



Installation

XP-WMS8345

Installation

- **Installation Time:** About 20 minutes
- **Tools Required:** 1/4" Nut-driver, Phillips screwdriver

1. READ ENCLOSED WARNING

2. Unplug the AC power from your pinball machine. Remove game backglass. Open back box.
3. Remove existing power supply
4. For your convenience the following fuse locations have been populated with these common fuse values.

F1	MDL 10A, Slo-Blow	F4	MDL 3/8A, Slo-Blow
F2	MDL 2.5A, Slo-Blow	F5	MDL 4A, Slo-Blow
F3	AGC 8A, Fast-Blow	F6	AGC 20A, Fast-Blow

5. Locate the cardholder with the pull-out **FUSE LEGEND** and locate your game title. If ANY of the fuse values do not match what has been factory installed, replace with the appropriate fuse provided in the enclosed fuse kit. **WARNING: DO NOT OVERFUSE**
6. It is recommended if you are using **XPIN™** LED displays, you do not install the indicated High Voltage fuse as it is no longer needed.
7. Replace the FUSE LEGEND insert into the cardholder with YOUR game's required fuses facing forward. Remove the Adhesive backing from the cardholder and attach at the location provided on the circuit board.
8. Install the XP-WMS8345 into the back box.
9. Connect cables to connectors 3J1 and 3J2 only. These connectors provide power to the power supply. At this point, you may plug the pinball machine in to AC power and turn on the game. This will only have the LED indicators light up on the XP-WMS8345. If you have a meter, I recommend you measure each test point to verify the voltages present. After this, turn the game off.
10. Continue to plug remaining connections into the XP-WMS8345. **NOTE:** Early WMS System 3-6 games will not have connections for 3J12, 3J10, J1, or the GI pig tail cable. The GI fuse also will not be needed in these games.
11. Double-check all connections, plug in the machine, and turn the game on. The LEDs will light up again and the game should proceed to boot up and be ready for play.
12. **PLAY PINBALL!** You'll enjoy your **XPIN™** power supply for years to come!

