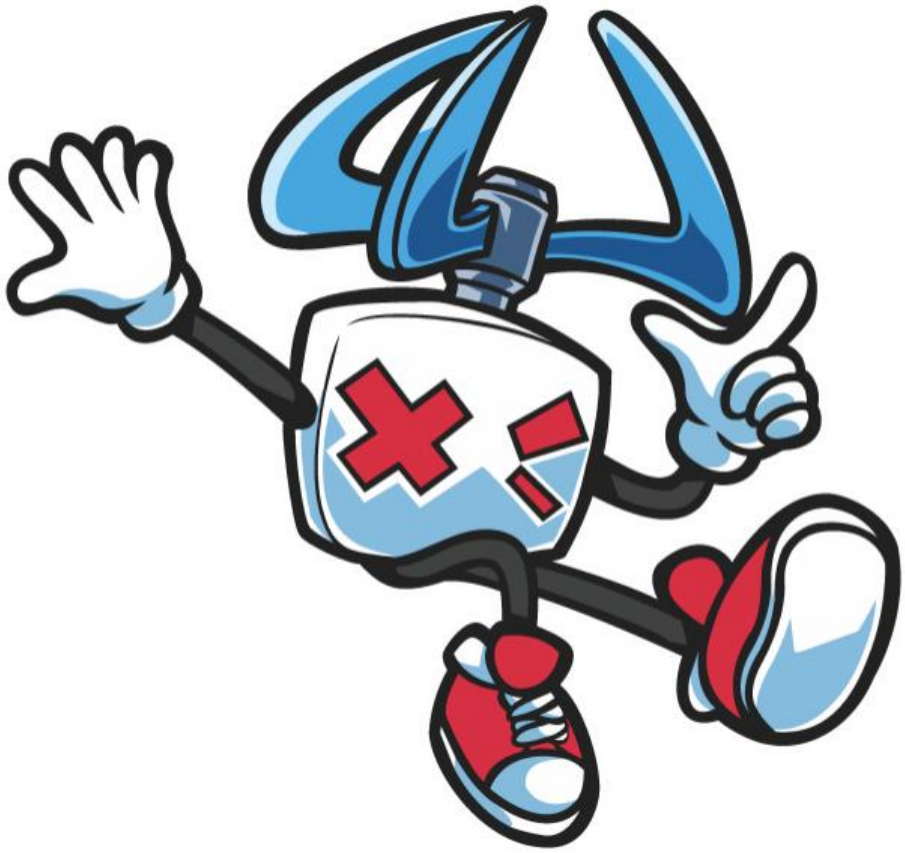


Claw Crane Machine Instruction

Precautions

1. The power socket of this instrument must be a one-way three-core socket, and the ground terminal must meet the specified protective grounding requirements.

2. Before using this instrument, you should read the instruction manual carefully to understand the operating steps and precautions of the instrument in detail to avoid machine damage or personal safety accidents due to improper use.

3. It is strictly forbidden to disassembled the electrical components, switches and sockets of this instrument by yourself. Unauthorized disassembly may cause an accident.

4. It is strictly prohibited to disassemble the instrument mechanism and electrical appliances without authorization. If any damage to the machine or personal accident occurs, the user shall bear the responsibility.

5. If disassembled is required, please proceed under the guidance of professionals.

A: Basic Set (The following parameters are adjusted according to the actual situation)

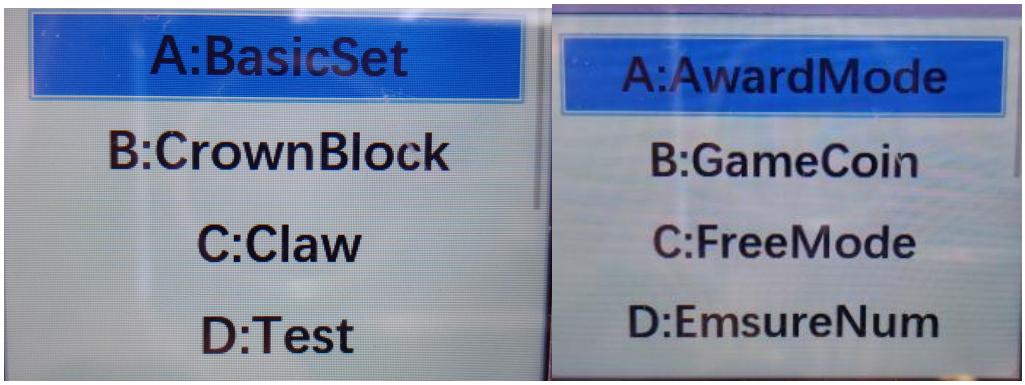
Before turning on the machine, please carefully check whether the power supply, overhead crane, motherboard and wire have fallen off and loosened during the transportation process.

When the machine is turned on, the LCD panel will show the following picture:

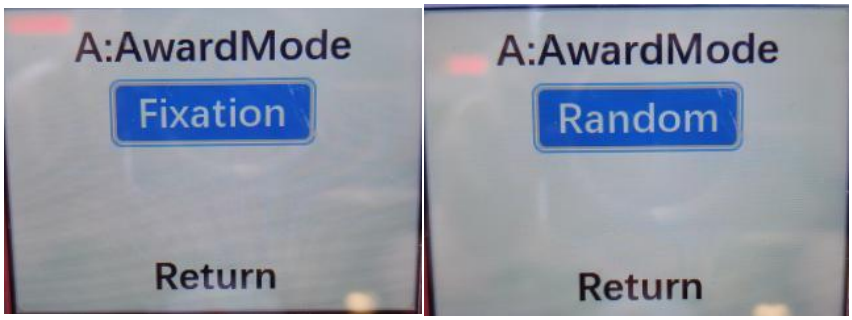


Behind the coin-operated devices, next to the power switch , press and hold the "Settings key" to enter the setting mode. The LCD display is as shown below:

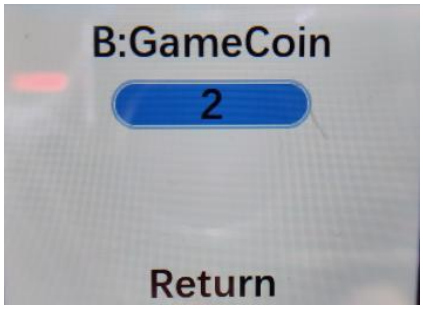
Use the Joystick to move the cursor up and down, press the OK button to enter, operate the Joystick to change parameters, and press the OK key to confirm.



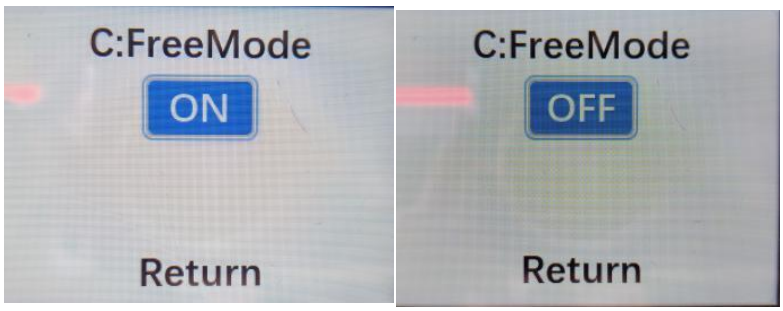
A-A: Award Mode (Fixation/Random)



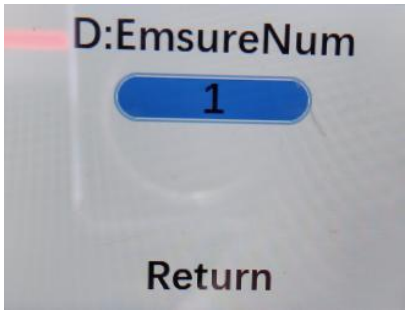
A-B：Game Coin



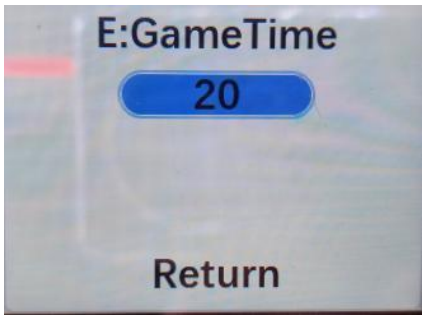
A-C: Free Mode (ON/OFF)



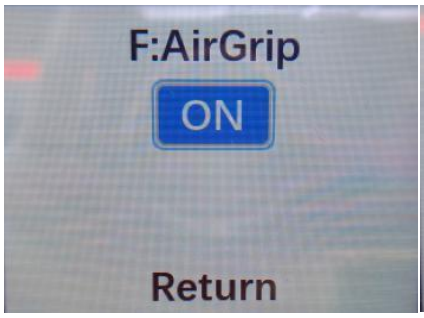
A-D: Emsure Num (“0” refers to when the force max comes, only one chance is given; “1” refers to when the force max comes, if you miss it, and another chance is given, and so on.)

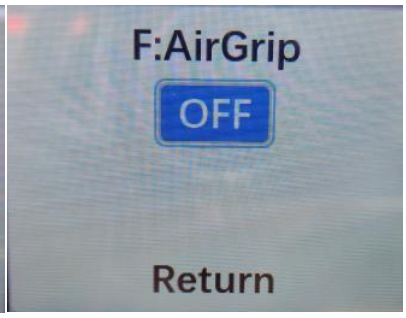


A-E: Game Time

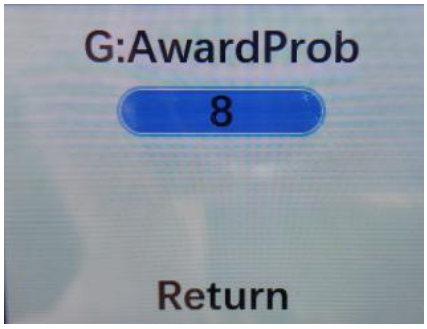


A-F: Air Grip (ON/OFF)

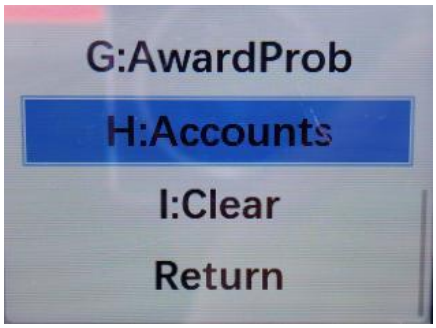




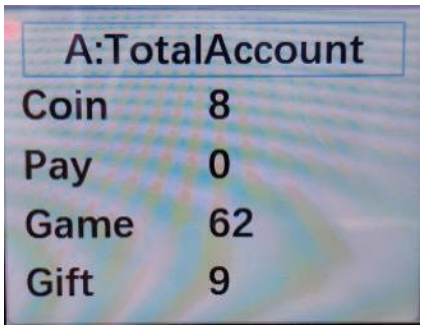
A-G: Award Prob



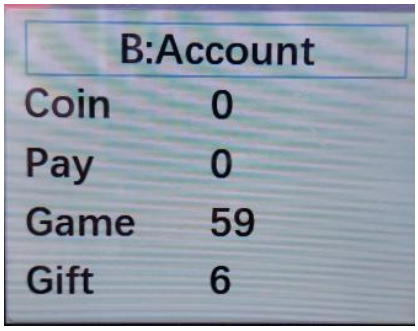
A-H: Accounts



A-H-A：Total account



A-H-B: Account



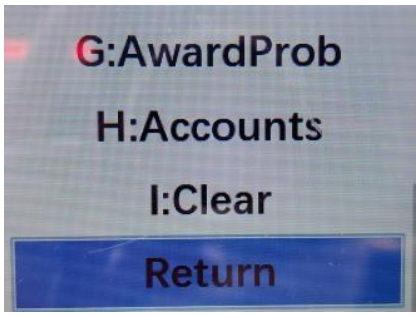
A-H-C: Game Round



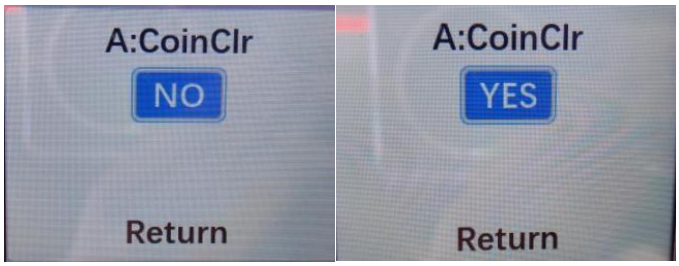
A-H-D: Gift Stock



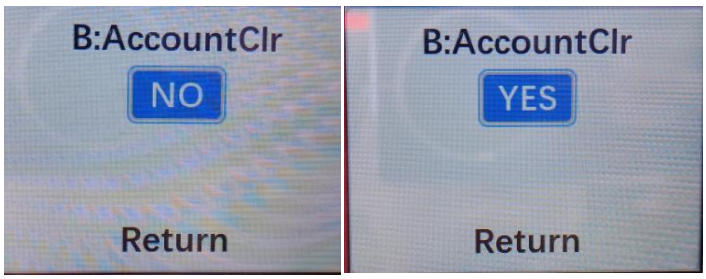
A-I: Clear



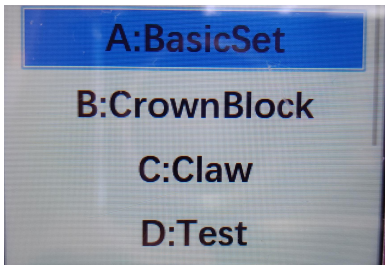
A-I-A: Coin Clr



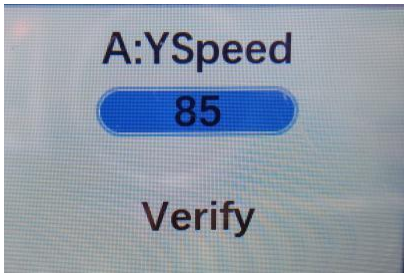
A-I-B: Account Clr



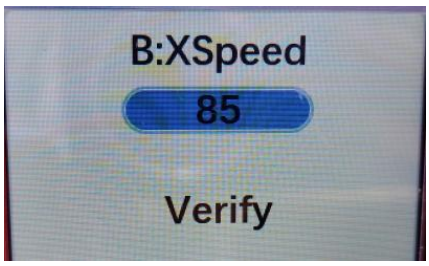
B: Crown Block (The following parameters are adjusted according to the actual situation)



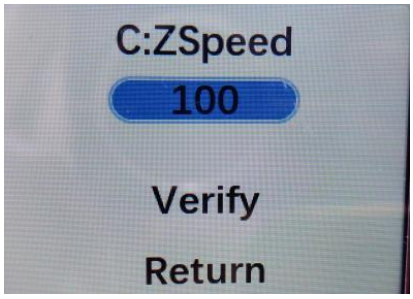
B-A: Y Speed (Speed of back and forward motion, factory setting is 60, the higher of the number, the faster crown block moving)



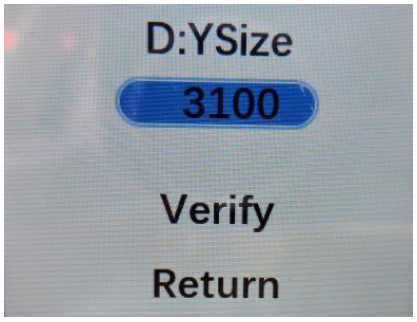
B-B: X Speed (Speed of left and right, factory setting is 65, the higher of the number, the faster crown block moving)



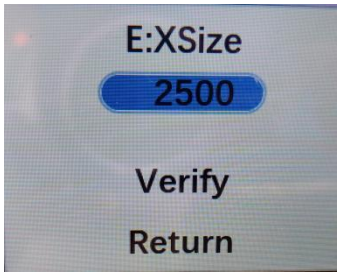
B-C: Z Speed (Speed of lifting and lower, factory setting is 98, the higher of the number, the faster crown block moving)



B-D: Y Size (The length of lower claw line, factory setting is 1600)



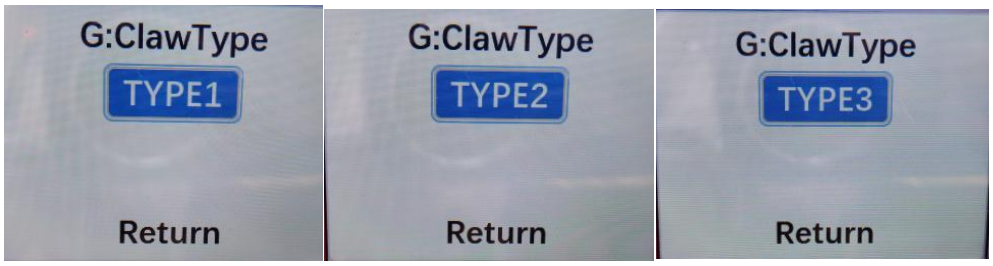
B-E: X Size (Factory setting: Middle claw-3000, Mini Large claw-2500, Mini claw)



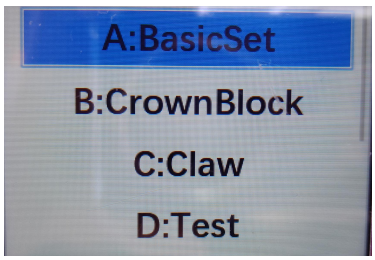
B-F: Z Size



B-G: Claw Type (Large/ Middle/ Small)



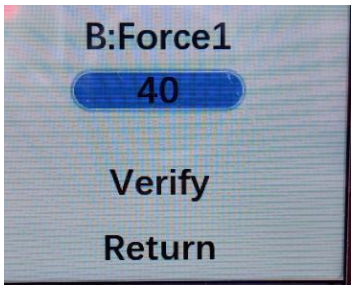
C: Claw (The following parameters are adjusted according to the actual situation)



C-A: Force Max (The standard is that the claws can grip the object firmly; factory setting is 45)



C-B: Force 1 (The standard is to be able to grab the object, no need to cling to it)



C-C: Force 2 (Transition claw force and start throwing objects,no need to cling to it; factory setting is 15)



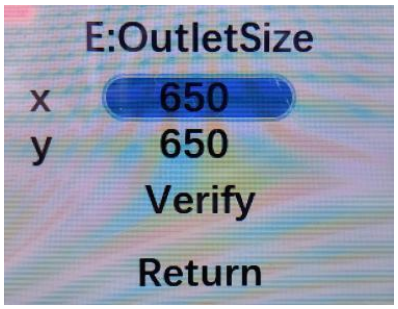
C-D: Force 3 (Ensure objects can be thrown away; factory setting is 10)



C-E：Outlet Size (Set up the hole protection function to limit the movement of falling objects)

X: Lateral movement distance; factory setting is 1000

Y: Vertical movement distance;factory setting is 1200



C-F: Force Time (Refers to the time it takes for the second stage of claw force to change from force 1 to force 3.)

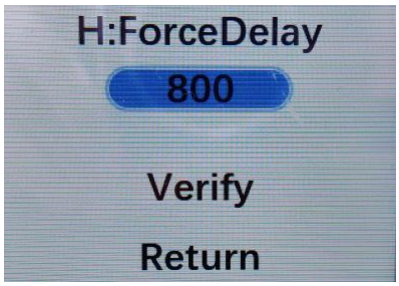


C-G: Force Rand (Falling objects randomly, sometimes objects fall off from the top, and sometimes fall horizontally)

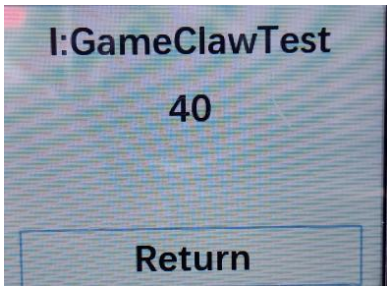




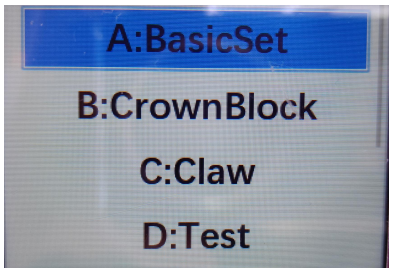
C-H: Force Delay (After grabbing the objects, the claw force changes from strong to weak during the return journey of the claw)



C-I: Game Claw Test (This function can clearly see where the outlet size, and whether the claw force is set reasonably)



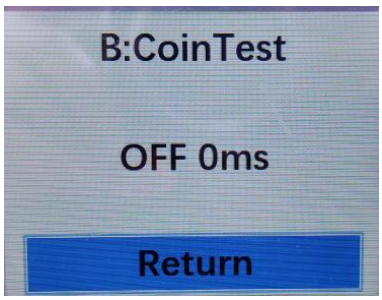
D-D：Test



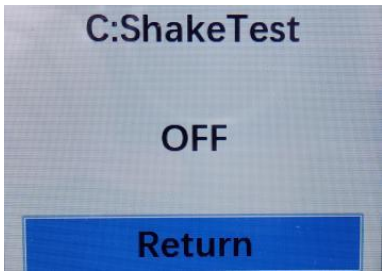
D-A: Gift Sensor Test



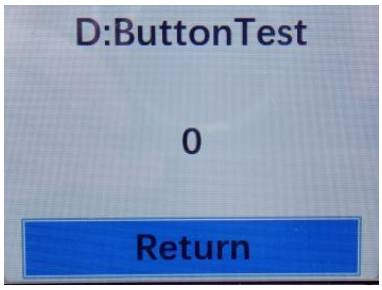
D-B: Coin Test



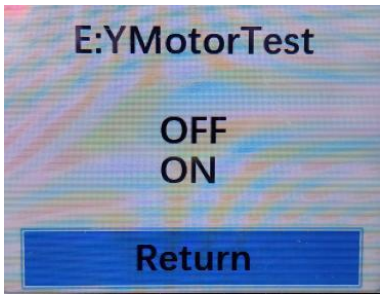
D-C: Shake Test



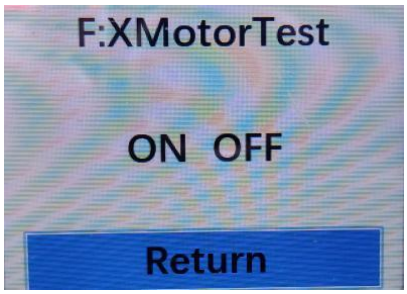
D-D: Button Test



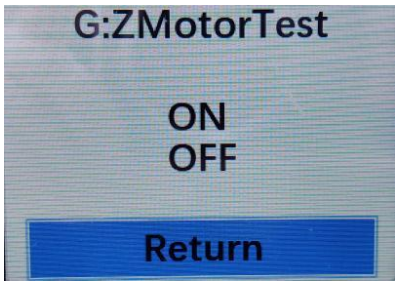
D-E: Y Motor Test (Use joystick to control motor)



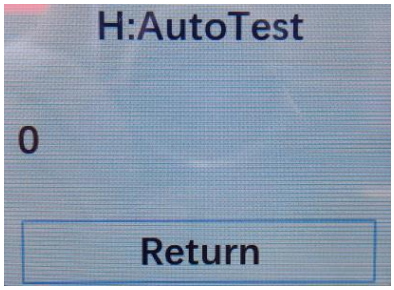
D-F: X Motor Test (Use joystick to control motor)



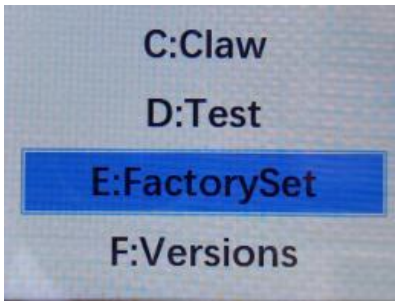
D-G: Z Motor Test (Use joystick to control motor)



D-H: Auto Test (Numbers increase based on number of tests)



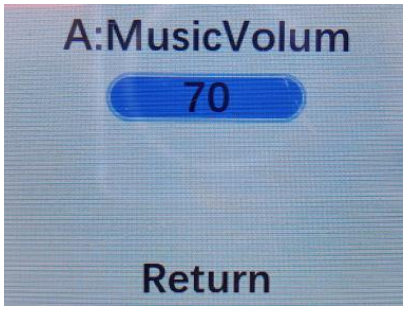
E: FactorySet



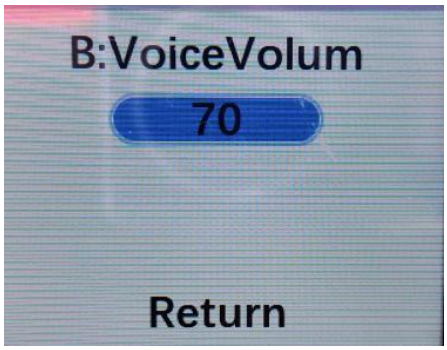
E-A: Audio



E-A-A: Music Volume



E-A-B: Voice Volume



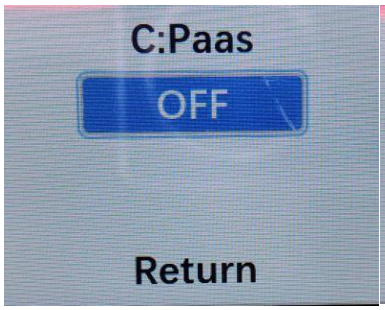
E-A-C: Idle Play

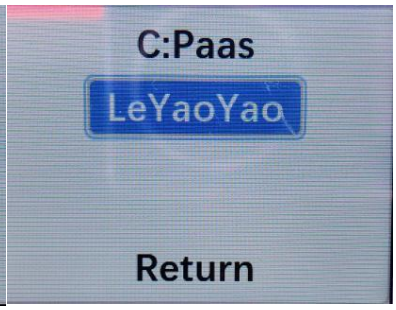


E-B: Language

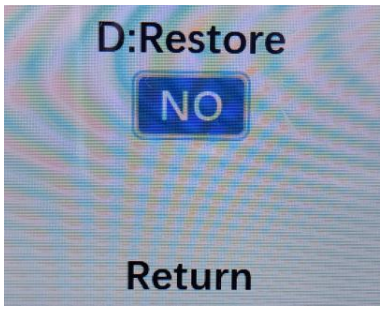


E-C: Paas



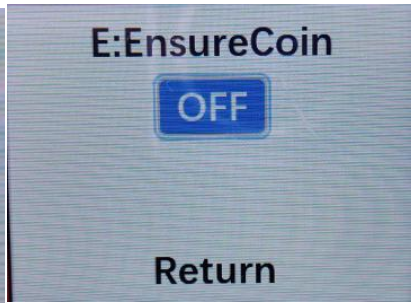


E-D: Restore



E-E: Ensure Coin

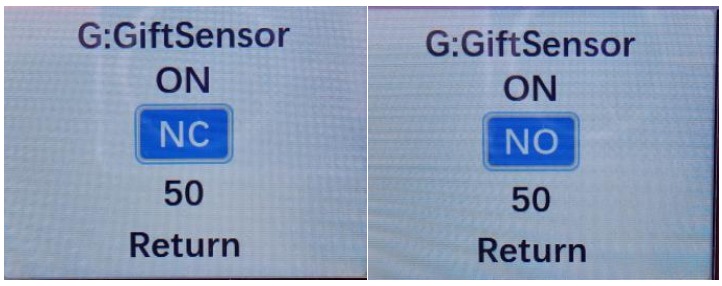




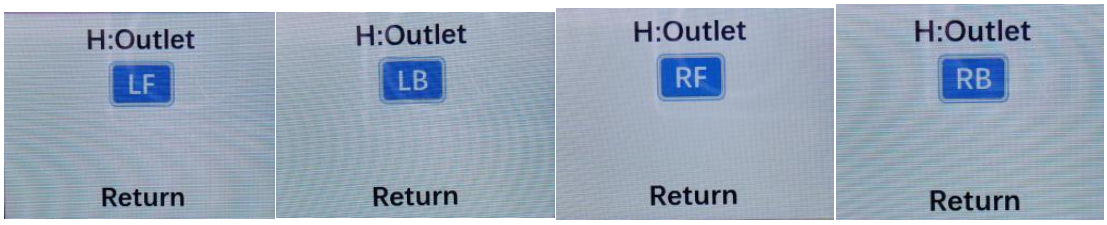
E-F: Shake Leve1



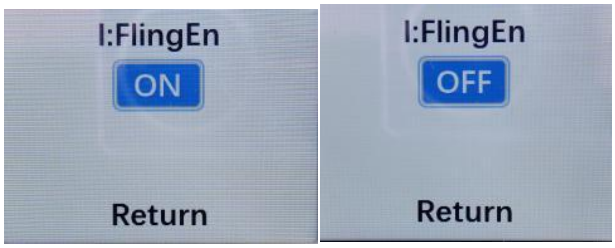
E-G: Gift Sensor



E-H: Outlet



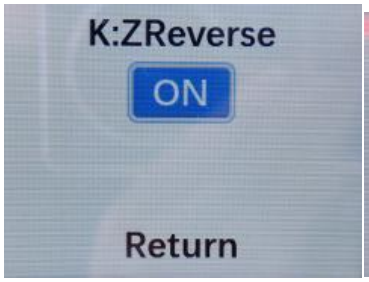
E-I: FlingEn

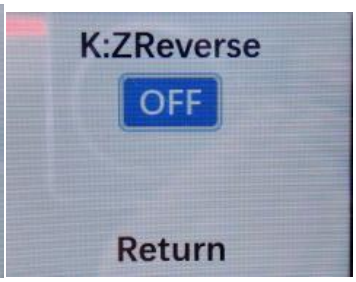


E-J: Joystick Delay



E-K: Z Reverse





E-L: Z Motor Comp



E-M: Gift Time



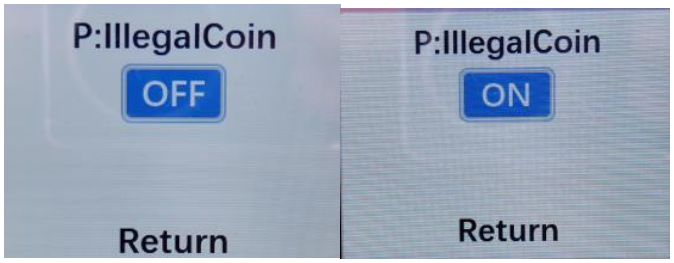
E-N: Coin Max Width



E-O: Coin Min Width



E-P: Illegal Coin



E-Q: Fling Z Size



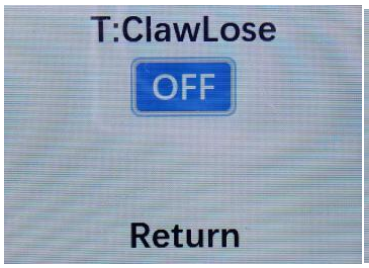
E-R: Force Time

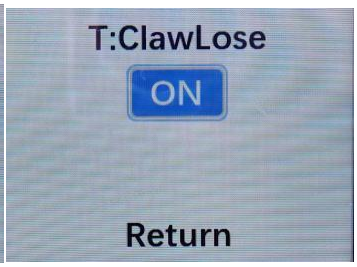


E-S: Reset Delay

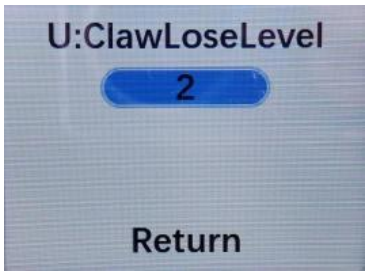


E-T: Claw Lose

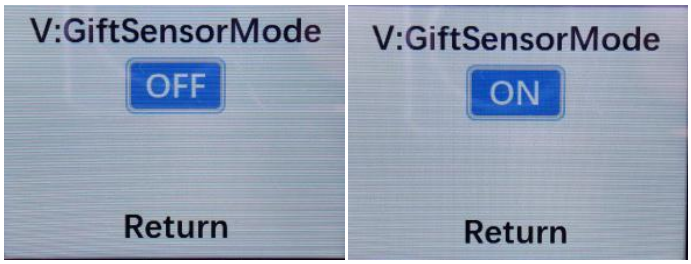




E-U: Claw Lose Level



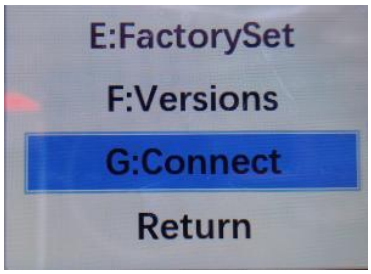
E-V: Gift Sensor Mode



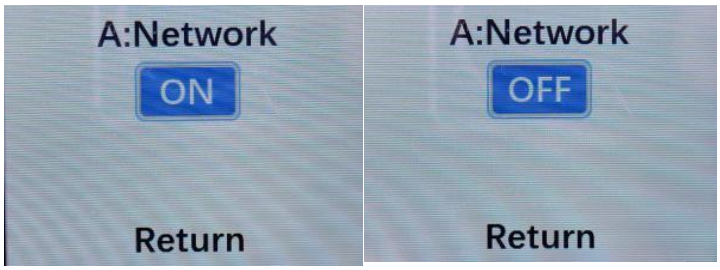
F: Version



G: Connect



G-A: Network



G-B: Config

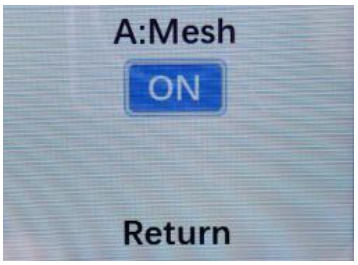


G-C: Mesh

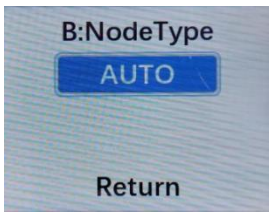


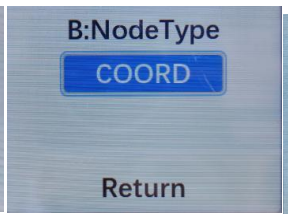
G-C-A: Mesh

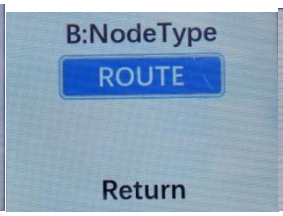


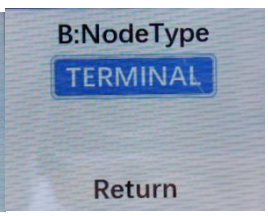


G-C-B: Node Type

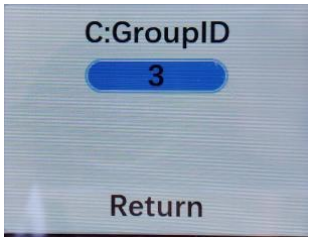








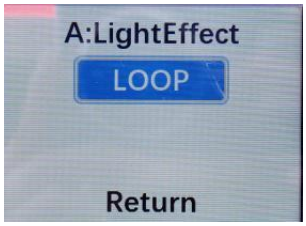
G-C-C: Group ID



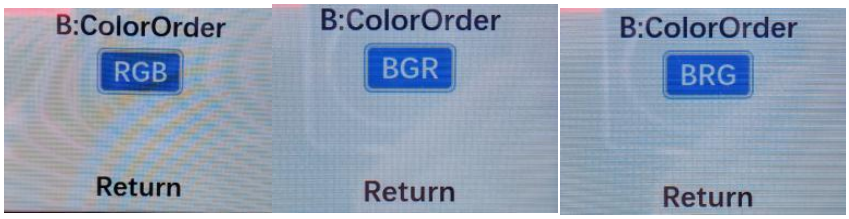
G-D: Light



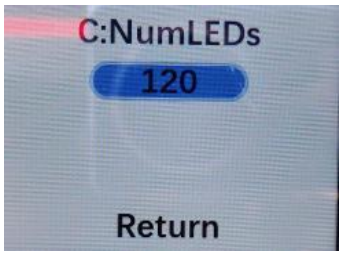
G-D-A: Light Effect



G-D-B: Color Order



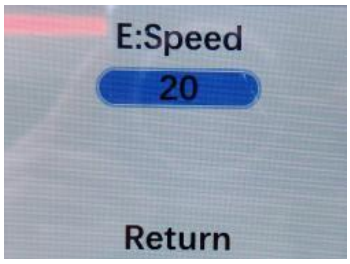
G-D-C: Num LEDs



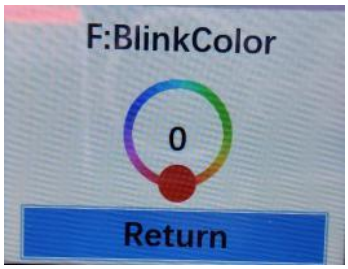
G-D-D: Brightness



G-D-E: Speed



G-D-F: Blink Color



G-D-G: Sync Times



Basic Set

1. Ensure Num: It means that when the force max arrives, if it's missed due to a grabbing error, you can use this option to set the number of times to give the player a chance. On the contrary, the winning probability will be reset.
2. Ensure Coin (Yes)
3. Claw:

① Force Max (35-45)

② Force 1 (30-45), The standard is to be able to grab the object, no need to cling to it.

③ Force 2 (10-14), The standard is to be able to put down items smoothly.

④ Force 3 (8-10), The standard is to ensure that items can be put down.

The above is a debugging method for items to fall off smoothly in three stages. At this time, the claw force change time parameter is 200-300.

4. Force Rand: When this function is turned on, it means that the item is grabbed from the highest point to the outlet size area. Within this distance, the item is randomly dropped, that is sometimes the item falls after being picked up, and sometimes it falls on the way back after

picking up it. When this function is turned off, the item drop route will match the drop according to the force delay and outlet size.

5. Force Delay: When this function is turned on, the larger the data, the farther the object moves after being picked up. It's generally recommended time is 800s.

6. Outlet Size: This parameter setting is to allow the two directions of the hole to form a translation limit point so that the item will fall when it translates to the set limit area to avoid falling into the hole. The A parameter refers to the X-axis of the crane to the right, and the B parameter refers to the Y-axis of crane backward. The larger the parameter, the larger the protection area and the higher the security. The smaller the parameter, the smaller the protection area, the stronger the stimulation, and the higher the experience. At the same time, it also means fault tolerance. It is generally recommended that after setting the A and B parameters, after inspection, the distance between the crane and the hole entrance is 10 cm; (this setting is related to the speed of the crane)

7. Game Claw Test: After debugging, you can use this function to test the grabbing of the outlet size area and various positions of the items.

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Common faults and solutions

Faults	Solutions
Coin-operated Devices Fault	1. The motherboard uses the coin-operated device to be normally open by default. Check whether the machine is normally open 2. The background coin-operated device is set to normally open or normally closed, which must be consistent with the coin-operated device
Gift Sensor Fault	1. Check if there are any gifts that have not been taken out 2. Adjust Gift Sensor distance
Y Motor Fault	1. Enter background test, check Y Sensor 2. Enter background test, check Y Motor
X Motor Fault	1. Enter background test, check X Sensor 2. Enter background test, check X Motor
Z Motor Fault	1. Enter background test, check Z Sensor 2. Enter background test, check Z Motor 3. Check background Z Reverse setting, default is close

If you have any questions about specific parameters or indicators when reading our product specifications, or need more detailed technical support, our business and technical teams are always ready to help you. Please contact us via the following methods, we will reply you as soon as possible:

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Website: http://www.buerzone.com/

https://www.unique-animation.com/

Thank you for your attention and support for our products. We look forward to working with you to solve problems and ensure that you can make full use of our products.