

 **Author**

Topic: Prototype Whitewood Project (Read 23743 times)

Snux

Wizard



Posts: 781

Mark Sunnucks



 **Re: Re: Prototype Whitewood Project**

< **Reply #45 on:** January 22, 2013, 03:32:45 PM

>

With the Sys11 work I've been doing, we don't give the P-ROC 12v at all. In fact we push 5v to both the 12v and 5v connections. In our testing so far, the switch matrix seems happy with 5v. Your mileage may vary of course, and Gerry may chime in with some more informed answer!

 Logged

F14 Tomcat - Second Sortie

Steven

Wizard



Posts: 467



 **Re: Prototype Whitewood Project**

< **Reply #46 on:** January 22, 2013, 04:02:43 PM >

Indeed, just what Mark said! I've use 5V from the first time: for System11 doesn't originally use 12V but 5 V as well (if I've remembered right) I supposed it'd be fine (and so it does).

 Logged

Gerry Stellenberg

Administrator



Posts: 2399



 **Re: Prototype Whitewood Project**

< **Reply #47 on:** January 22, 2013, 05:25:05 PM >

Stern machines use 5V for the switch matrix; so you can decide if 5V is good enough. WPC machines use 12V. The way the matrix works, a comparator compares the incoming signals to 1/2 of the matrix voltage (2.5V or 6V). Obviously a 5V matrix is more susceptible to spurious closures due to noise, but truthfully I've never seen an issue on any machine I've played.

- Gerry

 Logged

JoeShabadu2000

Wizard





Posts: 118



ironspider

Wizard



Posts: 106

Replay Design Studio



Rosh

P3 Developers



Posts: 667

Josh Kugler



ironspider

Wizard



Posts: 106

Re: Prototype Whitewood Project

« Reply #48 on: January 24, 2013, 08:55:05 PM

»

Per a recent request, attached are the most current versions of my CAD blocks. These are all in DWG format, which is easily converted to DXF using DraftSight. I don't really have time right now to convert all of them right now, if anyone wants to do that and repost feel free.

 Component Drawings (DWG) - 01-24-13.zip (391.29 kB - downloaded 141 times.)

 Logged



Re: Prototype Whitewood Project

« Reply #49 on: January 24, 2013,

08:59:29 PM »

Quote from: JoeShabadu2000 on January 24, 2013, 08:55:05 PM

Per a recent request, attached are the most current versions of my CAD blocks. These are all in DWG format, which is easily converted to DXF using DraftSight. I don't really have time right now to convert all of them right now, if anyone wants to do that and repost feel free.

Awesome Joe! I've got time and just got into DraftSight yesterday. I'll see what I can do.

 Logged



Re: Prototype Whitewood Project

« Reply #50 on: January 25, 2013,

04:43:08 PM »

These are very cool, unfortunately I don't have any CAD software, I'm not that sophisticated (or rich enough to justify for the little use of it I need). I use a mac and the drawing program I use is omnigraffle, which has no ability to import the format. I did however find a website (<http://convertfiles.com/>) that will convert them to PDF maintaining the content as vectors when I bring them into omnigraffle (Obviously it is losing the detailed cad info). Unfortunately it does not properly maintain the original scale of the item. For example the williams pop bumper comes in with an overall size of 6 37/192 x 8, which would be an awfully big pop bumper. I'll have to see if there is any consistency to how it is changing scale -- well did a few more and it always wants to send it back with a height of 8 inches -- bummer for me. Not seeing anything in eDrawings, so far, that will tell me the original size so I can scale it back. Will still be helpful since I won't have to create some of these on my own in helping with the design. One of the things I've learned with doing my first designs, and then building it, is the need to carefully understand what is happening on the UNDERSIDE of the playfield, not just where things are positioned on the top. Had one or two 'oh crap' moments when do items needed to be in the same place on the underside, but so far have been able to work through them.

 Logged



Re: Prototype Whitewood Project

« Reply #51 on: January 25, 2013,

05:32:48 PM »

Hey Rosh, DraftSight is actually free! And it'll run on Windows, Mac, or Linux.

EDIT: Link: <http://www.3ds.com/products/draftsight/overview/>

 Logged

Replay Design Studio



Rosh

P3 Developers



Posts: 667

Josh Kugler



Steve S

FPGA_testers



Posts: 434

Steve Shoyer



lachied

P3 Developers



Posts: 296



bonnevil69

P3 Developers



Posts: 698

Matthew Bonnema



JoeShabadu2000

Wizard



Posts: 118



Re: Prototype Whitewood Project

« Reply #52 on: January 25, 2013, 05:59:13 PM »

thanks, just downloaded it. this is very cool. I'm sure there is lots to learn, and like everything else with this project, I'm sure it will be a fun ride. Thanks for the info, and thanks for sharing your stuff.

Logged



Re: Prototype Whitewood Project

« Reply #53 on: January 25, 2013, 11:40:30 PM »

Another option, if you want to design in 3D, is Autodesk 123D Design. It runs on the web, or on Windows or Mac, and is currently free. Yet another tool to learn, although if I had a lot of spare cash I'd probably buy Solidworks to do the playfield design, as that seems to be the industry standard.

Logged



Re: Prototype Whitewood Project

« Reply #54 on: January 28, 2013, 07:58:43 PM »

Autodesk Inventor Fusion is also free (limited till April unless using a Mac). Comparable to Solidworks - SolidEdge.
<http://labs.autodesk.com/technologies/fusion>
That is what I am using. 😎

Logged

-- Lachie

Game of Thrones Machine
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Re: Prototype Whitewood Project

« Reply #55 on: March 12, 2013, 01:33:00 AM »

just wanted to say thanks Your posts helped me alot with the programming

Logged

DeadPin and Doom



Re: Prototype Whitewood Project

« Reply #56 on: March 12, 2013, 07:52:20 AM »

Sure bonnevil, happy to have been of assistance. 😊 I appreciate what you've got in your posts about fabricating the metal ball guides, I know I'm going to be

reviewing those a lot more once I need to make some of those. I think it's good that we all help each other out, you know?

 Logged

bonnevil69

P3 Developers



Posts: 698

Matthew Bonnema



Re: Prototype Whitewood Project

« **Reply #57 on:** March 12, 2013, 10:10:23 PM »

Quote from: JoeShabadu2000 on March 12, 2013, 07:52:20 AM

Sure bonnevil, happy to have been of assistance. 😊 I appreciate what you've got in your posts about fabricating the metal ball guides, I know I'm going to be reviewing those a lot more once I need to make some of those. I think it's good that we all help each other out, you know?

Yes its great to have people answer your questions Its a great forum most of the reason i went with this hardware is because of this forum Not to mention that Gerry stays very involved in it

If there is anyway i can help you work through anything let me know Im experienced in wood working and metal working Thanks Again

 Logged

DeadPin and Doom

swinks

Full Member



Posts: 36



Re: Prototype Whitewood Project

« **Reply #58 on:** April 17, 2013, 05:43:34 AM »


Quote from: JoeShabadu2000 on January 24, 2013, 08:55:05 PM

Per a recent request, attached are the most current versions of my CAD blocks. These are all in DWG format, which is easily converted to DXF using DraftSight. I don't really have time right now to convert all of them right now, if anyone wants to do that and repost feel free.


Thanks for sharing your efforts, I am only new and almost ready to jump in the deep in, but thought to respond to your sharing with a offer that I nearly have a 90's Bally WMS cabinet design almost finished, and then will do a routing file if people are interested.

Attached is just the general info in screen shots but still need to double check some dimensions so still not 100% trusted, so use as a guide only at this stage. I hope I am not thread jacking just trying to help.



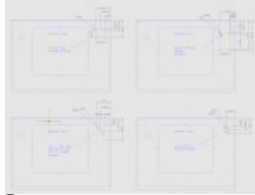
 screen-capture-1.png (30.59 kB, 1523x888 - viewed 262 times.)




 screen-capture-2.png (40.59 kB, 2001x772 - viewed 236 times.)



screen-capture-3.png (22.96 kB, 777x820 - viewed 241 times.)



screen-capture-4.png (46.44 kB, 1316x1001 - viewed 251 times.)

 Logged

ironspider

Wizard



Posts: 106

Replay Design Studio




Re: Prototype Whitewood Project

« Reply #59 on: April 17, 2013, 08:30:54

AM »

Awesome Swinks!

 Logged

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