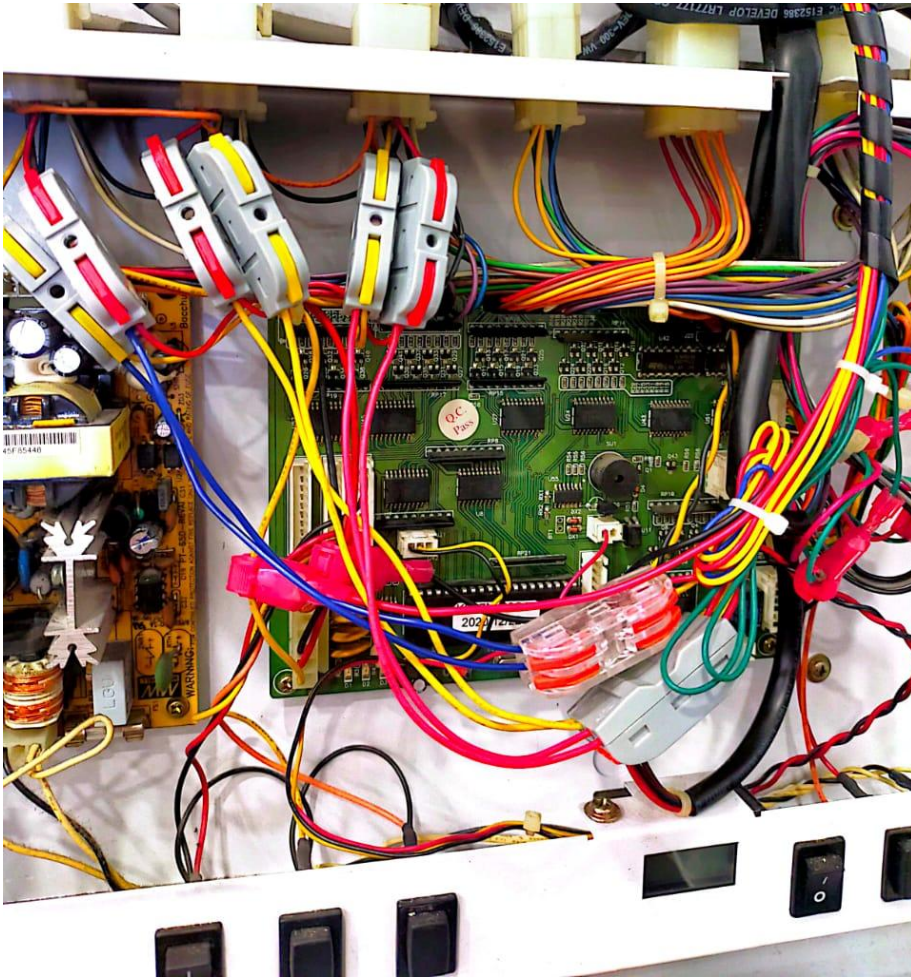


# Vending Machine Type A (Vending A)

## Vending Machine Type A (VendingA)

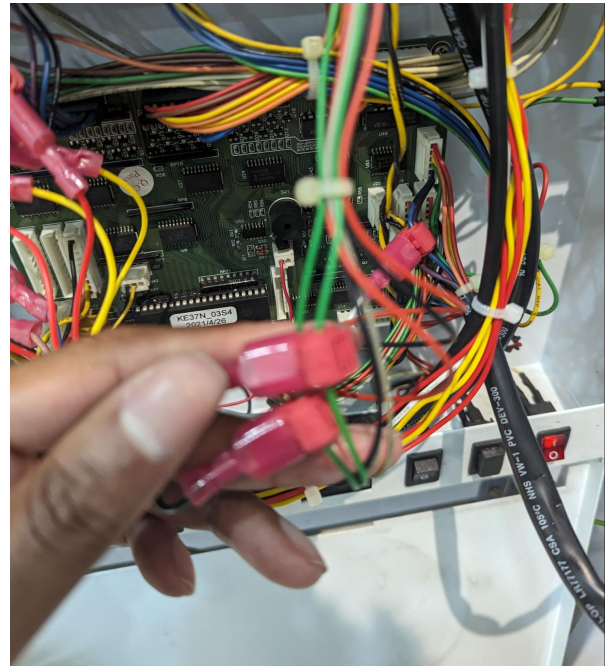
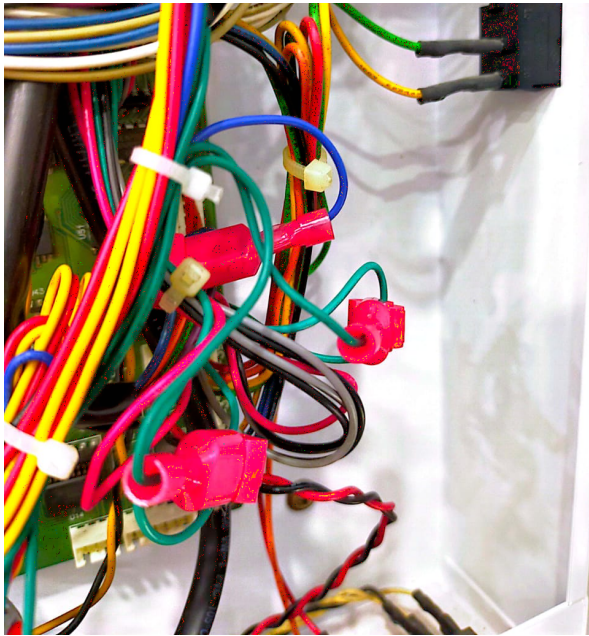
1) Vending machines that have up to 2 normally open pulse based coin acceptors, up to 6 item slots and a built-in normally open pulse based bill acceptor.

1. You will require the Vending A wire harness that has 9 wires on it.
2. Open up the vending machine and controller box.



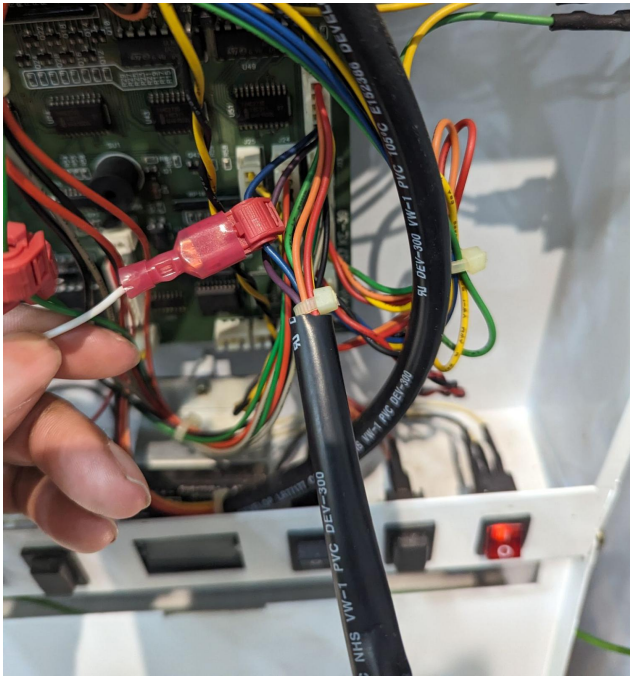
[Example: Vending A Mother board](#)

2) You will see the motherboard connections; connect the CA1 and CA2 terminals.



### Example CA1 & CA2 connection

3) Attach 2 G-splice connectors to the green wires coming from the coin acceptors and connect them to CA1 and CA2 of the Alpha-3 wire harness.



[Example: BA connection](#)

4) Attach 1 G-splice connector to the blue wire coming from the bill acceptor and connect them to BA of the Alpha-3 wire harness.



[Example IN.1 to IN.6 \(RED/YELLOW\)](#)

### connection

5) Attach 6 G-splice connectors to the red and yellow wires going to the dispenser motors. (Top 3 connectors on the left)

6) Starting from the right most, connect the following to the Alpha-3 wire harness

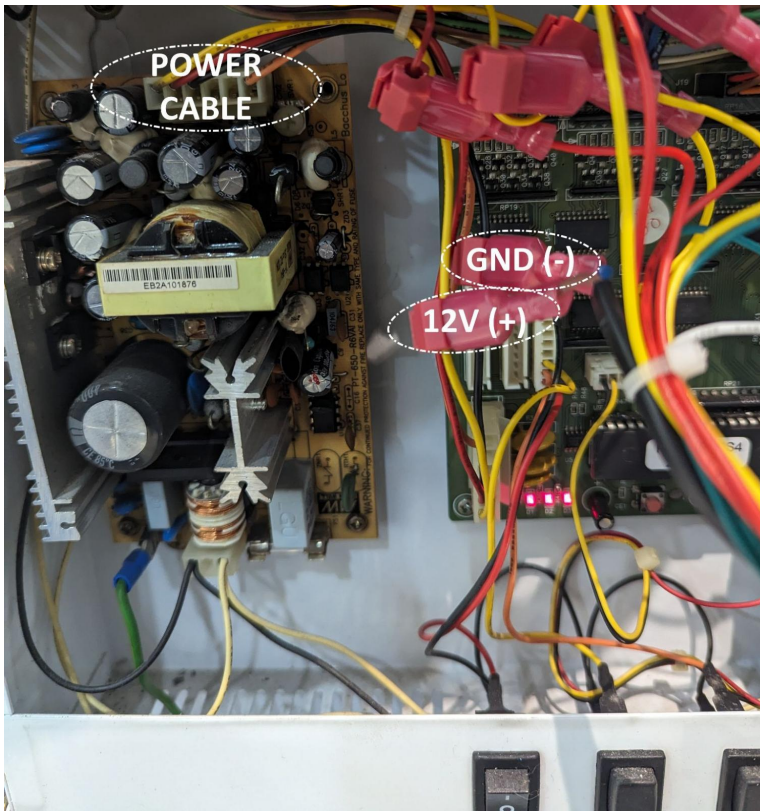
1. IN1 - Red wire of the right most connector.
2. IN2 - Yellow wire of the right most connector.
3. IN3 - Red wire of the next connector on the left.
4. IN4 - Yellow wire of the next connector on the left.
5. IN5 - Red wire of the next connector on the left.
6. IN6 - Yellow wire of the next connector on the left.



⚠ Attention: Can follow the colour on the in

numbers shows

7) Attach 2 G-splice connectors on the yellow and black wire of the power cable for 12V and GND respectively. Connect these wires to the power input of the Alpha-3.



[Example: Device connection from board](#)

8) Cable ties the wires neatly, and attach the Alpha-3 device above the controller box.

⚠ **Attention:** If any of the tests are not detected, check the connections and ensure they are tapped properly. For best results, connect the related connections together for better conductivity.

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Revision #2

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