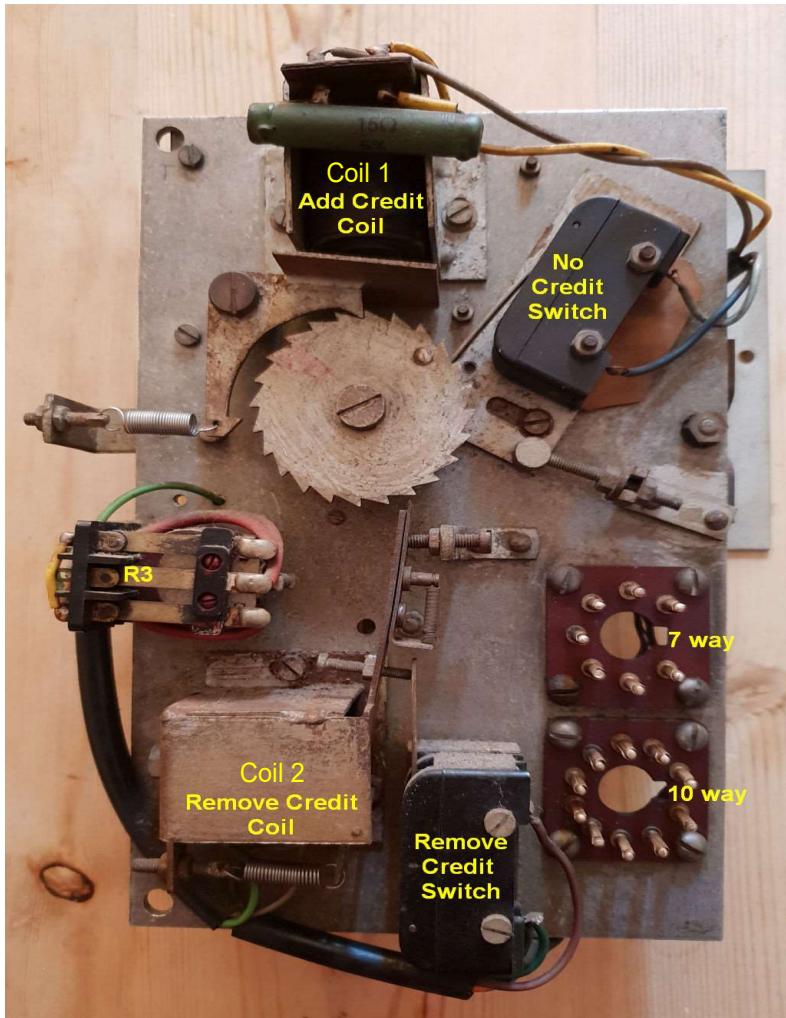
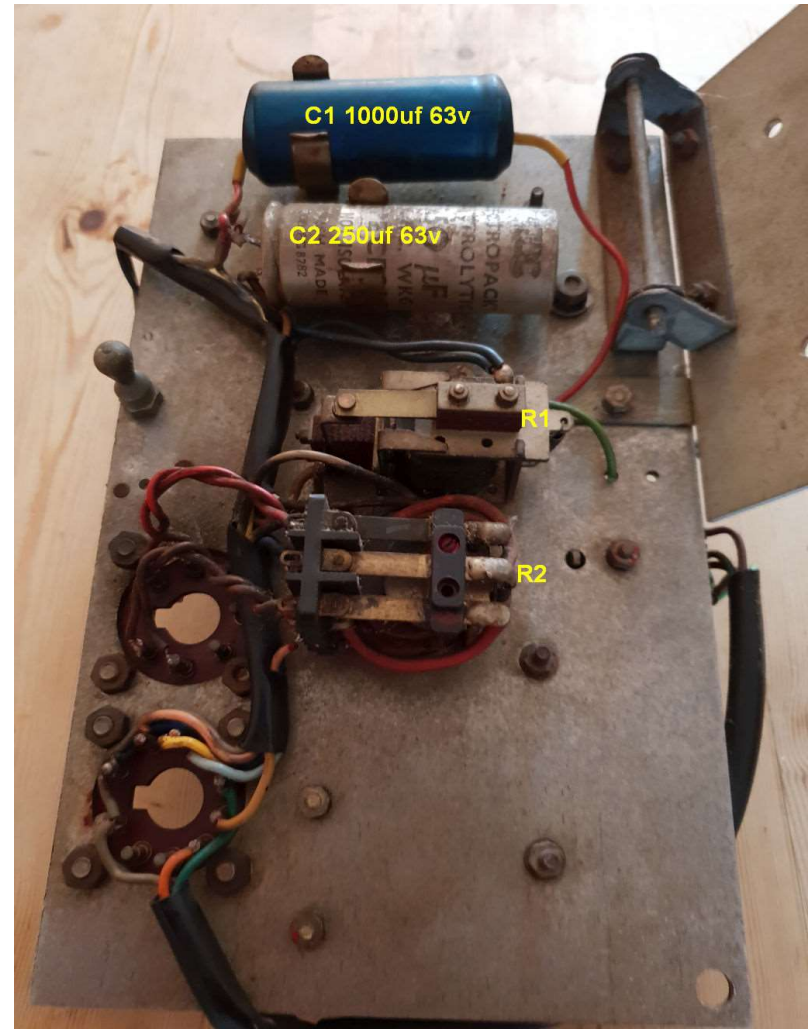




Front



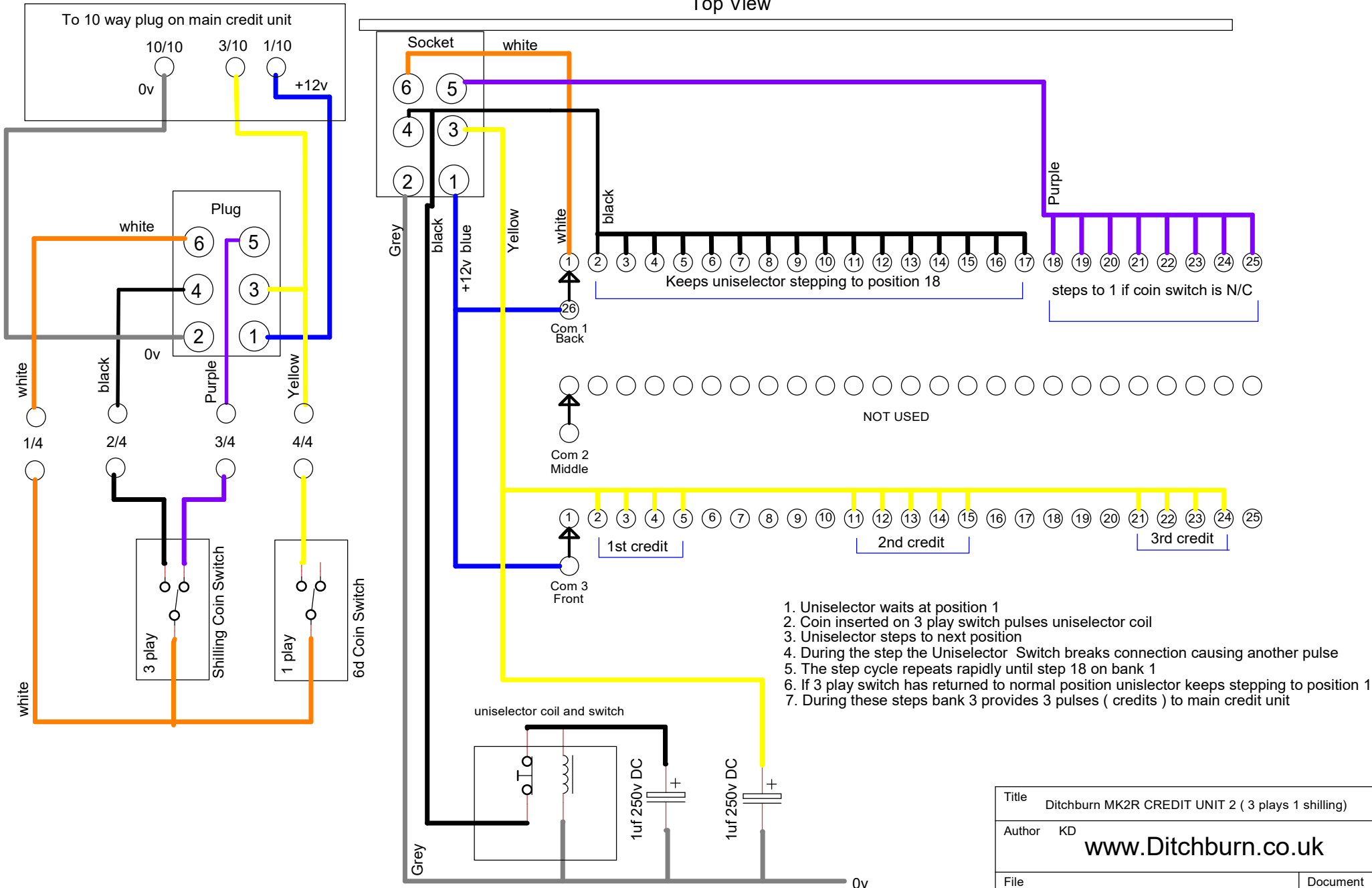
Back



DITCHBURN JUKEBOX MK2R CREDIT UNIT

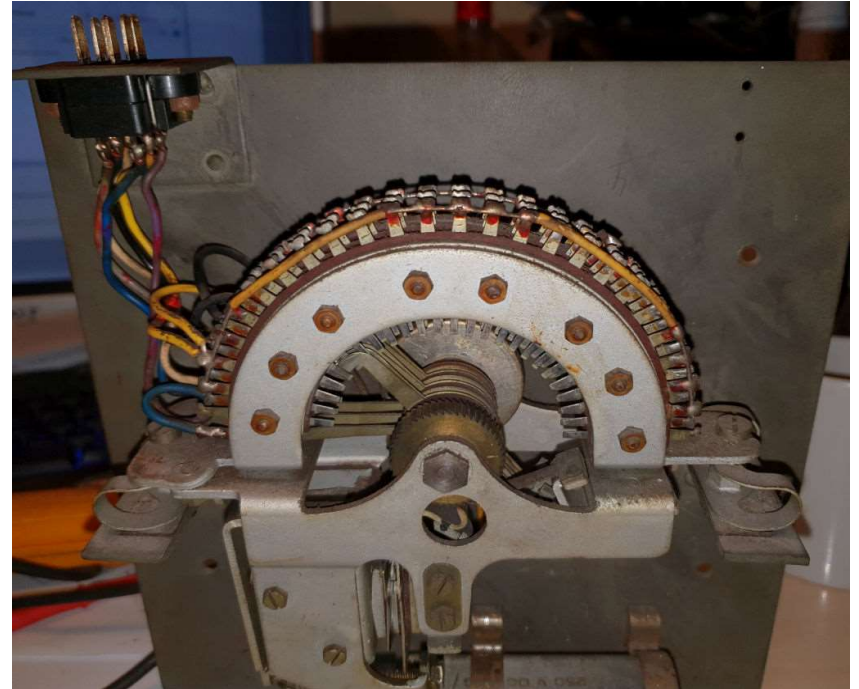
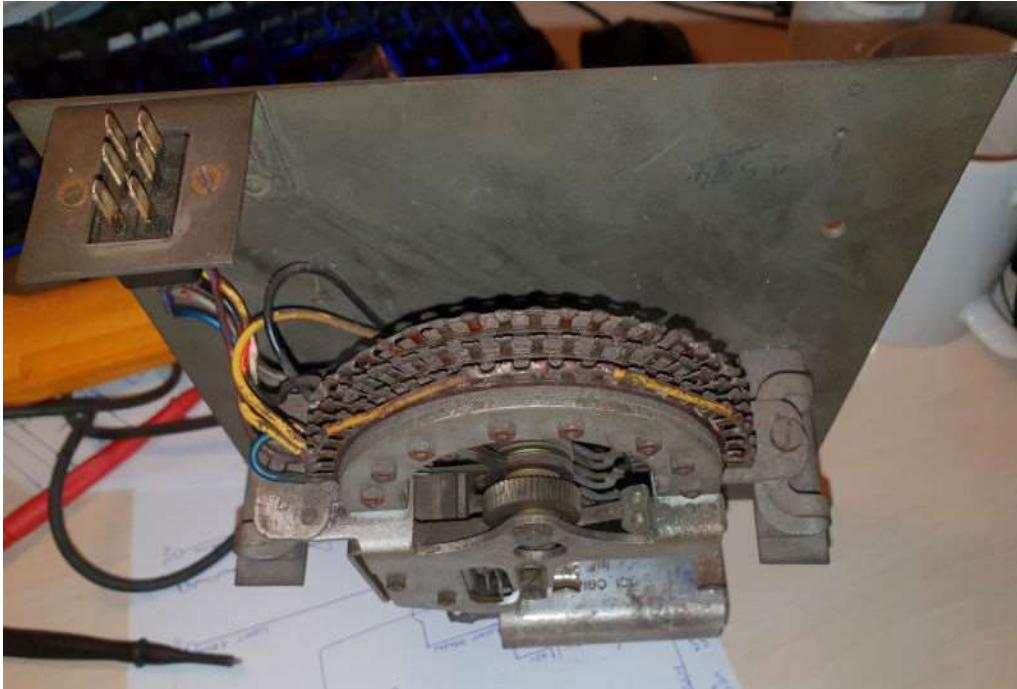
Title	DITCHBURN JUKEBOX MK2R CREDIT UNIT		
Author	KD		
	<a href="http://www.Ditchburn.co.uk">www.Ditchburn.co.uk</a>		
File	box\saved designs\electrical drawings\tCad2.dsn		Document
Revision	Date	24-09-18	Sheets
1.0			2 of 6

# Top View



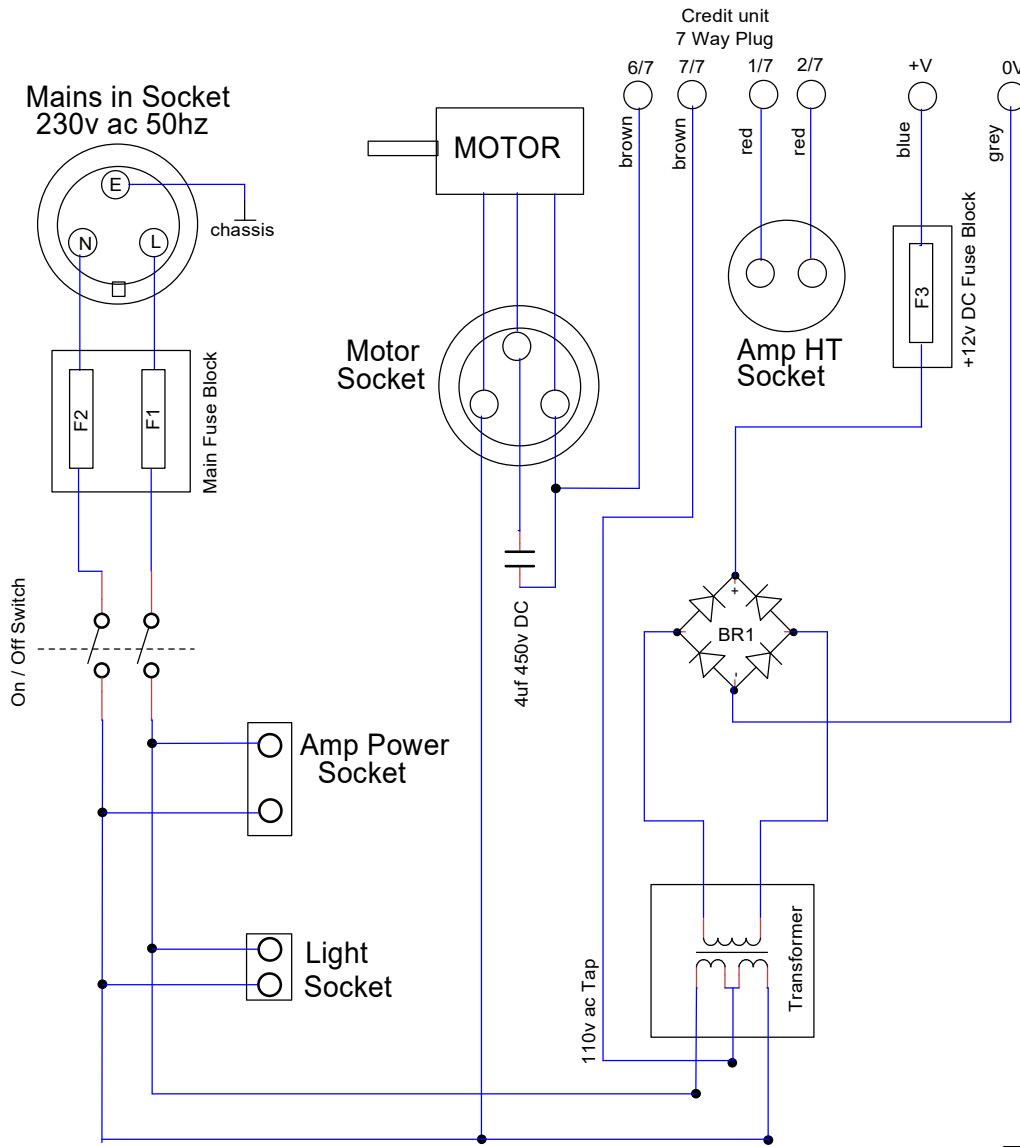
**DITCHBURN JUKEBOX MK2R 3 plays for 1 shilling unit**

Title Ditchburn MK2R CREDIT UNIT 2 ( 3 plays 1 shilling)		
Author KD		
<a href="http://www.Ditchburn.co.uk">www.Ditchburn.co.uk</a>		
File box\saved designs\electrical drawings\tCad2.dsn	Document	
Revision 1.0	Date 21/09/18	Sheets 3 of 6



DITCHBURN JUKEBOX MK2R 3 plays for 1 shilling unit

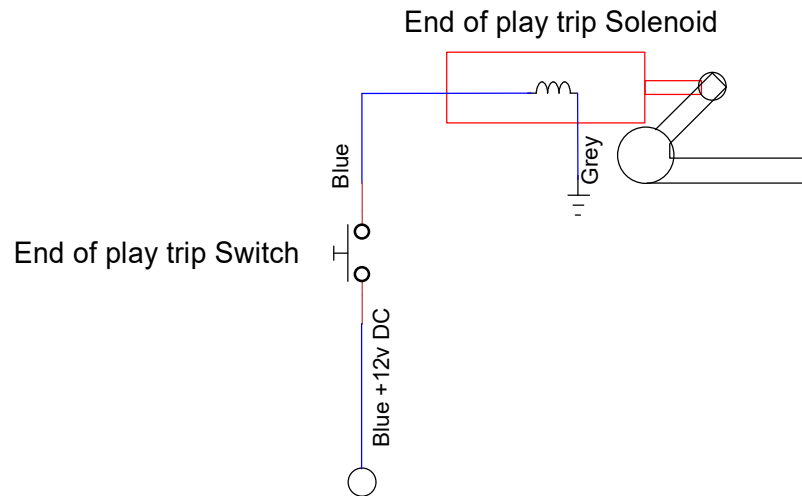
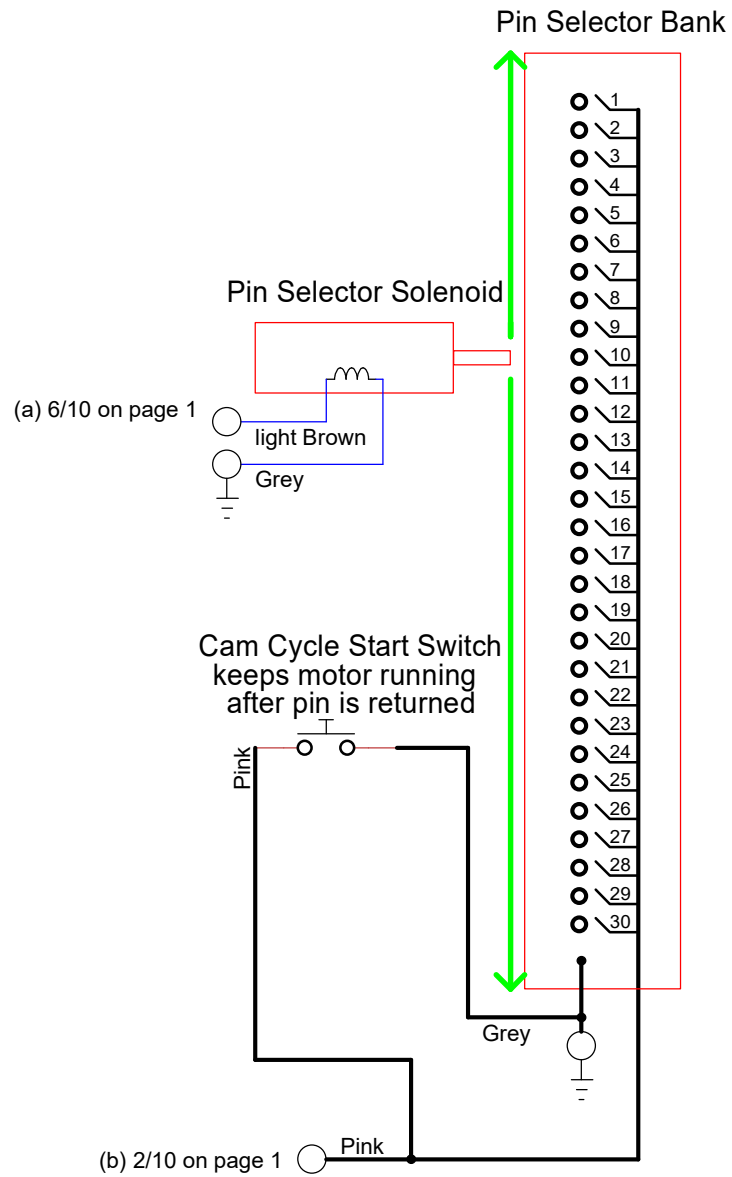
Title DITCHBURN JUKEBOX MK2R 3 plays for 1 shilling unit		
Author KD <a href="http://www.Ditchburn.co.uk">www.Ditchburn.co.uk</a>		
File box\saved designs\electrical drawings\tCad2.dsn		Document
Revision 1.0	Date 24-09-18	Sheets 4 of 6



**DITCHBURN JUKEBOX MK2R Main Control Box**

Title DITCHBURN JUKEBOX MK2R Main Control Box	
Author KD <a href="http://www.Ditchburn.co.uk">www.Ditchburn.co.uk</a>	
File box\saved designs\electrical drawings\tCad2.dsn	Document
Revision 1.0	Date 24-09-18 Sheets 5 of 6





Other Electrical connections on Mechanism  
Ditchburn Mk2R

Title Other Electrical connections on Mechanism		
Author KD		www.Ditchburn.co.uk
File box\saved designs\electrical drawings\tCad2.dsn	Document	
Revision 1.0	Date 24-09-18	Sheets 6 of 6

## Ditchburn MK2R Sequence of Operation

- 1, Customer Inserts 6d into Coin slot ( for 3 credit info if shilling inserted see page 3 )
2. On inserting a coin the Add Credit Solenoid will step credit wheel once adding a credit for 1 play or 3 times for 3 plays
3. No credit switch contacts will make if credits available, this puts +12dc onto 4/10
4. 4/10 feeds selection dial switch, if in correct position the contacts will be made and feeds select button and credit available lamp on front panel
5. Customer pushes select button, this feeds +12v to 7/10 ( orange)
6. If R3 is not pulled in, orange feeds through R3 N/C contacts and charges Capacitor 1
7. When C1 is charged the remove credit coil pulls in removing a credit from the credit wheel
8. R1 also pulses and fires the pin push solenoid on the pin bank via 6/10
9. When the pin pushes out it puts 0v onto R2 via 2/10 R2 starts the Motor and switches the AMP HT on
10. When the motor starts the cam switch is made to keep R2 pulled in, when the record stack slides out, the pin is returned to its normal position
- 11, The record plays
12. Once the record is finished the tone arm trips the end of play switch
13. This activates the Trip Solenoid returning the record to the stack.
14. If any other pins have been pushed out the motor will carry on running, the search arm will detect the next pin and restart the playing cycle
15. This will continue untill all pins are returned to original position

Title	Ditchburn MK2R Sequence of Operation		
Author	<a href="http://www.Ditchburn.co.uk">www.Ditchburn.co.uk</a>		
File	box\saved designs\electrical drawings\tCad2.dsn		Document
Revision	Date	Sheets	
1.0		7	