

RC600

Gaming Reel Controller



GLI approved, USB gaming reel controller with RGB

Key Features

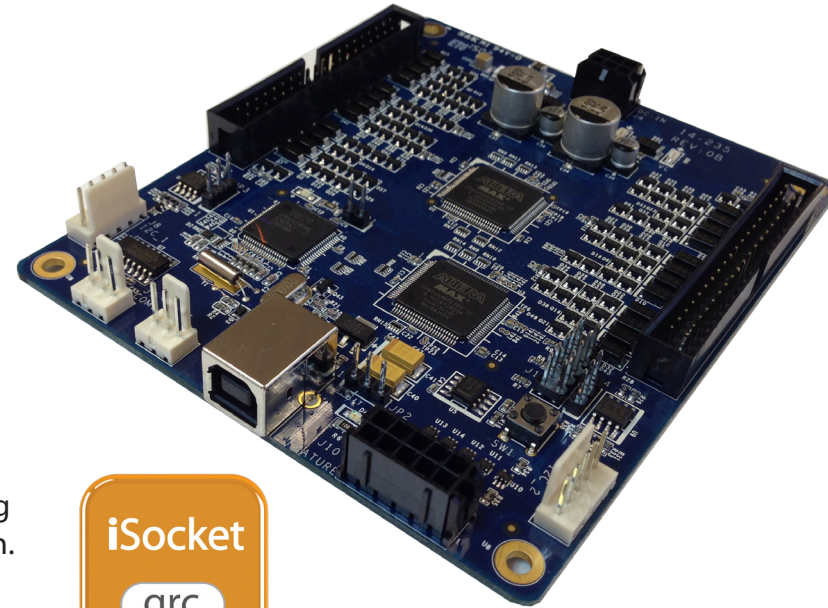
- > USB host interface
- > Unipolar stepper 48 and 200 step reels
- > GLI compliant Class II/Class III
- > Powerful iSocket Middleware API
- > Supports RMS based error sensing
- > Supports all unipolar reel types
- > Supports RGB control via I2C and SPI

e2c's RC600 gaming reel controller provides complete control of up to 6 stepper motor based reels. RCM06 supports all 48 and 200 step unipolar reels from leading reel manufacturers, including Starpoint and Gamesman.

RC600 is used in conjunction with e2c's **iSocket** Gaming Device Manager middleware, which runs on any PC platform, providing robust, fault tolerant control and management of gaming reels.

iSocket provides a simple/coherent API for application developers and provides hardware abstraction of all low-level reel control functions. Driving gaming reels from a PC platform could not be easier! Simple commands and extensive error reporting/logging ensure your machine will run reliably 24/7.

RC600 is part of e2c's range of performance gaming reel controllers. This extends from 48 step unipolar right through to 3200 microstep precision control solutions, including RGB illumination



Extensive reel control features, including:

- > Supports up to 6 unipolar reels (12V/24V)
- > User definable ramps
- > Multiple reels types in a machine
- > Tamper error detection
- > Symbol mis-alignment detection
- > Controlled chopping
- > Cascade spins/macro spins
- > 3 symbol light outputs per reel
- > RGB illumination control via I2C and SPI
- > Power/voltage monitoring

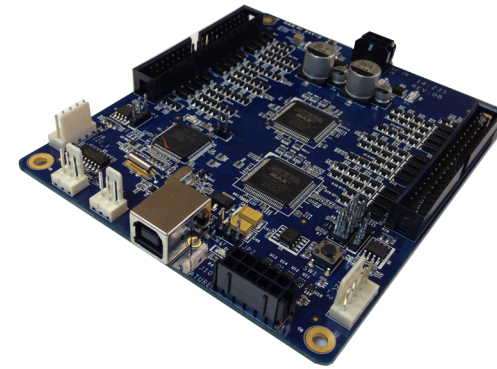
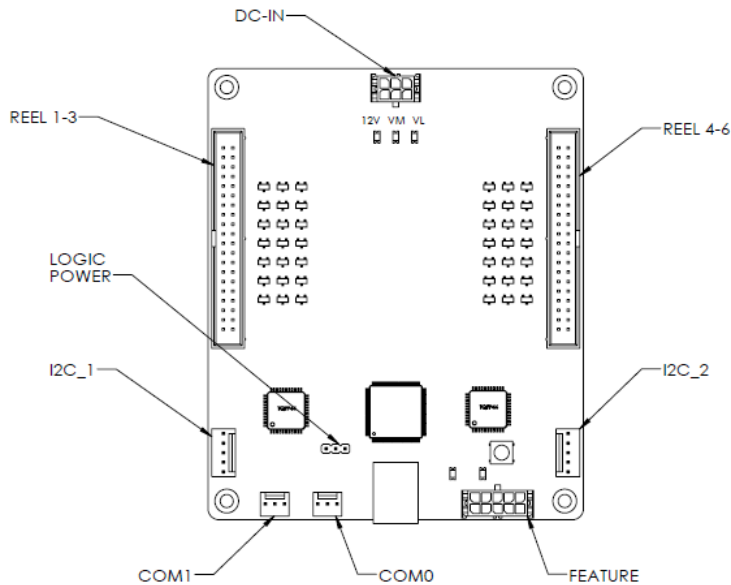


Smart technology for a connected world

RC600



Implementation



RC600 is available in fully enclosed or PCBA only versions



iSocket/Gaming Reel Control (GRC) provides the most complete reel control API in the industry, spanning all reels types from 48 step through to 3200 microstep reel mechs.

RC600 can support all industry standard unipolar reels. Reels of different type can be combined to allow mixes of main reels and feature reels. Each reel can have different ramp/speed settings to allow maximum flexibility in game design.

Feature	Specification
Host Interface	USB 2.0/1.1 bus powered
Number of reels	6
Stepper motor type	4 phase unipolar
Number of steps	48 and 200
Half step mode	Yes
Opto sensor	1 per reel
RMS sensing	Yes (Starpoint)
Light control	3 symbols per reel
Power monitoring	Yes
I2C RGB control	2 channels
SPI RGB control	1 channel
Definable ramps	Yes (4 definable tables)
Motor voltage	12V - 24V
Maximum speed	100 rpm

Specification subject to change without notice. E&OE. All trademarks acknowledged and respected. ©POINT Embedded Computing LLC