

**P & P MARKETING, INC.**

**POLICE TRAINER™**  
**PROPERTY OF METRO POLICE ACADEMY**

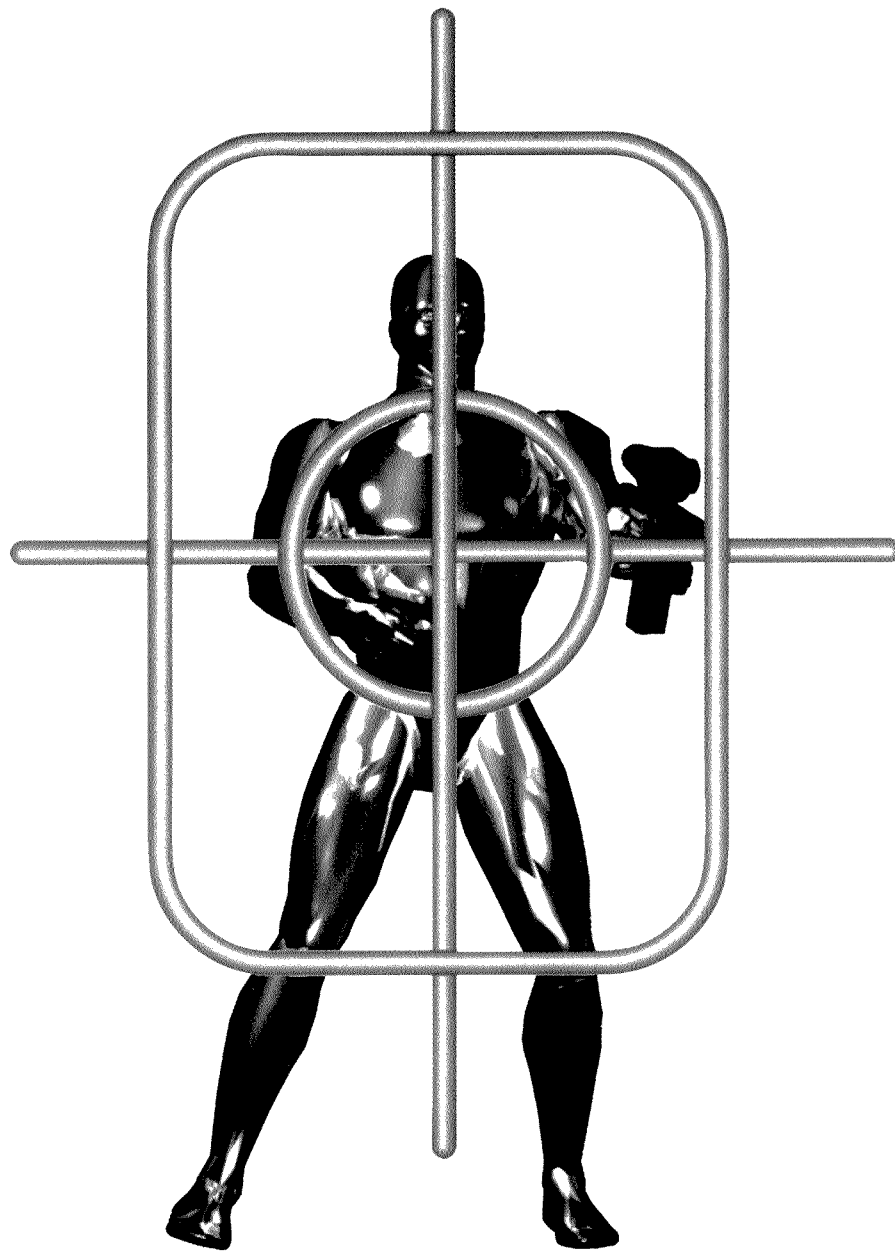


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**INSTRUCTION MANUAL**

**SERVICE # 1-773-292-4540**

**PART NO. 780-8000-00**



# POLICE TRAINER PARTS LIST

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PART #	DESCRIPTION	NOTE
515-8050-02	POLICE TRAINER PCB	
830-8002-00	POLICE TRAINER MARQUEE	
830-8001-00	POLICE TRAINER CONTROL PANEL OVERLAY	
820-8018-00	POLICE TRAINER SIDE DECALS (2)	
780-8000-00	POLICE TRAINER MANUAL	
450-8002-00	KIT BOX	
036-8040-00	JAMMA WIRING HARNESS	*
660-8088-00	GUN HOLSTERS (2)	**
810-8001-00	GUN, RED	**
810-8002-00	GUN, BLUE	**
540-8001-00	BUTTON, RED	**
540-8002-00	BUTTON, BLUE	**

## NOTES:

\* Not included in "No Harness" kit or "Stripped" kit.

\*\* Not included in "Stripped" kit.



# POLICE TRAINER SETTING UP

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Install the PCB into a JAMMA wired cabinet. All required connections are shown on the schematic entitled "POLICE TRAINER WIRING." (page 7) Speakers can also be wired to CN7, providing compatibility with some existing games.

Power the game. Dip switches control the monitor sync signal polarity and flip the screen in case of a mirrored monitor. Set the switches appropriately. Note: It takes several seconds after power-up before the switch's on state is recognized.

<u>DIP SWITCH</u>	<u>ACTION</u>
1-6	NOT USED
7	SYNC POLARITY
8	VERTICAL FLIP

Press the test button to enter the service mode to calibrate the guns and modify the settings if necessary. Details on these operations are in the next section.



# POLICE TRAINER SERVICE MENUS

Press the TEST button to enter the service mode. START1 moves the cursor's position. START2 causes action to occur.

The top level service menu looks like:

	<b>SERVICE</b>
	<b>AUDITS</b>
	<b>SETTINGS</b>
	<b>DIAGNOSTICS</b>
<b>X</b>	<b>EXIT</b>

The "Settings" menu looks like:

	<b>SETTINGS</b>	
	<b>ATTRACT MODE SOUNDS</b>	<b>YES</b>
	<b>VOLUME UP</b>	<b>10</b>
	<b>VOLUME DOWN</b>	
	<b>SPEAKER CONFIG</b>	<b>MONO</b>
	<b>GAME MODE</b>	<b>COIN PLAY</b>
	<b>COINS TO START</b>	<b>1</b>
	<b>COINS TO CONTINUE</b>	<b>1</b>
	<b>CALIBRATE GUNS</b>	
	<b>RESTORE FACTORY SETTINGS</b>	
<b>X</b>	<b>EXIT</b>	

Options are set from the Settings menu. A description of each option follows:

Attract mode sounds:	If yes, sounds occasionally play during attract mode
Volume Up/Down:	Sets the volume.
Speaker Config:	Set to MONO if only 1 speaker wired up. Set to STEREO for standard 2-speaker installation. Set to STEREO SWAP if there are two speakers, but they have been wired backwards.
Game mode:	COIN PLAY or FREE PLAY.
Coins to start:	Coins required to start the game.
Coins to continue:	Coins to continue the game.
Calibrate guns:	Jumps to the gun calibration screen.
Restore Factory Settings:	Restores the factory settings shown above.



# POLICE TRAINER SERVICE MENUS (cont)

The Gun calibration screen is shown below:

**GUN CALIBRATION**

**FIRE AT THE PLUS 16 TIMES EACH**  
**LEFT FIRED 0 TIMES**  
**RIGHT FIRED 0 TIMES**

+

To calibrate the guns from this screen, fire each gun at the "+" 16 times. When done, press START2 to exit this screen.

From the main menu, the "Audits" screen can be accessed. It records coins in, game starts, game continues, and some credit time statistics. Coins in are also recorded by the coin counter if wired up. To clear the audits, move the cursor to "Clear Audits" and press START2. The audits screen looks like:

**AUDITS**

**COINS**  
**GAME STARTS**  
**GAME CONTINUES**

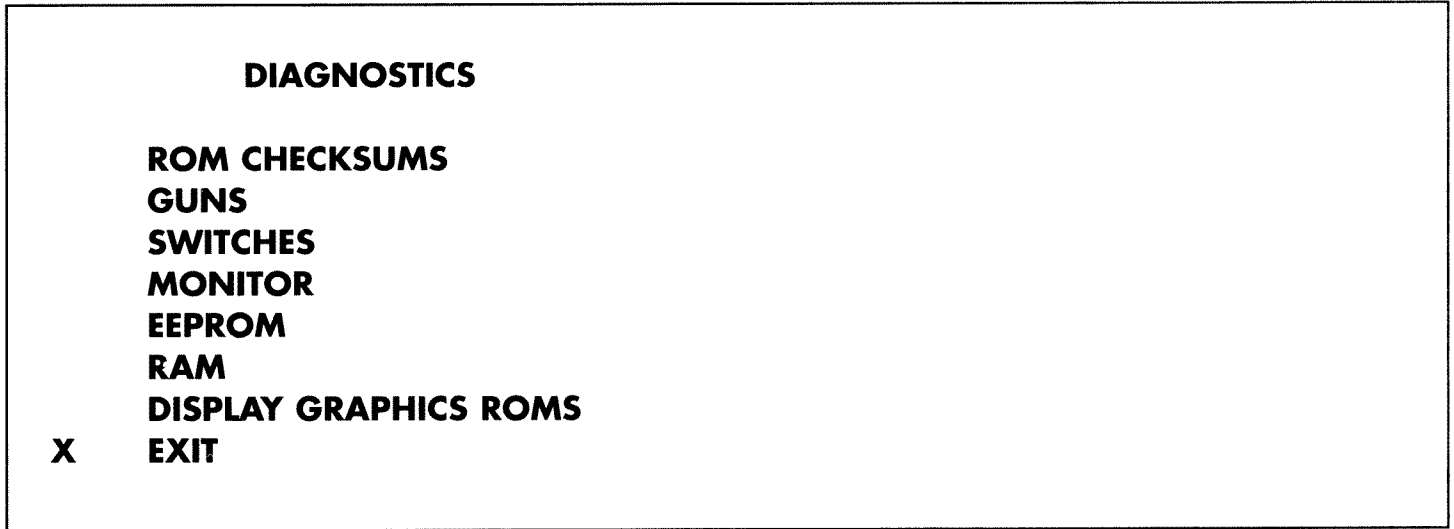
RANK	CREDITS	TIME	PER CREDIT	
		AVG	MIN	MAX
PMN	0	0:00	0:00	0:00
SGT	0	0:00	0:00	0:00
DET	0	0:00	0:00	0:00
CAP	0	0:00	0:00	0:00
CHF	0	0:00	0:00	0:00
COM	0	0:00	0:00	0:00
ALL	0	0:00	0:00	0:00

**CLEAR AUDITS**  
**X EXIT**



# POLICE TRAINER SERVICE MENUS (cont)

From the main menu, the "Diagnostics" screen can be accessed. Each command takes leads to a special screen to diagnose problems.



## A description of each test follows:

ROM CHECKSUMS:	Calculates the checksum for each ROM.
GUNS:	Verifies gun firing functionality and accuracy.
SWITCHES:	Displays the state of all switches. Some switches may not be functional in POLICE TRAINER.
MONITOR:	Displays several patterns on the screen.
EEPROM:	Displays the contents of the EEPROM.
RAM:	Performs a simple RAM Test
DISPLAY GRAPHICS ROMS:	Displays the contents of the graphic ROMs.

# POLICE TRAINER JAMMA\*

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## SOLDER SIDE

## PARTS SIDE

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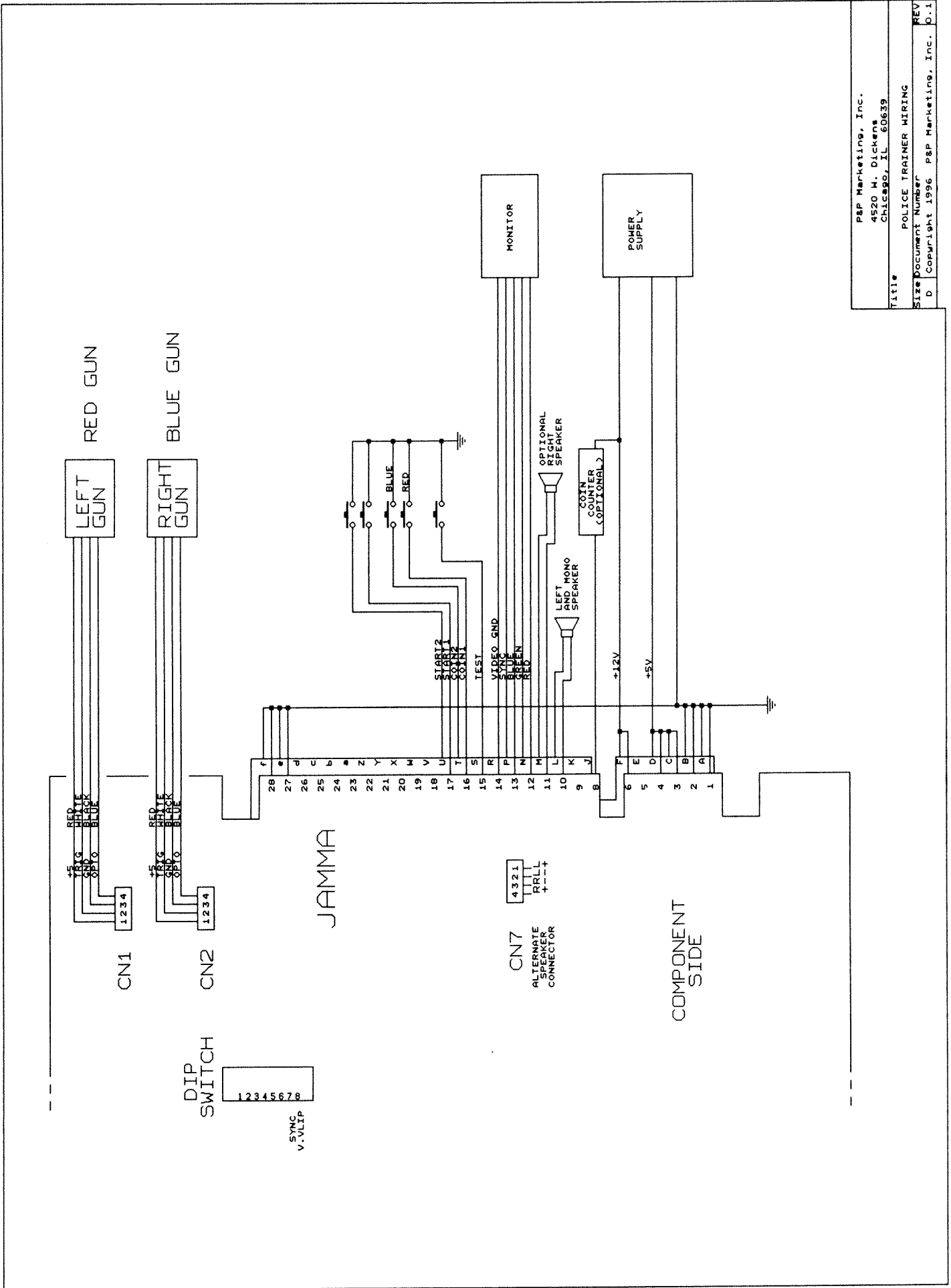
A	GND	1	GND
B	GND	2	GND
C	+5VDC	3	+5VDC
D	+5VDC	4	+5VDC
E		5	
F	+12VDC	6	+12VDC
H	KEY	7	KEY
J		8	COIN COUNTER
K		9	
L	SPKR LEFT-	10	SPKR LEFT+
M	SPKR RIGHT-	11	SPKR RIGHT+
N	VIDEO GREEN	12	VIDEO RED
P	VIDEO SYNC	13	VIDEO BLUE
R		14	VIDEO GROUND
S		15	TEST SWITCH
T	COIN 2	16	COIN 1
U	START 2	17	START 1
V		18	
W		19	
X		20	
Y		21	
Z		22	
a		23	
b		24	
c		25	
d		26	
e	GND	27	GND
f	GND	28	GND

\* This JAMMA Harness is not included with some kits.





# POLICE TRAINER Wiring Diagram

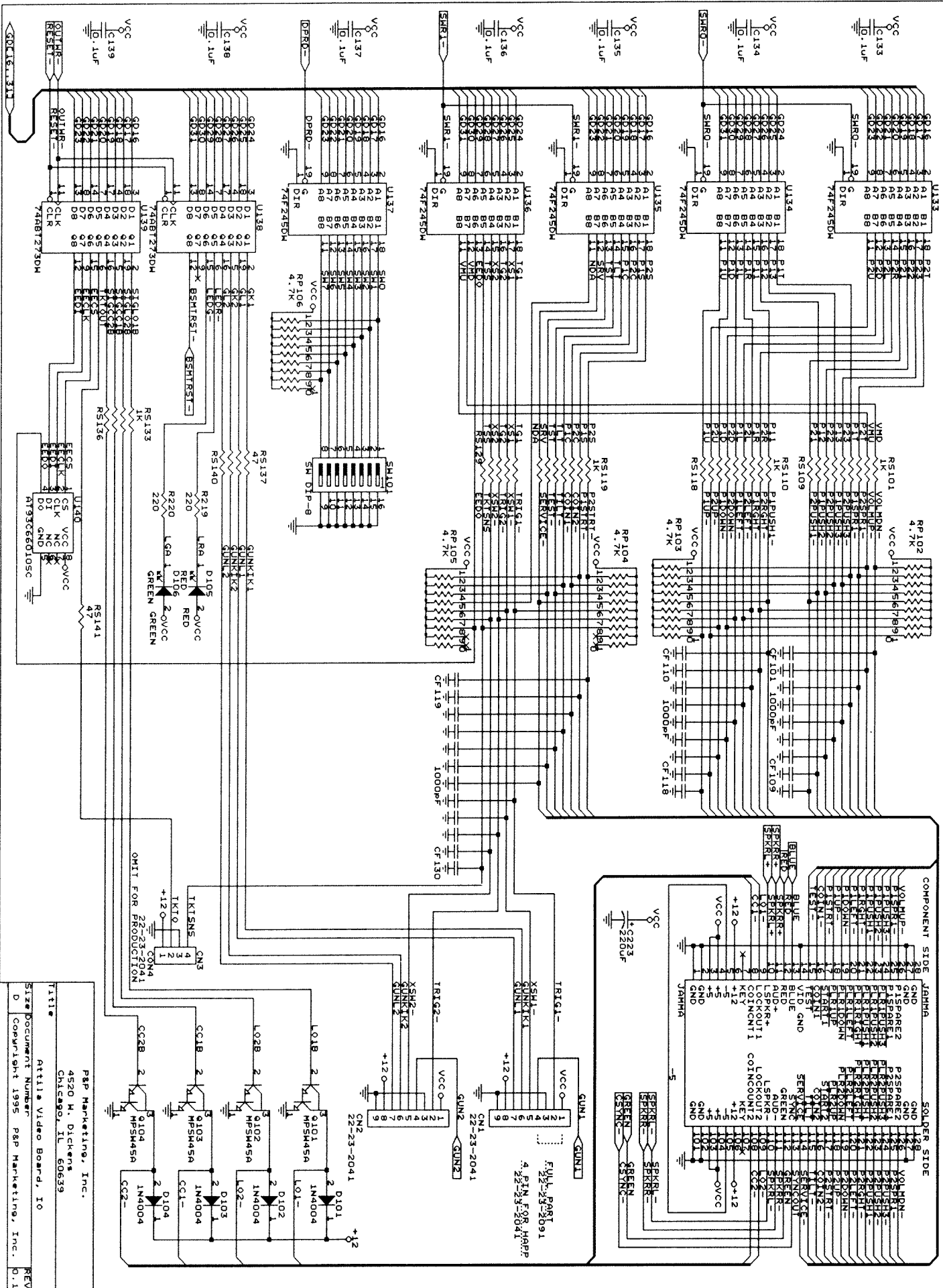


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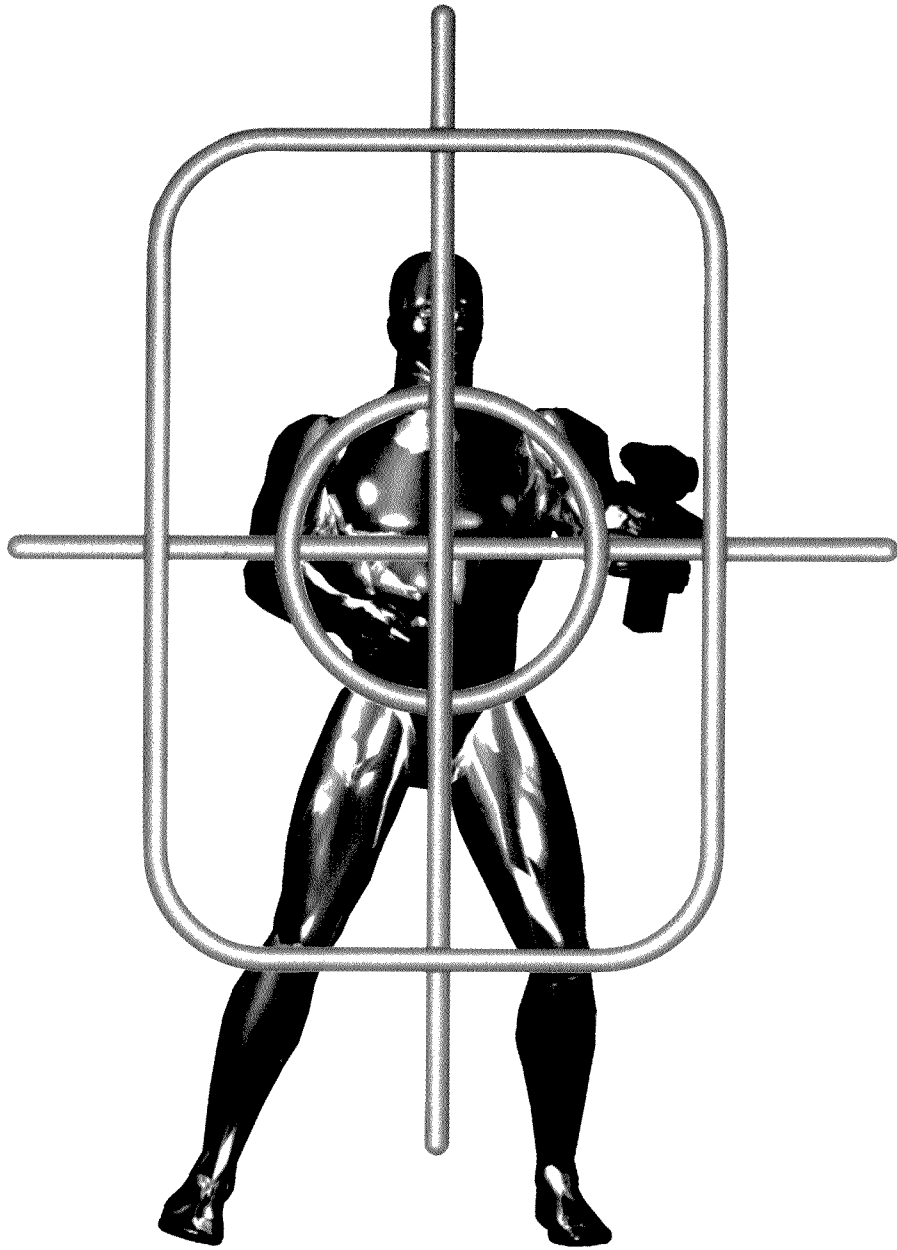


# POLICE TRAINER I/O SCHEMATIC



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