

# ITHACA MODEL 850 TICKET PRINTERS

## Two different interfaces are used in 850 printers

### IGT Netplex

Communication board # E030062-01 (10 pin connector on communication board )

Powered through a 8 pin pigtail connector

Controller board Firmware PE88xx

### All Other Game Manufacturers RS232 Serial

Communication board # 85-03526 (14 pin connector on communication board )

Powered through a external power supply

Controller board Firmware PP85xx

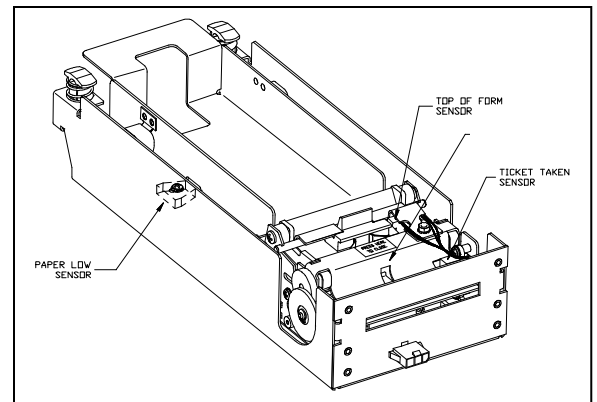
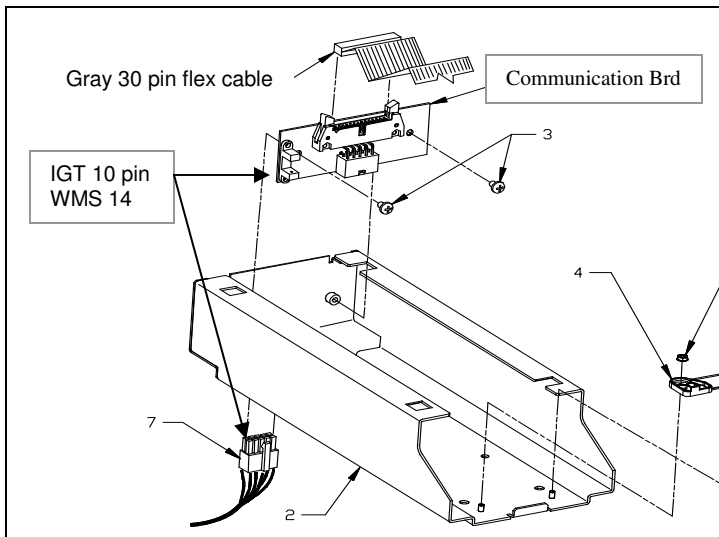


FIG 1

## SENSORS & SWITCHES

### Open/Close Sensor

Located on communication board. In rear of outer chassis. Determines if the Printer inner chassis is racked out (open) See FIG 2.

### Paper low Sensor

Optically senses the tickets in ticket tray. Senses 30-35 tickets remaining in ticket tray. Reports paper low to game in the status byte. Verify with Game manufacturer how status byte is managed. See FIG 1.

### Top of Form Sensor

Senses black dot on right edge of ticket. See FIG 1.

### Ticket Taken Sensor

Used to determine when customer has removed the printed ticket. See FIG 1.

### Head-Up Switch

Signals when thermal printhead assembly has been opened. Located under the printhead, not visible from the top of printer

### Ticket Feed Switch

Located on controller board operated by Feed Button. See FIG 3.

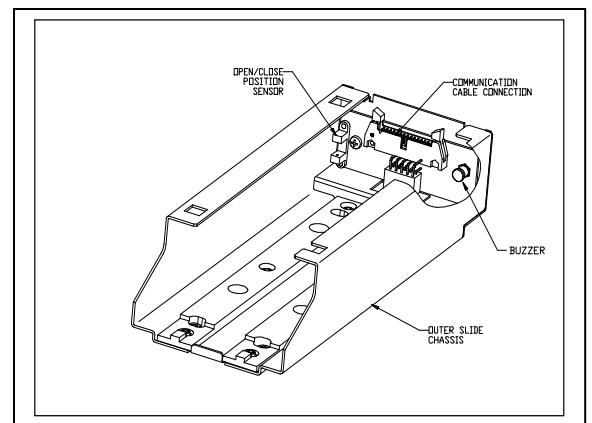


FIG 2

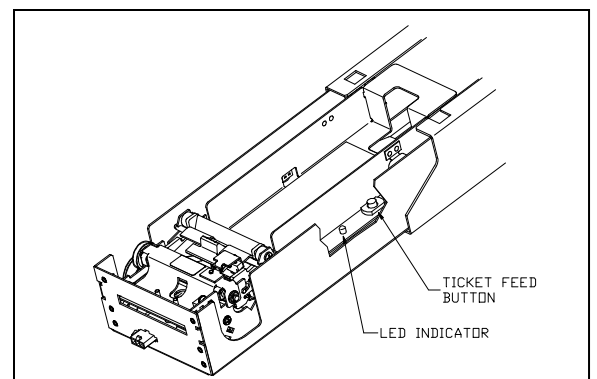


FIG 3

## Stand-Alone Print Test Ticket

### REMOVE POWER

IGT – Power down the game.  
WMS - external power supply

Rack out printer assy.  
Block open /close position sensor.  
( RS232 printer ) See FIG 2.

Hold down ticket feed button. See FIG 3.  
Apply power.

Ticket prints.

## TROUBLESHOOTING

### *Error on IGT game screen*

“Wrong type of paper” and printer buzzer beeping.  
This is caused by the ticket perforation not breaking as the customer takes ticket pulling the leading edge of the next ticket passed the top form and under the ticket taken sensor.

**To clear error** reload ticket.

### *Ticket won't load on IGT game*

Printer will have to power cycled or the game rebooted.

**To clear error** Reboot the game.

Gray 30 pin flex cable getting pinched. Care has to taken when closing the inner slide assy.

**CAUTION never unplug the gray 30 pin flex cable with the power on. Damage to the communication board will result.**

## Printer Status LED

The printer has been outfitted with a LED indicator system that provides the condition of the printer by using a series of blinks to communicate the status of the printer. If a customer supplied Bezel is installed, the status of the Bezel will be identical to the LED

The following table lists the different LED indications and provides a brief description.

| Condition         | Status LED/Bezel |
|-------------------|------------------|
| Unit Ready        | On               |
| Head Up           | Med Blink        |
| Door Open         | Med Blink        |
| Paper Out         | Slow Blink       |
| Temperature Error | Fast Blink       |
| Paper Jam         | 4 Blinks Pause   |
| Ram Error         | 2 Blinks Pause   |
| Checksum Error    | 5 Blinks Pause   |

