WIRING INSTRUCTIONS & TECHNICAL INFORMATION ON
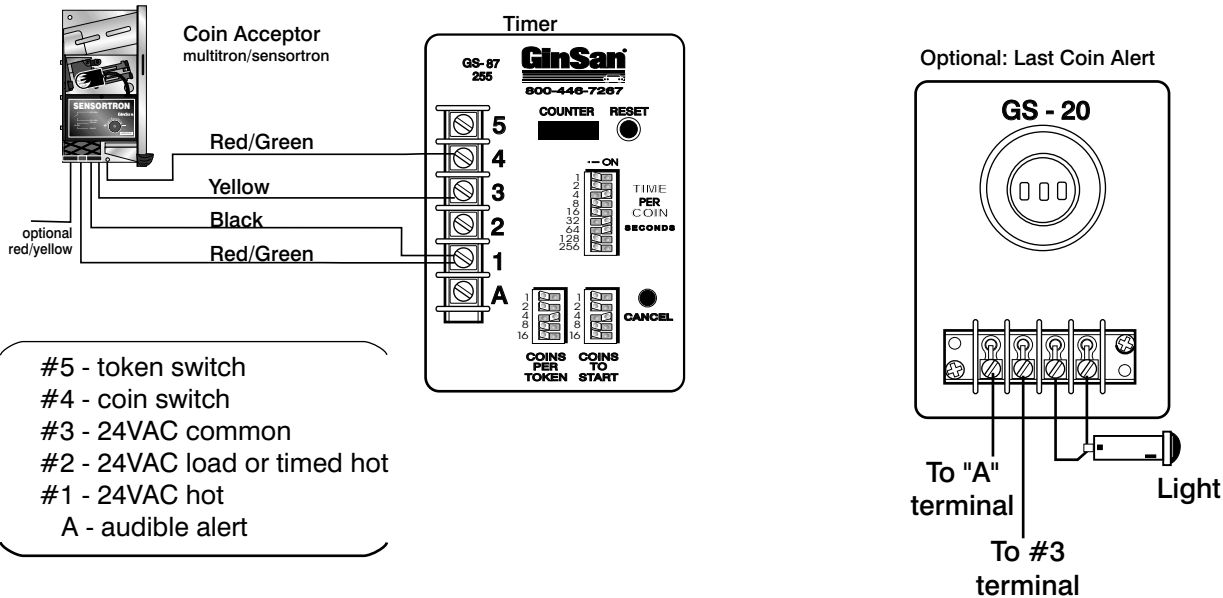## GS-7, GS-8, GS-87-255 & GS-255 24 VOLT AC TIMERS
WITH OPTIONAL GS-20 LAST COIN ALERT BUZZER

AFTER JANUARY 2002

Coin Acceptor
multitron/sensortron

Timer

GS-87 255

GinSan
800-448-7267

COUNTER   RESET

Red/Green — 5
— 4
Yellow — 3
Black — 2
Red/Green — 1
optional red/yellow
— A

TIME PER COIN
SECONDS
2 4 8 16 32 64 128 256

CANCEL

1 2 4 8 16 / 1 2 4 8 16

COINS PER TOKEN   COINS TO START

#5 - token switch
#4 - coin switch
#3 - 24VAC common
#2 - 24VAC load or timed hot
#1 - 24VAC hot
 A - audible alert

Optional: Last Coin Alert

GS - 20

To "A" terminal
To #3 terminal
Light

SETTING THE COIN TO START SWITCH

The *coins to start* is determined by adding the total number of switches in the "On" position.

Example: 1+4 = 5 coins to start

← ON
1
2
4
8
16
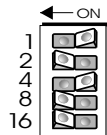
COINS TO START

SETTING THE COIN PER TOKEN SWITCH

(GS-87 / 255 Timer Only)

The *coins per token* switch is set in the same manner as the *coins to start* switch.
The value of one token can be set to equal 1 to 31 coins.

The *coins per token* switch sends counts to the timer, equaling the number of coins the token value is set for. The coins to start must be set between 1 and 31 to start timer

Example: The *coins per token* switch is set at 5. The 1 and 4 are switched to "on". If the coins per token switch is set at 5, it will send 5 counts to the timer for every 1 token inserted.

← ON
1
2
4
8
16

COINS PER TOKEN

SETTING THE TIME PER COIN SWITCH

1. Convert time desired to seconds.

2. Determine amount of coins to start the timer.

Example: 5 min. = 300 seconds
Example: 3 coins to start

3. Divide the total time (seconds) by the coins to start the timer.
   Example: 300 sec. / 3 = 100 seconds per coin

The time per coin is determined by adding the total seconds of the switches in the "On" position.
 If for instance, the desired time is 100 seconds, switch on the number of switches needed to add up to 100 seconds.
Example: 100 sec. = 64 + 32 + 4

← ON
1
2
4
8
16
32
64
128
256

TIME PER COIN
SECONDS

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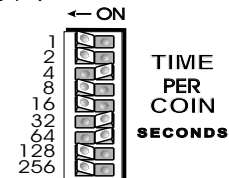
Trouble Shooting Your Timer

Checking Power to the Timer

Using a 24 volt test light or voltage meter check power to timer. There should be 24 to 28 volts A.C. across terminals 1 & 3 at all times; and the same voltage across terminals 2 & 3 when the timer is turned on.

Starting the Timer

Touch and *release* a jumper wire to terminals 1 & 4. Each touch and release simulates a coin being put into a Sensortron. The timer should start when the number of touch and releases equals your coins to start.
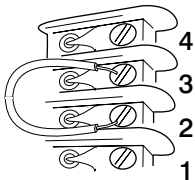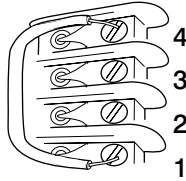
Stopping the Timer

Push the cancel button or short across terminals 2 & 3.

Resettable 4 Digit Coin Counter

To reset counter, hold reset button down for five (5) seconds. GS-8, GS-87-255 & GS-255 only.

Bypassing the Timer

In order to bypass the timer connect a jumper wire across terminals 1 & 2.

Checking for a Short

Disconnect all wire(s) from terminal 2. Start the timer by touching and releasing a jumper wire across terminals 1 and 4.

If the timer starts with the wires off terminal 2, a direct short somewhere in the wiring system exists and must be corrected. If timer fails to start and there is correct voltage at Number 1 and 3 terminals, replace the timer.

GS-8, GS-87-255 & GS-255 Battery

Each GS-8, GS-87-255 & GS-255 timer has an Eveready 41E 1.4 volt DC battery used to store coin counts in case of a power outage. If coin counter changes dramatically when losing power, this may indicate a dead battery. Call GinSan.

The Timer will Not Stop

Push cancel button and look at the following conditions.

If the timer stops and remains stopped when the button is released:

1. All *time per coin switches* are in the "Off" position.
2. Coin switch is wired incorrectly to terminals 3 and 4 instead of terminals 1 & 4.

If the timer stops but starts again when the button is released:

1. There is a short across terminals 3 & 4.
2. A mechanical coin counter is wired in without a GS-17 interface. Call GinSan.

If the timer does not stop at all.

1. All **coin** switches are off.
2. There is a short across terminals 1 & 2.

IMPORTANT

Do not jump across terminals 3 and 4. This may result in Sensortron failure.

If Timer Fails to Start

Disconnect all wire(s) from terminal 4. Now, start the timer by touching and releasing a jumper wire across terminals 1 and 4 . If the timer starts, the problem is either the coin acceptor or the wiring to the bay.