



PINSHAKERS

UPDATED: 10/7/2019

The following pages contain the DIP switch settings on the motor driver board for all of the Sys 11 era pinball machines currently in use with the Pinshakers Universal Shaker Motor Kit.

You may choose to have one or more of these switches to be on at any given time. Each setting contains the name and solenoid number found in the solenoid table.

These settings are derived from the operator's manuals. Due to occasional misprints, we recommend you verify these settings first by going into the test menu.

Legend

Do Not Use - This position is connected on the machine however we do not recommend you turn it on as we have not done sufficient testing for that particular solenoid type. No damage will likely occur if you do, however you understand the risks of turning on an untested circuit.

Not Used - This position has no connection on the machine according to the user manual. Turning on this position should have no effect on the shaker, however it is recommended that you leave it off anyways.

Not Connected - This position has no connection between the wire harness adapter and the motor driver board. Nothing will happen if this position is turned on or off. There is still a connection between the machine's connector and the power driver board, just not between the motor driver board and the machine.

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Diner / Harness "A" / 1J12

Right Ramp Flasher 09									Do Not Use 10								Left Ramp Flasher 11								Do Not Use 12								Left 3-Bank Reset 13								Diverter 14								Clock Wheel B 15								Clock Wheel A 16																							
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8									
ON	▲								ON	▲								ON		▲							ON			▲						ON				▲					ON					▲				ON						▲			ON							▲		ON								▲
OFF		▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼		▼	▼	▼	▼	▼	OFF	▼	▼	▼		▼	▼	▼	▼	OFF	▼	▼	▼	▼		▼	▼	▼	OFF	▼	▼	▼	▼		▼	▼	▼	OFF	▼	▼	▼	▼		▼	▼	▼	OFF	▼	▼	▼	▼		▼	▼	▼	OFF	▼	▼	▼	▼		▼	▼	▼	

Diner / Harness "B" / 1J19

Right Pop Bumper 19									Left Slingshot 18								Right Slingshot 20								Left Pop Bumper 17								Lower Pop Bumper 21								Shooter Lane Feeder 22								Not Connected -								Not Connected -																							
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8									
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Riverboat Gambler / Harness "A" / 1J12

Right Back Flasher 09									Do Not Use 10									Wheel Flasher 11									Do Not Use 12									Diverter 13									Roulette Wheel B 14									Roulette Wheel A 15									Wheel Flasher 16																	
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8									
ON	▲								ON	▲								ON		▲							ON			▲						ON				▲					ON					▲				ON						▲			ON							▲		ON								▲
OFF		▼	▼	▼	▼	▼	▼	▼	OFF		▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼		▼	▼	▼	▼	▼	OFF	▼	▼	▼		▼	▼	▼	▼	OFF	▼	▼	▼	▼		▼	▼	▼	OFF	▼	▼	▼	▼	▼		▼	▼	OFF	▼	▼	▼	▼	▼	▼		▼	OFF	▼	▼	▼	▼	▼	▼		▼	OFF	▼	▼	▼	▼	▼	▼		▼

Riverboat Gambler / Harness "B" / 1J19

Bottom Pop Bumper 19									Left Slingshot 18									Right Slingshot 20									Top Pop Bumper 17									Right Pop Bumper 21									Not Used 22									Not Connected -									Not Connected -																										
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8									
ON	▲								ON	▲								ON		▲							ON			▲						ON				▲					ON					▲				ON						▲			ON							▲		ON								▲	ON								▲
OFF		▼	▼	▼	▼	▼	▼	▼	OFF		▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼		▼	▼	▼	▼	▼	OFF	▼	▼	▼		▼	▼	▼	▼	OFF	▼	▼	▼	▼		▼	▼	▼	OFF	▼	▼	▼	▼	▼		▼	▼	OFF	▼	▼	▼	▼	▼	▼		▼	OFF	▼	▼	▼	▼	▼	▼		▼	OFF	▼	▼	▼	▼	▼	▼		▼									

Rollergames / Harness "A" / 1J12

Flash 9 Flasher								09	Do Not Use								10	Do Not Use								11	Do Not Use								12	Upper Kickback								13	Lock Kickback								14	Left Slingshot								15	Right Slingshot								16									
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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Rollergames / Harness "B" / 1J19

Right Pop Bumper								19	Ramp Diverter								18	Outlane Kickback								20	Left Pop Bumper								17	Lower Pop Bumper								21	Deep Freeze Magnet								22	Not Connected								-	Not Connected								-									
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8									
ON	▲								ON	▲								ON		▲							ON			▲						ON				▲					ON					▲				ON						▲			ON							▲		ON								▲
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Space Station / Harness "A" / 1J12

Do Not Use								09	Do Not Use								10	Do Not Use								11	Do Not Use								12	Left Kickback								13	Not Used								14	Top Panel Flashers								15	Space Station Motor								16																		
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8
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Space Station / Harness "B" / 1J19

Right Pop Bumper								19	Left Slingshot								18	Right Slingshot								20	Right Dock Kickback								17	Left Pop Bumper								21	Lower Pop Bumper								22	Not Connected								-	Not Connected								-																											
Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8	Pos.	1	2	3	4	5	6	7	8																		
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