

SUZO HAPP®

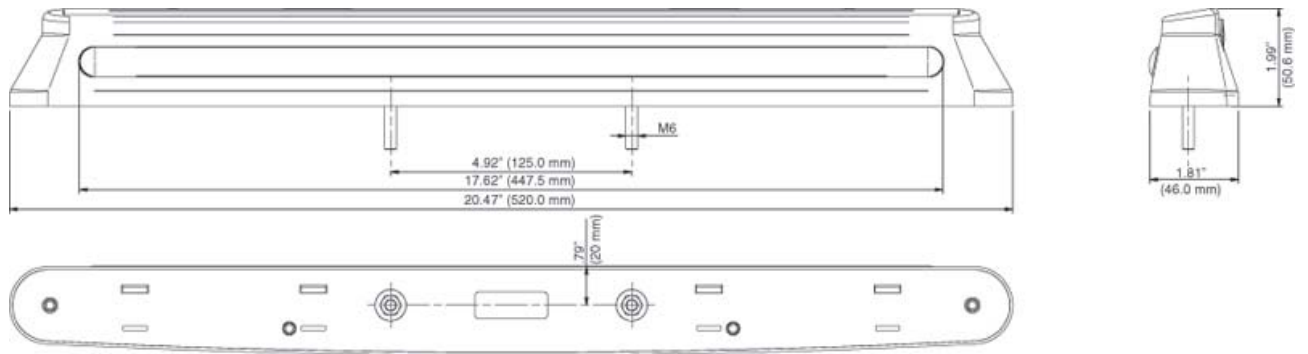
GAMING, AMUSEMENT AND INDUSTRIAL COMPONENTS



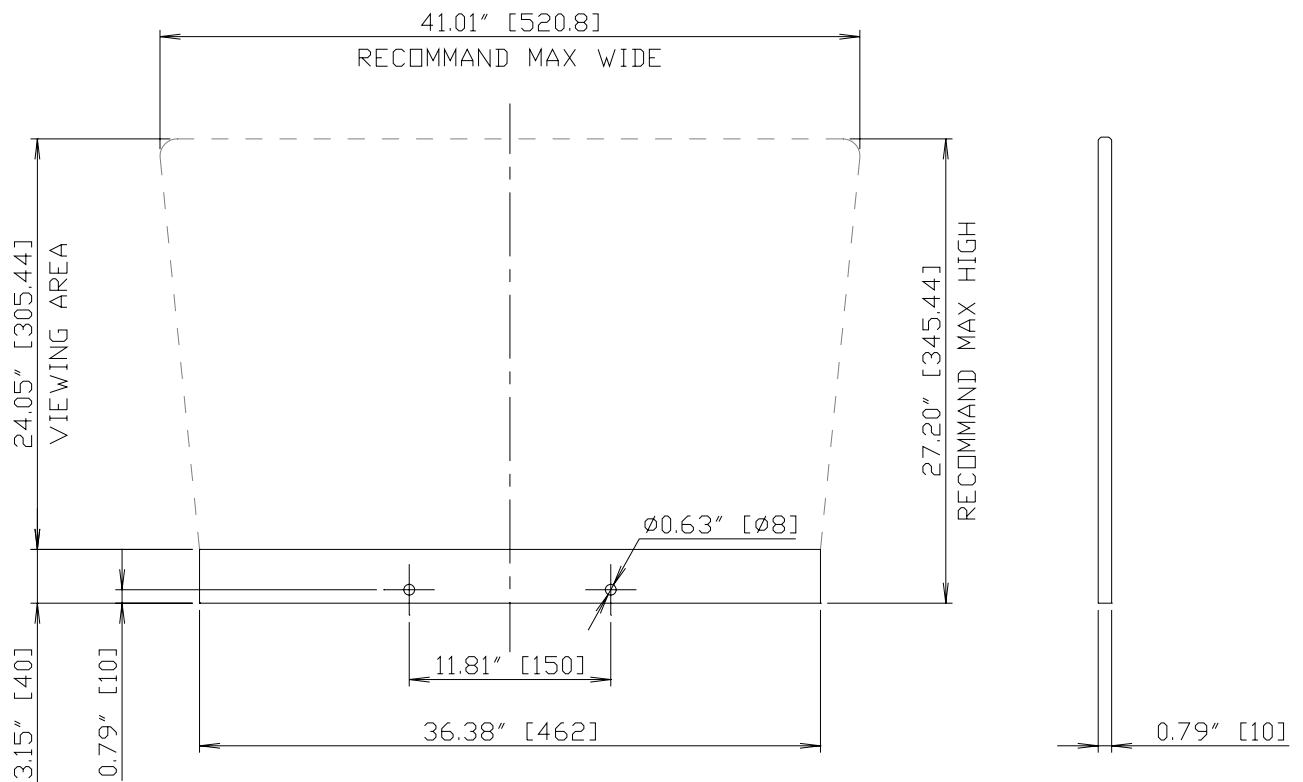
ORDER NUMBER: 104-01000

- *Highlight your machine with a sophisticated look*
- *Multi-colored LEDs illuminate your engraved or screened sign from below*
- *Artwork and sign (not included) can be engraved or screened on transparent materials (10 mm thick) such as acrylic plastic*
- *The sign can be cut into any desired shape*
- *To enhance the illumination effect it is recommended that the outside edges are white*

Warning: In case of removal of the diffuser bezel do not look straight into the LED's since this may cause serious eye injuries!



TOPPER DIMENSIONS

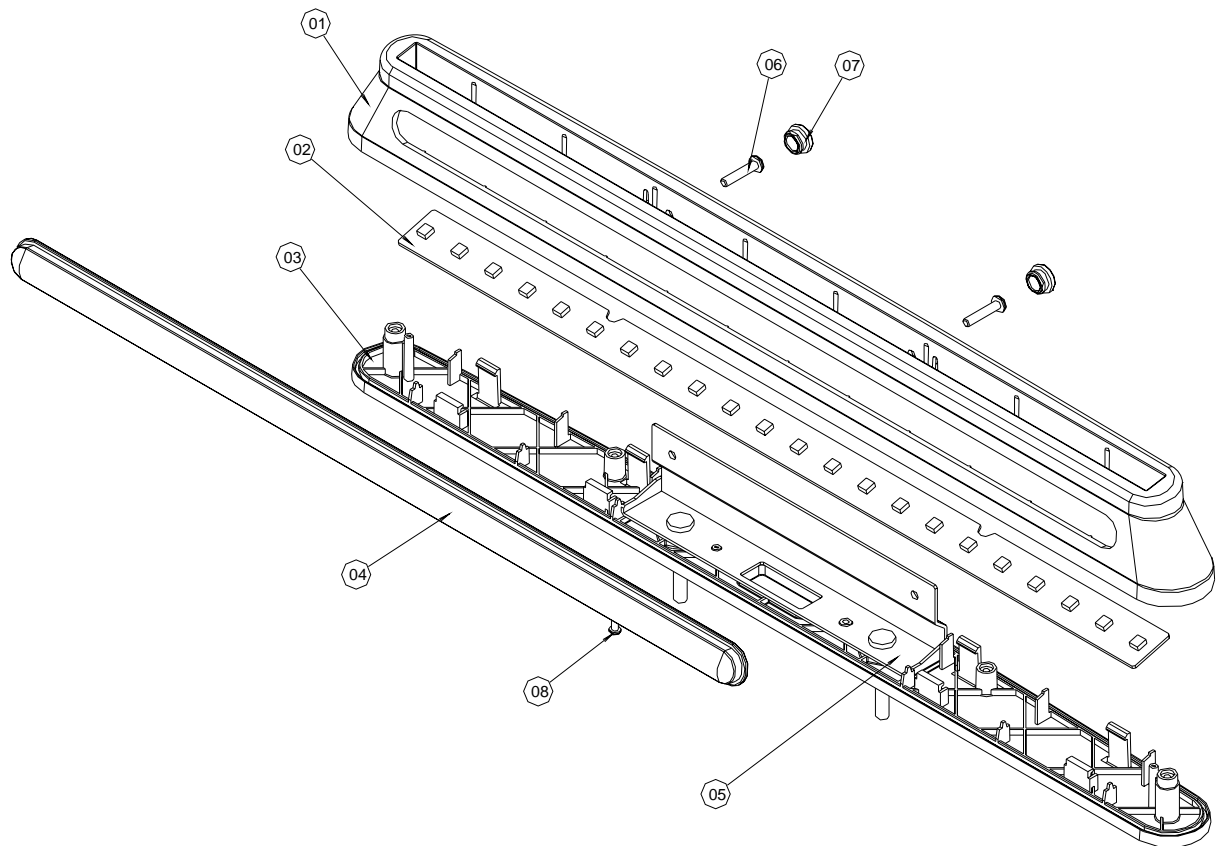


SIZE OF DIFFUSER

UPRIGHT TOPPER

Version 1.0

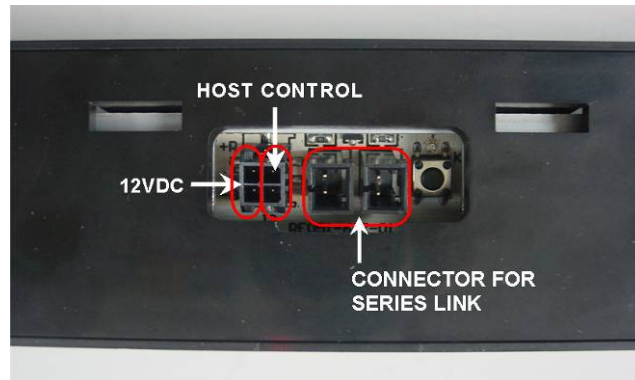
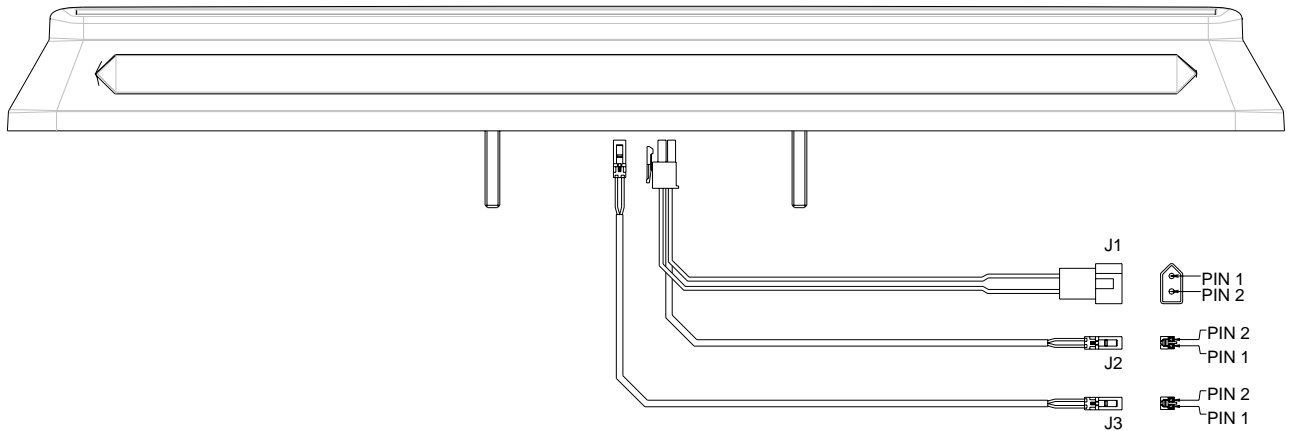
ITEM	P/N	DESCRIPTION	QTY
1		HOUSING - TOP	1
2		PCBA, LEDS	1
3		HOUSING - BOTTOM	1
4		ILLUMINATION COVER	1
5		MOUNTING BKT.	1
6		SCREW, M4X20 MSB	2
7		RUBBER CAP	2
8		SCREW, M3X12 BA	4



Diffuser not included or available

EXPLODED DRAWING

CONNECTION DIAGRAM



NO	WIRE COLOR	FUNCTION	PIN	TOPPER CONNECTOR TYPE	MACHINE CONNECTOR TYPE
J1	RED	POWER 12VCD	1	MOLEX MALE	MOLEX FEMALE 03-09-1022 / 02-09-1118 (SOCKET)
	BLACK	POWER GROUND	2	03-09-2022	
J2	BLACK	HOST PULSE CONTROL	1	MOLEX HOUSING	MOLEX HEADER
	WHITE	HOST PULSE CONTROL	2	50-57-9402	70553-0001 / 70543-0001
J3	BLACK	SERIES LINK GROUND	1	MOLEX HOUSING	MOLEX HEADER
	WHITE	SERIES LINK TXD/RXD	2	50-57-9402 #70058 (TERMINAL)	70553-0001 / 70543-0001

IMPORTANT:

1. Shut-off power from host machine during installation.
2. Power supply to Topper: 12VDC 4.5A.
3. For best performance, synchronize cable (J3) should not be longer than 10M.
Extended cable should comply with UL 2464.

FEATURES

- Color setting

You may select color of the flashing pattern on the illumination cover out of the seven pre-set combination by hosting machine control.

- Flashing pattern setting

You may select 6 pre-programmed flashing patterns by hosting machine control.

- Host Machine Control

You may change flashing pattern and color by Hosting Machine throw different duration pulses as follow:

REF.	COMMAND TYPE	COMMAND	PULSE DURATION RANGE
1	FLASHING	PATTERN 1	5 ms – 14 ms
2	FLASHING	PATTERN 2	15 ms – 24 ms
3	FLASHING	PATTERN 3	25 ms – 34 ms
4	FLASHING	PATTERN 4	35 ms – 44 ms
5	FLASHING	PATTERN 5	45 ms – 54 ms
6	FLASHING	PATTERN 6	55 ms – 64 ms
7	COLOR	RED – BLUE – WHITE	65 ms – 74 ms
8	COLOR	GREEN – WHITE – RED	75 ms – 84 ms
9	COLOR	BLUE – GREEN – RED	85 ms – 94 ms
10	COLOR	YELLOW – BLUE – WHITE	95 ms – 104 ms
11	COLOR	PURPLE – BLUE – WHITE	105 ms – 114 ms
12	FLASHING	ALL	115 ms – 124 ms

Last flashing pattern and color will be stored to memory when power off.

- Serial Link for Topper to synchronize the Flashing Pattern and Color

You may synchronize color and flashing pattern for Toppers connected in series through standard RS232C COM port as below:

- A. Connect Toppers with synchronize cable (J3) to series link connector as shown on page 4.
- B. Conduct above settings to change color and /or flashing pattern through any one of the toppers connected in series.
- C. If Toppers are connected in series, the first powered up topper will dominate the color and pattern for whole series until it is changed.

Note: Design and specifications are subject to change without notice.

Wijzigingen in ontwerp en technische gegevens voorbehouden, zonder kennisgeving.

La conception et les spécifications sont modifiables sans préavis.

El diseño y especificaciones están sujetos a cambios sin previo aviso.

This manual is intended only to assist the reader in the use of this product and therefore Suzo-Happ shall not be held liable for any loss or damage whatsoever arising from the use of any information or particulars in, or any omission from this manual or any incorrect use of the product.