

 **Author**

JoeShabadu2000

Wizard



Posts: 118



swinks


Full Member



Posts: 36



Topic: Prototype Whitewood Project (Read 23744 times)

 **Re: Prototype Whitewood Project**
« Reply #60 on: April 17, 2013, 09:05:06

AM »

This is great Swinks, thanks very much for your efforts. I think these are the most detailed plans for Williams cabinets that I have come across. Let me know when you have CAD files available, I would be very interested in checking them out!

 Logged

 **Re: Prototype Whitewood Project**
« Reply #61 on: April 17, 2013, 04:53:46


PM »

one more and will try to finalise all this by the end of the month including router files, yeah all measurements taken from my Creature From The Black Lagoon, and got a mate checking against a heap of other pins of the same era - but agree surprised there isn't much out there.


Glad to been able to help, when I start my re-theme I might need some help 😊

the 2 attachments are a general view as a check and the start of a router file but a few dimensions are out



 screen-capture-1.png (47.26 kB, 1855x1045 - viewed 503 times.)



 screen-capture-2.png (33.05 kB, 1075x1127 - viewed 493 times.)

lachied

P3 Developers



Posts: 296



Re: Prototype Whitewood Project

« Reply #62 on: April 17, 2013, 06:36:20

PM »

This is fantastic swinks. I've been trying to work from a williams widebody pdf that I found on some forum and that doesnt have nowhere near the detail as this.

Should we be putting some of these things onto the wiki? - I think there is possibly a lot of great content in these forums and information that we have all found out while trying to build our own machines that would be great on the wiki. Id be happy to help curate some of it, Gerry if you are reading.

-- Lachie

[Game of Thrones Machine](#)
[Blog](#)
[Photo Feed](#)

Gerry Stellenberg

Administrator



Posts: 2399



Re: Prototype Whitewood Project

« Reply #63 on: April 17, 2013, 07:09:17

PM »

Quote from: lachied on April 17, 2013, 06:36:20 PM

This is fantastic swinks.

Agreed - Thanks swinks! I imagine you'll save people quite a bit of time when you get the completed CAD files posted.

Quote

Should we be putting some of these things onto the wiki? - I think there is possibly a lot of great content in these forums and information that we have all found out while trying to build our own machines that would be great on the wiki. Id be happy to help curate some of it, Gerry if you are reading.

Sounds good to me. Wiki registration is open to the public. You can create an ID and edit at will (at least for now... a bunch of spammer ids have been registering recently).

- Gerry

swinks

Full Member



Posts: 36



Re: Prototype Whitewood Project

« Reply #64 on: April 17, 2013, 11:02:09

PM »

no problems with sharing this info though maybe hold off until I finish the files - should be the end of this month.

JoeShabadu2000

Wizard



Posts: 118



Re: Prototype Whitewood Project

« Reply #65 on: October 16, 2013,

08:58:49 AM »



Wow, it's been a while since I updated this one. Rest assured, non-existent person who was worried, the project continues. I hope to post some more details soon, but I wanted to post a few pictures of the current status before I head out to Expo! See you all there!



IMG_9853 (Copy).JPG (157.27 kB, 1024x683 - viewed 322 times.)



IMG_9854 (Copy).JPG (175.93 kB, 1024x683 - viewed 259 times.)

Logged

lachied

P3 Developers



Posts: 296



Re: Prototype Whitewood Project

« **Reply #66 on:** October 16, 2013, 06:06:04 PM »

Looking sweet. Layout looks all done. Have you made the metal ball guides? Just need to attach them the inserts and wire it all up and you can start playing (saying that as if its a small task!! Haha).
Good to have you back on board.

Logged

-- Lachie

[Game of Thrones Machine](#)
[Blog](#)
[Photo Feed](#)

bonnevil69

P3 Developers



Posts: 698

Matthew Bonnema



Re: Prototype Whitewood Project

« **Reply #67 on:** October 23, 2013, 05:07:39 PM »

Great talking to you at expo. You never made it back by to see the internals. Your machine is looking great and glad to see its almost to a playable state. Thats when it all pays off.

Logged

DeadPin and Doom

Rosh

P3 Developers



Posts: 667



Re: Prototype Whitewood Project

« **Reply #68 on:** October 24, 2013, 12:01:28 PM »

suggestion for next time (and for others) . . .

For lamp sockets, assuming you are using a lamp matrix, if you go with the three lead sockets it is easier to deal with the diodes and I also suggest attaching the diodes before mounting lamps sockets in the game.

Josh Kugler



Logged

dave2084

Sr. Member



Posts: 75



Re: Prototype Whitewood Project

« Reply #69 on: November 25, 2013, 06:22:24 PM »

Thankyou so much for this guide, this helped me get my P3ROC talking to my PC and I now have a single flashing lamp. 😊

As I'm using a P3ROC Gerry talked me through (on #P-ROC) a few differences (mainly in the switches) that I needed to make to get it to run, so I've attached , my .py and .yaml files so anyone else with a P3ROC can do the same.

Onwards to flippers now ...

simple_P3ROC.rar (1.19 kB - downloaded 80 times.)

Logged

JoeShabadu2000

Wizard



Posts: 118



Re: Prototype Whitewood Project

« Reply #70 on: November 26, 2013, 08:28:25 AM »

Hey dave, glad I could be of some assistance. Thanks for posting your config files, those will definitely help people going forward. Please start yourself a thread once you start your build, we are all interested in checking it out!

Logged

dave2084

Sr. Member



Posts: 75



Re: Prototype Whitewood Project

« Reply #71 on: November 27, 2013, 06:09:04 AM »

Quote from: JoeShabadu2000 on November 26, 2013, 08:28:25 AM

Hey dave, glad I could be of some assistance. Thanks for posting your config files, those will definitely help people going forward. Please start yourself a thread once you start your build, we are all interested in checking it out!

No problem I'll start a new thread tomorrow as I take a scrap Flash Gordon playfield and add some flippers etc to take it to the next step.

"Gordon's Alive"

Logged

bonnevil69

P3 Developers



Posts: 698

Matthew Bonnema



Re: Prototype Whitewood Project

« Reply #72 on: December 16, 2013, 10:37:57 AM »

Hows your machine coming along 😊

Logged

DeadPin and Doom

JoeShabadu2000

Wizard



Posts: 118



Re: Prototype Whitewood Project

« Reply #73 on: December 16, 2013, 11:38:20 AM »

Thanks for asking. 😊 It's been a bit slow, partially due to some changes I have been making and waiting for parts based on those changes, I had a few computer problems with my CNC router (which I fixed recently), and just being lazy/getting some other work done. I'm looking at moving to a new place sometime next year, so I've been spending a lot of time getting my crap sold on craigslist so I won't have to move it later.

I guess the biggest update is that I'm working on a playfield mounted LCD monitor, placed directly above the flippers. My current idea is that the display on the playfield LCD will be a mirror of the LCD mounted in the backbox. To cover the LCD on the playfield, I ordered a custom 1/4" thick acrylic panel from Ponoko.com. I have a 15.4" LCD and LCD controller, as well as a 7" LCD and LCD controller, all tested and working. I also made my test cuts to ensure that my CAD drawings are all accurate, and things are looking good there. It's just about finding the time and energy to keep pushing forward at this point.

"Maybe next weekend" has been my rallying cry for a while now, maybe next weekend will be the one!

Logged

bonnevil69

P3 Developers



Posts: 698

Matthew Bonnema



Re: Prototype Whitewood Project

« Reply #74 on: December 16, 2013, 12:02:22 PM »

Hmm lcd Mounted over the flippers I guess I would have to see it Yes some night I just stare it my machine for about 3 hours trying to get the motivation to do what needs to get done I've given myself rules on how to handle these situations 1 if you don't feel like working do something else or you will just end up doing it twice 2 don't force creativity you will hate the outcome 3 don't work angry, sad, or frustrated it will show in your quality yes im weird but it helps me move along lol

Logged

DeadPin and Doom

Pages: 1 ... 3 4 [5] 6

PRINT

« previous next »

PinballControllers.com Forum » Pinball » User Projects » Prototype Whitewood Project

Jump to: => User Projects go