If the timer starts with the wires off terminal 2, a direct short somewhere in the wiring system exists and must be corrected. If timer fails to start and there is correct voltage at Number 1 and 3 terminals, replace the timer.

wire(s) from terminal 2. Connect a 24 Volt Test Light to terminals 2 & 3. Start the timer by touching and releasing a jumper wire across terminals 1 and 4.

To determine a shorted condition, disconnect

If timer fails to start after the wire on terminal 4 is disconnected, check for a direct short across terminals 2 and 3. The short will prevent the timer from turning on.

### Checking for a Short

Disconnect the coin switch wire from terminal 4. Now, start the timer by touching and releasing a jumper wire across terminals 1 and 4. If the timer starts, the problem is either the coin acceptor or the wiring to the bay.

#### If Timer Fails to Start

### GS-402 Timer Troubleshooting Your

### Checking Power to the Timer

same voltage across terminals 2 & 3 when the A.C. across terminals 1 & 3 at all times; and the power to timer. There should be 24 to 28 volts Using a 24 volt test light or voltage meter check

timer is turned on.

# 1-800-446-7267 www.ginsan.com

3611 3 Mile Road NW Grand Rapids, MI 49544

# Wiring Instructions & **Technical Information**

24 volts AC External Cancel Button for Testing 2 Year Warranty

# **GS-402** Timer





acceptor. Red/Green wire from coin Terminal is the coin switch. (7)

- Yellow wire from coin acceptor. (3) Terminal is 24v common.
- Terminal is 24v load or timed hot. (Z)
- coin acceptor. Black and Red/Green wires from .101 V<sup>4</sup>S si Isnimafi (1)

. I lanimiet of erminal 1. terminal 4 will be blue. Connect only the black Note: If using original DC Sensortron the wire to

### Starting the Timer

touch and releases equals start when the number of acceptor. The timer should a coin being put into a coin touch and release simulates wire to terminals 1 & 4. Each louch and release a jumper

your coins to start.



#### Setting the TIME PER COIN Switch

Convert time desired to seconds. Example: 5 min. = 300 seconds

Determine amount of coins to start the timer.

Divide the total time (seconds) by the coins to start the timer. **Example:** 300 sec. / 3 = 100 seconds per coin

The time per coin is determined by adding the total seconds of the switches in the "On" position. If for instance, the desired time is 100 seconds, switch on the number of switches needed to add up to 100 seconds. **Example:** 100 sec. = 64 + 32 + 4

### Setting the COINS TO START Switch

The *coins to start* is determined by adding the total number of switches in the "On" position.

#### Model GS-402 Timer Warranty

GinSan Industries, Inc. will warrant the GS-402 model timer to be free from defects in material and workmanship for a period of two (2) years from date of purchase, with proof of purchase.

This warranty does not apply to any timers which have been misused, altered, neglected or not installed, adjusted, maintained, or not used in accordance with applicable codes and ordinances and in accordance with Manufacturer's recommendations as to such factors.



#### **Stopping the Timer**



Using a pointed object, push the cancel button or short across terminals 2 & 3.

#### **Bypassing the Timer**

In order to bypass the timer connect a jumper wire across terminals 1 & 2.



#### The Timer will Not Stop

Push cancel button and look at the following conditions.

## If the timer stops and remains stopped when the button is released:

- 1. All *time per coin switches* are in the "Off" position.
- 2. Coin switch is wired incorrectly to terminals 3 and 4 instead of terminals 1 & 4.

## If the timer stops but starts again when the button is released:

- 1. There is a short across terminals 3 & 4.
- 2. A mechanical coin counter is wired in without a GS-17 interface. Call GinSan.

#### If the timer does not stop at all.

- 1. All coin switches are off.
- 2. There is a short across terminals 1 & 2.

IMPORTANT Do not jump across terminals 3 and 4. This may result in coin acceptor failure.

GS-402