PINBALL MACHINE
DEVELOPMENT NOTES

EPIC Robotz, Fall 2022 Project

AC Wiring

Otherwise known as “Mains” Wiring

110 Volt AC Line Items

- Power to the main 20-48 Adjustable Supply for Magnets and Coils
- Power to 12 Volt Supply for high powered LEDs
- Power to 5 Volt Supply for Raspberry, Logic, and NeoPixel LEDs
- Power to 17” Monitor used as the Score Board

Questions to Resolve

Requirements:

- One ON/OFF switch for entire machine.
- One AC power cord to outlet on a wall to power entire machine.

Questions:

- Where should the On/Off switch be mounted?
- Do we need a fuse? If so, where should it be mounted?
- How should the power be routed to various components?
  - Use Power Strip and Multiple AC cords inside of machine?
  - Or use terminal screw strip and route AC power over custom wires?

Controlling Magnets and Coils

List of High Voltage Magnets and Coils

Feature	Number	Coil Resistance	Coil Windings	Amps @ 48v
Flippers	3	3.3 / 350	25-500 / 34-4500	14.5
Bumpers	3	11.2	26-1200	4.2
Kickers	3	4	023-800	12
New Ball Kicker	1	4	023-800	12
Dropped Ball Kicker	1	4	023-800	12
Replacement	0	14.25	26-1500	3.4
Total Circuits	**11**			

Direct Control vs Computer Control

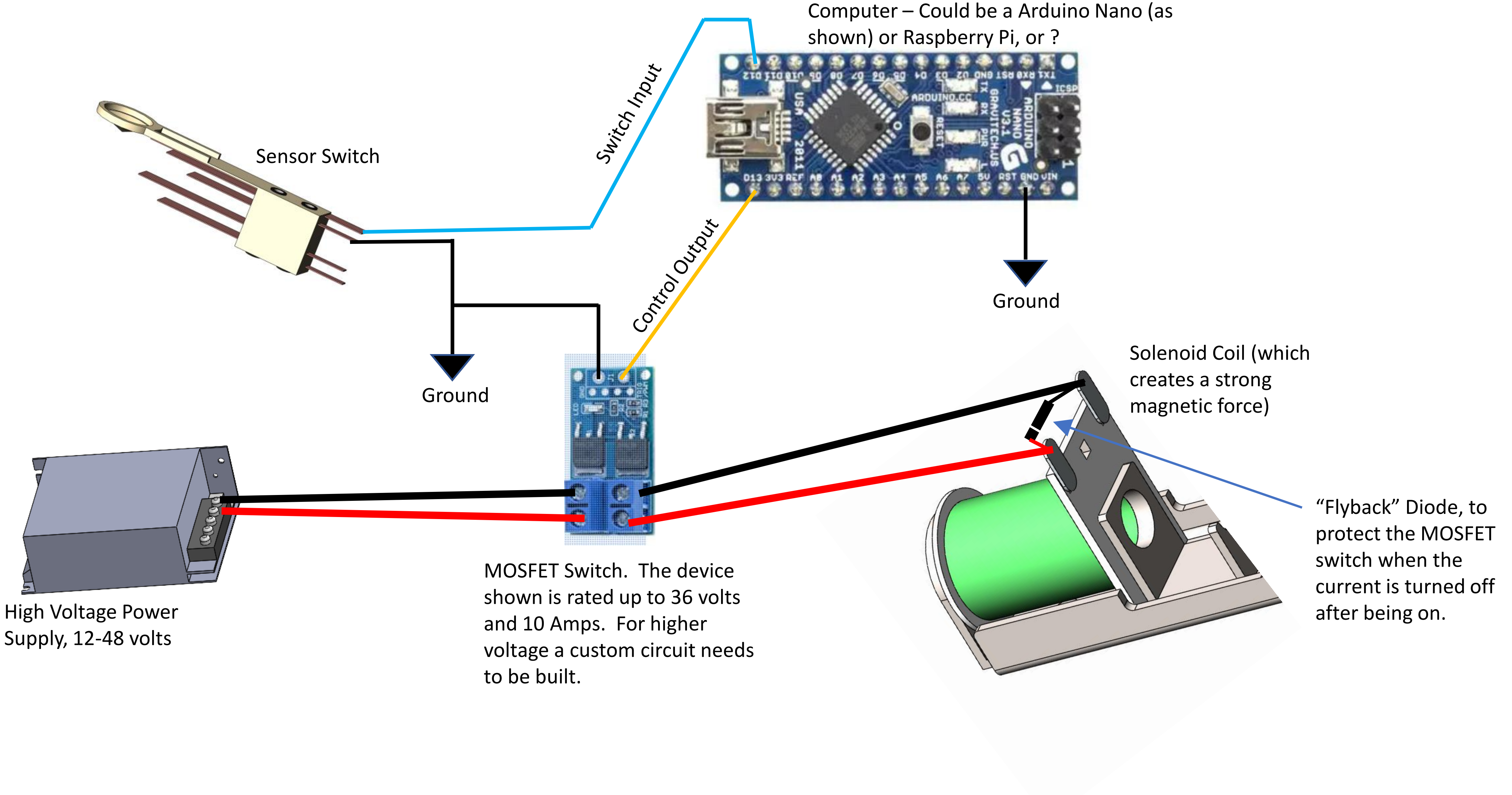
Direct Control:

- Current runs though “switch” directly to Coil.
- Switch is physically closed by human or pinball
- Switch must be rated for high current
- By itself, computer does not know about switch closure, and therefore cannot score or make sounds
- High current must be limited by circuit design
- In old pinball machines, this design was only choice since there were no computers.

Computer Control:

- The computer has ability to fire the coil anytime it wants
- The computer reads switch inputs and decides when the coil should be fired.
- Using PWM, the computer can change the strength of the coil magnet, and limit current.
- The sensing switches can be driven with very low current and voltage, so they can be much smaller.
- Scoring is easy, just becomes a software issue
- Downsides:
    - The computer must respond fast enough so that any delay in coil activation does not change gameplay. (Flippers, Kickers, Bumpers, etc)
    - A special computer-controlled switch is needed for each coil. (We use MOSFET switches)

Typical Coil Wiring



MOSFET for Coil Switch: FQP30N06L

Important Parameters:
- 60 Volts
- 32 Amps
- .045 ohm On State Resistance
- About $1.00 each

FAIRCHILD
SEMICONDUCTOR®

November 2013

FQP30N06L

N-Channel QFET® MOSFET

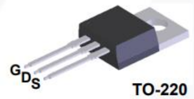
60 V, 32 A, 35 mΩ

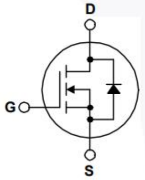
Description

This N-Channel enhancement mode power MOSFET is produced using Fairchild Semiconductor's proprietary planar stripe and DMOS technology. This advanced MOSFET technology has been especially tailored to reduce on-state resistance, and to provide superior switching performance and high avalanche energy strength. These devices are suitable for switched mode power supplies, audio amplifier, DC motor control, and variable switching power applications.

Features

- 32 A, 60 V, $R_{DS(on)}$ = 35 mΩ (Max.) @ V_{GS} = 10 V, I_D = 16 A
- Low Gate Charge (Typ. 15 nC)
- Low Crss (Typ. 50 pF)
- 100% Avalanche Tested
- 175°C Maximum Junction Temperature Rating





Absolute Maximum Ratings T_C = 25°C unless otherwise noted.

Symbol	Parameter		FQP30N06L	Unit
V_{DSS}	Drain-Source Voltage		60	V
I_D	Drain Current - Continuous (T_C = 25°C)		32	A
	- Continuous (T_C = 100°C)		22.6	A
I_{DM}	Drain Current - Pulsed	(Note 1)	128	A
V_{GSS}	Gate-Source Voltage		± 20	V
E_{AS}	Single Pulsed Avalanche Energy	(Note 2)	350	mJ
I_{AR}	Avalanche Current	(Note 1)	32	A
E_{AR}	Repetitive Avalanche Energy	(Note 1)	7.9	mJ
dv/dt	Peak Diode Recovery dv/dt	(Note 3)	7.0	V/ns
P_D	Power Dissipation (T_C = 25°C)		79	W
	- Derate above 25°C		0.53	W/°C
T_J, T_{STG}	Operating and Storage Temperature Range		-55 to +175	°C
T_L	Maximum Lead Temperature for Soldering, 1/8" from Case for 5 seconds		300	°C

Package Marking and Ordering Information

Part Number	Top Mark	Package	Packing Method	Reel Size	Tape Width	Quantity
FQP30N06L	FQP30N06L	TO-220	Tube	N/A	N/A	50 units

Electrical Characteristics T_C = 25°C unless otherwise noted.

Symbol	Parameter	Test Conditions	Min	Typ	Max	Unit
Off Characteristics						
BV_{DSS}	Drain-Source Breakdown Voltage	V_{GS} = 0 V, I_D = 250 µA	60	--	--	V
ΔBV_{DSS} / ΔT_J	Breakdown Voltage Temperature Coefficient	I_D = 250 µA, Referenced to 25°C	--	0.06	--	V/°C
I_{DSS}	Zero Gate Voltage Drain Current	V_{DS} = 60 V, V_{GS} = 0 V	--	--	1	µA
		V_{DS} = 48 V, T_C = 150°C	--	--	10	µA
I_{GSSF}	Gate-Body Leakage Current, Forward	V_{GS} = 20 V, V_{DS} = 0 V	--	--	100	nA
I_{GSSR}	Gate-Body Leakage Current, Reverse	V_{GS} = -20 V, V_{DS} = 0 V	--	--	-100	nA
On Characteristics						
$V_{GS(th)}$	Gate Threshold Voltage	V_{DS} = V_{GS}, I_D = 250 µA	1.0	--	2.5	V
$R_{DS(on)}$	Static Drain-Source On-Resistance	V_{GS} = 10 V, I_D = 16 A V_{GS} = 5 V, I_D = 16 A	-- --	0.027 0.035	0.035 0.045	Ω
g_{FS}	Forward Transconductance	V_{DS} = 25 V, I_D = 16 A	--	24	--	S
Dynamic Characteristics						
C_{iss}	Input Capacitance	V_{DS} = 25 V, V_{GS} = 0 V, f = 1.0 MHz	--	800	1040	pF
C_{oss}	Output Capacitance		--	270	350	pF
C_{rss}	Reverse Transfer Capacitance		--	50	65	pF
Switching Characteristics						
$t_{d(on)}$	Turn-On Delay Time	V_{DD} = 30 V, I_D = 16 A, R_G = 25 Ω (Note 4)	--	15	40	ns
t_r	Turn-On Rise Time		--	210	430	ns
$t_{d(off)}$	Turn-Off Delay Time		--	60	130	ns
t_f	Turn-Off Fall Time		--	110	230	ns
Q_g	Total Gate Charge	V_{DS} = 48 V, I_D = 32 A, V_{GS} = 5 V (Note 4)	--	15	20	nC
Q_{gs}	Gate-Source Charge		--	3.5	--	nC
Q_{gd}	Gate-Drain Charge		--	8.5	--	nC
Drain-Source Diode Characteristics and Maximum Ratings						
I_S	Maximum Continuous Drain-Source Diode Forward Current		--	--	32	A
I_{SM}	Maximum Pulsed Drain-Source Diode Forward Current		--	--	128	A
V_{SD}	Drain-Source Diode Forward Voltage	V_{GS} = 0 V, I_S = 32 A	--	--	1.5	V
t_{rr}	Reverse Recovery Time	V_{GS} = 0 V, I_S = 32 A, dI_F / dt = 100 A/µs	--	60	--	ns
Q_{rr}	Reverse Recovery Charge		--	90	--	nC

Notes:
1. Repetitive Rating : Pulse width limited by maximum junction temperature.
2. L = 400 µH, I_{AS} = 32 A, V_{DD} = 25 V, R_G = 25 Ω, starting T_J = 25°C.
3. $I_{SD} \leq$ 32 A, di/dt $\leq$ 300 A/us, $V_{DD} \leq BV_{DSS}$, starting T_J = 25°C.
4. Essentially independent of operating temperature.

FQP30N06L — N-Channel QFET® MOSFET

Experiments for Computer Control

Control Questions

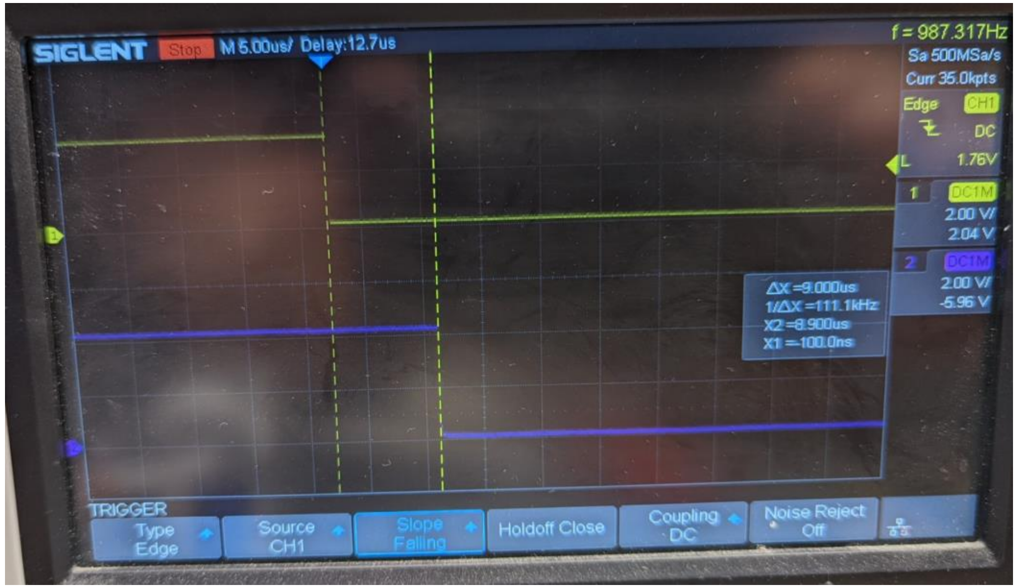
- What Electrical Architecture should be used to respond quickly to sensor inputs?
- It a cheap Arduino Nano ($2.00 each) fast enough for our needs?

Computerized Control Test

- Testing ability of microprocessor to be in full control of solenoid
- Wrote NanoMagTest
- Had following states:
  - READY – fires the solenoid on switch closure
  - FIRING – Holds the solenoid down for 100 msec
  - STUCK – Comes here after FIRING if switch is still closed. Waits for switch to open.
  - RESTING – comes here after FIRING or STUCK to “rest” before allowing another cycle… Rest time was 80ms
- Observations:
  - Seems to work.
  - Sometimes gets untriggered double strikes
  - Shaking and vibration of table is causes fires… Solve that with sturdy table?

Response Time Test

- Measure time to respond to interrupt on Pin 3 of NANO
- Looks like about 9 uses.

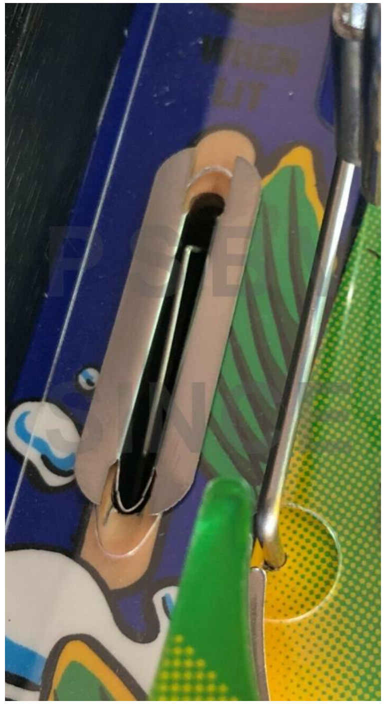



```
#define PIN_SQ 3  // Input Square Wave
#define PIN_OUT 4 // Output flasher

// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin LED_BUILTIN as an output.
  pinMode(PIN_SQ, INPUT_PULLUP);
  pinMode(PIN_OUT, OUTPUT);
  attachInterrupt(digitalPinToInterrupt(PIN_SQ), sq_ISR, FALLING);
  Serial.begin(115200);
}
long volatile counter = 0;
long last_counter = 0;
int volatile iled = 0;

void sq_ISR() {
    counter++;
    iled++;
    if (iled > 1) iled = 0;
    if (iled == 0) digitalWrite(PIN_OUT, LOW);
    else digitalWrite(PIN_OUT, HIGH);
}
```

Notes on Ardunio NANO @ 16 MHz

- Max out square wave: 113 Khz, 8.8us
  - Two Digital Write Calls in a while(true) loop.
  - A NANO should execute 16 instructions every 1us.
  - The argues that the C loop generated about 8.8*16 = 140 Instructions!
  - (Same code should be about 10 instructions in assembly language, or over 1MHz square wave).

Slot Switches



Senses when ball rolls through a slot

Force Calculation

Assume Best Case: weight of entire ball presses down at right angle to flat, horizontal surface where the switch is located.

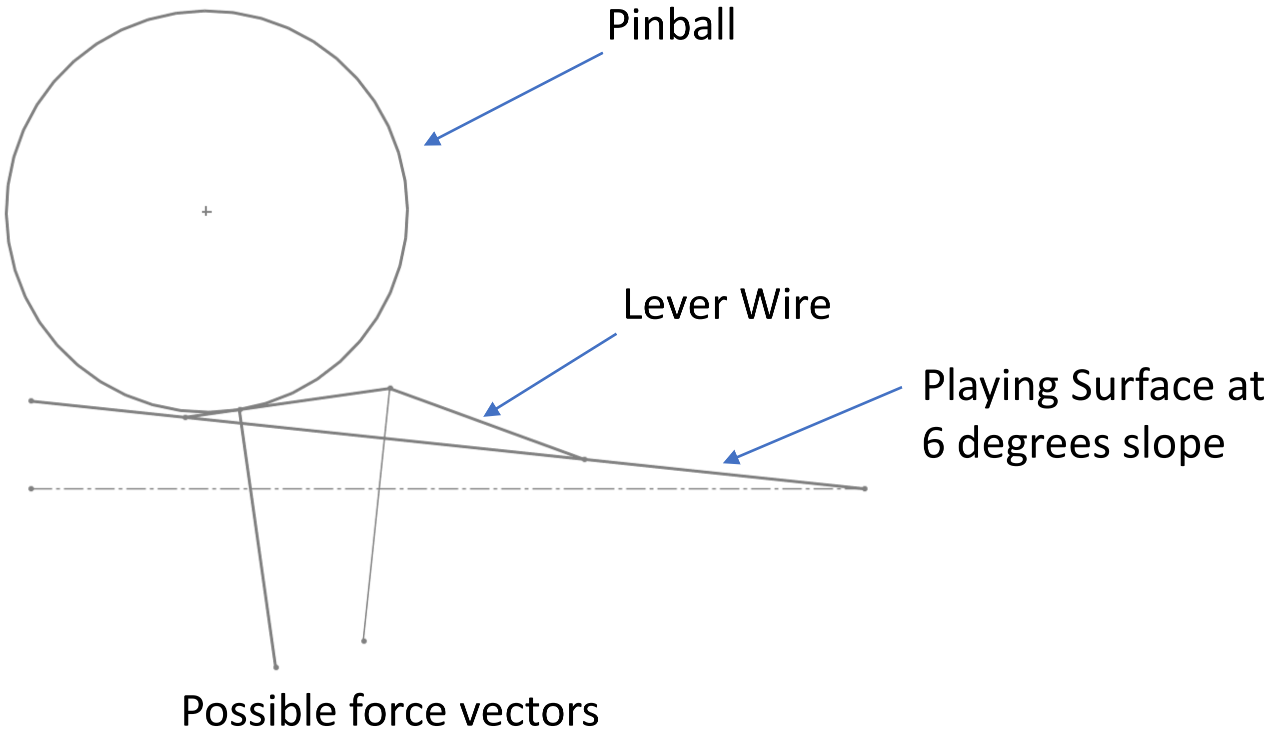
Weight of ball is about 0.15 pounds, or about 2.4 oz, or about 68 grams

Therefore, to account for misalignment, slope of table, and angle to where the force will be applied, assume we want an activating force of about half the weight of the ball, or about 34 grams, or 0.034 kg.

1 Newton of Force is 9.8 kg of mass.

Our Max Force = 0.034 * 9.8 = 0.33 Netwons

Note, also, we don't want to slow the ball down or change its direction to activate the switch.

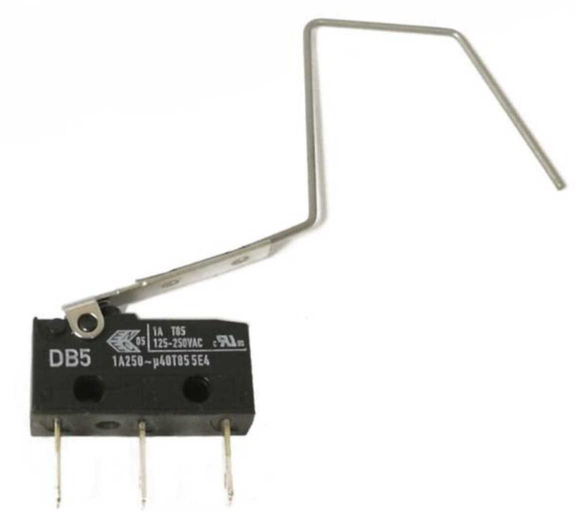


Old Machines, How They Did It

Williams/Bally Sub-Microswitch

About $5.00 each

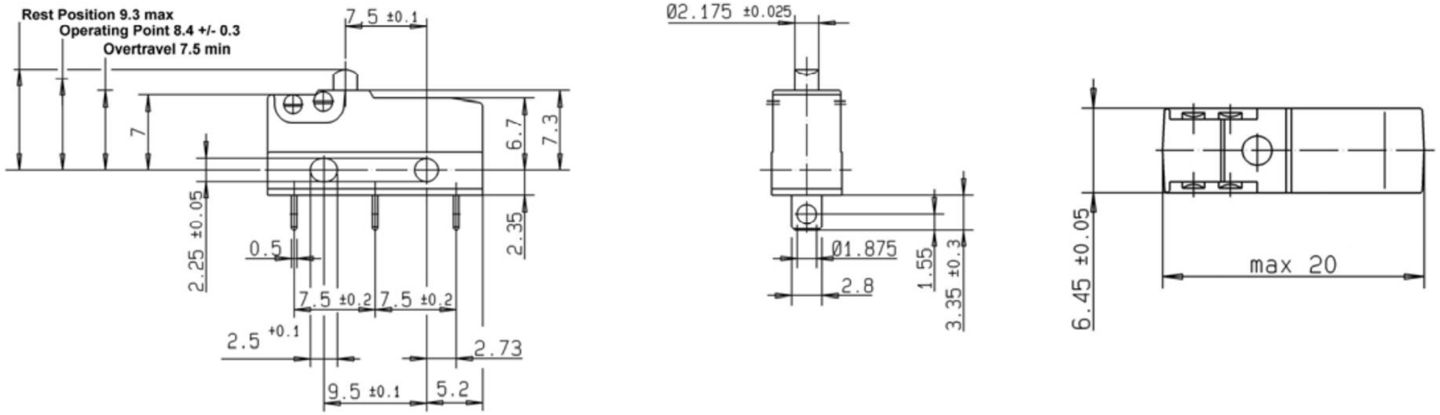
Appears to have spot welded paper clip wire



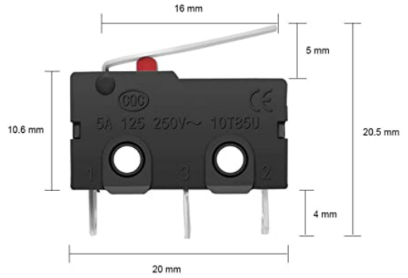
More Info on DB5 Switch

- Made by CHERRY
- Datasheet: https://www.farnell.com/datasheets/1641341.pdf
- Hard to Tell, but Operating Force seems to be about 0.50 N

Dimensions - millimeter



Possible Substitute Switches



MUZHI SPDT 1NO 1NC Hinge Lever Momentary Push Button Micro Limit Switch AC 5A 125V 250V 3 Pins 12 Pcs

Brand: MXRS

785 ratings | 30 answered questions

#1 Best Seller in Limit Switches

-33% $6.69 ($0.56 / Count)

List Price: ~~$9.99~~

prime

FREE Returns

Save 5% at checkout Terms

Style: 4

1	2	3	4
$6.99 ($0.58 / Count) prime	$6.99 ($0.58 / Count) prime	$6.99 ($0.58 / Count) prime	$6.69 ($0.56 / Count) prime

4 out of 5

Rated By 12 Customers

CHERRY SUB-MINIATURE SWITCH 1 AMP 125/ 250V .110" TERMINAL DB5G-B1AA 70 GRAM

Part # 95-1807-00

$4.00 ea.

$2.58 ea. L/ 100

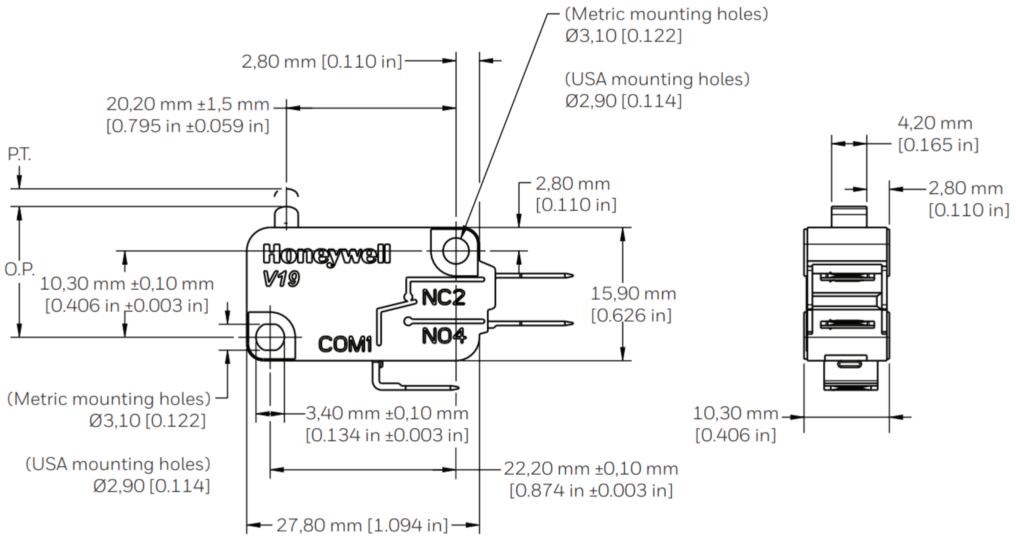
Out of Stock, please contact your sales rep for updated ETA information

QTY: 1 ADD TO CART

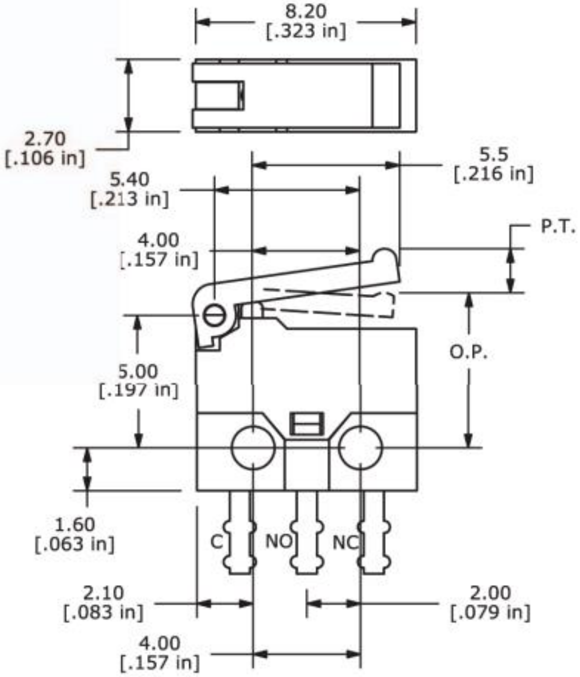
I believe that this is the present-day raw switch that the original pinball machines used.

DigiKey Switches

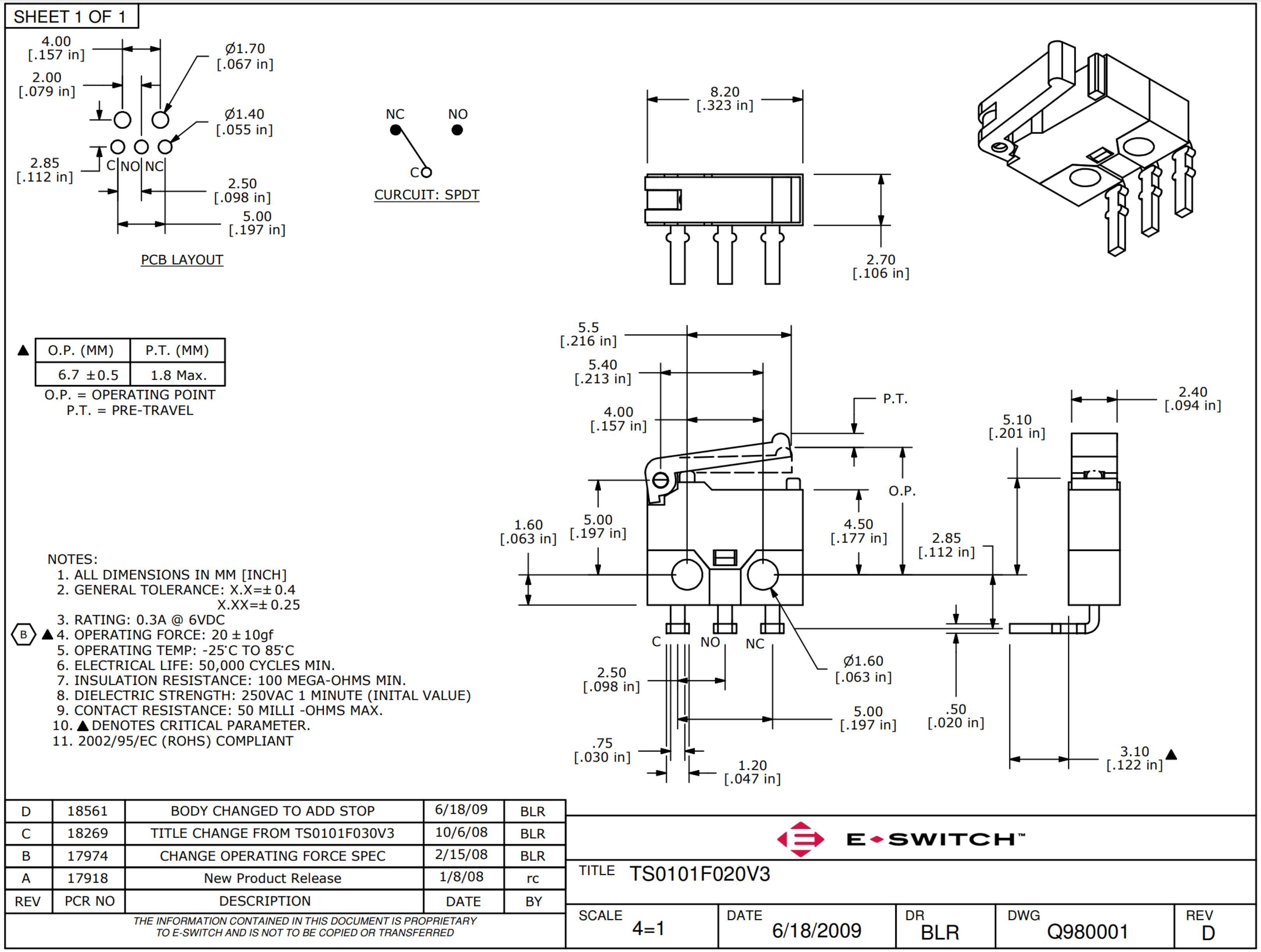
V19S05-HZ015A03
- 0.15 Netwons of force, or 15 grams of force
- Lever Far from Plunger
- 3.1mm Mounting Holes
- $1.93 each
- Plunger Travel: 9 + 3.8 + 2.0 mm



TS0101F020V3
- Made by E-Switch
- Only rated for 6v @ 0.3 amps
- 20 grams (+/- 10g) operating force
- PCB terminals – must be soldered
- About $1.00 each



Micro Switch: **TS0101F020V3**



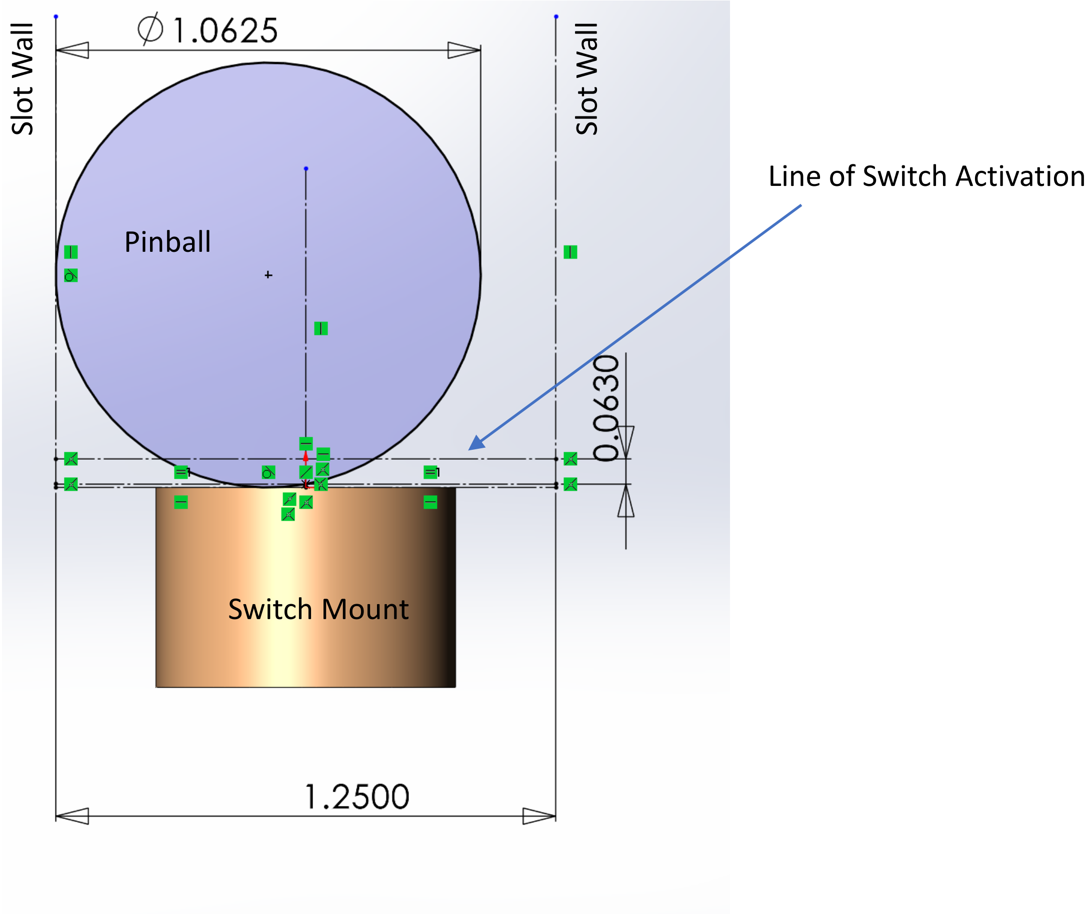
▲ O.P. (MM)	P.T. (MM)
6.7 ±0.5	1.8 Max.

REV	PCR NO	DESCRIPTION	DATE	BY
D	18561	BODY CHANGED TO ADD STOP	6/18/09	BLR
C	18269	TITLE CHANGE FROM TS0101F030V3	10/6/08	BLR
B	17974	CHANGE OPERATING FORCE SPEC	2/15/08	BLR
A	17918	New Product Release	1/8/08	rc

Most Promising

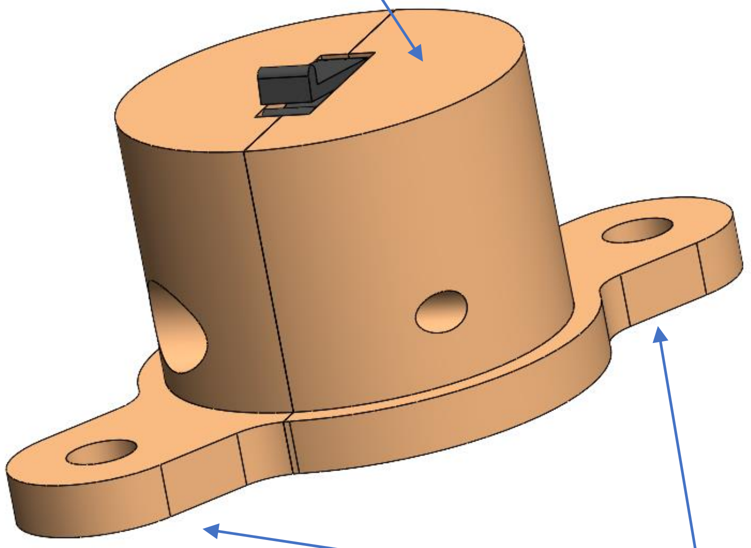
Drawing Showing that TS Micro Switch can Work

This shows that the switch should be activated even when the pinball is traveling against the slot side wall.



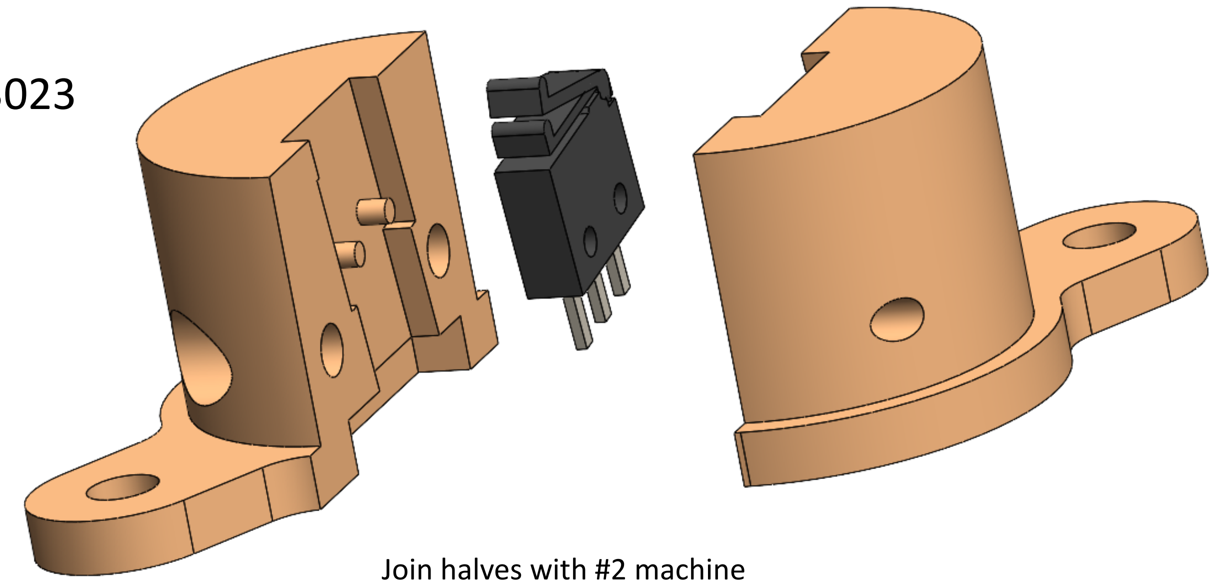
Micro-switch Mount for Slot Switches

Drill 0.75 inch hole in playing surface. Insert Part, making this surface flush with playing surface



Mount with 2 #4 Pan Head Wood Screws, 0.5 inches long

F22-PM-3023



Join halves with #2 machine screws, 0.25 inches long

Score Board

Requirements and Ideas

- Scoreboard Attached to rear of machine on pivots for transport
- Scoreboard houses Monitor and Speakers
- Scoreboard may house AC system, on/off switch, computers?
- Scoreboard has bright lights and Neo Pixels
- Must provide Disconnect of wires between scoreboard and rest of machine

Wires in Scoreboard Disconnect

Purpose	Conductor	Current	Plug Type
48 Volt Supply	12 AWG	20 Amps	Anderson?
12 Volt Supply	12 AWG	15 Amps	Anderson?
5 Volt Supply	5 AWG	15 Amps	Anderson?
Ground	12 AWG x 3	50 Amps	Anderson?
Computer Control	24 AWG Stranded, x4	SPI?	9 Pin D Connector?