



PINSHAKERS

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The following pages contain the DIP switch settings on the motor driver board for all of the Sys 9 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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Comet / Harness "A" / 1J12

Player 4 Flashers 09								Player 2 Flashers 10								Do Not Use 11								Not Used 12								Do Not Use 13								Not Used 14								Knocker 15								Coin Lockout Coil 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								▲									
OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼		▼	▼	▼	▼	▼	OFF	▼	▼	▼		▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼

Comet / Harness "B" / 1J19

Upper Pop Bumper 19								Right Slingshot 18								Left Pop Bumper 20								Left Slingshot 17								Lower 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																		
ON	▲								ON	▲								ON			▲						ON				▲					ON						▲			ON								▲	ON								▲	ON								▲	ON								▲									
OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼		▼	▼	▼	▼	▼	OFF	▼	▼	▼		▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼

Comet / Harness "C" / 1J11

Outhole 01								Drop Target 02								Funhouse Eject Hole 03								Corkscrew Flashers 04								Cycle Jump Flashers 05								Cycle Jumper Eject Hole 06								Player 3 Flashers 07								Player 1 Flashers 08															
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								▲									
OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼		▼	▼	▼	▼	▼	OFF	▼	▼	▼		▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼	OFF	▼	▼	▼	▼	▼	▼	▼	▼

