

# SERVICE MANUAL



2011 FIESTA EX Ver 1.4



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- ▶ 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.

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## 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.

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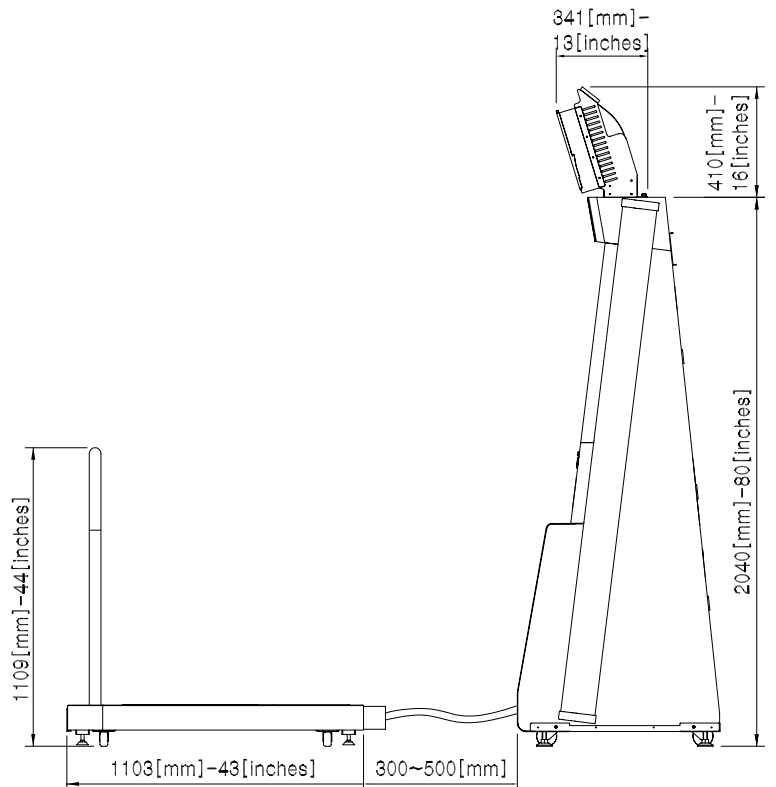
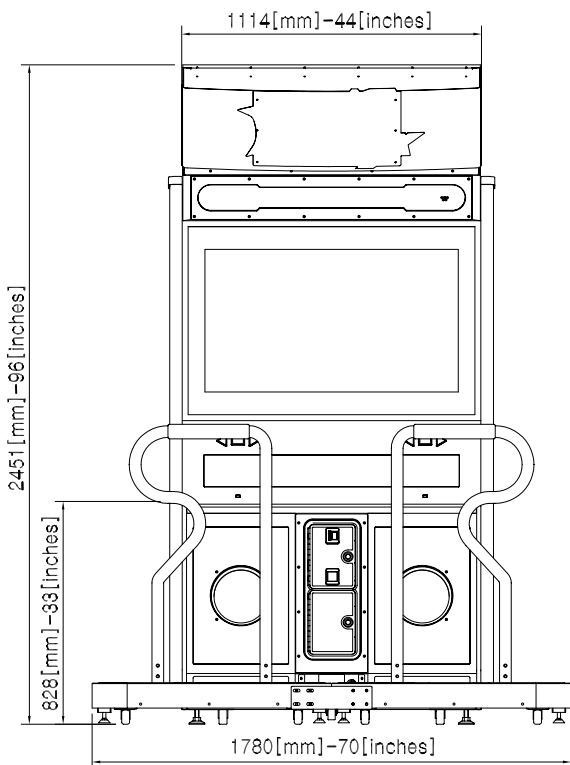
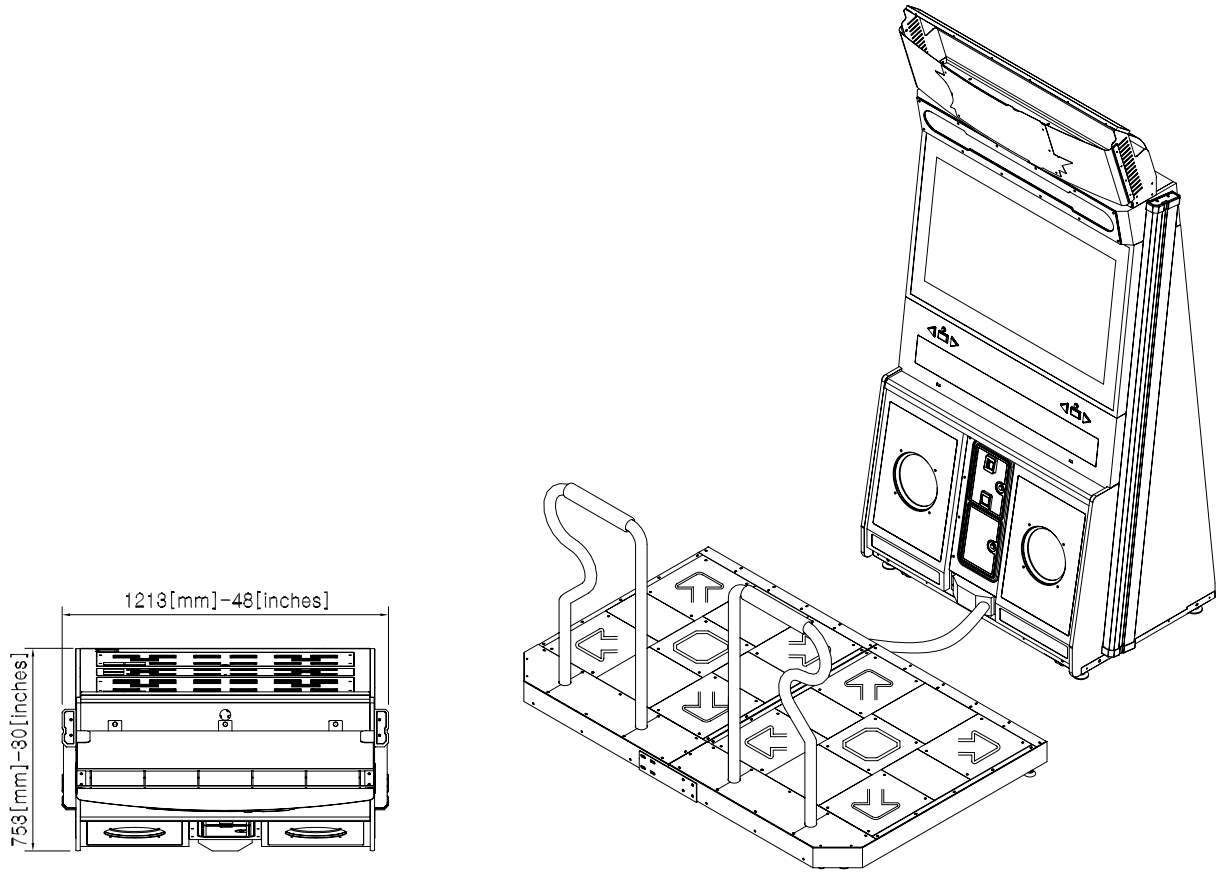
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# 1. SPECIFICATION AND DIMENSION


## 1-1. DIMENSION



## 1-2. SPECIFICATION

DIMENSION (W x D x H)	BODY	1213 x 753 x 2451 (mm)	
	STEP	1780 x 1103 x 93 (mm)	
PACKING DIMENSION (W x D x H)		1400 x 900 x 2170 (mm)	
WEIGHT (kg)	BODY	225 kg	
	STEP	135 kg	
SCREEN SIZE		PDP 42"	
POWER RATED VOLTAGE RANGE		AC 110V / AC 220V	
POWER RATED FREQUENCY RANGE		50 Hz ~ 60 Hz	
CONSUMPTION		<b>110V</b>	<b>220V</b>
TOTAL		600 W	600 W

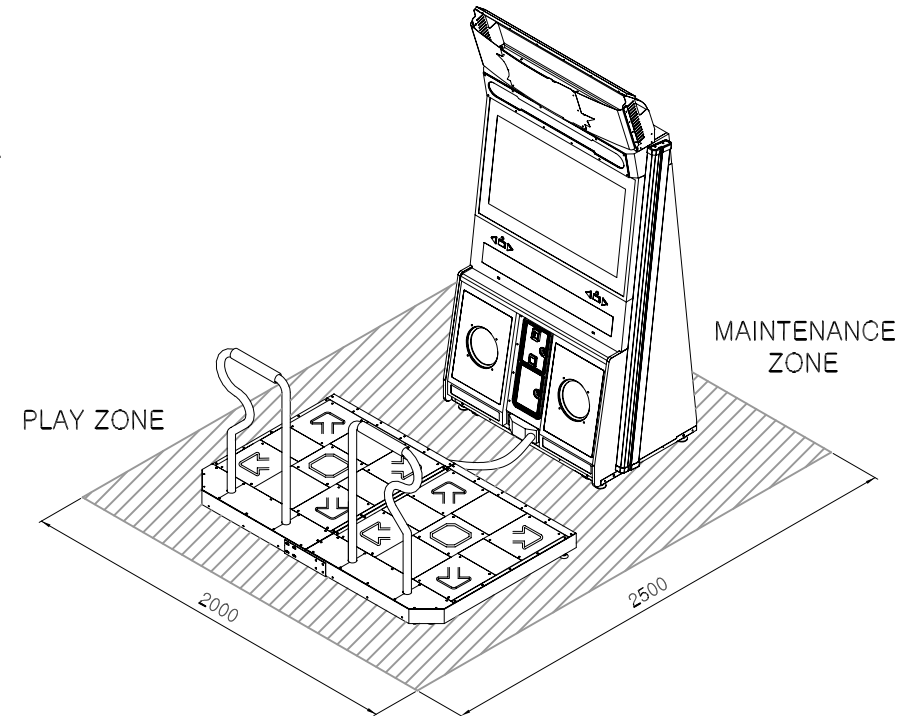
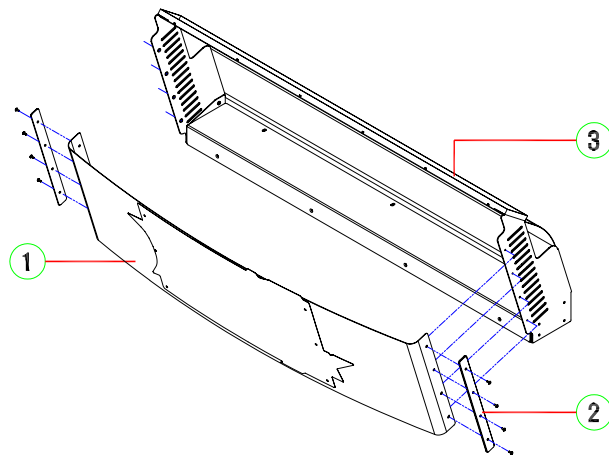
# COMPOENTS

NO.	PART NAME	SPEC.		QTY
1	CASH BOX KEY	6001		2
2	FRONT DOOR KEY	7001		2
3	AC POWER CORD	110V or 220V		1
4	WIRING	-		1
5	CONNECTOR BRACKET-[STEP]	-		1
6	JOINT BRACKET	-		2
7	STEP STICKER	-		1
8	RENCH	4mm, 6mm, 8mm		Each 1
9	RENCH BOLT	M8x15L		18
10	RENCH BOLT	M10x16L		20
11	BOLT	M4x25		8
12	BOLT	M6x20		4
13	WASHER	M10, M8		20,18
14	SPRING WASHER	M10		20
15	PDP REMOTE CONTROL	-		1
16	PDP MANUAL	-		1
17	PRODUCT MANUAL	-		1

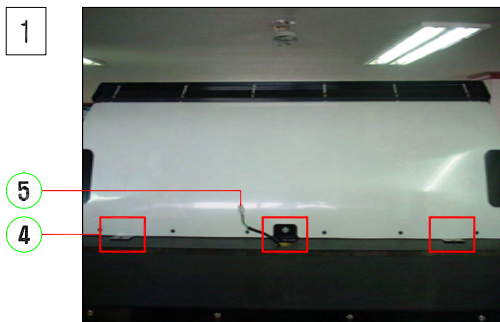
## 2. INSTALLATION

- Need to have installation place.  
Maintenance Zone & Play zone should have at least 2000mm x 2500mm each.

### [ INSTALLATION ] – BILLBOARD



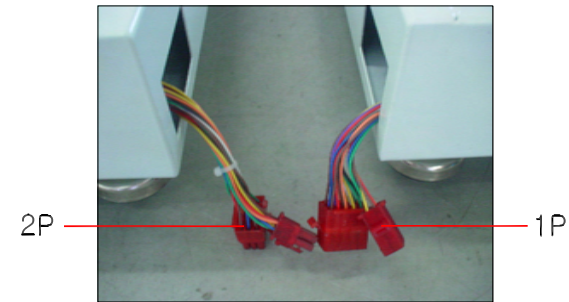
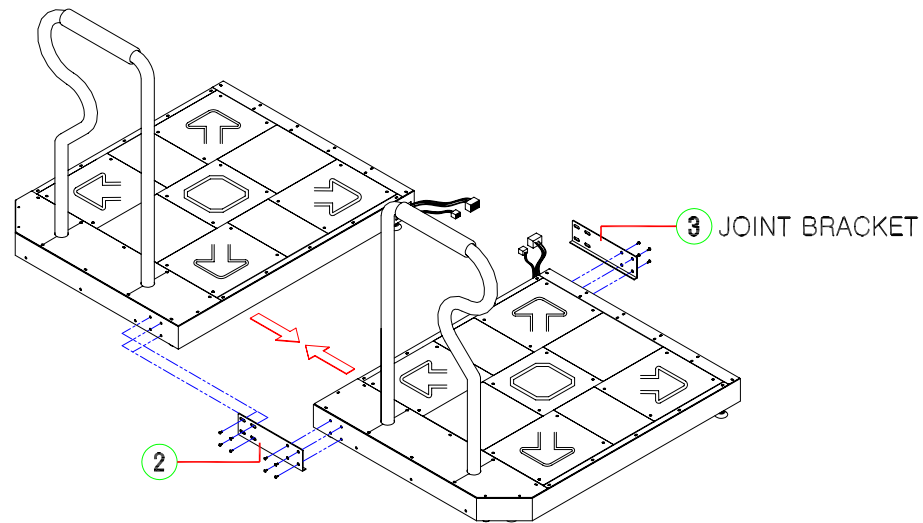
- ① BILLBOARD SHEET ASS'Y ② BILLBOARD SHEET FIX and shown to  
After combining, M4 bolts to assemble on the ③ BILLBOARD CASE.



- BILLBOARD CASE ASS'Y from the body, then, ④ as HAND BOLT [ Bolt M4x 3ea ] is using a combination.
- ⑤ CONNECTOR [ body ] and is connected to the BILLBOARD CASE ASS'Y.

## - STEP

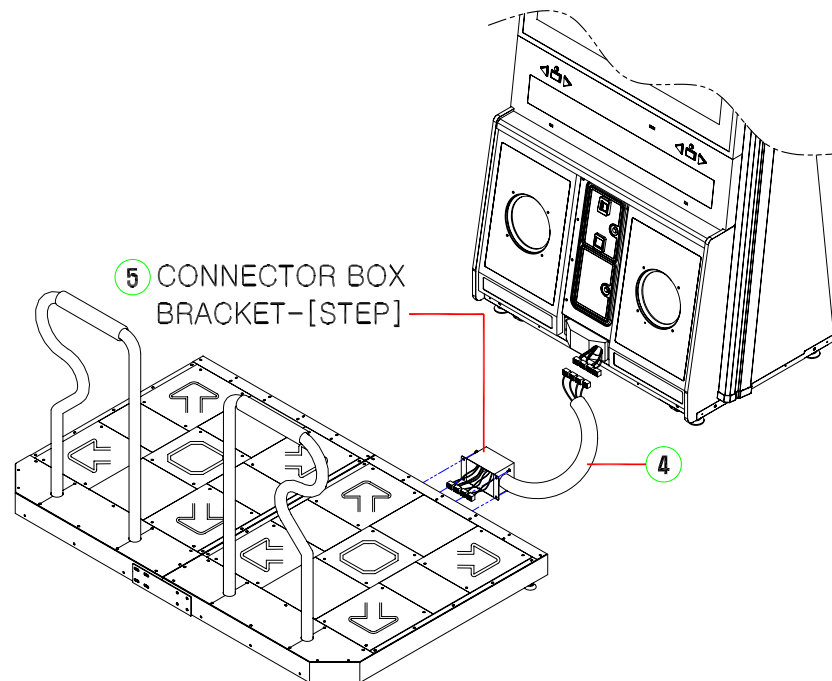
4



PICTURE A

- As shown in Figure A left and right feet of the 1P and 2P is connected to the connector. M8 bolts to **2 3** JOINT BRACKET (16 points) is fixed by.

5



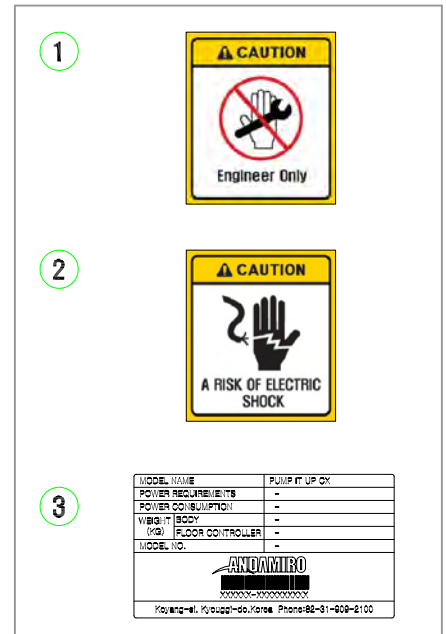
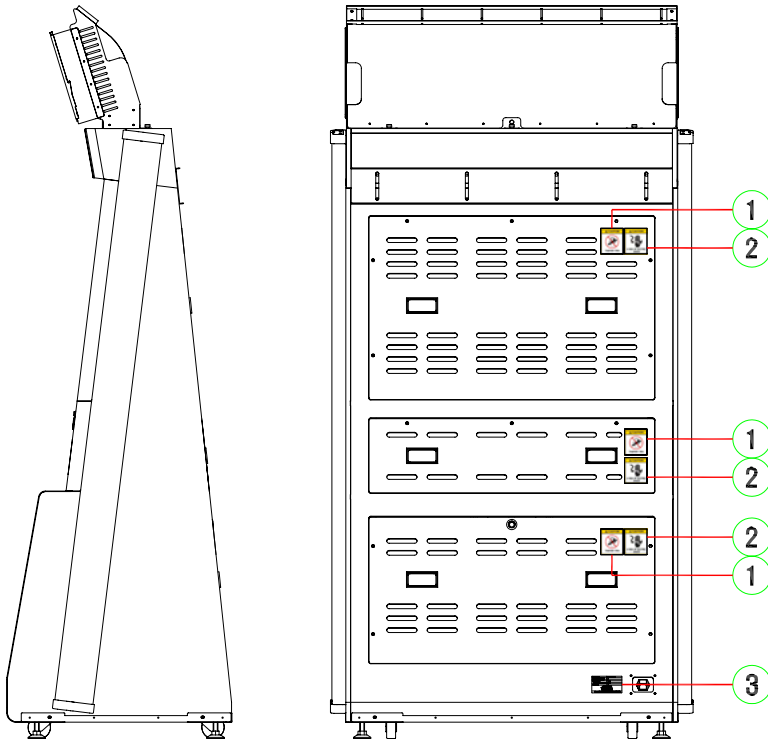
- **4** FLEXIBLE TUBE is connected to the connector body and feet. Since, **5** CONNECTOR BOX BRACKET-[STEP] connection. Bolt M6 (4 points)



PICTURE B



### 3. STICKER LOCATION



### [ SERVICE PANEL BUTTON EXPLANATION ]

POWER S/W    SERVICE-Select

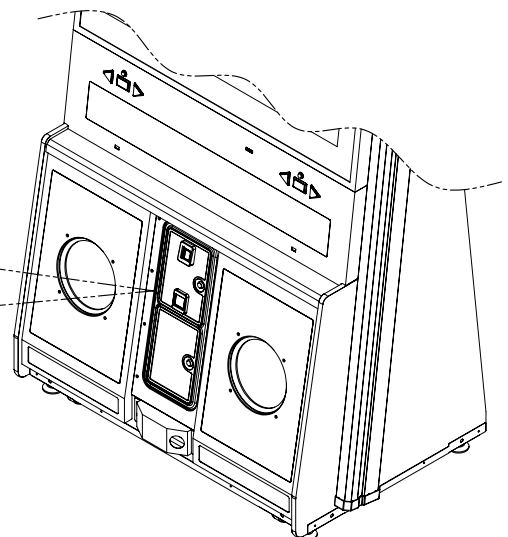


COUNTER

WOOFER TREBLE MASTER

TEST -

Menu movement  
upward & downward



## **4. PRODUCT CHARACTER**

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### **4-1. ANYONE CAN EASILY PLAY THE GAME WITH AN INTUITIVE WAY**

- The arrow to the music as a springboard to handle the output, intuitive gameplay can be as easy for anyone to be a dancer.

### **4-2. FANTASTIC DANCE STAGE**

- Full of equipment around the spectacular lighting and giant screens to focus the attention of galleries and to express their views freely, the dance as a springboard to satisfy the senses of the player, play an active manner by focusing attention contributes to the activation of Parlors Can be.

### **4-3. FAITHFUL TO THE DANCE ITSELF, HOW MANY GAMES**

- 5 feet, as well as using the single-mode, play mode, depending on your choice can play up to 2-3 persons. Peuleyui for freedom by one player with 10 feet of the player is equipped with a double-mode also suits the dance itself, a variety of solid free-play offers.

### **4-4. VOLUME OF THE LARGEST EVER TO DANCE GAME**

- Featured Artist of the domestic and overseas sources familiar with pop music, covering genres such as the pump does not own original music composition and sound of hundreds of mounted, offers a variety of configurations to mount the top step of the thousands of volumes and satisfaction, is proud of.

### **4-5. ENCOMPASSING CONFIGURATION, FROM BEGINNER TO ENTHUSIAST USERS**

- Pump It-ups for beginners who are new to the game enthusiasts are familiar landmark configurations to meet all the players in the game the way the player's skill level by providing easy for even novice users to familiarize particular can play.

### **4-6. USB PERSONAL DATA STORAGE MOUNT**

- Players can save the game, PumBi network management system to their own records, the world's players and their skills can compete.

## 5. SETUP MENU

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Setup the machine proper for your own game center.

### Service Options

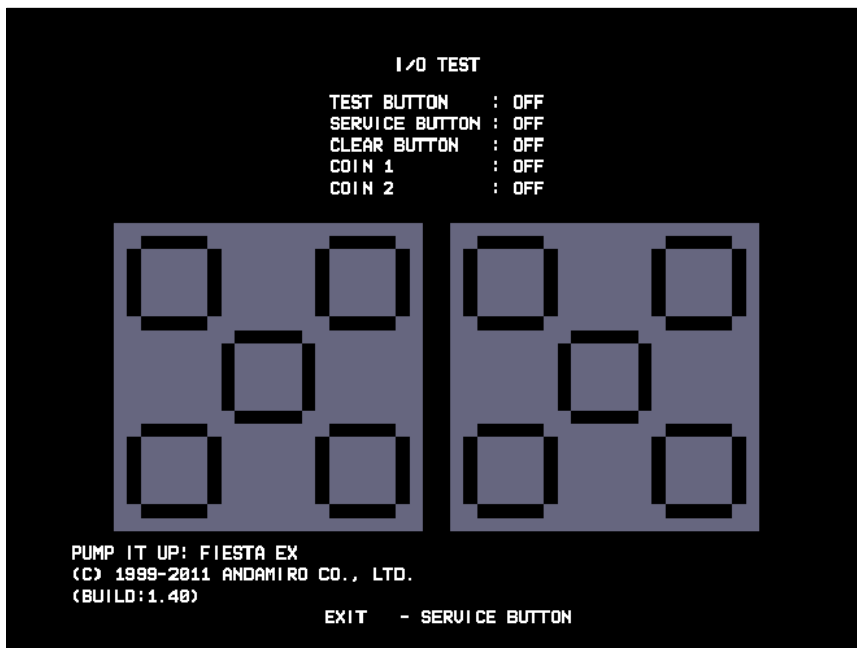
Test the hardware and set options before using the game.

Press the "Test" button ( O TEST ) located in the service box at any time.  
The Service Options menu will appear.



## 5-1. I/O TEST

You can test pad sensors and lamps and buttons located on the body of the machine.



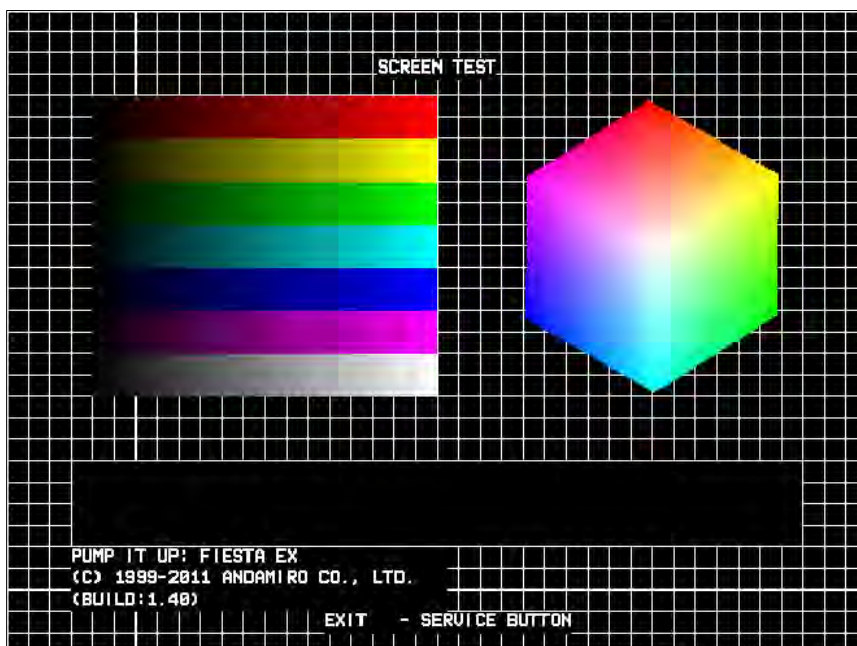
1. Press the "Test" button (O test) to enter I/O TEST in SET UP MENU.
2. Press each button in order to check each button function. If it is normal, "OFF" on the screen is changed to "ON".

"If it does not work well, contact the service center for advice or repair."

3. Press the "Service" Button(O service) to exit from I/O TEST.

## 5-2. SCREEN TEST

Check out the status of monitor screen.



1. Press the "Test" button (O test) to enter SCREEN TEST in SET UP MENU.

"If color and linearity of latticed pattern is not normal, contact the service center for advice or repair."

2. Press the "Service" Button(O service) to exit from SCREEN TEST.

## 5-3. GAME SETTING

Set the degree of game difficulty and stage option.

1. Press the "Test" button (O test) to enter GAME OPTION in SET UP MENU and move the cursor to each GAME OPTION.
2. Press the "Service" button in order to change option of each GAME OPTION.



### a. GAME MODE

Select "Normal" or "Event".

### b. INITIAL LIFE

Life can play a maximum number of coin is to set the entry,

Please make a choice for player's initial life between "4" and "5".

- The default setting 4 Life: 1 coin can play 3rd Edition
- The default setting 5 Life: 1 coin can play 4rd Edition

### c. LEVEL

Set the degree of difficulty of game.

The degree of difficulty is set in three steps, including Easy/Normal/Hard.

### d. STAGE BREAK

- The pump has missed several games by default, the arrow at the top of the screen when the gauge reaches zero during the The game is over before it even handles GAME OVER. However, setting the stage through the brake gauge is zero, there can be not GAME OVER.

Set up that a stage break is applied from which stage.

Available setting : OFF/Stages 1~4

OFF : All plates are the gauge zero is not a GAME OVER.

1st Stage : Gauge is the first zero is also handling GAME OVER.

2nd Stage : Gauge is the two zero is also handling GAME OVER.

3rd Stage : Gauge is the three zero is also handling GAME OVER.

4th Stage : Gauge is the four zero is also handling GAME OVER.

d. DEMO SOUND

DEMO Sound ON/OFF

f. DEFAULT SETTING

Return to Factory Default Setting

g. EXIT

Exit to the game screen with saving the changed setting

## 5-4. COIN SETTING

You can set up number of coins for a credit.



1. Press the "Test" button (O test) to enter COIN OPTION in SET UP MENU and move the cursor to each COIN OPTION.

2. Press the "Service" button in order to set up number of coins for a credit.

- Set up a coin type you want to choose.
- Available setting : COIN / CARD

- You can reset the coin counts remaining in the machine.

## 5-5. USB DRIVE



1. Press the "Test" button(O test) to enter USB DRIVE in SET UP MENU.
2. Player 1 menu and press the Service Button after inserting USB memory Stick into the 1P port of USB Cover BOX Ass'y.
3. Proceed the same steps for Player 2.

## 5-6. SOUND TEST

In order to achieve better sound track & sound effect.  
You may check status of speaker & woofer, and adjust volume as well.



1. Move into sound test in setting mode. After Pushing Test(O test) button, please move a cursor to "Volume" or "Audio"
2. In order to adjust volume, please press "Service (O service) button in volume menu.
3. In order to choose a song. Please press "Service (O service) button in Audio menu.
  - The default volume is 80 to 50 to 95 can be adjusted.
  - It's not recommendable to adjust this value because it may damage woofer in case set volume become higher than default value.



## 5-7. BOOKKEEPING MENU

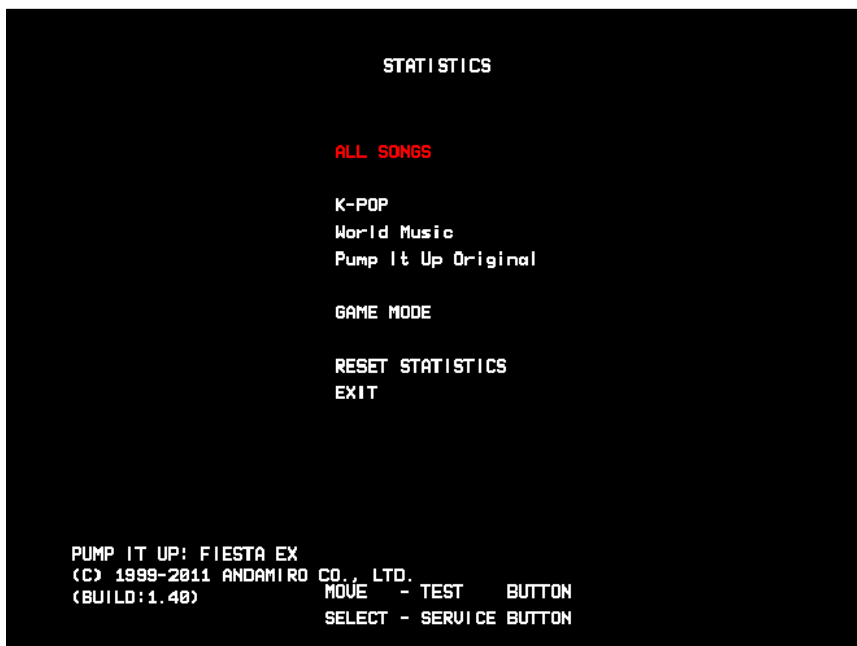
You can check the number of coins and service coins put into the machine.



1. Press the "Test" button (O test) to enter BOOKKEEPING in SET UP MENU and move the cursor to each BOOKKEEPING.
2. Press the "Service" button in order to make the record of BOOKKEEPING reset.

## 5-8. STATISTICS MENU

It indicates the number of the play on each song.

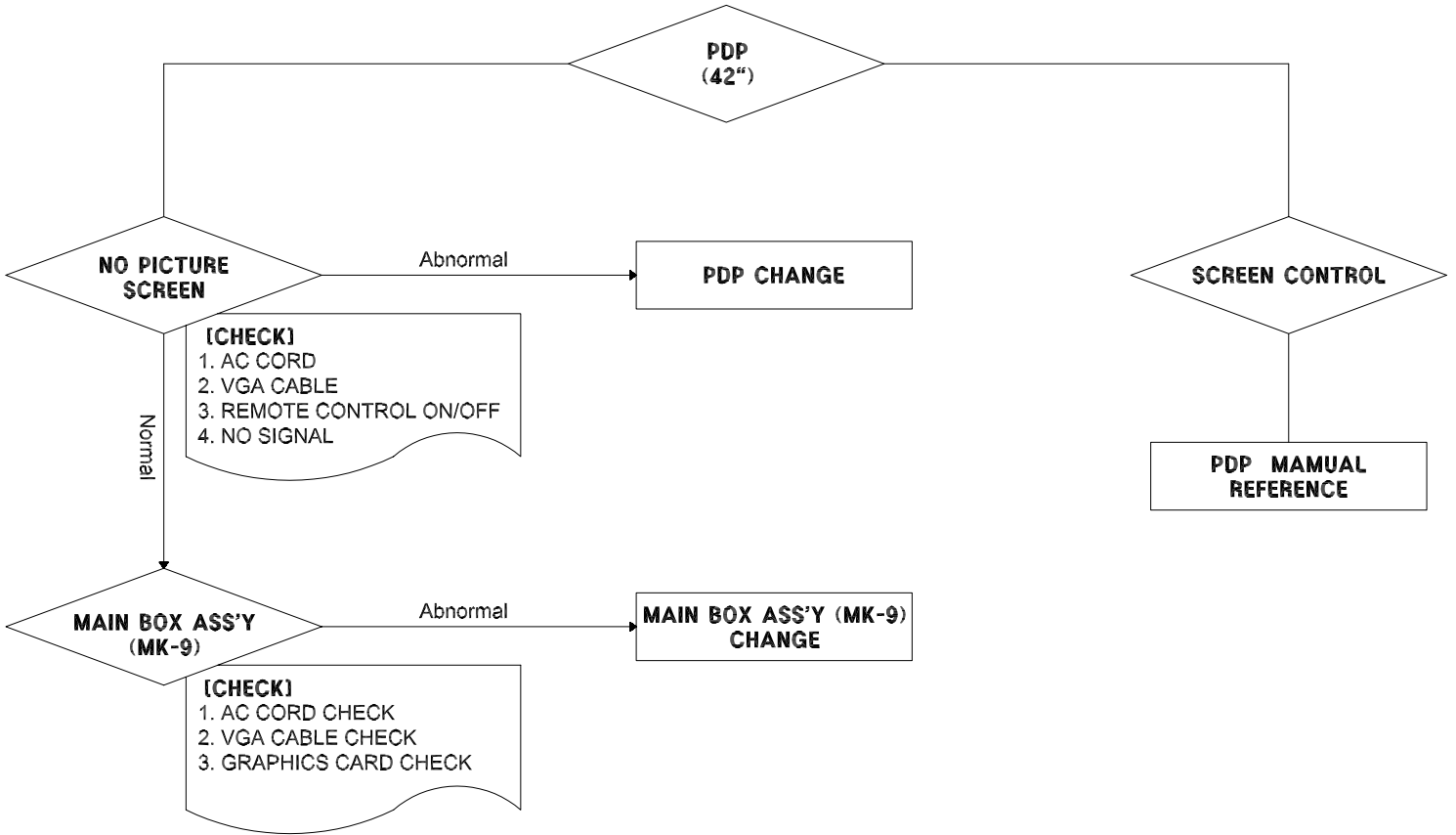


1. Press the "Test" button (O test) to enter STATISTICS in SET UP MENU. Keep pressing the "Test" button to move the cursor to the end of the song list.

# 6. TROUBLESHOOTING

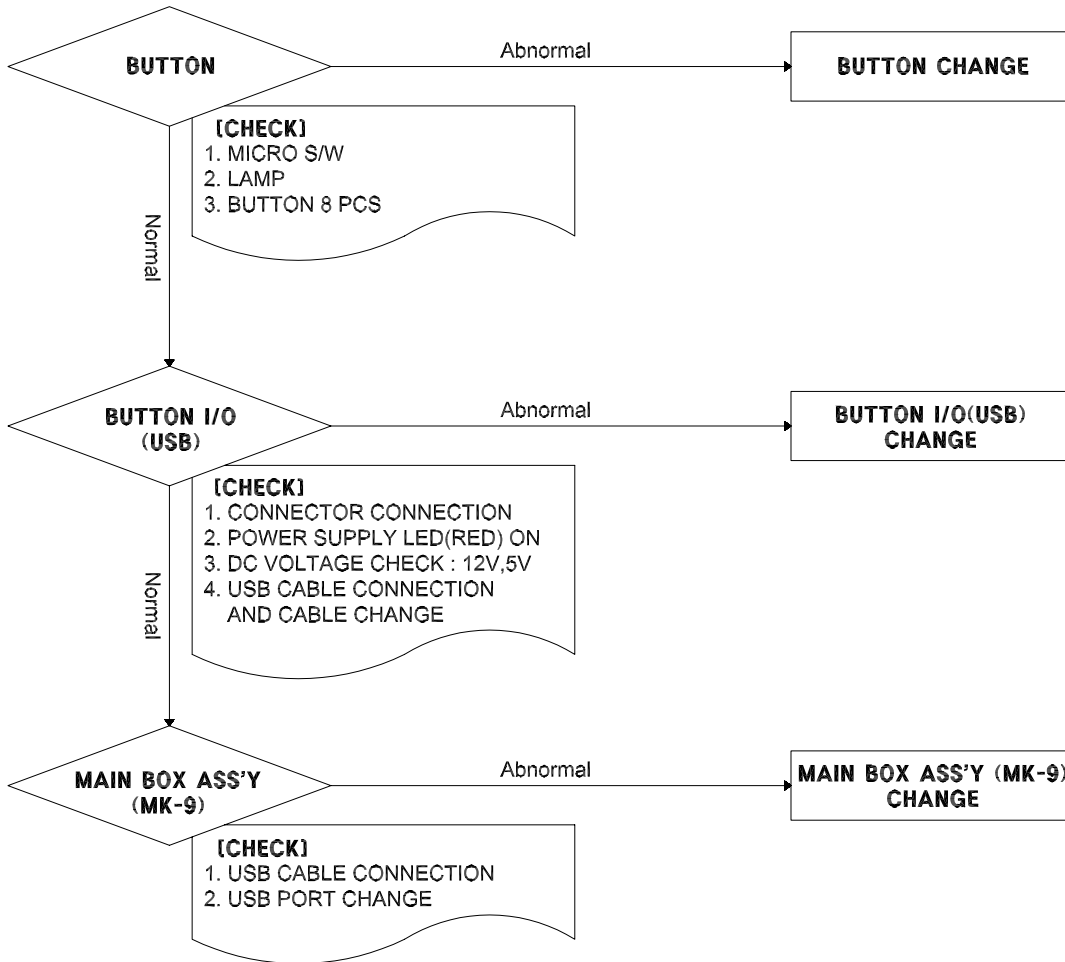
## 6-1. PICTURE

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



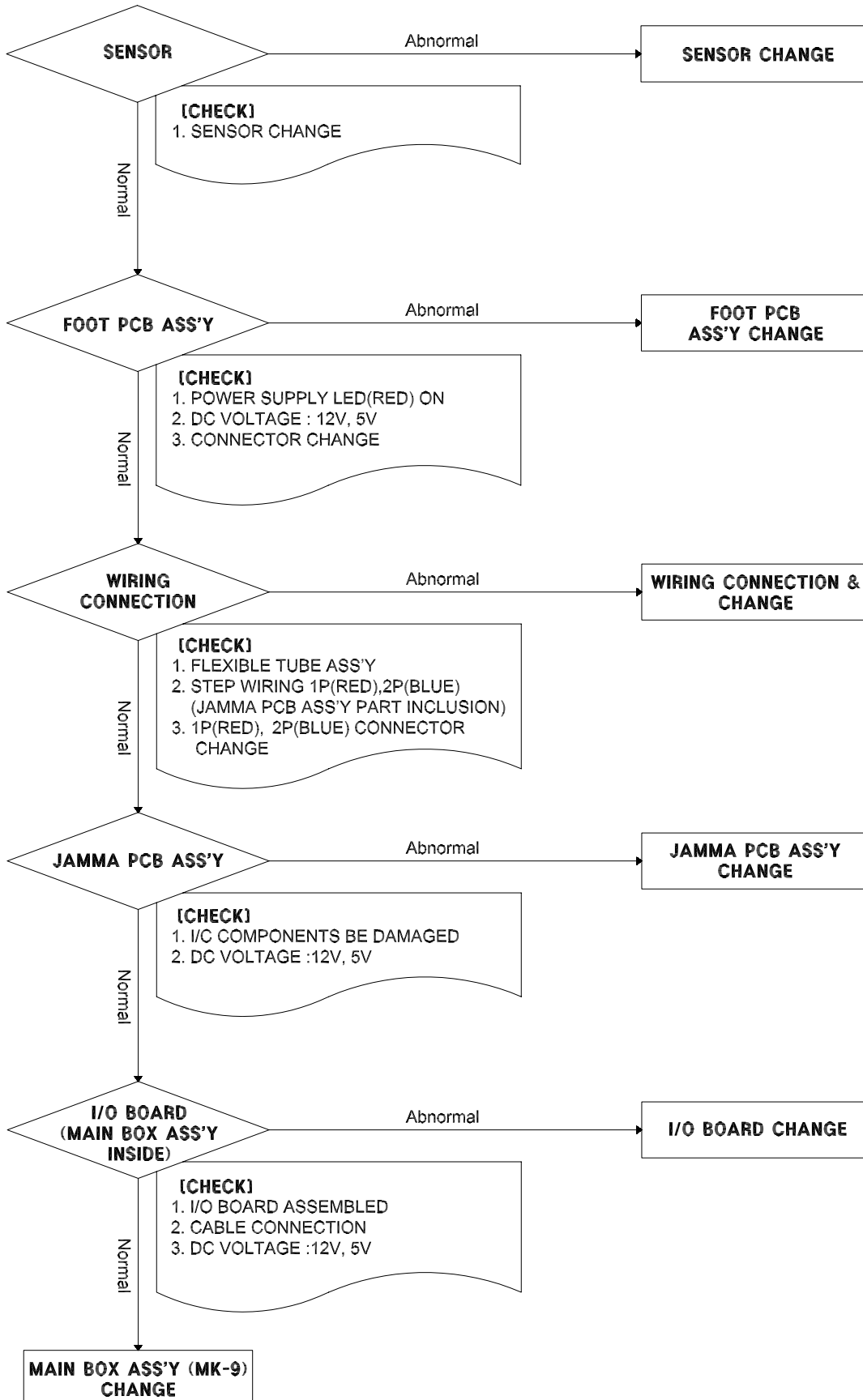
## 6-2. BUTTON

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



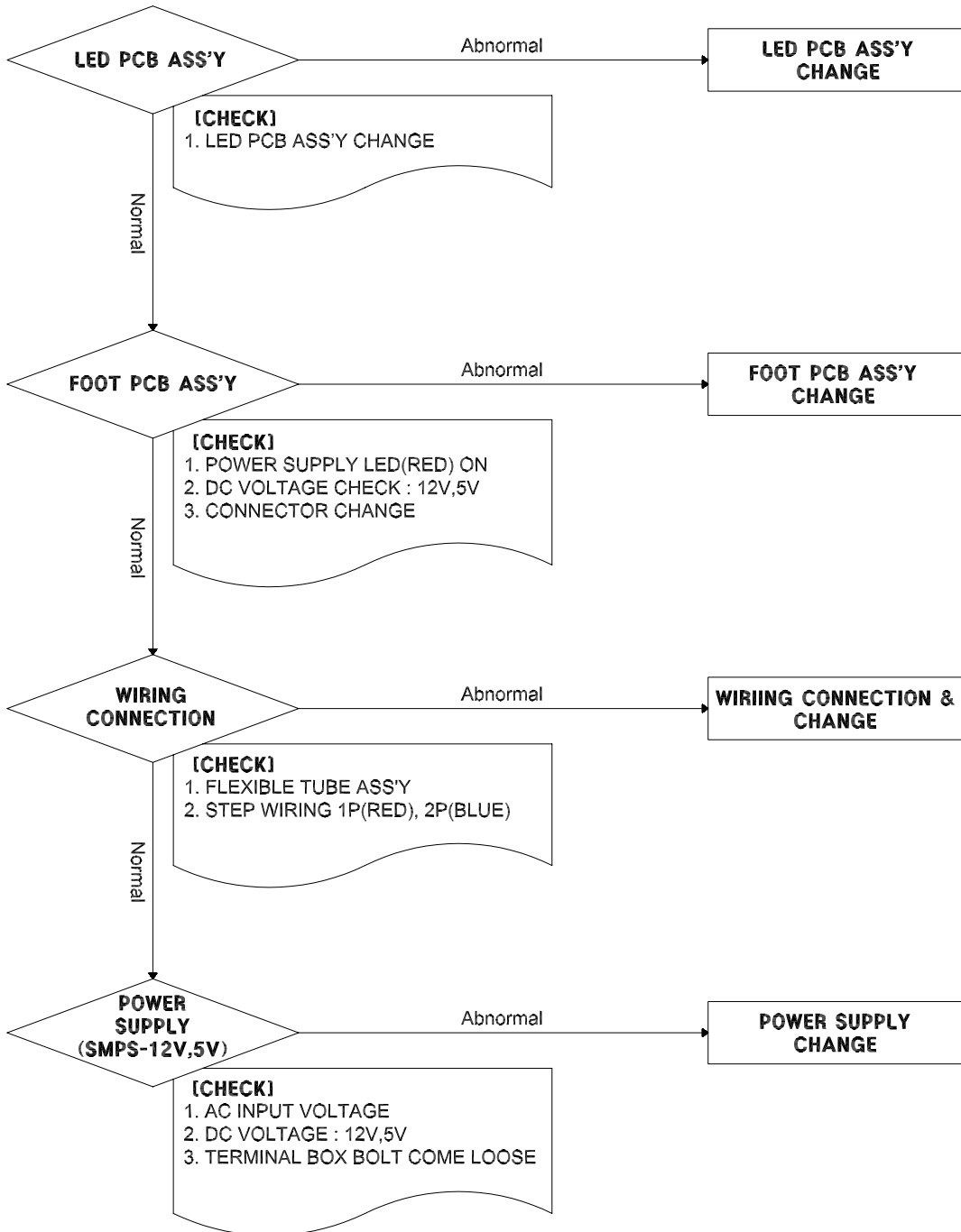
## 6-3. STEP SENSOR

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



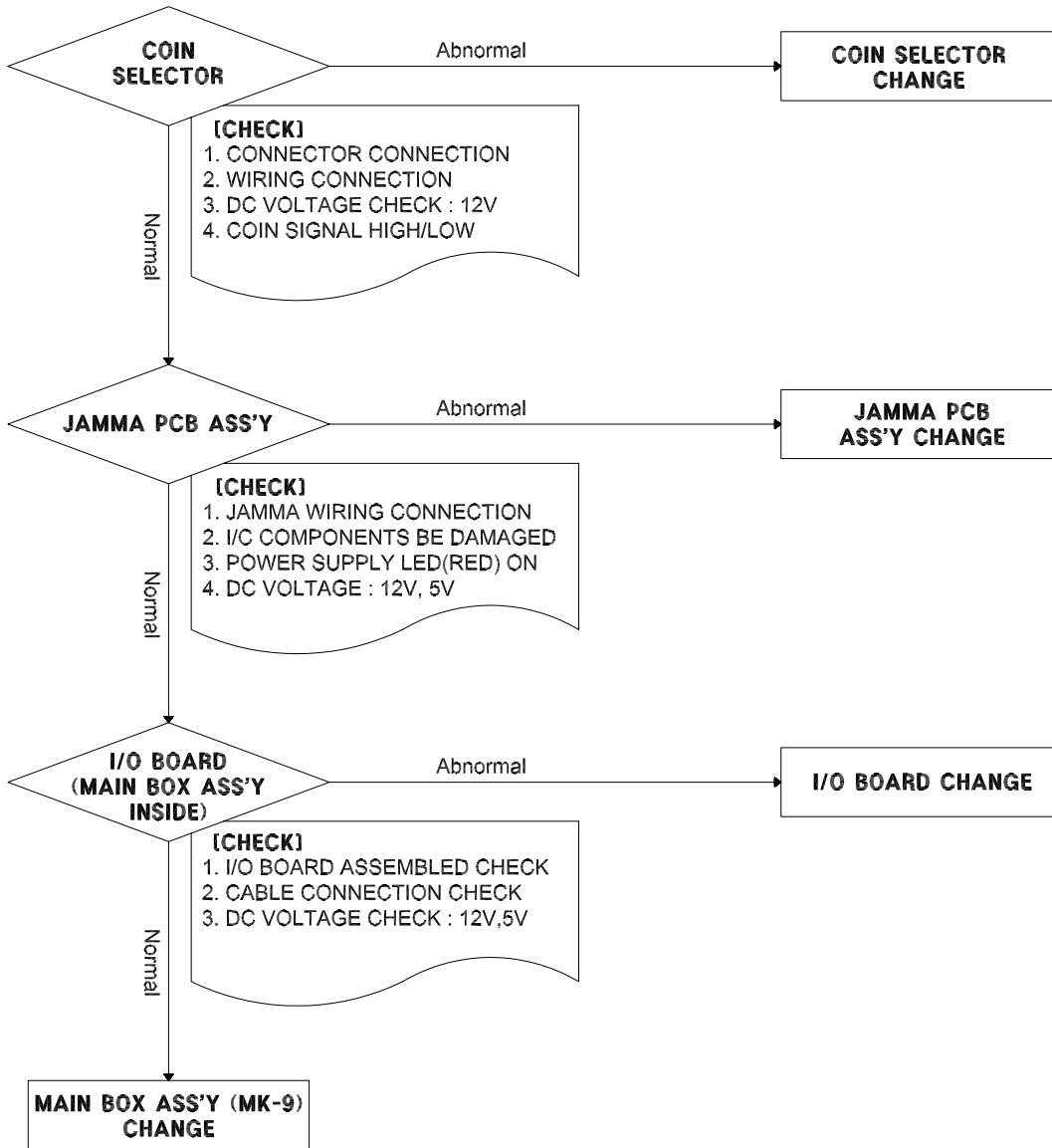
## 6-4. STEP LED

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



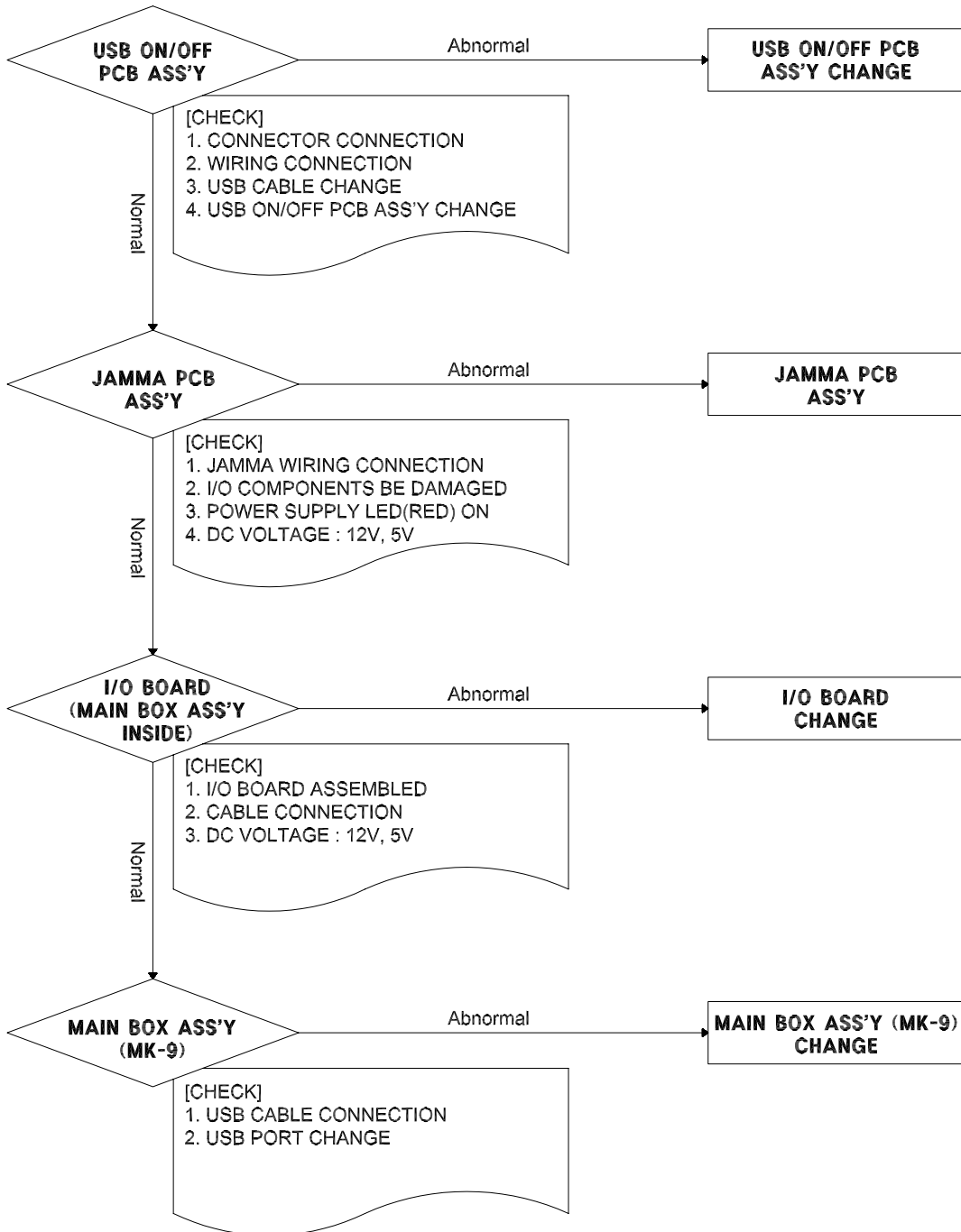
## 6-5. COIN SELECTOR

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



## 6-6. USB ON/OFF

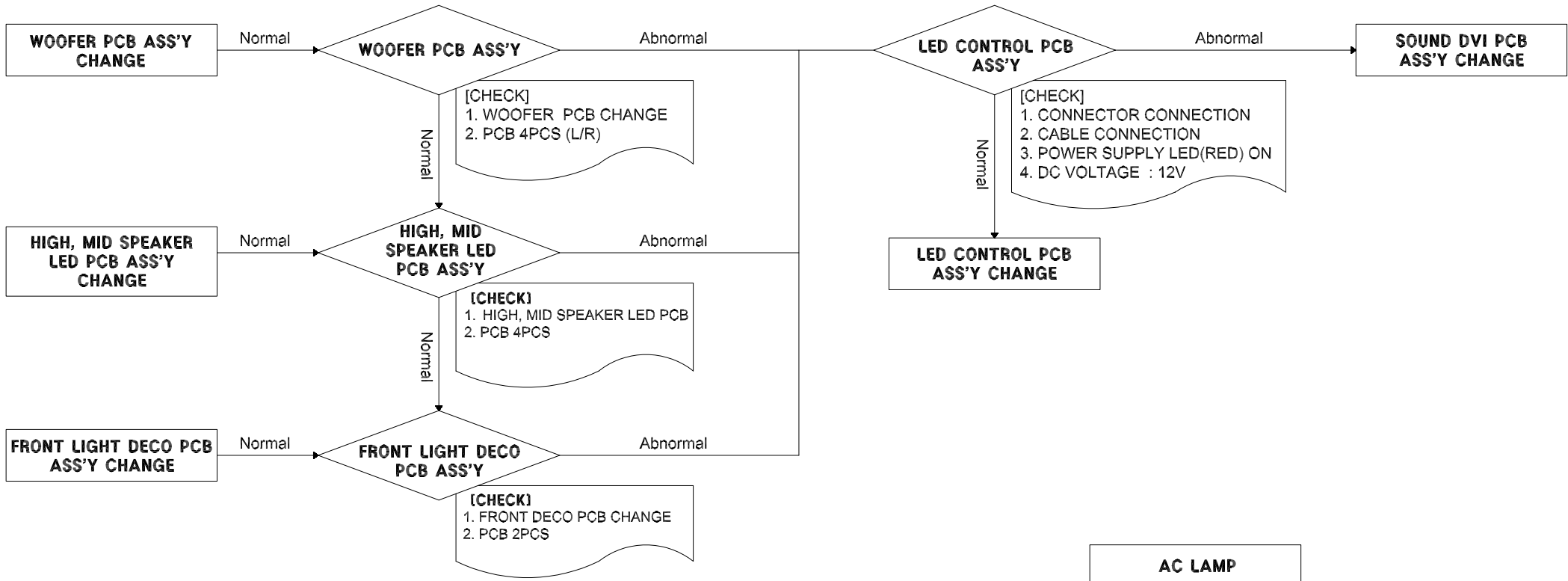
\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



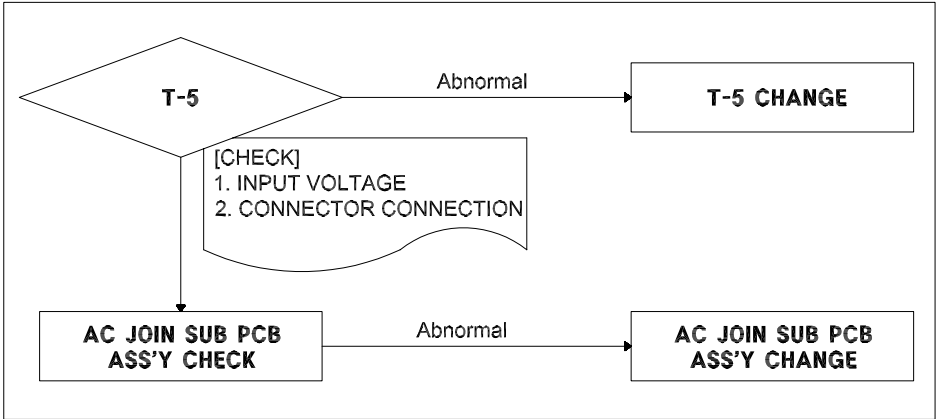


# 6-7. LAMP

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK

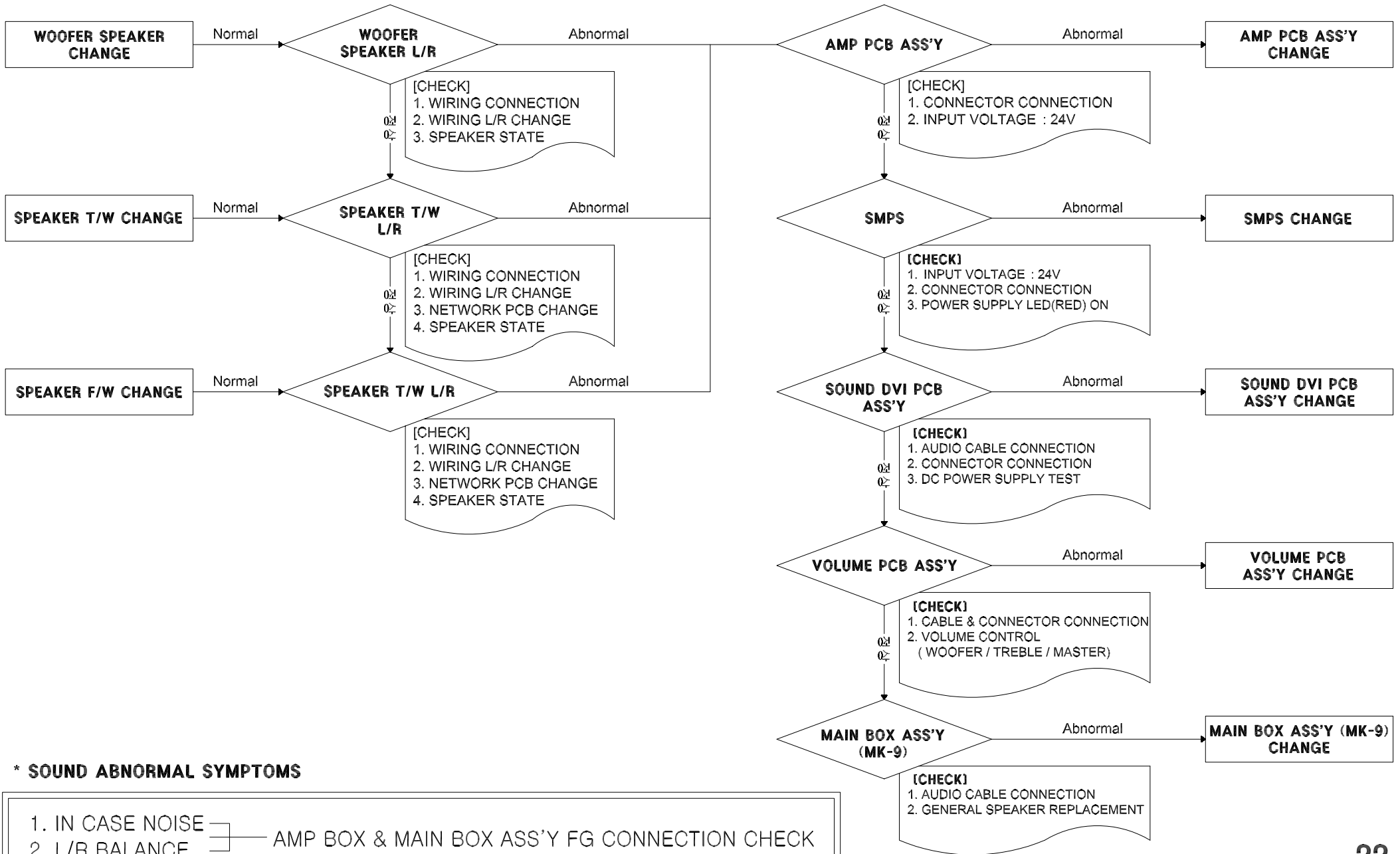


## AC LAMP



# 6-8. SOUND

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK

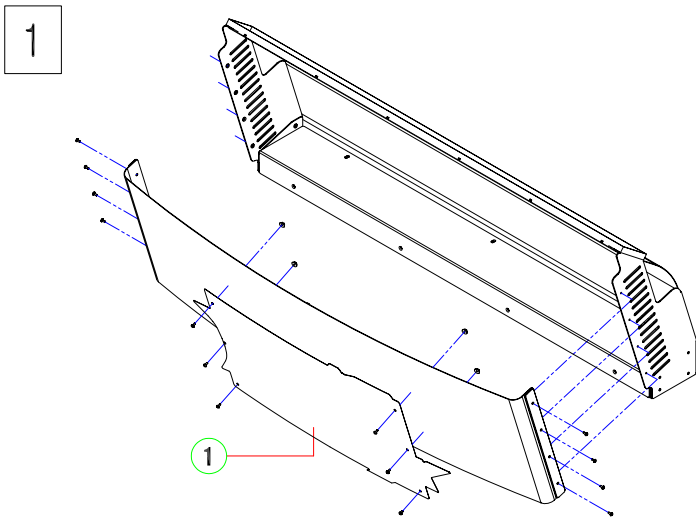


\* SOUND ABNORMAL SYMPTOMS

- 1. IN CASE NOISE
  - 2. L/R BALANCE
- AMP BOX & MAIN BOX ASS'Y FG CONNECTION CHECK

## 7. REPLACEMENT METHOD OF CONSUMABLE PARTS

### 7-1. BILLBOARD FRONT SHEET



PICTURE A

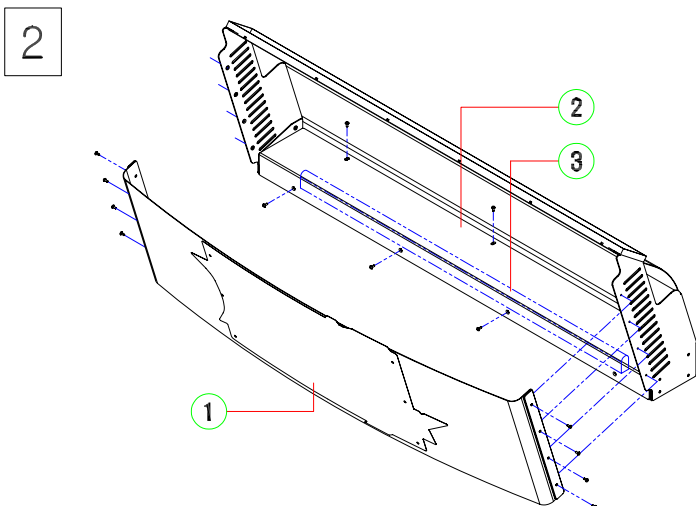


PICTURE B

- (1) As shown in Figure A billboard in the reverse order of installation is to disassemble  
 ① BILLBOARD TITLE SHEET.  
 (2) After replacing SHEET, Figure B is assembled in the same shape.

NO.	PART NAME	SPEC.	CODE NO.
①	BILLBOARD TITLE SHEET	PET-0.5t	MPCX0ACR007

### 7-2. BILLBOARD LAMP



PICTURE A



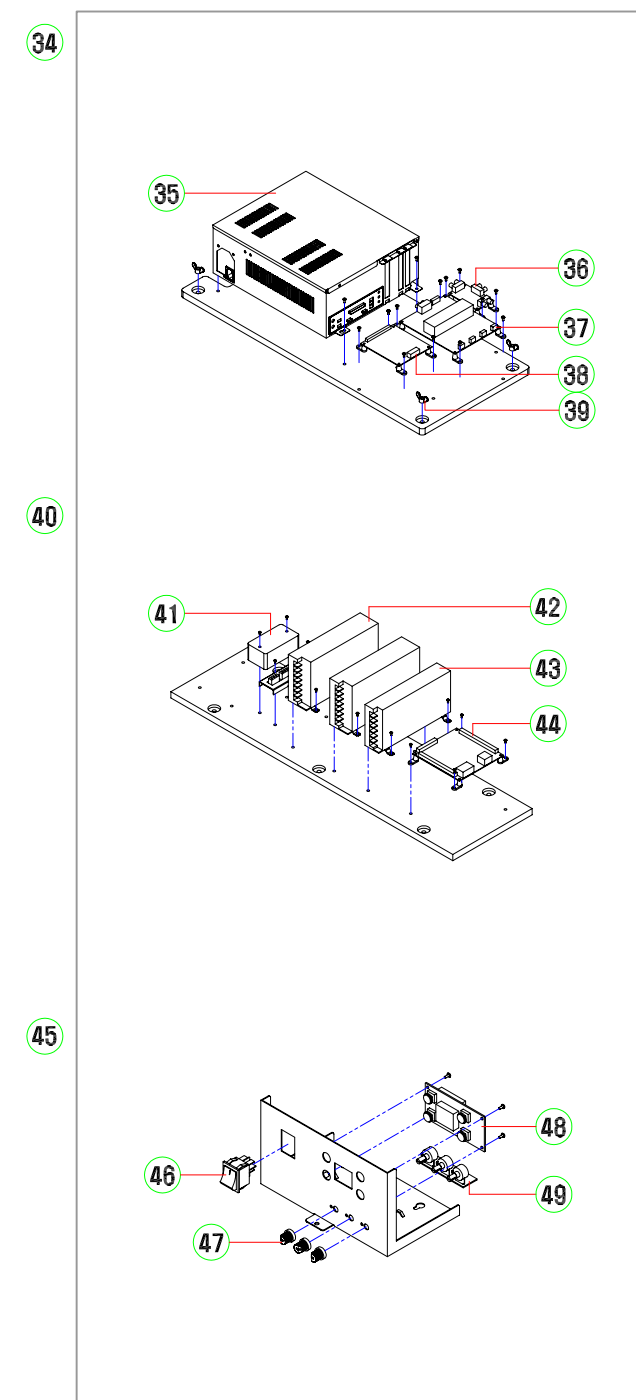
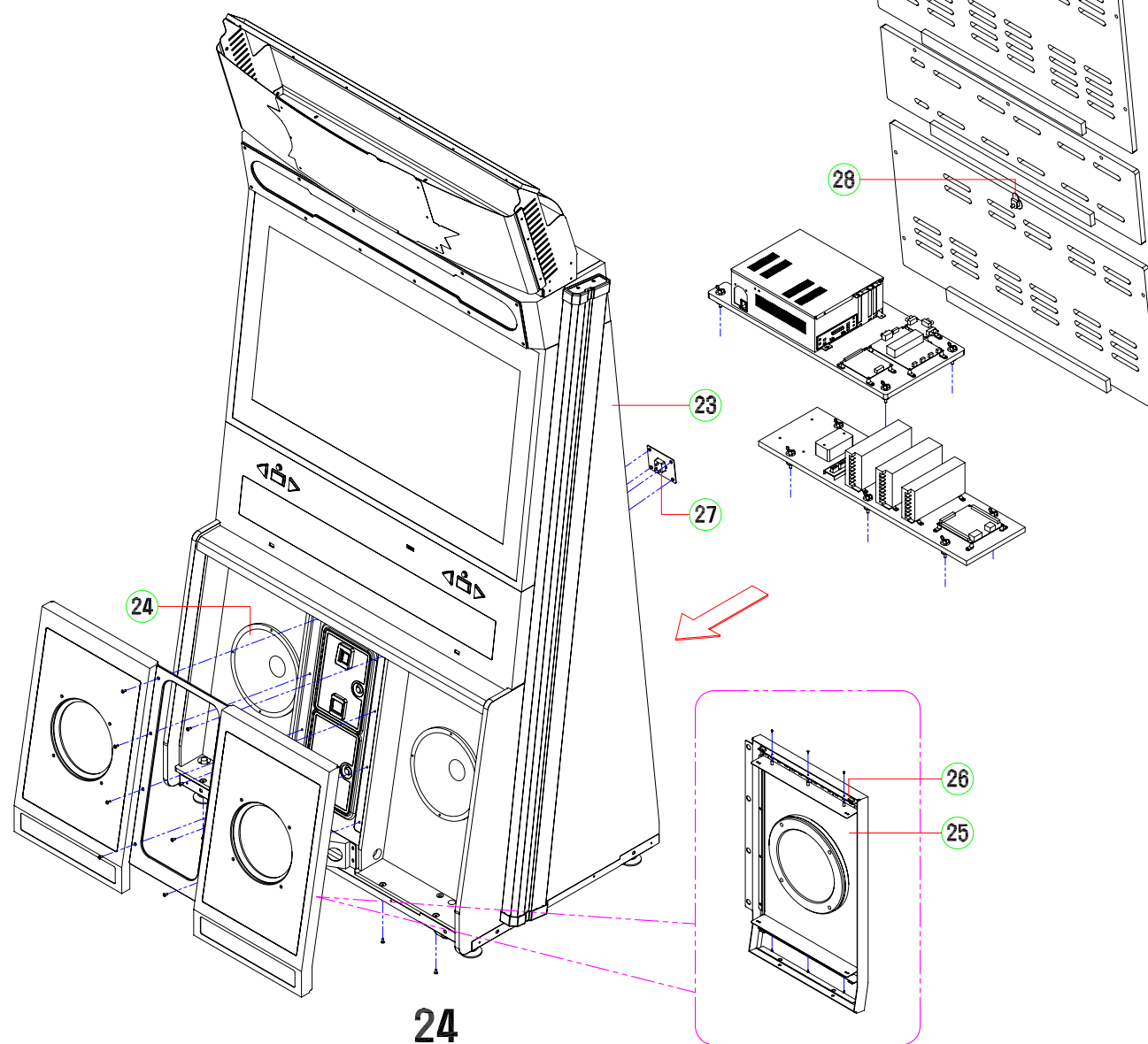
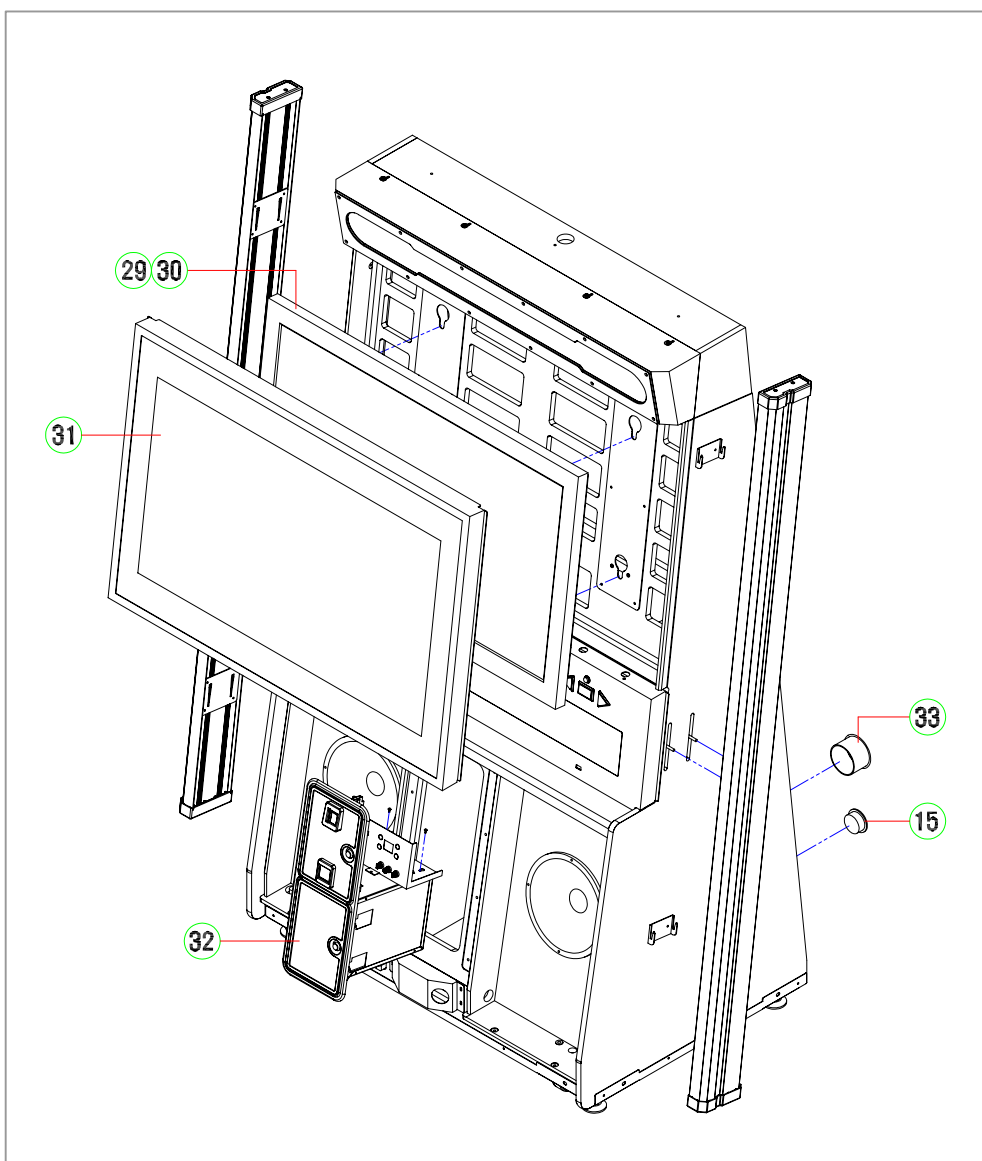
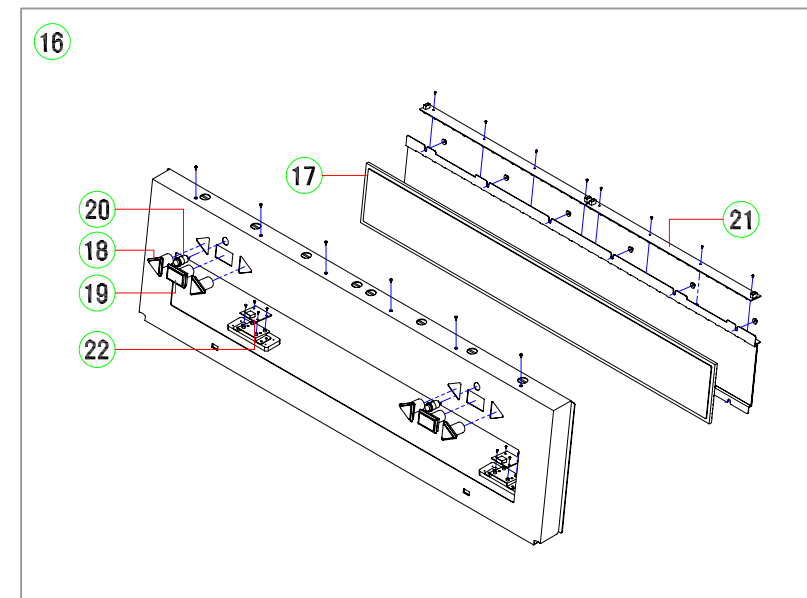
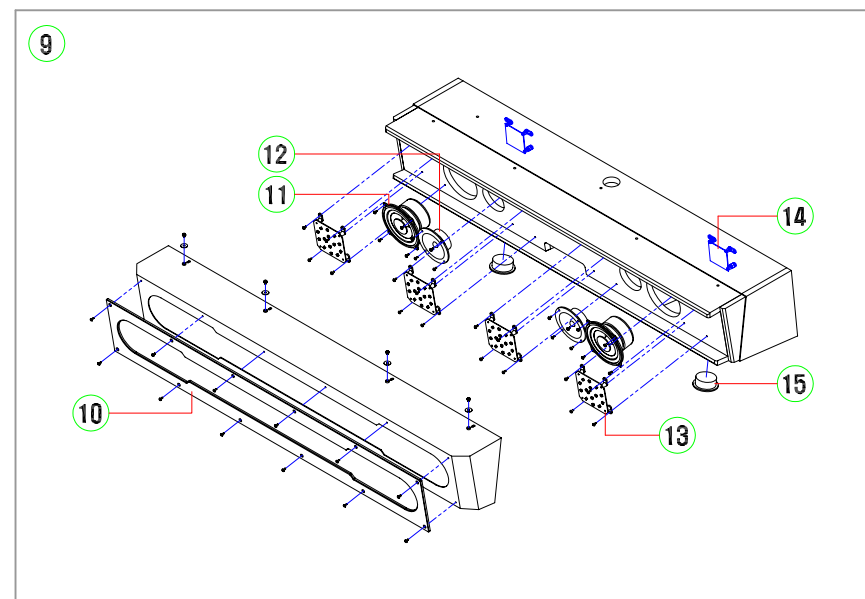
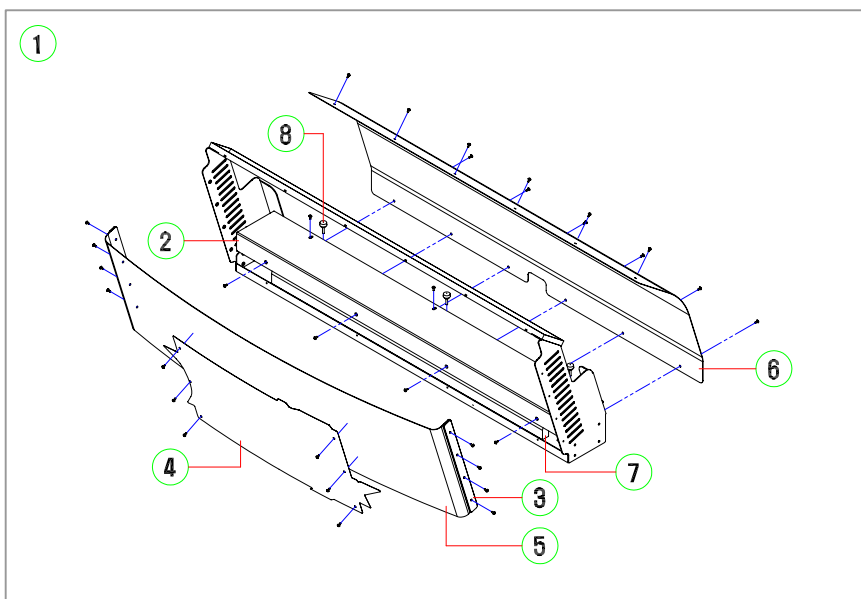
PICTURE B

- (1) As shown in Figure A ① BILLBOARD SHEET ② BILLBOARD LAMP COVER to disassemble.  
 (2) Opening COVER, ③ LAMP is. After exchanging LAMP is assembled in the reverse order decomposition.

NO.	PART NAME	SPEC.	CODE NO.
①	LAMP	T5_220V 21W-백색	MELE0LAM049

# 8. PARTS LIST

## 8-1. EXPLODED VIEW



## 8-2. LIST

NO.	PIC	LEVEL	PART NAME	SPEC.	QTY	CODE NO.
①		1	<b>BILLBOARD CASE ASS'Y</b>			
②	○	2	BILLBOARD LAMP COVER	ACRYL-3.0t	1	MPCX0ACR001
③	○	2	BILLBOARD SHEET FIX	-	2	-
④	○	2	BILLBOARD TITLE ACRYL	PET-0.5t [CX_FIESTA2]	1	APCX0ACR006
⑤	○	2	BILLBOARD FRONT ACRYL	PET-1.0t	1	MPCX0ACR003
⑥	○	2	BILLBOARD BACK ACRYL	PET-1.0t	1	APCX0ACR002
⑦	○	2	T5 LAMP ASS'Y	220V 21W-WHITE	1	MELE0LAM049
				110V 21W-WHITE	1	MWIC0PAR051
⑧	○	2	HAND BOLT	M4, PKB4 L=20	3	MZZZ0PLA023
⑨		1	<b>TOP CASE ASS'Y</b>			
⑩	○	2	TOP DECO COVER ACRYL	ACRYL-5.0t	1	APCX0ACR003
⑪	○	2	SPEAKER	5 1/4" MID	2	MZZZ0SPE027
⑫	○	2	SPEAKER	3" HIGH	2	MZZZ0SPE026
⑬	○	2	TOP CASE LED PCB ASS'Y	SMD	4	APCX0PCB002
⑭	○	2	SPEAKER NETWORK PCB ASS'Y	-	2	APUT0PCB007
⑮	○	2	SPEAKER TERMINAL	TERMINAL	4	MZZZ0SPE029
⑯		1	<b>FRONT LIGHT DECO ASS'Y</b>			
⑰	○	2	FRONT LIGHT DECO ACRYL	ACRYL-8.0t	1	MPUT0ACR008
⑱	○	2	BUTTON SWITCH ASS'Y	BLC-TN-BK-G-CY	4	AZZZ0BUT005
⑲	○	2	BUTTON SWITCH ASS'Y	BLC-TN-BK-F-CG	2	AZZZ0BUT004
⑳	○	2	PUSH BUTTON L	16MM DC12V WECO	2	MZZZ0BUT056
㉑	○	2	FRONT LIGHT DECO PCB ASS'Y	SMD	2	APCX0PCB001
㉒	○	2	USB ONOFF PCB ASS'Y-1P	-	1	APUF0PCB011
㉓		1	<b>MAIN CASE ASS'Y</b>			
㉔	○	2	SPEAKER	WOOFER 10"	2	MZZZ0SPE031
㉕	○	2	WOOFER ACRYL	ACRYL-8.0t	2	APCX0ACR004
㉖	○	2	WOOFER LED PCB ASS'Y	SMD	2	APCX0PCB003
㉗	○	2	AC INPUT	DAC-13H	1	MELE0SWI015
㉘	○	2	KEY ASS'Y	7001	1	MZZZ0KEY032
㉙	○	2	PDP MONITOR	42" LITE	1	MPUF0PDP001_1
㉚		2	WALL MOUNT BLOCK	-	1	MPUJ0ZZZ003
㉛	○	2	SCREEN COVER	GLASS-5.0t	1	MPCX0GLA001
㉜	○	2	COIN DOOR ASS'Y	AMCD-100A,1 COIN	1	AZZZ0COD002
㉝	○	2	SPEAKER PORT	79PI, 2.5t x 50 PIPE	2	MZZZ0SPE030
㉞		1	<b>PC BASE ASS'Y</b>			


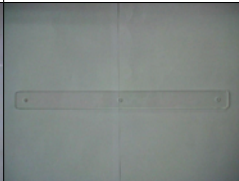

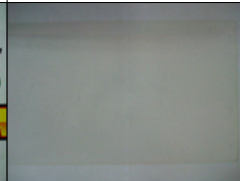







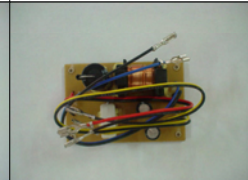
















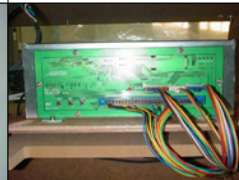
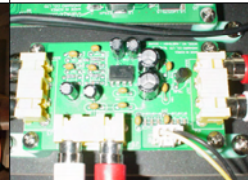
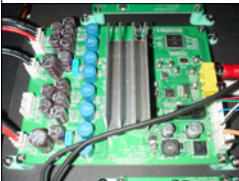
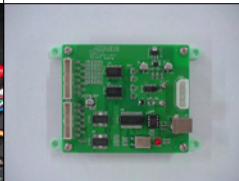







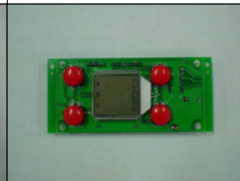






NO.	PIC	LEVEL	PART NAME	SPEC.	QTY	CODE NO.
⑳		2	MAIN BOX ASS'Y	MK6 NK	1	APUF0000001
㉑	○	2	SOUND CONTROL PCB ASS'Y	-	1	APCX0PCB005
㉒	○	2	DIGITAL AMP PCB ASS'Y	-	1	APUF0PCB018
㉓	○	2	IO PCB ASS'Y	-	1	APUF0PCB014
㉔	○	2	NUT	M6, WING NUT	4	-
㉕		1	<b>POWER BASE ASS'Y</b>			
㉖	○	2	NOISE FILTER	ES1-F10	1	MELE0NOI006
㉗	○	2	POWER SMPS	D-120A 5V 12V	2	MELE0SMP045
㉘	○	2	POWER SMPS	NES-150-24V	1	MELE0SMP049
㉙	○	2	LED CONTROL PCB ASS'Y	-	1	APCX0PCB004
㉚		1	<b>SERVICE PANEL ASS'Y</b>			
㉛	○	2	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
㉜	○	2	VOLUME KNOB	-	3	MELE0VOL006
㉝	○	2	COUNTER LCD PCB ASS'Y	-	1	APUT0PCB014
㉞	○	2	3 VOLUME PCB ASS'Y	-	1	APUJ0PCB005

### STEP Part

㉟	○	2	NEW STEP ACRYL L-BLUE	ACRYL-10.0t	2	APUT0ACR003
㊱	○	2	NEW STEP ACRYL L-RED	ACRYL-10.0t	2	APUT0ACR002
㊲	○	2	NEW STEP ACRYL CENTER	ACRYL-10.0t	1	APUT0ACR004
㊳	○	2	NEW STEP ACRYL R-BLUE	ACRYL-10.0t	2	APUT0ACR006
㊴	○	2	NEW STEP ACRYL R-RED	ACRYL-10.0t	2	APUT0ACR005
		2	FOOT PCB ASS'Y	-	2	APUS0PCB017
		2	FOOT LED PCB ASS'Y	-	10	APUF0PCB017



# 8-3. PICTURE

2	3	4	5	6	7
					
8	10	11	12	13	14
					
15	17	18	19	20	21
					
22	24	25	26	27	28
					
29	31	32	33	35	36
					
37	38	39	41	42	43
					
44	46	47	48	49	50
					
51	52	53	54		
					

# MAIN BOX I/O

7	12V
6	FG
5	IN0
4	IN1
3	IN2
2	IN3
1	IN4

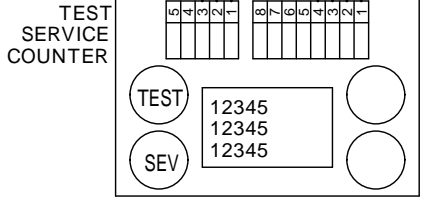
- A
- B
- C
- D
- E
- F
- G
- H
- J
- K
- L
- M
- N
- P
- R
- S
- T
- U
- V
- W
- X
- Y
- Z
- a
- b
- c
- d
- e
- f

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5	
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10	

RED

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8	
9	
10	

BLUE



COIN

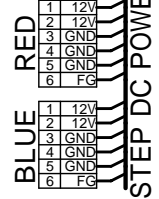
USB ON/OFF

USB ON/OFF

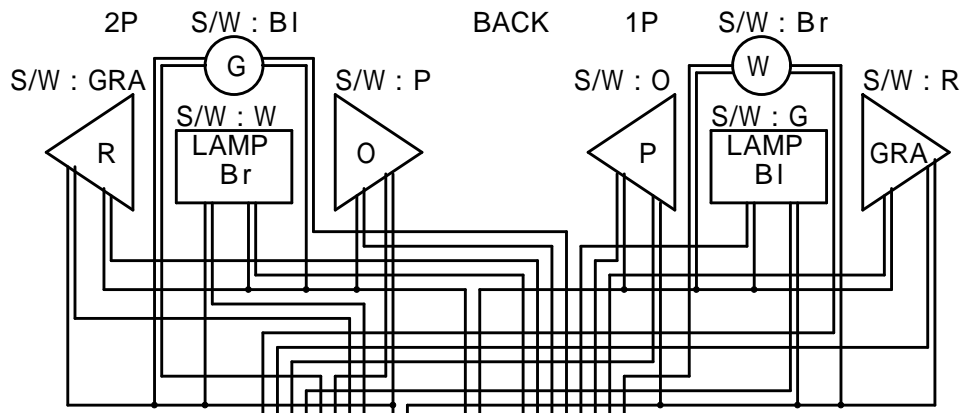
1P RED

STEP L/R

2P BLUE



STEP DC POWER



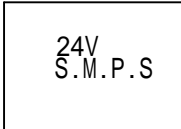
BUTTON I/O(USB)

MK9 USB PORT

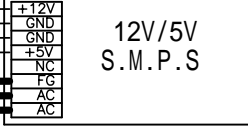
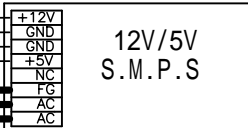
\* LED CONTROL POWER

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

\* LED CONTROL INPUT



\* AMP POWER

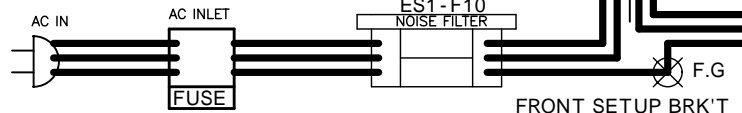


BILLBOARD AC LAMP T5

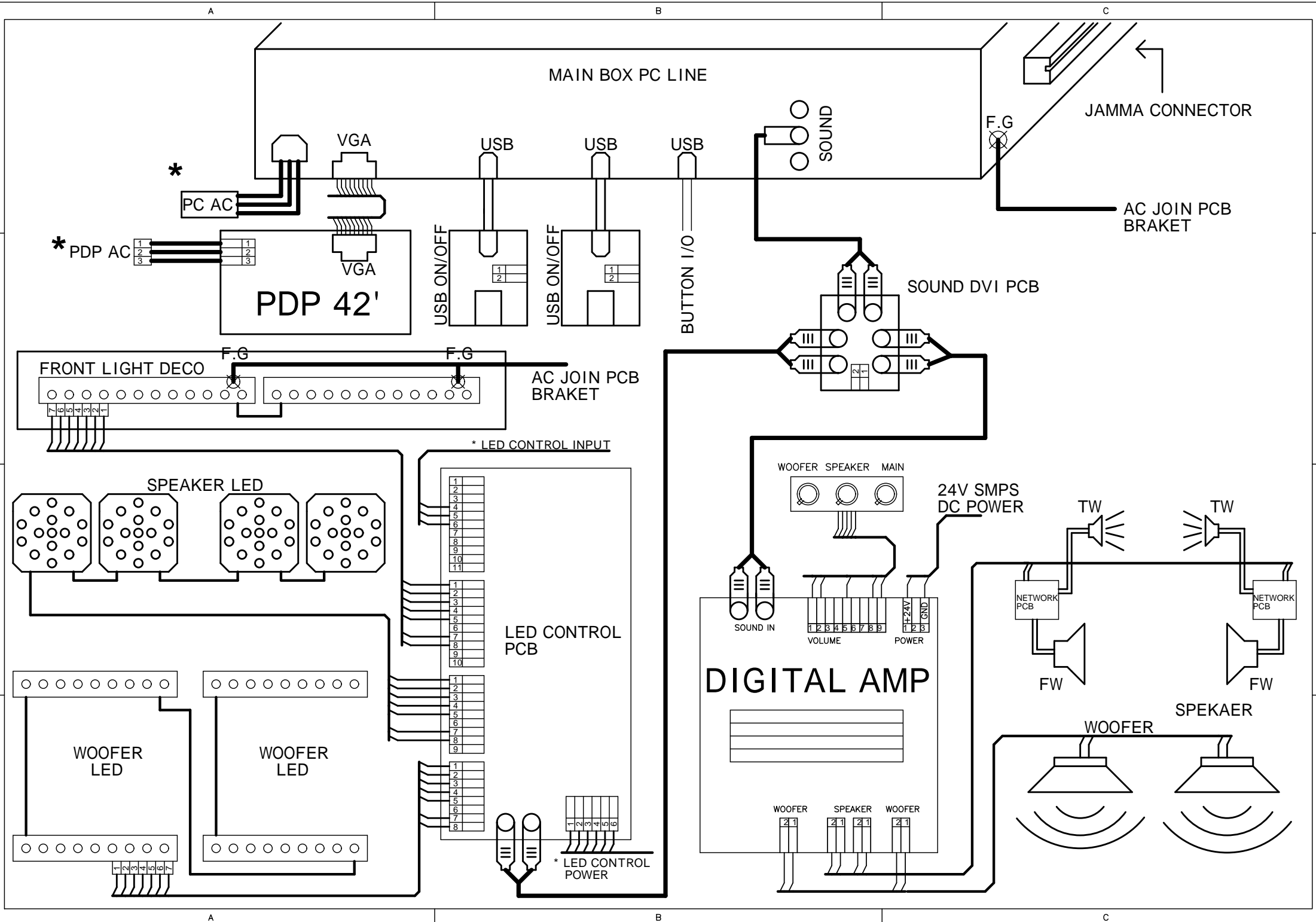
AC JOIN PCB

\* PC AC

\* PDP AC







**PUMPA CX**