Alpha Game Platform Setup and Operation

MK2-ALPHA-0006 [C]
Copyright 2006 Bally Gaming, Inc. All Rights Reserved.

The following are trademarks of Bally Gaming, Inc.: 

**Alpha Game Platform, CineVision, M9000, S9000, V8700A, and VT-200, 4 Alarm Bonus, SDS, Casino Merchandising Technology** 

All other product names and trademarks are the intellectual property of their respective owners.

This documentation contains confidential and proprietary information of Bally Gaming, Inc. No portion of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, for any purpose, without the express written permission of Bally Gaming, Inc.

The specifications and information contained in this documentation are subject to change without notice. All statements, information, illustrations, specifications and recommendations in this documentation are believed to be accurate but are provided without warranty of any kind, expressed or implied.
### Revision Table

<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Author</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>27 April 2006</td>
<td>LF</td>
<td>Based upon MK2-ALPHA-0005 in a new format that replaces screen captures with representations for added clarity and reduced file size.</td>
</tr>
<tr>
<td>C</td>
<td>1 December 2006</td>
<td>LF</td>
<td>Added information for multi-channel coin acceptors; CRC validation check in setup; AFT configuration; Game Master-Wager Category figure 15; Corrected NVRAM information; New Menu Navigation figure 5; Master Meter screen figure 11; Game Master Accounting screen figure 13.</td>
</tr>
</tbody>
</table>
Reader Comment Form

Report an Error

Page ____  Description (Use additional pages as needed) ____________________________
_____________________________________________________________________________
_____________________________________________________________________________
_____________________________________________________________________________

Provide Feedback

Usefulness of This Guide
How do you use this guide? (Circle one)  Only as a reference  All the time  Not at all
Why do you use the guide this way? ______________________________________________
This guide tells you everything you need to do your job. (Circle one)  Yes  No
If no, what is missing? __________________________________________________________
_____________________________________________________________________________

Ease-of-Use
Which do you use the most to find information? (Circle one)  Table of Contents  Index
How clear, concise, and easy to follow are the procedures? ___________________________
How could these procedures be easier to follow? ______________________________________
_____________________________________________________________________________

Organization of This Guide
Are the topics within each chapter grouped properly? _________________________________
Is the document organized so topics are easy to find?  Yes  No
If no, which topics were not easy to find? __________________________________________

Other Comments
_____________________________________________________________________________
_____________________________________________________________________________
_____________________________________________________________________________
_____________________________________________________________________________

Reader Contact Information (If you would like to be contacted directly)
Name ___________________________  Company ___________________________
Telephone ______________________  E-mail ____________________________
Contents

Revision

Chapter 1: Overview
Overview ................................................................. 1 - 1

Chapter 2: Setup
Power On and Boot Sequence ........................................... 2 - 1
RAM Clear. ................................................................. 2 - 2
NVRAM ................................................................. 2 - 3
EEPROM ................................................................. 2 - 3
RAM Clear Procedure ..................................................... 2 - 3
Configuration after a RAM Clear ...................................... 2 - 4

Chapter 3: System Menus
System Menus ............................................................. 3 - 1
Attendant and Operator Menus ......................................... 3 - 1
Menu Navigation .......................................................... 3 - 2
Navigating the Screens .................................................. 3 - 3
Button Icons ............................................................ 3 - 3
Text Messages ........................................................... 3 - 4
Numeric Keypad ......................................................... 3 - 4
Alphanumeric Keypad .................................................... 3 - 5
Main Menu. ............................................................... 3 - 5
Chapter 4: Accounting
Accounting Menu ............................................................... 4 - 1
Machine Accounting ............................................................ 4 - 2
  Machine Master ................................................................. 4 - 3
  Machine Period ............................................................... 4 - 8
Game Accounting ............................................................... 4 - 9
  Game Period ................................................................. 4 - 12
Protocol Accounting .......................................................... 4 - 13
  Progressive Accounting .................................................. 4 - 14
  Progressive Master ......................................................... 4 - 15
  Progressive Period ......................................................... 4 - 15
  Protocol Meters ............................................................ 4 - 16
  AFT Meters ................................................................. 4 - 19
Bill Accounting ............................................................... 4 - 22
Security Accounting .......................................................... 4 - 23
Error Accounting ............................................................. 4 - 25
CMT Prize Count ............................................................. 4 - 25

Chapter 5: Diagnostics
Diagnostics ................................................................. 5 - 1
  Version Information ......................................................... 5 - 2
  Jurisdictional Information ............................................... 5 - 3
  Jurisdictional Limits ...................................................... 5 - 4
  Jurisdictional Bit Codes .................................................. 5 - 5
Input/Output Diagnostics ................................................... 5 - 6
  Door I/O Diagnostics ........................................................ 5 - 7
    Front Panel Board Inputs ............................................... 5 - 7
    Front Panel Board Outputs .......................................... 5 - 9
  Cabinet I/O Diagnostics .................................................. 5 - 10
    Cabinet Inputs ........................................................... 5 - 10
    Cabinet Outputs ......................................................... 5 - 10
  Processor I/O Diagnostics ................................................ 5 - 11
  Bill Validator Test .......................................................... 5 - 12
  Coin Acceptor Test ........................................................ 5 - 13
  Hopper Test ............................................................... 5 - 13
Memory Diagnostics ........................................................ 5 - 14
Video Diagnostics .......................................................... 5 - 15
Chapter 6: History

History ................................................................. 6 - 1
Game Play History ................................................. 6 - 2
Event History ......................................................... 6 - 2
Game Event History ................................................ 6 - 6
Transaction History ................................................ 6 - 6
  Bill In History ...................................................... 6 - 7
  Cash Out History .................................................. 6 - 7
  Hand Pay History ................................................. 6 - 8
Voucher History .................................................... 6 - 8
  Voucher In History ................................................ 6 - 9
  Voucher Out History ............................................ 6 - 10
CMT Prize Certificate History ................................. 6 - 10
Bonus History ....................................................... 6 - 11
External Funds Transfer History ............................ 6 - 11
Progressive Win History ......................................... 6 - 12

Chapter 7: Setup

Setup Menu ............................................................ 7 - 1
  Touch Screen Setup ............................................... 7 - 2
    Test Touch Screen ........................................... 7 - 2
    Touch Screen Calibration ................................... 7 - 3
  Sound Setup ....................................................... 7 - 4
  Game Setup ........................................................ 7 - 5
  Machine Setup .................................................... 7 - 5
    Machine Info Setup ........................................... 7 - 6
    Device Setup .................................................... 7 - 9
    Hard Meter Setup ............................................ 7 - 10
Coin Acceptor Setup ................................................................. 7 - 11
Credit Setup .............................................................................. 7 - 12
Denom Configuration ................................................................. 7 - 14
CRC Check ................................................................................ 7 - 15
Cash Out Options ..................................................................... 7 - 16
Clock Setup .............................................................................. 7 - 18
Communication Setup ............................................................... 7 - 21
  Serial Ports ........................................................................... 7 - 21
  Host Communication .............................................................. 7 - 22
    SDS ..................................................................................... 7 - 22
    SAS ..................................................................................... 7 - 23
Dual Host Setup ........................................................................ 7 - 25
Advanced Funds Transfer Setup ................................................ 7 - 27
SDG Setup ................................................................................ 7 - 29
Progressive Type .......................................................... 7 - 30
  Internal ................................................................................. 7 - 30
  Multi-Area Progressive (MAPS or MAPS X) ......................... 7 - 31
  Mikohn® ............................................................................... 7 - 32
Voucher Setup .......................................................................... 7 - 33

Chapter 8: Out of Service
Out of Service ........................................................................... 8 - 1

Index
Chapter 1
Overview

Overview

This document includes instructions for using the Alpha game platform (AGP), which is available in a variety of cabinets including CineVision, M9000, S9000, V8700A, and VT-200. The 4 Alarm Bonus game is used in this document to illustrate features of the AGP that apply to any installed game.

This document may describe procedures for equipment that may not be applicable to all cabinet configurations, or that may require additional components. Each regulatory jurisdiction may have controls, policies, and procedures that must be followed. You are responsible for understanding and abiding by the rules that apply in your environment.
Chapter 2
Setup

Power On and Boot Sequence

Switching power on executes a series of boot commands. Depending upon the game, a splash screen may appear containing a counter and logo similar to the following example:

![Splash screen](image)

When the counter reaches 100% the screen blanks for 30 to 60 seconds, then the splash screen reappears. After approximately one minute, the game screen appears.
The following is an example of a 4 Alarm Bonus game screen:

![Game Screen](image)

**Figure 2:** Game screen

---

**NOTE:** Depending upon the state of the door, an error message appears until a denomination is set.

- If the door is open, you may see Pending Status Denomination Not Set.
- If the door is closed, you may see Call Attendant.

The errors are self-correcting once configuration parameters have been set and saved.

---

**RAM Clear**

The term RAM Clear refers to erasing game information stored within the battery-backed non-volatile random access memory (NVRAM) and the electronically erasable programmable read only memory (EEPROM).

A RAM Clear is required for the following conditions:

- If NVRAM or the EEPROM fail;
- If the operating system or game CompactFlash is changed;
- If the jurisdictional ID EEPROM is changed
- When new or replacement hardware is added;
- When a critical parameter such as the base denomination must change.
NVRAM

NVRAM stores all critical game information. It is primary to game recovery after a power failure. Located on the motherboard, it consists of a one megabyte static random access memory (SRAM) device powered by a battery when line power is off or disconnected. The battery has sufficient capacity to retain the contents of the SRAM devices for a minimum of one year when no power is applied.

EEPROM

The EEPROM is a 512 byte device located on the backplane. The EEPROM retains its information indefinitely when power is removed. It is used to store critical game configuration parameters that are changed infrequently, usually only one time after a RAM Clear.

The EEPROM is also used to store meter data. This feature allows the main electronic circuit board and ETX processor card to be replaced in the field without losing the meter information crucial to proper accounting.

RAM Clear Procedure

For a RAM Clear, perform the following steps:

STEP 1. Open the main door and ensure the system power is off.

STEP 2. Open the logic door and locate the operating system (OS) and game CompactFlash (CF). The OS is the top socket, the game CF is the bottom.

STEP 3. Remove the OS and replace it with the RAM Clear CF. Remove the game CF for faster booting of the RAM Clear CF.

NOTE: A RAM Clear zeros the accounting meters. Record all accounting information before executing a RAM Clear.

NOTE: If Clear NVRAM is selected from the RAM Clear menu, information stored in the EEPROM will be reloaded into the NVRAM. For accounting accuracy when installing in a new installation, select Clear NVRAM and EEPROM.
STEP 4. Switch the system power on. The splash screen will display (see Figure 1) until the following RAM Clear menu displays:

![RAM Clear Menu](image)

**Figure 3: RAM Clear Menu**

STEP 5. Use the test button switch to toggle between “Clear NVRAM” or “Clear NVRAM and EEPROM” choices.

STEP 6. Turn the Attendant key to execute the selection. The RAM Clear status message will display to indicate that the RAM Clear process is complete.

STEP 7. The RAM Clear successfully completes when the system displays “NVRAM Clear Successful.”

or

“NVRAM Clear Successful. EEPROM Clear Successful. EEPROM Verify Successful.”

STEP 8. With system power off, remove the RAM Clear CF. Reinstall the OS CF, and the Game CF.

**Configuration after a RAM Clear**

When power is switched on after a RAM Clear, depending upon the state of the door, an error message appears until a base denomination is set. If the door is open, you may see “Pending Status Denomination Not Set.” If the door is closed, you may see “Call Attendant.” The base denomination and other critical parameters must be configured from the System Menus before placing the machine into service.
Chapter 3
System Menus

The Attendant menu and Operator menu are similar, except for the method of access. Access the Attendant menu by turning a key in the Attendant key switch. Access the Operator menu by pressing the Test switch while the cabinet door is open. The Attendant menu has a blue background, while the Operator menu has a purple background.

The Attendant menu is a sub-set of the Operator menu. For security, configuration is not available in the Attendant menu. The menus provide access to configure the machine, to review game history, to view accounting information, and to perform diagnostics.

Attendant and Operator Menus

![System Menu example](image)

**Figure 4:** System Menu example
Menu Navigation

The following is a graphical representation of the system menus. Features or settings depend upon the game CompactFlash and the Jurisdiction chip installed; therefore, some features may not be available.

Figure 5: System menu navigation
Navigating the Screens

Accomplish navigating the screens, selecting menu items, and entering settings by touching a button icon or an active field on the touch screen.

An on-screen numeric or alphanumeric keypad facilitates data entry into some of the configuration items.

Button Icons

The following navigational icons appear throughout the menus:

<table>
<thead>
<tr>
<th>Icon</th>
<th>Use</th>
</tr>
</thead>
<tbody>
<tr>
<td>Return to Game</td>
<td>Closes the menu and returns to the game</td>
</tr>
<tr>
<td>Exit</td>
<td>Returns to the main menu</td>
</tr>
<tr>
<td>Next (or) Next Page</td>
<td>Indicates that additional pages of information are available. Touch the icon to view the next screen.</td>
</tr>
<tr>
<td>Previous (or) Previous Page</td>
<td>Informs of available pages of information. Touch the icon to view the previous screen.</td>
</tr>
<tr>
<td>Save</td>
<td>Touching the icon writes the displayed values in memory.</td>
</tr>
<tr>
<td>Set</td>
<td>Saves any changes entered.</td>
</tr>
</tbody>
</table>

Other icons are presented according to the task or function accessed. The following are examples:

Data was modified. Should the data be saved?

[Yes] [No]

Clear Meters
Text Messages

Some machine processes may require additional steps for completion. Guidance may appear on screen as in the following example:

Turn Keyswitch to exit.

Numeric Keypad

A keypad appears for entering or changing numerical values:

![Numeric Keypad Diagram](image)

Upon touching a data field that accepts an entry, the keypad appears. Use it by touching each digit until the number is complete. The numbers appear in the display area above the keypad digits as they are touched.

Touching **Enter** accepts the value.

---

**NOTE:** A valid entry is shown in **green**, while an invalid entry displays in **red**.

Other keypad actions:

- **Back**: erases the entry one digit at a time
- **Clear**: erases the entire entry with one touch
- **Cancel**: closes the keypad without saving entries
Alphanumeric Keypad

An alphanumeric keypad appears for entering or changing text. Touching CapsLock changes the letters from uppercase to lowercase, and adds symbols to the keypad.

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>0</th>
<th>=</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
<td>F</td>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
<td>-</td>
</tr>
<tr>
<td>K</td>
<td>L</td>
<td>M</td>
<td>N</td>
<td>O</td>
<td>P</td>
<td>Q</td>
<td>R</td>
<td>S</td>
<td>T</td>
<td>+</td>
</tr>
<tr>
<td>U</td>
<td>V</td>
<td>W</td>
<td>X</td>
<td>Y</td>
<td>Z</td>
<td>,</td>
<td>.</td>
<td>:</td>
<td>/</td>
<td>\</td>
</tr>
</tbody>
</table>

Main Menu

The Main menu presents five icons to access submenus for activating functions or viewing information. It also presents status messages and exceptions (tilts).

Security-related options are available only from the Operators (Setup) menu. The following is an example of the Main menu:

Figure 6: Main Menu
Accounting Menu

The Accounting menu provides submenus for viewing machine and game statistics. The submenus are Machine Accounting, Game Accounting, Protocol Accounting, Bill Accounting, Security Accounting, and CMT Prize Count. There is a diagnostic submenu: Error Accounting. There is also a Clear Period Accounting icon to zero the temporary (periodic) meters.

Figure 7: Accounting Menu

NOTE: Not all icons or options will appear on all machines. The actual appearance depends upon the game, the Jurisdiction chip installed, and the options selected.
Machine Accounting

Machine Accounting displays two submenus of statistics and percentages for the cabinet. Machine Master records permanent statistics, while the Operator or Attendant can zero the Machine Period statistics by touching the **Clear Period Accounting** icon in the Accounting submenu.

*Figure 8: Machine Accounting and Submenus*
Machine Master

**NOTE:** The meter labels and contents depend upon the jurisdiction and the features provided by a Host system.

Machine Master displays a listing of non-resettable accounting meters over several screens. The following is an example of the first screen of a total of three screens:

![Machine Master Screen One of Three](image)

**Figure 9:** Machine Master Screen One of Three

The following table describes the records recorded in the first Machine Master screen:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coin In</td>
<td>Accumulates the value of most wagers. It does not include double-or-nothing wagers.</td>
</tr>
<tr>
<td>Cash Promo Played</td>
<td>Accumulates the value of wagers designated as “cashable promotional” as a sub-category of all wagers.</td>
</tr>
<tr>
<td>Non Cash Promo Played</td>
<td>Accumulates the value of wagers designated as “non-cashable promotional” as a sub-category of all wagers.</td>
</tr>
</tbody>
</table>

Machine Accounting
<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coin Out</td>
<td>Accumulates the value of some wins. It does not include progressive wins, bonusing, or win lockups (jackpots).</td>
</tr>
<tr>
<td>Money Won</td>
<td>Accumulates the value of all wins. It includes wins that cause a win lockup, wins from double-or-nothing, and wins from resolving residual credits.</td>
</tr>
<tr>
<td>Machine Hold %</td>
<td>A calculation of Money Won divided by Coin In: 100-{(Money Won * 100) / Coin In).</td>
</tr>
<tr>
<td>Machine Yield %</td>
<td>A calculation of Money Won divided by Coin In: (Money Won * 100) / Coin In.</td>
</tr>
<tr>
<td>Total In</td>
<td>Accumulates the value of all money received by the machine. It is the sum of the coin acceptor meters, bill acceptor meters, and fund transfer meters.</td>
</tr>
<tr>
<td>Physical Coin In</td>
<td>Accumulates the value of credits from the coin acceptor.</td>
</tr>
<tr>
<td>Bill In</td>
<td>Accumulates the value of credits from the bill acceptor from currency.</td>
</tr>
<tr>
<td>Voucher In</td>
<td>Accumulates the value of credits from the bill acceptor from vouchers.</td>
</tr>
<tr>
<td>Coupon Promotion In</td>
<td>Accumulates the value of credits from the bill acceptor from all coupons.</td>
</tr>
<tr>
<td>Cash Promo Coupon In</td>
<td>Accumulates the value of credits from the bill acceptor from coupons with credits designated as cashable.</td>
</tr>
<tr>
<td>Non Cash Promo Coupon In</td>
<td>Accumulates the value of credits from the bill acceptor from coupons with credits that must be wagered, or designated as non-cashable, or non-redeemable.</td>
</tr>
<tr>
<td>Total Transfer In</td>
<td>Accumulates the value of all fund transfers to the machine.</td>
</tr>
<tr>
<td>Total Out</td>
<td>Accumulates the value of all money dispensed by the machine or by an Attendant. It is the sum of Physical Coin Out, Cash Voucher Out, Coupon Promotion Out, Attendant Paid Jackpots, Attendant Paid Cancelled Credits, and Total Transfers Out.</td>
</tr>
<tr>
<td>Physical Coin Out</td>
<td>Accumulates the value of coins dispensed by the coin hopper.</td>
</tr>
<tr>
<td>Cash Voucher Out</td>
<td>Accumulates the value of cashable vouchers dispensed by the machine.</td>
</tr>
<tr>
<td>Coupon Promotion Out</td>
<td>Accumulates the value of non cashable vouchers issued by the machine.</td>
</tr>
<tr>
<td>Attendant Paid Jackpots</td>
<td>Accumulates the value of win lockups that are not from a progressive or bonusing win.</td>
</tr>
<tr>
<td>Jackpot Vouchers Out</td>
<td>Unused in Class 3.</td>
</tr>
<tr>
<td>Attendant Paid Cancelled Credits</td>
<td>Accumulates the value of credit collect lockups.</td>
</tr>
<tr>
<td>Total Transfers Out</td>
<td>Accumulates the value of all fund transfers from the machine.</td>
</tr>
</tbody>
</table>
The following is an example of Machine Master screen two of three:

![Machine Master Screen Two of Three](image)

**Figure 10:** Machine Master Screen Two of Three

The following table describes the records recorded in the second of three Machine Master screens:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Money to Drop</td>
<td>Accumulates the value of coins accepted when the hopper is full or absent; the value of all items accepted by the bill acceptor; and the value of all electronic fund transfers.</td>
</tr>
<tr>
<td>Total Transfer In</td>
<td>Accumulates the value of electronic transfers to the machine.</td>
</tr>
<tr>
<td>Vouchers to Drop</td>
<td>Accumulates the value of non currency items accepted by the bill acceptor.</td>
</tr>
<tr>
<td>Bills and Coins to Drop</td>
<td>Accumulates the value of currency accepted by the bill acceptor and coins accepted by the coin acceptor when the hopper is full or absent.</td>
</tr>
<tr>
<td>Bill Drop</td>
<td>Accumulates the value of currency accepted by the bill acceptor.</td>
</tr>
<tr>
<td>Coin Drop</td>
<td>Accumulates the value of coins accepted by the coin acceptor when the hopper is full or absent.</td>
</tr>
<tr>
<td>Hopper Extra Coins Out</td>
<td>Accumulates the value of coins dispensed in error.</td>
</tr>
<tr>
<td>Label</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Total Games Played</td>
<td>Accumulates the number of wager transactions. It includes double-or-nothing games, and games that resolve residual credits.</td>
</tr>
<tr>
<td>Total Games Won</td>
<td>Accumulates the number of winning games. It includes double-or-nothing games and games that resolve residual credits.</td>
</tr>
<tr>
<td>Total Games Lost</td>
<td>Accumulates the number of losing games. It includes double-or-nothing games and games that resolve residual credits.</td>
</tr>
<tr>
<td>Physical Coin In Count</td>
<td>Accumulates the number of coins accepted by the coin acceptor.</td>
</tr>
<tr>
<td>Physical Coin Out Count</td>
<td>Accumulates the number of coins dispensed by the hopper.</td>
</tr>
<tr>
<td>Voucher In Count</td>
<td>Accumulates the number of vouchers accepted by the bill acceptor.</td>
</tr>
<tr>
<td>Voucher Out Count</td>
<td>Accumulates the number of vouchers dispensed by the machine.</td>
</tr>
<tr>
<td>Cash Promo Coupon In Count</td>
<td>Accumulates the number of coupons designated as cashable accepted by the bill acceptor.</td>
</tr>
<tr>
<td>Non Cash Promo Coupon In Count</td>
<td>Accumulates the number of coupons designated as non cashable accepted by the bill acceptor.</td>
</tr>
<tr>
<td>Non Cash Promo Coupon Out Count</td>
<td>Accumulates the number of coupons designated as non cashable dispensed by the machine.</td>
</tr>
<tr>
<td>Voucher Out</td>
<td>Accumulates the value of vouchers issued by the machine.</td>
</tr>
<tr>
<td>Total Cancelled Credits</td>
<td>Accumulates the value of credit collect lockups.</td>
</tr>
<tr>
<td>Attendant Paid Total Won</td>
<td>Accumulates the value of win lockups.</td>
</tr>
<tr>
<td>Paytable Jackpots Hand Paid</td>
<td>Accumulates the value of win lockups that do not include progressive wins and do not include wins from bonusing.</td>
</tr>
<tr>
<td>Total Jackpots Won Recredited</td>
<td>Accumulates the value of all win lockups released and added to the Players credit meter.</td>
</tr>
</tbody>
</table>
The following is an example of the third Machine Master screen:

![Machine Master Screen](image)

**Figure 11:** Machine Master screen Three of Three

If the machine has a thermal printer installed, a **Print Meters** icon is available for printing a Master Meter Report.

The following table describes the records recorded in the third Machine Master screen:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EFT In</td>
<td>Accumulates the value of credits electronically transferred to the machine from a financial institution.</td>
</tr>
<tr>
<td>WAT In</td>
<td>Accumulates the value of electronic transfers to the machine from a wagering account.</td>
</tr>
<tr>
<td>Cashable Electronic Promotion In</td>
<td>Accumulates the value of electronic transfers to the machine for credits designated as promotional.</td>
</tr>
<tr>
<td>Non Cashable Electronic Promotion In</td>
<td>Accumulates the value of electronic transfers to the machine for credits designated as promotional that must be wagered. They are not redeemable for currency.</td>
</tr>
<tr>
<td>WAT Out</td>
<td>Accumulates the value of electronic transfers from the machine to a wagering account.</td>
</tr>
<tr>
<td>Cashable Electronic Promotion Out</td>
<td>Accumulates the value of electronic transfers from the machine for credits designated as promotional</td>
</tr>
</tbody>
</table>
### Machine Period

The Machine Period accounting meters accumulate the same statistics as the Machine Master meters. Unlike Machine Master meters, the Operator or Attendant can reset them to zero.

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non Cashable Electronic Promotion Out</td>
<td>Accumulates the value of electronic transfers from the machine for credits designated as promotional that must be wagered. They are not redeemable for currency.</td>
</tr>
<tr>
<td>Machine Paid External Bonus Payout</td>
<td>Accumulates the value of wins from bonusing that do not cause a win lockup.</td>
</tr>
<tr>
<td>Attendant Paid External Bonus Payout</td>
<td>Accumulates the value of wins from bonusing that cause a win lockup.</td>
</tr>
<tr>
<td>Machine Paid Progressive Payout</td>
<td>Accumulates the value of progressive wins that do not cause a win lockup.</td>
</tr>
<tr>
<td>Attendant Paid Progressive Payout</td>
<td>Accumulates the value of progressive wins that cause a win lockup.</td>
</tr>
</tbody>
</table>
## Game Accounting

Game Accounting displays two submenus of statistics and percentages for each installed game. Game Master records permanent statistics, while Game Period records statistics that the Operator or Attendant can zero by touching the **Clear Period Accounting** icon in the Accounting submenu.

![Diagram of Game Accounting](image)

**Figure 12:** Game Accounting

Game Accounting meters display statistics, payback percentages, and other data for each individual game installed in the cabinet. If more than one game is available, **Previous Game** and **Next Game** icons appear to present information for each game installed.
The following is an example of Game Master Accounting:

![Game Master Accounting](image)

**Figure 13:** Game Master Accounting

The following table describes the records recorded in the Game Master Accounting meters:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coin In (Money Played)</td>
<td>Accumulates the value of credits wagered on the game.</td>
</tr>
<tr>
<td>Money Won (Includes Jackpots)</td>
<td>Accumulates the value of all game wins.</td>
</tr>
<tr>
<td>Coin Out (Excludes Jackpots)</td>
<td>Accumulates the value of credits won on the game without a win lockup.</td>
</tr>
<tr>
<td>Jackpots Won (Jackpots)</td>
<td>Accumulates the value of game wins causing a win lockup.</td>
</tr>
<tr>
<td>Game Hold %</td>
<td>A calculation of Money Won divided by Coin In: 100-((Money Won * 100) / Coin In).</td>
</tr>
<tr>
<td>Game Yield %</td>
<td>A calculation of Money Won divided by Coin In: (Money Won * 100) / Coin In.</td>
</tr>
<tr>
<td>Total Games Played</td>
<td>Accumulates the number of games played.</td>
</tr>
<tr>
<td>Total Games Won</td>
<td>Accumulates the number of games having a winning combination.</td>
</tr>
<tr>
<td>Total Games Lost</td>
<td>Accumulates the number of games with a win of zero.</td>
</tr>
</tbody>
</table>
A **Game Stats** icon presents a Game Statistics submenu with additional information for each game. The following is an example of the Game Statistics submenu:

![Game Statistics](Figure 14: Game Statistics)

The following table describes the items recorded in the Game Statistics submenu:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Games Played</td>
<td>Accumulates the number of completed wagers.</td>
</tr>
<tr>
<td>Games Played At Max Bet</td>
<td>Accumulates the number of games with the maximum number of credits wagered.</td>
</tr>
<tr>
<td>Games Won</td>
<td>Accumulates the number of games with a winning combination.</td>
</tr>
<tr>
<td>Games Won At Max Bet</td>
<td>Accumulates the number of games with a winning combination with the maximum number of credits wagered.</td>
</tr>
</tbody>
</table>
A **Wager Category** icon presents a submenu with additional information for each game. The following is an example of the Wager Category submenu:

![Game Master—Wager Category](image)

**Figure 15:** Game Master—Wager Category

The following table describes the items recorded in the Game Statistics submenu:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weighted Theoretical Payback</td>
<td>A calculation derived from credits wagered per game when the theoretical payback percentage varies according to the number of credits wagered per game.</td>
</tr>
<tr>
<td>Coin 1, Coin 2, etc.</td>
<td>Accumulates wagers in values of individual credits wagered per game.</td>
</tr>
<tr>
<td>Theo Payback</td>
<td>The calculated payback percentage, as published in the game's par sheet, categorized by individual credits wagered per game.</td>
</tr>
</tbody>
</table>

**Game Period**

The Game Period accounting meters accumulate the same statistics as the Game Master meters. Unlike Game Master meters, the Operator or Attendant can reset them to zero.
Protocol Accounting

The Protocol Accounting submenu provides access to accounting information about progressive awards, voucher transactions, and fund transfers. The submenus are Progressive Accounting, Protocol Meters, and AFT Meters.

The following is an example of the Protocol Accounting menu:

![Figure 16: Protocol Accounting](image-url)
### Progressive Accounting

Progressive Accounting displays two submenus of statistics for progressive awards associated with the machine. Progressive Master records permanent statistics, while Progressive Period records statistics that the Operator or Attendant can zero by the by touching the **Clear Period Accounting** icon in the Accounting submenu.

![Progressive Accounting Diagram](image)

**Figure 17:** Progressive Accounting
Progressive Master

Progressive Master displays statistics for eight progressive levels over two screens. The following is an example of the first screen showing levels one through five:

![Progressive Master Screen One](image)

The items recorded in Accounting Master are described in the following table:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Payouts</td>
<td>Accumulates the value of all progressive awards associated with the Level.</td>
</tr>
<tr>
<td>Times Hit</td>
<td>Accumulates the number of wins associated with the Level.</td>
</tr>
<tr>
<td>Last Award Hit</td>
<td>Displays the value of the most recent Level win.</td>
</tr>
</tbody>
</table>

Progressive Period

The Progressive Period accounting meters accumulate the same statistics as the Progressive Master meters. Unlike the Progressive Master meters, the Operator or Attendant can zero them.
Protocol Meters

The Protocol Meters present two screens for viewing the dollar value and quantity of Attendant payments, and vouchers accepted and dispensed. The following is an example of the Protocol Meters screen one of two:

![Protocol Meters Screen](image)

**Figure 19**: Protocol Meters screen one of Two

The following table describes items recorded in the first Protocol Meters screen:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cash Voucher In</td>
<td>Value of credits designated as unrestricted from vouchers.</td>
</tr>
<tr>
<td>Cash Voucher In Count</td>
<td>Number of vouchers for credits designated as unrestricted.</td>
</tr>
<tr>
<td>Cash Promo Vouchers In</td>
<td>Value of credits designated as promotional from vouchers.</td>
</tr>
<tr>
<td>Cash Promo Vouchers In Count</td>
<td>Number of vouchers for credits designated as promotional.</td>
</tr>
<tr>
<td>Non Cash Promo Vouchers In</td>
<td>Value of credits restricted to wagers from vouchers.</td>
</tr>
<tr>
<td>Non Cash Promo Vouchers In Count</td>
<td>Number of vouchers for credits restricted to wagers.</td>
</tr>
</tbody>
</table>
The following is an example of Protocol Meters screen two of two:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cash Vouchers Out</td>
<td>Value of unrestricted credits dispensed as vouchers.</td>
</tr>
<tr>
<td>Cash Vouchers Out Count</td>
<td>Number of vouchers dispensed for unrestricted credits.</td>
</tr>
<tr>
<td>Cash Promo Vouchers Out</td>
<td>Value of credits designated as promotional and dispensed as vouchers.</td>
</tr>
<tr>
<td>Cash Promo Vouchers Out Count</td>
<td>Number of vouchers dispensed for credits designated as promotional.</td>
</tr>
<tr>
<td>Non Cash Promo Voucher Out</td>
<td>Value of credits restricted to wagers dispensed as vouchers.</td>
</tr>
<tr>
<td>Non Cash Promo Vouchers Out Count</td>
<td>Number of vouchers dispensed for credits restricted to wagers.</td>
</tr>
</tbody>
</table>

![Protocol Meters Screen Two of Two](image)

**Figure 20:** Protocol Meters Screen Two of Two
The items recorded in Protocol Meters screen two are described in the following table:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HandPay Cash, Receipt</td>
<td>The value of win lockups and credit collect lockups recorded and documented by the accounting system host.</td>
</tr>
<tr>
<td>HandPay Cash, Receipt Count</td>
<td>The number of win lockups and credit collect lockups recorded and documented by the accounting system host.</td>
</tr>
<tr>
<td>HandPay Single Win, Receipt</td>
<td>The value of win lockups recorded and documented by the accounting system host.</td>
</tr>
<tr>
<td>HandPay Single Win, Receipt Count</td>
<td>The number of win lockups recorded and documented by the accounting system host.</td>
</tr>
<tr>
<td>HandPay Cash, No Receipt</td>
<td>The value of win lockups and credit collect lockups recorded by the accounting system host.</td>
</tr>
<tr>
<td>HandPay Cash, No Receipt Count</td>
<td>The number of win lockups and credit collect lockups recorded by the accounting system host.</td>
</tr>
<tr>
<td>HandPay Single Win, No Receipt</td>
<td>The value of win lockups recorded by the accounting system host.</td>
</tr>
<tr>
<td>HandPay Single Win, No Receipt Count</td>
<td>The number of win lockups recorded by the accounting system host.</td>
</tr>
<tr>
<td>Total Progressive Wins Awarded</td>
<td>The value of credits awarded by a host-controlled progressive.</td>
</tr>
<tr>
<td>Total External Bonus Wins Awarded</td>
<td>The value of credits awarded by host-controlled bonusing.</td>
</tr>
</tbody>
</table>
AFT Meters

AFT Meters displays two screens of statistics for fund transfers between the machine and a system host controlling a wagering account or a link to a financial institution. The following is an example of AFT Meters screen one:

![AFT Meters Screen One of Two](image)

The following table describes items recorded in AFT Meters screen one:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cashable Transfers To Gaming Machine</td>
<td>Value of credits designated as cashable transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Cashable Transfers To Gaming Machine Count</td>
<td>Number of occurrences of credits designated as cashable transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Restricted Transfers To Gaming Machine</td>
<td>Value of credits designated as restricted transferred from a wagering account host to the machine.</td>
</tr>
<tr>
<td>Restricted Transfers To Gaming Machine Count</td>
<td>Number of occurrences of credits designated as restricted transferred from a wagering account host to the machine.</td>
</tr>
<tr>
<td>Nonrestricted Transfers To Gaming Machine</td>
<td>Value of credits designated as nonrestricted transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Label</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Nonrestricted Transfers To Gaming Machine Count</td>
<td>Number of occurrences of credits designated as nonrestricted transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Debit Transfers To Gaming Machine</td>
<td>Value of credits transferred to the machine from a financial institution.</td>
</tr>
<tr>
<td>Debit Transfers To Gaming Machine Count</td>
<td>Number of occurrences of credits transferred to the machine from a financial institution.</td>
</tr>
<tr>
<td>Cashable Transfers To Host</td>
<td>Value of credits designated as cashable transferred from the machine to a wagering account.</td>
</tr>
<tr>
<td>Cashable Transfers To Host Count</td>
<td>Number of occurrences of credits designated as cashable transferred from the machine to a wagering account.</td>
</tr>
<tr>
<td>Restricted Transfers To Host</td>
<td>Value of credits designated as restricted transferred from the machine to a wagering account.</td>
</tr>
<tr>
<td>Restricted Transfers To Host Count</td>
<td>Number of occurrences of credits designated as restricted transferred from the machine to a wagering account.</td>
</tr>
<tr>
<td>Nonrestricted Transfers To Host</td>
<td>Value of credits designated as nonrestricted transferred from the machine to a wagering account.</td>
</tr>
<tr>
<td>Nonrestricted Transfers To Host Count</td>
<td>Number of occurrences of credits designated as nonrestricted transferred from the machine to a wagering account.</td>
</tr>
</tbody>
</table>
The following is an example of AFT Meters screen two of two:

![AFT Meters Screen](image)

The following table describes items recorded in AFT Meters screen two:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bonus Cashable Transfers To Gaming Machine</td>
<td>Value of credits designated as bonus cashable transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Bonus Cashable Transfers To Gaming Machine Count</td>
<td>Number of occurrences of credits designated as bonus cashable transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Bonus Nonrestricted Transfers To Gaming Machine</td>
<td>Value of credits designated as bonus nonrestricted transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Bonus Nonrestricted Transfers To Gaming Machine Count</td>
<td>Number of occurrences of credits designated as bonus nonrestricted transferred to the machine from a wagering account host.</td>
</tr>
<tr>
<td>Cashable Transfers To Ticket</td>
<td>Value of credits designated as cashable transferred to a machine that dispensed a voucher rather than accumulate the credits.</td>
</tr>
</tbody>
</table>
Bill Accounting

Bill Accounting displays master and period quantities of currency by denomination accepted by the bill acceptor. The Attendant or Operator can zero Period Bills quantities by touching the **Clear Period Accounting** icon in the Accounting submenu.

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cashable Transfers To Ticket Count</td>
<td>Number of occurrences of credits designated as cashable transferred to a machine that dispensed a voucher rather than accumulate the credits.</td>
</tr>
<tr>
<td>Restricted Transfers To Ticket</td>
<td>Value of credits designated as restricted transferred to a machine that dispensed a voucher rather than accumulate the credits.</td>
</tr>
<tr>
<td>Restricted Transfers To Ticket Count</td>
<td>Number of occurrences of credits designated as restricted transferred to a machine that dispensed a voucher rather than accumulate the credits.</td>
</tr>
<tr>
<td>Debit Transfers To Ticket</td>
<td>Value of credits transferred to a machine from a financial institution to a machine that dispensed a voucher rather than accumulate the credits.</td>
</tr>
<tr>
<td>Debit Transfers To Ticket Count</td>
<td>Number of occurrences of credits transferred to a machine from a financial institution to a machine that dispensed a voucher rather than accumulate the credits.</td>
</tr>
</tbody>
</table>

**Figure 23:** Accounting submenu, Bill Accounting
The following is an example of the Bill Accounting screen:

![Figure 24: Bill Accounting](image)

**Security Accounting**

Security Accounting displays counters for opened doors, power failures, and the number of games between events. The information includes the date and time of the occurrence.

**NOTE:** Door statistics depend upon cabinet configurations. Not all of the doors shown in the Security Accounting submenu will be available on every cabinet.
The following is an example of Security Accounting screen one:

![Security Accounting Screen One of Two](image1.png)

**Figure 25:** Security Accounting Screen One of Two

The following is an example of Security Accounting screen two:

![Security Accounting Screen Two of Two](image2.png)

**Figure 26:** Security Accounting Screen Two of Two
Error Accounting

Error Accounting displays the number of exceptions (tilts) for the machine’s operational categories. The following is an example of the Error Accounting screen:

![Error Accounting Screen](image)

**Figure 27: Error Accounting**

The exceptions monitored include the following:

- Coin in jams
- Coin in tampers
- Coin in device errors
- Coin Lockout Malfunctions
- Bill In Jams
- Bills Rejected
- Mechanical Meter Disconnects
- Touch Screen Errors
- Bill Validator Errors
- Hopper Empty
- Hopper Coin Out Jams
- Hopper Empty
- Hopper Coin Out Jams
- Printer Jams
- Printer Errors
- Printer Jams
- Printer Errors

CMT Prize Count

CMT Prize Count records statistics for Casino Merchandising Technology™, which awards players in merchandise. CMT Prize Count lists the number of awards won by prize level. The information displayed depends upon the CMT game installed.
Diagnostics

Diagnostics are available for testing the machine and components for maintenance or troubleshooting. Within Diagnostics are submenus to access additional information about the machine.

![Diagnostics Menu]

**Figure 28:** Diagnostics Menu

**NOTE:** The available submenus depend upon the games and hardware installed within the cabinet.
**Version Information**

The Program Version Info submenu displays the part numbers of programmed media installed in the machine. Media verification signatures are shown for the CompactFlash of the operating system and game.

![Program Version Info](image)

**Figure 29:** Program Version Information
**Jurisdictional Information**

The Jurisdictional Information menu provides submenus Jurisdiction Limits and Jurisdiction Bit Codes, as shown in the following example:

![Jurisdictional Information Diagram](image)

**Figure 30:** Jurisdictional Information
Jurisdictional Limits

The Jurisdictional Limits submenu displays the values of parameters programmed into the machine from the Jurisdictional Chip as shown in the following example:

![Jurisdictional Limits](image)

**Figure 31:** Jurisdictional Limits

The following table describes the labels:

<table>
<thead>
<tr>
<th>Labels</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jurisdiction Part Number</td>
<td>Identification number of the jurisdictional EEPROM (Jurisdiction Chip).</td>
</tr>
<tr>
<td>Jurisdiction Name</td>
<td>A name usually depicting the market of operation.</td>
</tr>
<tr>
<td>Jurisdiction Max Bet</td>
<td>A constraint of the maximum wager upon a game.</td>
</tr>
<tr>
<td>Jurisdiction Max Win</td>
<td>A constraint of the top award.</td>
</tr>
<tr>
<td>Jurisdiction Taxable Win Limit</td>
<td>A value equaled or exceeded that requires procedures prescribed by a tax authority. For example, the IRS requires that tax must be withheld from amounts greater than $1,200.</td>
</tr>
<tr>
<td>Jurisdiction Max Token Value</td>
<td>A limit of the value of one coin. The setting applies to configuration where one coin increments multiple credits (tokenization).</td>
</tr>
</tbody>
</table>
## Jurisdictional Bit Codes

The Jurisdictional Bit Codes submenu displays the contents of the Jurisdiction Chip in hexadecimal. The following is an example of Jurisdictional Bit Codes:

<table>
<thead>
<tr>
<th>Labels</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jurisdiction Max Currency In</td>
<td>A transaction value limit of the bill acceptor between games.</td>
</tr>
<tr>
<td>Jurisdiction Max Physical Coin In</td>
<td>A transaction value limit of the coin acceptor between games.</td>
</tr>
<tr>
<td>Jurisdiction AFT Max Transfer Limit</td>
<td>A limit of transferred values by an advance fund transfer (AFT) transaction.</td>
</tr>
<tr>
<td>Jurisdiction AFT Must Transfer Win Limit</td>
<td>A limit, when exceeded by a win, initiates an AFT transaction.</td>
</tr>
<tr>
<td>Jurisdiction Locale</td>
<td>A descriptor of the country's currency as defined by ISO 639 for language and ISO 3166 for country.</td>
</tr>
<tr>
<td>Jurisdiction JCM Country Code</td>
<td>A field specifically for the proprietary protocol developed by Japan Cash Machine for their models of bill acceptors. The JCM Country Codes for North America are: US=1, CA=8, and MX=9.</td>
</tr>
</tbody>
</table>

![Jurisdictional Bit Codes](image)

*Figure 32: Jurisdictional Bit Codes*
Input/Output Diagnostics

The Input/Output Diagnostics submenu displays icons to enter three I/O submenus: door, cabinet, and processor diagnostics; and three test submenus as shown in the following example:

![Diagram of Input/Output Diagnostics]

**Figure 33:** Input/Output Diagnostics
Door I/O Diagnostics

The Door I/O Diagnostics submenu presents a listing of switches that may be available on the machine. Submenus display the status of each input, and icons for changing the state of each switch.

Front Panel Board Inputs

The Front Panel Board Inputs submenu displays labels that correspond to the player panel buttons, and the current status of each switch (1=on 0=off). The following is an example of Front Panel Board Inputs, the first screen of Door I/O Diagnostics:

![Front Panel Board Inputs Diagram](image)

Figure 34: Front Panel Board Inputs
The following table describes the switch inputs:

<table>
<thead>
<tr>
<th>Label</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold Switches 1-6 Bet 1 Switch</td>
<td>Each switch assignment corresponds to a function of a game.</td>
</tr>
<tr>
<td>Play x lines</td>
<td>The actual function and the button legend depends upon the</td>
</tr>
<tr>
<td>Play Both Ways</td>
<td>games and the peripherals installed in the cabinet.</td>
</tr>
<tr>
<td>Auto Play Switch</td>
<td></td>
</tr>
<tr>
<td>Service Switch</td>
<td>Service or Change button</td>
</tr>
<tr>
<td>Start Switch</td>
<td>Spin/Rebet, Deal/Draw, or Start button</td>
</tr>
<tr>
<td>Bet Max Switch</td>
<td>Bet Max button</td>
</tr>
<tr>
<td>Cash Out Switch</td>
<td>Cashout or Print Ticket button</td>
</tr>
<tr>
<td>Coin-in 1 Switch</td>
<td>Upper optical coin sensor</td>
</tr>
<tr>
<td>Coin-in 2 Switch</td>
<td>Lower optical coin sensor</td>
</tr>
<tr>
<td>Coin-in switches 3-6</td>
<td>Not implemented</td>
</tr>
</tbody>
</table>
Front Panel Board Outputs

The Front Panel Board Outputs submenu presents icons to switch each button lamp on. Touch an icon to light the lamp, or touch **Auto Cycle** to automatically toggle each lamp once. The following is an example of Front Panel Board Outputs, the second screen of Door I/O Diagnostics:

![Front Panel Board Outputs Diagram](image)

*Figure 35: Front Panel Board Outputs*
Cabinet I/O Diagnostics

The Cabinet I/O Diagnostics submenu displays the state of cabinet switches.

Cabinet Inputs

The operating system monitors the state of the hopper level switch as shown in the following example:

![Cabinet Inputs](image)

**Figure 36:** Cabinet Inputs

Cabinet Outputs

The Cabinet Outputs submenu presents icons for the tower light to switch the lamps on. Touch each icon to light the lamp, or touch Auto Cycle to automatically light each lamp.

NOTE: The current state of the tower lamp will not be overridden by the Cabinet Output diagnostic. If the lamp is already on, it remains on regardless of state change attempts through the diagnostic.
The following is an example of Cabinet Outputs:

![Cabinet Outputs](image1)

**Figure 37: Cabinet Outputs**

**Processor I/O Diagnostics**

The Processor I/O Diagnostics submenu presents a listing of other monitored inputs and the status of each (1=on, 0=off) as shown in the following example.

![Processor Inputs](image2)

**Figure 38: Processor Inputs**
The following table describes the labels:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operator Switch</td>
<td>The momentary switch labeled TEST located on the front of the PC Assembly.</td>
</tr>
<tr>
<td>Attendant Key</td>
<td>The locking switch located on the cabinet’s exterior.</td>
</tr>
<tr>
<td>Logic Door</td>
<td>Either of two monitored locks: CompactFlash™ door lock or the PC Assembly lock.</td>
</tr>
<tr>
<td>Coin Drop Door</td>
<td>The switch located on the cabinet where it will be actuated by opening the coin drop access door.</td>
</tr>
<tr>
<td>Main Door</td>
<td>Any of the switches actuated when any door providing access to the interior of the cabinet opens.</td>
</tr>
<tr>
<td>Bill Val Door</td>
<td>The switch actuated by the door securing the cash box.</td>
</tr>
<tr>
<td>Low NV Batt 1</td>
<td>The battery at the location labeled HLDR1 on the processor board.</td>
</tr>
<tr>
<td>Low NV Batt 2</td>
<td>The battery at the location labeled HLDR2 on the processor board.</td>
</tr>
</tbody>
</table>

**Bill Validator Test**

The Bill Validator Test provides for verification of the bill acceptor to correctly process currency. Currency presented to the bill acceptor will be accepted, evaluated, then returned to the Operator. The denomination of the last bill displays, along with quantities of bills categorized by denomination. The result displays as shown in the following example:

![Bill Validator Test](image)

**Figure 39:** Bill Validator Test
**Coin Acceptor Test**

The Coin Acceptor Test provides verification of the coin acceptor’s ability to accept coins, and verification of the operation of the coin diverter solenoid. The test displays the number of coins through the acceptor, and the position of the coin diverter. An icon is provided to change the state of the diverter. The following is an example of the Coin Acceptor Test:

![Coin Acceptor Test Diagram](image)

**Hopper Test**

The Hopper Test provides verification that the hopper circuitry is functional and that the hopper coin switch properly senses dispensed coins. Touching the Start Test icon dispenses 10 coins. The accumulated quantities of dispensed coins display, as shown in the following example:
The Memory Diagnostics submenu displays the size of memory installed in the system and the amount of the memory available as shown in the following example:
Video Diagnostics

The Video Diagnostics submenu provides additional submenus for evaluation and adjustment of the display. The submenus display single color screens for white, red, green, and blue for purity adjustments using the monitor's adjustment controls. There are also submenus that display dot and graph patterns for proper screen alignment.

**NOTE:** The touch screen diagnostic is located in the Setup menu. Touch screen communication is in Comm Port Diagnostics.

The following is an example of Video Diagnostics:

![Diagram of Video Diagnostics]

Figure 43: Video Diagnostics

**NOTE:** Examples of the adjustment display screens are not shown.
Com Port Diagnostics

The Com Port Diagnostics provides the ability to view information received and transmitted through the communication ports.

![Diagram of Com Port Diagnostics]

**Figure 44:** Com Port Diagnostics

The following table lists the communication port assignments:

<table>
<thead>
<tr>
<th>Port</th>
<th>Assignment</th>
<th>Port</th>
<th>Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Touch screen</td>
<td>4</td>
<td>Card Reader (Host Comm II in V8700A)</td>
</tr>
<tr>
<td>1</td>
<td>Host Comm 1</td>
<td>5</td>
<td>RS-485 Protocol</td>
</tr>
<tr>
<td>2</td>
<td>Bill Acceptor</td>
<td>6</td>
<td>Progressive Controller (Printer in V8700A)</td>
</tr>
<tr>
<td>3</td>
<td>Printer (RS-485 Protocol in V8700A)</td>
<td>7</td>
<td>Host Comm II</td>
</tr>
</tbody>
</table>
The statistics for the number of packets transmitted and received for each communication port are available, as well as the active control lines as shown in the following example:

![Com Port Diagnostics](image)

**Figure 45:** Com Port Diagnostics Statistics

The following table describes the labels:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>tty M0—M7</td>
<td>Terminal Type (Unix) Ports 0—7</td>
</tr>
<tr>
<td>tx (number)</td>
<td>Number of packets transmitted</td>
</tr>
<tr>
<td>rx (number)</td>
<td>Number of packets received</td>
</tr>
<tr>
<td>RTS/CTS/DTR</td>
<td>Communication control line mnemonic: RTS=ready to send, CTS=clear to send, DTR=data terminal ready</td>
</tr>
</tbody>
</table>
The **Analyzer** icon accesses more detailed information for each port. Touching the UART Port field advances to the next communication port. The **Counts** icon returns to the previous statistics page. The **Pause/Continue** icon freezes data until **Continue/Pause** is touched again. The following is an example of Com Port Diagnostics analyzer:

![Com Port Diagnostics Analyzer](image)

**Figure 46:** Com Port Diagnostics Analyzer

The following table describes the labels:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UART Port</td>
<td>One of eight (0-7) communication ports.</td>
</tr>
<tr>
<td>RX</td>
<td>Data received. The data appears in hexadecimal with a white font.</td>
</tr>
<tr>
<td>TX</td>
<td>Data transmitted. The data appears in hexadecimal with a black font.</td>
</tr>
</tbody>
</table>

### Game Diagnostics

![Game Diagnostics](image)

**NOTE:** The availability of game diagnostics depends upon the game and the hardware installed within the cabinet.

The **Game Diagnostics** submenu provides the ability to evaluate peripheral devices associated with a game. The devices may include stepper motor reels, a wheel feature, an animated bezel, or illuminated stepper reel paylines.
The following is an example of the Game Diagnostics submenu:

![Game Diagnostics](image)

**Figure 47: Game Diagnostics**

### Top Box

Games having a wheel feature provide diagnostics to evaluate the operation of the feature wheel. The diagnostic submenus are Calibrate, Test, and Validate, as shown in the following example:

![Top Box](image)

**Figure 48: Top Box**
Calibrate
The Top Box Calibrate diagnostic initiates an automated procedure where the wheel's center stop position is determined, then stored in memory.

Test
The Test submenu presents icons that will initiate verification procedures for the wheel motor and the wheel lights. The Test Wheel icon begins a routine where the wheel moves to the zero position and rotates one step at a time. The Test Lights icon illuminates the wheel light at position zero, then sequences one position at a time. The following is an example of the Wheel Tests submenu:

Validate
The validate submenu presents a graphical representation of the feature wheel symbol, the corresponding software stop position, and control icons to rotate the wheel to another position. Correct wheel operation is confirmed when every wheel position is matched with the display. The following is an example of the Validate submenu:
**Figure 50:** Wheel Validation

**Figure 51:** Wheel Position Matching Wheel Validation
Reels

The Reels submenu provides an opportunity to calibrate stepper motor reels and to verify that the reel symbols are properly aligned at the zero position. Touching the Calibrate icon moves the reels to the zero position. The reel position displays above each reel image.

The following is an example of the Reels submenu:

![Reel Control Unit Device Calibration](image)

**Figure 52:** Reel Control Unit Device Calibration

Bezel

If the feature is installed, the Bezel diagnostic displays the version of the Bezel Gadget Version and cycles the Active Bezel through all color outputs. The following is an example of bezel diagnostics:
Top Reel Lights

If the feature is installed, the Top Reel Lights diagnostic activates the enhanced presentation illumination that highlights winning combinations on the reels. The diagnostic cycles the reel lights through the available colors.

GAT Port

The GAT Port submenu provides verification of the game authentication terminal (GAT) operation. The submenu displays the installed versions of the operating system, game, Jurisdiction Chip, and the BIOS. Icons labeled Yes/No are available to enable or disable the communication of each software component. The submenu displays the status of a GAT program as Connected or Not Connected at the communication port labeled COM 8 on the backplane board.

Figure 53: Reel Bezel Diagnostics
The following is an example of the GAT Port submenu:

**Figure 54:** GAT Port

<table>
<thead>
<tr>
<th>Software Component</th>
<th>Reporting Enabled</th>
</tr>
</thead>
<tbody>
<tr>
<td>AVOS00000316-03.000</td>
<td>YES</td>
</tr>
<tr>
<td>ASGPFZY01001-00</td>
<td>YES</td>
</tr>
<tr>
<td>AVJURSNV0S0-01</td>
<td>YES</td>
</tr>
<tr>
<td>AVODIAGOR805-00</td>
<td>YES</td>
</tr>
</tbody>
</table>

Connected

[Diagram of GAT Port with buttons: Open Door M, Return To Game, Exit]
History

History provides logs of important game and machine-related information. The information includes the ability to recall previous games played, bill and coin acceptor transactions, AFT transactions, and every change of operational state.

The following is an example of the History submenu:

![Diagram of History menu]

**Figure 55:** History
Chapter 6

Setup and Operation

Game Play History

Game Play History displays 25 most recently played games to accurately reconstruct and verify the results of each game, including special features such as free spins. The information depends upon the game installed, but usually includes the game's name, denomination, date, and payment.

The following is an example of the last game recall of a 4 Alarm Bonus:

![Image of a slot machine with the game title 4 Alarm Bonus and a jackpot hand paid win of $125 on 04/13/2006 at 10:14:25.]

**Figure 56:** Last Game of 4 Alarm Bonus™

Event History

Event History is a chronological listing of 500 events or exceptions.

---

**NOTE:** The events logged vary by jurisdiction.
The following is an example of the Event History screen.

```
Event History

1  04/13/2006  13:01:26  Denomination not set  Denomination = $0.00
2  04/13/2006  13:01:26  Power Up Restart
3  04/13/2006  13:01:26  Ready After Restart
4  04/13/2006  13:01:26  Main Door Open  Device ID = 19 Hex
5  04/13/2006  13:01:26  Main Door Closed  Device ID = 19 Hex
6  04/13/2006  13:01:26  Main Door Open  Device ID = 19 Hex
7  04/13/2006  13:01:26  BillVal Door Open  Device ID = 19 Hex
8  04/13/2006  13:01:26  Setup Menu Entered
9  04/13/2006  13:01:26  Denomination Set  Denomination = $0.05
10  04/13/2006  13:01:26  Setup Menu Exit
11  04/13/2006  13:01:26  Setup Menu Entered
12  04/13/2006  13:01:26  Setup Menu Exit
13  04/13/2006  13:01:26  Main Door Closed  Device ID = 19 Hex
14  04/13/2006  13:01:26  BillVal Door Closed  Device ID = 19 Hex
15  04/13/2006  13:01:26  Main Door Opened  Device ID = 19 Hex
16  04/13/2006  13:01:26  Setup Menu Entered
17  04/13/2006  13:01:26  Setup Menu Exit
18  04/13/2006  13:01:26  Main Door Closed  Device ID = 19 Hex
19  04/13/2006  13:01:26  Start of Game  Credits = $2.75
20  04/13/2006  13:01:26  End of Game  Credits = $9.00
```

**Figure 57**: Event History

The following table lists the events:

<table>
<thead>
<tr>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attendant Menu Entered</td>
</tr>
<tr>
<td>BillVal Device Error Cleared</td>
</tr>
<tr>
<td>Hopper Empty Cleared</td>
</tr>
<tr>
<td>Attendant Menu Exit</td>
</tr>
<tr>
<td>BillVal Tamper</td>
</tr>
<tr>
<td>Hopper Full</td>
</tr>
<tr>
<td>Setup Menu Entered</td>
</tr>
<tr>
<td>BillVal Tamper Cleared</td>
</tr>
<tr>
<td>Hopper Full Cleared</td>
</tr>
<tr>
<td>Setup Menu Exit</td>
</tr>
<tr>
<td>BillVal Port Error</td>
</tr>
<tr>
<td>Hopper Jam</td>
</tr>
<tr>
<td>Denomination Not Set</td>
</tr>
<tr>
<td>BillVal Port Error Cleared</td>
</tr>
<tr>
<td>Hopper Jam Cleared</td>
</tr>
<tr>
<td>Denomination Set</td>
</tr>
<tr>
<td>BillVal System Error</td>
</tr>
<tr>
<td>Hopper Runaway</td>
</tr>
<tr>
<td>PayTable Not Set</td>
</tr>
<tr>
<td>BillVal System Error Cleared</td>
</tr>
<tr>
<td>Hopper Runaway Cleared</td>
</tr>
<tr>
<td>PayTable Set</td>
</tr>
<tr>
<td>Bill Rejection Limit Exceeded</td>
</tr>
<tr>
<td>Hopper System Error</td>
</tr>
<tr>
<td>Date/Time Not Set</td>
</tr>
<tr>
<td>Bill Rejection Limit Cleared</td>
</tr>
<tr>
<td>Hopper System Error Cleared</td>
</tr>
<tr>
<td>Date/Time Set</td>
</tr>
<tr>
<td>Coin Acceptor Jam</td>
</tr>
<tr>
<td>Hopper Tamper</td>
</tr>
<tr>
<td>Devices Not Set</td>
</tr>
<tr>
<td>Coin Acceptor Tamper</td>
</tr>
<tr>
<td>Hopper Tamper Cleared</td>
</tr>
<tr>
<td>Devices Set</td>
</tr>
<tr>
<td>Coin Acceptor Tamper</td>
</tr>
<tr>
<td>Hard Meter 1 Disconnected</td>
</tr>
<tr>
<td>Event</td>
</tr>
<tr>
<td>Event</td>
</tr>
<tr>
<td>------------------------------</td>
</tr>
<tr>
<td>Belly Door Open</td>
</tr>
<tr>
<td>Belly Door Closed</td>
</tr>
<tr>
<td>Drop Door Open</td>
</tr>
<tr>
<td>Drop Door Closed</td>
</tr>
<tr>
<td>Hood Door Open</td>
</tr>
<tr>
<td>Hood Door Closed</td>
</tr>
<tr>
<td>Logic Door Open</td>
</tr>
<tr>
<td>Logic Door Closed</td>
</tr>
<tr>
<td>Main Door Open</td>
</tr>
<tr>
<td>Main Door Closed</td>
</tr>
<tr>
<td>Main Door Tamper</td>
</tr>
<tr>
<td>Main Door Tamper Cleared</td>
</tr>
<tr>
<td>TopBox Main Door Open</td>
</tr>
<tr>
<td>TopBox Main Door Closed</td>
</tr>
<tr>
<td>TopBox Logic Door Open</td>
</tr>
<tr>
<td>TopBox Logic Door Closed</td>
</tr>
<tr>
<td>BillVal Door Open</td>
</tr>
<tr>
<td>BillVal Door Closed</td>
</tr>
<tr>
<td>BillVal Acceptor Jam</td>
</tr>
<tr>
<td>BillVal Acceptor Jam Cleared</td>
</tr>
<tr>
<td>BillVal Stacker Jam</td>
</tr>
<tr>
<td>BillVal Stacker Jam Cleared</td>
</tr>
<tr>
<td>BillVal Stacker Open</td>
</tr>
<tr>
<td>BillVal Stacker Closed</td>
</tr>
<tr>
<td>BillVal Stacker Full</td>
</tr>
</tbody>
</table>
Game Event History

The Game Event History log is a chronological listing of game-related events. The events recorded depend upon the games installed in the cabinet.

Transaction History

Transaction History provides submenus for viewing records for bills accepted, hopper payments, Attendant payments, vouchers accepted and dispensed, bonus credits awarded, and fund transfers. The following is an example of the Transaction History submenu:

<table>
<thead>
<tr>
<th>Event</th>
<th>Event</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>BillVal Stacker Full Cleared</td>
<td>Extra Coin Out Error Cleared</td>
<td>Call Attendant Active</td>
</tr>
<tr>
<td>BillVal Com Error</td>
<td>Hopper Device Error</td>
<td>Call Attendant Not Active</td>
</tr>
<tr>
<td>BillVal Com Error Cleared</td>
<td>Hopper Device Error Cleared</td>
<td>Meter Display Entered</td>
</tr>
<tr>
<td>BillVal Device Error</td>
<td>Hopper Empty</td>
<td>Meter Display Exited</td>
</tr>
</tbody>
</table>

**Figure 58:** Transaction History
Bill In History

Each bill acceptor currency transaction is recorded in Bill In History. The information includes the date, time, and the denomination of the bill. The following is an example of the Bill In History:

![Bill In History](image)

**Figure 59: Bill In History**

Cash Out History

Cash Out History provides the time, date, and the amount of credits redeemed as coins dispensed by the hopper. The following is an example of Cash Out History:

![Cash Out History](image)

**Figure 60: Cash Out History**
Hand Pay History

Hand Pay History provides the transaction number, time, date, and the amount of credits removed from the machine by the Attendant key switch. Each lockup generates two entries: one when the machine enters a lockup condition, and another when the lockup is released.

An Attendant payment can result from a malfunction, or by operational policy that limit amounts dispensed by the machine.

The following is an example of Hand Pay History:

![Hand Pay History Example]

**Figure 61**: Hand Pay History

Voucher History

Voucher History provides the opportunity to view the vouchers accepted and dispensed. There is also a listing of merchandise certificates awarded by the machine, if the feature is available. The following is an example of Voucher History:
Voucher In History

Vouchers accepted by the bill acceptor are listed in the Voucher In History submenu. The information for the last 35 vouchers accepted includes the date, time, validation number, and the amount. For security, only the last four digits of the validation number appear. The following is an example of Voucher In History:

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Voucher In</th>
<th>Validation Number</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>04/13/2006</td>
<td>13:37:39</td>
<td>Voucher In</td>
<td>xxxxxxxxxxxxxxxx6543</td>
<td>$35.75</td>
</tr>
<tr>
<td>04/13/2006</td>
<td>13:44:21</td>
<td>Voucher In</td>
<td>xxxxxxxxxxxxxxxx3365</td>
<td>$250.75</td>
</tr>
</tbody>
</table>

Figure 62: Voucher History

Figure 63: Voucher In History
Voucher Out History

Vouchers and receipts dispensed by the gaming machine are listed in Voucher Out History. The information for the last 35 vouchers and receipts dispensed includes date, time, event, validation number, and amount. For security, only the last four digits of the validation number display. The following is an example of Voucher Out History:

![Voucher Out History](image1)

**Figure 64:** Voucher Out History

CMT Prize Certificate History

Casino Marketing Technology prize certificates accepted and dispensed are listed in CMT Prize Certificate History. The information includes the time and date, transaction, the last four digits of the validation number, and the amount. The following is an example of CMT Prize Certificate History:

![CMT Prize Certificate History](image2)

**Figure 65:** CMT Prize Certificate History
**Bonus History**

If the gaming machine is participating in a network where a Host awards bonuses, each bonus is recorded in Bonus History. The information recorded for the last 25 awards includes date, time, bonus event, and the amount. The following is an example of Bonus History:

![Bonus History](image1)

**Figure 66:** Bonus History

**External Funds Transfer History**

If the gaming machine is capable of receiving funds from a financial institution, each time stamped event is recorded in External Funds Transfer History. Up to 127 Events can be stored in this log. The following is an example of External Funds Transfer History:

![External Funds Transfer History](image2)

**Figure 67:** External Funds Transfer History
**Progressive Win History**

If the gaming machine is configured for a progressive award, each time-stamped win is recorded in Progressive Win History. Up to eight progressive levels with up to 20 progressive wins per level are available for review.

**Figure 68:** Progressive Win History
Setup Menu

There are options that must be set before the machine is operational. For security, most options are available only from the Operator menu, which is accessed through the Test switch.

The submenus found in the Operator menu are Touch Screen Setup, Sound Setup, Game Setup, Machine Setup, Credit Setup, Clock Setup, Comm Setup, Voucher Setup, and Package Installation submenus.

Figure 69: Setup Menu
Touch Screen Setup

The touch screen senses capacitive changes when an area contacts human skin and provides the X-Y coordinates to the MPU. Calibration assures accurate positioning in relation to the icons on the screen.

Touching the **Touch Screen Setup** icon provides the opportunity to validate the calibration of the screen and presents calibration instructions as shown in the following examples.

![Figure 70: Touchscreen Setup](image)

Test Touch Screen

The Test Touch Screen icon enters a submenu to verify calibration accuracy. The machine is enabled to mark each touched area as shown in the following example. Each touch is indicated at the point of contact.

![Figure 71: Touch Screen test](image)
Touch Screen Calibration

If marks do not appear at the point of contact, touch screen calibration will restore proper operation. If necessary, center the image by using the positioning adjustment controls located on the flat-panel or cathode ray tube (CRT) monitor. Turning the keyswitch presents the software calibration screens. Follow the on-screen instructions to calibrate the touch screen.

NOTE: The quantity of marks that can display at one time is limited. Once the capacity is reached, the oldest marks are removed as new marks are displayed.
Sound Setup

Sound Setup presents controls to set the volume and other qualities of audio. The screen displays the current settings, which can be adjusted by moving the slide controls. Drag the channel control bar up to increase volume, down to decrease. Touching between the controls moves both channels equally. The following is an example of Sound Setup:

![Volume Adjustment](image)

Figure 75: Volume Adjustment
Game Setup

Game Setup provides an opportunity to enable special game features such as the number of credits for a maximum wager, the number of paylines, and the operation of the buttons on the player panel. However, not all games have configurable features. The following is an example of Game Setup:

![Game Setup Example](image)

**Figure 76:** Game Setup Example

Machine Setup

Machine Setup provides the Machine Info and Device submenus to enter identification numbers into memory, and to provide protocol configuration for installed equipment such as a coin acceptor, bill acceptor, printer, hopper, and player panel.
The following is an example of Machine Setup:

![Diagram of Machine Setup]

**Machine Info Setup**

Machine Info Setup provides the opportunity to enter identification numbers for the cabinet. The values entered for Serial Number and Asset Number will remain in memory, and can be retrieved remotely if the cabinet is connected to a network.
The following is an example of Machine Info Setup:

![Diagram of Machine Info Setup]

**Figure 78**: Machine Info Setup

The serial number of the machine is embossed on the manufacturer's identification plate affixed to the cabinet. The asset number is a unique identification number, which may be assigned by a system network administrator.

Touching within an active number field presents a keypad for entering a setting, as shown in the following example showing the entry of the serial number:

![Diagram of Entry of Serial Number]

**Figure 79**: Entry of Serial Number

Touching the keypad’s **Enter** icon places the keypad entry into the field as shown in the following example:
Upon entering a value into the active field, the set icon becomes active. Touching the set icon at the right of the entry saves the entry. Once saved, the entry cannot change without a RAM Clear. When the entry is saved, the field and the set icon are no longer active, as shown in the following example screen showing a serial number entered and saved by touching the Set Serial icon:

The Asset Number entry is similar to the entry of the serial number.
Device Setup

The Device Setup submenu provides the opportunity to identify separate hardware components so they can work with the machine. The components include the printing device, the model of coin acceptor, the presence of a coin hopper, the manufacturer or model of bill acceptor, and the number of button inputs provided on the player panel.

Touching the **Device Setup** icon presents a screen similar to the following example:

![Device Configuration](image)

**Figure 82:** Device Configuration

Touching the active field scrolls the available settings. Each field must have an entry. Touching the **Save** icon records all the selections to the machine’s memory. Once saved, the selections cannot be changed without a RAM clear.

Upon exiting, the settings must be confirmed by touching the **Yes** icon. The following is an example of the confirmation that appears before exiting:

![Confirmation of Change](image)

**Figure 83:** Confirmation of Change
The labels are described in the following table:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Voucher Printer</td>
<td>If the machine has the ability to dispense vouchers, the printer’s protocol must be enabled. The printer choices are FutureLogic® (Seiko PSA-66T), Ithaca® 750™, or Ithaca 850™. For other brands or models, contact Bally Technical Support for the correct settings.</td>
</tr>
<tr>
<td>Coin Acceptor</td>
<td>The coin acceptor model listed is the Coin Mechanisms, Inc.,® MC-40™. The IDX® coin acceptor can be used with this setting with Personality Plug PP62. The coin acceptor must have a 100 ms pulse width for coin signals, and use a single pulse per coin. The X-10 System configuration setting must be 8Ch (secured) or 0Ch (unsecured). Credit is set to 64h, 100 ms; and Tilt to 06h, 2 ms.</td>
</tr>
<tr>
<td>Hopper</td>
<td>The supported coin hopper is manufactured by Bally Technologies.</td>
</tr>
<tr>
<td>Bill Validator</td>
<td>The bill acceptor protocols available are those used by JCM-American® (JCM) and MEI® (MARS).</td>
</tr>
<tr>
<td>Button Panel</td>
<td>The available button inputs from the player panel must be set. The available settings are 11-, 14-, or 16-button player panels. If the selections do not match the actual panel installed in the cabinet, use the next higher software setting.</td>
</tr>
</tbody>
</table>

**Hard Meter Setup**

Hard Meter Setup displays the electro mechanical meter assignments as configured in the Jurisdiction Chip. For markets where the settings are configurable, it provides the opportunity to set the parameters.

Hard Meter Increment is the value of each increment for meters of money values. Those meter labels appear in green. Meters that count units display in blue.

The Following is an example of Hard Meters Setup:
Coin Acceptor Setup

Coin Acceptor Setup provides the opportunity to configure a multiple-channel coin acceptor, which accepts coins of a variety of denominations. The denominations attributed to each channel must match the settings of the pre-programmed acceptor. The following is an example of settings for a coin acceptor programmed to accept nickels, dimes, quarters, half-dollars, dollar and five-dollar tokens:
Credit Setup

Credit Setup provides the opportunity to establish the cash value of a credit and set limits for all credit transactions. These important settings are determined by the Operator according to jurisdictional requirements.

Each category is accessed by touching the field, which presents a keypad for entry. After entering the new amount, a confirmation message displays. Once the entry is saved, it will require a RAM Clear to change.

The parameters set from the Credit Limits screen include the base denomination, bill limit, credit limit, jackpot limit, multiple denomination enabling, hopper limit, printer limit, and upper jackpot.

The following is an example of the Credit Limits accessed by touching the Credit Setup icon:

**Figure 86:** Credit Setup

NOTE: Not all fields will be active. The configurable items depend upon the equipment installed, the game CompactFlash™, and the jurisdiction.
The labels are described in the following table:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Denom</td>
<td>The value of a coin accepted through the coin acceptor and dispensed by the hopper.</td>
</tr>
<tr>
<td>Bill Limit</td>
<td>The amount of transactions before the machine will not accept additional items for credits. The bill accepter and coin acceptor are automatically disabled, as are incoming fund transfers. The setting may depend upon the jurisdiction.</td>
</tr>
<tr>
<td>Credit Limit</td>
<td>The maximum value of credits that may accumulate in the credit meter at any time. Additions that cause credits to exceed the value trigger an automatic payment from the payment device (coin hopper, voucher, AFT, or Attendant).</td>
</tr>
<tr>
<td>Jackpot Limit</td>
<td>The level for which a single win will cause the machine to display a jackpot win. Any win that equals or exceeds the setting will cause the machine to enter a jackpot condition, requiring attention from an Attendant to release the win lockup.</td>
</tr>
<tr>
<td>Multi-Denom</td>
<td>The choices for Multi-Denom are Enable or Disable. If the feature is enabled, a variety of wager denominations are available for the Player to choose.</td>
</tr>
<tr>
<td>Default Denom</td>
<td>If the feature is available in the game, a wager denomination can be set to which the machine will revert after two minutes of inactivity.</td>
</tr>
</tbody>
</table>
Denom Configuration

Setting the Multi-Denom field to Enable provides multiple wager denomination choices for a Player. Enabling the feature also activates the Denom Config icon to open the additional menus needed to configure the feature.

**NOTE:** Multiple wager denominations are not compatible with progressive jackpots. With multiple wager denominations enabled, progressive jackpot configuration will not be available.

The following is an example of Denom Configuration:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hopper Limit</td>
<td>The maximum value that the hopper dispenses in a single transaction. An amount greater than the setting will, instead, cause a credit collect lockup condition requiring attention from an Attendant.</td>
</tr>
<tr>
<td>Printer Limit</td>
<td>The maximum value for a voucher dispensed by the machine. A voucher will not print for values greater than the setting and, instead, cause a credit collect lockup condition requiring attention from an Attendant.</td>
</tr>
<tr>
<td>Upper Jackpot</td>
<td>The Upper Jackpot setting provides support for a feature provided by a Host communication protocol that enables a Host system to release a jackpot without intervention by an Attendant. The Upper Jackpot setting is the greatest value of credits that can accumulate in the credit meter after a Host system releases a win lockup. The limit must be set equal to or less than the Credit Limit, and equal to or greater than the Jackpot Limit.</td>
</tr>
</tbody>
</table>

Figure 88: Denom Configuration
Touching a denomination icon enables the denomination as a choice for a wagering credit value, and presents a menu of games to associate with the denomination as shown in the following example:

![Figure 89: Choosing a Game for a Wager Denomination](image_url)

Touching the **Set** icon to associate a game from the menu with a wager denomination. Upon associating all games with wagering denominations, touching the **Save** icon enters the settings into the system. Once saved, they cannot be changed without a RAM clear.

**CRC Check**

Touching the **CRC Check** icon calculates a cyclic redundancy check value for each enabled game. The following is an example of CRCs:
Cash Out Options

Touching the Cash Out Options icon presents a menu of items for entering values for dispensing payment to a Player. The items include Hand Pay Validation, Hand Pay Receipt, Restricted Promotional Credits, Restricted Promotional Voucher Out, Non Restricted Promotional Credits, Preferred Output Device, and Residual Credit Collect Options.

The following is an example of the Cash Out Options menu:
The labels are described in the following table:

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hand Pay Validation</td>
<td>Enables an accounting host system feature for controlling payments made by Attendants. The host protocol must also support this feature.</td>
</tr>
<tr>
<td>Hand Pay Receipt</td>
<td>Enables an accounting host system to generate an additional payment record for amounts paid by an Attendant. If the machine has a printer, the machine can dispense a receipt. The host protocol must also support this feature.</td>
</tr>
</tbody>
</table>
Clock Setup

The Clock Setup submenu provides fields for setting the time and date. There are icons available for synchronizing seconds and changing time zones.

<table>
<thead>
<tr>
<th>Label</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Restricted Promotional Credits/Restricted Promotional Voucher Out</td>
<td>Restricted Promotional Credits enables the accounting features of the machine to accept and control credits that must be wagered or converted to a promotional voucher. If Restricted Promotional Voucher Out is not enabled, all promotional credits must be wagered. If Restricted Promotional Credits is disabled, Restricted Promotional Voucher Out defaults to disabled. The host protocol must also support this feature.</td>
</tr>
<tr>
<td>Non Restricted Promotional Credits</td>
<td>Enables the machine's accounting features to record the disposition of credits placed into the machine from an alternative source. The credits can be wagered or cashed normally. This affects only the accounting meters.</td>
</tr>
<tr>
<td>Preferred Output Device</td>
<td>The machine can print payment vouchers by an installed thermal printer, it can dispense coins from a hopper, the machine can provide payment by an Attendant, or payment can be electronically transferred to an account. If the machine has multiple payment devices installed, the Preferred Output Device setting preferred by the Operator determines the machine's payment sequence.</td>
</tr>
<tr>
<td>Residual Credit Collect Option</td>
<td>The disposition of residual credits. The choices are Play, Handpay, Cancel; or a combination of the three choices.</td>
</tr>
<tr>
<td></td>
<td>• Play: Credits remaining in the machine that have a combined value less than the value of a coin dispensed by the hopper can be resolved by wagering them on a separate all-or-nothing game. A win equals one coin from the hopper; a loss removes the credits from the machine.</td>
</tr>
<tr>
<td></td>
<td>• Handpay: Residual credits can be removed from the machine by an Attendant.</td>
</tr>
<tr>
<td></td>
<td>• Cancel: The machine can be returned to a revenue state by the Player, where the residual credits can be wagered normally in an attempt to parlay the remaining credits to a value exactly equal to a coin; or the credits can be abandoned and remain in the machine, available for the next Player.</td>
</tr>
<tr>
<td>Cash Collect First</td>
<td>If available credits include promotional credits, setting to Enable will dispense payment of all non restricted credits upon a press of the collect button. A coupon may be dispensed for restricted credits upon another press of the button. Setting to Disabled will dispense a coupon (restricted voucher) upon the first press of the collect button. Another press of the button will dispense payment for unrestricted credits.</td>
</tr>
</tbody>
</table>
Touching the Clock Setup icon presents a menu with active fields for entering the time of day and the date.
Touching an active field presents a keypad for entering a value as shown in the following example for entering the hour:

**Figure 93:** Entering the Hour

Touching the **Change Time Zone** icon presents an extensive listing of time zones, geographical regions, and cities. The listing may depend upon the Jurisdiction Chip.

**Figure 94:** Time Zone List Example
Communication Setup

The communication setup offers a Serial Ports submenu for setting parameters to communicate with accounting hosts and progressive controllers.

Serial Ports

Touching the **Serial Ports** icon opens the Serial Communications Setup submenu which provides an opportunity to select and enable host protocols and progressive controller protocols.

The following is an example of Serial Communication Setup:
Chapter 7

Setup and Operation

Figure 96: Serial Communication Setup

**Host Communication**

The choices for Host Comm I and Host Comm II are None, SDS, SAS® Primary, and SAS Secondary.

**SDS**

Selecting SDS configures the Host connection to communicate with a proprietary Slot Data Systems protocol. Touching the configuration field presents a configuration submenu similar to the following example:

Figure 97: SDS Setup
Touching the Mode field offers the choices of Basic, Extended, Coupon, and Voucher. Each selection is described in the following table:

<table>
<thead>
<tr>
<th>Term</th>
<th>SDS Mode Definitions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic</td>
<td>The machine supports basic SDS Simple Serial protocol event handling. Simple Serial does not support multiple games within the cabinet, nor does it support multiple wager denominations.</td>
</tr>
<tr>
<td>Extended</td>
<td>The machine supports SDS Simple Serial protocol event handling plus Extended Simple Serial message support. Extended Simple Serial supports games that allow multiple wager denominations and multiple games within one cabinet. It supports System Cashless and SDS Coupons.</td>
</tr>
<tr>
<td>Coupon</td>
<td>The machine supports SDS Simple Serial and Extended Simple Serial protocol, plus SDS Coupon Extensions, which is a comprehensive set of features that enable casino operators to issue bar-coded coupons to players as part of their casino marketing.</td>
</tr>
<tr>
<td>Voucher</td>
<td>The gaming machine supports SDS Simple Serial and Extended Simple Serial protocol, plus SDS Voucher Extensions, which allows for machine voucher printing and redemption.</td>
</tr>
</tbody>
</table>

**SAS**

If SAS Primary or SAS Secondary is selected at the Serial Comm Setup submenu, touching the configuration field opens the SAS Setup submenu similar to the following example:
Chapter 7

Setup and Operation

7 - 24 MK2-ALPHA-0006 [C] Communication Setup

Copyright 2006 Bally Gaming, Inc. All Rights Reserved.

Figure 98: SAS Setup

Touching the Address, Validation, Remote Handpay Reset, and Resend Handpay Pending fields enable them to enter settings.

Address will accept a numeric entry.

Validation offers the choices of None, Standard, System, and Enhanced.

Remote Handpay Reset and Resend Handpay Pending offer the choices of Off, Enabled, or Disabled.

NOTE: Except for the Address field, once a setting is saved, it cannot be changed without a RAM clear.

The terms are described in the following table:

<table>
<thead>
<tr>
<th>Terms</th>
<th>SAS Protocol Definitions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
<td>The SAS address identifies the game to the host. If using point-to-point communication, this setting is usually 1. If using a multi-point communication (daisy-chained), the setting is assigned by the system administrator</td>
</tr>
</tbody>
</table>
## Terms and SAS Protocol Definitions

<table>
<thead>
<tr>
<th>Terms</th>
<th>SAS Protocol Definitions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Validation</td>
<td>SAS validation method for controlling vouchers. SAS provides three different validation methods:</td>
</tr>
<tr>
<td></td>
<td>- Standard Validation – Voucher capabilities supported, with the validation number created by the machine. The voucher will not be accepted by another machine, as the system will be unable to validate it.</td>
</tr>
<tr>
<td></td>
<td>- System Validation – Voucher capabilities supported, with the validation number generated by the host.</td>
</tr>
<tr>
<td></td>
<td>- Enhanced (Secured) Validation – Voucher capabilities supported, with the validation number generated by the machine and recorded by the host.</td>
</tr>
<tr>
<td>General Exception</td>
<td>Controls the reporting of General Exceptions. Enabled and locked by default. Includes messages of the general function of the game, doors opened and closed, hopper full, and hardware or software issues.</td>
</tr>
<tr>
<td>Security Exception</td>
<td>Controls the reporting of security exceptions. Enabled and locked by default. Includes messages that affect game security such as entering administrative mode, modifying setup configurations, or switching power on or off.</td>
</tr>
<tr>
<td>Tilt Exception</td>
<td>Controls the reporting of tilt exceptions. Enabled and locked by default. Include tilts encountered by the game.</td>
</tr>
<tr>
<td>Remote Handpay Reset</td>
<td>Controls the host’s ability to release a win lockup or credit collect lockup. When enabled, the host can release the lockup without the assistance of an Attendant. The feature provides a cashier the ability to give cash to the Player, releases the lockup, and validate the jackpot without leaving the change booth.</td>
</tr>
<tr>
<td>Resend Handpay Pending</td>
<td>Controls the reporting of Handpay Pending exceptions. When enabled, the machine sends a win or collect lockup pending exception every fifteen seconds until the host records the information.</td>
</tr>
</tbody>
</table>

### Dual Host Setup

Some features supported by the machine may require networking with more than one host system. Dual Host Setup provides configuration for multiple systems.

**NOTE:** The fields in the Dual Host Setup submenu are not available until the selections made in the Serial Communications Setup submenu have been saved by touching the **Save** icon.
Touching the **Dual Host Setup** icon opens a submenu similar to the following example:

![Dual Host Setup Menu](image)

**Figure 99: Dual Host Setup**

Touch the highlighted fields to set AFT, Certificate Out, Legacy Bonusing, Machine Control, Voucher In/Coupon In, or Voucher Out. The terms are described in the following table:

<table>
<thead>
<tr>
<th>Term</th>
<th>Dual Host Setup Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>AFT</td>
<td>Advanced Funds Transfer, if supported by the Host system, provides for transferring wagering funds between an accounting Host and the machine.</td>
</tr>
<tr>
<td>Certificate Out</td>
<td>Used with CMT machines. CMT machine settings are OFF or SDG. If the game doesn’t support certificates, the only setting will be OFF.</td>
</tr>
<tr>
<td>Legacy Bonusing</td>
<td>SAS protocol bonusing commands. It is available only on a single channel.</td>
</tr>
<tr>
<td>Machine Control</td>
<td>Any protocol message that a Host can issue that would change the settings of the gaming machine, its peripherals, or availability of the machine for play. The functions are restricted to a single channel and can be set to Off, Host Comm 1, or Host Comm 2.</td>
</tr>
<tr>
<td>Voucher In/Coupon In</td>
<td>Selects the Host responsible for voucher control.</td>
</tr>
<tr>
<td>Voucher Out</td>
<td>Selects the Host responsible for voucher control.</td>
</tr>
</tbody>
</table>
Advanced Funds Transfer Setup

The correct setting for AFT is SAS Primary. Legacy Bonusing, Machine Control, and Voucher In/Coupon In may also be set to SAS Primary if the features are supported.

Once the settings are saved, the AFT configuration field becomes active and presents the following example screen:

![Advanced Funds Transfer Setup Diagram]

**Figure 100**: Advanced Funds Transfer Setup

From the AFT Configuration submenu, the AFT features can be enabled and limits configured. If limits are enabled for Max Transfer Limit or Pay Win to Host, a keypad is presented to enter the setting.

Once the configurations have been saved, the Register With Host, Cancel Registration, and Acknowledge Host icons become active. The terms are described in the following table:

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allow Bonus Transfers</td>
<td>Not Set</td>
</tr>
<tr>
<td>Allow Debit Transfers</td>
<td>Not Set</td>
</tr>
<tr>
<td>Allow Transfers to Game</td>
<td>Not Set</td>
</tr>
<tr>
<td>Allow Transfers From Game</td>
<td>Not Set</td>
</tr>
<tr>
<td>Allow Partial Transfer Amounts</td>
<td>Not Set</td>
</tr>
<tr>
<td>Set Max Transfer Limit</td>
<td>$999,999.99</td>
</tr>
<tr>
<td>Set Pay Win To Host Minimum Amount</td>
<td>$999,999.99</td>
</tr>
<tr>
<td>Host Cashout Mode</td>
<td>Host Controlled</td>
</tr>
<tr>
<td>Print Debit Registration Report</td>
<td></td>
</tr>
<tr>
<td>Sample Host To Game Receipt</td>
<td></td>
</tr>
<tr>
<td>Sample Game to Host Receipts</td>
<td></td>
</tr>
<tr>
<td>Sample Debit Withdrawal Receipt</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: All the options shown may not be available in all games or in all jurisdictions.
### AFT Descriptions

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allow Bonus Transfers</td>
<td>Enable: Accepts transfers to the machine from the Host for bonus credits from a Host-controlled bonusing system.</td>
</tr>
<tr>
<td>Allow Debit Transfers</td>
<td>Enable: Accepts transfers to the machine from a financial institution.</td>
</tr>
<tr>
<td>Allow Transfers to game</td>
<td>Enable: Accepts transfers to the machine from the Host (a minimum requirement for AFT operation).</td>
</tr>
<tr>
<td>Allow Transfers From Game</td>
<td>Enable: Accepts transfers to the Host from the machine (a minimum requirement for AFT operation).</td>
</tr>
</tbody>
</table>
| Allow Partial Transfer Amounts | Enable: A transfer for an amount less than the specified amount can occur if other settings prohibit a transfer at the amount specified.  
Disable: The exact amount specified must be transferred or the transfer will be rejected. |
| Set Max Transfer Limit        | Enable: Allows the Operator to set the maximum value that can be transferred between the Host and the machine. If enabled, a value must be entered into the Amount field. |
| Set Pay Win to Host Minimum Amount | Enable: Allows the Operator to set a value that, when exceeded by a win, causes the win to be automatically transferred to the Host instead of accumulating in the machine's credit meter. If enabled, a value must be entered into the Amount field. |
| Host Cashout Mode             | Host Controlled: The Host system controls the Host Cashout Mode, and "Host Controlled" is the default when the machine is registered with the Host. The Host the payment device upon any cashout.  
Soft: Upon a cashout, the Player is offered a choice of payment methods that includes transfer to the Host, a voucher from a printer, coins from the hopper, or payment by an Attendant.  
Hard: Upon a cashout, the Player is not offered a choice of payment methods. All cashouts are transferred to the Host, if possible. If the transfer is unable to complete, the Player may be offered a Machine Cashout menu to choose payment by hopper, voucher, or an Attendant payment. |

If the machine will be using vouchers, the **Sample Host To Game Receipt** and **Sample Game To Host Receipt** icons become active.

If the machine has a printer and it is registered with the AFT Host, the **Print Debit Registration Report** and the **Sample Debit Withdrawal Receipt** icons become active.
**SDG Setup**

Enabling **SDG Protocol** and touching the configuration field opens a configuration menu to enter information about the system and to enroll the machine with the system as shown in the following example:

![SDG Setup Menu](image)

**Figure 101: SDG Setup**

System Data Mode is the system interface. The choices are RS-485 or Ethernet.

Protocol Address is the address of the machine on the game controller (UGC, BGC, etc.). The address is from 1 to 32.

Touching the **Enroll** or **Un Enroll** icons enters or removes the machine from the game network.
**Progressive Type**

The choices for a progressive interface are Internal, Mikohn, or MAPS.

**Internal**

Enabling the internal progressive controller and touching the configuration field presents a configuration menu similar to the following example:

![Figure 102: Internal Progressive Controller Configuration](image)

The labels are described in the following table

<table>
<thead>
<tr>
<th>Label</th>
<th>Internal Progressive Controller Descriptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Levels</td>
<td>The levels of the internal progressive controller are one through eight. The jackpot levels of the game can be associated with any one of the eight levels of the controller. The example in Figure 102 shows game jackpot 0 associated with Level 1 of the controller.</td>
</tr>
</tbody>
</table>
Change the current value of the levels by touching the **Override Current** icon; however, once the settings are entered and saved, they cannot be changed without a RAM Clear. The Override Current feature is useful when replacing an existing progressive machine within a progressive bank so that the value entered for the machine shows the same value as the machine replaced.

**Multi-Area Progressive (MAPS or MAPS X)**

With MAPS enabled, Level 1 will be **JP0** and Levels 2 through 8 will be **NONE**.

Selecting **MAPS** and touching the **configuration field** opens a screen similar to the following example:
**Mikohn®**

Selecting Mikohn as a progressive and touching the configuration field opens a menu similar to the following example:

![Mikohn Setup Menu](image)

The configuration is for interfacing with gaming equipment manufactured by Progressive Gaming International, but can be used with progressive equipment from other manufacturers using the protocol. The terms are described in the following table:

<table>
<thead>
<tr>
<th>Term</th>
<th>Progressive Controller Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slot ID</td>
<td>A unique identification number to identify the machine within the progressive system. The slot ID number must match the assignment in the progressive system; a Mikohn slot interface board (SIB) address, for example.</td>
</tr>
<tr>
<td>Progressive Denomination</td>
<td>The Denomination field is specifically for the progressive controller, and may not necessarily match the base denomination of the machine. A machine configured for multiple wager denominations may participate in a progressive system, but only at this denomination configured for the progressive controller.</td>
</tr>
</tbody>
</table>

**Figure 104:** Mikohn Setup

The configuration is for interfacing with gaming equipment manufactured by Progressive Gaming International, but can be used with progressive equipment from other manufacturers using the protocol. The terms are described in the following table:
Voucher Setup

Touching the Voucher Setup icon presents an icon to enter the Voucher Data Setup submenu as shown in the following example:

Term | Progressive Controller Description
--- | ---
Progressive Levels | The win levels one through eight of the game can be associated with the numbered jackpots of the controller.

**NOTE:** Jackpot controllers may begin numbering at zero instead of one. For example, JP0, JP1, JP2, ...

**Voucher Setup**

Touching the Voucher Setup icon presents an icon to enter the Voucher Data Setup submenu as shown in the following example:

![Voucher and Voucher Data Setup](image)

**Figure 105:** Voucher and Voucher Data Setup
Touching the Voucher Data Setup icon presents a keyboard similar to the following example:

![Keyboard Diagram]

**Figure 106**: Voucher Data Setup

The keyboard enables entering the location label, Address 1, Address 2, and expiration to print on the voucher.
Touching the **Caps Lock** icon adds lowercase characters and additional symbols as shown in the following example:

![Keyboard With Expanded Characters](image)

**Figure 107:** Keyboard With Expanded Characters

---

**NOTE:** The accounting system Host may already provide the information entered in this configuration menu and overwrite any setting entered.
Out of Service

The Out of Service function removes the machine from revenue operation without modifying the hardware, disabling components, or switching the power off. Once activated, a message displays until the machine is returned to service by turning the Audit key.

Figure 108: Out of Service
Touching the **Out of Service** icon presents the Out of Service Selection screen as shown in the following example:

![Out of Service Selection](image1)

**Figure 109**: Out of Service Selection

Touching the **Set** icon displays the Out of Service screen as shown in the following example:

![Out of Service Display](image2)

**Figure 110**: Out of Service Display
Index

A

Accounting Menu 4-1
AFT 7-26
AFT Meters 4-19
asset number 7-7
Attendant Key 5-12
Attendant menu 3-1
Attendant Paid Cancelled Credits 4-4
Attendant Paid External Bonus Payout 4-8
Attendant Paid Jackpots 4-4
Attendant Paid Progressive Payout 4-8
Attendant Paid Total Won 4-6

B

Base Denom 7-13
Bezel diagnostic 5-22
Bezel Gadget Version 5-22
Bill Accounting 4-22
Bill Drop 4-5
Bill In 4-4
Bill Limit 7-13
Bill Val Door 5-12
Bill Validator 7-10
Bill Validator Test 5-12
Bills and Coins to Drop 4-5
Bonus Cashable Transfers To Gaming Machine 4-21
Bonus Cashable Transfers To Gaming Machine Count 4-21
Bonus Nonrestricted Transfers To Gaming Machine 4-21
Bonus Nonrestricted Transfers To Gaming Machine Count 4-21
Button Panel 7-10

C

Cabinet Outputs 5-10
Cash Collect First 7-18
Cash Out Options 7-16
Cash Promo Coupon In 4-4
Cash Promo Coupon In Count 4-6
Cash Promo Played 4-3
Cash Promo Vouchers In 4-16
Cash Promo Vouchers In Count 4-16
Cash Promo Vouchers Out 4-17
Cash Promo Vouchers Out Count 4-17
Cash Voucher In 4-16
Cash Voucher In Count 4-16
Cash Voucher Out 4-4, 4-17
Cash Voucher Out Count 4-17
Cashable Electronic Promotion In 4-7
Cashable Electronic Promotion Out 4-7
Cashable Transfers To Gaming Machine 4-19
Cashable Transfers To Gaming Machine Count 4-19
Cashable Transfers To Host 4-20
Cashable Transfers To Host Count 4-20
Cashable Transfers To Ticket 4-21
Cashable Transfers To Ticket Count 4-22
Certificate Out 7-26
Clear Period Accounting 4-2
Clock Setup 7-18
CMT Prize Count 4-25
Coin Acceptor 7-10
Coin Acceptor Test 5-13
coin diverter solenoid 5-13
Coin Drop 4-5
Coin Drop Door 5-12
Coin In 4-3
Coin In (Money Played) 4-10
Coin Out 4-4
Coin Out (Excludes Jackpots) 4-10
Com Port Diagnostics 5-16
Com Port Diagnostics analyzer 5-18
Communication Setup 7-21
CompactFlash™ 2-2
Contribution 7-31
Coupon Promotion In 4-4
Coupon Promotion Out 4-4
Credit Limit 7-13

D

Debit Transfers To Gaming Machine 4-20
Debit Transfers To Gaming Machine Count 4-20
Debit Transfers To Ticket 4-22
Debit Transfers To Ticket Count 4-22
Default Denom 7-13
Device Setup 7-9
Door I/O Diagnostics 5-7
dot and graph patterns 5-15
Dual Host Setup 7-25

E

EEPROM 2-2
EFT In 4-7
Enhanced (Secured) Validation 7-25
Enroll 7-29
Error Accounting 4-25

Event History 6-3

F

feature wheel 5-19
Front Panel Board Inputs 5-7
Front Panel Board Outputs 5-9

G

Game Accounting 4-9
game authentication terminal (GAT) 5-23
Game Hold % 4-10
Game Setup 7-5
Game Yield % 4-10
Games Played 4-11, 4-12
Games Played At Max Bet 4-11
Games Won 4-11, 4-12
Games Won At Max Bet 4-11

H

Hand Pay Receipt 7-17
Hand Pay Validation 7-17
HandPay Cash Receipt 4-18
HandPay Cash Receipt Count 4-18
HandPay Cash, No Receipt 4-18
HandPay Cash, No Receipt Count 4-18
HandPay Single Win Receipt 4-18
HandPay Single Win Receipt Count 4-18
HandPay Single Win, No Receipt 4-18
HandPay Single Win, No Receipt Count 4-18
Hard Meter Setup 7-10
Hopper 7-10
Hopper Extra Coins Out 4-5
hopper level switch 5-10
Hopper Limit 7-14
Hopper Test 5-13
Host bonuses 6-11
Host Comm I 7-22
Host Comm II 7-22
Host Communication 7-22
J

Jackpot Limit 7-13
Jackpot Vouchers Out 4-4
Jackpots Won (Jackpots) 4-10
Jurisdiction AFT Max Transfer Limit 5-5
Jurisdiction AFT Must Transfer Win Limit 5-5
Jurisdiction JCM Country Code 5-5
Jurisdiction Locale 5-5
Jurisdiction Max Bet 5-4
Jurisdiction Max Currency In 5-5
Jurisdiction Max Physical Coin In 5-5
Jurisdiction Max Token Value 5-4
Jurisdiction Max Win 5-4
Jurisdiction Name 5-4
Jurisdiction Part Number 5-4
Jurisdiction Taxable Win Limit 5-4
Jurisdictional Bit Codes 5-5
Jurisdictional Limits 5-4

L

Last Award Hit 4-15
Legacy Bonusing 7-26
Logic Door 5-12
Low NV Batt 1 5-12
Low NV Batt 2 5-12

M

Machine Accounting 4-2
Machine Control 7-26
Machine Hold % 4-4
Machine Info Setup 7-6
Machine Master 4-2
Machine Paid External Bonus Payout 4-8
Machine Paid Progressive Payout 4-8
Machine Period 4-2
Machine Setup 7-5
Machine Yield % 4-4
Main Door 5-12
Main menu 3-5
Memory Diagnostics 5-14

Money Won 4-4
Money Won (Includes Jackpots) 4-10
Multi-Area Progressive (MAPS®) 7-31
Multi-Denom 7-13

N

Non Cash Promo Coupon In 4-4
Non Cash Promo Coupon In Count 4-6
Non Cash Promo Coupon Out Count 4-6
Non Cash Promo Voucher Out 4-17
Non Cash Promo Vouchers In 4-16
Non Cash Promo Vouchers Out Count 4-16
Non Cash Promo Vouchers Out Count 4-17
Non Cashable Electronic Promotion In 4-7
Non Cashable Electronic Promotion Out 4-8
Non Restricted Promotional Credits 7-18
Non-Cash Promo Played 4-3
Nonrestricted Transfers To Gaming Machine 4-19
Nonrestricted Transfers To Gaming Machine Count 4-20
Nonrestricted Transfers To Host 4-20
Nonrestricted Transfers To Host Count 4-20
NVRAM 2-2

O

Operator menu 3-1
Operator Switch 5-12
Operators (Setup) menu 3-5
Out of Service 8-1

P

Paytable Jackpots Hand Paid 4-6
Physical Coin In 4-4
Physical Coin In Count 4-6
Physical Coin Out 4-4
Physical Coin Out Count 4-6
Preferred Output Device 7-18
Printer Limit 7-14
Processor I/O Diagnostics 5-11
Progressive Accounting 4-14
Protocol Accounting 4-13
Protocol Meters 4-16
purity adjustments 5-15

R

RAM Clear 2-2
Reels sub menu 5-22
Remote Handpay Reset 7-25
Resend Handpay Pending 7-25
Residual Credit Collect Option 7-18
Restricted Promotional Credits 7-18
Restricted Promotional Voucher Out 7-18
Restricted Transfers To Gaming Machine 4-19
Restricted Transfers To Gaming Machine Count 4-19
Restricted Transfers To Host 4-20
Restricted Transfers To Ticket 4-22
Restricted Transfers To Ticket Count 4-22

S

SAS® 7-23
SDG Setup 7-29
SDS® 7-22
Security Accounting 4-23
Serial Ports 7-21
Slot Data Systems 7-22
Slot ID 7-32
Sound Setup 7-1
Standard Validation 7-25
System Menus 3-1
System Validation 7-25

T

Test Lights 5-20
Test Wheel 5-20
Times Hit 4-15
Top Box 5-19

Top Reel Lights 5-23
Total Cancelled Credits 4-6
Total External Bonus Wins Awarded 4-18
Total Games Lost 4-6, 4-10
Total Games Played 4-6, 4-10
Total Games Won 4-6, 4-10
Total In 4-4
Total Jackpot Won Recredited 4-6
Total Money to Drop 4-5
Total Out 4-4
Total Payouts 4-15
Total Progressive Wins Awarded 4-18
Total Transfer In 4-4
Total Transfer Out 4-4
Total Transfers In 4-5
Touch Screen Calibration 7-3
Touch Screen Setup 7-1
Transaction History 6-6

U

Un Enroll 7-29
Upper Jackpot 7-14

V

Validate sub menu 5-20
Version Information 5-2
Voucher In 4-4
Voucher In Count 4-6
Voucher Out 4-6
Voucher Out Count 4-6
Voucher Printer 7-10
Vouchers to Drop 4-5

W

WAT In 4-7
WAT Out 4-7