

PAN YES "Powermaster III" 150 watt power supply repair guide
Outer Label marked: # 27-6022-01
Board marked : PY-9101 on solder side

CAPKIT

CA1: 4.7 uf @ 50 v
CA2: 2.2 uf @ 50 v
C5: 220 uf @ 200 v (replace only if bad)
C6: 220 uf @ 200 v (replace only if bad)
C8: 10 uf @ 50 v
C9: 1 uf @ 50 v
C10: 10 uf @ 50 v
C11: 1 uf @ 50 v
C13: 4.7 uf @ 50 v
C14: 4.7 uf @ 50 v
C19: 4.7 uf @ 50 v
C20: 2.2 uf @ 50 v
C26: 10 uf @ 50 v
C28: 220 uf @ 25 v
C29: 2.2 uf @ 50 v
C36: 470 uf @ 16 v
C37: 2200 uf @ 16 v
C38: 3300 uf @ 10 v
C39: 3300 uf @ 10 v
C40: 470 uf @ 16 v

OTHER PARTS TO CHECK

F1: Fuse, 5 amp normal blow, 5mm x 20 mm (Radio Shack # 270-1056)
Q1: Transistor, NPN, 2SC2810 or NTE379
Q2: Transistor, NPN, 2SC2810 or NTE379
SK1: Dual Diode, common cathode, 30 amp, 45 volt, # CTB-34 or NTE 6090
D17: Diode, fast recovery, FR302 or NTE588
D18: Diode, fast recovery, FR302 or NTE588
B1: Bridge rectifier, KBL06 (4 amp, 600 volt) or NTE 5319
U1: Integrated circuit, TL494CN or 1R3M02 or NTE1729
U2: Integrated circuit, LM339N or NTE834
R5: Resistor, 4.7 ohm, 1/4 watt
R7: Resistor, 4.7 ohm, 1/4 watt
R51: Resistor, 100 ohm, 2 watt flameproof
L1: Line filter, # 9101L1
T1: Main switching transformer, # 9101T1
T2: Driver transformer, # 9101T2

PROBLEMS

Unit dead, no output: Q1 and Q2 short causing R5 and/or R7 to open. Then fuse F1 will blow. R51 will burn when the electrolytic caps go bad. Check the fan! It should spin freely and be unclogged of any dirt accumulations.

This is a computer style (XT) power supply modified to JAMMA and A.M.O.A. standards for use in Jamma type arcade game cabinets. It has Jamma standard power connectors installed.

<http://www.panyes.com.tw/>

COMPILED BY KEN LAYTON

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