



Cashline™

Operating O-Level Software

Rev. 1.5

May 2005

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**Operating
O-Level Software**

Rev. 1.5

Rel. May 2005

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May 2005

Operating Manual - Atronic Cashline

O-Level Software

This manual aims to give a description of all menus and functions needed for operating a Atronic Cashline machine. It covers operator selectable machine configuration available after machines Initial Setup during first commissioning.

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Introduction

This manual aims to give a description of all menus and functions needed for operating a Atronic Cashline machine. It covers operator selectable machine configuration available after machines Initial Setup during first commissioning.



Topics to be found in additional manuals

Following topics can be found in manual "Software".

- Initial Setup (Basic Software Setup)
Basic machine setup after RAM-Reset.
- Paytable Configuration
Configuration of reels, lines, bet/line and payout percentage.
- PC-Setup
Additional machine setup by means of a external PC software.
- RAM-Reset
Resetting the machine and clearing statistical data.
- Comm board clear
Resetting the Comm board.

Following topics are covered by additional manuals:

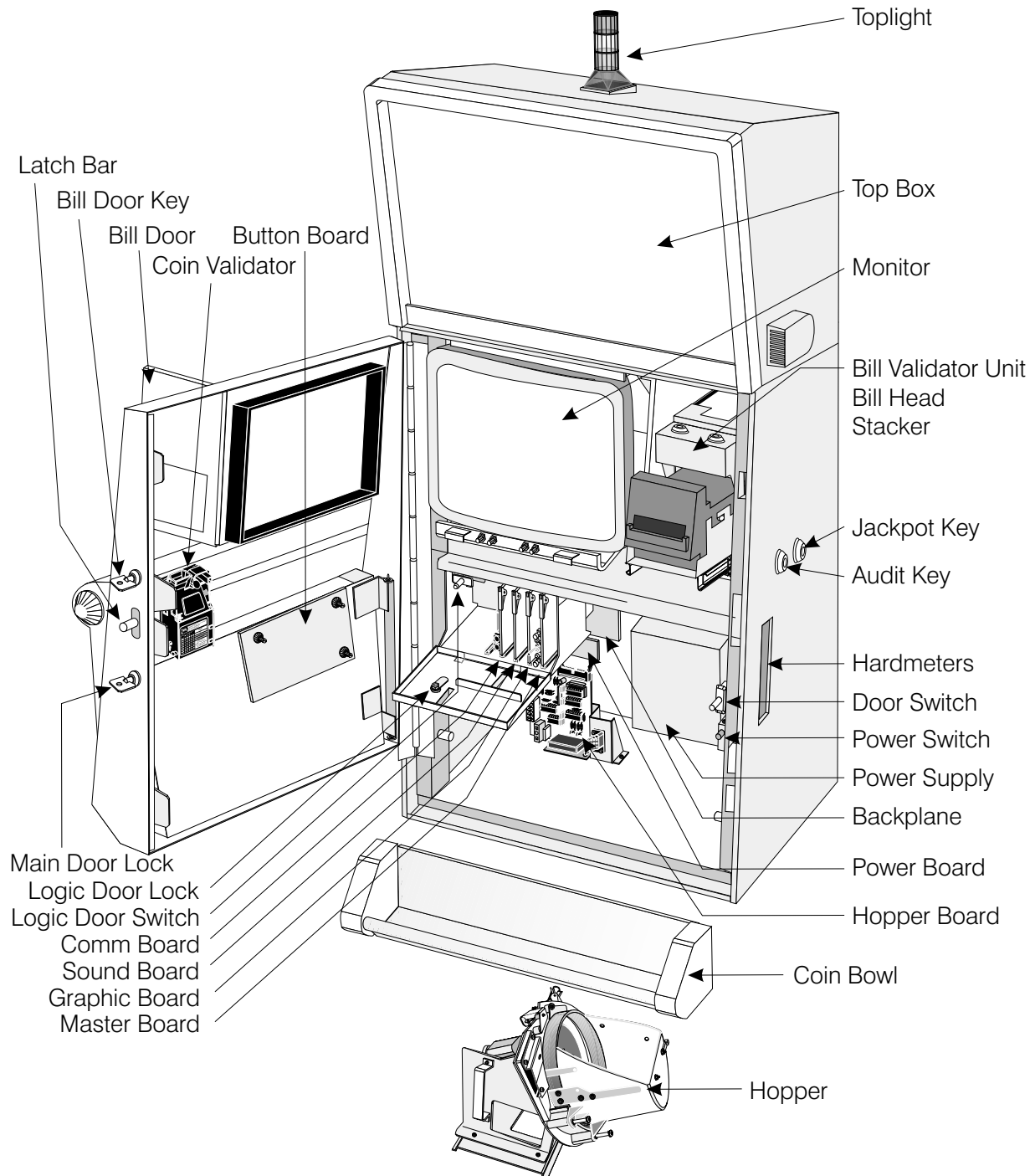
- Installation and Commissioning
(incl. safety instructions, technical data, etc.)
-> See manual "Installation" for a specific cabinet.
- Linked Progressive Jackpot Configuration
-> See manual "Progressive Jackpots".
- OEM Peripherals
(Coin- and bill acceptors, hopper, printer, etc.)
-> See topic "Peripherals" on Atronic Service CD.
- Spare Parts
-> See "Parts Catalogue" for a specific cabinet.

Note:

*All mentioned manuals can be found on a CD-ROM titled "**Atronic Service manual 2005**"*

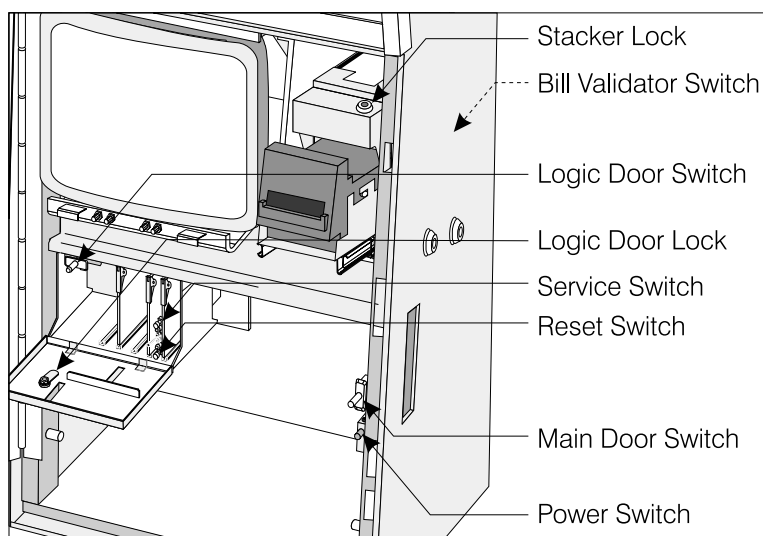
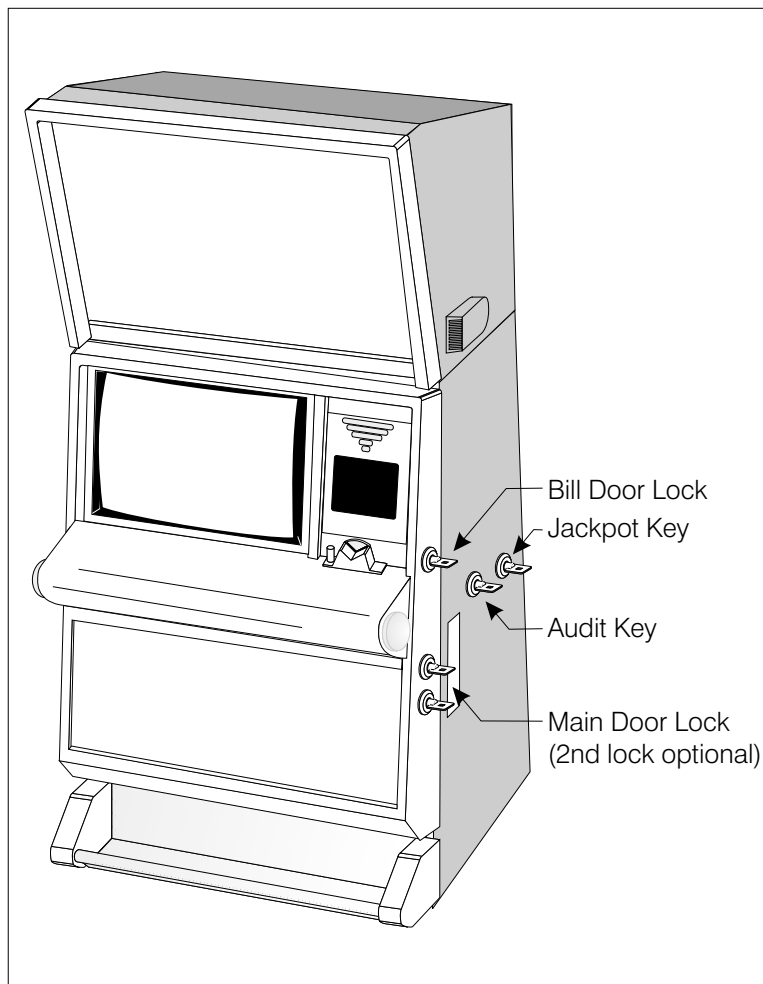
If this manual did not come with this CD-ROM, please ask Atronic Technical Service for a free copy.

Overview - Machine Components Atronic Wide Body Cabinet (WBC)



MACHINE COMPONENTS

Overview - Locks, Keys and Switches Atronic Wide Body Cabinet (WBC)



Audit Key

Activates the Audit Menu and illuminates hardmeters. It also clears status and error messages.

Jackpot Key

Jackpot Key confirms handpays and Jackpot wins.

Bill Door Lock

Unlocking the bill door allows the validator and stacker to be removed without unlocking the main door.

Main Door Lock

Allows access to the machine components via the main door.

Stacker Lock

Unlock to remove bill stacker.

Bill Validator Switch

Removal of validator and stacker is detected by this switch.

Logic Door Lock and Switch

The logic box is equipped with a lock and an (optional) detection switch.

Service Switch (Green)

Pressing Service Switch activates the service menu.

Reset Switch (Red)

Initiates a soft reset of the machine.

Main Door Switch

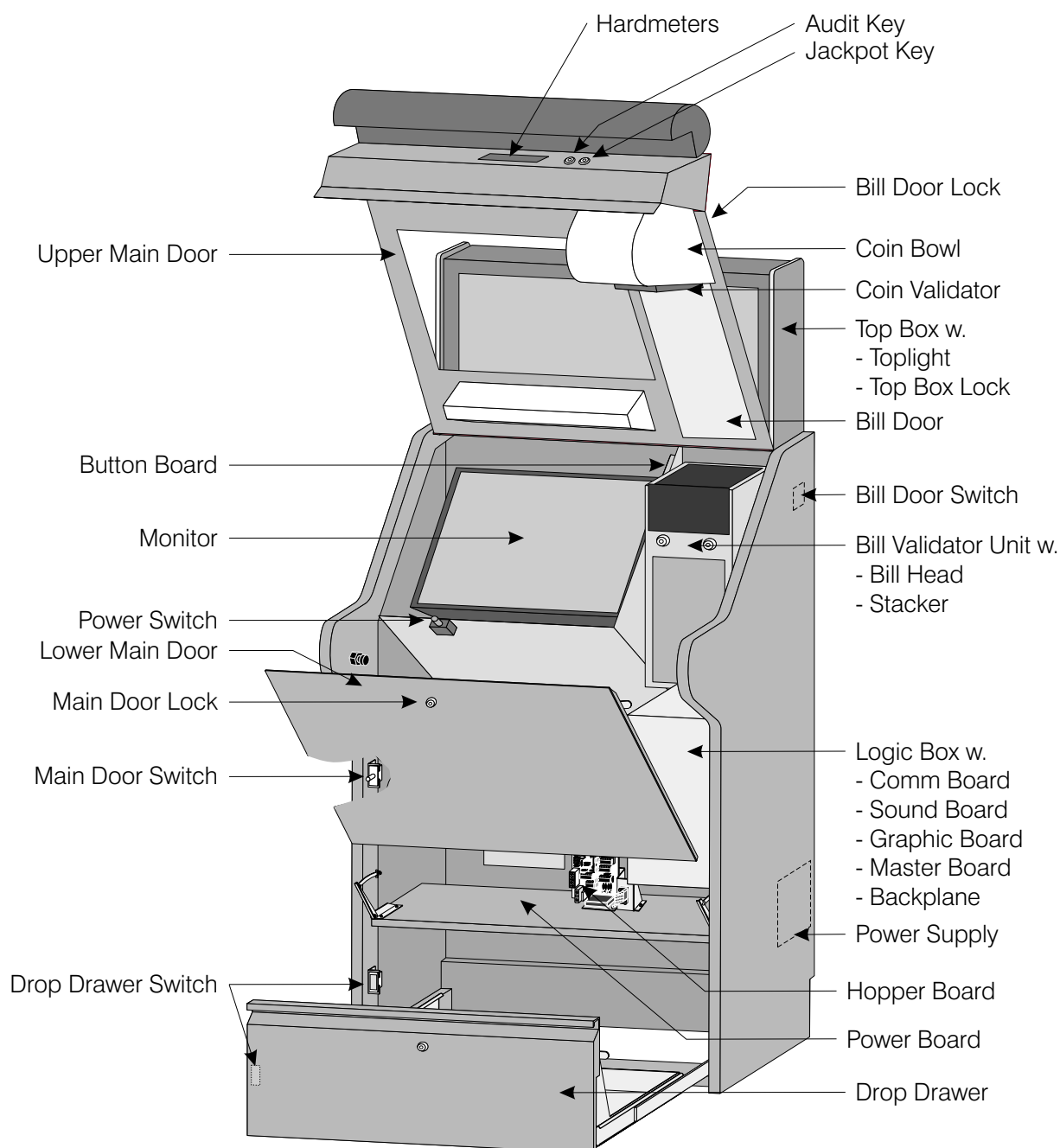
Detects main door openings.

Power Switch (Red)

Switches power supply on/off

Overview - Machine Components

Atronic Slant Top (AST)

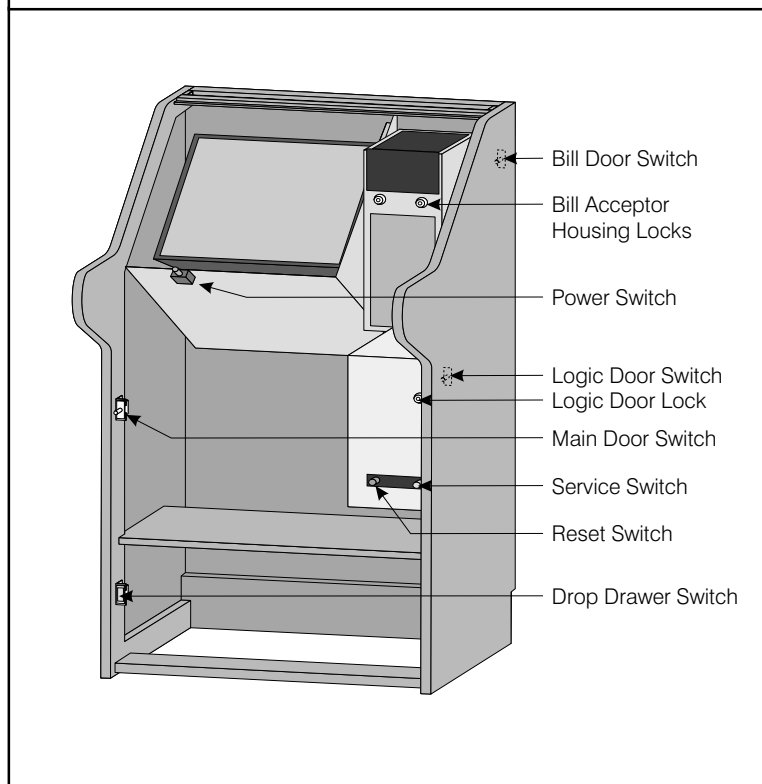
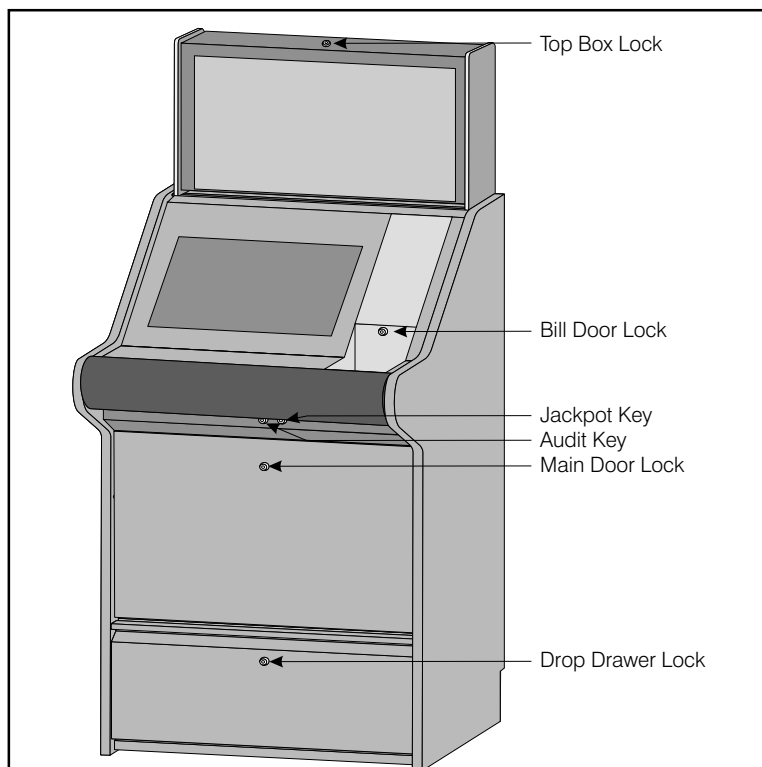


Note:

All following figures in this manual are showing WBC machines only, because handling of both machines is similar. Use this drawing to locate components.

MACHINE COMPONENTS

Overview - Locks, Keys and Switches Atronic Slant Top (AST)



Top Box Lock

Opens the Top Box.

Bill Door Lock

Unlocking the Bill door allows the Validator and Stacker to be removed without unlocking the Main Door.

Audit Key

Activates the Audit Menu and illuminates hardmeters. It also clears status and error messages.

Jackpot Key

Jackpot Key confirms handpays and Jackpot wins.

Main Door Lock

Unlocks the upper and lower Main Door.

Drop Drawer Lock

Unlocks the Drop Drawer.

Bill Acceptor Housing Locks

Allows the removal of the stacker from the Validator enclosure.

Power Switch

The power switch (with red cap) is mounted to monitor holding device.

Logic Door Lock and Switch

The logic box is equipped with a lock and an (optional) detection switch.

Main Door Switch

Detects main door openings.

Service Switch (Green)

Pressing the Service Switch activates the Service Menu.

Reset Switch (Red)

Initiates a soft reset of the machine.

Drop Drawer Switch

Detects drop drawer openings.

MACHINE COMPONENTS

Main Control Elements

Main processes and procedures on Atronic Cashline machines are initiated via **audit key**, **jackpot key**, **service button** and **reset button**.

Audit Key

The Audit Key switch activates the **Audit Menu**, which gives access to several bookkeeping statistics, the service game and the touch screen calibration.

Audit Key also clears status and error messages and lits the hardmeters.

Shipping lock (Camlock R02001) has to be replaced with a Casino specific lock for appropriate security.

Jackpot Key

The Jackpot Key confirms handpays and substantial wins and triggers additional Jackpot Key functions.

Shipping lock (Camlock R02002) has to be replaced with a Casino specific lock for appropriate security.

Service Button

The Service Button activates the **service menu** (with the main door opened), which allows access to test functions and machine setup.

Reset Button

The Reset Button is used to reset the machine and to initialize the machine data.

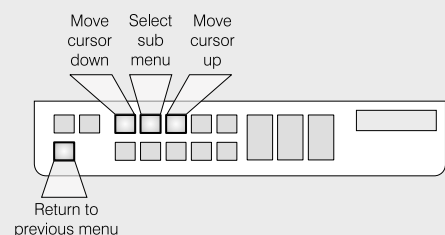
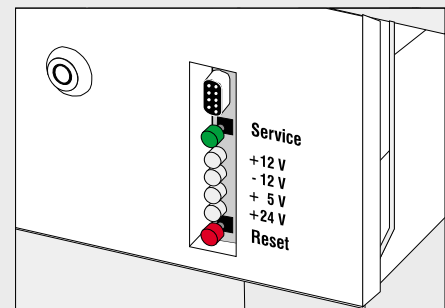
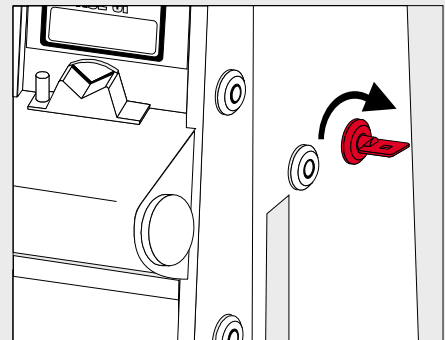
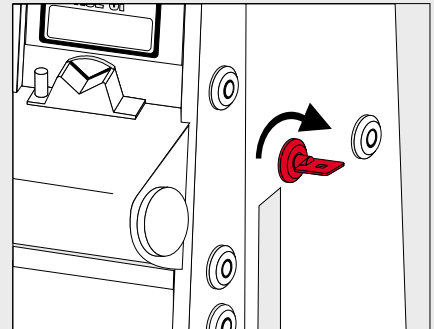
Menu Navigation

Navigation in all menus is carried out by four buttons on the button panel. The relevant buttons are lit for easy identification.

A highlighted menu item changes font colour from green to yellow.

Note:

Figures show WBC (upright) machines.



Operating Procedures

This chapter describes main operating procedures Handpay reset, Jackpot reset, Hopper empty/Hopper jam cancel allowed feature, Remote credit function and service game.

Handpay

A handpay is initiated when:

- the hopper is empty and Hopper Empty Procedure is set to handpay mode (Master board DIP switch S1/2 set to OFF).

Switch		Description
1-2		Hopper empty procedure
ON		Hopper must be refilled, payout continues after main door is closed
OFF		Left amount is hand paid

- a hopper jam is detected by the machine and Hopper Jam Procedure is set to handpay mode (Master board DIP switch S2/3 set to OFF).

Switch		Description
2-3		Hopper jam procedure
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid

- a cashout is exceeding "Hopper Payout Limit".

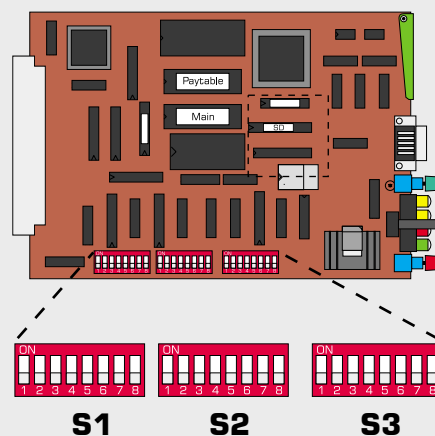
Over maximum payout limit procedure is configured via DIP-switches S1/3 and S1/4 on the Master board.

Switch		Description
1-3	1-4	Over maximum payout limit procedure
OFF	OFF	Pay limit from hopper, rest hand paid
OFF	ON	Total amount is hand paid
ON	OFF	Pay coins from hopper until amount reaches next full hundred, rest is hand paid

Amounts exceeding the hopper payout limit have to be hand paid. To return to game mode, the machine has to be reset with the jackpot key.

- the machine is configured to "Knock Off". In this case no hopper payouts can be initiated. Credits are cleared with the Jackpot Key and the payout amount has to be hand paid. (Knock Off mode is configured with PC-setup.)

Master board DIP switches.



Note:

Hopper Payout Limit is configured in MENU SETUP/HOPPER PAYOUT LIMIT, see page 44.

Handpay continued

Handpay Cancel Allowed Feature

If the "Handpay Cancel Allowed Feature" is enabled, it is possible to choose between handpay and resume playing after a player initiated handpay (cash out).

The "Handpay cancel allowed feature" can be enabled during Initial Setup, see section Software - Initial Setup.

Handpay Reset Procedure

When the handpay is done, turn the Jackpot Key to clear credits from the credit meter.

Remove Jackpot Key to return to game mode.

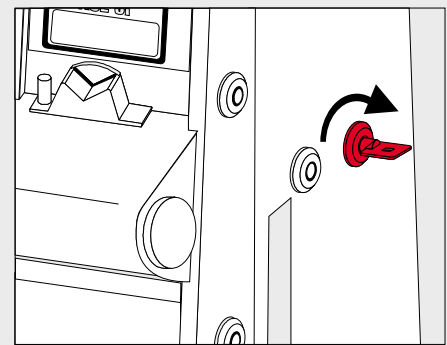
Jackpot

A Jackpot event occurs when the machines top award is hit or a win exceeds the Celebration limit, resulting in a handpay.

Top Award (non progressive Jackpot)

When the top award was hit:

1. The message "Congratulations! Please call attendant - XXX \$" is displayed.
2. Jackpot animation starts
3. Whole win (Top award + any additional win) is shown on the win meter.
4. Turn Jackpot Key to reset machine.
5. Whole win is shown on the win meter.
6. Whole win (incl. additional wins) has to be hand paid.



Jackpot continued

Progressive Jackpot

When the Jackpot was hit:

1. The message "Congratulations! Please call attendant for Jackpot" is displayed.
2. Jackpot animation starts.
3. Jackpot value is shown on In-Machine display and overhead display (if applicable).
4. Additional wins are displayed separately.
5. Turn Jackpot Key to reset machine. Jackpot animation and message disappear.
6. Jackpot value has to be hand paid.
7. Additional wins are booked to the credit meter.

Exceeding Celebration limit

(Extended Jackpot meter reporting only)

When celebration limit is set to handpay and a win exceeds the configured celebration limit.

1. Win is shown on win meter.
2. Jackpot animation starts and message
CONGRATULATIONS! PLEASE CALL ATTENDANT.
YOU HAVE WON XX <CURRENCY> is displayed.
3. Turn Jackpot Key to reset machine.
4. Win has to be hand paid.
5. Win is shown on the paid meter and message "Game over - Start new game / insert money" is shown.

Celebration limit can be configured in service menu / menu setup / set celebration limit. See page 47.

Note:

To set up a progressive, the machine must be equipped with a Progressive Mode Security Device.

Hopper Empty / Hopper Jam - Cancel Allowed Feature

Description

The "Hopper Empty / Hopper Jam - Cancel Allowed" feature gives a player the option to resume gameplay in case of a Hopper empty or a Hopper Jam condition.

DIP switch setting

The handling of these conditions is configured with DIP switch S1/2 (hopper empty) and S2/3 (hopper jam) on the Master Board.

<i>Switch</i>		<i>Description</i>
1-2		Hopper empty procedure
ON		Hopper must be refilled, payout continues after main door is closed
OFF		Left amount is hand paid

<i>Switch</i>		<i>Description</i>
2-3		Hopper jam procedure
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid

- DIP switch S1/2 and/or S2/3 set to "ON":
In this description called "**Refill Mode**".
- DIP switch S1/2 and/or S2/3 set to "OFF":
In this description called "**Handpay Mode**".

Actions in Handpay Mode

1. Tilt top light starts to flash
2. Event is reported to system
3. Message is displayed on screen

HOPPER JAM - CALL ATTENDANT FOR HANDPAY OR PRESS ANY PLAY BUTTON TO CONTINUE WITH GAMEPLAY

or HOPPER EMPTY - CALL ATTENDANT FOR HANDPAY OR PRESS ANY PLAY BUTTON TO CONTINUE WITH GAMEPLAY

Actions If player continues game play

4. "Canceled Handpay Message" is sent to the system
5. Tilt toplights keep on flashing
6. HOPPER JAM or HOPPER EMPTY is displayed
7. All error conditions are reset and the reset is reported to system after door closed event

Actions if player does not continue game play

4. Normal Handpay handling
5. Error conditions are reset and the reset is reported to system after Jackpot Key has been turned

Actions in Refill Mode

1. Tilt top light starts to flash
2. Event is reported to system
3. Message is displayed on screen

PRESS ANY PLAY BUTTON IF YOU WANT TO CONTINUE TO PLAY UNTIL ATTENDANT ARRIVES TO CLEAR THE HOPPER JAM

or PRESS ANY PLAY BUTTON IF YOU WANT TO CONTINUE TO PLAY WHILE YOUR HOPPER FILL ARRIVES.

Actions If player continues game play

1. Tilt toplights keep on flashing
2. HOPPER JAM or HOPPER EMPTY is displayed
3. All error conditions are reset and the reset is reported to system after door closed event

Actions if player does not continue game play

1. All error conditions remain active until all error conditions are reset and the reset is reported to the system after door closed event

Remote Credit

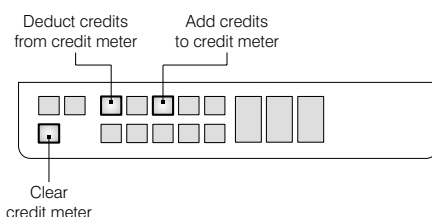
This function can be enabled during PC-setup via selection Software Switches/Limits.



Not available in certain jurisdictions!

**Only possible while in normal game mode
(not during Jackpot or handpay).**

Turn the Jackpot Key to activate/deactivate the remote credit key function. Use the corresponding buttons to add credits to, deduct or clear credits from the credit meter.



The increase/decrease value can be altered within menu MENU SETUP / REMOTE CREDIT, see page 44.

Service Game

This menu allows simulated game play for test or promotional purposes. Service Game is only possible while front door is open and no credits are on credit meter. Credit meter will be set to 1000 "virtual" credits, which can be played but not cashed out. Hard meters and statistic data are not influenced by service games. To leave Service game close front door and remove Audit Key.

Note:

Remote credit transactions are booked to softmeters KEY CREDIT IN/OUT.

Audit Menu

The **Audit Menu** gives access to several (bookkeeping) statistics, the service game and the touch screen calibration.

Activating Audit Menu

After turning the Audit Key the Audit Menu is displayed on screen. The following sub-menus are available:

Configurations	page 17
Statistics	
Standard	page 17
Extended	page 22
Extended w. Coins Out	page 27
EFT & Progressive	page 32
Last 10 Games	page 34
Last 10 Bills	page 35
Last 10 Bonus Awards	page 35
Last 25 EFTs In	page 35
Last 25 EFTs Out	page 35
Last Payouts	page 35
Last Refills	page 35
Last Progressive Jackpots	page 35
View PC-Setup	page 36
Service Game	page 36
Calibrate Touch	page 36

Menu Navigation

With the lit buttons, the desired sub-menu can be highlighted and activated. A highlighted menu item changes font colour from green to yellow.

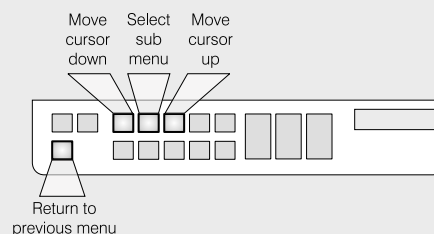
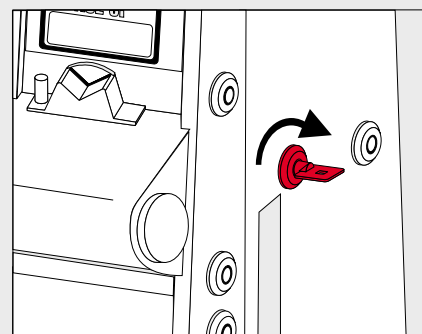
Softmeter Limits

All soft meters in the Audit Menu have a minimum and maximum decimal value limit. The standard limits are 0 / 4294967295 for all meters.

Note:

This manual describes the complete range of possible topics and setting for an O-Level software. Depending on game system, machine configuration and jurisdiction some menus are not shown or not used.

AUDIT MENU



Note:

For a detailed description of the game system see section software.

Configurations

In this menu the installed software versions and a detailed configuration overview of the machine is shown. Consists of two pages.

Statistics - standard

The following statistics are available if **standard** jackpot metering has been selected during Initial setup.



Depending on machine configuration some statistic softmeters are not displayed.

INITIAL DATE:

Date when the statistics recording had started (Date of last Master Reset).

CREDITS WAGERED (in credits)

Total number of credits which have been bet.

CREDITS WON (in credits)

Total number of credits which have been won, **except progressive Jackpot wins!**

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!

COINS OUT (in credits)

Total value of won credits wagered + won credits paid from hopper + credits won booked to card.

HAND PAID WON (in credits)

Total value of won credits hand paid + progressive and non-progressive Jackpot wins + key credit out.

TOTAL DROP (in credits)

Total value of credits from stacked bills and coins to dropbox.

Statistics - standard continued

COINS DROP (in credits)

Total value of credits from coins to dropbox.

HAND PAID (in credits)

Total value which has been hand paid (credits cancelled) **initiated automatically and/or by a cash out.** Including Key credit out and non progressive Jackpots.

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!

GAMES PLAYED

Total number of games played.

GAMES WON

Total number of games won (games lost in Double-Up feature are **not** booked to this meter!).

JACKPOT (in credits)

Non progressive configuration:
Amount of Top award values won.

Progressive configuration:
Amount of progressive Jackpot values won.

JACKPOT HITS

Non progressive configuration:
Number of Top award hits.

Progressive configuration:
Number of progressive Jackpot hits.

DOOR OPENS

Total number of main door openings.

PHYSICAL COIN IN

Number of accepted coins.

PHYSICAL COIN OUT

Number of coins paid out by hopper.

Statistics - standard continued

TRUE IN (in credits)

Total number of credits from inserted coins, bills, cards, coupons and key credits.

TRUE OUT (in credits)

Total number of credits paid out by hopper or paid to card.

NET WIN (in credits)

CREDITS WAGERED - CREDITS WON

CURRENT PAYOUT %

(CREDITS WON / CREDITS WAGERED) *100

COINS OVERPAID

Total number of coins overpaid by the hopper.

GAMES/DOOR

Total number of games played since last main door opening.

GAMES/POWER

Total number of games played since last power up.

LOGIC DOOR

Total number of times the logic box was accessed.

DROP DOOR

Total number of times the drop box was accessed.

BILLBOX DOOR

Total number of times the bill door was opened.

BILLACC STACKER

Total number of bill stacker removals.

KEY CREDIT IN (in credits)

Total number of credits added to the credit meter by means of remote credit function.

KEY CREDIT OUT (in credits)

Total number of credits deducted from the credit meter by means of remote credit function.

Statistics - standard continued

DOUBLE UTILIZATION

(Double-Up played / Double-Up triggered) *100

DOUBLE UP WAGERED (in credits)

Won credits wagered in double up feature.

DOUBLE UP WON (in credits)

Credits won in double up feature.

DOUBLE UP PAYOUT %

(DOUBLE-UP WON / DOUBLE-UP WAGERED) *100

PLAY OFF FEATURE

UTILIZATION

(Residual feature games played / Residual feature games triggered)
*100

WAGERED (in credits)

Credits wagered in residual feature game.

WON (in credits)

Credits won with residual feature game.

PAYOUT %

Actual payout percentage of residual feature game.

BILL #1

Number of bills accepted (according to billtable).

BILL #2

Number of bills accepted (according to billtable).

BILL #3

Number of bills accepted (according to billtable).

BILL #4

Number of bills accepted (according to billtable).

TOT. # OF BILLS

Total number of accepted bills

e.g.: USD 10: xx
USD 20: xx
USD 50: xx
USD 100: xx

Statistics - standard continued

TOT. BILLS CRED

Total value of accepted bills in credits.

TOT. BILLS CURR

Total value of accepted bills in currency.

PROGRESSIVE 1

Number of progressive Jackpot hits and values won in credits.

TOKENBOX IN (in credits)

Total value of credits from token which have been seperated to tokenbox.

Note:

Only available with Token seperation!

HOPPER REFILL

Number of coins refilled in the main hopper and entered in menu setup/set hopper refill.

HOPPER CONTENT

Displays current hopper content (in coins). Starting value is configured in menu setup/set hopper refill.

TWO WAY GAMES

Number of games played with win two way feature.

TWO WAY CDT. WAG (in credits)

Credits which have been bet in win two way feature games.

Statistics - extended

The following statistics are available if **extended** jackpot metering has been selected during Initial setup.



Depending on machine configuration some statistic softmeter are not displayed.

INITIAL DATE:

Date when the statistics recording had started (Date of last Master Reset).

CREDITS WAGERED (in credits)

Total number of credits which have been bet.

CREDITS WON W/O JP (in credits)

Total value which has been won, except wins/bonus wins that result directly in a hand pay because a limit was exceeded.

CREDITS WON WITH JP (in credits)

Total number of credits which have been won, except progressive Jackpots.

CREDITS WON W/O JP + Non progressive Jackpots + Bonus wins

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!

TOTAL DROP (in credits)

Total value of credits from stacked bills and coins to dropbox.

COINS DROP (in credits)

Total value of credits from coins to dropbox.

HAND PAID W/O JP (in credits)

Total value hand pays **initiated by a cash out** (exceeding hopper payout limit; hopper empty or hopper jam) + key credit out.

Statistics - extended continued

HAND PAID WITH JP (in credits)

Total value of handpays (credits cancelled) **initiated automatically and/or by a cash out.** Including Key credit out, bonus wins that directly end in a hand pay and non progressive Jackpots, **except progressive Jackpots.**

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!

GAMES PLAYED

Total number of games played.

GAMES WON

Total number of games won (games lost in Double-Up feature are **not** booked to this meter!).

JACKPOT (in credits)

Non progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits), **including Top Award wins!**

Progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits), **except progressive Jackpot wins!**

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!

JACKPOT HITS

Non progressive configuration:

Number of Top award hits.

Progressive configuration:

Number of progressive Jackpot hits.

DOOR OPENS

Total number of main door openings.

Statistics - extended continued

PHYSICAL COIN IN

Number of accepted coins.

PHYSICAL COIN OUT

Number of coins paid out by hopper.

TRUE IN (in credits)

Total number of credits from inserted coins, bills, cards, coupons and key credits.

TRUE OUT (in credits)

Total number of credits paid out by hopper and paid to card.

NET WIN (in credits)

CREDITS WAGERED - CREDITS WON WITH JP

CURRENT PAYOUT %

(CREDITS WAGERED - CREDITS WON WITH JP) *100

CURRENT PAYOUT % W. BONUS

(CREDITS WON WITH JP / CREDITS WAGERED) *100

CURRENT PAYOUT % W/O BONUS

((CREDITS WON WITH JP - All received Bonus awards) / CREDITS WAGERED) *100

COINS OVERPAID

Total number of coins overpaid by the hopper.

GAMES/DOOR

Total number of games played since last main door opening.

GAMES/POWER

Total number of games played since the power up.

LOGIC DOOR

Total number of times the logic box was accessed.

DROP DOOR

Total number of times the drop box was accessed.

BILLBOX DOOR

Total number of times the bill stacker was accessed.

Note:

First time a bonus was sent, meter *CURRENT PAYOUT %* is replaced by meters *CURRENT PAYOUT % W. BONUS* and *W/O BONUS*.

Statistics - extended continued

BILLACC STACKER

Total number of bill stacker removals.

KEY CREDIT IN (in credits)

Total number of credits added to the credit meter by means of remote credit function.

KEY CREDIT OUT (in credits)

Total number of credits deducted from the credit meter by means of remote credit function.

DOUBLE UTILIZATION

(Double-Up played / Double-Up triggered) *100

DOUBLE UP WAGERED (in credits)

Won credits wagered in double up feature.

DOUBLE UP WON (in credits)

Credits won in double up feature.

DOUBLE UP PAYOUT %

(DOUBLE-UP WON / DOUBLE-UP WAGERED) *100

PLAY OFF FEATURE

UTILIZATION

(Residual feature games played / Residual feature games triggered) *100

WAGERED (in credits)

Credits wagered in residual feature game.

WON (in credits)

Credits won with residual feature game.

PAYOUT %

Actual payout percentage of residual feature game.

BILL #1

Number of bills accepted (according to billtable).

Statistics - extended continued

BILL #2

Number of bills accepted (according to billtable).

BILL #3

Number of bills accepted (according to billtable).

BILL #4

Number of bills accepted (according to billtable).

TOT. # OF BILLS

Total number of accepted bills.

TOT. BILLS CRED

Total value of accepted bills in credits.

TOT. BILLS CURR

Total value of accepted bills in currency.

PROGRESSIVE 1

Number of progressive Jackpot hits and values won in credits.

TOKENBOX IN (in credits)

Total value of credits from token which have been separated to tokenbox.

HOPPER REFILL

Number of coins refilled in the main hopper and entered in menu setup/set hopper refill.

HOPPER CONTENT

Displays current hopper content (in coins). Starting value is configured in menu setup/set hopper refill.

AUDIT METER

Credits caused by an Audit Meter Error.

TWO WAY GAMES

Number of games played with win two way feature.

TWO WAY CDT. WAG

Credits which have been bet in win two way feature games.

*e.g.: USD 10: xx
USD 20: xx
USD 50: xx
USD 100: xx*

Note:

Only available with Token separation!

Note:

Only available if audit meter is enabled during initial setup, see manual Software/Initial Setup!

Statistics - extended w. Coins Out

The following statistics are available if **extended w. coins out** jackpot metering has been selected during Initial setup.



Depending on machine configuration some statistic softmeter are not displayed.

INITIAL DATE:

Date when the statistics recording had started (Date of last Master Reset).

CREDITS WAGERED (in credits)

Total number of credits which have been bet.

CREDITS WON (in credits)

Total value which has been won, except wins/bonus wins that result directly in a hand pay because a limit was exceeded.

COINS OUT (in credits)

Total value of won credits wagered + won credits paid from hopper + credits won booked to card.

TOTAL DROP (in credits)

Total value of credits from stacked bills and coins to dropbox.

COINS DROP (in credits)

Total value of credits from coins to dropbox.

HAND PAID W/O JP (in credits)

Total value hand pays **initiated by a cash out** (exceeding hopper payout limit; hopper empty or hopper jam) + key credit out.

Statistics-extended w. Coins Out cont.

HAND PAID WITH JP (in credits)

Total value of handpays (credits cancelled) **initiated automatically and/or by a cash out.** Including Key credit out, bonus wins that directly end in a hand pay and non progressive Jackpots, **except progressive Jackpots.**

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!

GAMES PLAYED

Total number of games played.

GAMES WON

Total number of games won (games lost in Double-Up feature are **not** booked to this meter!).

JACKPOT (in credits)

Non progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits), **including Top Award wins!**

Progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits), **except progressive Jackpot wins!**

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!

JACKPOT HITS

Non progressive configuration:

Number of Top award hits.

Progressive configuration:

Number of progressive Jackpot hits.

DOOR OPENS

Total number of main door openings.

Statistics-extended w. Coins Out cont.

PHYSICAL COIN IN

Number of accepted coins.

PHYSICAL COIN OUT

Number of physical coins paid out by hopper.

TRUE IN (in credits)

Total number of credits from inserted coins, bills, cards, coupons and key credits.

TRUE OUT (in credits)

Total number of credits paid out by hopper and paid to card.

NET WIN (in credits)

CREDITS WAGERED - COINS OUT

CURRENT PAYOUT %

(COINS OUT / CREDITS WAGERED) *100

CURRENT PAYOUT % W. BONUS

(COINS OUT / CREDITS WAGERED) *100

CURRENT PAYOUT % W/O BONUS

((CREDITS WON - all received Bonus awards) / CREDITS WAGERED) * 100

COINS OVERPAID

Total number of coins overpaid by hopper.

GAMES/DOOR

Total number of games played since last main door opening.

GAMES/POWER

Total number of games played since last power up.

LOGIC DOOR

Total number of times the logic box was accessed.

DROP DOOR

Total number of times the drop box was accessed.

BILLBOX DOOR

Total number of times the bill stacker was accessed.

Note:

First time a bonus was sent, meter *CURRENT PAYOUT %* is replaced by meters *CURRENT PAYOUT % W. BONUS* and *W/O BONUS*.

Statistics-extended w. Coins Out cont.

BILLACC STACKER

Total number of bill stacker removals.

KEY CREDIT IN (in credits)

Total number of credits added to the credit meter by means of remote credit function.

KEY CREDIT OUT (in credits)

Total number of credits deducted from the credit meter by means of remote credit function.

DOUBLE UTILIZATION

(Double-Up played / Double-Up triggered) *100

DOUBLE UP WAGERED (in credits)

Won credits wagered in double up feature.

DOUBLE UP WON (in credits)

Credits won in double up feature.

DOUBLE UP PAYOUT%

(DOUBLE-UP WON / DOUBLE-UP WAGERED) *100

PLAY OFF FEATURE

UTILIZATION

(Residual feature games played / Residual feature games triggered) *100

WAGERED (in credits)

Credits wagered in residual feature game.

WON (in credits)

Credits won with residual feature game.

PAYOUT %

Actual payout percentage of residual feature game.

BILL #1

Number of accepted bills (according to billtable).

Statistics-extended w. Coins Out cont.

BILL #2

Number of accepted bills (according to billtable).

BILL #3

Number of accepted bills (according to billtable).

BILL #4

Number of accepted bills (according to billtable).

TOT. # OF BILLS

Total number of accepted bills.

TOT. BILLS CRED

Total value of accepted bills in credits.

TOT. BILLS CURR

Total value of accepted bills in currency.

PROGRESSIVE 1

Number of progressive Jackpot hits and values won in credits.

TOKENBOX IN (in credits)

Total value of credits from token which have been separated to tokenbox.

HOPPER REFILL

Number of coins refilled in the main hopper and entered in menu setup/set hopper refill.

HOPPER CONTENT

Displays current hopper content (in coins). Starting value is configured in menu setup/set hopper refill.

TWO WAY GAMES

Number of games played with win two way feature.

TWO WAY CDT. WAG (in credits)

Credits which have been bet in win two way feature games.

e.g.: USD 10: xx
USD 20: xx
USD 50: xx
USD 100: xx

Note:

Only available with Token separation!

EFT & Progressive

(Electronic Fund Transfer)

TOT. ACTIVE CREDITS

Actual playable credits on the machine.

Cashable + Non Cashable + Promotional Credits = Tot. Active Credits

ACTIVE CASHABLE

Actual cashable credits on the machine.

ACTIVE NONCASH

Actual non-cashable credits on the machine. These credits can only be cashed out to a system.

ACTIVE PROMO

Active promotional credits on the machine. These credits must be played off.

CARD CASHABLE IN

Sum of cashable credits electronically received from a cashless wagering system.

CARD CASHABLE OUT

Sum of cashable credits electronically cashed out to a cashless wagering system.

CARD NONCASH IN

Sum of non-cashable credits electronically received from a cashless wagering system.

CARD NONCASH OUT

Sum of non-cashable credits electronically cashed out to a cashless wagering system.

CARD PROMO IN

Sum of non-cashable promotional credits electronically received from a cashless wagering system.

CARD PROMO OUT

Option not used.

CLEARED CREDITS

Option not used.

EFT & Progressive continued

ACCEPTED

Option not used.

COUPON CASHABLE

Option not used.

COUPON NONCASHABLE

Option not used.

COUPONS PROMOTIONAL

Option not used.

BONUS METER 1

System bonus deductible
or
Multiplied Jackpot deductible.

BONUS METER 2

System bonus non-deductible
or
Multiplied Jackpot non-deductible.

BONUS METER 3

System Bonus wager match play.

BONUS METER 4

Option not used.

BONUS METER 5

Option not used.

PROGRESSIVE 1-8

Gives progressive level, amount of hits and total amount in currency.

Note:

Bonus meters are only active if the system supports bonusing and bonusing has been enabled during Initial Setup.

Last 10 Games

This menu shows statistics of the last 10 games. Step through the games with the center lit button (select sub menu). The last game is displayed first.



Time Stamp

Shows the time displayed game was played.

Paid (in credits)

Credits cashed out after displayed game was played.

Win (in credits)

Value which has been won.

Bet (in credits)

Value which has been bet.

Credit (in credits)

Credits on meter after displayed game was played.

Bonus (in credits)

Bonus sent by an external system.

Previous credit (in credits)

Credits on meter before game was started.

Lines played

Number of active pay lines of the displayed game.

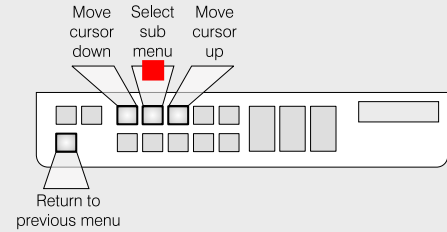
Bet per line (in credits)

Bet for each active pay line.

Double Up (in credits)

Credits before and after Double up was played.

AUDIT MENU



Note:

According to game type additional statistics of wins in a feature game (2nd screen) are available.

Last 10 Bills

This menu displays value, date and time of the last 10 notes which were accepted by the bill validator.

Last 10 Bonus Awards

This menu displays the value, date, time and type of the last 10 bonus awards.

Last 25 EFTs In

This menu displays the value, date and time of the last 25 electronic funds received from an booking device.

Last 25 EFTs Out

This menu displays the value, date and time of the last 25 electronic funds send to an booking device.

Last Payouts

This menu displays date, time, number of coins and coin value of the last 5 hopper payouts.

Last Refills

This menu displays the date, time, number of coins and coin value from hopper refills.

Last Progressive Jackpots

This menu displays the date, time, level, hit counter and credit value of the last 5 progressive jackpot wins.

View PC-Setup

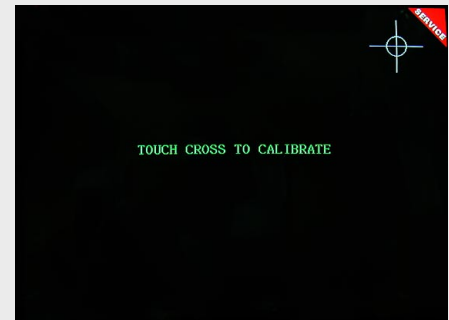
This menu displays current machine settings, which were configured by means of external PC-Setup configuration software. Configuration can **not** be changed in this menu.

Service Game

This menu allows simulated game play for test or promotional purposes. Service Game is only possible while front door is open and no credits are on credit meter. Credit meter will be set to 1000 "virtual" credits, which can be played but not cashed out. Hard meters and statistic data are not influenced by service games. To leave Service game close front door and remove Audit Key.

Calibrate Touch

This menu allows calibration of the touch screen. Touch the two crosses displayed on the monitor, to recalibrate the touch screen, if necessary.



SERVICE MENU

Service Menu

The **Service Menu** gives access to several (bookkeeping) statistics, test functions, operator selectable machine settings (menu setup) and PC-Setup.

Activating Service Menu

The **Service Menu** is activated by opening the main door and pressing the service button on the Master board. The following sub-menus are available:

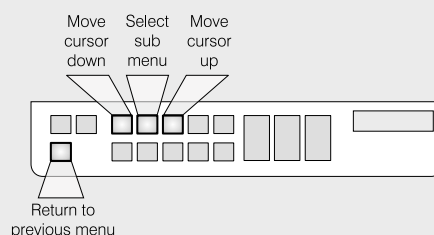
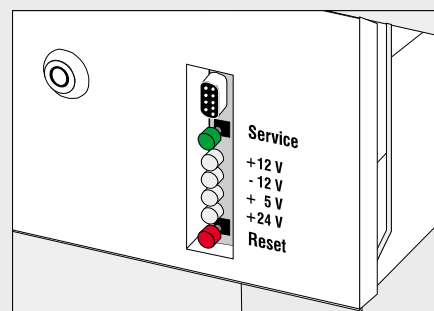
Configurations	page 38
Selftest	page 38
Last 10 Games	page 42
Last 10 Bills	page 43
Last 10 Bonus Awards	page 43
Last 25 EFTs In	page 43
Last 25 EFTs Out	page 43
Last Payouts	page 43
Last Refills	page 43
Last Progressive Jackpots	page 43
Menu Setup	page 44
Set Clock	page 48
Hopper Out (1)	page 48
Hopper Out (2)	page 48
PC-Setup	page 48
Config Key Changes	page 49
Out Of Service	page 49

Menu Navigation

With the lit buttons, the desired sub-menu can be highlighted and activated. A highlighted menu item changes font colour from green to yellow.

Note:

This manual describes the complete range of possible topics and setting for an O-Level software. Depending on game system, machine configuration and jurisdiction some menus are not shown or not used.



Note:

For a detailed description of the game system see section software.

Configurations

In this menu the installed software versions and a detailed configuration overview of the machine is shown.
Consists of two pages.

Selftest

Several components and their functionality can be tested in this menu. Some tests which are intended for manufacturer use, are not applicable without additional test equipment.

IIC-PORT DRIVER CHECK

All I²C circuits are checked. In case of an error the defective component is displayed.

Fault example:

MAIN - BOARD

I²C - DRIVER U9

VOLTAGE CHECK

The following voltages are checked:
+24 Volt +12 Volt -12 Volt + 5 Volt

Fault example:

VOLTAGE FAILURE

COIN DIVERter CHECK

The coin diverter solenoid is checked.

Fault example:

COIN DIVERter SOLENOID ERROR

TOP LIGHT TEST

The top light lamps are checked.

Fault example:

TOPLIGHT: UPPER LAMP DEFECTIVE

DIP-SWITCH SETTINGS

The current Master board DIP-switch settings are displayed in this menu. Settings can be viewed, but not changed.

Note:

See Appendix (page 51) or manual "Software" for details about Master board DIP-switch functions.

Selftest continued

SOUND TEST

In this menu the function of the sound interface can be tested. With "SOUND TEST ALL" all included sound samples can be selected and played. "SOUND TEST RIGHT/LEFT" plays a sample on the right/left channel only.

LAMP TEST

The lamp test checks the bulbs of the button panel.

Fault example:

BET4 - BUTTON LAMP DEFECTIVE

SERIAL I/O TEST

The serial interface (SUB-D9 connector) of the Master board is checked. (Only with test-plug.)

SWITCH TEST

Switches and sensors can be tested in this menu. Activating a switch by hand should change the displayed state. Following switches are shown: Logic Door, Drop Door, Billbox Door, Hopper Count Switch, Hopper High Level, Jackpot Key, Audit Key.

OPTOBOARD TEST

The optoboard test checks the coin channeling optics (light barriers).

Select the channel to hopper or to drop box and insert coin. When the coin has passed the optics the displayed colour changes from yellow to red.

HANDLE TEST

Option not used.

BUTTON TEST

In this menu panel buttons, service buttons and Master board buttons (service & reset) can be checked. Displayed colour changes from yellow to red as a button is pressed. The 4 navigation buttons can not be tested with button test.

EEPROM TEST

Internal EEPROM's test.

SERVICE MENU

Note:

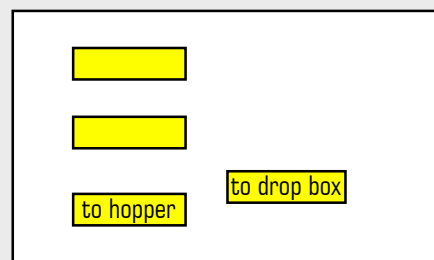
Test does not work, if machine is equipped with LED button lamps.

Note:

Manufacturer use. Additional test equipment needed.

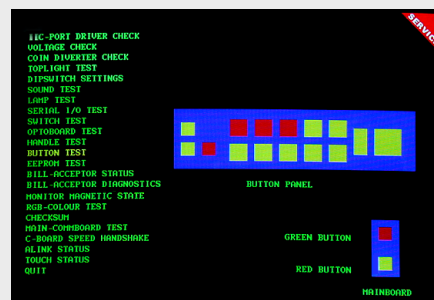
Note:

Not all machines are equipped with all switches and sensors.



Note:

Coin to tokenbox is only available with a Token GAL installed.



Selftest continued

BILL-ACCEPTOR STATUS

The current status and operation mode of bill acceptor and stacker is displayed.

Status: Initialised *or* Init Failed
 Operation Mode: Active
 Stacker Status: Active (Attached) *or* Disconnected

BILL-ACCEPTOR DIAGNOSTICS

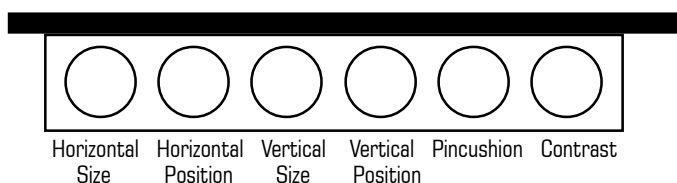
In this menu bill acceptor statistics are shown and the acceptor can be tested. Tests are only available, if the bill acceptor is initialised. With JCM™ Acceptors only "Validator test w. stacking" and "Validator test w/o. stacking" is available.

MONITOR MAGNETIC STATE

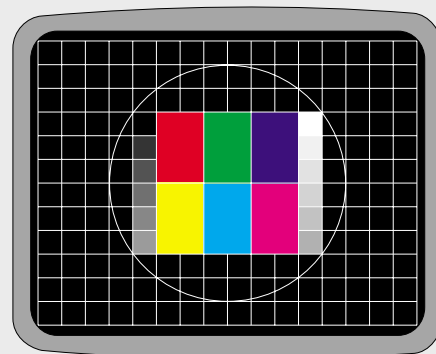
This function displays a complete red screen. Monitor can be checked for colour purity and uniformity. Check monitor degaussing coil, if the screen is not uniformly red.

RGB COLOUR TEST

A RGB test screen is displayed, to check screen size, colour balance, brightness and contrast. Use the 6 knobs at the monitor to adjust screen geometry and contrast.



LIFETIME COUNTER
 BILLS ENABLED
 CURRENT STATISTICS
 VALIDATOR TEST WITH STACKING
 VALIDATOR TEST WITHOUT STACKING
 QUIT



SERVICE MENU

Selftest continued

CHECKSUM

The EPROM's internal checksum is calculated. This can take some time (~2min). Each EPROM of a specific game software set has its own checksum.

MAIN-COMMBOARD TEST

The data transfer between Comm board and Master board can be tested. (Only with test interface).

C-BOARD SPEED HANDSHAKE

The function of the comm board is tested. (Only with test interface).

ALINK STATUS

Displays the Alink Status (Master / Slave / Ready / Error) for each Alink adress 01-32. Applicable only if machines are linked via Alink or if machine is configured for Alink Standalone progressive Jackpot.

TOUCH STATUS

Displays the current status of touch screen interface and controller.

Fault example:

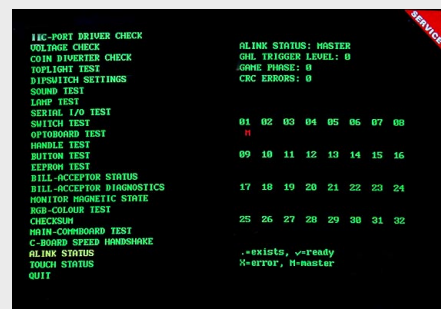
TOUCH CONTROLLER NOT CONNECTED

Note:

Manufacturer use. Additional test equipment needed.

Note:

Manufacturer use. Additional test equipment needed.



IIC-PORT DRIVER CHECK	ALINK STATUS: MASTER
VOLTAGE CHECK	GM TRIGGER LEVEL: 0
COIN DIAMETER CHECK	GAME PHASE: 0
TOPLIGHT TEST	CRC ERRORS: 0
DIPSWITCH SETTINGS	
SOUND TEST	
LAMP TEST	
SERIAL I/O TEST	01 02 03 04 05 06 07 08
SWITCH TEST	H
OPTOBOARD TEST	
HANDLE TEST	09 10 11 12 13 14 15 16
BUTTON TEST	
EEPROM TEST	
BILL-ACCEPTOR STATUS	17 18 19 20 21 22 23 24
BILL-ACCEPTOR DIAGNOSTICS	
MONITOR MAGNETIC STATE	
RGB-COLOUR TEST	25 26 27 28 29 30 31 32
CHECKSUM	
MAIN-COMMBOARD TEST	
C-BOARD SPEED HANDSHAKE	..exists, ..ready
ALINK STATUS	H=error, M=master
TOUCH STATUS	
QUIT	

Last 10 Games

This menu shows statistics of the last 10 games. Step through the games with the center lit button (select sub menu). The last game is displayed first.



Time Stamp

Shows the time displayed game was played.

Paid (in credits)

Credits cashed out after displayed game was played.

Win (in credits)

Value which has been won.

Bet (in credits)

Value which has been bet.

Credit (in credits)

Credits on meter after displayed game was played.

Bonus (in credits)

Bonus sent by an external system.

Previous credit (in credits)

Credits on meter before game was started.

Lines played

Number of active pay lines of the displayed game.

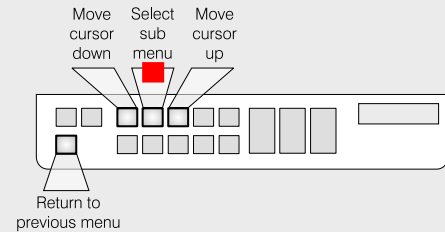
Bet per line (in credits)

Bet for each active pay line.

Double Up (in credits)

Credits before and after Double up was played.

SERVICE MENU



Note:

According to game type additional statistics of wins in a feature game (2nd screen) are available.

Last 10 Bills

This menu displays value, date and time of the last 10 notes which were accepted by the bill validator.

Last 10 Bonus Awards

This menu displays the value, date, time and type of the last 10 bonus awards.

Last 25 EFTs In

This menu displays the value, date and time of the last 25 electronic funds received from an booking device.

Last 25 EFTs Out

This menu displays the value, date and time of the last 25 electronic funds send to an booking device.

Last Payouts

This menu displays date, time, number of coins and coin value of the last 5 hopper payouts.

Last Refills

This menu displays the date, time, number of coins and coin value from hopper refills.

Last Progressive Jackpots

This menu displays the date, time, level, hit counter and credit value of the last 5 progressive jackpot wins.

Menu Setup

Within **Menu Setup** several settings of the machine can be configured (without RAM reset).



All changes in settings must be confirmed with "save changes". When saving was successful a short sound is played.

TOPLIGHT

The top light lamps are operator programmable. Light patterns can be assigned to an event.

Set TOP / CENTER / BOTTOM lamp to ON / FAST FLASH / SLOW FLASH / OFF for a particular event.

Set DOOR to 1 GAME or 2 GAMES. Light pattern for main door opening will stop after 1 or 2 games.

REMOTE CREDIT

This selection sets the increment/decrement value for the remote credit function.

HOPPER PAYOUT LIMIT

The HOPPER PAYOUT LIMIT (in coins) determines how many coins can be paid from the hopper on a single pay out. Set from 0 to 3000 coins.

CHANGE LANGUAGE

The language of the on-screen texts in normal game mode can be set to one of four languages or to PLAYER SELECTABLE. If PLAYER SELECTABLE is set, players can change languages with the "Change Button" on the button panel.

Note:

Not applicable with all software versions. Some versions are single language only.

Menu Setup continued

DOUBLE UP SETUP

The double up feature after a win can be enabled or disabled. Additionally double mode and number of double up's can be selected and the player selectable auto double feature (on-screen button) can be activated.

Double Mode: double disabled, risk ladder, red or black
Maximum Double: 1x, 5x, Max. allowed
Auto Double: disabled, player selectable

Note:

Double up and Auto Double option is not available in all jurisdictions!

SET HOPPER REFILL

The amount of coins refilled in the main hopper (hopper 1) should be entered in this routine. Each refill must be confirmed with "SAVE CHANGES". Refill amount is booked to "Hopper Refill" and "Hopper Content" in statistics.

BILLS ENABLED (IBS only)

The acceptance for each programmed bill can be enabled or disabled separately.
Applicable only with GPT™ IBS bill acceptors.

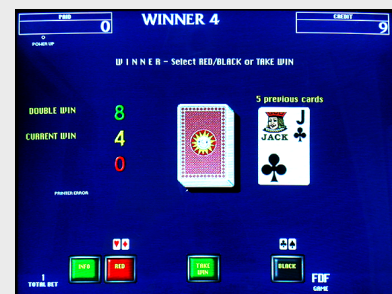
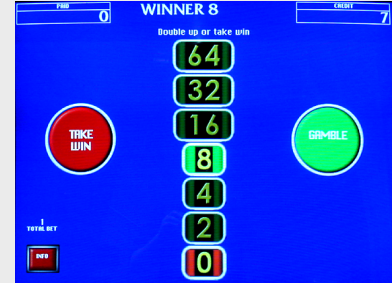
ANIMATION MODE/SOUND

The animation mode is intended to attract players, while the machine is in idle mode (no credits on win or credit meter). Additionally, the sound during animation mode can be switched ON/OFF.

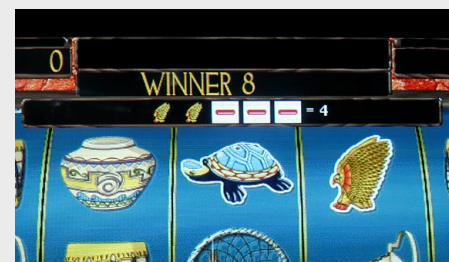
WIN PRESENTATION

If DETAILED WIN PRESENTATION is set to ON, an additional window is displayed which shows winning combination and win amount. For more than one winning combinations (on different pay lines) the display toggles.

SERVICE MENU



Double up modes risk ladder and red or black.



Menu Setup continued

JACKPOT MUSIC

The volume of the music which is played during jackpot celebration can be adjusted:

- | | |
|-------------------|--|
| SET HIGH: | Uses volume setting as adjusted in SOUND MENU + 30%. |
| ADJUSTABLE: | Uses volume setting as adjusted in SOUND MENU. |
| HIGH TO ADJUSTED: | Starts with high volume and fades after 45 sec. to the setting adjusted in the SOUND MENU. |

SET AUDIT PRINTER

A serial number and an ID number for coupons issued by the audit printer (optional) can be set.

SYSTEM LOCKUP OPTIONS

Configures handling of remaining credits after a shutdown has been initiated by the accounting system. Select CASHOUT CASHABLE CREDITS or CREDITS REMAIN ON GAME. Item is not visible if no accounting system is connected or if the Comm board supports the "Lock with cashout enabled" command. Required only in some jurisdictions.

COUPON ENABLE

Option not used.

SOUND MENU

The SOUND VOLUME during game play can be adjusted from 2 - 100. A sound example is played during adjustment. The REEL RANDOM SOUND, a special sound played while the reels are spinning, can be enabled or disabled.

SET DOOR OPEN SOUND

The door open sound can be set to a single sound with adjustable volume or to a continuous sound with full volume or the same volume as the game sound.

JACKPOT MESSAGE

Adjust the Jackpot ingame display window (big/small) and enable or disable text scrolling.

Menu Setup continued

SET CELEBRATION LIMIT

By means of the Celebration Limit it is possible to have the Jackpot Animation started, if a win resulting from a single game exceeds an adjusted value.

Case 1 - SEND CREDITS set to TO PLAYER CARD

A win equals or exceeds the adjusted LOWER LIMIT, but not the UPPER LIMIT.

1. Jackpot animation starts.
2. A message is displayed
CONGRATULATIONS! PLEASE CALL ATTENDANT.
YOU HAVE WON XX <CURRENCY>.
3. An attendant must clear Jackpot animation and message by means of the Jackpot key.
4. If a valid player card is applicable the win amount is booked to player card upon key release.

Important!

If **no** valid player card is applicable (or no card reader is installed at all), the win amount is booked to the credit meter instead!

Case 2 - SEND CREDITS set to TO HANDPAY

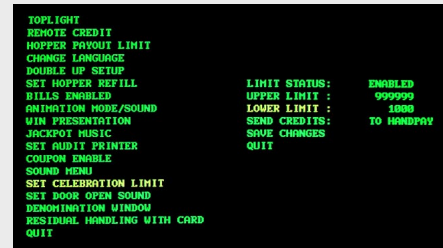
A win equals or exceeds the adjusted LOWER LIMIT but not the UPPER LIMIT.

1. Jackpot animation starts
2. A message is displayed
CONGRATULATIONS! PLEASE CALL ATTENDANT.
YOU HAVE WON XX <CURRENCY>
3. An attendant must clear Jackpot animation and message by means of the Jackpot key and carry out a handpay.

Case 3 - Win exceeds Upper Limit

A win equaling or exceeding the adjusted UPPER LIMIT always results in a handpay. Handling is the same as in case 2.

SERVICE MENU



Pre-requirements for Celebration Limit:

- A Commboard must be installed.
- "Jackpot Meter Reporting" must be set to EXTENDED or EXTENDED WITH COINS OUT.
- "Bonusing" must be disabled during Initial Setup.
- To adjust upper- and lower limit values, Commboard DIP switch S5/6 must be set to ON.



Jackpot animation with handpay message.

Menu Setup continued

DENOMINATION WINDOW

Allows to add a price per credit to the tokenisation window (in the lower right corner of the game screen). If activated, the price must be set with DENOMINATION WINDOW. 3 digits can be added.

Example:

1 \$	BUYS 4 CREDITS
-------------	-----------------------

Standard Window

25c <small>Game</small>	1 \$ BUYS 4 CREDITS
-----------------------------------	----------------------------

Denomination window added

RESIDUAL HANDLING WITH CARD

In case of Cashless Smartcard operation, following adjustment is possible:

FULL PAYOUT

All credits are allowed to be transferred to card.

MULTIPLE OF DENOMINATION

Only multiples of the denomination and no credit values lower than the denominations are allowed to be booked to the card. Residual credits remain on the creditmeter and will be handled as adjusted during Initial Setup.

SERVICE MENU

Set Clock

The internal clock of the machine can be set in this menu. Highlight the figure to be changed and press the center button of the three lit buttons to start changing the value.

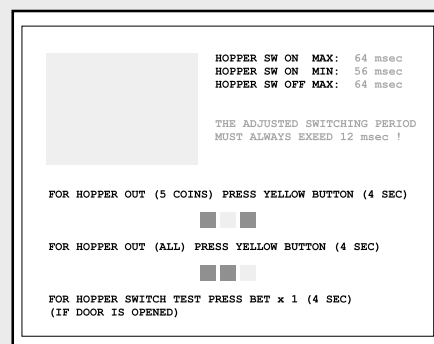
Hopper Out (Hopper 1)

With the Hopper out test routine the proper adjustment of the hopper coin switch can be tested.

- Run HOPPER OUT (5 COINS) test by pressing the middle lit button for 4 sec.
- Make sure exact 5 coins were paid out.
- Repeat the test for additional security.
- Run the HOPPER SWITCH TEST by pressing the left lit button for 4 sec. The Hopper will perform a coin out until the Hopper is empty or the reset button on the Master board is pressed.
- The switching period values (in msec) are displayed. If any of the values is below 12 msec the Hopper count switch has to be re-adjusted. See manual Peripherals/Hopper for details.

Hopper Out (Hopper 2)

Applicable only if a second (residual credits) Hopper is installed.



PC-Setup

Allows changes to the basic machine configuration by means of an external computer program. Hardware settings, bill and coin values, software switches/limits and Jackpot configuration (if applicable) can be changed as required. The appropriate configuration software version is displayed on screen.

See manual "Software" for a detailed PC Setup description.

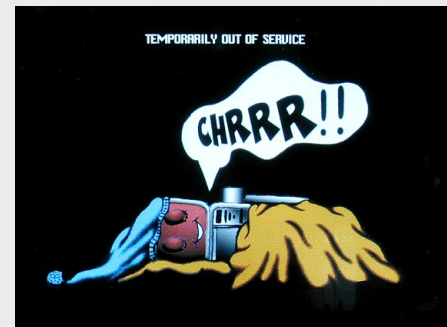
Config Key Changes

When changing machines payable configuration by means of the Config Key EPROM, changes are stored in non-volatile memory. The last 10 configuration changes can be reviewed in this menu. Date and time of the configuration change, the applied Config Key EPROM version, payable versions (old and new payable) and some major statistical data is shown.

Out Of Service

To set the machine to OUT OF SERVICE mode activate this routine. A sleep mode screen is displayed and the machine is not playable. Can also be used to reserve the machine for a player.

To switch back to game mode, open the main door and press the service button on the Master board.



Master board DIP Switch Settings

Table refers to O-Level Main software.

Switch		Description	
1-1		Holland specific requirements	
ON		Holland requirements enabled	
OFF		Holland requirements disabled	
1-2		Hopper empty procedure	
ON		Hopper must be refilled, payout continues after main door is closed	
OFF		Left amount is hand paid	
1-3	1-4	Over maximum payout limit procedure	
OFF	OFF	Pay limit from hopper, rest hand paid	
OFF	ON	Total amount is hand paid	
ON	OFF	Pay coins from hopper until amount reaches next full hundred, rest is hand paid	
1-5		ROM SIG calculation	
ON		ROM SIG over first 128 byte of MAIN & PAYTABLE	
OFF		ROM SIG over whole MAIN eprom	
1-6		not used	
1-7	1-8	2-2	Coin in procedure
ON	ON	OFF	Inserted coins are added to the BET or IN meter until maximum bet is reached,further coins are rejected
ON	ON	ON	Inserted coins are added to the BET or IN meter until maximum bet is reached, the game is started automatically at maximal bet
OFF	ON		Inserted coins are added to the BET or IN meter until maximum bet is reached, further coins are added to the CREDIT meter
OFF	OFF		Inserted coins are added to the CREDIT meter, the IN meter is not displayed

Switch		Description
2-1		Win payout procedure for all wins
ON		Pay win amount from the hopper
OFF		Add win amount to the credit meter
2-3		Hopper jam procedure
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid
2-4		Bill validator usage
ON		Bill validator is enabled
OFF		Bill validator is disabled (not equipped)
2-5		Top prize won procedure
ON		GM assumes top prize is paid by some progressive system and will show win amount "0"
OFF		GM pays top prize amount according to pay table
2-6		not used
2-7		Game start
ON		Bet is forced before new game can be started
OFF		Game is started with last bet (only used by standard slot panel) (3 reel games)
2-8		Number of candles
ON		Top light with 2 lamps
OFF		Top light with 3 lamps

Switch		Description
3-1		not used
3-2		not used
3-3		not used
3-4		not used
3-5		not used
3-6		not used
3-7		Coin diverter malfunction procedure
ON		GM locks with error message
OFF		Diverter malfunction is not reported
3-8		Bill validator operation mode
ON		Accepted bills are changed immediately by paying bill value from the hopper
OFF		Value of accepted bill is added to the credit meter

