

Wonder Land

SERVICE MANUAL



IMPORTANT

- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safety reasons.

- The following suggestions should be adhered to:

WARNING

Disregarding could result in serious injury.

CAUTION

Disregarding could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- Precautions to be followed:

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

PRECAUTIONS FOR USE

WARNING

Be sure to consult an industry specialist when setting up, moving or transporting this product.

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

The machine for indoor usage only does not install outside.



Do not set the game machine up near emergency exits.



Protect the game machine from:

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.



Do not place containers holding chemicals or water on or near the game machine.



Do not place objects near the ventilating holes.



Do not bend the power cord by force or place heavy objects on it.



Never plug or unplug the power cord with wet hands.



Never unplug the game machine by pulling the power cord.



CAUTION

Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

Be sure to use the attached power cord.

Never plug more than one cord at a time into the electrical receptacle.



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.




For proper ventilation, keep the game machine 100mm(4") away from the walls.

Do not alter the system related dipswitch settings.

♣ PRECAUTIONS FOR USE

⚠ WARNING

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it. 

- Using the machine in abnormal conditions could result in fire or accidents.


In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

Do not leave the power cord plugged in improperly or covered with dust. 

- Doing so could result the power cord periodically.


⚠ CAUTION


Do not use this product anywhere other than industrial areas. 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

- Do not give shock the surface of glass products.

- Please do not play this game if
 - When you do drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands. 


In handling the power cord, follow the instructions below. 


- | | |
|---|--|
| • Do not damage the power cord. | • Do not modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich the power cord. | • Do not drive a nail into the power cord. |


If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.


♣ PRECAUTIONS FOR USE


⚠ WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine. 

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. 

Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur. 


If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle. 

Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling. 


To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine. 

Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine. 

Before moving take the machine, off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

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PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

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9-6. ASSEMBLING MAIN CABINET

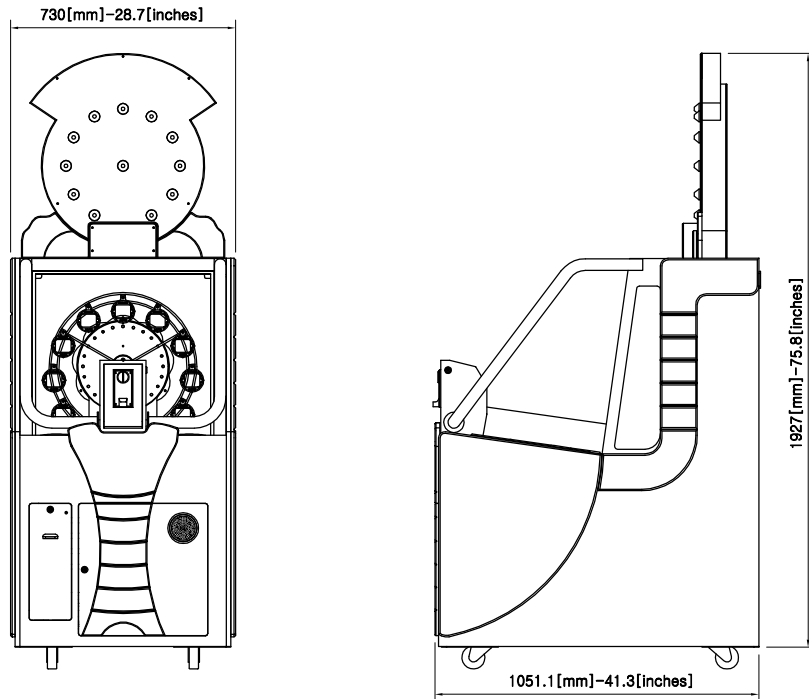
9-7. ASSEMBLING MAIN CABINET

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10. WIRING DIAGRAM

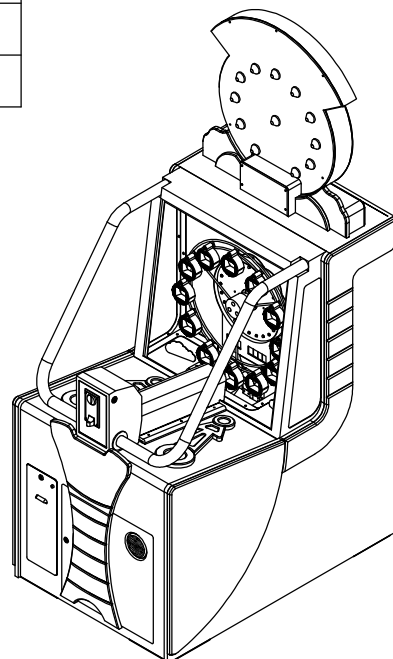
1. SPECIFICATION AND DIMENSION

1-1. DIMENSION



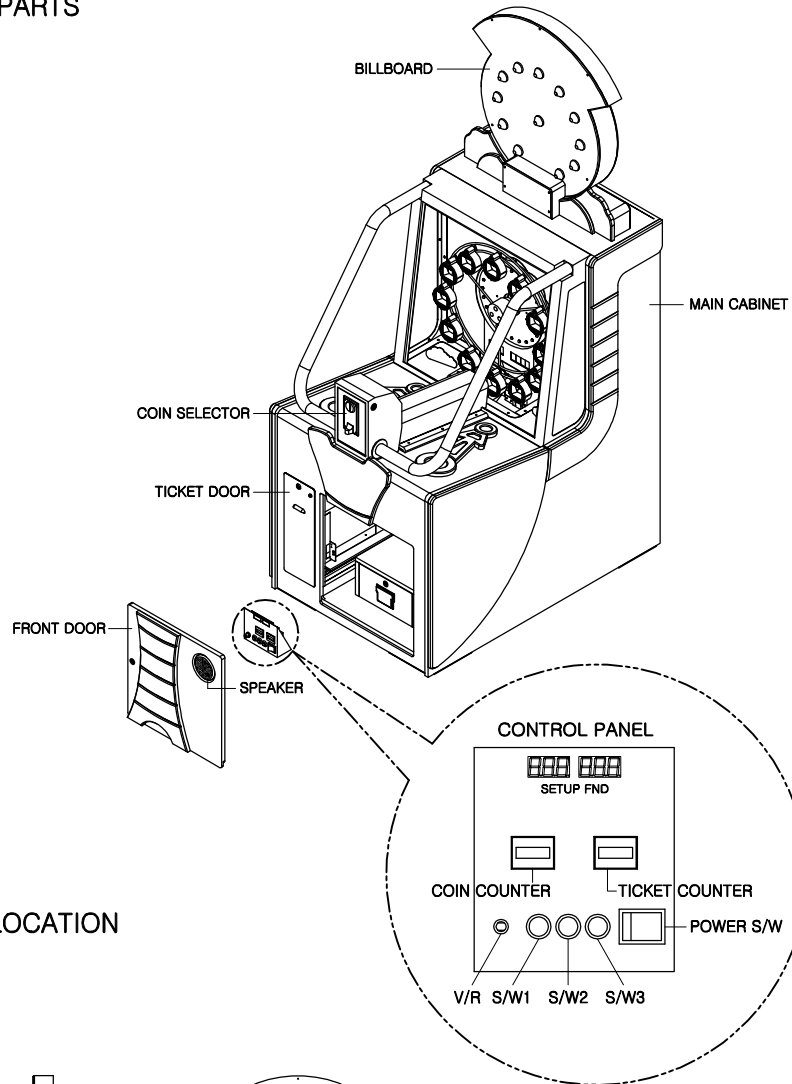
1-2. SPECIFICATION

| | |
|-----------------------------|--------------------|
| POWER RATED VOLTAGE RANGE | SEE THE FRONT PAGE |
| POWER RATED FREQUENCY RANGE | 50Hz ~ 60Hz |
| CONSUMPTION | 70 W |
| WEIGHT | 150 Kg |

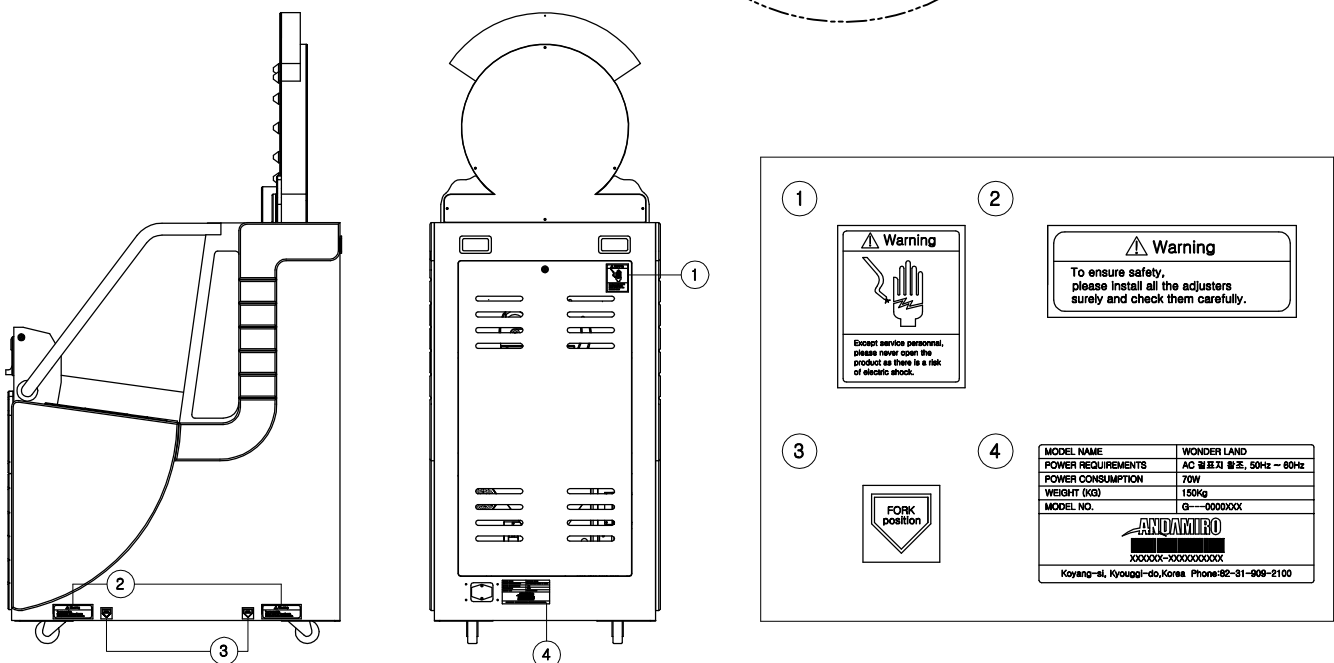


2. NAME OF PARTS & STICKER LOCATION

2-1. NAME OF PARTS



2-2. STICKER LOCATION



3. COMPONENTS

1

2

3

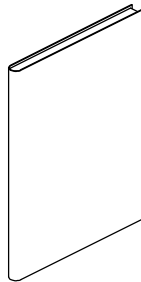
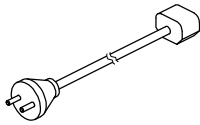


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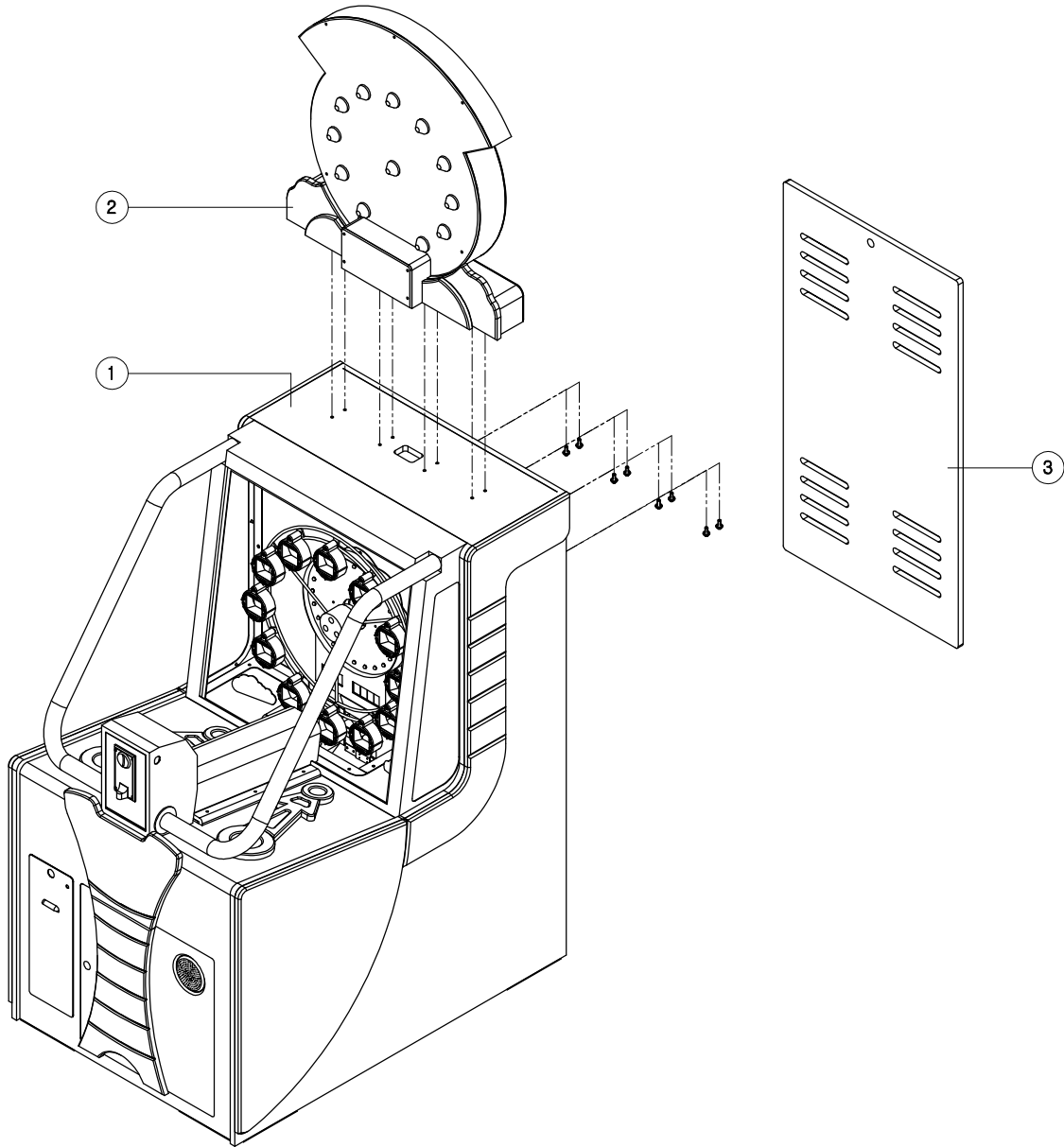
6

7



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------|--------|----------|----------|
| 1 | CASH BOX KEY | 6001 | 1 | - |
| 2 | FRONT DOOR KEY | 7001 | 1 | - |
| 3 | COIN SELECTOR KEY | 8001 | 1 | - |
| 4 | AC POWER CORD | | 1 | - |
| 5 | MANUAL | | 1 | - |
| 6 | WRENCH | 3mm | 1 | - |
| 7 | BOLT | M5x25L | 8 | - |

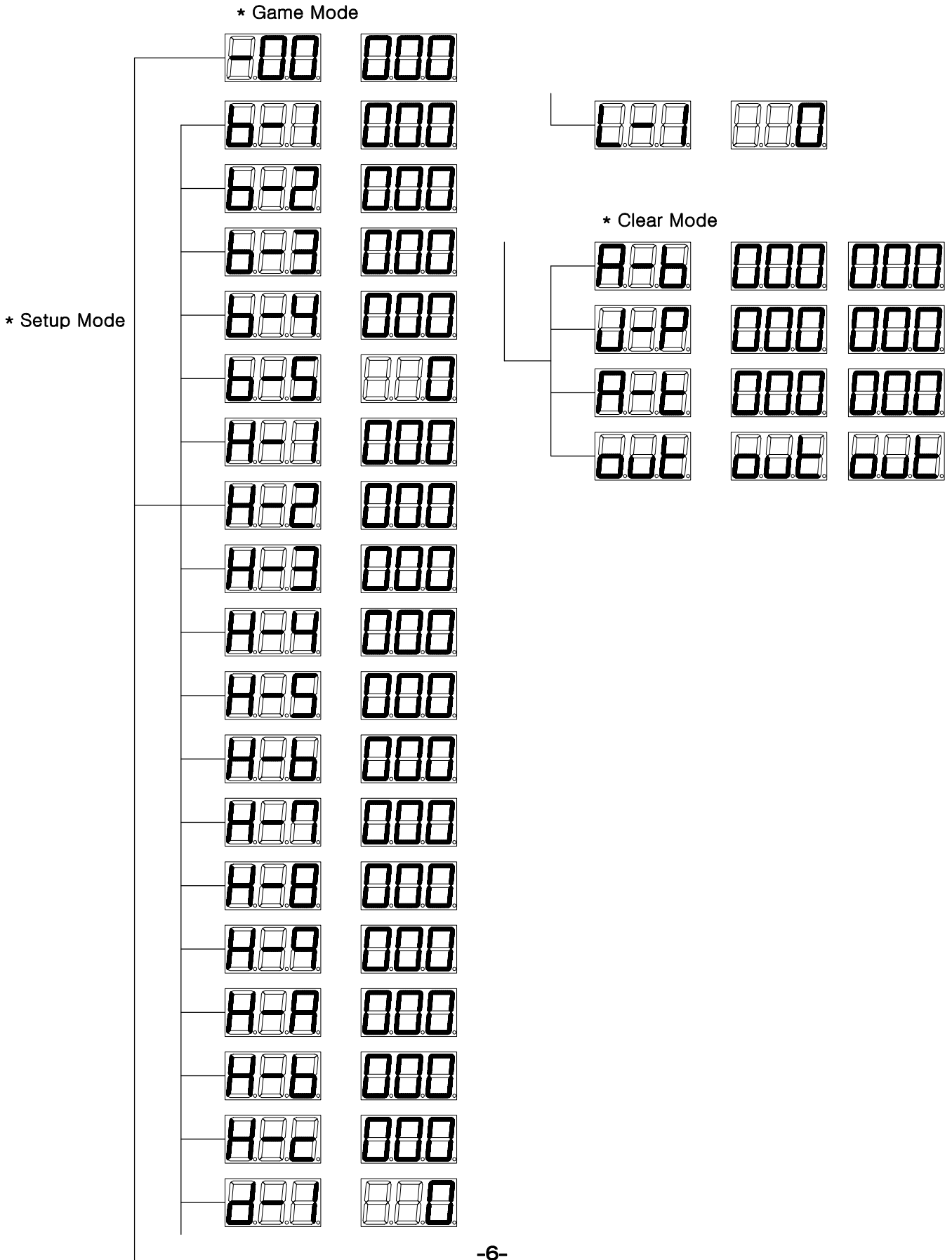
4. HOW TO ASSEMBLE



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------------------|-------|----------|------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOLW00001 |
| 2 | BILLBOARD TOTAL ASS'Y | - | 1 | - |
| 3 | REAR DOOR | - | 1 | - |

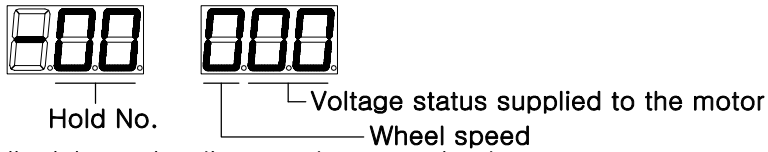
5. SETUP MODE AND ERROR NO

5-1. Flow chart

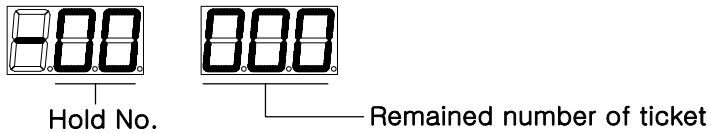


5-1. * Game Mode

; While the machine is ON



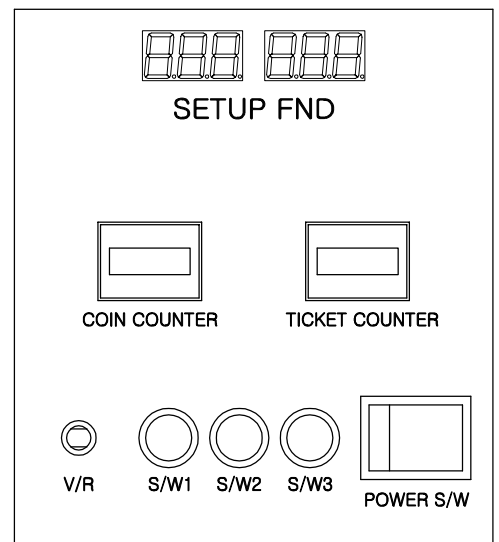
; While ticket to be dispensed are remained



5-2. Push SW1 button to get into Setup Mode

Push SW2 button to move to next mode

Push SW3 button to select a mode

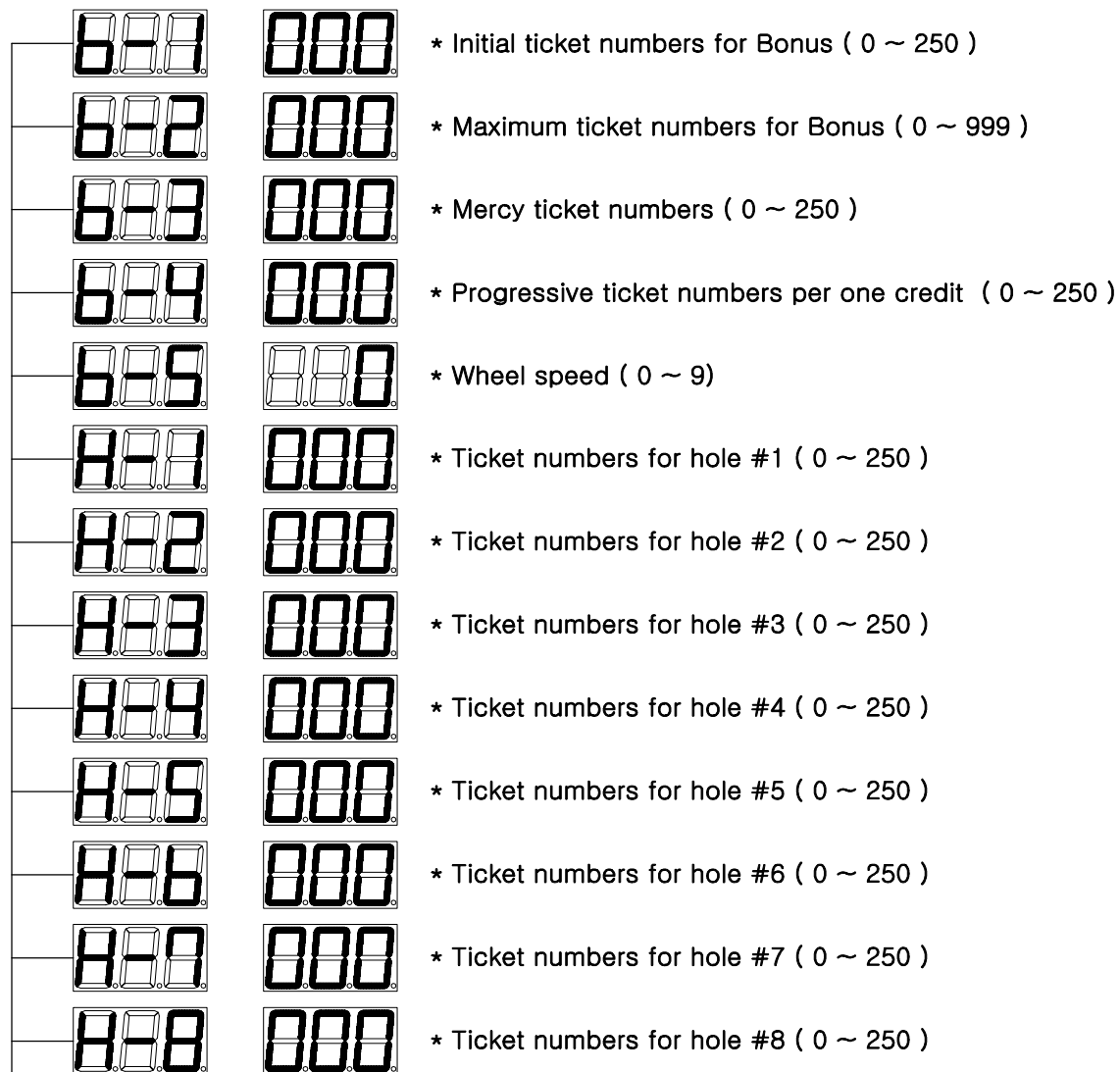


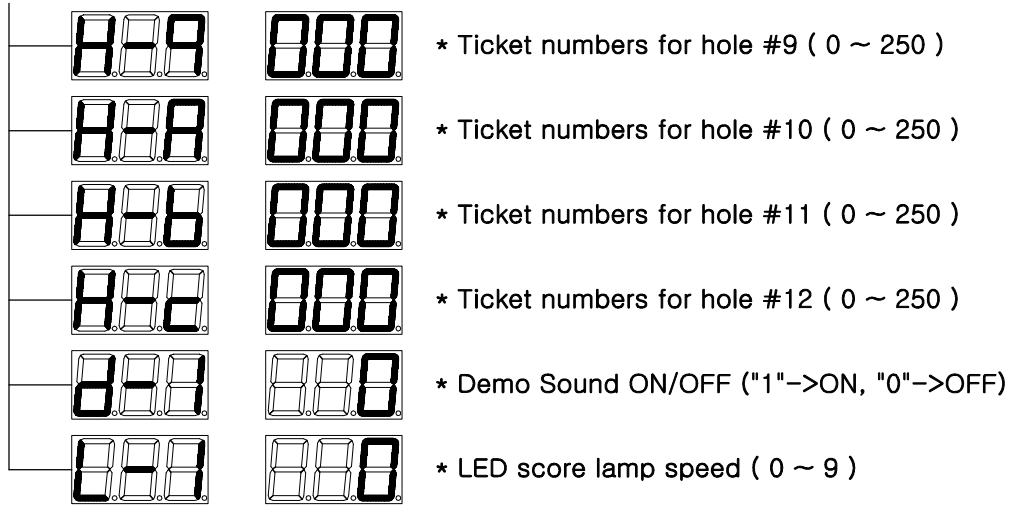
CONTROL PANEL

To change the value of the right FND after selecting a mode take following steps.

- 1) Push SW2 button to move to next digit of FND
- 2) Push SW3 button to change the number of flickering number
- 3) Push SW1 button to be back to the first setting mode after setting the FND value

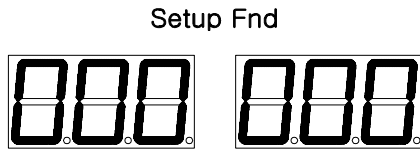
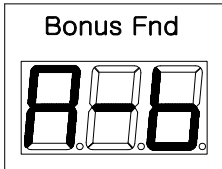
* Setup Mode



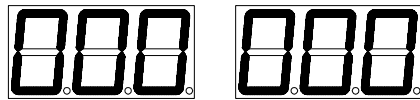
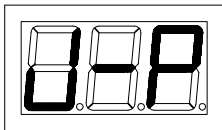


5-3. Turn On while pushing SW1 button to get into Clear Mode
 Push SW2 button to get into 4 steps in Clear Mode
 Push SW3 to clear the data

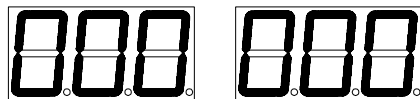
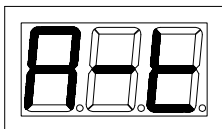
* Clear Mode



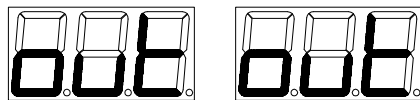
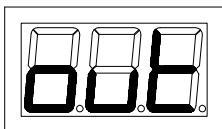
— * Accumulated number of tickets
 ; Push SW3 button to clear the number



— * Accumulated number of bonus tickets
 ; Push SW3 button to clear the number

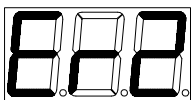


— * Accumulated number of dispensed tickets
 ; Push SW3 button to clear the number

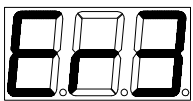


— * Accumulated number of coins
 ; Push SW3 button to finish the clear mode

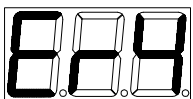
3. Error mode



— When the wheel does not turn for a certain period of time, the machine stops working and display the error number at FND of Jackpot bonus



— Win tickets are not dispensed for a certain period of time, the machine stops working and display the error number at FND of Jackpot bonus



— When the Win sensor senses the coin without sensing the coin in the shooter, the machine stops working and display the error number at FND of Jackpot bonus

* Push SW3 to finish the Error mode

6. TEST MODE

- You can get into TEST MODE when the machine turns ON while SW3 being pushed.
- You can see following FNDs in TEST MODE.



6-1. TEST ITEM

- Push SW1 to move to MODE MENU Push SW3 to check each test item with ON/OFF function.

| NO. | BONUS FND | CONTENT |
|-----|-----------|----------------------------|
| 1 | | INITIAL STAGE |
| 2 | | TICKET DISPENSOR MOTOR OFF |
| 3 | | TICKET DISPENSOR MOTOR ON |
| 4 | | TICKET EMPTY LAMP OFF |
| 5 | | TICKET EMPTY LAMP ON |
| 6 | | COIN COUNTER OFF |
| 7 | | COIN COUNTER ON |
| 8 | | TICKET COUNTER OFF |
| 9 | | TICKET COUNTER ON |
| 10 | | MAIN MOTOR OFF |
| 11 | | MAIN MOTOR ON |

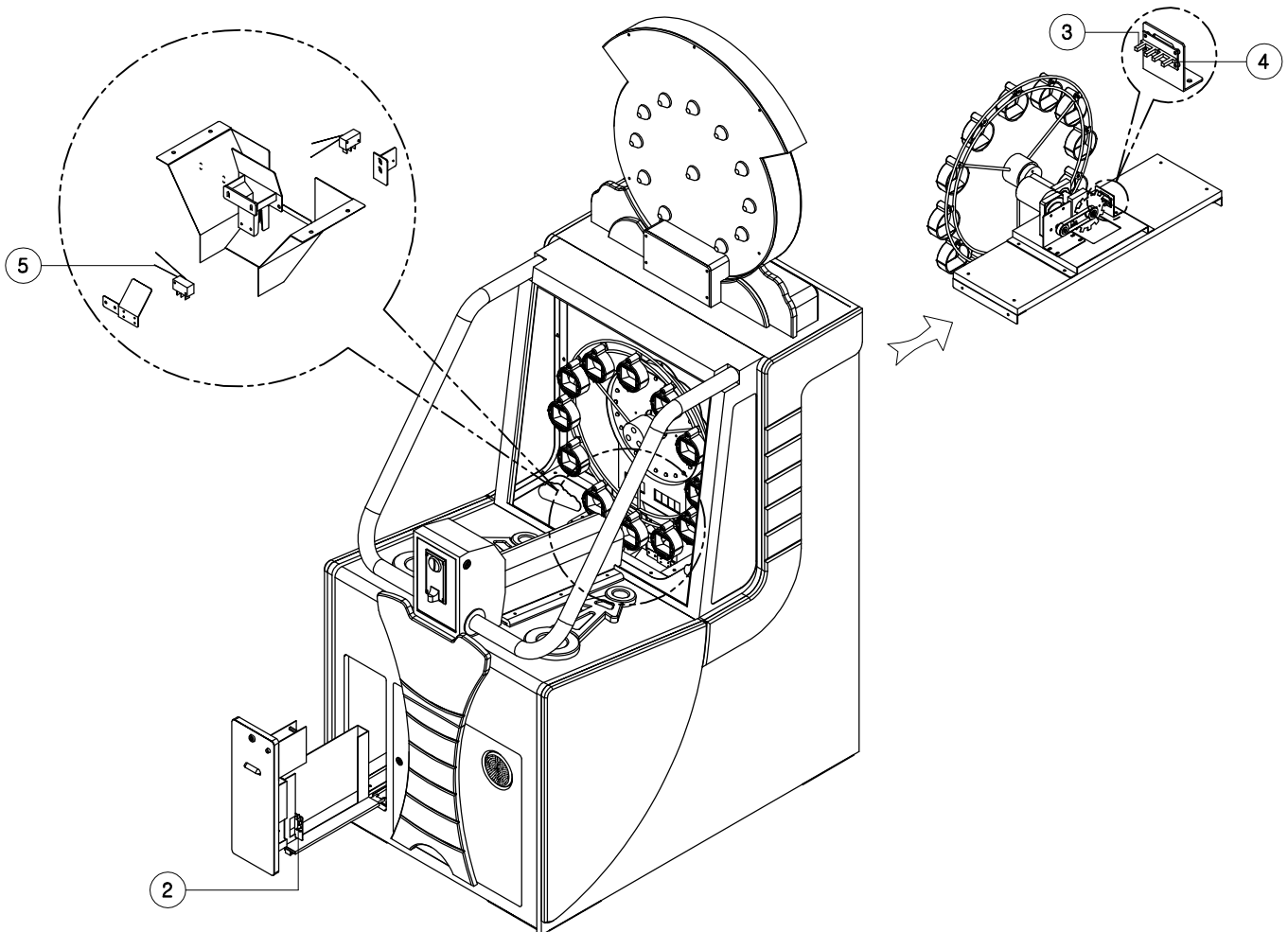
6-2. SENSOR & SWITCH TEST

- Followings things are displayed at FND when each sensor and switch is sensed.

| NO. | CONTENT | SETUP FND |
|-----|---|-----------|
| 1 | When the sensor of TICKET DISPENSER is sensed. | 888 088 |
| 2 | When the sensor of Ticket Empty Switch is sensed. | 888 888 |
| 3 | When the left sensor is sensed. | 888 888 |
| 4 | When the right sensor is sensed. | 888 888 |
| 5 | When the coin is sensed in WIN hole area. | 888 888 |
| 6 | When coin inserted into coin selector is sensed. | 888 888 |

6-3. SOUND TEST

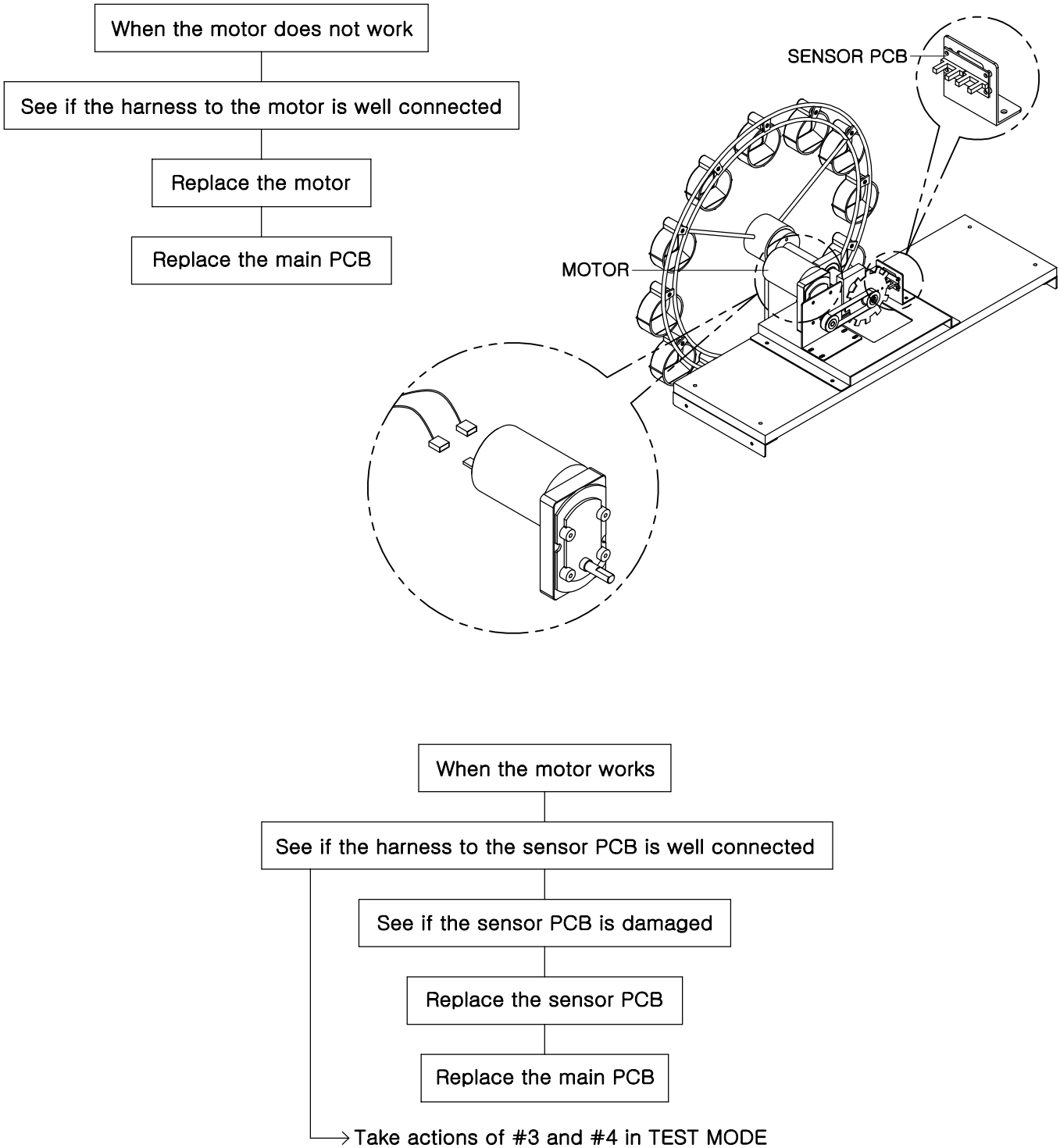
- Push SW2 to check each sound in TEST MODE.



7. TROUBLESHOOTING

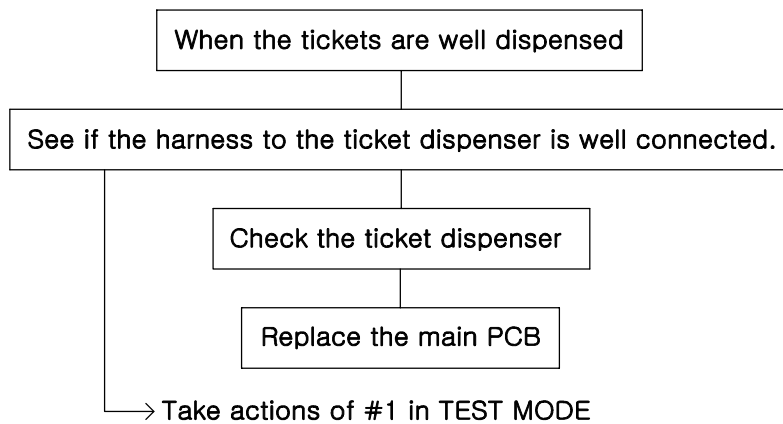
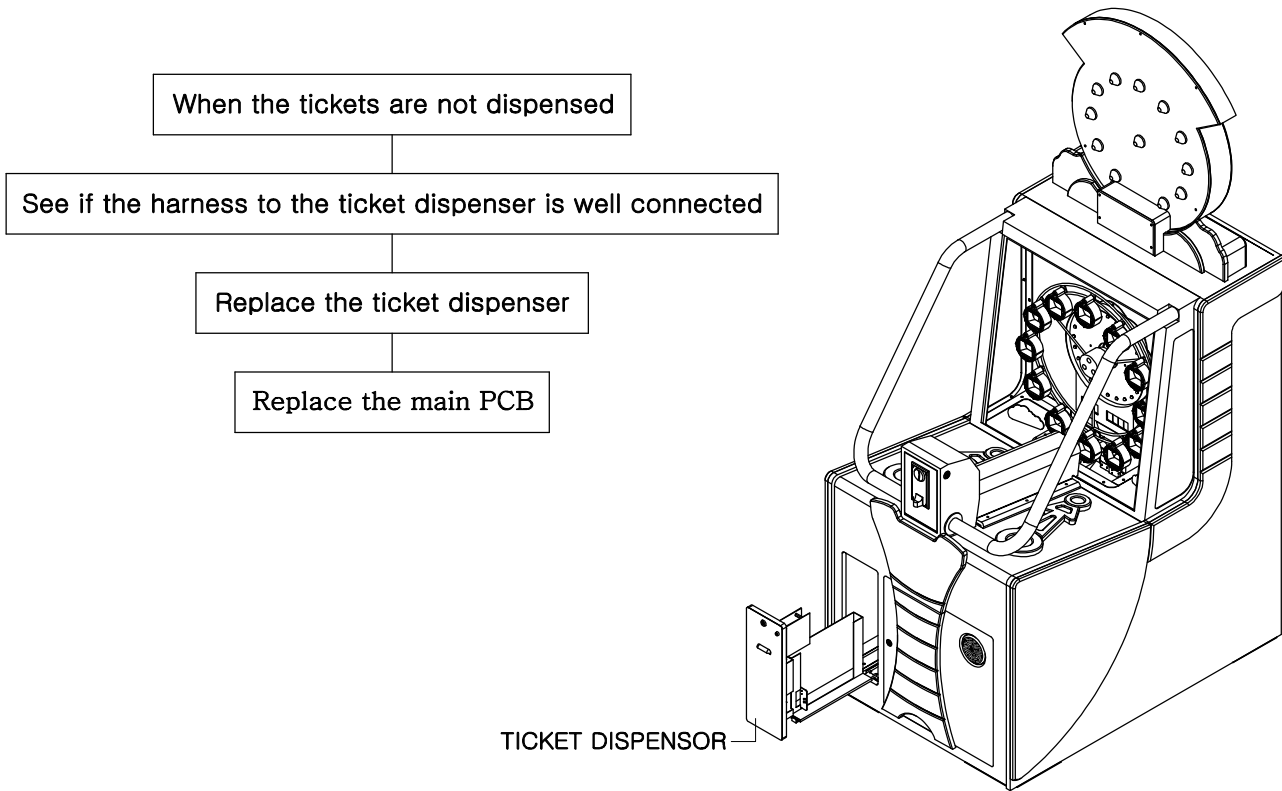
7-1. ERROR[02]

- Check out the main motor in TEST MODE and find out whether the motor works or not.
Refer to TEST MODE explanation.



7-2. ERROR[03]

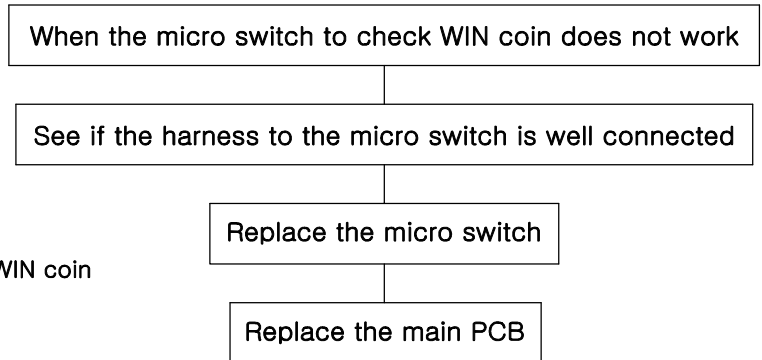
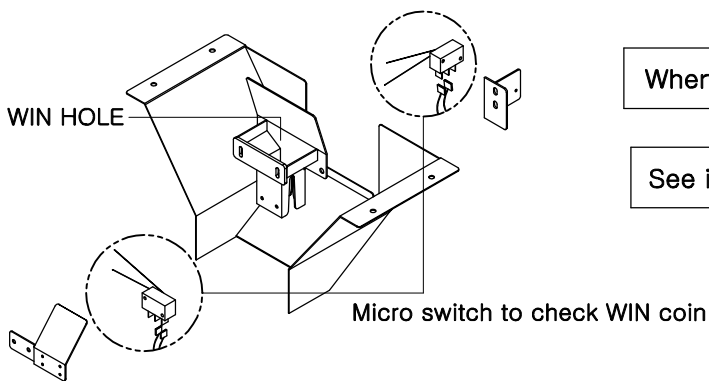
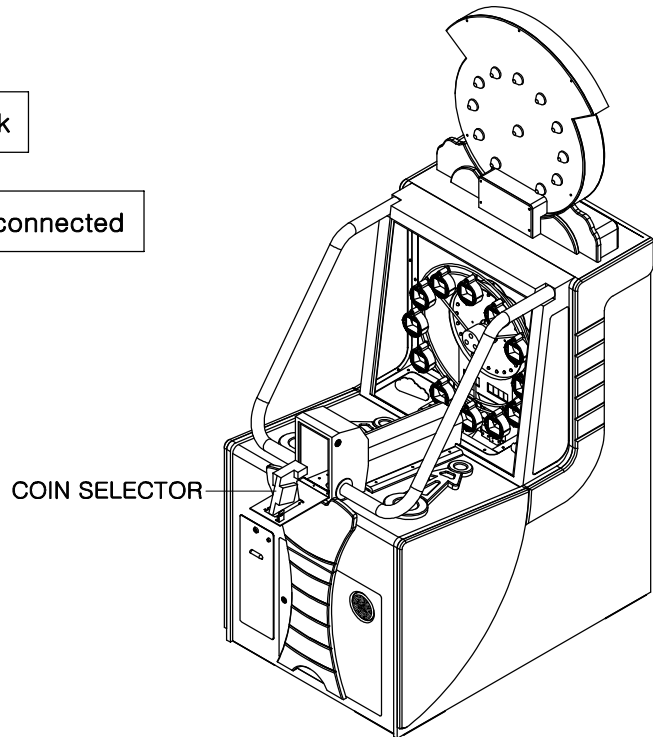
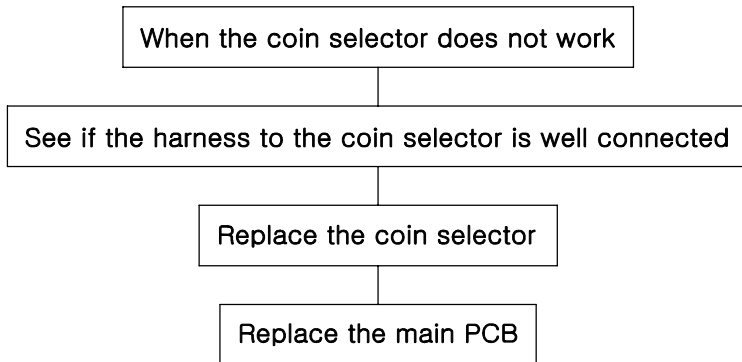
- Check out if the tickets are empty or not.
- Check the ticket motor in TEST MODE and if the tickets are dispensed.



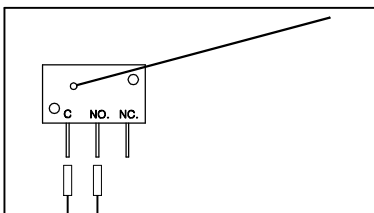
7-3. ERROR[04] Happens

- When coin selector does not send a coin sensing signal to the main PCB all though the micro switch sensed WIN coin(s).

- COIN SELECTOR : Check out the #6 of TEST MODE 6-2
- Micro switch to check WIN coin : Check out the #5 of TEST MODE 6-2



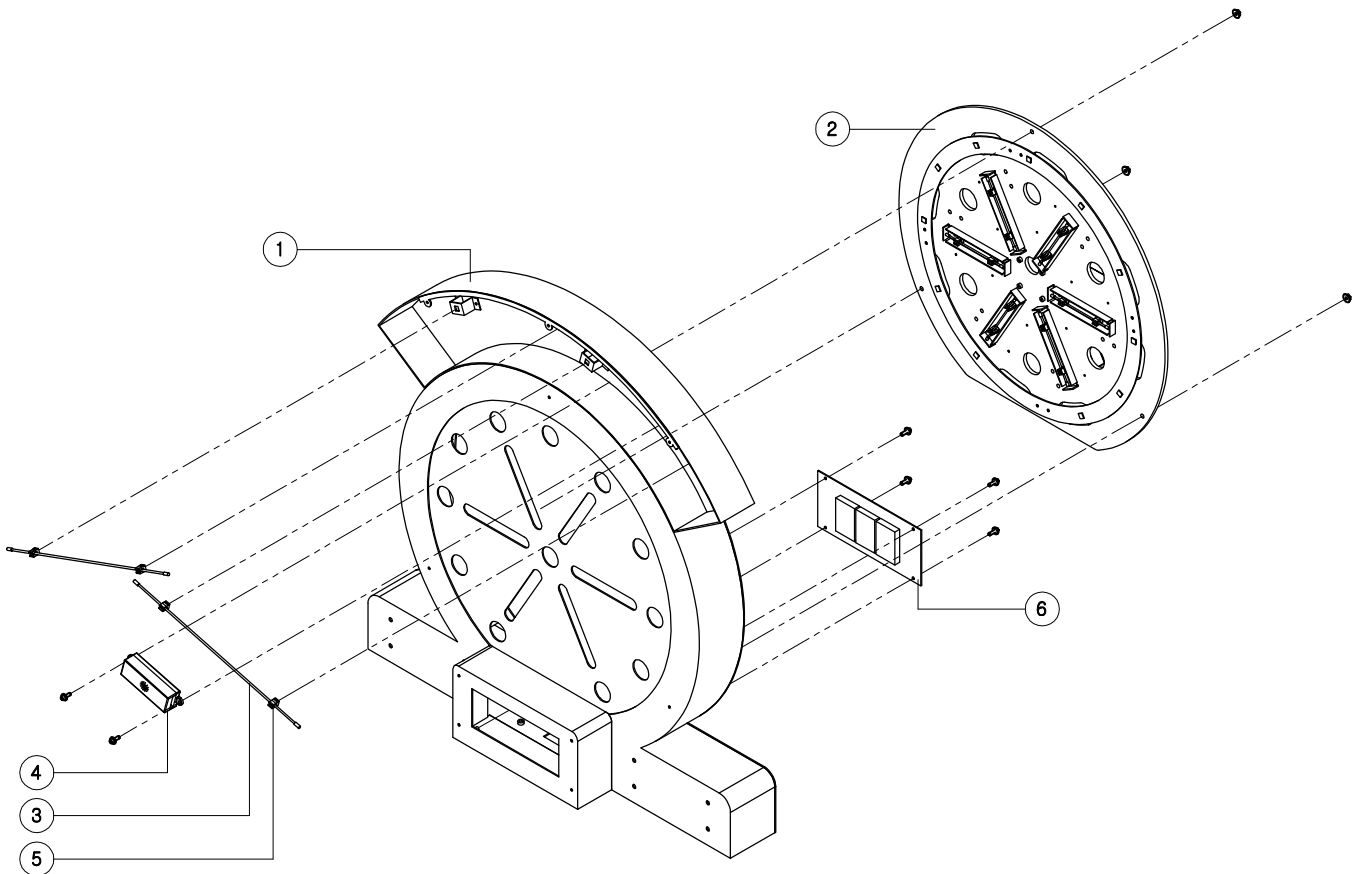
* Connector position



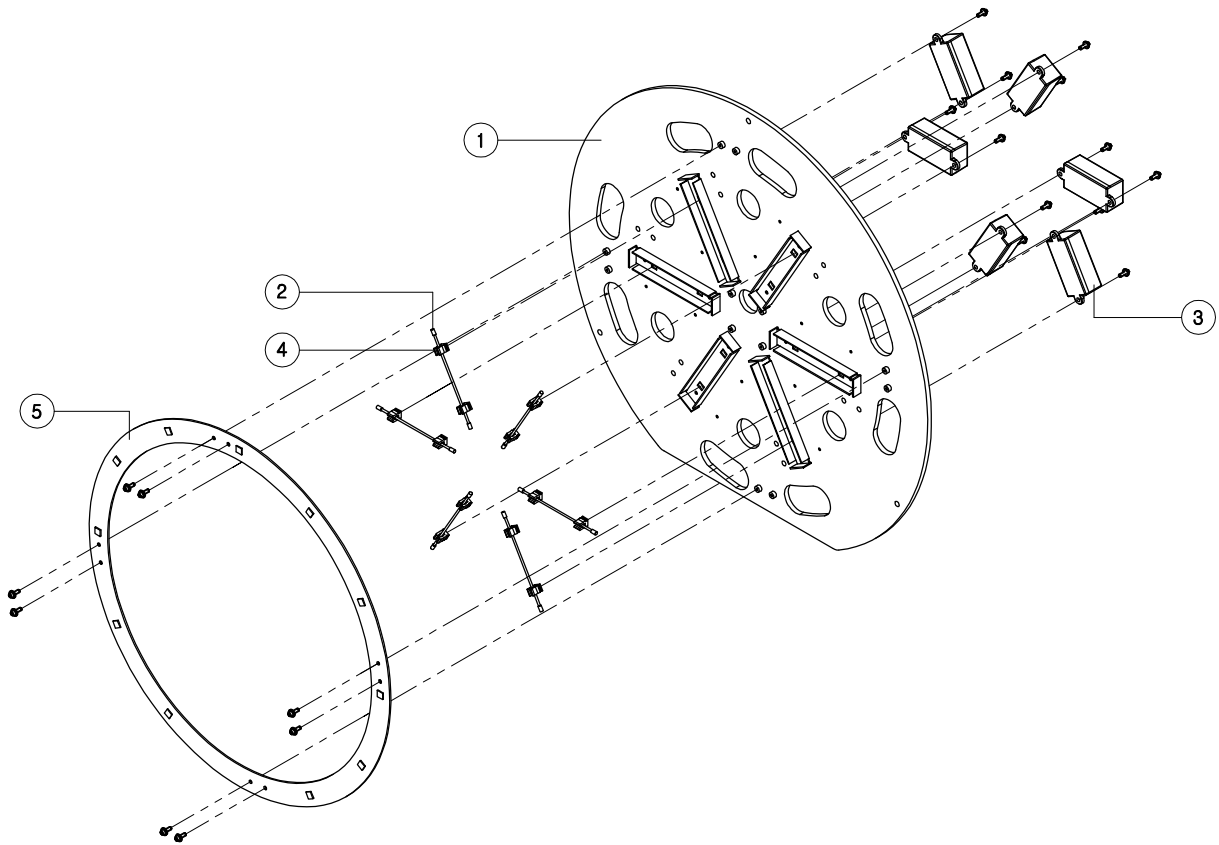
7-4. When the WIN tickets are not dispensed
 - See if the error number is 3

8. ASSEMBLING BILLBOARD

8-1. ASSEMBLING BILLBOARD



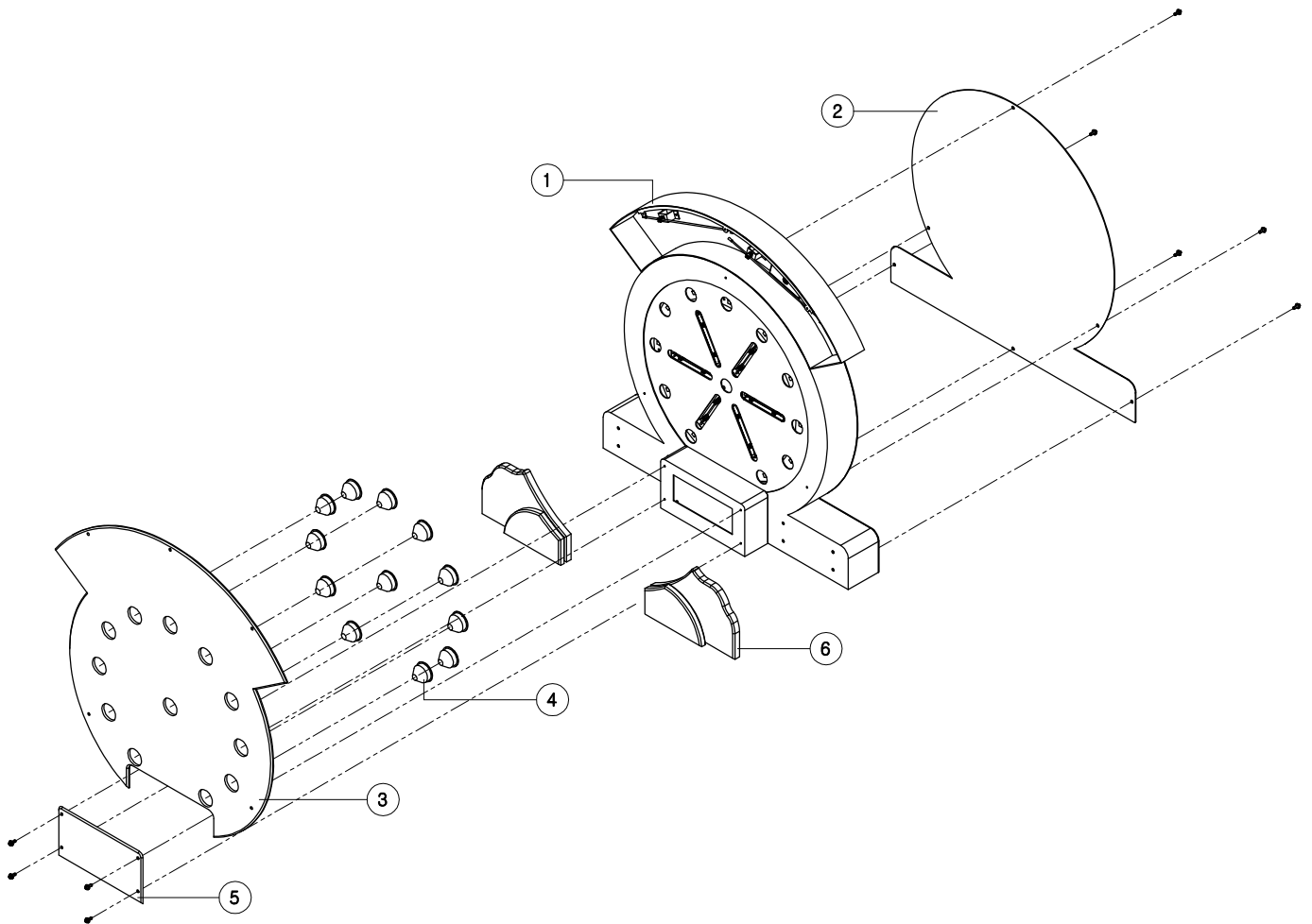
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|-------|----------|-------------|
| 1 | BILLBOARD FRAME ASS'Y | - | 1 | - |
| 2 | PCB SUPPORT BRACKET ASS'Y | - | 1 | - |
| 3 | CCFL LAMP | 300mm | 2 | MELE0LAM017 |
| 4 | CCFL LAMP INVERTER | - | 1 | - |
| 5 | CCFL RUBBER SUPPORT | - | 1 | MZZZ0MOL001 |
| 5 | BILLBOARD FND PCB ASS'Y | - | 4 | MWOL0PCB001 |



2 PCB SUPPORT BRACKET ASS'Y

| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|-------|----------|-------------|
| 1 | PCB SUPPORT BRACKET ASS'Y | - | 1 | - |
| 2 | CCFL LAMP | 100mm | 6 | - |
| 3 | CCFL LAMP INVERTER | - | 6 | - |
| 4 | CCFL RUBBER SUPPORT | - | 12 | MZZZ0MOL001 |
| 5 | BILLBOARD PCB ASS'Y | - | 1 | MWOL0PCB002 |

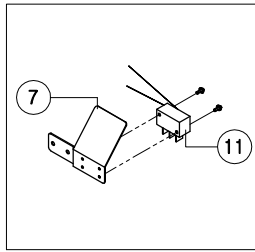
8-2. ASSEMBLING BILLBOARD



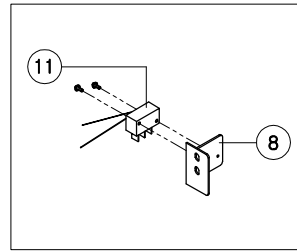
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------|-------|----------|-------------|
| 1 | BILLBOARD ASS'Y | - | 1 | - |
| 2 | BILLBOARD COVER | - | 1 | MWOL0MEP001 |
| 3 | BILLBOARD ACRYL | 5.0t | 1 | MWOL0ACR001 |
| 4 | CAP ACRYL | ∅35 | 11 | MWOL0ACR002 |
| 5 | FND COVER ACRYL | 3.0t | 1 | MWOL0ACR003 |
| 6 | BILLBOARD VANE L,R | - | 2 | - |

9. ASSEMBLING MAIN CABINET

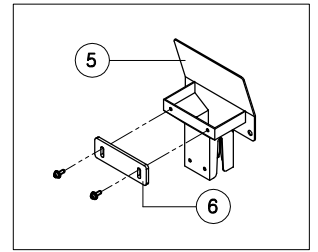
9-1. ASSEMBLING MAIN CABINET



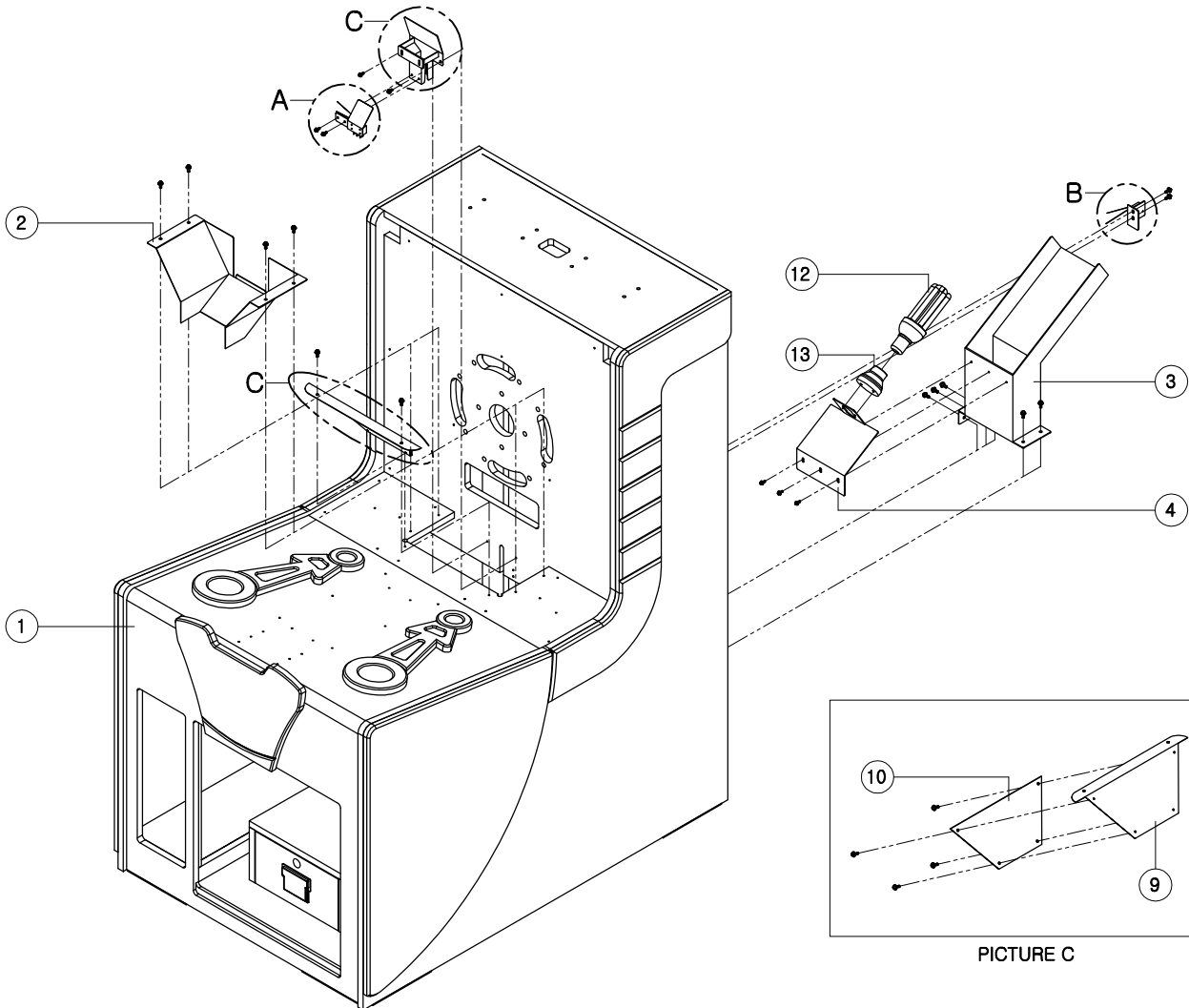
PICTURE A



PICTURE B



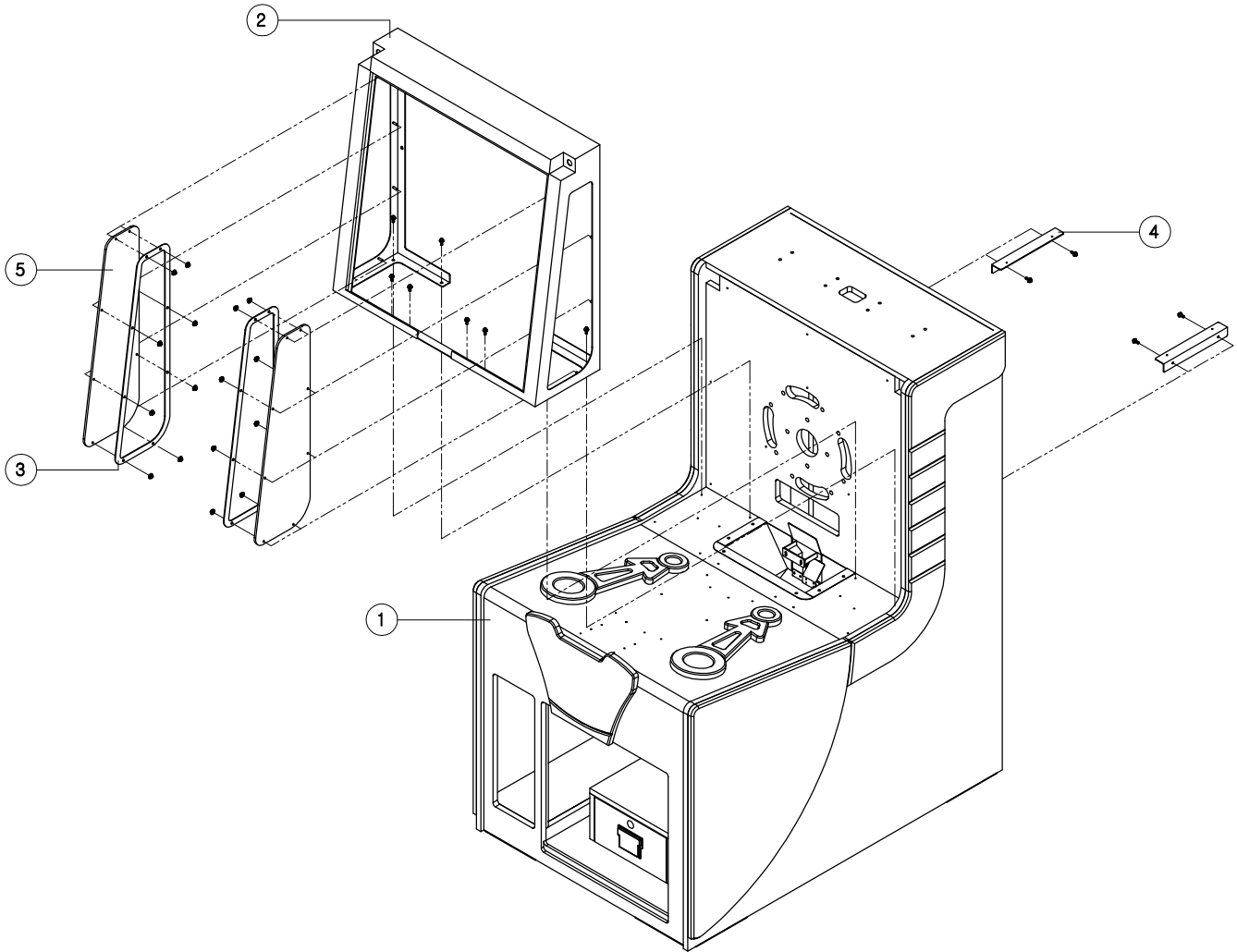
PICTURE C



PICTURE C

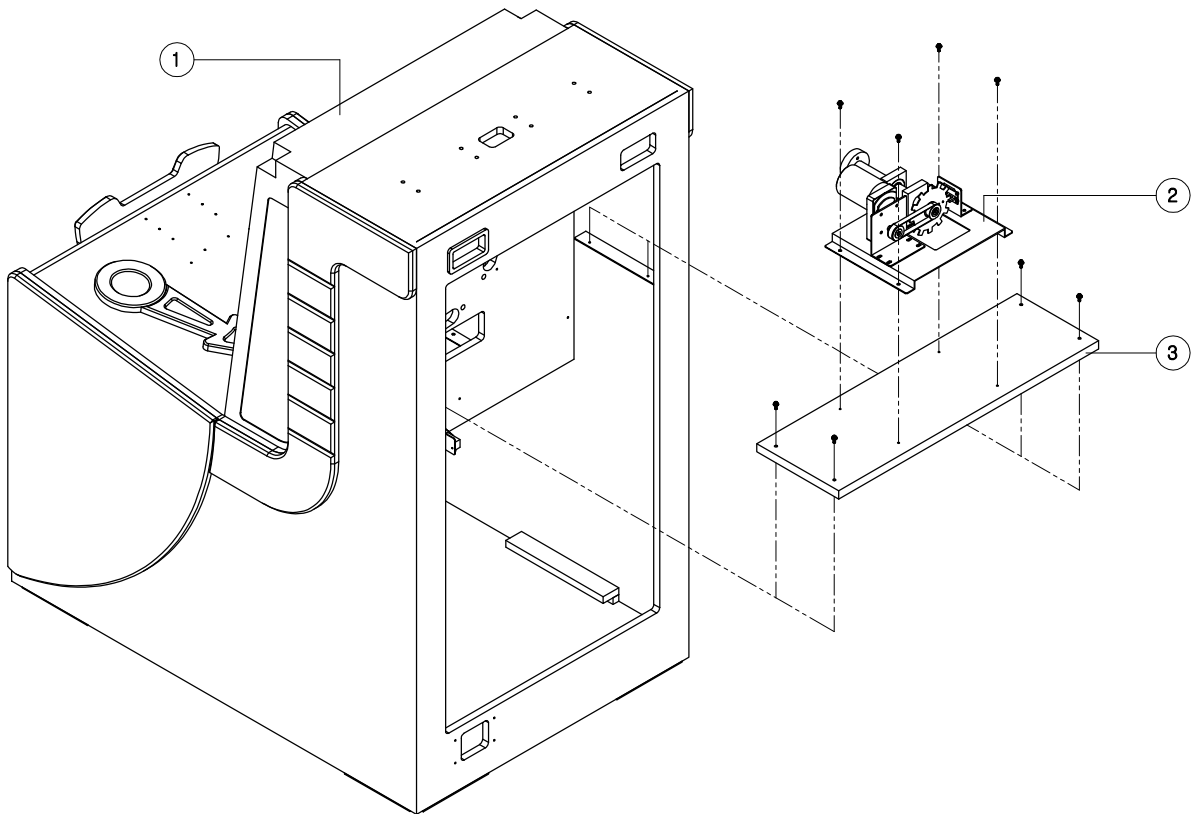
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------|------------------------|----------|-------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOL0W00001 |
| 2 | COIN SHUTE-A | - | 1 | MWOL0MEP002 |
| 3 | COIN GUIDE | - | 1 | MWOL0MEP003 |
| 4 | LAMP SUPPORT BRACKET | - | 1 | MWOL0MEP004 |
| 5 | COIN CHECK BRACKET-A | - | 1 | MWOL0MEP005 |
| 6 | COIN CHECK BRACKET-C | - | 1 | MWOL0MEP006 |
| 7 | COIN CHECK BRACKET-B | - | 1 | MWOL0MEP007 |
| 8 | COIN CHECK BRACKET-D | - | 1 | MWOL0MEP008 |
| 9 | COIN SHUTE-B | - | 1 | MWOL0MEP009 |
| 10 | COIN SHUTE-B ACRYL | 3.0t | 1 | MWOL0ACR004 |
| 11 | MICRO SWITCH | CNR-05H-03(ZIPPY-COIN) | 2 | MELE0MIC002 |
| 12 | 3 WAVE LAMP | - | 1 | MELE0LAM004 |
| 13 | AC RECEPTACLE | SOCKET FOR 3 WAVE LAMP | 1 | MELE0ARE002 |

9-2. ASSEMBLING MAIN CABINET

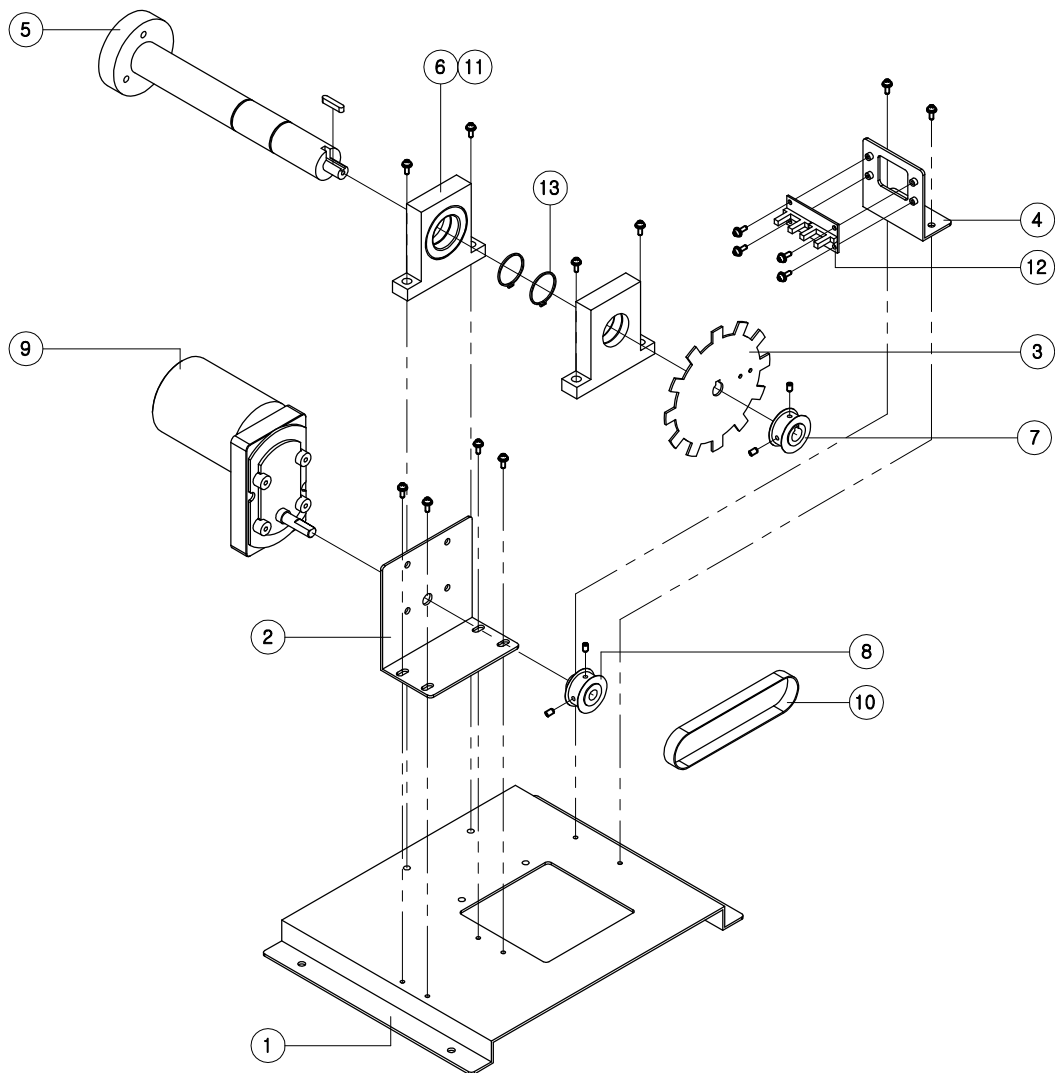


| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------------|-------|----------|-------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOL0WOO001 |
| 2 | CASE MAIN COVER | - | 1 | MWOL0MEP010 |
| 3 | SIDE ACRYL SUPPORT BRACKET | - | 2 | MWOL0MEP011 |
| 4 | CASE SUPPORT BRACKET | - | 1 | MWOL0MEP012 |
| 5 | SIDE ACRYL | 5.0t | 2 | MWOL0ACR005 |

9-3. ASSEMBLING MAIN CABINET



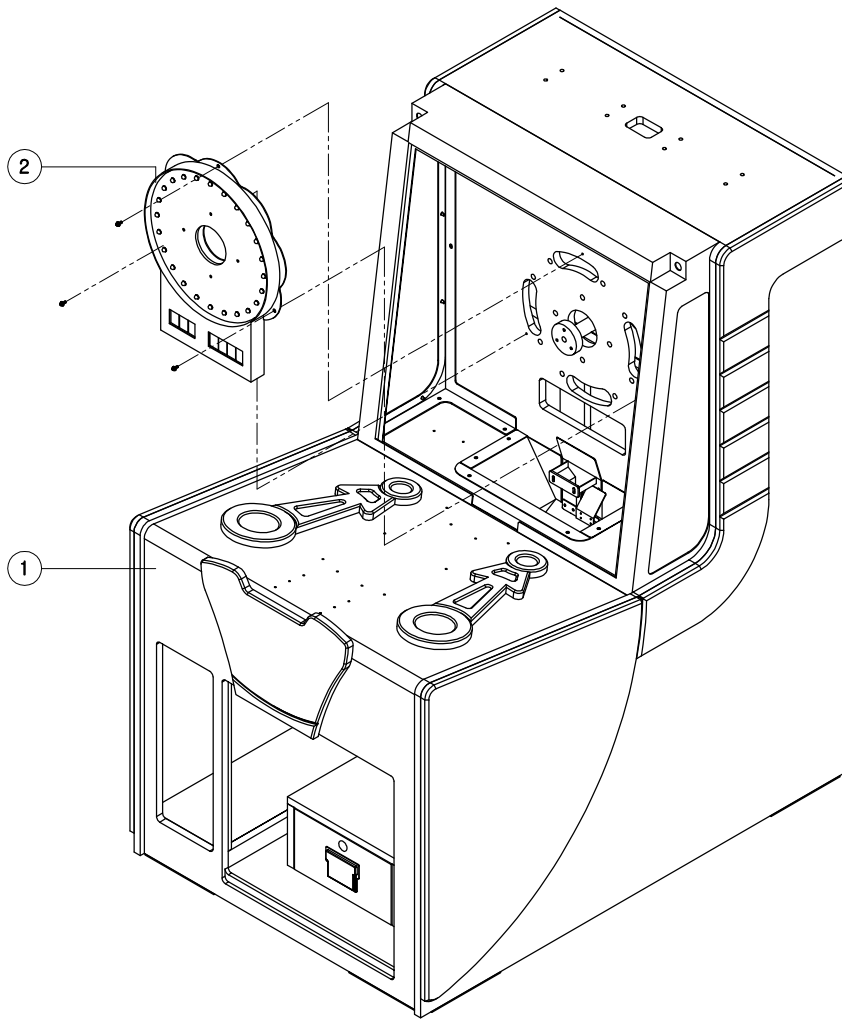
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------|-------|----------|-------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOL0W00001 |
| 2 | WHEEL MOTOR ASS'Y | - | 1 | - |
| 3 | MOTOR BASE | - | 1 | MWOL0W00002 |



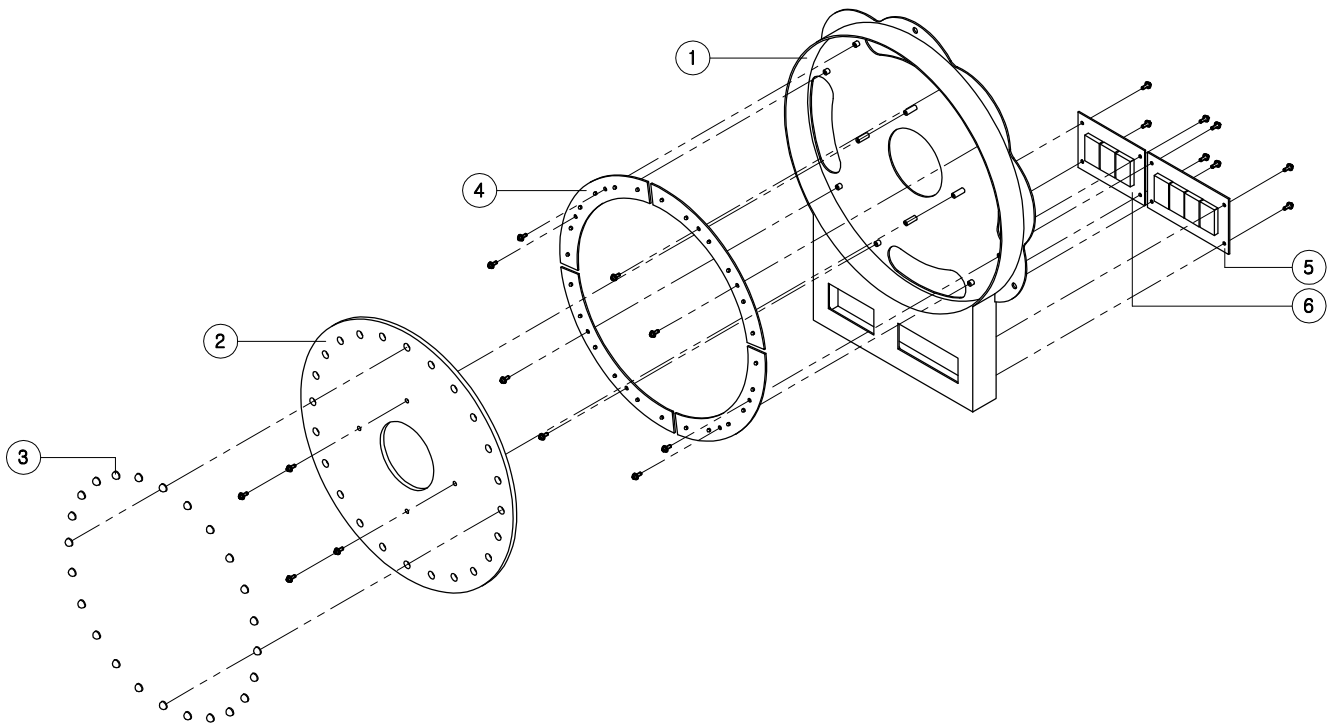
① WHEEL MOTOR ASS'Y

| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------------------|-----------------|----------|-------------|
| 1 | MOTOR BASE BRACKET | - | 1 | MWOL0MEP013 |
| 2 | MOTOR SUPPORT BRACKET | - | 1 | MWOL0MEP014 |
| 3 | SENSOR VANE ASS'Y | - | 1 | - |
| 4 | SENSOR BRACKET | - | 1 | MWOL0MEP015 |
| 5 | MOTOR SHAFT | - | 1 | MWOL0PRO001 |
| 6 | BEARING HOUSING | - | 2 | MWOL0PRO002 |
| 7 | TAIL PULLEY | - | 1 | MWOL0PRO003 |
| 8 | HEAD PULLEY | - | 1 | MWOL0PRO004 |
| 9 | MOTOR | KGY-0036-6080D1 | 1 | - |
| 10 | TIMMING BELT | 100XL-9.5T | 1 | - |
| 11 | BEARING | #6905ZZ | 2 | - |
| 12 | SENSOR PCB-2 | - | 1 | MWIW0PCB009 |
| 13 | SNAP RING | S25-2 | 2 | - |

9-4. ASSEMBLING MAIN CABINET



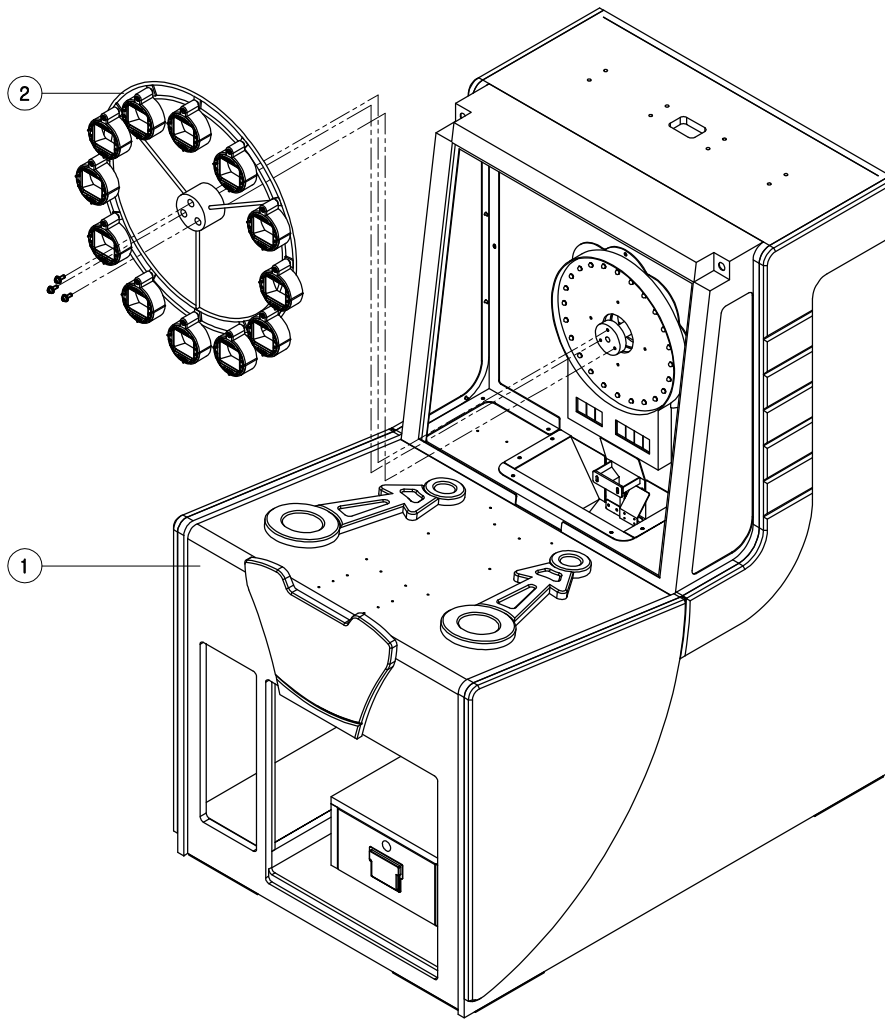
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------------|-------|----------|------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOLW00001 |
| 2 | PLAY BASE ASS'Y | - | 1 | - |



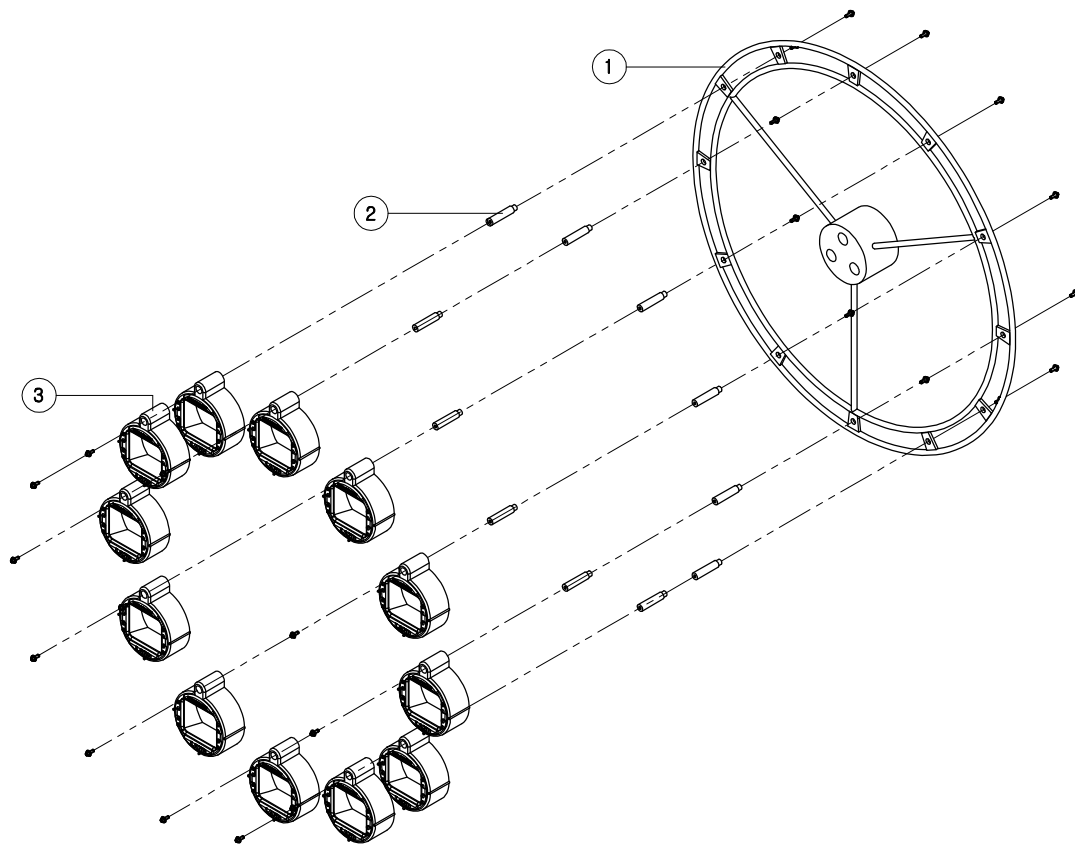
2 PLAY BASE ASS'Y

| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------|-------|----------|-------------|
| 1 | PLAY FIELD | - | 1 | MWOL0MEP016 |
| 2 | PLAY FIELD ACRYL | - | 1 | MWOL0ACR006 |
| 3 | LED COVER ACRYL | φ10 | 24 | MWOL0ACR007 |
| 4 | SCORE PCB | - | 4 | MWOL0PCB003 |
| 5 | PLAY FND PCB ASS'Y-A | - | 1 | MWOL0PCB004 |
| 6 | PLAY FND PCB ASS'Y-B | - | 1 | MWOL0PCB005 |

9-5. ASSEMBLING MAIN CABINET



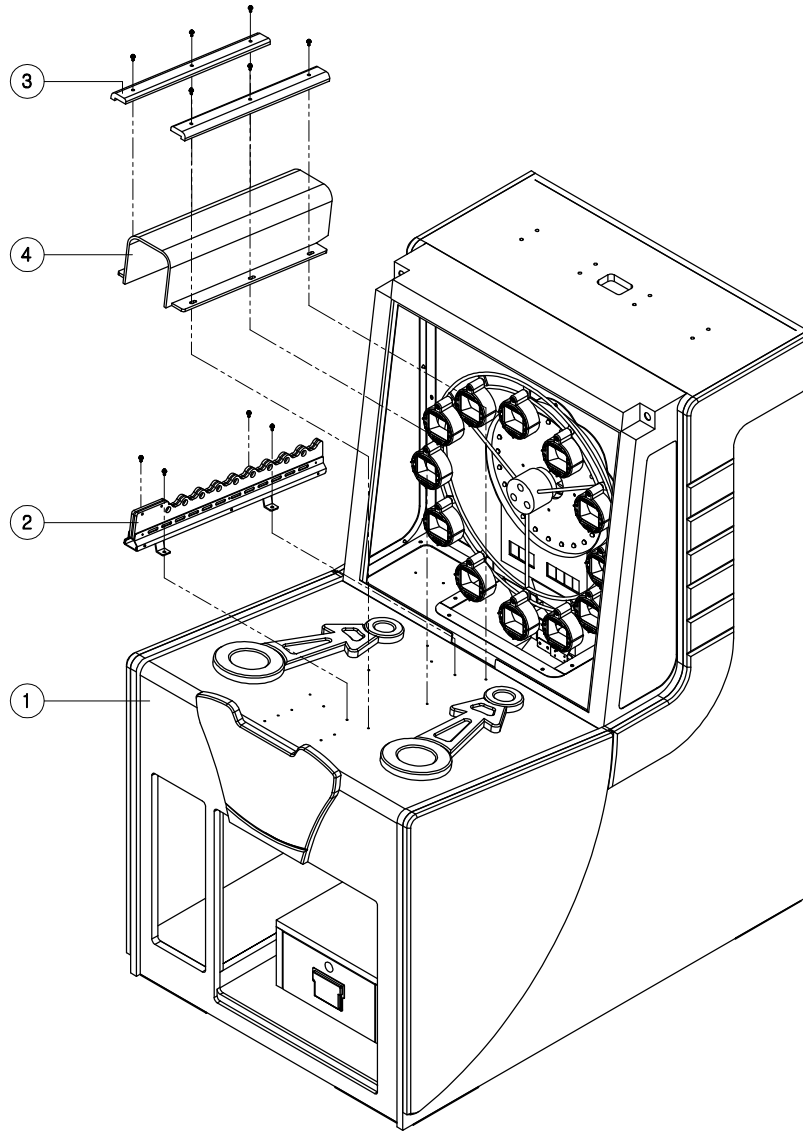
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------|-------|----------|-------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOL0W00001 |
| 2 | WHEEL BASE ASS'Y | - | 1 | - |



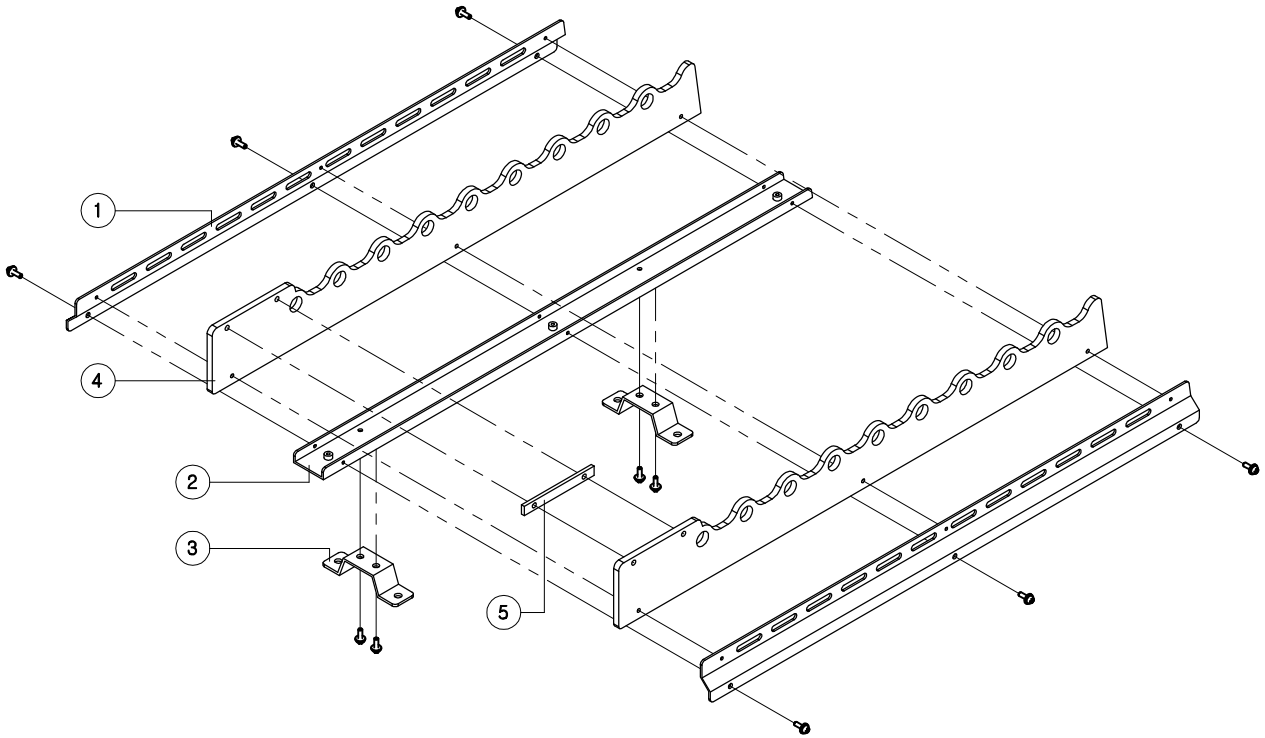
3 WHEEL BASE ASS'Y

| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------|-------|----------|-------------|
| 1 | WHEEL BASE FRAME | - | 1 | MWOL0MEP017 |
| 2 | GUIDE SUPPORT | - | 12 | MWOL0PRO005 |
| 3 | WONDER LAND BASKET | - | 12 | MWOL0PRO006 |

9-6. ASSEMBLING MAIN CABINET



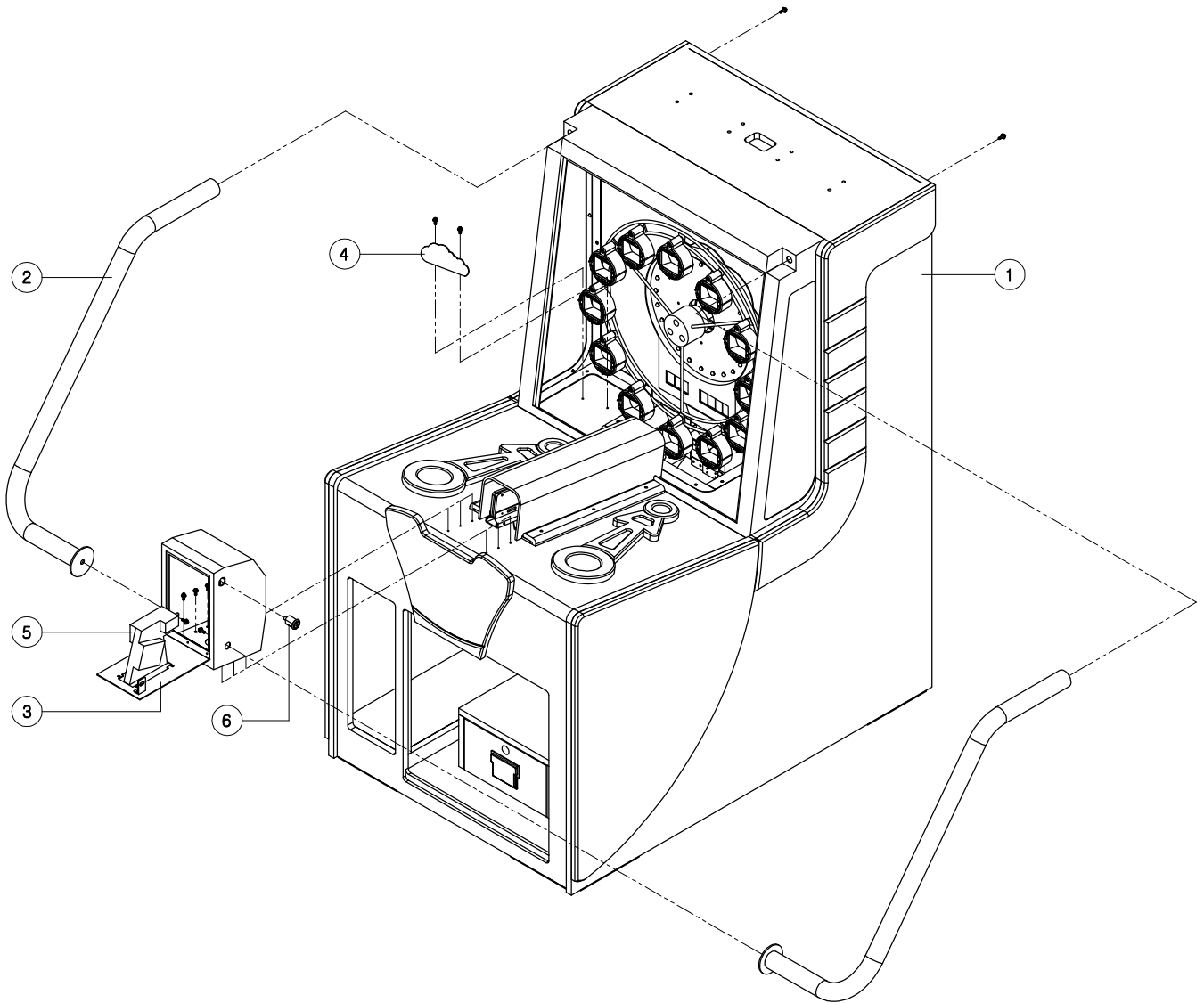
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------|-------|----------|-------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOL0W00001 |
| 2 | SLOPE ASS'Y | - | 1 | - |
| 3 | ACRYL FIXED PLATE | - | 2 | - |
| 4 | SLOPE ACRYL COVER | 3.0t | 1 | MWOL0ACR008 |



5 SLOPE ASS'Y

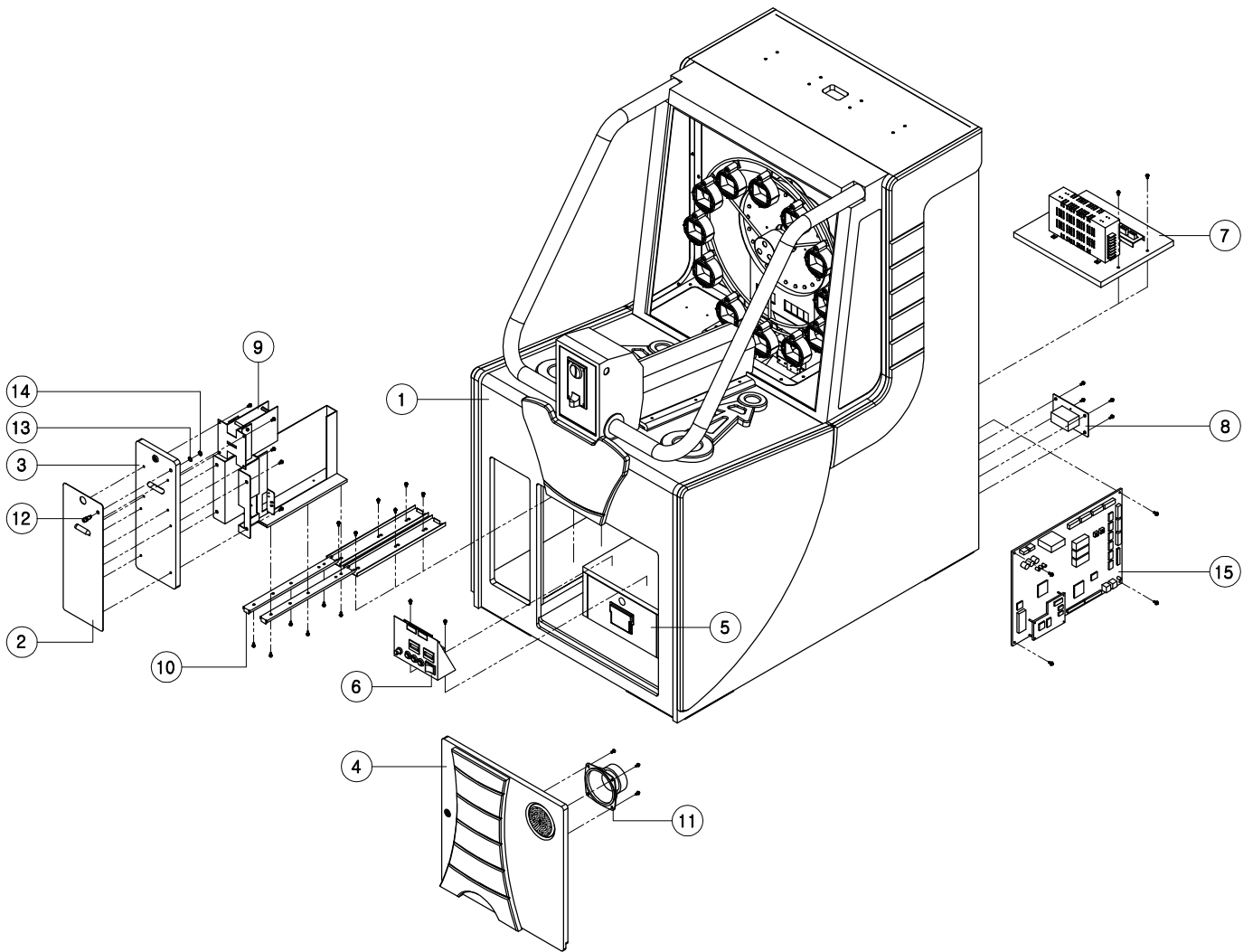
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------|-------|----------|-------------|
| 1 | SLOPE LED SIDE BRACKET | - | 2 | MWOL0MEP018 |
| 2 | SLOPE LED MAIN BRACKET | - | 1 | MWOL0MEP019 |
| 3 | SLOPE LED BOTTOM BRACKET | - | 2 | MWOL0MEP020 |
| 4 | SLOPE ACRYL | - | 2 | MWOL0ACR009 |
| 5 | SLOPE SUPPORT ACRYL | - | 1 | MWOL0ACR010 |

9-7. ASSEMBLING MAIN CABINET

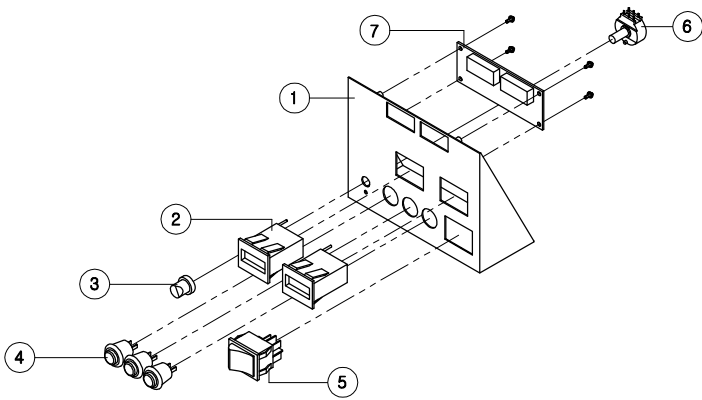


| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------------------|-----------|----------|-------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOL0WOO001 |
| 2 | SIDE PIPE L,R | - | 2 | MWOL0MEP021 |
| 3 | COIN INSERT BOX ASS'Y | - | 1 | - |
| 4 | P.O.P STAND L,R | - | 2 | MWOL0MEP025 |
| 5 | COIN SELECTOR | SG-628 | 1 | MZZZ0COS013 |
| 6 | KEY ASS'Y | PUSH TYPE | 1 | MZZZ0KEY046 |

9-8. ASSEMBLING MAIN CABINET

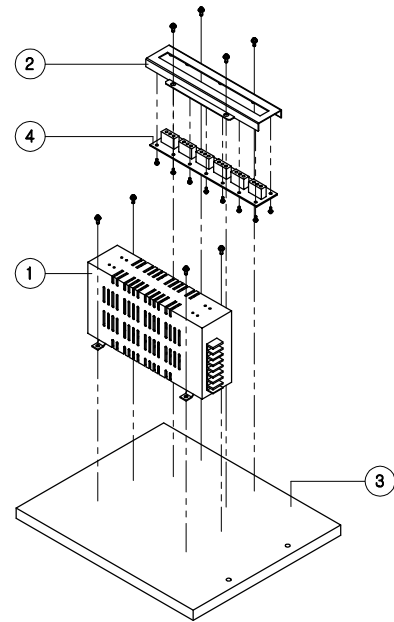


| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------|----------|----------|-------------|
| 1 | MAIN CASE ASS'Y | - | 1 | MWOL0W0001 |
| 2 | TICKET DOOR COVER | - | 1 | MWOL0MEP022 |
| 3 | TICKET DOOR | - | 1 | - |
| 4 | FRONT DOOR | - | 1 | - |
| 5 | COIN BOX | - | 1 | - |
| 6 | CONTROL PANEL ASS'Y | - | 1 | - |
| 7 | SMPS PANEL ASS'Y | - | 1 | - |
| 8 | AC INPUT ASS'Y | - | 1 | - |
| 9 | TICKER DISPENSER | - | 1 | - |
| 10 | GUIDE RAIL | - | 1 | - |
| 11 | SPEAKER | MID 4.5" | 1 | MZZZ0SPE004 |
| 12 | LED LAMP | RED/ø5 | 1 | - |
| 13 | WASHER | - | 1 | - |
| 14 | NUT | - | 1 | - |
| 15 | MAIN BOARD PCB ASS'Y | - | 1 | MWOL0PCB006 |



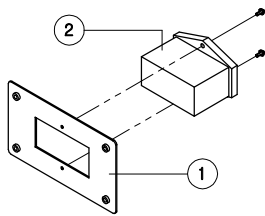
6 CONTROL PANEL ASS'Y

| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------------|-----------------|----------|-------------|
| 1 | AC POWER SWITCH BRACKET | - | 1 | MWOL0MEP023 |
| 2 | COUNTER | AMMC-712(7D12V) | 2 | MZZZ0COU002 |
| 3 | VOLUME KNOB | - | 1 | MELE0VOL006 |
| 4 | PUSH BUTTON SWITCH-W | 412W | 2 | MELE0PUS002 |
| 5 | PUSH BUTTON SWITCH-R | 412R | 1 | MELE0PUS001 |
| 6 | ROCKER SWITCH | T-125 4P | 1 | MELE0SWI004 |
| 7 | VOLUME | BA25Y-10KΩ | 1 | MELE0VOL008 |
| 8 | SETTING FND PCB | - | 1 | AWIW0PCB008 |



7 SMPS PANEL ASS'Y

| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|---------|----------|-------------|
| 1 | POWER SMPS | CSR028A | 1 | - |
| 2 | AC JOIN PCB ASS'Y BRACKET | - | 1 | MMUN0PRO008 |
| 3 | SMPS PANEL | - | 1 | MWOL0WOO003 |
| 4 | AC JOIN PCB ASS'Y | - | 1 | AMUM0PCB010 |



8 AC INPUT ASS'Y

| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------|------------|----------|-------------|
| 1 | AC INPUT BRACKET | - | 1 | MWOL0MEP024 |
| 2 | NOISE FILTER | IP-0642-H2 | 1 | MELE0NOI002 |

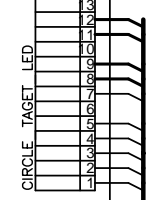
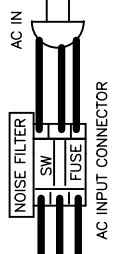
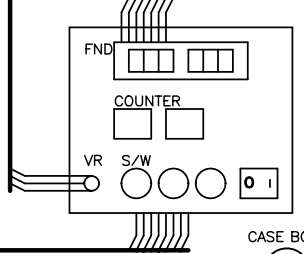
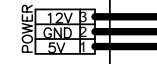
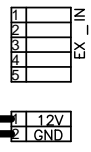
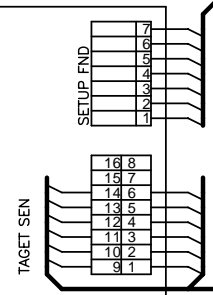
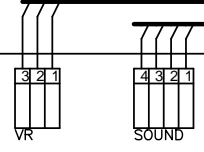
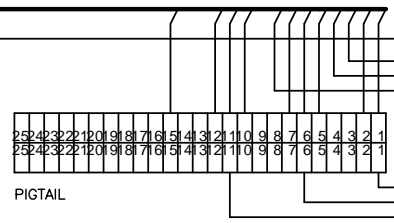
A

B

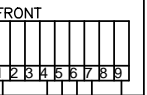
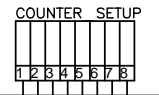
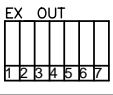
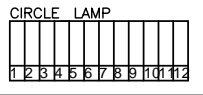
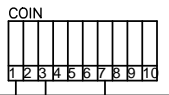
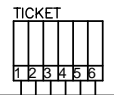
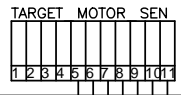
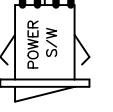
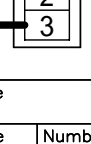
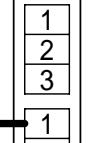
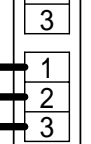
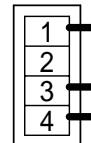
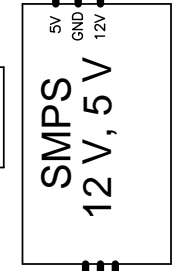
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D

MAIN

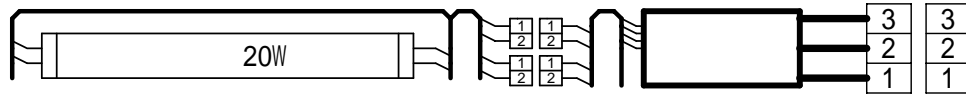
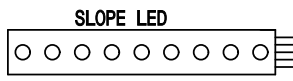
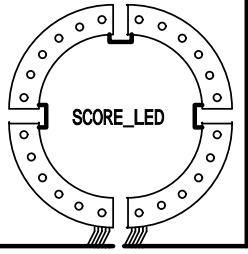
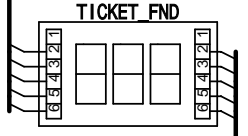
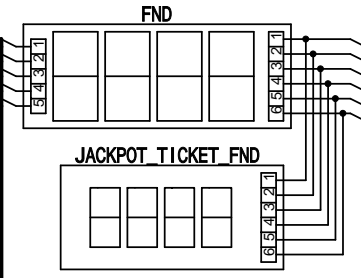
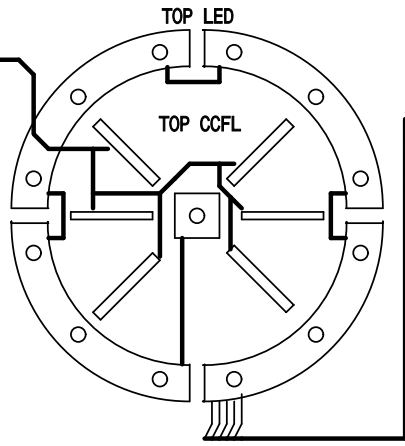
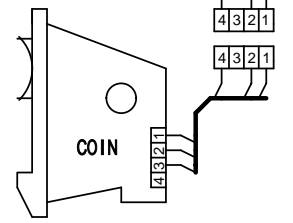
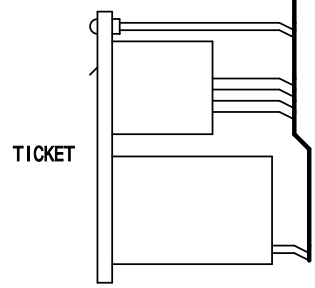
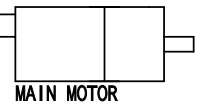
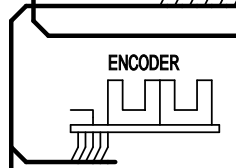


BILLBOARD CCFL



CASE BOLT

CASE BOLT



| | | |
|----------|----------|-----|
| Title | | |
| Size | Number | Rev |
| Date | Drawn by | |
| Filename | Sheet | of |



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