

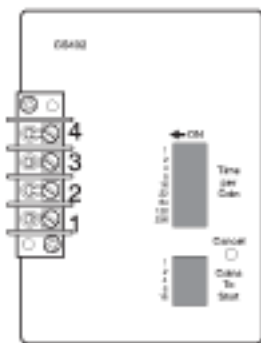
### Stopping the Timer



Using a pointed object, push the cancel button or short across terminals 2 & 3.

### Bypassing the Timer

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



### 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 coin acceptor failure.**

### If Timer Fails to Start

Disconnect the coin switch wire 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.

### Checking for a Short

If timer fails to start after the wire on terminal 4 is disconnected, check for a direct short across terminals 2 and 3. The short will prevent the timer from turning on.

To determine a shorted condition, disconnect wire(s) from terminal 2. Connect a 24 Volt Test Light to terminals 2 & 3. 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.

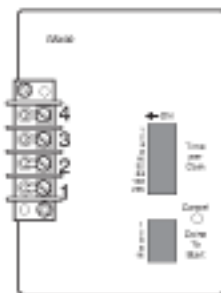
# **KLEEN-RITE** CORP.

# TIGS402

24 volts AC

External Cancel Button for Testing  
2 Year Warranty

## Wiring Instructions & Technical Information



### Setting the *TIME PER COIN* Switch

Convert time desired to seconds.  
 Example: 5 min. = 300 seconds

Determine amount of coins to start the timer.

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

### Setting the *COINS TO START* Switch

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

**Example:**

Desired Coins to Start

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
Coins to Start	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Switch																																

- (4) Terminal is the coin switch. **Red/Green** wire from coin acceptor.
- (3) Terminal is 24v common. **Yellow** wire from coin acceptor.
- (2) Terminal is 24v load or timed hot.
- (1) Terminal is 24v hot. **Black and Red/Green** wires from coin acceptor.

**Note:** If using original DC Sentsotron the wire to terminal 4 will be blue. Connect only the black wire to terminal 1.

## Troubleshooting 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 coin acceptor. The timer should start when the number of touch and releases equals your coins to start.

