

# WaveRunner™

## TECHNICAL TIPS

The following is a list of commands and errors for the Drive system:

- CF Telling Compressor to start
- CE Wait for tank to come up
- CD Hold body still
- CC Move body to lower limit and hold
- CB Move body to upper limit and hold
- C9 set the center of handle
- C8 Set the Accel off position
- C7 Set body to center position
- E0 ROM error
- E1 RAM error
- E2 Rear centering error
- E3 Front down limit error
- E4 Front up limit error
- E5 Front volume error
- E6 low pressure from tank
- E7 Compressor malfunction (Japanese games only)

Whenever there is a drive malfunction always check the following first:

- 1.) Tank is dry as well as water filters in motion base.
- 2.) Line pressure from the compressor is set to 90 psi.
- 3.) Primary regulator in motion base is set to .6 mpa.
- 4.) Secondary regulator to (3) above is set to .3 mpa.
- 5.) There are no air leaks in system.
- 6.) All connectors from the Drive Bd. to Valve Assy in motion base are connected and there are no broken or pinched wires.

These actions generally will handle most errors found in the drive system.

Occasionally if the regulators are not set correctly, the Pitch and Roll cylinders can get unequal pressures in them. This will prevent them from full travel which especially with the Pitch cylinder and can cause E2-E5 errors. To correct this, turn game power off and disconnect the air from the machine. Then disconnect one at a time and reconnect the red, clear, black, and blue 10mm hoses at the valves that feed this cylinder. This will release the pressure from the cylinder. Watch your hands as you do this because the machine will move as pressure is released. Now reconnect the air to the game. Next power up the machine and watch screen for drive status as it goes through it's tests. The Roll cylinder usually won't give you trouble but if it does follow the same procedure with the exception of disconnecting the four 10mm hoses. There will be one small green 6mm and one small yellow 6mm hose that goes over to the Roll cylinder. These can be disconnected at the two valves in the Roll valve area.

Sometimes you will get an error E2. If this trouble persists after all of the above actions have been completed and checked, go to input test and check to see if the roll function is reading properly. It should have a good range to it's left and right extremes. If this is not the case replace the Inclination Sensor at rear of the motion base.

NOTE: If drive error occurs, all communication to Game Bd. will stop. That means the Wiring Test will fail and in Input Test Emergency and Sensor switches will fail. Troubleshooting these areas will only waste time.

For any further troubles, consult SEGA TECHNICAL SERVICE @ 415-701-6580, or view our web site for the latest bulletins on all of our popular games.

