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MAINTENANCE PROCEDURES  
VIGOR/S2000 SERIES™ UPRIGHT

1.1 Machine Components

For a summary of functional assemblies, refer to Table 1-1. See Figure 1-1 to identify the machine components.

Table 1-1  
Summary of Functional Assemblies

Assembly	Function
Ball	The ball drops when a player is won.
Ball Door	This door is located on the lower front portion of the main door; it provides access to the ball acceptor coin box without opening the machine door.
Ball Acceptor	The ball acceptor releases and accepts a variety of coin denominations.
Ball Acceptor Coin Box	A container that is part of the ball acceptor assembly, and is the location where balls are stored and stored.
Cabinet	The exterior "shell" that surrounds the metal machine enclosure.
Coin Cash Box	This box is located in the machine under the ball acceptor, and is equipped with an optical door sensor and an optical keypad lock.
Coin Drop Container	A container inside the machine stand where coins can be stored for collection.
Coins	This assembly receives, verifies, counts and routes valid coins to the hopper or drop box. Invalid coins are routed to the coin tray.
Displays	Machine displays include a light emitting diode display (LED) that typically provides game play information, a liquid crystal display (LCD) that displays diagnostic, troubleshooting, bonus, machine and site-specific player information, and a dual-line liquid crystal display (LCD) that provides game and service information.
Drop Box	The drop box is the area inside the stand containing the coin drop container. The drop box door features a keypad lock and is equipped with an optional door-open sensor.
Drop Door Sensor Switch	This sensor monitors the number of times the drop door is opened.
Hopper	The hopper allows coins to be channelled to the coin tray when a player wins maximum coins or credits out.
Input/Output	This assembly provides the input and output interface for machine operation.
Machine Door	The machine door contains the coin chute, coin tray, coin-in assembly, player panel switches, display glass, lower frame/coin tray, optical coin door sensor and door lock assembly.
Motherboard/Matrix	Mechanical matrix relay and display cumulative game/play information.
Motherboard	The motherboard acts as an interface between the processor and I/O boards and machine components.
Operator Switch	The operator switch enables data transfer between CMOS RAM and EPROM, clear system errors and enter the operator menu, which allows the viewing of machine, ball diagnostics and all levels.
Optic Door Sensor	This assembly senses when the machine door is open and causes a screen display message.

November 15, 1997 1-3

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