

## DIXMOR DX300 PROGRAMMING

Programming is done using the two switches located at the bottom of the circuit board .  
S1 is the inventory/set switch.  
S2 is the mode switch.

Note the small digit located between the first two 4" digits. This small digit will be used to tell what menu item you are programming. This small digit is also used while the timer is running and will display what the fourth digit would be. For example, if 10 minutes of time has been accumulated, the small digit will flash a 1 until time runs below 10 minutes at which time the small digit will change to a 0.

The DX300 has the capability of connecting two separate coin acceptors (up to 4 with X4 version). Coin Input 1 refers to coin acceptor connected to coin input 1. Coin Input 2 refers to coin acceptor connected to coin input 2, etc.

"Bonus Time": Allows you to give the customer more time per coin after they have purchased a pre-set amount of time. Any coin deposited after the bonus start time has been reached will receive bonus coin time until time expires. For example, if you are 40 sec per coin and 6 coins (4 minutes) to start and you want to give 50 sec per coin after they have purchased 6 minutes worth of time then you would set bonus time per coin to 0:50 and bonus start time to 6:00. Then the 10th coin deposited and any coin after that will receive 50 sec instead of 40 sec. Note: Don't be confused by "bonus start time". Bonus start time refers to the total amount of time purchased during the timing cycle. It does not have to all be purchased at one time.

<b>PUSH</b>	<b>SMALL DIGIT</b>	<b>DISPLAY</b>	<b>REPRESENTS</b>
S2	-	i P r	Operating Codes
S2	1	0:30	Time per Coin, Coin Input 1
S2	2	1:30	Time per Coin, Coin Input 2
S2	3(X4 ver only)	1:30	Time per Coin, Coin Input 3
S2	4(X4 ver only)	1:30	Time per Coin, Coin Input 4
S2	S	2:00	Time to start
S2	1.	0:30	Bonus Time per Coin, Coin Input 1
S2	2.	1:30	Bonus Time per Coin, Coin Input 2
S2	3.(X4 ver only)	1:30	Bonus Time per Coin, Coin Input 3
S2	4.(X4 ver only)	1:30	Bonus Time per Coin, Coin Input 4
S2	S.	2:00	Bonus Start Time
S2	-	0:00	Standby

Use S1 to set amount of time required in each mode.

If you are not using more than one coin acceptor, time settings for coin inputs 2, 3, and 4 can be left at default settings.

Operating Codes: These three letters determine how the timer operates. For each of the three digits you have two choices.

Operating code choices:

Digit 1: i = Instant start. Timer will start immediately when turn on price is reached.  
d = 3 second delay before timer starts after turn on price is reached.

Digit 2: P = Horn will pulse for 5 sec when timer reaches 1 minute.  
C = Horn will be on continuous for the last minute.

Digit 3: r = Restart feature on. Timer may be restarted with one coin after time expires.  
This feature will be on for 20 seconds after time expires.

n = No restart feature. Full price required to start timer once time has expired.

These letters are not individually adjustable. Determine what operating method you desire and push S1 until required sequence of letters is displayed.

Time per Coin, Coin Input 1: Set amount of time to be given for each coin. Adjustable from 0 to 9:59. Use S1 to set time. Each push of S1 will increase time by one second. Holding S1 in will cause numbers to decrease.

Use the same method for setting coin inputs 2, 3, and 4.

Time to Start: Set amount of time required to start wash. Adjustable from 0 to 9:59. Use S1 to set.

Bonus Time per Coin, Coin Input 1: Set amount of time per coin for bonus coins. Use S1 to set. **Note: If bonus is not used, set all bonus values to same value as regular time per coin.**

Bonus Time per Coin, Coin Input 2: Same as Bonus Time per Coin, Coin Input 1.

Bonus Start Time: Set amount of time that has to be purchased before coins get bonus time. Use S1 to set time.

**For X4 version only: bonus settings have been made inoperative. You do not need to make any changes to default programming.**

## INVENTORY

Timer keeps a running total of coins deposited. To read inventory push S1. Small digit will show "C". Large digits will show coin count.

To clear inventory: Push S1 to display inventory. Push and hold S2 until timer shows "Clr". Release and push again. Inventory count will return to 000. Push S1 to return timer to standby.

## WIRING CONNECTIONS

Ten pin plug located at top of circuit board.

#1- Coin Input #1

#2- Coin Input #2

#3- Coin Input #3(x4 ver only)

#4- Coin Input #4(x4 ver only)

#5- Coin Common

#6- 24VAC Common

#7- 24VAC Hot

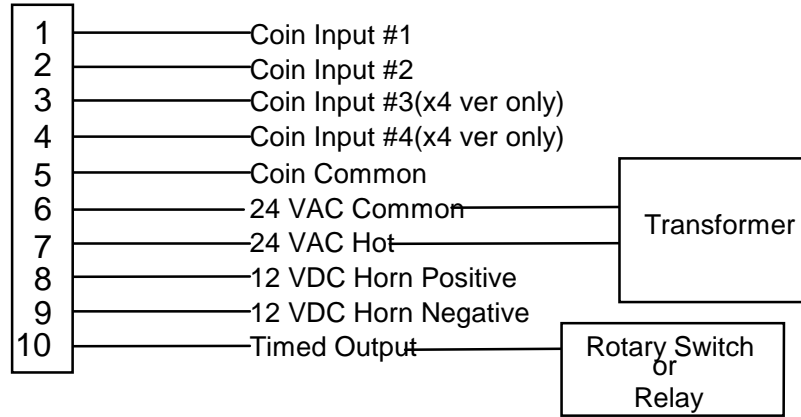
#8- Horn Positive( 12vdc)

#9- Horn Negative

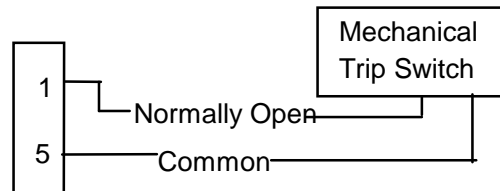
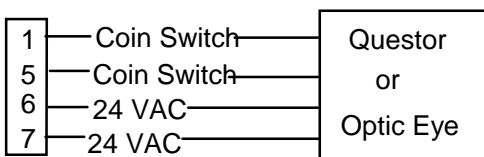
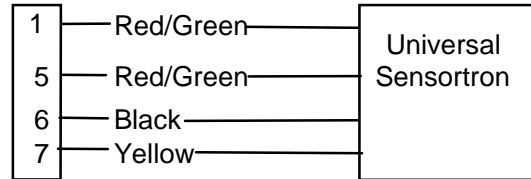
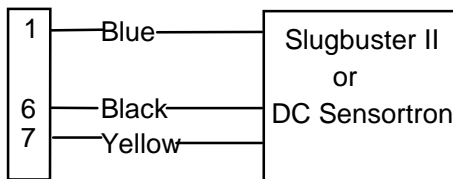
#10- Timed Output

Wiring Notes: Timed output goes through 5 amp fuse located on circuit board below wiring plug.

DX300 Wiring Connector



Coin Acceptor Wiring



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