

BATTING CAGE CONTROLLER

OPERATION MANUAL

MODEL BC1

THE WARRANTY ON THIS PRODUCT IS NOT VALID *
UNTIL THIS OPERATION MANUAL HAS BEEN READ *

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FEATURES

The Batting Cage Controller is a solid state microcomputer device designed to control one to ten batting cages. Specifically, the Batting Cage Controller is designed to:

1. Provide a control and auditing system that cannot be circumvented or altered by employees.
2. Permit programmable control of the number of balls to be pitched.
3. Permit programmable control of the number of coins required.
4. Provide individual user rental time consisting of 15, 30, 45, 60, or 90 minutes.
5. Allow monitoring of the time remaining or the number of balls left to be pitched in any cage at any time.
6. Allow auditing of the "RENT", "DELETE", and "MANUAL" switches to determine the number of times each switch has been pressed.
7. Allow auditing of the number of coins collected in each cage.

WIRING INSTRUCTIONS

WIRING OF PITCHING MOTORS

1. Using a 4-conductor shielded cable, the ball counter microswitches are connected to the appropriate inputs in the control box. (See Appendix A or B for a complete wire list.) The common of the microswitch is connected to the common line.
2. The outputs of the microprocessor box are connected to the “A” or “B” inputs of the light box controller or to a positive terminal of a solid-state relay.
3. The common of the cable should be connected to the common terminal on the light box and the common of the microprocessor box.

NOTE: COMMON IS NOT GROUND EXCEPT IN THE CONTROL BOX.

WIRING OF COIN MECH.

- Using a 2-conductor shielded cable, the normally open contacts of the microswitches of the coin mechs are connected to the coin inputs of the control box. (See Appendix A or B for a complete wire list.) The common of the microswitch is connected to the common line.

PROGRAMMING BALL AND COIN COUNTS

The Batting Cage Controller is designed so that changes can easily be made in either the ball count or the coin count. To change the ball or coin count, follow these steps:

- Set "PROGRAM" switch to "ON".
- Press "RENT" to display the ball count
- Press "CAGE" to display the coin count.
 - Switch #1 increases the count by one.
 - Switch #2 increases the count by five.
 - Switch #3 increases the count by ten.
 - Switch #4 clears the count.

- To finish, Set "PROGRAM" switch to "OFF".

The maximum ball or coin count is 255. Any attempt to program the count to exceed this maximum will cause the counter to clear completely.

Although the "RENTAL TIME" and "RENTAL BALLS" cannot be changed with the above method, The Phenix Company can change these amounts if desired and provide a new front panel.

PROGRAMMING 8 OR 10 CAGE OPERATION

FOR BATTING CAGE CONTROLLERS WITH 102C* MICROPROCESSOR CARD

- Set "PROGRAM" switch to "ON".
- Press "RUN" to display cage select.
- Press "8" to select 8 cage operation or "0" to select 10 cage operation.
- To finish, Set "PROGRAM" switch to "OFF".

1	0	1	0	8
---	---	---	---	---

 will be displayed for 8 cage operation.

1	0	1	1	0
---	---	---	---	---

 will be displayed for 10 cage non-team operation.

FOR BATTING CAGE CONTROLLERS WITH 102D* MICROPROCESSOR CARD

- Set "PROGRAM" switch to "ON".
- Press "RUN" to display cage select.
- Press "8" to select 10 cage team rental operation or "0" to select 10 cage non-team operation.
- To finish, Set "PROGRAM" switch to "OFF".

1	0	1	0	1
---	---	---	---	---

 will be displayed for 10 cage team rental operation.

1	0	1	0	2
---	---	---	---	---

 will be displayed for 10 cage non-team operation.

* The 102C Microprocessor Card requires a 103C Power Supply Card.

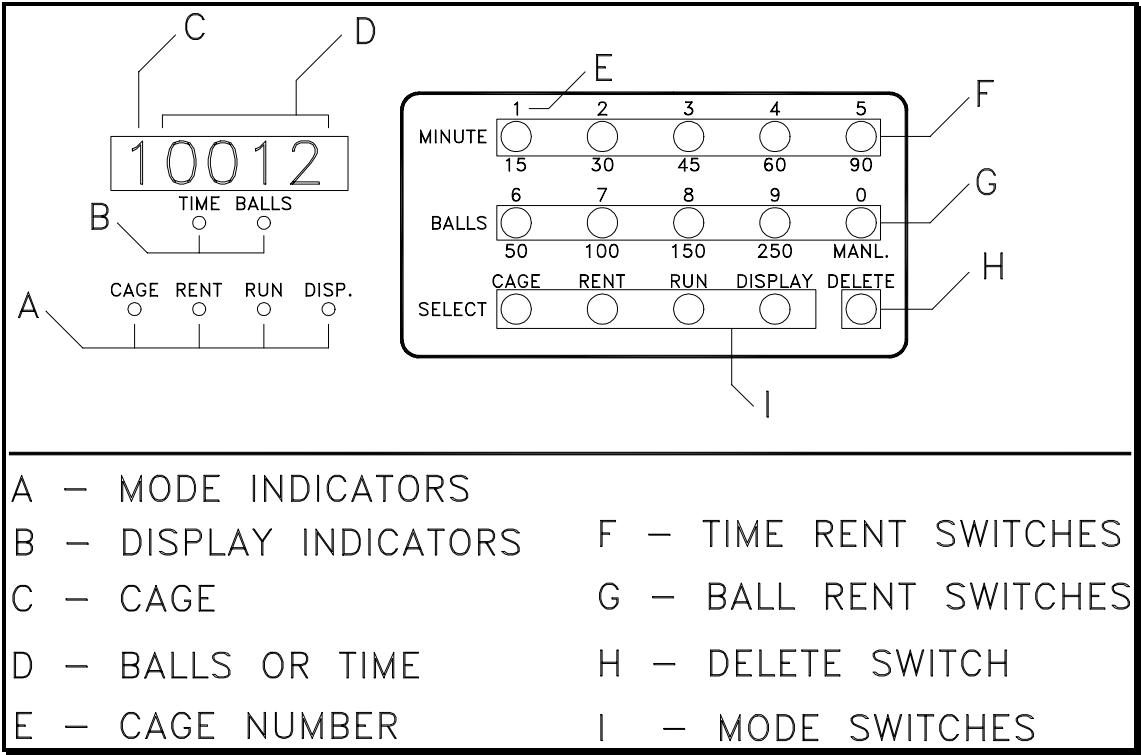
* The 102D Microprocessor Card requires a 103C Power Supply Card.

OPERATING INSTRUCTIONS

After the ball and coin counts have been programmed in, you are ready to operate.

- Press the "RUN" switch. This puts the panel in the normal run mode.
- Press the "CAGE" switch, followed by the switch for the cage you wish to operate. (Cage numbers are above switches.)
- Press the "RENT" switch, followed by the switch for the amount of time or number of balls desired. (Numbers below switches.)

The machine will now operate. Should you want to stop the operation of any machine, just press the switch for that particular cage, followed by the "DELETE" switch.



- | | |
|------------------------|------------------------|
| A - MODE INDICATORS | F - TIME RENT SWITCHES |
| B - DISPLAY INDICATORS | G - BALL RENT SWITCHES |
| C - CAGE | H - DELETE SWITCH |
| D - BALLS OR TIME | I - MODE SWITCHES |
| E - CAGE NUMBER | |

OPERATION OF MANUAL SWITCH

The "MANL" switch can turn on any batting cage. The "MANL" switch works in the same way as a coin drop. To operate a batting cage of your choice, follow these steps:

- Press the switch for the cage you want to operate.
- Press the "RENT" switch, then "MANL".

The quantity displayed on the counter will decrease as each ball is pitched, and the machine will stop pitching after the set number of balls. You may also stop the machine by pressing the "DELETE" switch.

AUDITING USAGE

The Batting Cage Controller is designed to allow you to audit the following functions:

- The number of coins collected in each cage.
- The number of times each quantity of rental time or balls has been activated.
- The number of times the "DELETE" and "MANUAL" switches have been pressed.

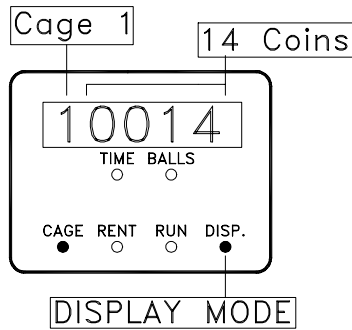
In order to audit the functions described above, follow these steps:

TO DISPLAY INDIVIDUAL CAGE OPERATIONS

Press "DISPLAY". This puts the panel in the display mode.
To audit the number of coins collected in a particular cage, press "CAGE", followed by the switch for the cage you want to check.

EXAMPLE: To display the number of coins
collected in cage 1

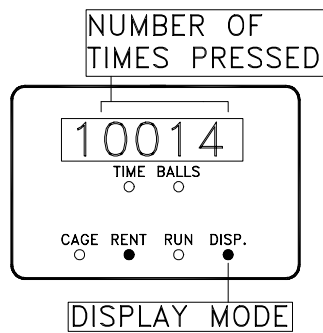
Press "DISPLAY"
Press "CAGE"
Press "1"



To audit the number of rentals, press "RENT", followed by the switch for the amount of rental time or balls you want to check.

EXAMPLE: To display the number of times the 45 min switch has been pressed

Press "DISPLAY"
 Press "RENT"
 Press "45"



Press "RUN" to exit the display mode.

TO DISPLAY MANUAL SWITCH OPERATIONS

Press "DISPLAY" switch, followed by "RENT", and then "MANL".
 Press "RUN" to exit the display mode.

TO DISPLAY DELETE SWITCH OPERATIONS

Press "DISPLAY". This puts panel in the display mode.
 Press "RENT"
 Press "DELETE".
 Press "RUN" to exit the display mode.

APPENDIX A

WIRE LIST FOR 8 CAGE PROCESSOR

C	1	COIN MECH MICROSWITCH	CAGE 1
	2	BALL MICROSWITCH	CAGE 1
	3	COIN MECH MICROSWITCH	CAGE 2
	4	BALL MICROSWITCH	CAGE 2
	5	COIN MECH MICROSWITCH	CAGE 3
	6	BALL MICROSWITCH	CAGE 3
	7	COIN MECH MICROSWITCH	CAGE 4
	8	BALL MICROSWITCH	CAGE 4

B	1	COIN MECH MICROSWITCH	CAGE 5
	2	BALL MICROSWITCH	CAGE 5
	3	COIN MECH MICROSWITCH	CAGE 6
	4	BALL MICROSWITCH	CAGE 6
	5	COIN MECH MICROSWITCH	CAGE 7
	6	BALL MICROSWITCH	CAGE 7
	7	COIN MECH MICROSWITCH	CAGE 8
	8	BALL MICROSWITCH	CAGE 8

LIGHT BOXES

F	1	CAGE 1
	2	CAGE 2
	3	CAGE 3
	4	CAGE 4
	5	CAGE 5
	6	CAGE 6
	7	CAGE 7
	8	CAGE 8

SWITCHES

K	1	CAGE 1 PUSHBUTTON
	2	CAGE 2 PUSHBUTTON
	3	CAGE 3 PUSHBUTTON
	4	CAGE 4 PUSHBUTTON
	5	CAGE 5 PUSHBUTTON
	6	CAGE 6 PUSHBUTTON
	7	CAGE 7 PUSHBUTTON
	8	CAGE 8 PUSHBUTTON

APPENDIX B

WIRE LIST FOR 10 CAGE NON-TEAM PROCESSOR

C	1	COIN MECH MICROSWITCH	CAGE 1
	2	BALL MICROSWITCH	CAGE 1
	3	COIN MECH MICROSWITCH	CAGE 2
	4	BALL MICROSWITCH	CAGE 2
	5	COIN MECH MICROSWITCH	CAGE 3
	6	BALL MICROSWITCH	CAGE 3
	7	COIN MECH MICROSWITCH	CAGE 4
	8	BALL MICROSWITCH	CAGE 4
B	1	COIN MECH MICROSWITCH	CAGE 5
	2	BALL MICROSWITCH	CAGE 5
	3	COIN MECH MICROSWITCH	CAGE 6
	4	BALL MICROSWITCH	CAGE 6
	5	COIN MECH MICROSWITCH	CAGE 7
	6	BALL MICROSWITCH	CAGE 7
	7	COIN MECH MICROSWITCH	CAGE 8
	8	BALL MICROSWITCH	CAGE 8
A	1	COIN MECH MICROSWITCH	CAGE 9
	2	BALL MICROSWITCH	CAGE 9
	3	COIN MECH MICROSWITCH	CAGE 10
	4	BALL MICROSWITCH	CAGE 10

LIGHT BOXES

F	1	CAGE 1
	2	CAGE 2
	3	CAGE 3
	4	CAGE 4
	5	CAGE 5
	6	CAGE 6
	7	CAGE 7
	8	CAGE 8
K	1	CAGE 9
	2	CAGE 10

APPENDIX C

WIRE LIST FOR 10 CAGE TEAM RENTAL PROCESSOR

