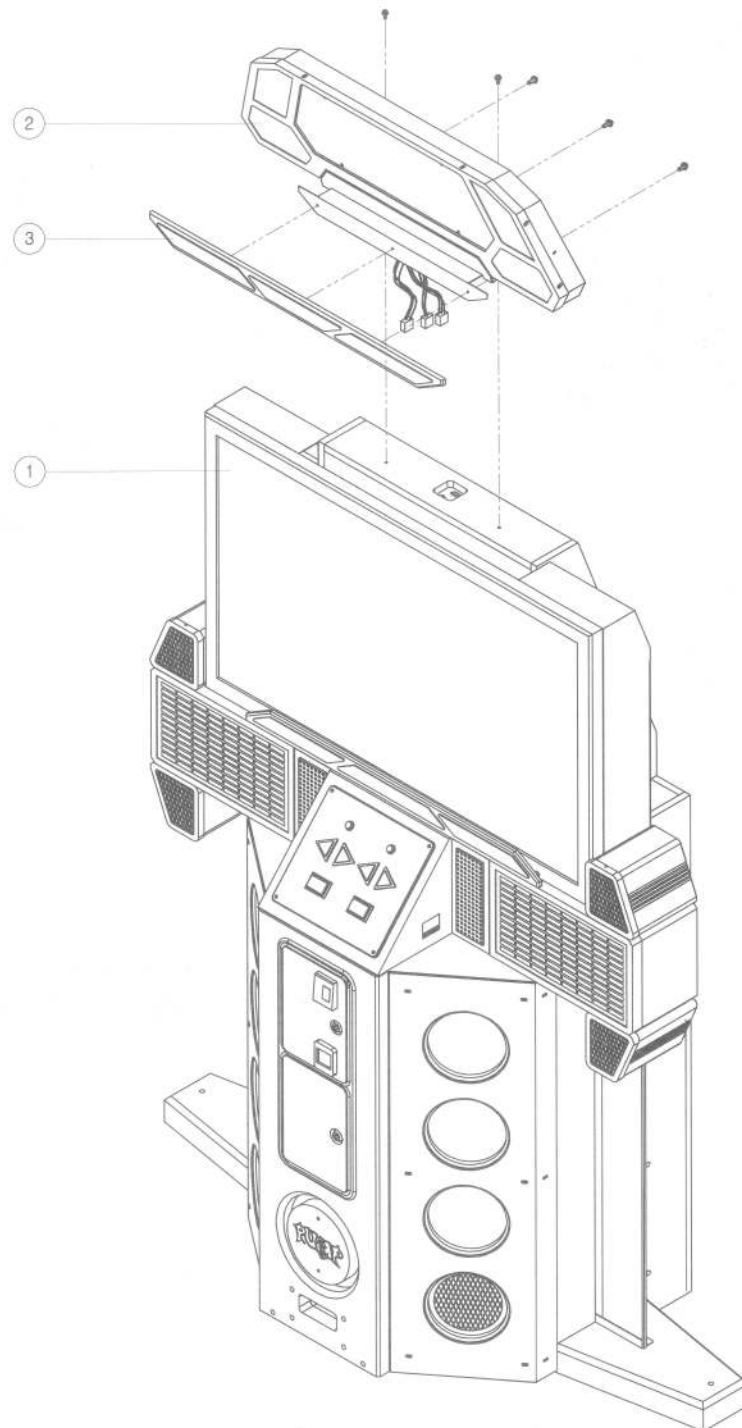
XXXXXXXXXXXXXXXXXXXX

Koyang-si, Kyoyugi-do, Korea Phone 82-31-909-2100



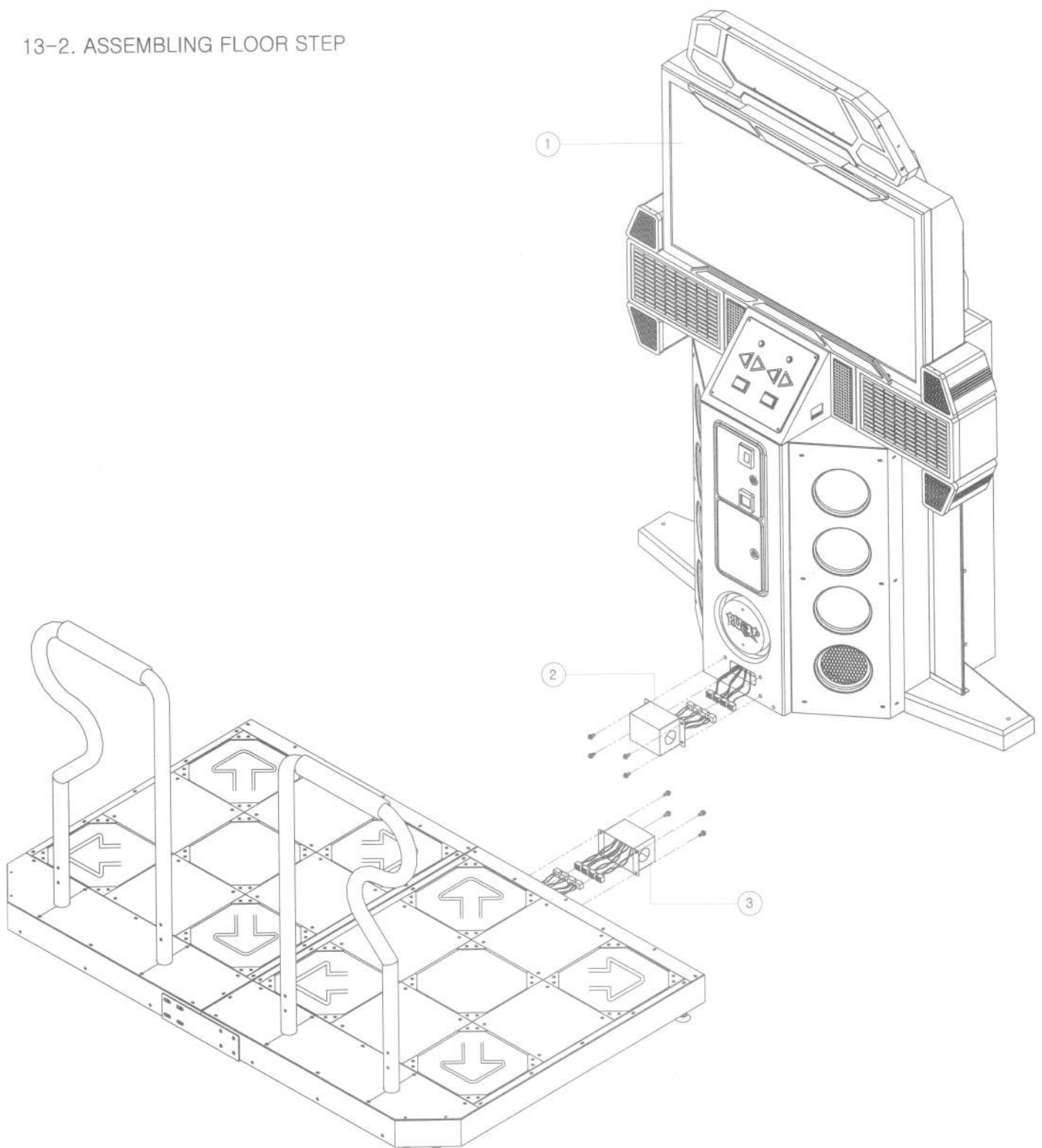
13. HOW TO ASSEMBLY

13-1. ASSEMBLING BILLBOARD



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	BILLBOARD ASS'Y	-	1	-
3	TOP PDP GUIDE FORMAX	-	1	MPUF0ACR013

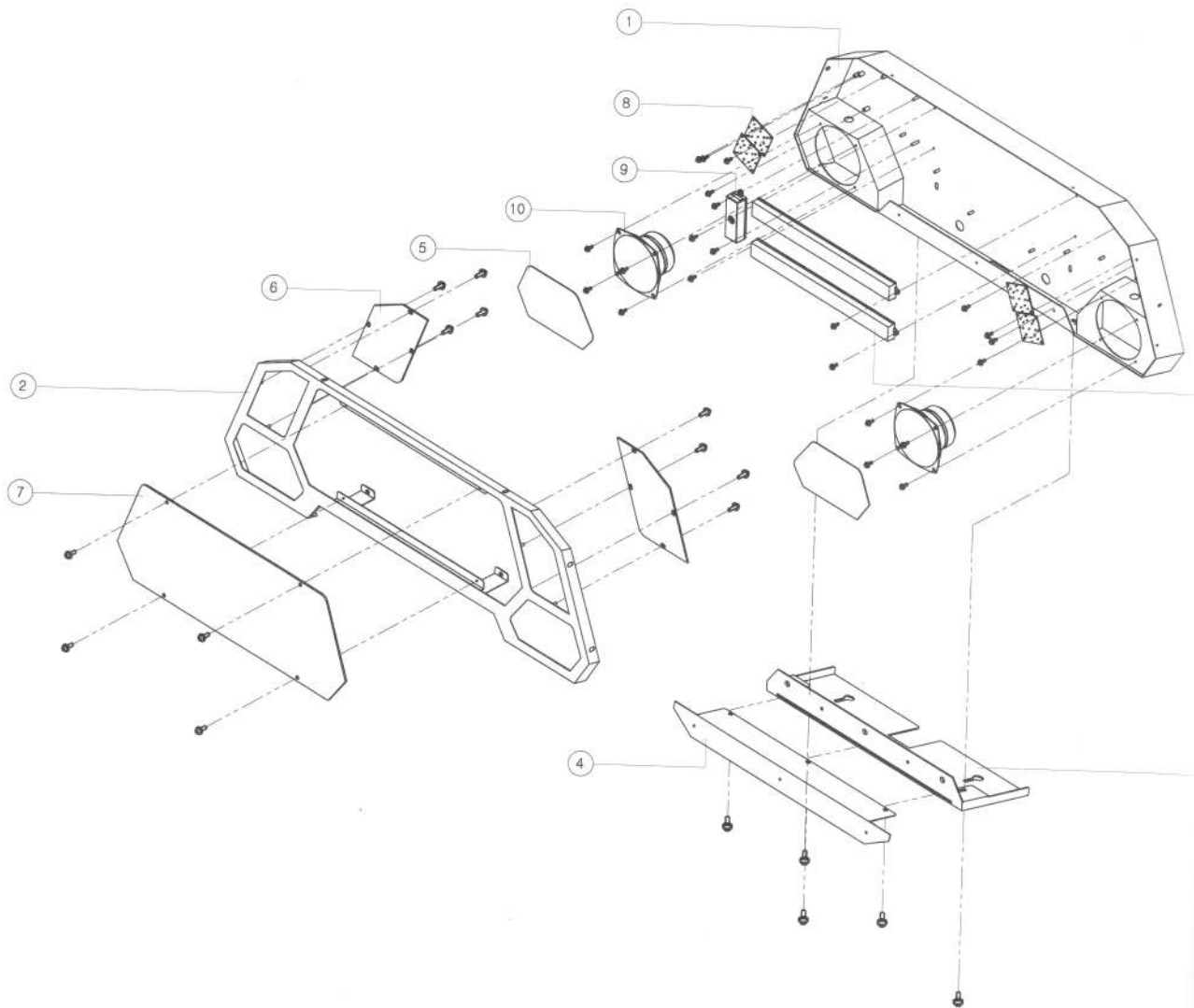
13-2. ASSEMBLING FLOOR STEP



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	CONNECTOR BOX-CABINET	-	1	MPUD0MEP008
3	CONNECTOR BOX-STEP	-	1	MPUD0MEP009

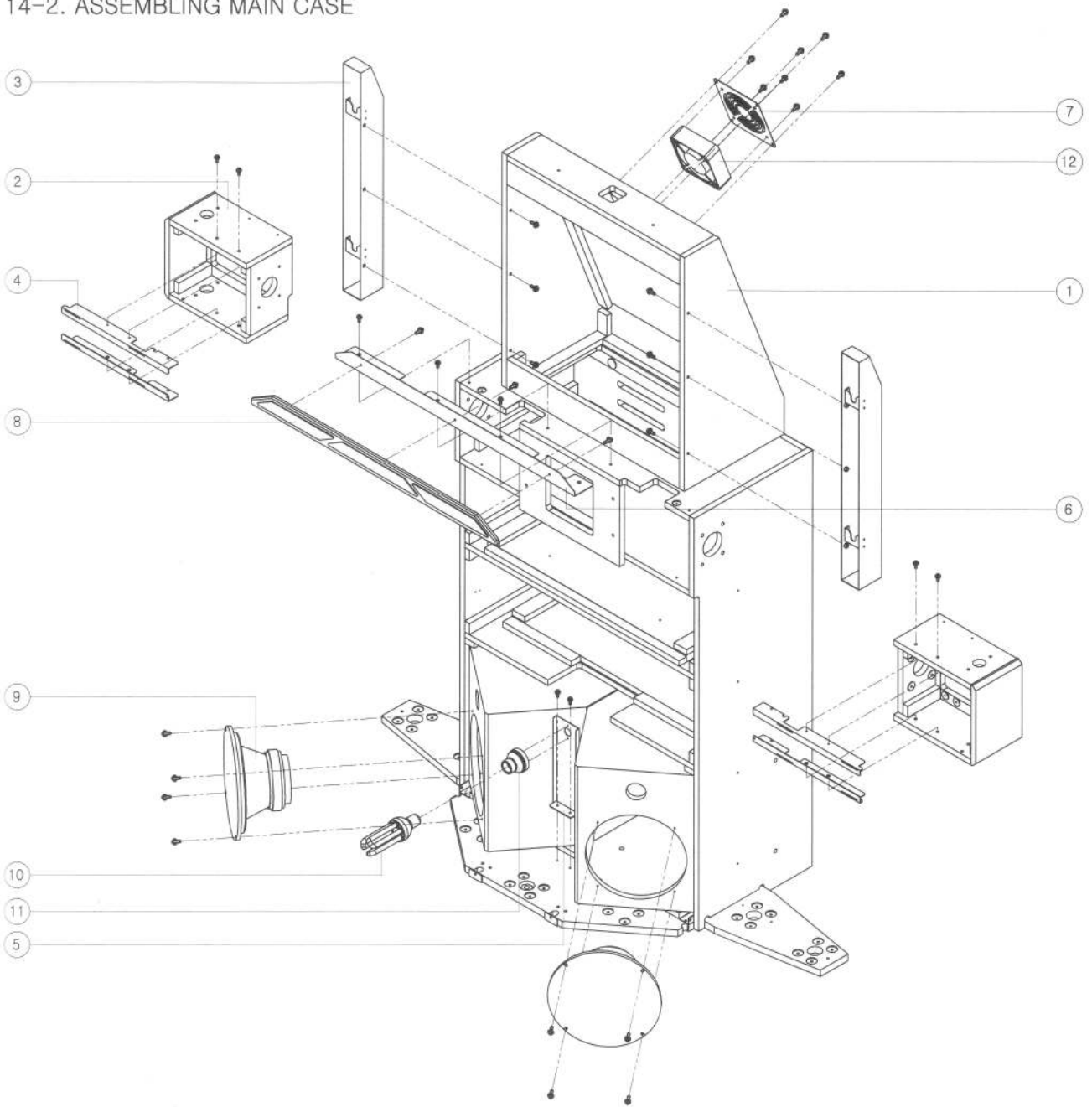
14. ASSEMBLING MAIN CASE

14-1. ASSEMBLING BILLBOARD



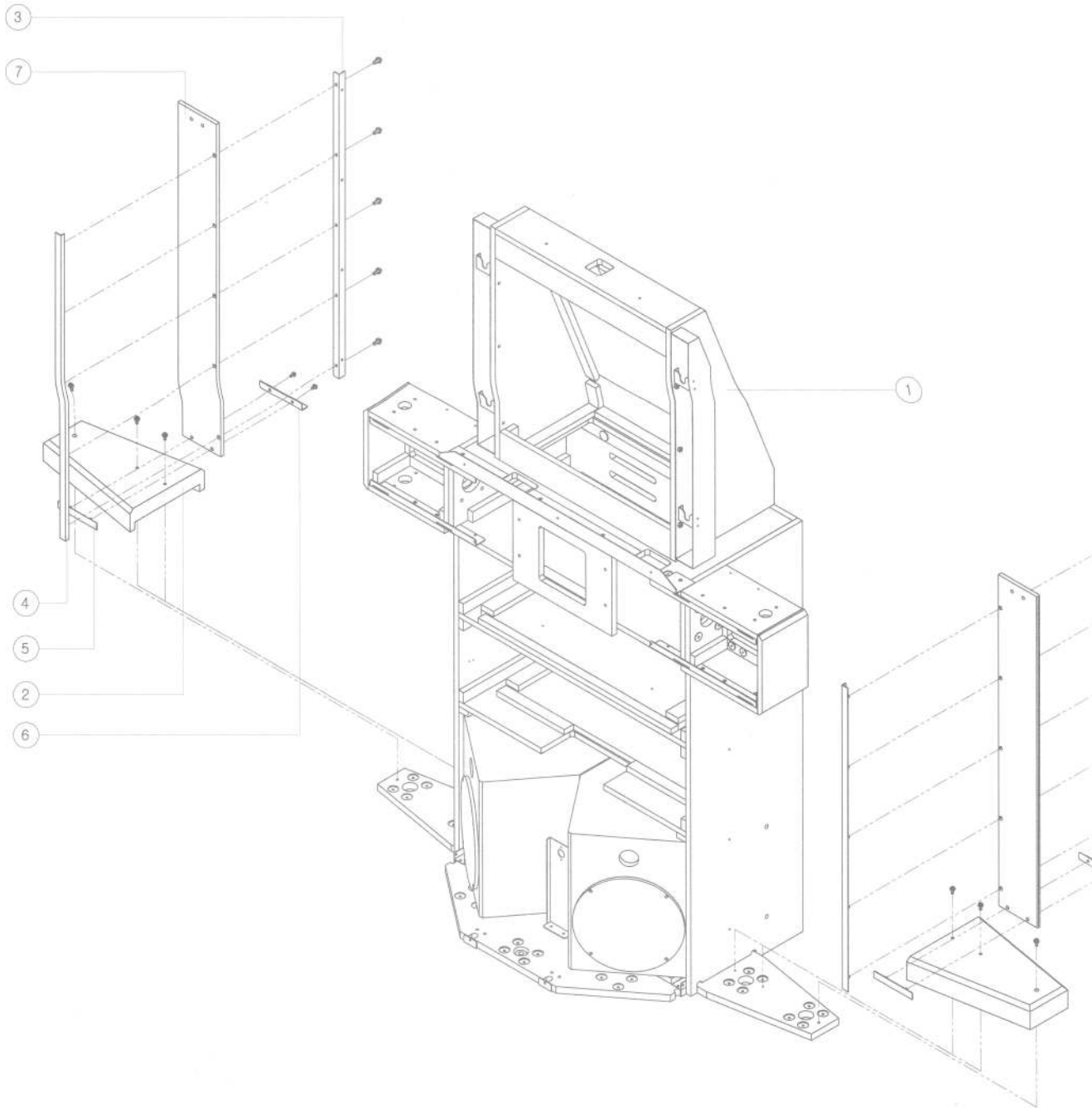
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN CASE	-	1	MPUF0MEP027
2	BILLBOARD COVER	-	1	MPUF0MEP026
3	BILLBOARD FIX BRACKET	-	1	MPUF0MEP028
4	TOP PDP UP GUIDE	-	1	MPUF0MEP029
5	SPEAKER MESH	-	1	MPUF0MEP037
6	BILLBOARD LIGHT ACRYL	3.0t	2	MPUF0ACR011
7	BILLBOARD COVER ACRYL	3.0t	2	MPUF0ACR010
8	SPEAKER LAMP-B PCB ASS'Y	BLUE	4	APUF0PCB001
9	INVERTER	-	1	MELE0INV003
10	SPEAKER	MID 4.5"	2	MZZZ0SPE015
11	CCFL COVER ASS'Y	300mm	2	MELE0LAM017

14-2. ASSEMBLING MAIN CASE



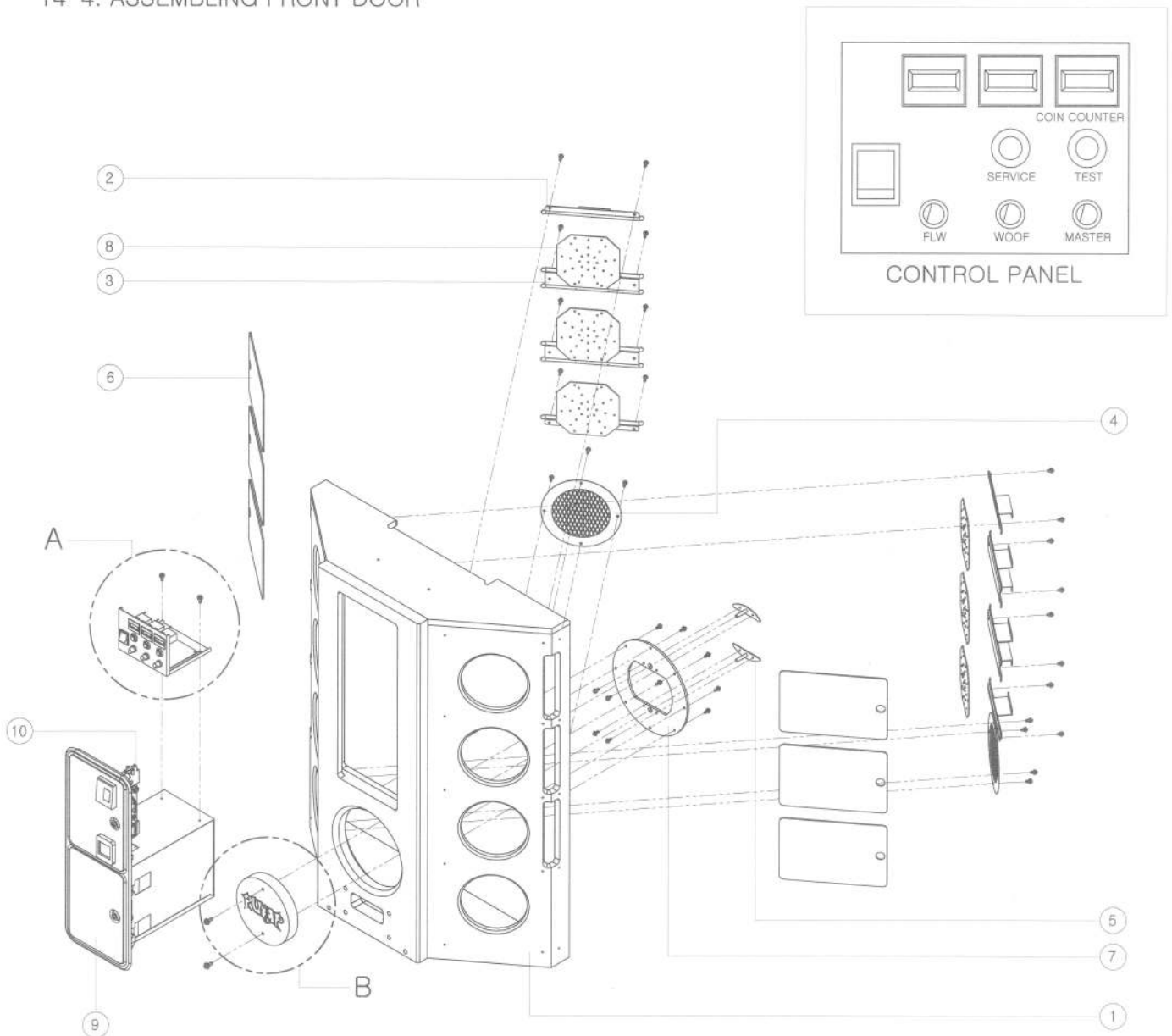
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	SPEAKER BOX	-	2	MPUF0W00009
3	PDP BRACKET	-	2	MPUF0MEP023
4	EQUALIZER BRACKET	-	4	MPUF0MEP031,032
5	LAMP BRACKET	-	1	MPUF0MEP004
6	MAIN BTM PDP GUIDE	-	1	MPUF0MEP016
7	FAN BRACKET	-	1	MPUF0MEP024
8	TOP PDP GUIDE FORMAX	-	1	MPUF0ACR013
9	SPEAKER	WOOFER-10"	2	MZZZ0SPE003
10	LAMP	3 WAVE LAMP	1	MELE0LAM004
11	SOCKET	3 WAVE SOCKET	1	MELE0ARE002
12	FAN	-	1	MZZZ0FAN001

14-3. ASSEMBLING MAIN CASE

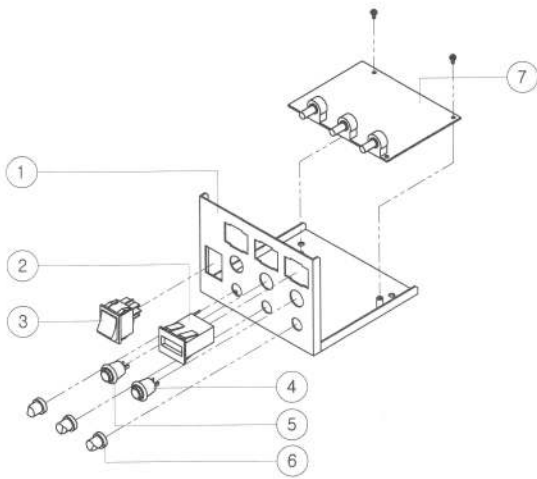


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	TOW BOX COVER	-	2	MPUF0W00004
3	PCB BRACKET COVER	-	2	MPUF0MEP014
4	TOW ACRYL SIDE BRACKET	-	2	MPUF0MEP013
5	MAIN SIDE ACRYL BRACKET-1	-	2	MPUF0MEP011
6	MAIN SIDE ACRYL BRACKET-2	-	2	MPUF0MEP012
7	MAIN CASE SIDE ACRYL	10.0t	2	MPUF0ACR005

14-4. ASSEMBLING FRONT DOOR

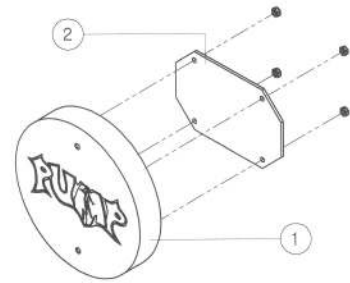


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT DOOR	-	1	MPUF0W00001
2	FRONT DOOR GUIDE BRACKET-1	-	4	MPUF0MEP005
3	FRONT DOOR GUIDE BRACKET-2	-	4	MPUF0MEP006
4	WOOFER MESH PLATE	-	1	MPUF0MEP008
5	LAMP BRACKET	-	2	MPUF0MEP007
6	CASE DOOR LIGHT ACRYL	3.0t	6	MPUF0ACR004
7	FRONT DOOR ACRYL	5.0t	1	MPUF0ACR004
8	DOOR LAMP PCB ASS'Y	-	6	APUF0PCB002
9	COIN DOOR	-	1	-
10	COIN SELECTOR	-	1	-



PICTURE A

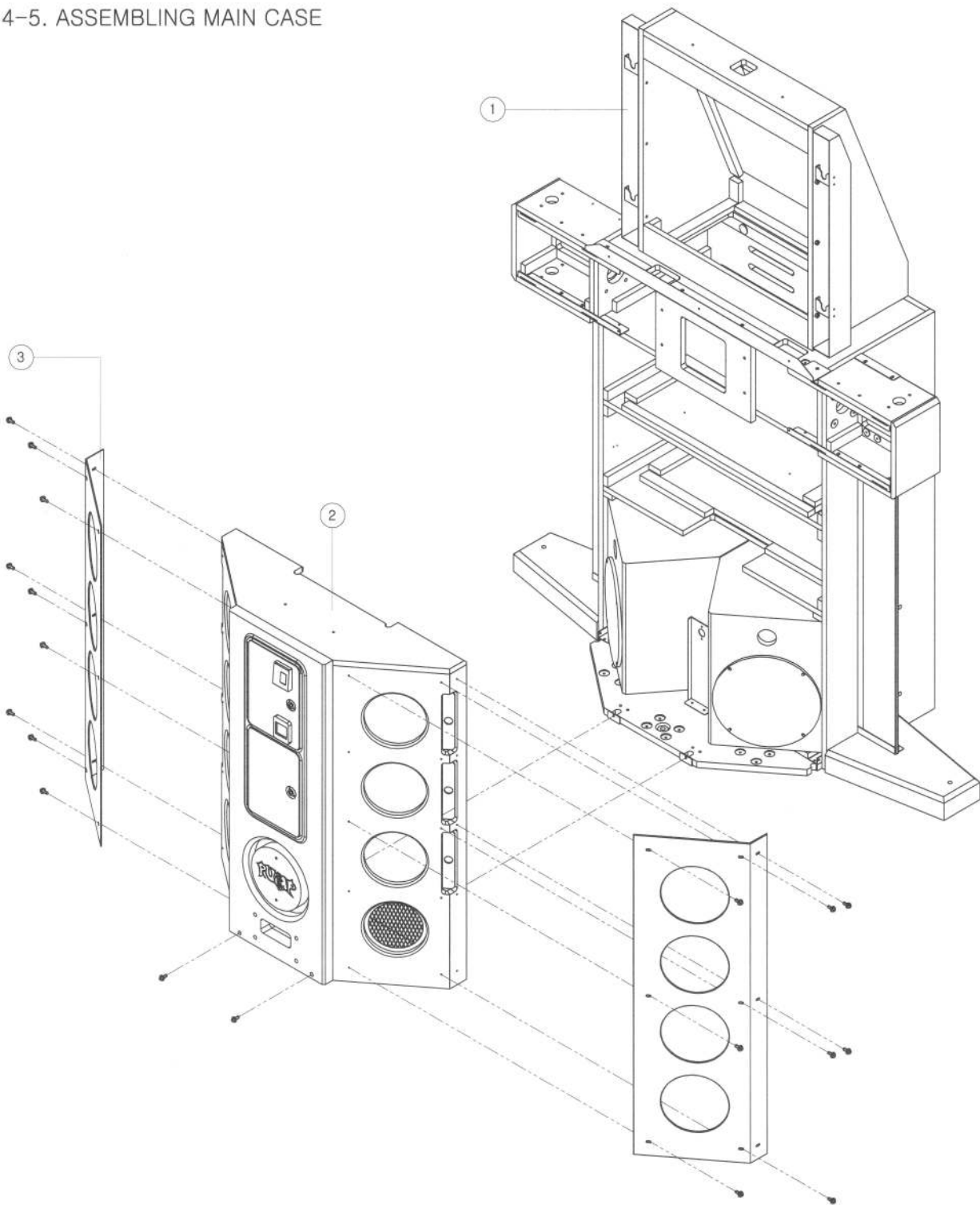
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC POWER SWITCH BRACKET	-	1	MPUF0MEP036
2	COUNTER	AMMC-712	1	MZZZ0COU002
3	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
4	PUSH BUTTON SWITCH-W	412R	1	MELE0PUS002
5	PUSH BUTTON SWITCH-R	412W	1	MELE0PUS001
6	VOLUME KNOB	-	1	MELE0VOL006
7	PRE AMP PCB ASS'Y	-	1	APUS0PCB008



PICTURE B

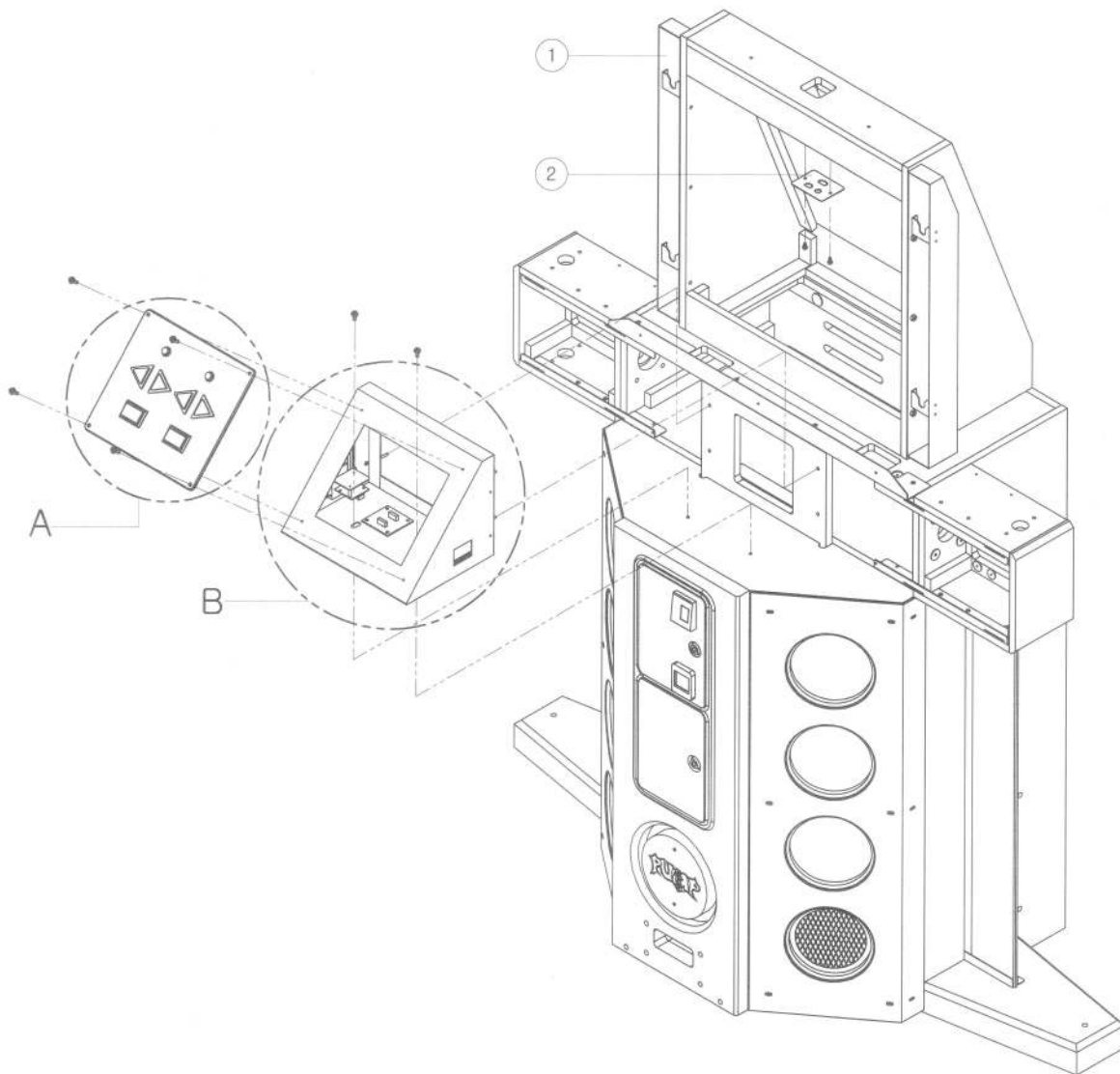
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT DOOR LOWER PIPE-2	-	1	MPUF0MEP003
2	FRONT DOOR P COVER ACRYL	3.0t	1	MPUF0ACR002

14-5. ASSEMBLING MAIN CASE

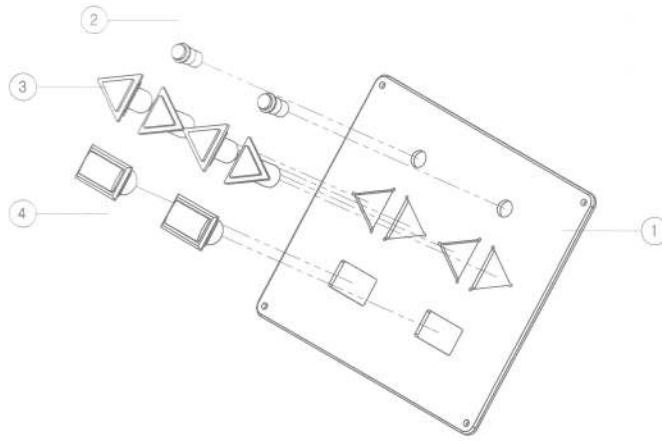


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	FRONT DOOR	-	1	MPUF0W00001
3	FRONT DOOR ACRYL COVER	-	2	MPUF0ACR002

14-6. ASSEMBLING MAIN CASE

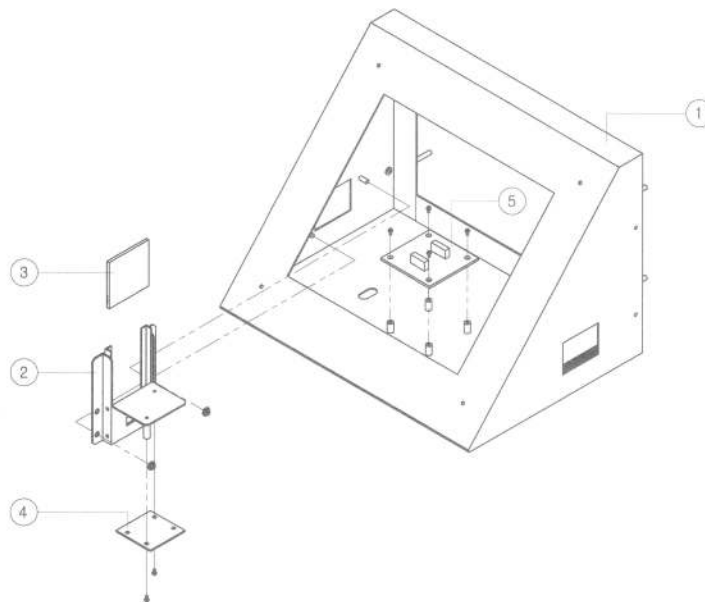


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	2	MPUF0W00005
2	MAIN UP CONNECTOR PLATE	-	1	MPUF0MEP025



PICTURE A

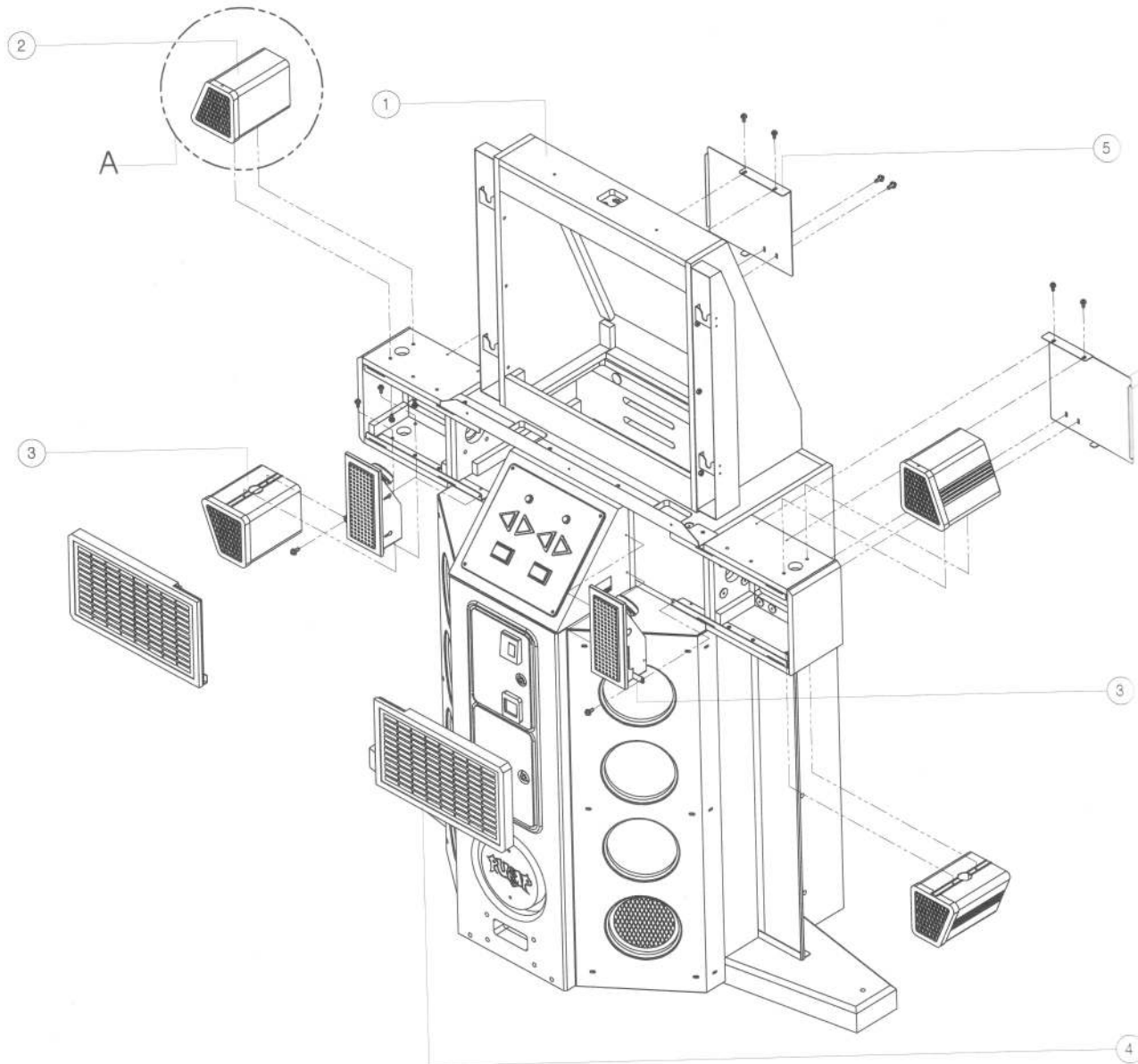
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN UPPER COVER ACRYL	5.0t	1	MPUF0ACR007
2	PBL	16mm/DC 12V	2	-
3	BUTTON SWITCH	BLC-TN-F-CY	4	-
4	BUTTON SWITCH	BLC-TN-F-CG	2	-



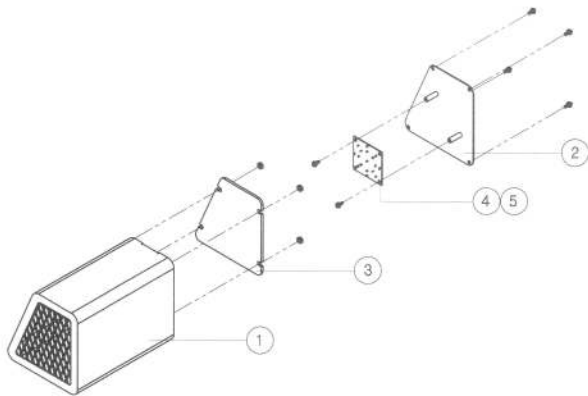
PICTURE B

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN DOOR UPPER CASE	-	1	MPUF0MEP015
2	USB HUB COVER	-	2	MPUF0MEP075
3	USB COVER ACRYL	3.0t	1	MPUF0ACR033
4	USB JOINT PCB	-	1	APUF0PCB003
5	USB ON/OFF PCB	-	1	APUF0PCB009

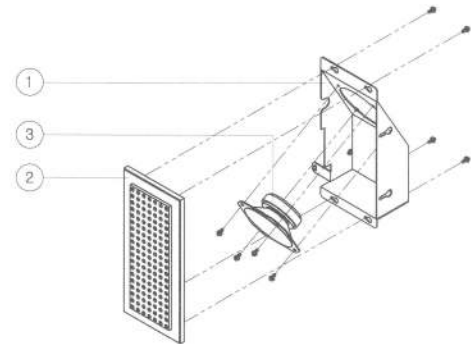
14-7. ASSEMBLING MAIN CASE



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	LIGHT BOX ASS'Y-U	UPPER	2	-
3	LIGHT BOX ASS'Y-L	LOWER	2	-
4	WIDE EQUALIZER ASS'Y	-	2	-
5	MAIN CASE EQUALIZER ASS'Y	-	2	-
6	SPEAKER BOX COVER	-	2	MPUF0MEP020

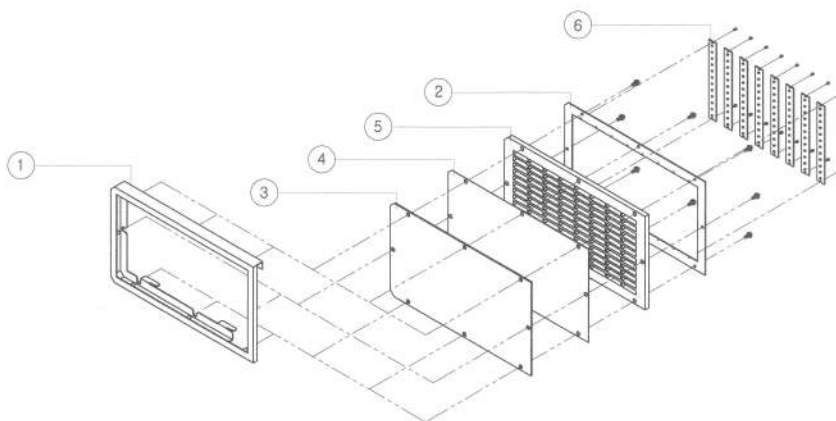


PICTURE A



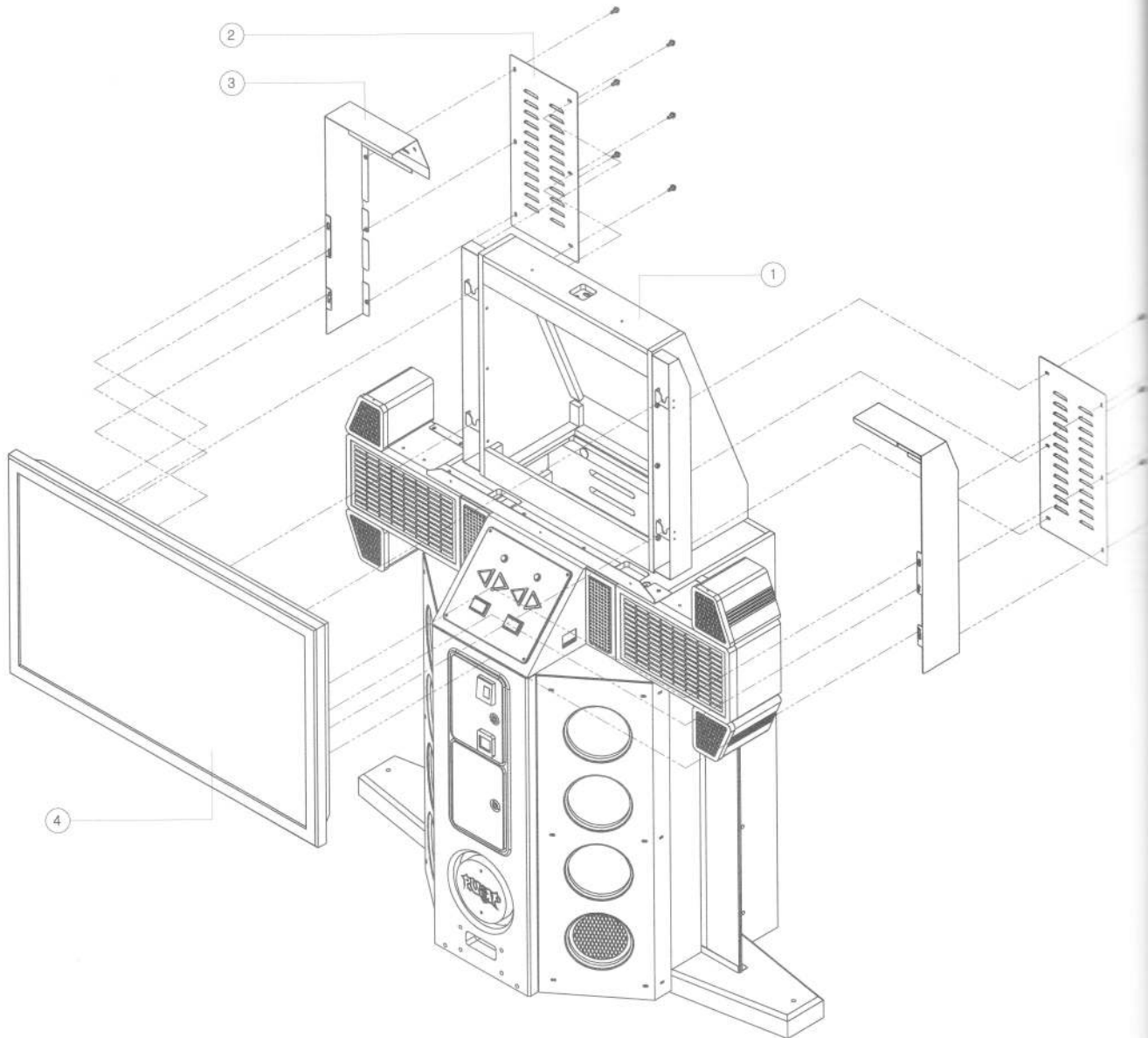
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LIGHT CASE	-	1	MPUF0MEP021
2	LIGHT BOX COVER	-	1	MPUF0MEP022
3	LIGHT COVER ACRYL	GREEN	1	MPUF0ARC008
		RED	1	MPUF0ARC009
4	SPEAKER LAMP-GREEN PCB ASS'Y	-	1	APUF0PCB005
5	SPEAKER LAMP-RED PCB ASS'Y	-	1	APUF0PCB006

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PCB BRACKET	-	1	MPUF0MEP035
2	WIDW MAIN COVER	-	1	MPUF0MEP076
3	SPEAKER	T/W 3"	1	MZZZ0SPE018



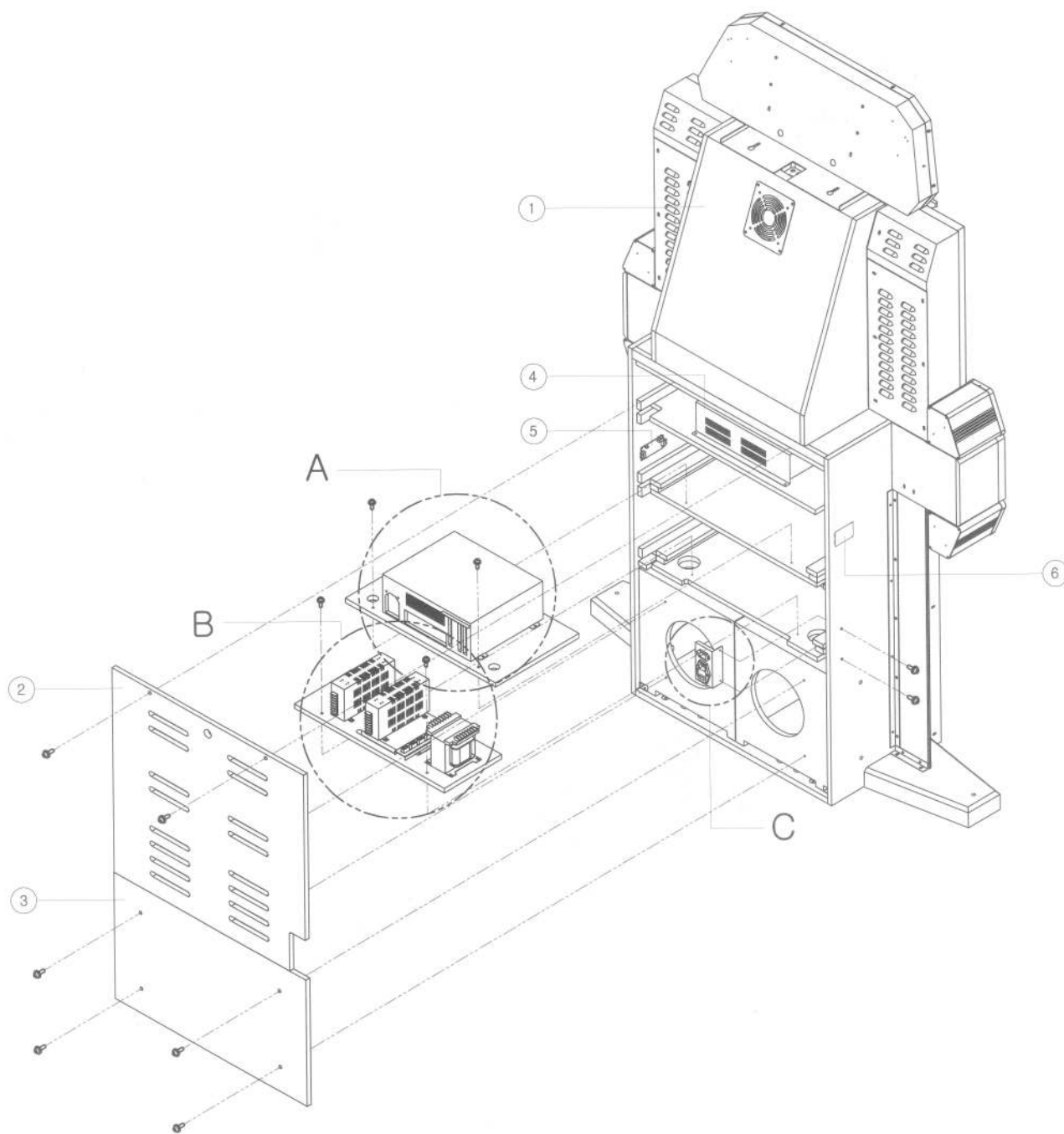
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT LIGHT COVER	-	1	MPUF0MEP030
2	EQUALIZER BASE SUPPORT	-	1	MPUF0MEP033
3	EQUALIZER FRONT ACRYL	3.0t	1	MPUF0ACR016
4	EQUALIZER PRINT COVER ACRYL-1	0.5t	1	MPUF0ACR014
5	EQUALIZER BASE PLATE	10.1	1	MPUF0ACR015
6	EQUALIZER MAIN PCB ASS'Y	-	8	APUF0PCB004

14-8. ASSEMBLING MAIN CASE

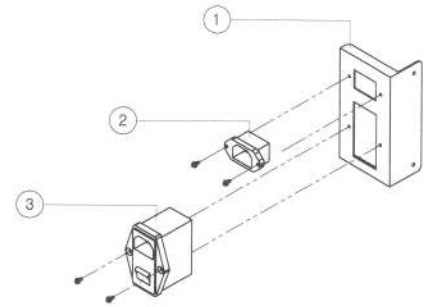
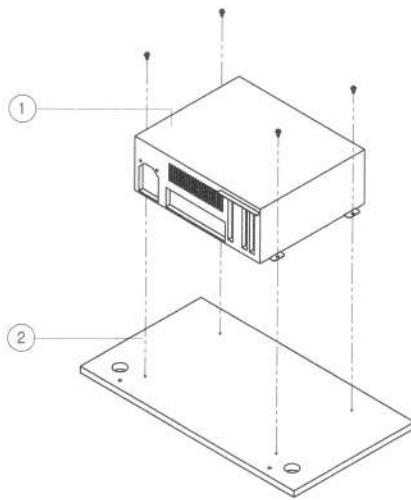


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	PDP SIDE COVER	-	2	MPUF0MEP019
3	PDP TV SIDE COVER	-	2	MPUF0MEP018
4	PDP TV	42"-SD	1	MZZZ0PDP001

14-9. ASSEMBLING MAIN CASE

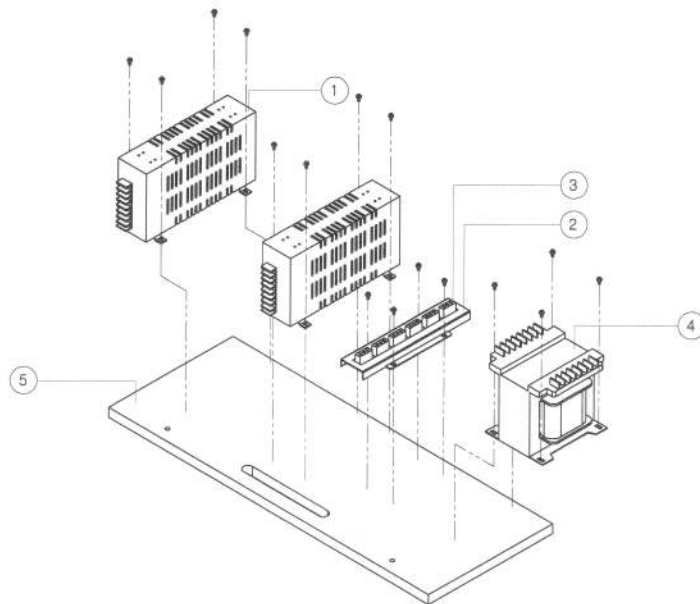


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	MAIN BODY REAR DOOR-1	-	1	MPUF0W00006
3	MAIN BODY REAR DOOR-2	-	1	MPUF0W00008
4	AMP BOX ASS'Y	-	1	APUS0W00010
5	SOUND DVI PCB ASS'Y	-	1	APUF0PCB007
6	LED DRIVER PCB ASS'Y	-	1	APUF0PCB008



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOX ASS'Y	MK6	1	MPUF0W00002
2	MAIN BODY MID SHELF-1	-	1	MPUF0W00002

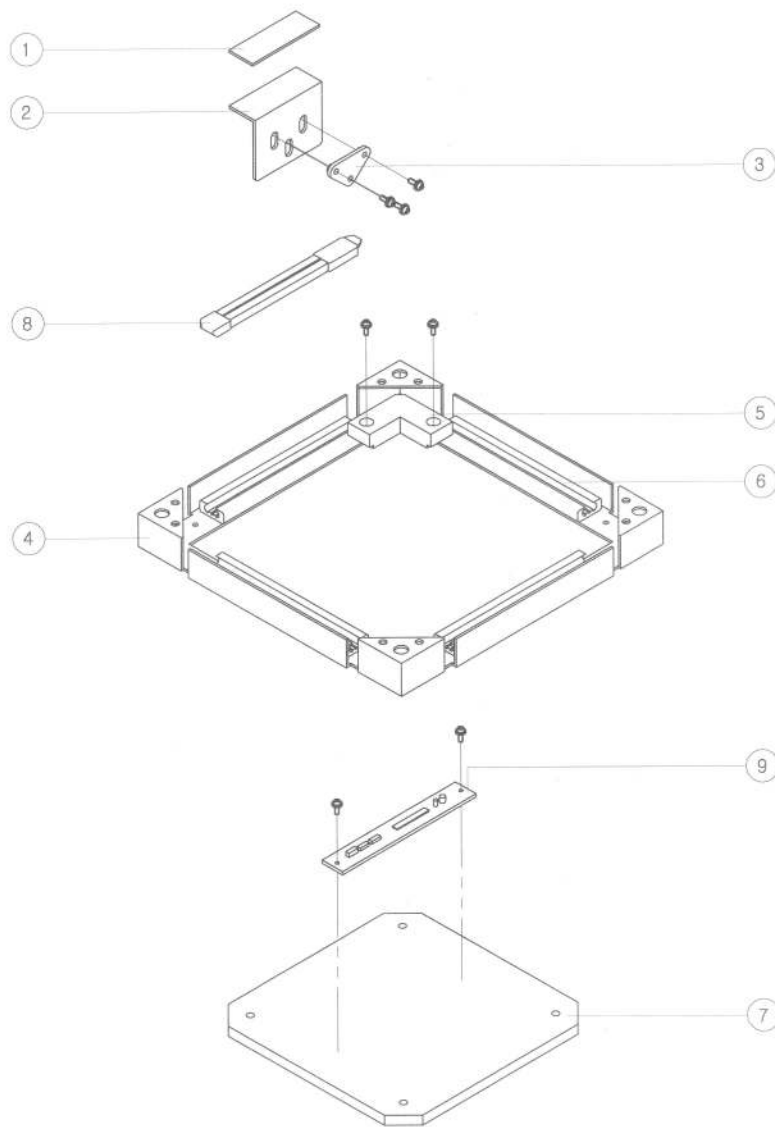
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC CODE BRACKET	-	1	MPUF0W00002
2	AC INPUT	SWE-FE EAC311	1	MPUF0W00002
3	NOISE FILTER	IP-0642-H2	1	MEL0000000



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	DC5V8A 12V7A	2	MELE0SMP018
2	TERMINAL BRACKET	-	1	MMUN0PRO008
3	AC JOIN PCB ASS'Y	-	1	AMUM0PCB010
4	TRANSFORMER	600W	1	MELE0TRF026
5	MAIN BODY MID SHELF-1	-	1	MPUF0W00002

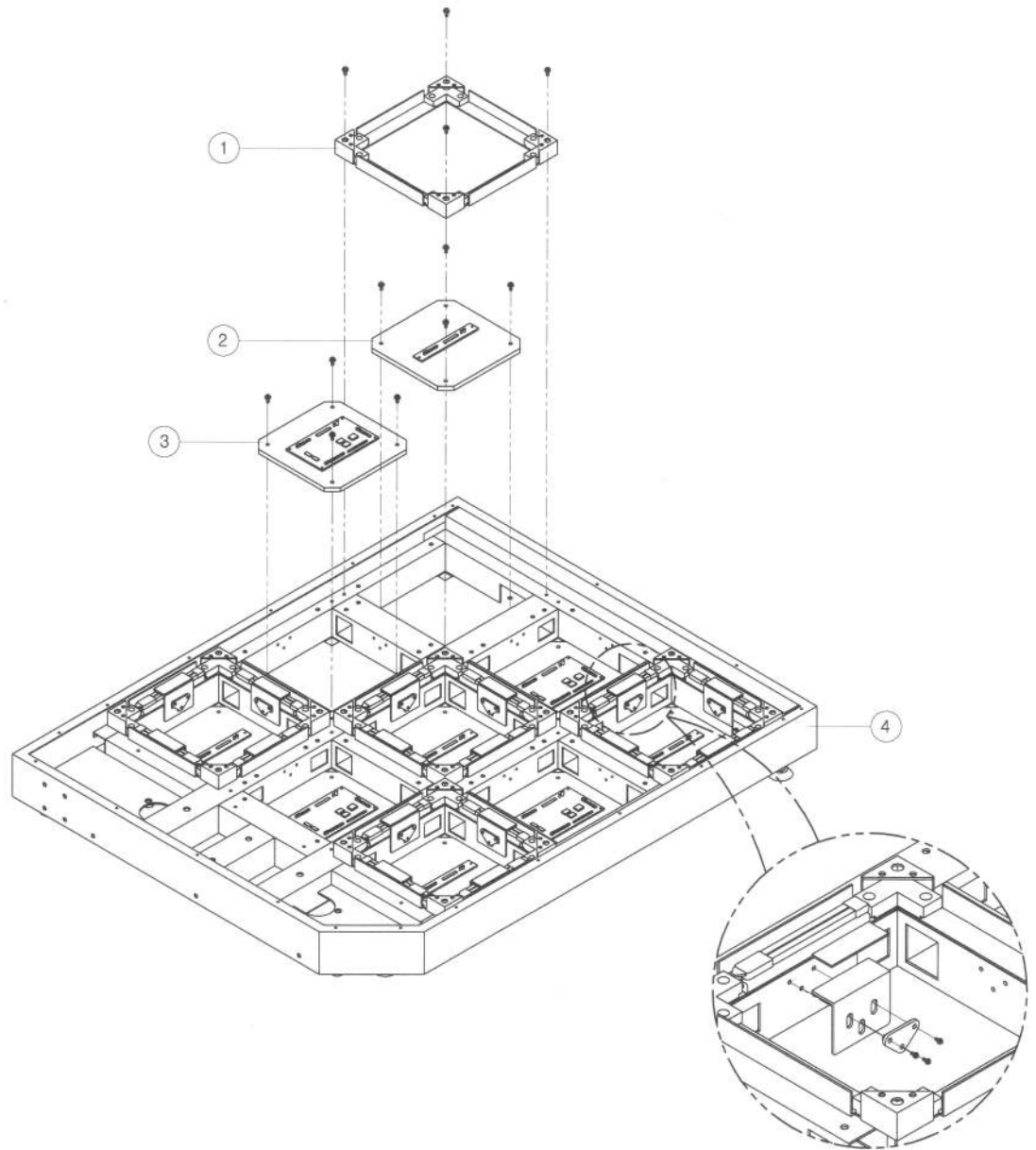
15. ASSEMBLING FLOOR STEP

15-1. ASSEMBLING FLOOR STEP



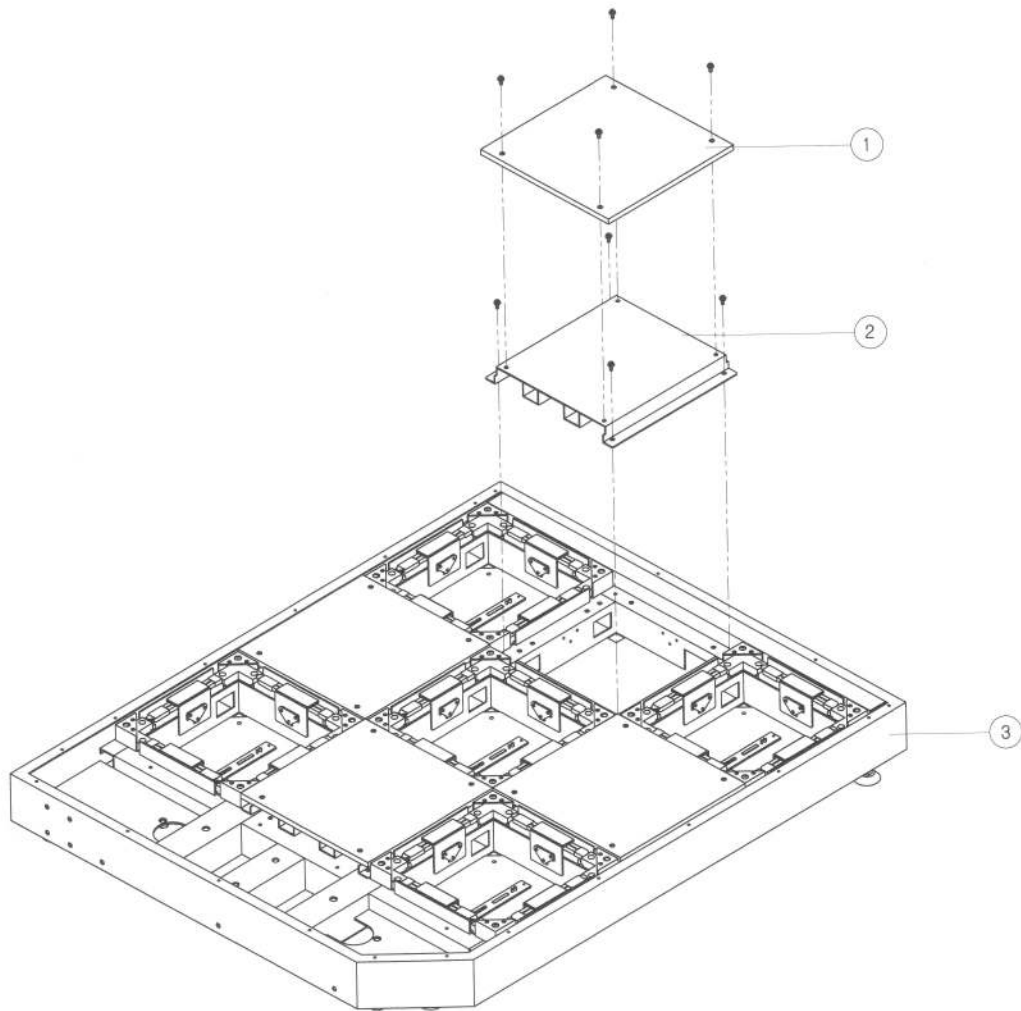
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SENSOR BRACKET TAPE	-	32	MPUS0000001
2	SENSOR COVER BRACKET	-	32	MPUS0MEP041
3	BRACKET SUPPORT	-	32	MPUS0PLA018
4	SWITCH FRAME	-	8	MPUS0MEP072
5	STEP ACRYL STOPPER	-	32	MPUS0PLA017
6	SENSOR RUBBER	-	32	MPUS0PLA016
7	STEP WOOD	-	12	MPUS0WOO017
8	FOOT SENSOR	-	32	MELE0SEN003
9	FOOT PCB ASS'Y-1	-	8	-

15-2. ASSEMBLING FLOOR STEP



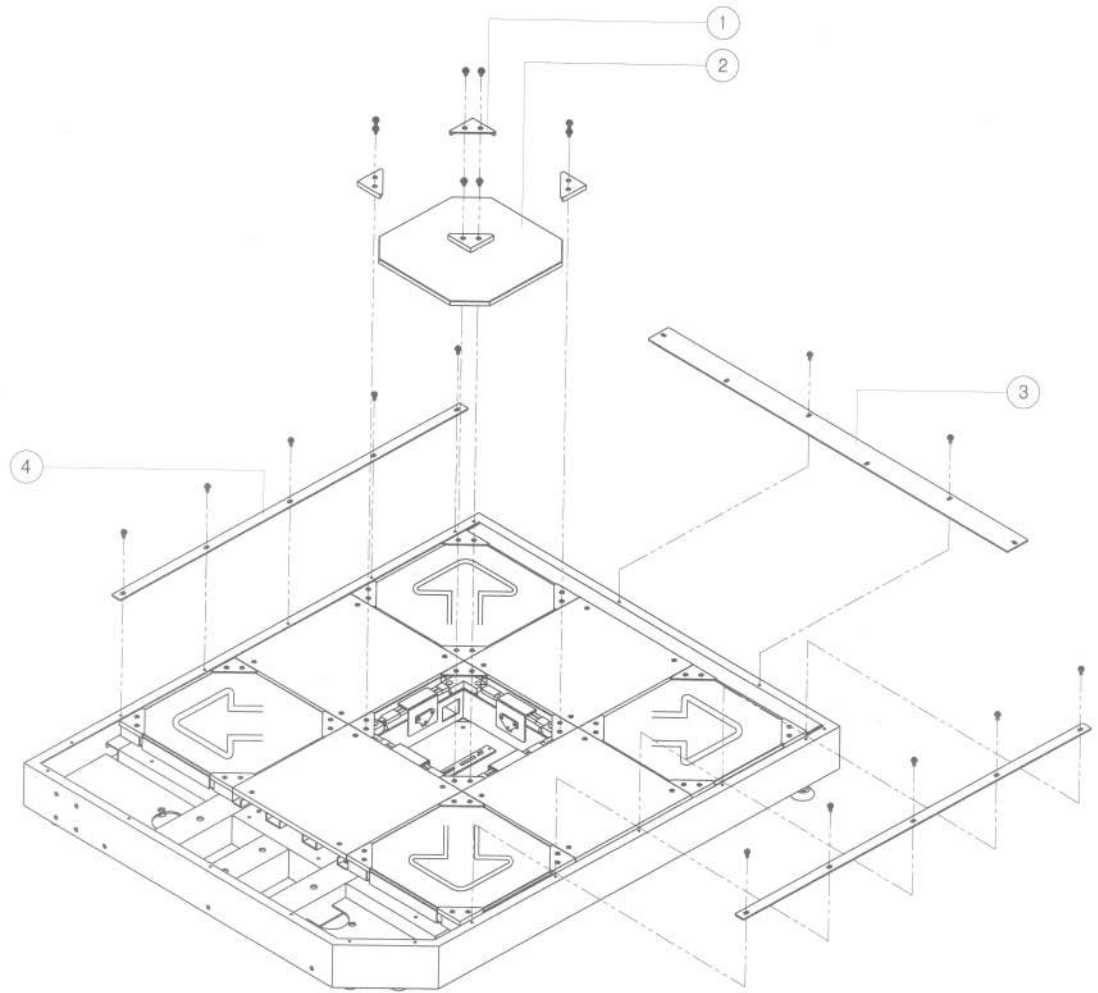
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SWITCH FRAME ASS'Y	-	1	-
2	FOOT PCB ASS'Y-1	-	1	-
3	FOOT PCB ASS'Y	-	1	APUS0PCB017
4	STEP FRAME	-	1	MPUS0MEP045

15-3. ASSEMBLING FLOOR STEP



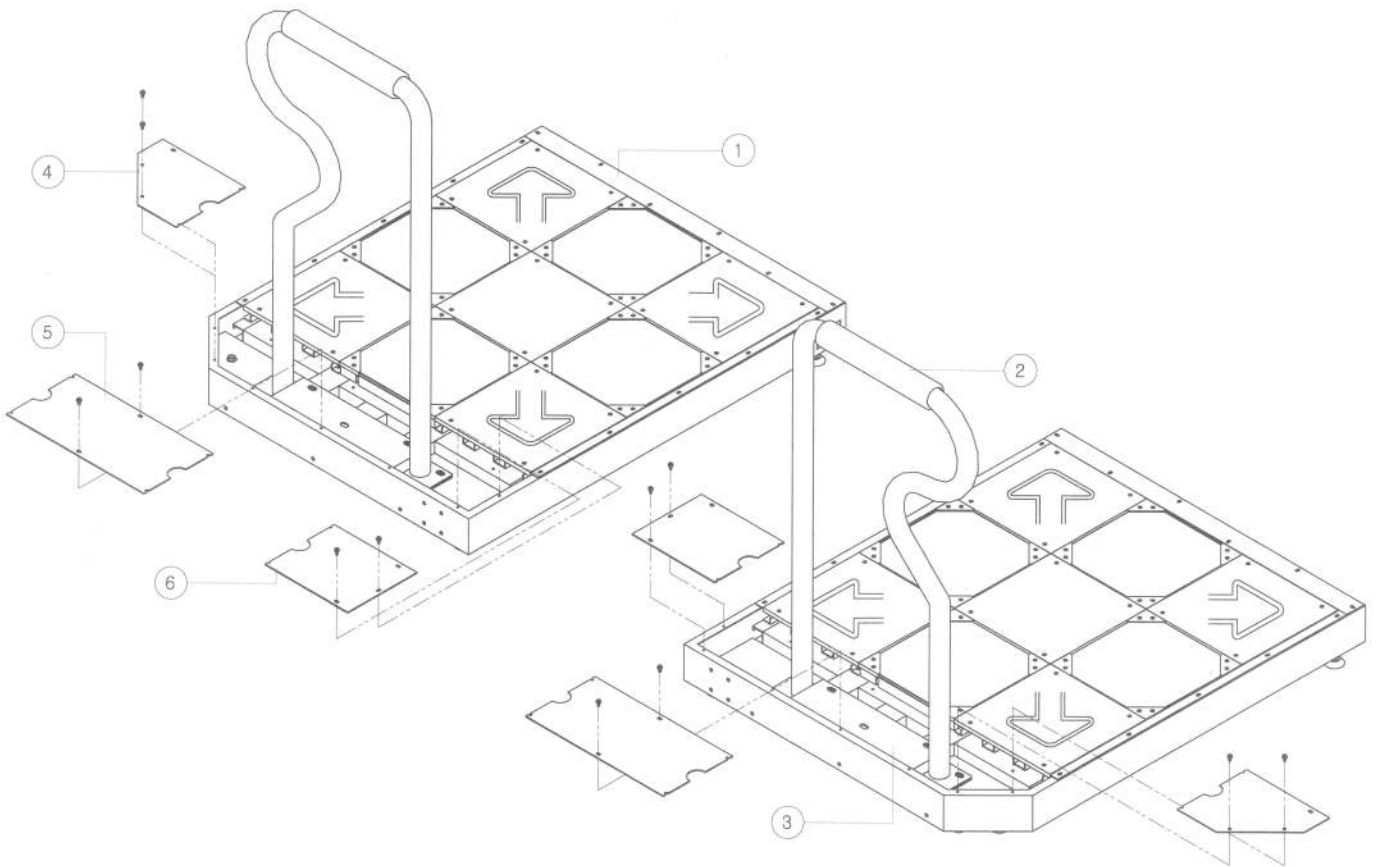
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COVER PANEL	-	4	MPUS0MEP013
2	FRAME SUPPORT PANEL	-	4	MPUS0MEP022
3	STEP FRAME	-	1	MPUS0MEP045

15-4. ASSEMBLING FLOOR STEP



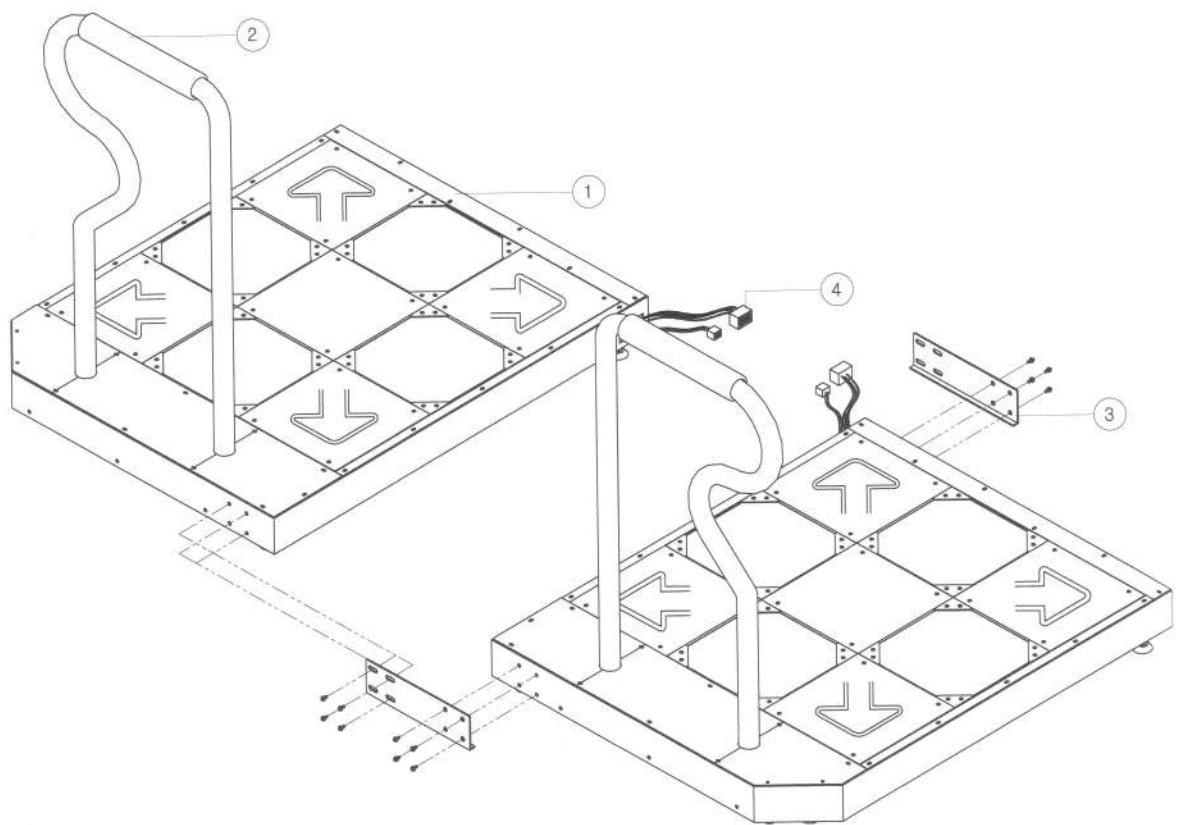
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	STEP ACRYL COVER	-	16	MPUS0MEP044
2	STEP ACRYL	-	4	MPUS0MEP044
3	FRAME FRONT COVER	-	1	MPUS0MEP018
4	FRAME SIDE COVER	-	2	MPUS0MEP021

15-5. ASSEMBLING FLOOR STEP

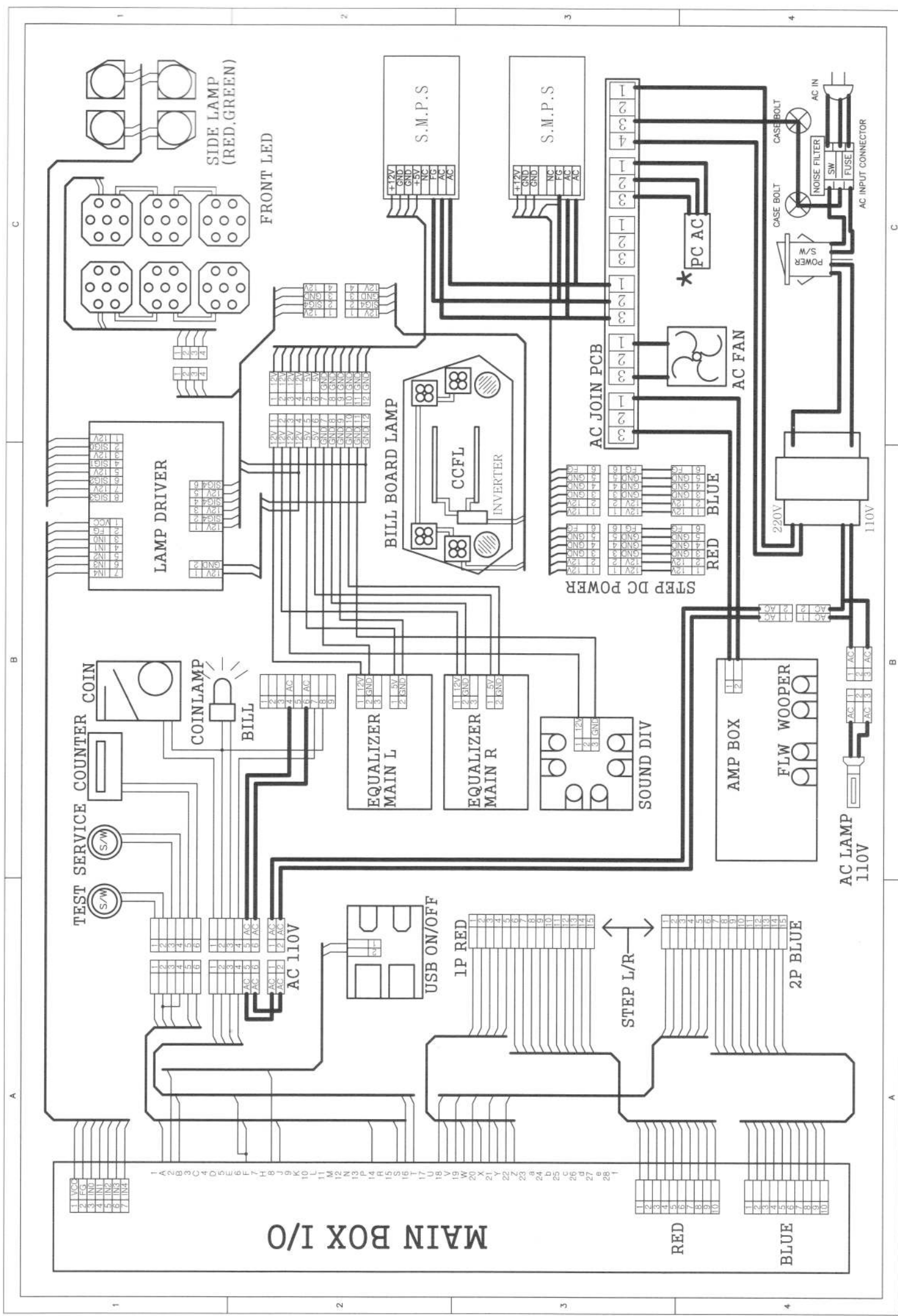


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CROSS STEP ASS'Y	-	1	APUS0W00003
2	FRAME PIPE	-	2	MPUS0MEP035
3	HANDLE JOINT BRACKET	-	2	MZZZ0MEP004
4	FRAME REAR COVER-1	-	2	-
5	FRAME REAR COVER-2	-	2	-
6	FRAME REAR COVER-3	-	2	-

15-5. ASSEMBLING FLOOR STEP



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CROSS STEP ASS'Y	-	1	APUS0WOO003
2	FRAME PIPE	-	2	MPUS0MEP035
3	FRAME JOINT BRACKET	-	2	MPUS0MEP047
4	CONNECTOR	-	-	-



MAIN BOX I/O

- 1 VCC
- 2 FG
- 3 IN1
- 4 IN2
- 5 IN3
- 6 IN4
- 7 IN5

- 1 A
- 2 B
- 3 C
- 4 D
- 5 E
- 6 F
- 7 H
- 8 J
- 9 K
- 10 L
- 11 M
- 12 N
- 13 P
- 14 R
- 15 S
- 16 T
- 17 U
- 18 V
- 19 W
- 20 X
- 21 Y
- 22 Z
- 23 a
- 24 b
- 25 c
- 26 d
- 27 e
- 28 f

RED

BLUE

STEP L/R

1P RED

2P BLUE

AC 110V

USB ON/OFF

TEST SERVICE COUNTER

COIN

COIN LAMP

BILL

EQUALIZER MAIN L

EQUALIZER MAIN R

SOUND DIV

AMP BOX

FLW WOOPER

AC LAMP 110V

STEP DC POWER

RED BLUE

AC JOIN PCB

AC FAN

BILL BOARD LAMP

CCFL INVERTER

LAMP DRIVER

FRONT LED

SIDE LAMP (RED, GREEN)

S.M.P.S.

S.M.P.S.

***PC AC**

NOISE FILTER

POWER S/W

SW

FUSE

AC INPUT CONNECTOR

220V

110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

AC 110V

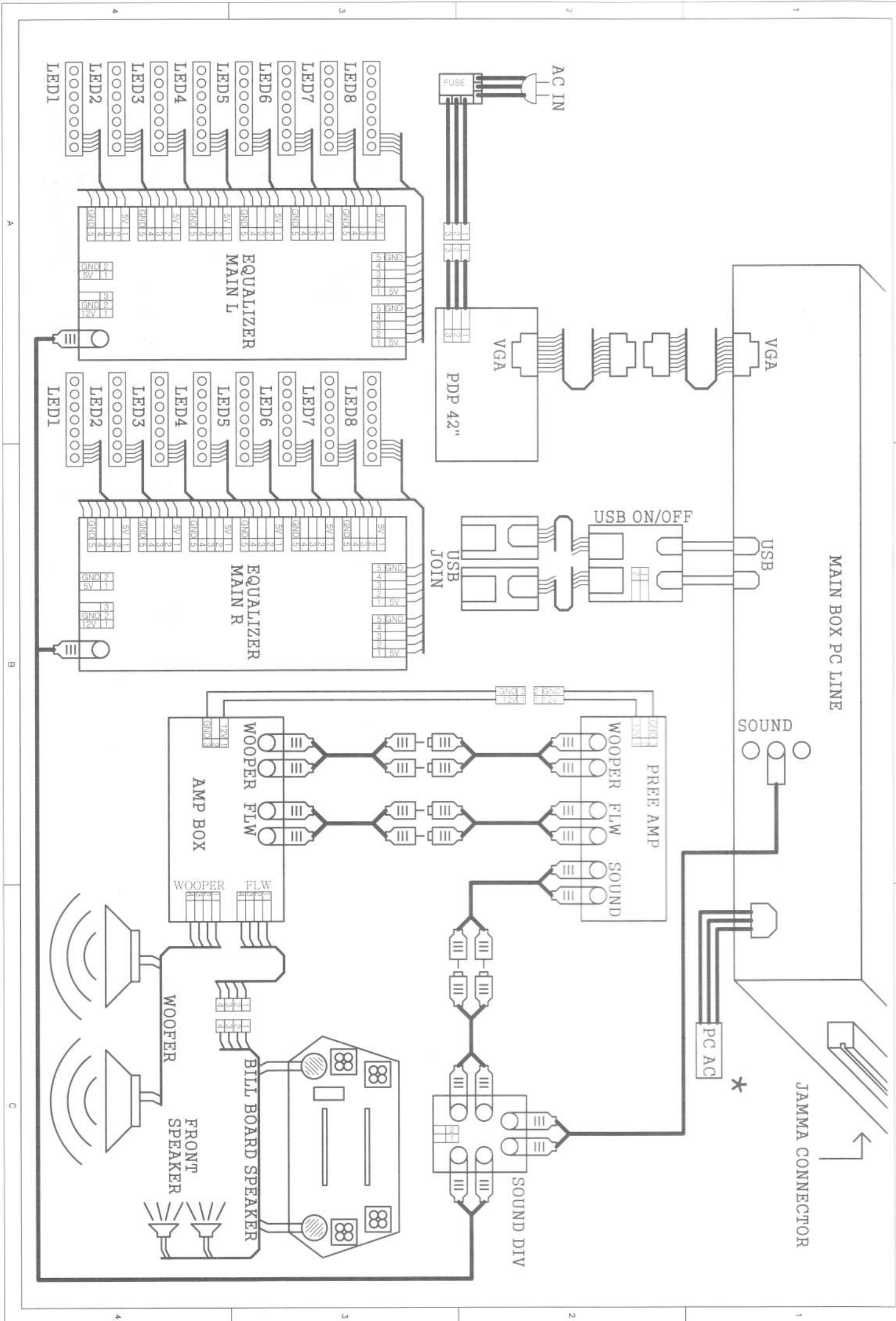
AC 110V

AC 110V

AC 110V

AC 110V

AC 110V



MAIN BOX PC LINE

JAMMA CONNECTOR

SOUND

PC AC *

USB ON/OFF

USB JOIN

VGA
PDP 4.2"

AC IN

FUSE

EQUALIZER
MAIN L

EQUALIZER
MAIN R

PREP AMP
WOOPER FLW
SOUND
WOOPER FLW
SOUND

AMP BOX

WOOPER FLW

WOOPER
FRONT SPEAKER
BILL BOARD SPEAKER

LED8
LED7
LED6
LED5
LED4
LED3
LED2
LED1

LED8
LED7
LED6
LED5
LED4
LED3
LED2
LED1

LED1

LED2

LED3

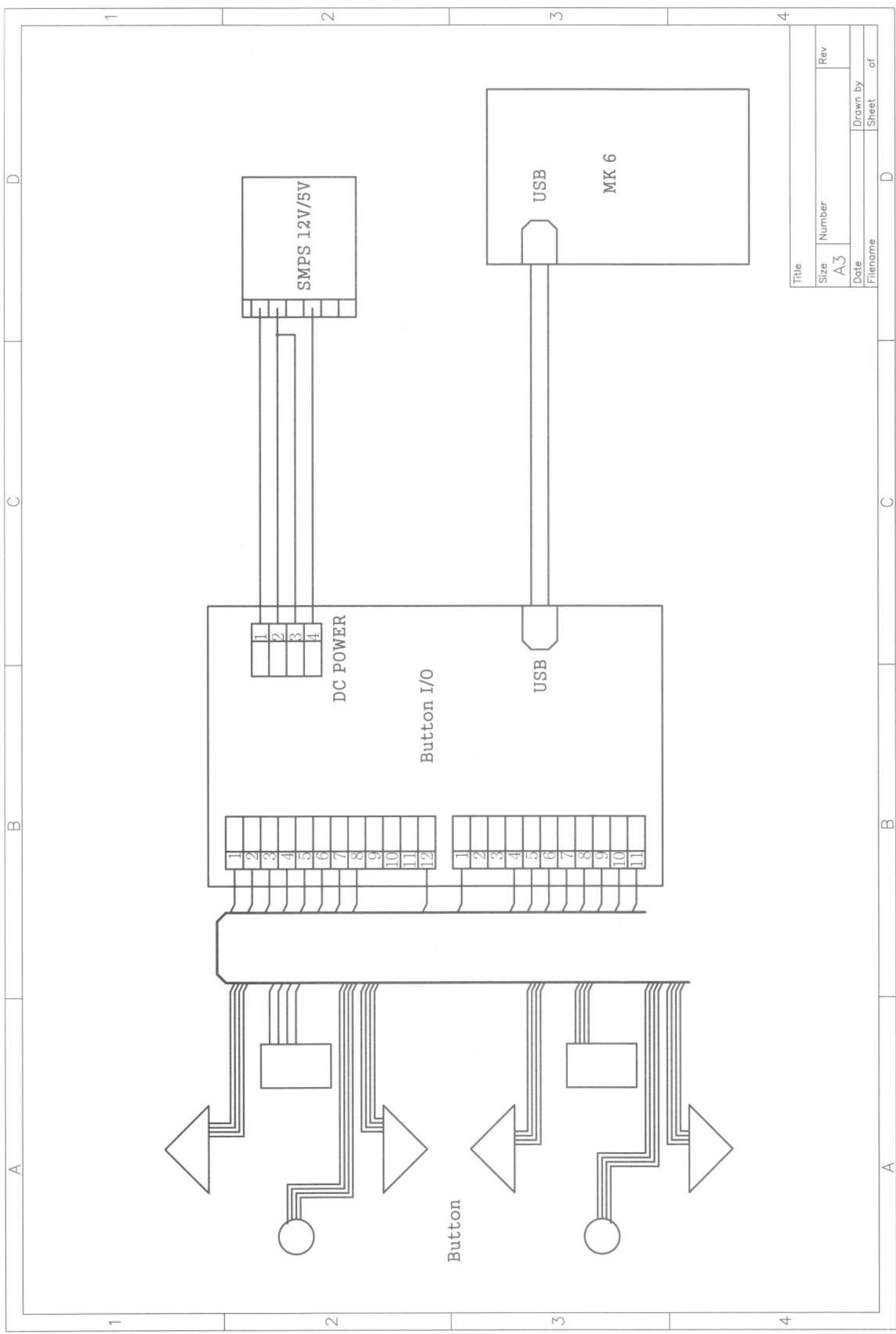
LED4

LED5

LED6

LED7

LED8



Title	
Size	Number
A3	
Date	Drawn by
Filename	Sheet of

A B C D

1 2 3 4

Button

SMPS 12V/5V

DC POWER

Button I/O

USB

USB

MK 6



ISSUE DATE : Aug. 21, 2007