

Installation

XP-WMS12247

- Installation Time: About 10 minutes
- **Tools Required:** 1/4" Nut-driver, Phillips screwdriver
- 1. Unplug the AC power from your pinball machine. Remove game back glass. Open back box.
- 2. Remove OEM D-12247 board.
- 3. Verify Fuse Load per Game Manual. Fuses designators are the same.
- 4. Verify jumper placement per Game Manual. "W#" is the same as Game Manual. (Green Squares in drawing)
- 5. Mount board into game.
- 6. Connect all connectors as indicated. Make sure to observe all polarizations keys when connecting.
- 7. Double-check all connections, plug in the machine, and turn the game on.
- 8. All systems should be operational! Play on!

LED's, Features, Testing

- There are LED's under all fuses. If the LED is on, the fuse is good. The exception is F2A and F2C. These are associated with the A/C relay functionality. Only one of these will be on at a given time due to game play.
- There are LED's next to Q1-Q7. If on, that particular transistor is turned on driving either a solenoid or a flash lamp. *TIP*: If one of these is on and does not turn off, you may have a problem with the MPU.
- Test Buttons (RED circles) will fire individual transistors. Please follow the instructions on the board for use. The transistor references are the same as found in the game manuals. Use your solenoid table to help determine what button activates what solenoid.

Verify Fuse Load

Because the XP-WMS12247 supports multiple games, the fuses loaded represent the most common as determined by the game manuals available. The fuses references (F1, F2, F3, etc) correspond to the schematics in the game manuals. Please confirm that they match the loaded value on the board and change as needed.



