

Cashline™

# **Software / Basic Setup**

## **O-Level Software**

**Rev. 1.5**

May 2005

Cashline™  
**Software / Basic Setup**  
**O-Level Software**

Rev. 1.5

Rel. May 2005

© 2000 - 2005 Atronic International GmbH. All rights reserved.

May 2005

<b>Introduction</b>	4
<b>Software</b>	
Location of software EPROMs	6
Definition of EPROM naming	7
<b>Clear Memory procedure</b>	
Introduction	8
Clear Memory / RAM Reset 09 + Comm board Clear + Config Key	10
Clear Memory / RAM Reset 11 + Comm board Clear + Config Key	12
<b>Configuration Key Cashline</b>	
Introduction	14
Configuration Key procedure	14
Troubleshooting	15
Information stored in case of a configuration change	16
<b>Initial Setup</b>	
Initial Setup Flowchart	18
Initial Setup procedure	
- Set Coin Value, Set In-Multiplier, Set Tokenisationstring for on-screen display	19
- Preview for Tokenisationstring for on-screen display, Jackpot Meter Reporting, Mechanical Meter 2, Mechanical Meter 3, Mechanical Meter 4	20
- Mechanical Meter 5, Set Coin Separation, Set Win Payout Limit, Win Payout Limit, Audit Meter Enable, Set Credit Limit	21
- Set Credit Limit Payout, Handpay Cancel Allowed Feature, Bonus Enable, EFT Transactions Enabled, Set Progressive Group#, Comm board Required	22
- Set Bill Acceptor Type, Residual Credits Payout	23
- Setup Summary, Further procedure	24
Selectable Paytable procedure	
- Set number of reels, Set number of lines, Set bet per line	26
- Set game percentage, Summary	27
<b>PC Setup</b>	
Introduction	28
Mainconfig for Windows installation	29
Connect the Notebook to the machine	29
Identify and select required CNF version	30
Data Transmission - Slot Machine <-> Notebook	31
Settings - Hardware Configuration	32
Settings - Coin Value	33
Settings - Bill Value	34
Settings - Software Switches / Limits	35
- Key Mode, Win Limit	35
- Key Off Limit, Progressive Jackpot Meter Mode	36
Ticket Text Westrex	37
Jackpot Configuration	38
<b>Appendix</b>	
Mechanical Meter (Hardmeter) <b>STANDARD METERING</b>	40
Mechanical Meter (Hardmeter) <b>EXTENDED METERING</b>	43
Mechanical Meter (Hardmeter) <b>EXTENDED W. COINS OUT METERING</b>	46
DIP Switch Table VIDEO SLOT - Master board	48
DIP Switch Table VIDEO POKER - Master board	49
DIP Switch Table - Comm board / SAS protocol	50
DIP Switch Table - Comm board / GRIPS protocol	52

## Introduction

This manual aims to give a description of all Basic Set-up procedures needed for commissioning of a Atronic Cashline machine running a O-Level Main Software.



**Read this Manual carefully  
BEFORE performing any procedure  
described in this manual!**

**The following special equipment is needed to perform the procedures described in this manual!**

- **RAM Reset EPROM**
- **Comm board Clear EPROM**
- **CONFIG Key EPROM**  
*(if a selectable paytable is used)*
- **PC Setup kit**
- **Jackpot configuration software "Alinkconfig for Windows"**  
*(if Jackpot configuration is required)*

**Please contact Atronic Technical Service to obtain appropriate equipment.**

## **Topics to be found in additional manuals**

**Following topics can be found in manual "Operating".**

- Components
- Operating procedures
- Audit Menu
- Service Menu

**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:**

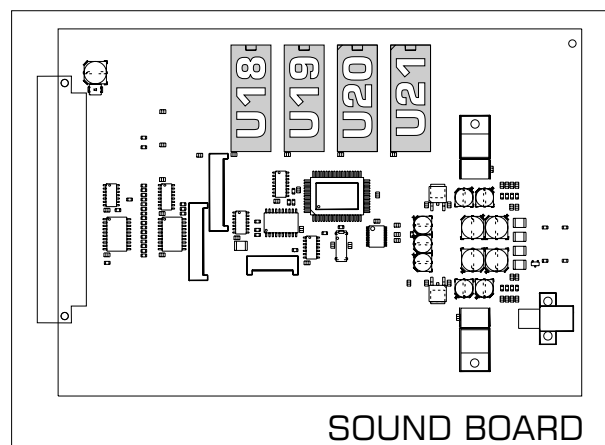
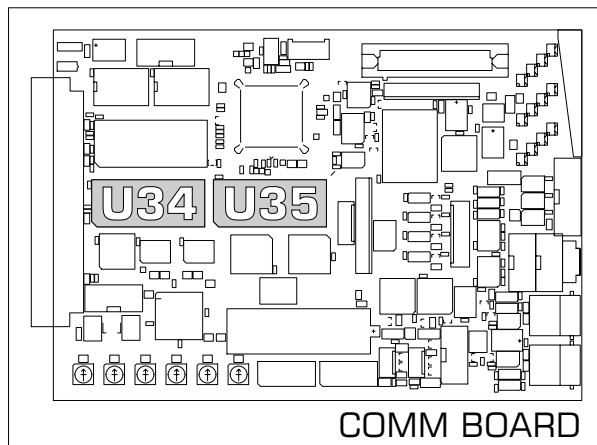
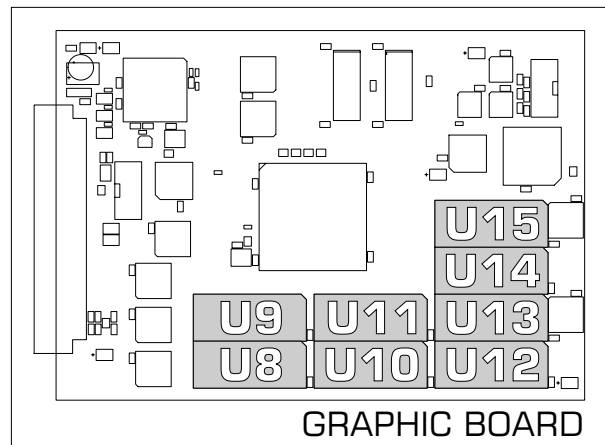
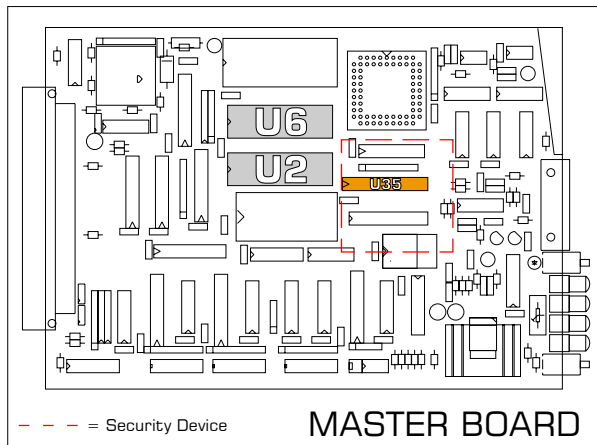
*All mentioned manuals can be found on a CD-ROM titled "**Atronic Service manual 2005**"*

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

## Software

### Location of Software EPROMs

- Main software is installed on the Master board, socket U2.
- Paytable is installed on the Master board, socket U6.
- Security GAL or Security Device is installed on the Master board, socket U35.
- Graphic software is installed on the Graphic board, sockets U8 to U15.
- Comm software is installed on the Comm board, sockets U34 and U35.
- Sound software is installed on the Sound board, sockets U18 to U21.



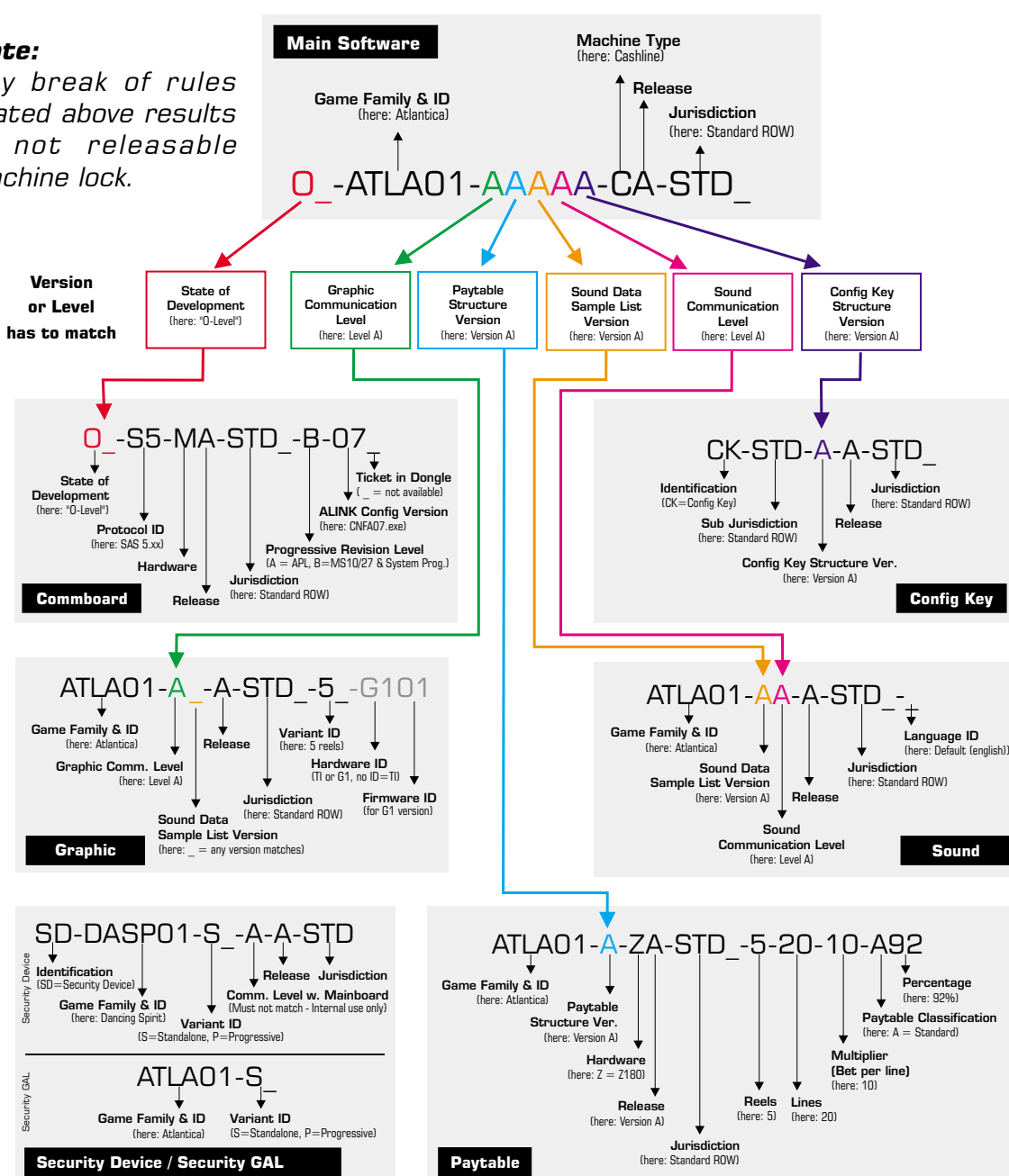
## Definitions of EPROM naming

Atronic EPROMs are named according to Atronic's Definition of EPROM Naming. This helps to identify and match Software versions. Software versions can be seen in "Configuration Menu" or on EPROM labels.

- *Game Family* must match for Main, Paytable, Graphic, Sound and Security Device.
- *Communication Levels* and *Structure Versions* must match. A downward compatibility might be implemented and will be documented separately.

### Note:

Any break of rules stated above results in not releasable machine lock.



Note: All software versions stated here are only given for example to explain EPROM namings.

## Clear Memory Procedure

### Introduction

The clear memory procedure is required to change the machine configuration (Initial Setup, PC Setup and Jackpot Configuration) by means of RAM Reset and Comm board Clear EPROMs.



**Check and set DIP-switches on Master- and Comm board before performing Clear Memory Procedure! DIP Switch settings see Appendix page 48 - 53.**

**For PC Setup configuration a PC Setup kit is required, see page 28!**

**For Jackpot configuration a PC Setup kit and the "CNFA07" (DOS version)- or "Alink Setup" (Windows version) configuration software is required, see page 38!**

**The clear memory procedure covers:**

### RAM Reset 09

Resetting the machine by means of RAM Reset 09 EPROM (Labeled "RRES-\_-09").

Statistical data and Softmeters cleared	Init Setup settings cleared	Menu Setup settings cleared	PC Setup settings cleared
Yes	Yes	Yes	Yes

continues next page



## The clear memory procedure covers (cont.)

### RAM Reset 11

There are 4 different routines available for resetting the machine using the RAM Reset 11 EPROM (Labeled "RRES-\_-11").

According to which button is pressed during RAM Reset power up, different memory areas are affected.

Button pressed during RAM Reset Power up	Statistical data and Softmeters cleared	Init Setup settings cleared	Menu Setup settings cleared	PC Setup settings cleared
None	Yes	No	No	No
Reset Button (red)	Yes	No	No	Yes
Service Button (green)	Yes	Yes	Yes	No
Both Buttons	Yes	Yes	Yes	Yes

### Comm board Clear

Clearing the Comm board data by means of Comm board Clear EPROM.

### Configuration Key (CONFIG Key)

Enable selectable payable applicability or clear CONFIG CRC error by means of CONFIG Key EPROM.

## Clear Memory Procedure w. RAM Reset 09



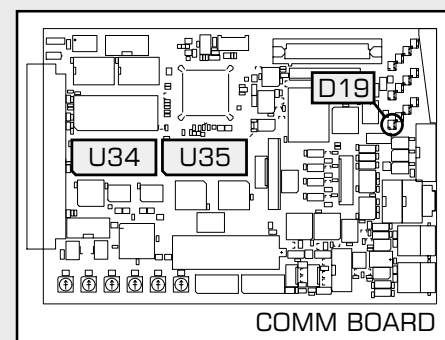
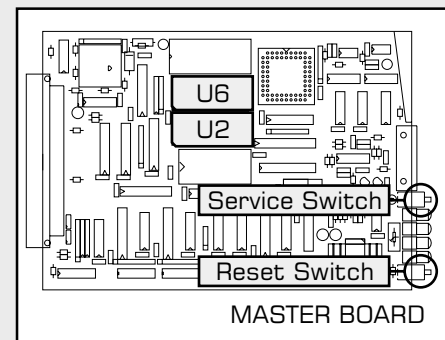
**Perform step 3, 11, 12, 13 and 14 only when using a selectable payable!**

1. Switch off power and remove Master- and Comm board.
2. Replace Main EPROM U2 on the Master board with CLEAR EPROM RRES\_09.
3. *Replace Paytable EPROM U6 on the Master board with CONFIG Key EPROM.*
4. Replace Comm EPROMS U34 & U35 on the Comm board with COMM CLEAR EPROMS.
5. Reinstall Master- and Comm board and switch on power.
6. Wait approx. 10 seconds. An audible signal confirms the RAM RESET and a flashing LED (D19) on the Comm board confirms the COMM BOARD CLEAR.
7. Switch off power and remove Master- and Comm board.
8. Replace CLEAR EPROM RRES\_09 with original Main EPROM U2 on the Master board.
9. Replace COMM CLEAR EPROMS with original Comm EPROMS U34 & U35 on the Comm board.
10. Reinstall Master- and Comm board and switch on power.
11. *After some seconds the message "CONFIG EPROM DETECTED, PLEASE RESTART WITH ORIGINAL PAYTABLE EPROM (U6)" is displayed.*
12. *Switch off power and remove Master board.*
13. *Replace CONFIG Key EPROM U6 with original payable EPROM.*

## CLEAR MEMORY

### **Note:**

*Make sure to have the EPROM mounted correct. The sockets' groove and the EPROMs groove have to point to the same direction.*



## **Clear Memory Procedure w. RAM Reset 09** continued



**Perform step 3, 11, 12, 13 and 14 only  
when using a selectable payable!**

14. *Reinstall Master board and switch on power.*
15. After some seconds the message "RAM ERROR" is displayed.
16. Press and hold the red reset button for approx. 5 seconds (audible signal).
17. Carry out Initial Setup as described on page 18.

## CLEAR MEMORY

### Clear Memory Procedure w. RAM Reset 11



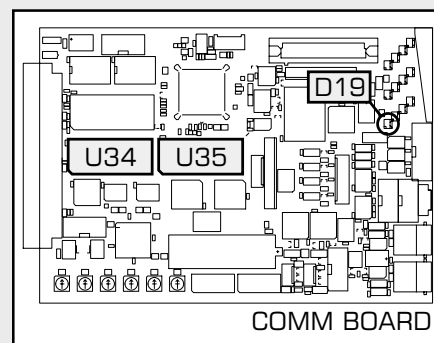
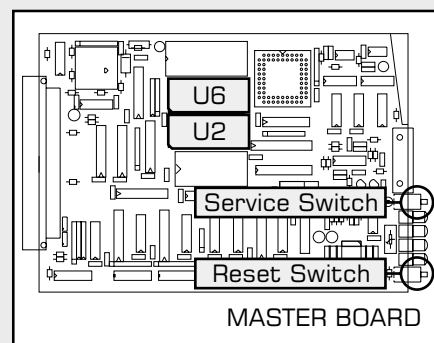
**Perform step 3, 11, 12, 13 and 14 only when using a selectable payable!**

Button pressed during RAM Reset Power up	Statistical data and Softmeters cleared	Init Setup settings cleared	Menu Setup settings cleared	PC Setup settings cleared
None	Yes	No	No	No
Reset Button (red)	Yes	No	No	Yes
Service Button (green)	Yes	Yes	Yes	No
Both Buttons	Yes	Yes	Yes	Yes

1. Switch off power and remove Master- and Comm board.
2. Replace Main EPROM U2 on the Master board with CLEAR EPROM RRES\_11.
3. Replace Paytable EPROM U6 on the Master board with CONFIG Key EPROM.
4. Replace Comm EPROMS U34 & U35 on the Comm board with COMM CLEAR EPROMS.
5. Reinstall Master- and Comm board and switch on power while holding that button pressed, you have chosen from the table above.
6. Hold button pressed until an audible signal confirms the RAM RESET and a flashing LED (D19) on the Comm board confirms the COMMBOARD CLEAR.
7. Switch off power and remove Master- and Comm board.
8. Replace CLEAR EPROM RRES\_09 with original Main EPROM U2 on the Master board.

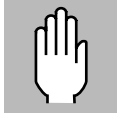
#### **Note:**

Make sure to have the EPROM mounted correct. The sockets' groove and the EPROMs groove have to point to the same direction.



continues next page

## **Clear Memory Procedure w. RAM Reset 11** continued



**Perform step 3, 11, 12, 13 and 14 only  
when using a selectable payable!**

9. Replace COMM CLEAR EPROMS with original Comm EPROMS U34 & U35 on the Comm board.
10. Reinstall Master- and Comm board and switch on power.
11. *After some seconds the message "CONFIG EPROM DETECTED, PLEASE RESTART WITH ORIGINAL PAYTABLE EPROM (U6)" is displayed.*
12. *Switch off power and remove Master board.*
13. *Replace CONFIG Key EPROM U6 with original payable EPROM.*
14. *Reinstall Master board and switch on power.*
15. When the message "RAM ERROR" is displayed, press and hold the Reset Button for approx. 5 seconds until confirmation sound is played.

### **Following procedures**

- If Initial Setup setting were not cleared, the machine starts with the Setup Summary screen where settings can be checked and altered.
- If Initial Setup settings were cleared the machine starts the Initial Setup with default settings. Carry out Initial Setup as described on page 18.
- If all settings were cleared (both buttons) the machine starts with the message "MENU SETTINGS ERROR", which can be cleared by turning the Audit Key. Carry out Initial Setup as described on page 18.

## Configuration Key (Config Key)



**Configuration Key is used for selectable payable only!**

### INTRODUCTION

#### **Selectable Paytable**

A selectable payable EPROM contains various payable versions for one game type, Operator selectable by means of the CONFIG Key EPROM.

#### **Configuration Key**

The CONFIG Key EPROM is required to enable the selectable payable applicability, to change the payout percentage or to clear a CONFIG CRC error.



**According to jurisdictional requirements there are different versions of the Configuration Key EPROM available.**

**Please contact Atronic Technical Service to obtain a appropriate version.**

### CONFIG KEY PROCEDURE

1. Switch off power and remove Master board.
2. Replace Paytable EPROM U6 on the Master board with CONFIG Key EPROM.
3. Reinstall Master board and switch on power.
4. After some seconds the message "CONFIG EPROM DETECTED, PLEASE RESTART WITH ORIGINAL PAYTABLE EPROM (U6)" is displayed.
5. Switch off power and remove Master board.
6. Replace CONFIG Key EPROM U6 with original payable EPROM.
7. Switch on power.

continues next page

**Config Key procedure** continued

During power up process the Software checks if the RAM was initialised by the insertion of a CONFIG Key. If the check proves valid the Software will start the configuration process for selectable paytables.

-> Proceed on page 26

**TROUBLESHOOTING:****1. Paytable EPROM Error**

This message is shown when a wrong Paytable is installed. The machine LOCKS UP.  
=> Install the correct Paytable EPROM.

**2. Config CRC Error**

This message is shown when:

The checksum of the Config Key Data is not correct.  
=> Repeat the routine with the Config Key EPROM.

*or*

If a selectable paytable is used and a RAM Reset without CONFIG Key procedure was performed.  
=> Repeat the routine with the Config Key EPROM.

**3. Use RAMCLEAR EPROM and change Denomination**

This message is displayed if a wrong Paytable has been selected.  
=> Perform Memory Clear Procedure, see page 8.

**4. Paytable change not allowed! Credits remain on game**

This message is displayed if credits remained on the credit meter before the Config Key procedure was performed.  
=> Install old payable EPROM, start machine and play off remaining credits.

## Information stored in the RAM in case of a payable configuration change

1. The master meters in STATISTICS, reached via Audit Key, remain unchanged.
2. The "Config Key Changes" Menu (Service Menu / Config Key Changes) is introduced to store the last 10 configuration changes:
  - a) Date/Time of configuration
  - b) Config Key EPROM Version
  - c) Change: Old Paytable => New Paytable
  - d) Statistical Data:

### **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!**

### **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.

*\* Only available if meters are configured to "Extended Statistics".*

### **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.

### **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.

### **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.

*\*\* Only available if meters are configured to "Extended Statistics" or "Extended Statistics with coins out".*

continues next page



**GAMES PLAYED**

Total number of games played.

**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.

**JACKPOT HITS**

Non progressive configuration:  
Number of Top award hits.

Progressive configuration:  
Number of progressive Jackpot hits.

**JACKPOT** (in credits)

***For Standard metering:***

Non progressive configuration:  
Amount of Top award values won.

Progressive configuration:  
Amount of progressive Jackpot values won.

***For Extended & Extended w. Coins Out metering:***

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:***

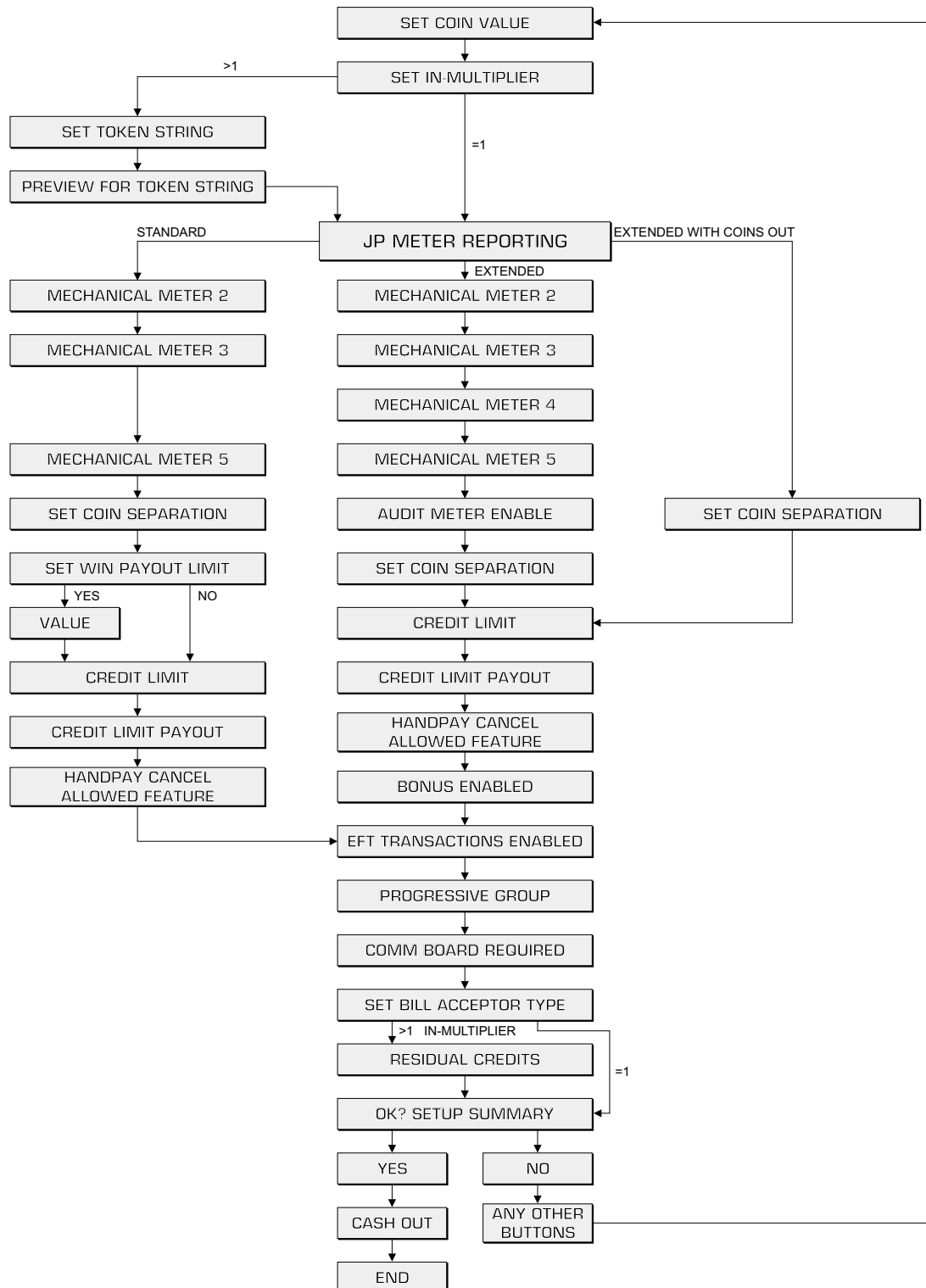
*Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter!*

3. RAM Reset

In case of a RAM RESET the "Config Key Changes" softmeters are cleared!

## Initial Setup (STD)

Overview of the initial setup procedure for **standard (STD)** software versions.



## INITIAL SETUP

### Initial Setup (STD)

After a new software has been installed or after a RAM reset, a basic setup is required.

#### Procedure

During the first power up the following message is displayed:

**MEMORY IS RESET - NEW GAME TYPE**  
or  
**MEMORY AND PC SETUP ARE RESET**  
or  
**RAM ERROR**

- Press and hold the red reset switch on the master board until an acoustic signal sound (approx. 10 seconds) is played.
- A menu is displayed on the monitor (select item with lit buttons, cash out button confirms selection):

#### SET COIN VALUE

- Select the value of the coins or tokens for which the machines coin-in and coin-out are configured. For non coin machines (w/printer), select the denomination of the machine according to the machine denomination label on the bill validator door.

#### SET IN-MULTIPLIER

- Select an In-Multiplier (number of credits given per coin or token). A specific value can be set by selecting \*\*\* and entering a value between 1 and 100. The coin value divided by the in-multiplier **must** equal the denomination label on the bill validator door!

**SET TOKENISATIONSTRING FOR  
ON SCREEN DISPLAY**  
(only if In-Multitplier other than 1)

- Select the desired denomination code. A specific code can be set by selecting \*\*\* and changing the String in the menu.

#### **Note:**

*This is the setup procedure for the STD software. Depending on software version some softmeters are not displayed!*

#### *Example:*

*Accepted coin is 1 US-Dollar and gives 4 credits.*

*Set coin value = 1  
(range 0.00 - 5000.00)*

*Set in-multiplier = 4  
(range 1 - 100)*

*Set string = \$*

## INITIAL SETUP

### PREVIEW FOR TOKENISATIONSTRING FOR ON SCREEN DISPLAY

(only if In-Multiplier other than 1)

- Confirm the preview or change the tokenisation-string as desired.

### JACKPOT METER REPORTING

- Setting this mode to EXTENDED allows to activate "Bonusing" and gives different selections for some hard and soft meters than in STANDARD mode. The setting also determines which jackpot meters are accessible by the tracking/accounting system.

### MECHANICAL METER 2

- The following meter modes are available:

#### STANDARD:

- CREDITS WON
- COINS OUT

#### EXTENDED:

- CREDITS WON WITHOUT JP
- CREDITS WON WITH JP

### MECHANICAL METER 3

- The following meter modes are available:

- DROP WITH BILLS
- DROP WITHOUT BILLS

### MECHANICAL METER 4

- The following meter modes are available (only in extended mode):

- HAND PAID WITHOUT JP
- HAND PAID WITH JP

Displayed textbox will be:

**1.00 \$ BUYS 4  
CREDITS**

#### **Note:**

#### STANDARD

Meter 1 and 4 are not programmable, meter 6 is automatically set depending on meter 2 configuration:

#### **Mechanical Meter 1**

Credits Wagered

#### **Mechanical Meter 4**

Hand Paid (w Jackpot)

#### **Mechanical Meter 6**

Jackpot (if meter 2 is set to Credits Won)

Hand Paid Won (if meter 2 is set to Coins Out)

For a detailed Mechanical Meter description (Standard, Extended, Extended w. coins out) see Appendix page 40 - 47.

**MECHANICAL METER 5**

- The following meter modes are available:
  - GAMES
  - BILLS IN CREDIT
  - BILLS IN CURRENCY

**SET COIN SEPERATION**

- Choose between "Hopper Seperation" or "Token Seperation". Select "Hopper Seperation", when a Residual Credits Hopper is installed. Select "Token Seperation", when a Multi Channel Coin Plate and a Token Box is installed to seperate Token from other coins.

**SET WIN PAYOUT LIMIT?**

- Select yes or no. If enabled and a win exceeds the limit, the amount over the limit will be hand paid.

**WIN PAYOUT LIMIT**

- Select the desired limit (between 100 and 1000 credits).

**AUDIT METER ENABLE**

- Select enabled or disabled. If enabled all transactions are verified. In case of discrepancies the onscreen message Audit Error is displayed and the gaming machine locks.

**SET CREDIT LIMIT**

- Select desired credit limit (maximum amount of credits the machine will allow to accumulate to the credit meter). Default setting = 5.000.000 credits.

## INITIAL SETUP

### SET CREDIT LIMIT PAYOUT

- Select whole win or partly. If set to whole win the whole win is paid out. If set to partly the win is added to the credit meter. The amount exceeding the credit limit is paid out by hopper/handpay.

### HANDPAY CANCEL ALLOWED FEATURE

- Select enabled or disabled. If enabled it is possible to choose between handpay and restarting playing after a handpay (cash out) occurs.

### BONUS ENABLED

- The "Bonusing" feature (player bonuses generated by external tracking/accounting systems) can be disabled or enabled.

### EFT TRANSACTIONS ENABLED

- Select enabled or disabled. If enabled, it is possible to transfer credits to and from the machine by an external system.

### SET PROGRESSIVE GROUP#

- Some progressive jackpot systems utilize different jackpot groups. In this menu the group number can be entered (1-254).

#### **Leave Group at 0 (zero) for:**

- non progressive Jackpot mode
- Mikohn Progressive
- Atronic Progressive Link (APL)

#### **Set Group for:**

- System Progressive

### COMMBOARD REQUIRED

- If this option is set to YES, the machine locks after a Comm board malfunction. If set to NO, the machine runs with or without a Comm board being detected.

#### **Note:**

*Please make sure to have a Comm board software installed that supports "Bonusing" when activating this feature.*

#### **Note:**

*Set to YES if communication to online system is necessary.*

**SET BILL ACCEPTOR TYPE**

- The following bill acceptor types are selectable:
  - CBV IVO (used for IVO)
  - CBV V2 (IBS, IDS, etc) (used for GPT GII and GIII)
  - JCM (used for JCM)

**RESIDUAL CREDITS PAYOUT**

(only when In-Multiplier other than 1)

- The following payout modes for residual credits (not equaling the value of a tokenized coin) are available:

**CASHABLE / PLAYABLE**

When residual credits are remaining after a pay out the following message is shown in the gameline: "PRESS CASH-OUT FOR HANDPAY OR CONTINUE GAMEPLAY". If the player presses the cash out button again the machine behavior depends on the HANDPAY CANCEL ALLOWED FEATURE setting.

- If the HANDPAY CANCEL ALLOWED FEATURE is set to enabled, the following message is shown: "CALL ATTENDANT FOR HANDPAY OR PRESS ANY PLAY BUTTON TO CONTINUE WITH GAMEPLAY". The player panel stays active and the player can place a new bet. In this case the handpay will be cleared.
- If the HANDPAY CANCEL ALLOWED FEATURE is set to disabled, the machine locks and the player has to wait for handpay. "CALL ATTENDANT FOR HANDPAY" is displayed on screen.

**FORCED PLAY OFF**

Residual credits remain on the creditmeter.No payout is possible. If cash out button is pressed the following message is shown: "INSERT MONEY OR PLAY OFF RESIDUAL CREDITS". The Player has to play off residual credits in normal gameplay.

**Note:**

*If the software detects a residual hopper during power up, the setup item RESIDUAL CREDITS PAYOUT is not shown!*

### PLAY OFF FEATURE

When residual credits are remaining after a pay out the following message is shown in the gameline: "PRESS CASH-OUT TO GAMBLE RESIDUAL CREDITS OR CONTINUE GAMEPLAY".

- If the cash out button is pressed entering the Residual Credits Play Off Feature screen. This feature screen can be either RED/BLACK or RISK LADDER just as adjusted in the Menu Setup. The residual credits can be gambled to a full coin, which is paid out immediately.
- If the player sets a new bet, the remaining credits can be played off in normal gameplay.

### SETUP SUMMARY

- A summary of all settings is displayed.

Press "Cash Out" button to confirm settings.  
or

Press any other button to refuse settings. Initial Setup will restart from beginning.

### Menu Settings Error

If a RAM Reset has been performed, the machine tries to restore all menu settings out of the triple-stored memory areas. If restoring of Menu settings data was not possible, the machine locks with the error message MENU SETTINGS ERROR.

- Turn Audit Key to clear the message.
- Check all menu settings and save them again.

### Further procedure:

- The machine will automatically enter Paytable Configuration after Initial Setup Summary is confirmed.

If a **selectable payable** is installed, follow the configuration procedure on page 26.  
After confirming the payable summary the machine goes into game mode.

### **Note:**

*To change the payout percentage of a selectable payable or to clear a CONFIG CRC error follow the config key procedure on page 14.*



**Further procedure** continued

If a **non-selectable payable** is installed, the machine goes into game mode after confirming payable summary.

- Perform PC Setup for hardware configuration, if necessary. For a detailed PC Setup description see page 28.
- Set clock and configure the options in the Menu Setup to customize the machine according to casino and jurisdictional requirements. See manual Operating for detail.

## Selectable Paytable Procedure

### 1. Set number of reels

Depending on which versions are available in the payable EPROM the Operator can choose a appropriate version.

Number of reels: 3 reels; 5 reels

### 2. Set number of lines

Depending on the versions available in the payable EPROM, the Operator can choose an appropriate version.

Number of lines: 1, 3, 5, 7, 9, 10, 15, 20 and 21



**Set according to button legends!**

### 3. Set bet per line

Depending on the versions available in the payable EPROM, the Operator can choose an appropriate bet per line setting.



**Set according to button legends!**

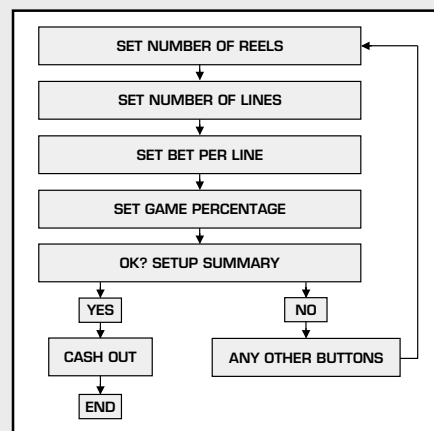
*In some jurisdictions a hardcoded **Maxbet Limit** (in currency) is implemented. In that case no selection which exceeds the Maxbet Limit is possible!*

*Examples: Maxbet Limit = 5\$*

*9 lines x 5 credits per line x 0,10\$ denomination = 4.50\$ Maxbet is a valid selection.*

*5 lines x 10 credits per line x 1\$ denomination = 50\$ Maxbet is invalid, selection not possible.*

## INITIAL SETUP



$$\text{Denomination} = \frac{\text{Coin Value}}{\text{In-Multiplier}}$$

## **Selectable Paytable Procedure** continued

### **4. Set game percentage**

Depending on the versions available in the paytable EPROM, the Operator can choose the required pay-out percentage. The last 2 digits represent the percentage.

*example:*

5-09-05-A94 = 94%  
5-09-05-A96 = 96%

### **5. Summary**

After configuration, a summary is displayed and the Operator can confirm or reject the settings. By rejection the procedure will automatically re-start.

## PC Setup

### Introduction

PC-Setup allows the operator to change the hardware configuration, coin and bill values, set software switches and limits, configure ticket texts for the Westrex 4800 ticket printer and barcode tickets.

Atronic Video Slots are delivered preprogrammed according to customer specific requirements.

Due to additional hardware installation, updated software, installing a link progressive or fault correction by the operator, it might be necessary to re-program these options by means of PC-Setup.



**PC Setup is not available for all jurisdictions!**

Atronic has developed a version of PC Setup for computers with a Windows OS called **Mainconfig for Windows**.

**Mainconfig for Windows** contains all of the configuration capabilities of the various DOS versions in one program.

PC Setup Kit:

#### PC Setup Kit



PC-Setup Disk



PC-Setup cable



Dongle G/E 0300

#### **Note:**

Contact Atronic Technical Service to obtain appropriate PC Setup Kit.

continues next page

### **Introduction (cont.)**

Current version of "Mainconfig for Windows" includes CNF DOS software:

CNF 06 A  
CNF 07 A  
CNF 08 A  
CNF 09 C  
CNF 10 C  
CNF 11 C  
CNF 12 C  
CNF 13

Installation of **Mainconfig for Windows** requires the installation of a device driver for the Hardlock Dongle to unlock **Mainconfig for Windows** functionality.

### **Mainconfig for Windows installation**

- Copy the two files from the PC Setup Disk (**hldrv32.exe**; **Main\_Setup\_v6-v13.exe**) to your HDD.
- Execute **hldrv32.exe** and follow the instructions on screen to install the Hardlock Dongle device drivers. After installation a PC reboot is necessary.
- Execute **Main\_Setup\_v6-v13.exe** and follow the instructions on screen to install the **Mainconfig for Windows**.

Once the installation is completed, there will be a shortcut icon on the desktop called **Main Config**.

### **Connect the notebook to the machine**

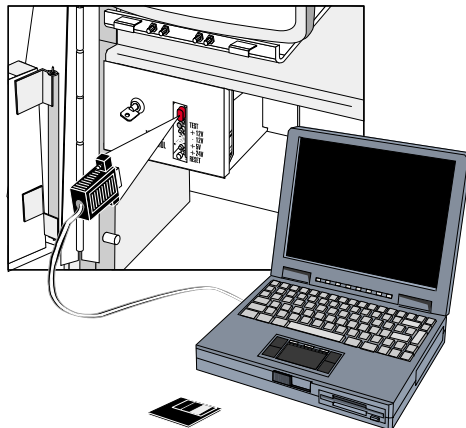
Follow this procedure to connect the notebook to the machine:

- With notebook switched off, connect the PC Setup Dongle G/E 0300 to the printer port (LPT1).
- Power up notebook.

continues next page

## Connect the notebook to the machine (cont.)

- Connect the PC Setup cable to the RS232 connector on the master board and then connect the other end to the notebook serial port (COM1).

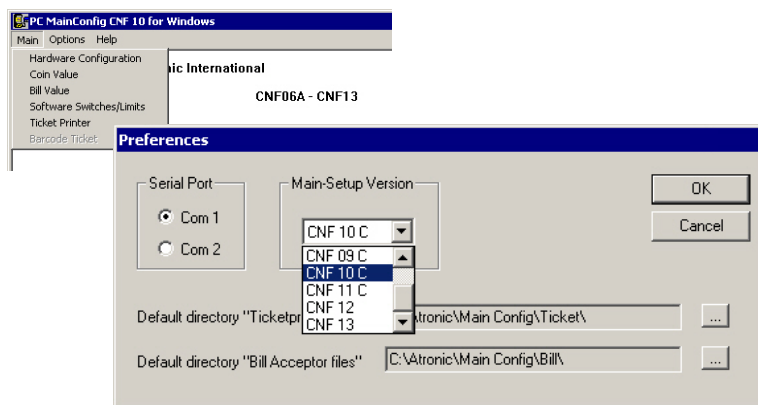


- To start **Mainconfig for Windows** double click the **Main Config** icon on your desktop.

## Identify and select required CNF version

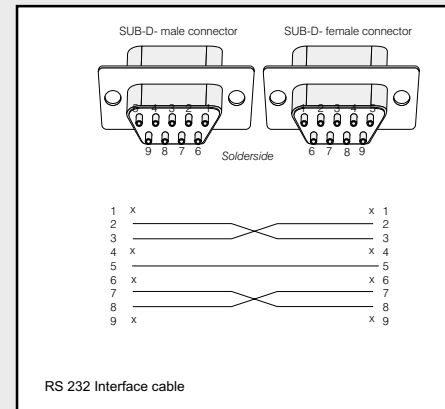
The information in the lower left of the PC Setup start screen indicates which configuration software version to use on your notebook. Current O-Level main software uses "CNF10".

Click the "Options" tab to enter the preferences menu. Click the down arrow next to Main Setup Version to choose the CNF software version required by the machine.

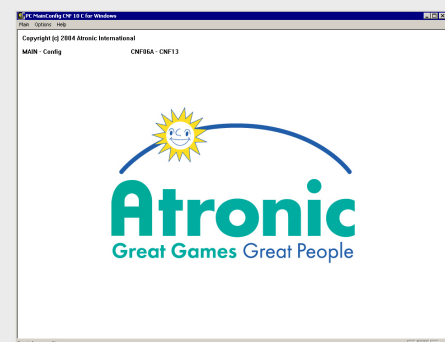


## PC SETUP

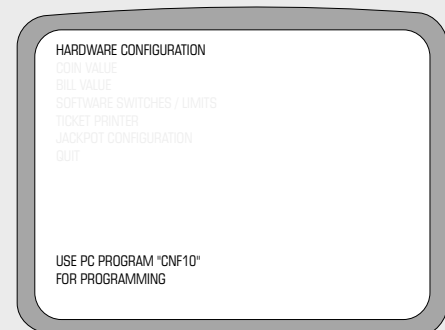
### PC-Setup Cable RS232:



### The "Mainconfig for Windows" start screen:



### The "PC-Setup" start screen:



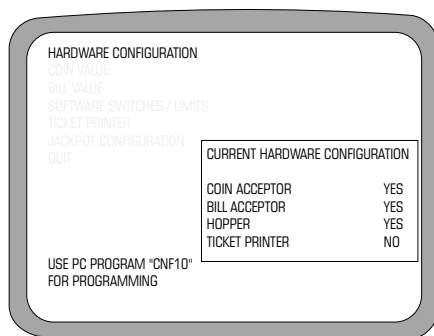
## Data Transmission - Slot Machine <-> Notebook



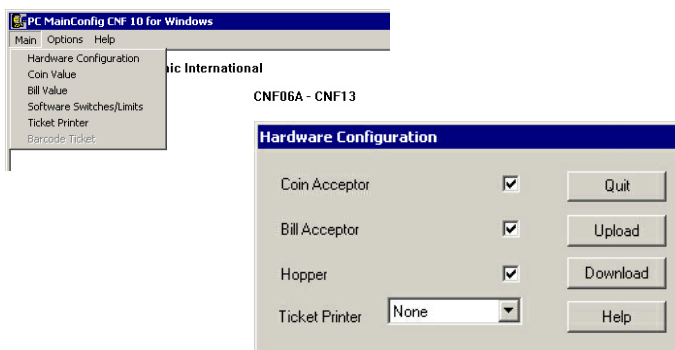
**Download the current machine configuration first, reconfigure by means of Mainconfig for Windows, then Upload the new configuration!**

To transfer data, the same routine (e.g. hardware configuration) has to be selected both on the machine and the PC.

- Highlight the desired routine in the machines PC-Setup menu.



- Enter the same routine in the configuration program on the PC.



- Transfer is initiated by pressing the center lit button on the button panel (the following message will be displayed)

### START TRANSMISSION ON PC

and immediatly click the appropriate button on the PC (Download: receive data, Upload: send data).

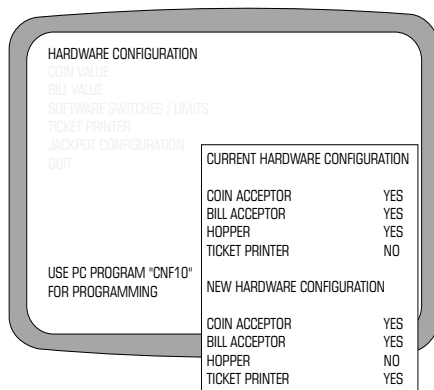
continues next page

## Data Transmission (cont.)

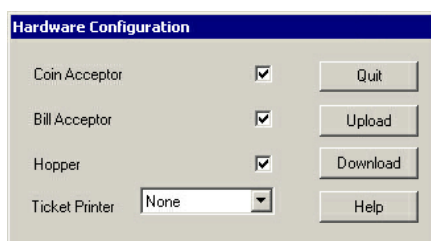
- When the connection between the machine and the PC can't be established, the following message is displayed:

### COMMUNICATION ERROR

- After sending configuration data to the machine, the current and the new machine configuration is displayed on the monitor.



## Settings - Hardware Configuration



This routine allows to configure the machine according to the actual installed hardware. Enable or disable coin and bill acceptor, hopper and set ticket printer type.



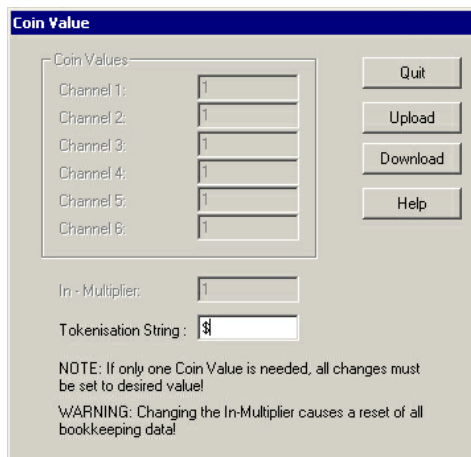
A bill acceptor must additionally be enabled by setting the corresponding DIP-switch on the Master Board, S2-4 to ON!

### **Note:**

*All selectable ticket printers, except the Westrex 4800, can be used together with a hopper!*



## Settings - COIN VALUE



This routine allows to set the coin value for each channel. With coin comparitors which accept only one type of coin (e.g. CC16) all channels have to be set to the same value.

In some hardware and software configurations the coin values are defined by the machine and aren't changeable. When selecting coin value in the PC SETUP menu, the message "OPTION NOT USED" will be displayed.

Additionally an "In-Multiplier" can be set. Accepted **coins and bills** are multiplied with the configured in-multiplier.

Edit the tokenisation string to change the denomination code. Changing the denomination code doesn't affect the machines coin value!



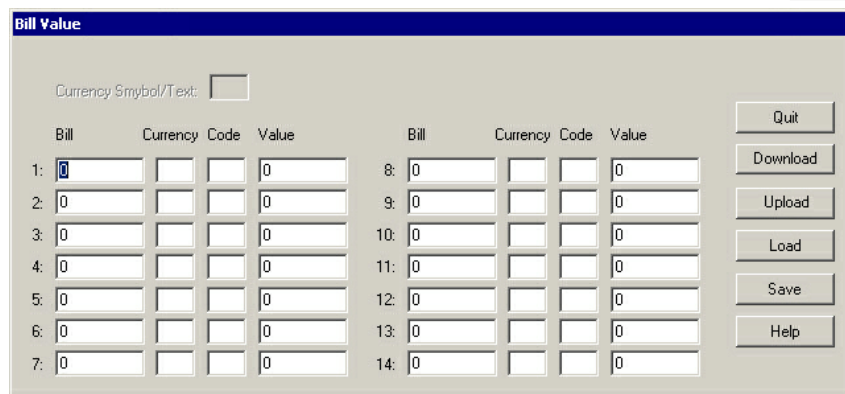
**Changing the in-multiplier causes a reset of all bookkeeping data!**

Changing the machines coin value requires a RAM reset!

**Note:**

*The In-Multiplier can be configured in Coin Value or during Initial Setup "Set In-Multiplier".*

## Settings - BILL VALUE



This routine allows to set the value per each different bill.

In some hardware and software configurations the bill values are defined by the machine and aren't changeable. When selecting Bill Value in the PC SETUP menu, the message "OPTION NOT USED" will be displayed.

Values of accepted **coins and bills** are multiplied with the adjusted in-multiplier.

### GPT Bill Validator:

GPT IBS bill validators store the bill table in the acceptor, it is only possible to change the settings in the column "VALUES".

### JCM Bill Validator:

Use the bill table file (\*.BT1) that came with the JCM bill validator firmware to configure the bill table.

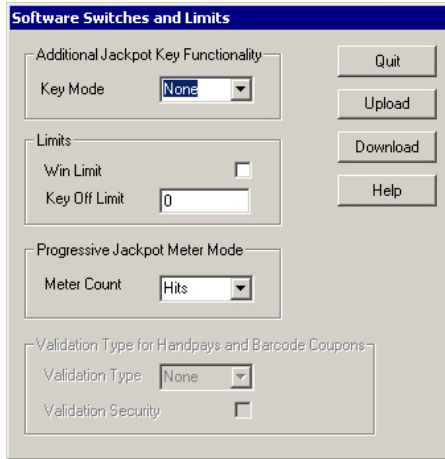
- Click Load and select the required bill table file (e.g. EURO.BT1).
- Click Upload to send the bill table to the machine.

Machines configured to US-\$ (default) need no bill table configuration.

### **Note:**

*The In-Multiplier can be configured in Coin Value or during Initial Setup "Set In-Multiplier".*

## Settings - SOFTWARE SWITCHES / LIMITS



This routine allows configuration of additional Jackpot Key functions, to enable or disable the win limit (1200 currency value), to set a key off limit, to set the Jackpot Meter mode and the validation type for handpays and barcode tickets.

### Key Mode

- **NONE**  
No additional function.
- **KNOCK OFF**  
If selected, turning the jackpot key will clear all player credits on the credit meter and book them to the "remote out" soft meter
- **REMOTE**  
Enables the remote function, see "remote credit" in the operation section in this manual for additional information

### Win Limit

- If set to ON, a win exceeding the win limit (1200 currency value) causes the machine to lock up and the win has to be hand paid.



**In most jurisdictions the win limit can not be disabled and any setting will be ignored by the machine!**

continues next page

**Key Off Limit**

- not used

**Progressive Jackpot Meter Mode**

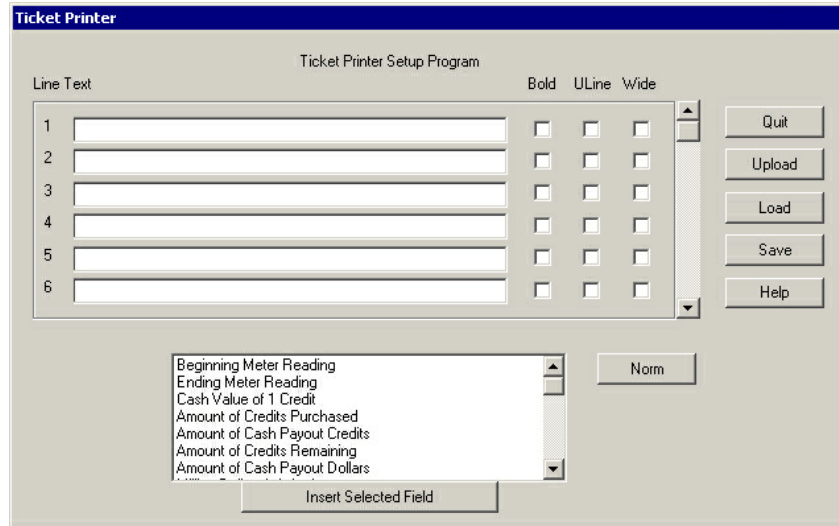
**Meter Counts**

- **HITS**  
Mechanical Meter 6 counts number of Jackpot hits.
- **VALUE**  
Mechanical Meter 6 counts value (in credits) of Jackpot hits.

**Note:**

*For a detailed Mechanical Meter description (Standard, Extended, Extended w. coins out) see Appendix page 40 - 47.*

## TICKET TEXT WESTREX



Line	Text	Bold	ULine	Wide
1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Beginning Meter Reading  
 Ending Meter Reading  
 Cash Value of 1 Credit  
 Amount of Credits Purchased  
 Amount of Cash Payout Credits  
 Amount of Credits Remaining  
 Amount of Cash Payout Dollars

Option not used, any setting will be ignored by the machine!

### **Jackpot Configuration**

In this routine a progressive Jackpot (e.g. Atronic Progressive Link) can be configured by means of "CNFA07" configuration software (DOS version) or "Alinkconfig for Windows" configuration software (WIN version).

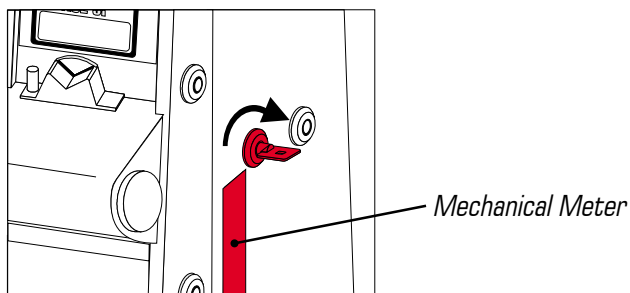
*See manual "**Progressive Jackpots**" for detailed information!*

**At this point Basic Setup is finished, proceed with manual "Operating".**

## Appendix

## **Mechanical Meter (Hardmeter)**

Turning the Audit Key illuminates the Mechanical Meter!



### **STANDARD METERING**

The Mechanical Meter are non-volatile bookkeeping devices of the following softmeter:

#### **MECHANICAL METER 1**

##### **CREDITS WAGERED**

*(Mechanical Meter label: Credits Wagered)*

Total number of credits which have been bet.

#### **MECHANICAL METER 2**

Depending on configuration during Initial Setup Mechanical Meter 2 counts:

##### **CREDITS WON**

*(Mechanical Meter label: Credits Won)*

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

**or**

##### **COINS OUT**

*(Mechanical Meter label: Credits Won)*

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



**STANDARD METERING CONTINUED**

**MECHANICAL METER 3**

Depending on configuration during Initial Setup  
Mechanical Meter 3 counts:

**TOTAL DROP**

*(Mechanical Meter label: Coins Drop)*

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

**or**

**COINS DROP**

*(Mechanical Meter label: Coins Drop)*

Total value of credits from coins to dropbox.

**MECHANICAL METER 4**

**HAND PAID**

*(Mechanical Meter label: Hand Paid)*

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.

**MECHANICAL METER 5**

Depending on configuration during Initial Setup  
Mechanical Meter 5 counts:

**GAMES PLAYED**

*(Mechanical Meter label: Games)*

Total number of games played.

**or**

**TOT. BILLS CRED**

*(Mechanical Meter label: Games)*

Total value of accepted bills in credits.

**or**

**TOT. BILLS CURR**

*(Mechanical Meter label: Games)*

Total value of accepted bills in currency.

**STANDARD METERING CONTINUED**

**MECHANICAL METER 6**

If Mechanical Meter 2 is set to **CREDITS WON**  
Mechanical Meter 6 counts:

**JACKPOT**

*(Mechanical Meter label: Jackpot)*

Non progressive configuration:

Amount of Top award values won.

Progressive configuration:

Amount of progressive Jackpot values won.

*Depending on Progressive Jackpot Meter Mode configuration (PC Setup -> Software Switches / Limits -> Progressive Jackpot Meter Mode)  
Mechanical Meter 6 counts number of Jackpot hits (Meter Mode : Hits) or value (in credits) of Jackpot hits (Meter Mode : Value)*

If Mechanical Meter 2 is set to **COINS OUT**  
Mechanical Meter 6 counts:

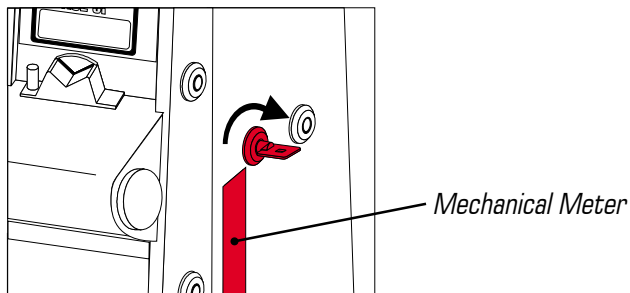
**HAND PAID WON**

*(Mechanical Meter label: Jackpot)*

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

## **Mechanical Meter (Hardmeter)**

Turning the Audit Key illuminates the Mechanical Meter!



### **EXTENDED METERING**

The Mechanical Meter are non-volatile bookkeeping devices of the following softmeter:

#### **MECHANICAL METER 1**

##### **CREDITS WAGERED**

*(Mechanical Meter label: Credits Wagered)*

Total number of credits which have been bet.

#### **MECHANICAL METER 2**

Depending on configuration during Initial Setup Mechanical Meter 2 counts:

##### **CREDITS WON W/O JP**

*(Mechanical Meter label: Credits Won)*

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

**or**

##### **CREDITS WON WITH JP**

*(Mechanical Meter label: Credits Won)*

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

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

**EXTENDED METERING CONTINUED**

**MECHANICAL METER 3**

Depending on configuration during Initial Setup  
Mechanical Meter 3 counts:

**TOTAL DROP**

*(Mechanical Meter label: Coins Drop)*

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

**or**

**COINS DROP**

*(Mechanical Meter label: Coins Drop)*

Total value of credits from coins to dropbox.

**MECHANICAL METER 4**

Depending on configuration during Initial Setup  
Mechanical Meter 4 counts:

**HAND PAID W/O JP**

*(Mechanical Meter label: Hand Paid)*

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

**or**

**HAND PAID WITH JP**

*(Mechanical Meter label: Hand Paid)*

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.**

**EXTENDED METERING CONTINUED**

**MECHANICAL METER 5**

Depending on configuration during Initial Setup  
Mechanical Meter 5 counts:

**GAMES PLAYED**

*(Mechanical Meter label: Games)*

Total number of games played.

**or**

**TOT. BILLS CRED**

*(Mechanical Meter label: Games)*

Total value of accepted bills in credits.

**or**

**TOT. BILLS CURR**

*(Mechanical Meter label: Games)*

Total value of accepted bills in currency.

**MECHANICAL METER 6**

**JACKPOT**

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:

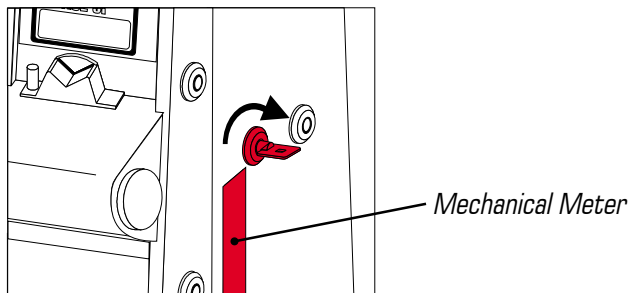
All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits), **except progressive Jackpot wins!**

**Note:**

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

## **Mechanical Meter (Hardmeter)**

Turning the Audit Key illuminates the Mechanical Meter!



### **EXTENDED W. COINS OUT METERING**

The Mechanical Meter are non-volatile bookkeeping devices of the following softmeter:

#### **MECHANICAL METER 1**

##### **CREDITS WAGERED**

*(Mechanical Meter label: Credits Wagered)*

Total number of credits which have been bet.

#### **MECHANICAL METER 2**

##### **COINS OUT**

*(Mechanical Meter label: Credits Won)*

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

**EXTENDED W. COINS OUT METERING CONTINUED**

**MECHANICAL METER 3**

Depending on configuration during Initial Setup  
Mechanical Meter 3 counts:

**TOTAL DROP**

*(Mechanical Meter label: Coins Drop)*

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

**or**

**COINS DROP**

*(Mechanical Meter label: Coins Drop)*

Total value of credits from coins to dropbox.

**MECHANICAL METER 4**

**GAMES WON**

*(Mechanical Meter label: Hand Paid)*

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

**MECHANICAL METER 5**

**GAMES PLAYED**

*(Mechanical Meter label: Games)*

Total number of games played.

**MECHANICAL METER 6**

**JACKPOT**

*(Mechanical Meter label: Jackpot)*

Non progressive configuration:

All wins that **directly** end in a hand pay (wins above  
the celebration limit and active credit limit, includ-  
ing 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 pro-**  
**gressive Jackpot wins!**

## Master board DIP Switch Settings

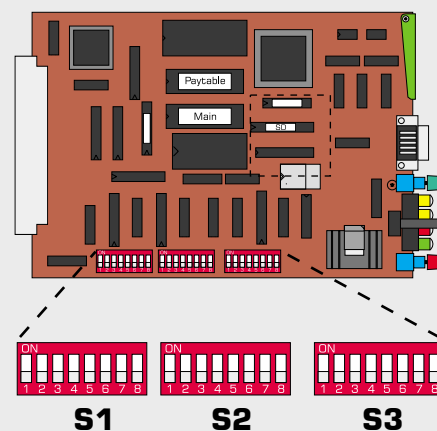
Table refers to O-Level Main software.

Switch		Description
<b>1-1</b>		<b>Holland specific requirements</b>
ON		Holland requirements enabled
OFF		Holland requirements disabled
<b>1-2</b>		<b>Hopper empty procedure</b>
ON		Hopper must be refilled, payout continues after main door is closed
OFF		Left amount is hand paid
<b>1-3</b>	<b>1-4</b>	<b>Over maximum payout limit procedure</b>
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
<b>1-5</b>		<b>ROM SIG calculation</b>
ON		ROM SIG over first 128 byte of MAIN & PAYTABLE
OFF		ROM SIG over whole MAIN eeprom
<b>1-6</b>		<b>not used</b>
<b>1-7</b>	<b>1-8</b> <b>2-2</b>	<b>Coin in procedure</b>
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
<b>2-1</b>		<b>Win payout procedure for all wins</b>
ON		Pay win amount from the hopper
OFF		Add win amount to the credit meter
<b>2-3</b>		<b>Hopper jam procedure</b>
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid
<b>2-4</b>		<b>Bill validator usage</b>
ON		Bill validator is enabled
OFF		Bill validator is disabled (not equipped)
<b>2-5</b>		<b>Top prize won procedure</b>
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
<b>2-6</b>		<b>not used</b>
<b>2-7</b>		<b>Game start</b>
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)
<b>2-8</b>		<b>Number of candles</b>
ON		Top light with 2 lamps
OFF		Top light with 3 lamps

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

## APPENDIX



**VIDEO SLOT**



## Master board DIP Switch Settings

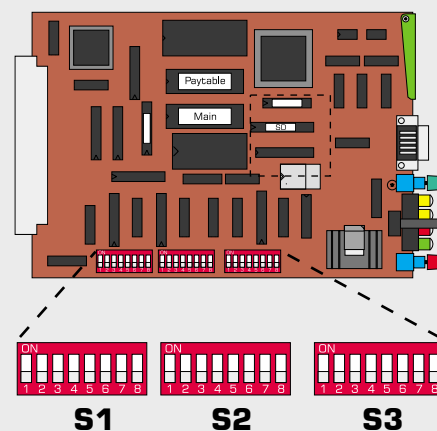
Table refers to O-Level Main software.

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 eeprom
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
<b>2-1</b>		<b>Win payout procedure for all wins</b>
ON		Pay win amount from the hopper
OFF		Add win amount to the credit meter
<b>2-3</b>		<b>Hopper jam procedure</b>
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid
<b>2-4</b>		<b>Bill validator usage</b>
ON		Bill validator is enabled
OFF		Bill validator is disabled (not equipped)
<b>2-5</b>		<b>not used</b>
<b>2-6</b>		<b>not used</b>
<b>2-7</b>		<b>not used</b>
<b>2-8</b>		<b>Number of candles</b>
ON		Top light with 2 lamps
OFF		Top light with 3 lamps

Switch		Description
<b>3-1</b>		<b>Top prize won procedure</b>
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 payable
<b>3-2</b>		<b>Deal speed</b>
ON		Normal deal speed (each card)
OFF		High deal speed (all cards at once)
<b>3-3</b>		<b>not used</b>
<b>3-4</b>		<b>Hand animation sound</b>
ON		Hand animation with sound
OFF		Hand animation without sound
<b>3-5</b>		<b>Autohold mode</b>
ON		Autohold is enabled
OFF		Autohold is disabled
<b>3-6</b>		<b>not used</b>
<b>3-7</b>		<b>Coin diverter malfunction procedure</b>
ON		GM locks with error message
OFF		Diverter malfunction is not reported
<b>3-8</b>		<b>Bill validator operation mode</b>
ON		Accepted bills are changed immediately by paying bill value from the hopper
OFF		Value of accepted bill is added to the credit meter

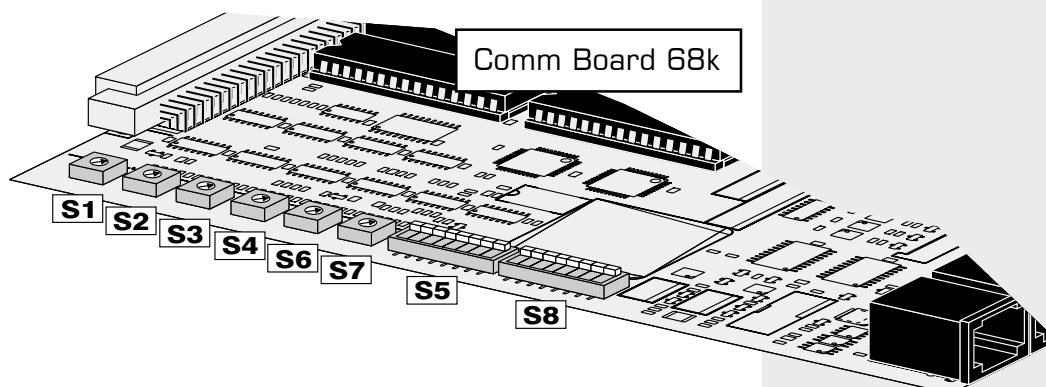
## APPENDIX



**VIDEO POKER**

## Comm board DIP Switch Settings for SAS Protocol

**O-Level Comm board software!**



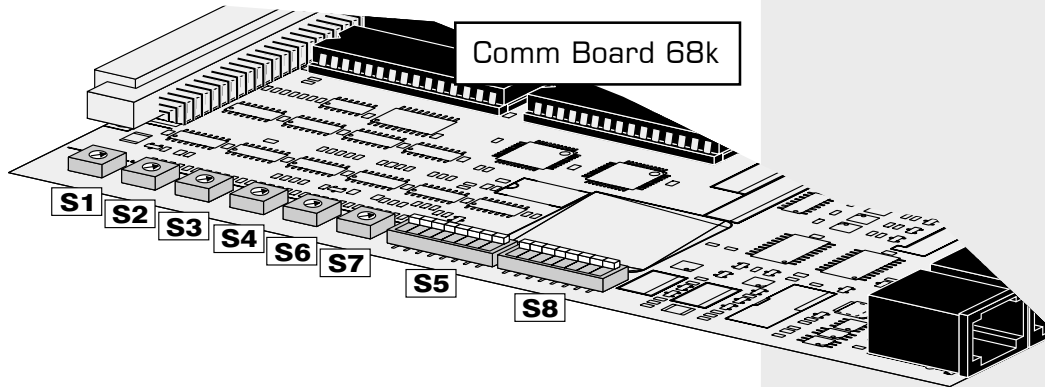
Switch			Function
5-1	5-2	5-3	
OFF	OFF	OFF	Mikohn MS-10 Progressive
ON	OFF	OFF	Accounting Progressive
OFF	ON	OFF	APL Progressive (if included in eeprom)
ON	ON	OFF	Mikohn MS-27 Mystery
OFF	OFF	ON	Mikohn MS-27 Mystery + Progressive
ON	OFF	ON	Accounting System 3rd Channel
OFF	ON	ON	not used, defaults to Mikohn MS-10
ON	ON	ON	not used, defaults to Mikohn MS-10
5-4			
ON			APL EGM act as Master
OFF			APL EGM act as Slave
5-6			
ON			Activate implemented Accounting System
OFF			Disable implemented Accounting System
5-7			
ON			Handpay AND ticket overwritten if not read
5-8			
ON			Ticket info only will be overwritten if not read

**DIP-Switch 5**

Switch	Description	Affected LongPolls
8-2		
OFF	Prog JP Chann 1	0x80, 0x86
ON	Prog JP Chann 2	
8-3		
OFF	EFT Chann 1	0x22 to 0x26, 0x28, 0x29
ON	EFT Chann 2	0x62 to 0x67, 0x28, 0x29
8-4		
OFF	Bonus Chann 1	0x2E, 0x8A, 0x8B
ON	Bonus Chann 2	
8-5		
OFF	Control Chann 1	0x03 to 0x07, 0x0A to 0x0C
ON	Control Chann 2	0x94, 0xA8
8-6		
OFF	Coupon Chann 1	0x4C, 0x4D, 0x57, 0x58, 0x70, 0x71
ON	Coupon Chann 2	0x7D (Exp 0x3F, 0x57, 0x67, 0x68)
8-7		
OFF		CB sends Total drop meter to host
ON		CB sends Coin drop meter (Bally)
8-8		
ON		Message if accountingsystem isn't connected
OFF		No message if accountingsystem isn't connected

**DIP-Switch 8**

## Comm board DIP Switch Settings for SAS Protocol

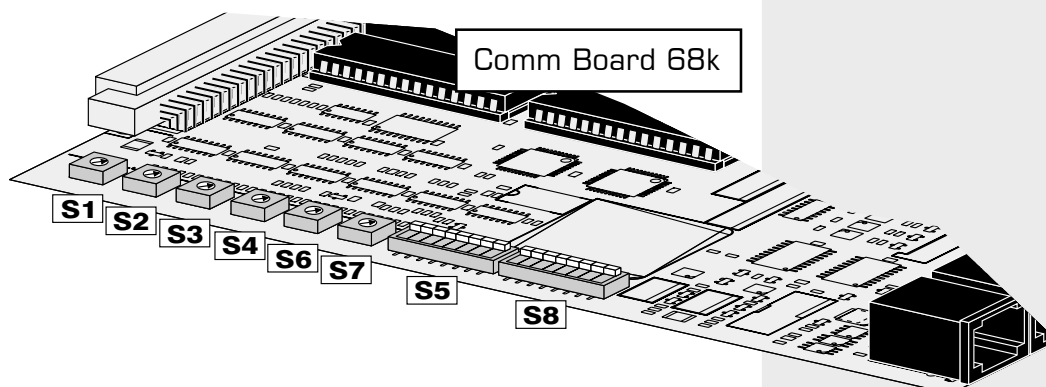


### Rotary Switches S1-S4, S6, S7

Switch	Function
S1	EGMs Progressive System Address
S2	EGMs Progressive System Address
S3	EGMs Accounting System Address Channel 2 (Automatically enable 2nd Channel if set)
S4	EGMs Accounting System Address Channel 2 (Automatically enable 2nd Channel if set)
S6	EGMs Accounting System Address Channel 1
S7	EGMs Accounting System Address Channel 1

## Comm board DIP Switch Settings for GRIPS Protocol

**O-Level Comm board software!**



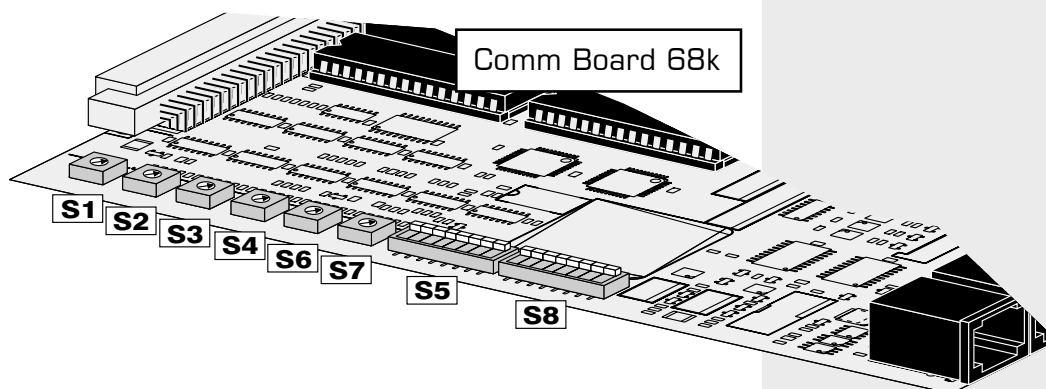
<i>Switch</i>			<i>Function</i>
5-1	5-2	5-3	
OFF	OFF	OFF	Mikohn MS-10 Progressive
ON	OFF	OFF	Accounting Progressive
OFF	ON	OFF	APL Progressive (if included in eeprom)
ON	ON	OFF	Mikohn MS-27 Mystery
OFF	OFF	ON	Mikohn MS-27 Mystery + Progressive
ON	OFF	ON	not used, defaults to Mikohn MS-10
OFF	ON	ON	not used, defaults to Mikohn MS-10
ON	ON	ON	not used, defaults to Mikohn MS-10
5-4			
ON			APL EGM act as Master
OFF			APL EGM act as Slave
5-6			
ON			Activate implemented Accounting System
OFF			Disable implemented Accounting System
5-7			
ON			not used
5-8			
ON			not used

**DIP-Switch 5**

<i>Switch</i>			<i>Function</i>
8-1			
ON			not used
8-2			
ON			not used
8-3			
ON			not used
8-4			
ON			not used
8-5			
ON			not used
8-6			
ON			not used
8-7			
ON			not used
8-8			
ON			Message if accountingsystem isn't connected
OFF			No message if accountingsystem isn't connected

**DIP-Switch 8**

## Comm board DIP Switch Settings for GRIPS Protocol



### Rotary Switches S1-S4, S6, S7

Switch	Function
S1	EGMs Progressive System Address
S2	EGMs Progressive System Address
S3	EGMs Accounting System Address
S4	EGMs Accounting System Address
S6	EGMs Accounting System Address
S7	EGMs Accounting System Address