

namco®

TEKKEN 5



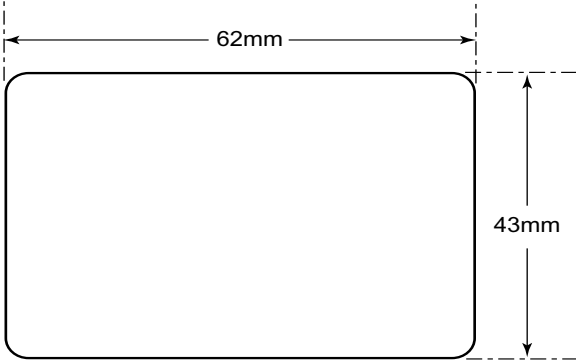
CARD READ/WRITE FITTING & CONNECTIONS

Kit Contents

Description	Part No	Quantity
Read/Write Assembly	XTEK5-CARDRWASSY	2
S-CONV PCB	XTEK5-SCONVPCB	2
EXCARD PCB to S-CONV PCB Loom	69200134	1
Read/Write Surround Decal - Player 1	40000817	1
Read/Write Surround Decal - Player 2	40000818	1
Card Decal	40000792	1
Card Read/Write Decal	40000793	1

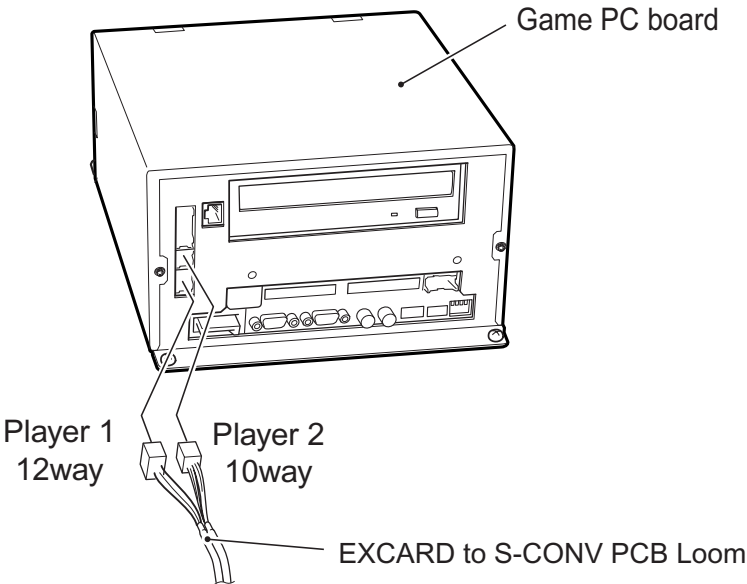
**Ensure that all functions of the game are working correctly
and the machine is switched OFF before commencing any work.**

- 1. Fit the Card Read/Write assemblies to the cabinet. The cut-out dimensions are shown below.

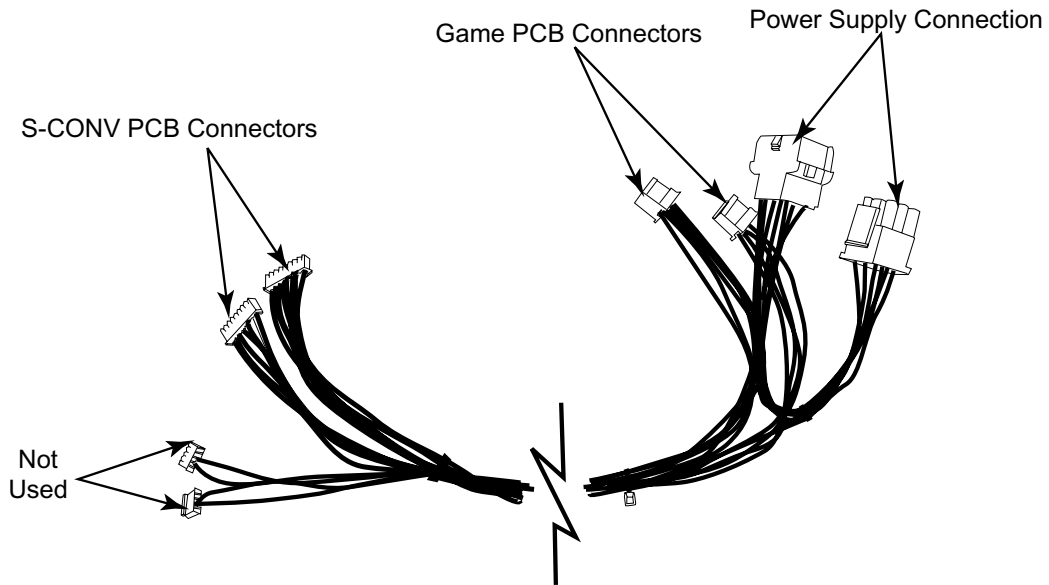


Cut-Out Dimensions

- 2. Fit the S-CONV PCBs into the cabinet and connect the Card Read/Write assemblies to the S-CONV PCBs.
- 3. Connect the EXCARD to S-CONV PCB loom to the Game PCB.
Note: The 10way connector is fitted to the middle connector, and the 12way connector is fitted to the bottom connector on the Game PCB



4. Connect the EXCARD to S-CONV PCB loom to both S-CONV PCBs.
Note: Ensure that the connector with the same colour wires as the 12way connector fitted to the Game PCB is connected to the S-CONV PCB for Player 1.

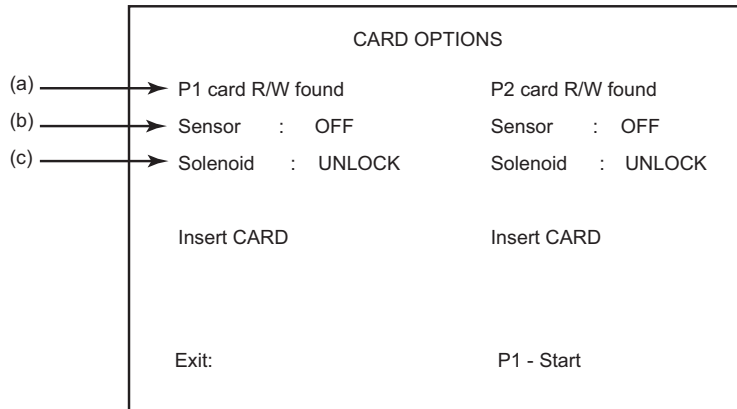


5. Disconnect the 9way connector from the Power Supply and connect this connector to the EXCARD to S-CONV PCB Loom, and connect the other 9way connector on the EXCARD to S-CONV PCB Loom to the Power Supply.
6. Switch the game on and check the Card Read/Write operation by conducting the Card Options Test.

Card Options Test

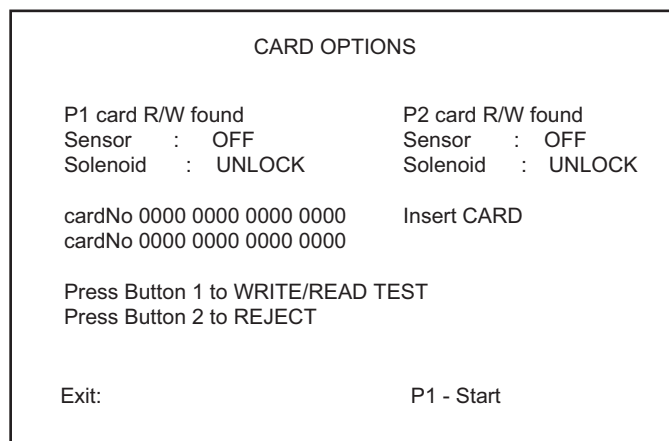
This test is used to set the Read/Write unit and TEKKEN-NET IDcard.

1. Select Card Options from the Main Test Menu. The following screen is displayed.



Item	Options	Description
(a) P1 card R/W found (P2 card R/W found)	[found] or [not found]	Displays [found] if the card R/W unit is connected to the Game PC board, and displays [not found] if it is not connected.
(b) Sensor	[ON] or [OFF]	Displays [ON] when a card is inserted in the card R/W unit, and displays [OFF] when there is no card in the card R/W unit
(c) [UNLOCK] or [LOCK]	[UNLOCK] or [LOCK]	As soon as the card is inserted into the card R/W unit, the card is locked into position and the screen displays "LOCK". If the card is not locked in position, the screen displays "UNLOCK"

2. To conduct a test or data restoration, insert a card into the Read/Write unit



* Note: The above is an example of the screen display when two cards are inserted into the P1-side card R/W unit

Display after card insertion

Item	Description
CardNo 0000 0000 0000 0000 CardNo 0000 0000 0000 0000	When a card is inserted in the card R/W unit, the 16-digit number (access code) printed on the reverse of the inserted card is displayed on the screen. When two cards are inserted, the access codes for both cards are displayed in two rows

If a card is inserted in the P1-side card R/W unit, press the P1 Button switch 1 to conduct the card read/write test. If a card is inserted in the P2-Side card R/W unit, press the P2 Button switch1 to conduct the card read/write test. To eject the card from the card R/W unit, press the Button switch 2 on the side in which the card is inserted.

CARD OPTIONS	
P1 card R/W found	P2 card R/W found
Sensor : OFF	Sensor : OFF
Solenoid : UNLOCK	Solenoid : UNLOCK
READ DATA ERROR	Insert CARD
cardNo 0000 0000 0000 0000	
Press Button 1 to WRITE/READ test	
Press Button 2 to REJECT	
Press Button 3 to Restore Data *Note 1	
Exit:	P1 - Start

** Note 1: This item is only shown when an error card is inserted*

Item	Description
CARD READ ERROR	This indicates that a card other than a TEKKEN-NET ID card was inserted and data could not be read.
CARD WRITE ERROR	This indicates that the Write test has failed.
READ DATA ERROR	This indicates that comparison of the data after the write test resulted in a mismatch.
WRITE READ OK	This indicates that both read and write operations were successful.

** Note 1: Conducting the card read/write test will not damage the game play data on the card.*

** Note 2: When two cards are inserted, the card read/write test cannot be performed.*

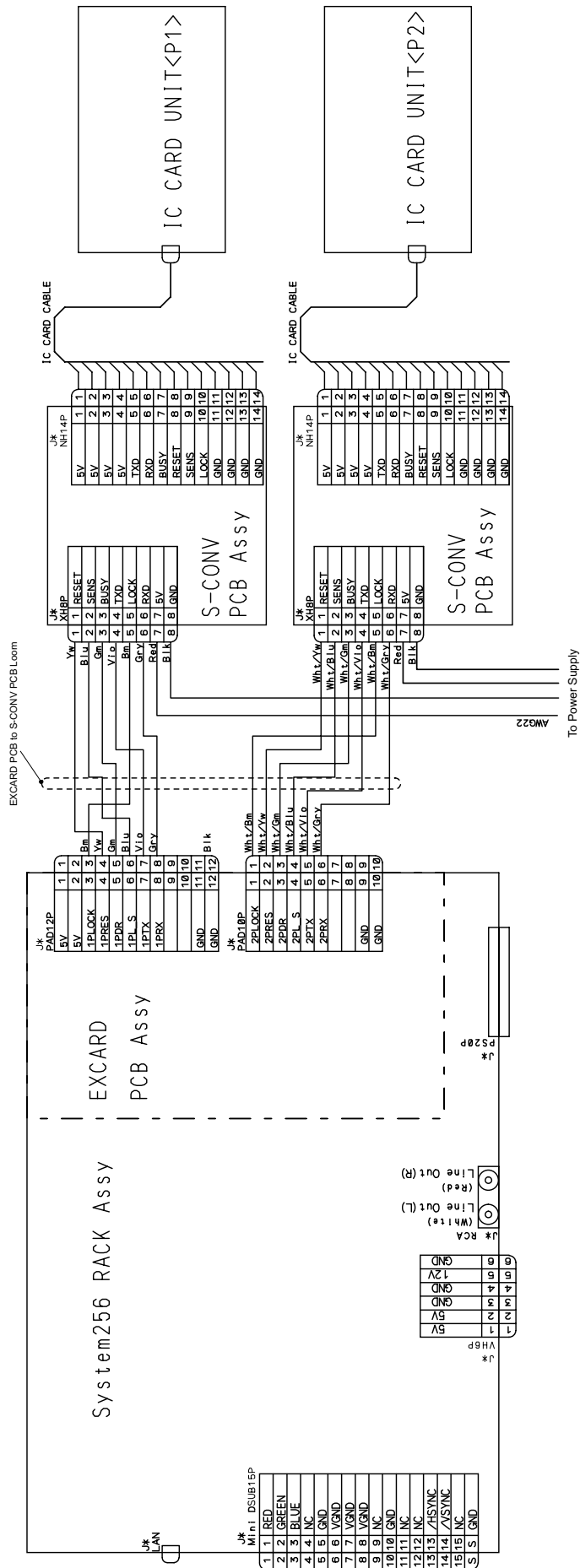
If a card on which a write error was generated is inserted or if a card on which data was destroyed due to power-off during data writing is inserted, pressing the Button switch 3 of the applicable player side initiates an attempt to restore the data on the card.

Card data may or may not be restored depending on the condition of the card, as described below.

- Data may only be restored with the card that was used to play the game with the Game PC board that you are working on and has been set to the test mode. It should be noted that there is a limit to the amount of data saved (10 cases max.).
- If a write error was indicated during a game play, it may be possible to restore the data successfully.
- If a power interruption occurred when data was being written to the card, it may be possible to restore the data successfully.
- If the card was pulled out during a game play, the data cannot be restored.
- Data restoration can be tried only once for one error.
- Data restoration cannot be conducted with a card whose access code is different from the data stored in the cabinet.
- Data cannot be restored with a card which disallows data reading or writing due to damage.

To return to the test menu screen, press P1 Start switch.

Tekken 5 Card Read/Write Connections



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