

Operating Instructions

The processes and procedures on the Atronic Cashline machines are initiated via audit key, jackpot key, service switch, reset switch and the four buttons on the front panel.

The audit key switch activates the audit menu, which allows access to statistical information and the menu setup. It also clears status and error messages.

The jackpot key switch confirms hand pays and substantial wins. It also resets the hopper refill error message.

The service switch activates the service menu, which allows access to the test functions and the machine setup.

The reset switch is used to reset the machine and to initialize the machine data.

Navigation in all the menus is carried out by four buttons on the button panel.

The relevant buttons are lit for easy identification.

Different setup areas, (e.g. hardware, currency handling, game setup), are configured in different ways.

The hard meters, the coin value and several limits must be configured after a RAM reset.

The pay table and percentage can be selected via the config key.

PC-Setup allows the operator to change the machines hardware configuration, coin values, bill values and several software limits.

Game features are configured in menu setup in the service menu.

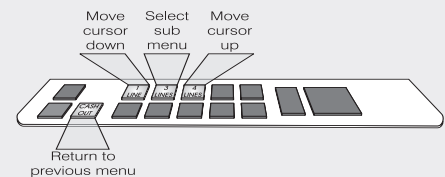
Additional settings, (e.g. hand pay modes), can be configured via the DIP-switches on the master board.

additional information → See page 4

additional information → See page 2-3

additional information → See page 15

additional information → See section "software"



additional information → See section "software"

additional information → See section "software"

additional information → See section "software"

additional information → See page 25

additional information → See page 22

additional information → See section "software"

Handpays and Jackpots

Hand Pay

A hand pay is executed when:

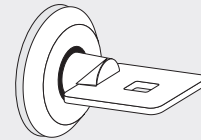
- The hopper is empty and the hand pay mode is activated.
The machine has to be reset with the jackpot key and the payout amount has to be hand paid.
- The credits to be cashed out are over the maximum hopper payout value.
Depending on the machines configuration the hopper pays out:
 - the maximum hopper payout value
or
 - down to the next hundred,
or
 - no coins
 Coins above the hopper payout level have to be hand paid. To return to game mode, the machine has to be reset with the jackpot key.
- The machine is configured to "Knock Off". No hopper payouts can be initiated. Credits are cleared with the jackpot key and the payout amount has to be hand paid. (Knock Off mode is configured with PC-setup.)

Jackpot

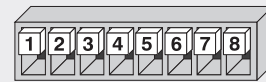
A jackpot event occurs when the top award is hit (standard Jackpot reporting) or a win exceeds the Celebration Limit (extended Jackpot reporting), the machine locks up and must be reset.

Reset machine with jackpot key and execute jackpot pay.

If the machine is part of a progressive link, reset machine according to the in-house procedures.



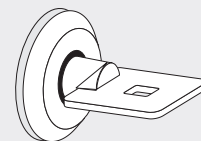
Jackpot Key



Note:

Hand pay mode is configured via DIP-switches on the master board.

Max. hopper payout is configured in MENU SETUP/HOPPER PAYOUT LIMIT.



Jackpot Key

Remote Credit

This function can be activated in PC-setup via the selection software switches/limits.

Add credits

By turning the jackpot key the remote credit function is activated. The player credits on the credit meter can now be increased or decreased by using the two buttons which are lit on the button panel and set to the desired value. (Credits can not be decreased below the starting value.)

Clear credits

After activating the remote credit function, by turning the jackpot key, all the player credits can be cleared by pressing the cashout button.

Service Game

To simulate the game play, enter the service game. Open the main door and enter the audit menu by turning the audit key. Enter the service game by selecting SERVICE GAME in the audit menu. The credit meter will be set to 1000 credits.

Note:

Not available in certain jurisdictions.

Note:

All credit transactions are registered in the statistics menu under KEY CREDIT IN/OUT.

Note:

Only possible while in normal game mode (not during jackpot or hand pay)

Note:

Not available in certain jurisdictions.

Note:

The service game can not be activated with credits on the credit meter.

Note:

The hard meters and statistic data are not influenced by service games.

Audit Menu

The audit menu will allow access to several statistics, the service game and the touch screen calibration. After turning the audit key the menu will be displayed on the screen.

With the lit buttons, the desired sub-menu can be highlighted and activated.

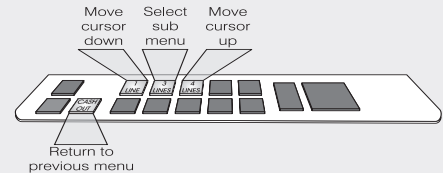
The following sub-menus are available:

Statistics	page 5
EFT & Progressive	page 10
Last 10 Games	page 11
Last 10 Bills	page 11
Last 10 Bonus Awards	page 12
Last 25 EFTs In	page 12
Last 25 EFTs Out	page 12
Last Payouts	page 12
Last Refills	page 12
Last Progressive Jackpots	page 12
Last 35 Coupons In	page 12
Last 35 Coupons Out	page 13
Last 10 Handpays	page 13
Frequency	page 13
View PC-Setup	page 13
Service Game	page 13
Calibrate Touch	page 13

Note:

In this manual the complete range of possible topics and setting for an O- or P-level software are shown. Dependant on the game system, machine configuration and jurisdiction some menus are not shown or not used.

Additionally, the game software version and the basic configuration are shown on the entry screen.



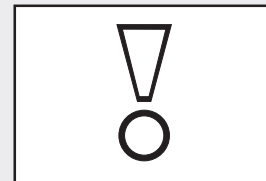
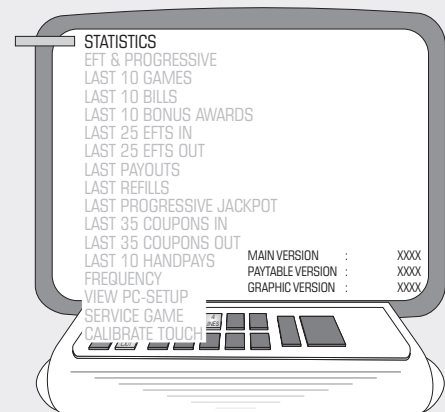
Note:

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

Statistics - standard

The following List will be shown when **standard** jackpot metering is selected:

Credits Wagered:	Total number of credits which have been bet.
Credits Won:	Total number of credits which have been won (including non-progressive jackpot wins).
Coins Out:	Total value of won credits wagered + won credits paid from hopper + credits booked to card.
Hand Paid Won:	Total value of won credits hand paid + jackpot wins + key credit out.
Total Drop:	Total value of credits from stacked bills and coins.
Coins Drop:	Total value of credits from coins to dropbox.
Hand Paid:	Total value of credits which have been hand paid, including jackpot. (Except progressive jackpot)
Games Played:	Total number of games played.
Jackpot:	Total value of packpot payouts.
Jackpot Hits:	Total number of jackpot events.
Door Opens:	Total number of main door accesses.
Physical Coin In:	Number of inserted coins.
Physical Coin Out:	Number of physical coins out.
True In:	Total number of credits from inserted coins, bills and key credits
True Out:	Total number of credits paid out by hopper.
Net Win:	Total value of the difference between credits wagered and credits won.
Games Bet x X:	Number of games played with bet X.
Current Payout %:	Ratio of credits won to credits wagered. Expressed as a percentage.
Coins Overpaid:	Total number of coins overpaid by the hopper.
Games/Door:	Total number of games played since the last main door access.
Games/Power:	Total number of games played since the last power up.



Note:
Different game systems can give additional or different statistics.

Statistics - standard (cont.)

Logic Door:	Total number of times the logic box was accessed.
Drop Door:	Total number of times access was gained to the drop box.
Billbox Door:	Total number of times access was gained to the bill stacker.
Billacc Stacker:	Total number of bill stacker removals.
Key Credit In:	Total number of credits incremented with the jackpot key and with the accounting system. (Only if the machine is configured to remote)
Key Credit Out:	Total number of credits decremented with the jackpot key, remote, knock off and the accounting system.
Card Credit In:	Total number of credits incremented with cashless cards.
Card Credit Out:	Total number of credits decremented with cashless cards.
Double Utilization:	Number of wagered wins by double up in percent.
Double Up Wagered:	Won credits wagered by double up.
Double Up Won:	Credits won by double up.
Double Up Payout%:	Ratio of credits won to credits wagered by double up. Expressed as a percentage.
Progressive 1:	Number of hits and amount of values won.
USD 10:	Number of 10USD bills
USD 20:	Number of 20USD bills
USD 50:	Number of 50USD bills
USD 100:	Number of 100USD bills
Tot. Bills Cred:	Total number of credits from inserted bills
Tot. Bills Curr:	Total value of inserted bills (in currency)
Hopper Refill:	Amount of coins refilled in the main hopper and entered in the menu setup/set hopper refill.
Hopper Content:	Calculated amount of coins in the main hopper.

Statistics - extended

The following List will be shown when **extended** jackpot metering is selected:

Credits Wagered: Total number of credits which have been bet.

Credits Won w/o JP: Number of credits won under the upper celebration limit.

Credits Won with JP: Total number of credits which have been won (including non-progressive jackpot wins).

Total Drop: Total value of credits from stacked bills and coins.

Coins Drop: Total value of credits from coins to dropbox.

Hand Paid w/o JP: Value of credits which have been hand paid (only cash out).

Hand Paid with JP: Total value of credits which have been hand paid, including jackpot.

Games Played: Total number of games played.

Games Won: Number of games played won.

Jackpot: Total value of packpot payouts.

Jackpot Hits: Total number of jackpot events.

Door Opens: Total number of main door accesses.

Physical Coin In: Number of inserted coins.

Physical Coin Out: Number of physical coins out.

True In: Total number of credits from inserted coins, bills, cards, coupons and key credits

True Out: Total number of credits paid out by hopper, cards and coupons.

Net Win: Total value of the difference between credits wagered and credits won.

Games Bet x X: Number of games played with bet X.

Current Payout %: Ratio of credits won to credits wagered. Expressed as a percentage.

Coins Overpaid: Total number of coins overpaid by the hopper.

Games/Door: Total number of games played since the last main door access.

Games/Power: Total number of games played since the last power up.

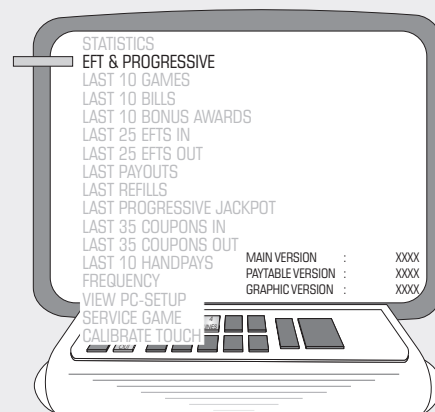
Statistics - extended (cont.)

Logic Door:	Total number of times the logic box was accessed.
Drop Door:	Total number of times access was gained to the drop box.
Billbox Door:	Total number of times access was gained to the bill stacker.
Billacc Stacker:	Total number of bill stacker removals.
Key Credit In:	Total number of credits incremented with the jackpot key and with the accounting system. (Only if the machine is configured to remote)
Key Credit Out:	Total number of credits decremented with the jackpot key, remote, knock off and the accounting system.
Card Credit In:	Total number of credits incremented with cashless cards.
Card Credit Out:	Total number of credits decremented with cashless cards.
Double Utilization:	Number of wagered wins by double up in percent.
Double Up Wagered:	Won credits wagered by double up.
Double Up Won:	Credits won by double up.
Double Up Payout%:	Ratio of credits won to credits wagered by double up. Expressed as a percentage.
Progressive 1:	Number of hits and amount of values won.
USD 10:	Number of 10USD bills
USD 20:	Number of 20USD bills
USD 50:	Number of 50USD bills
USD 100:	Number of 100USD bills
Tot. Bills Cred:	Total number of credits from inserted bills
Tot. Bills Curr:	Total value of inserted bills (in currency)
Hopper Refill:	Amount of coins refilled in the main hopper and entered in the menu setup/set hopper refill.
Hopper Content:	Calculated amount of coins in the main hopper.
Audit Meter:	Credits caused by an Audit Meter Error.

EFT & Progressive

(Electronic Fund Transfer)

Tot. Active Credits:	Actual credits on the machine
Active Cashable:	Actual cashable credits on the machine
Active Noncash:	Actual non-cashable credits on the machine
Active Promo:	Active promotional credits on the machine
Card Cashable In:	Cashable credits transferred to the machine from card
Card Cashable Out:	Cashable credits transferred to card from the machine
Card Noncash In:	Non-cashable credits transferred to the machine from card
Card Noncash Out:	Non-cashable credits transferred to card from the machine
Card Promo In:	Promotional credits transferred to the machine from card
Card Promo Out:	Promotional credits transferred to card from the machine
Cleared Credits:	Option not used
Cash In:	Accumulated cashable "coupon in" meter
Cash Out:	Accumulated cashable "coupon out" meter
Promo In:	Accumulated cashable "promotional in" meter
Promo Out:	Accumulated cashable "cpromotional out" meter
Accepted:	Number of accepted coupons
Coupon Cashable:	Number of cashable coupons accepted
Coupon Noncashable:	Number of noncashable coupons accepted
Coupon Promotional:	Number of promotional coupons accepted
Printed:	Number of printed coupons
Cashout Ticket:	Accumulated handpay meter handpay caused by a cashout and a ticket has been printed.
Cashout No Ticket:	Accumulated handpay meter handpay cashed by a cashout and no ticket has been printed
Win Ticket:	Accumulated handpay meter handpay caused by a single win and a ticket has been printed
Win No Ticket	Accumulated handpay meter Handpay caused by a single win and no ticket has been printed



EFT & Progressive (cont.)

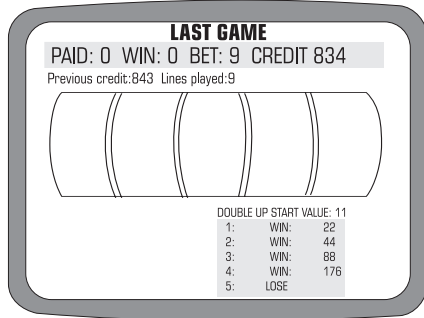
Bonus Meter 1:	System bonus deductible
Bonus Meter 2:	System bonus non-deductible
Bonus Meter 3:	System Bonus wager matched
Bonus Meter 4:	Multiplied jackpot deductible
Bonus Meter 5:	Multiplied jackpot non-deductible
Progressive 1-8:	Gives progressive level, amount of hits and total amount in currency

Note:

Bonus meters are only active if the system supports bonusing and bonusing is enabled in the machine

Last 10 Games

This selection will display the values for the last 10 games.
Each game will be displayed separately.

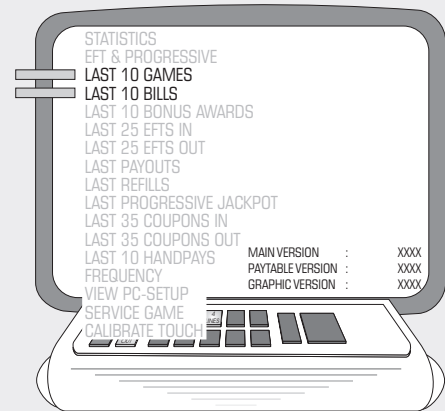


- Paid:** Total number of credits paid out after a game from the hopper, hand pay, remote, knock off, cashless out and ticket printer.
- Win:** Number of credits won.
- Bet:** Number of credits which have been bet
- Credit:** Value of the credits remaining on the machine.
- Previous credit:** Number of credits on the machine before the displayed game.
- Lines played:** Number of lines bet for the displayed game (Video Slot only).
- Doubleup start value:** Initial number of credits won before entering the double up feature.

Depending on the game system, additional wins in a feature game will be displayed

Last 10 Bills

This selection will display the value, date and the time of the last 10 notes which were accepted by the bill validator.



Last 10 Bonus Awards

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

Last 25 EFTs In

This selection displays the value, date, time and value of the last 25 electronic funds send to an online system.

Last 25 EFTs Out

This selection displays the value, date, time and value of the last 25 electronic funds received from an online system.

Last Payouts

This selection displays the date, time, number of coins and coin value of the last 5 payouts from the hoppers.

Last Refills

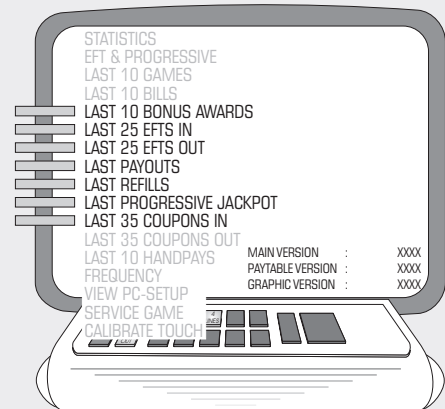
This selection displays the date, time, number of coins and coin value from hopper refills.

Last Progressive Jackpots

This selection displays the date, time, level hit counter and number of credits of the last 5 progressive jackpot wins.

Last 35 Coupons In

This selection displays the validation number, date, time, number of credits and coin value of the last 35 accepted coupons.



Last 35 Coupons Out

This selection displays the validation number, date, processing time, number of credits and coin value of the last 35 printed coupons.

Last 10 Handpays

This selection displays the validation number, date, processing time and number of credits of the last 10 handpays.

Frequency

In this selection it is possible to display the frequency of the win combinations for each Line (Video Slot) or card combinations (Video Poker).

View PC-Setup

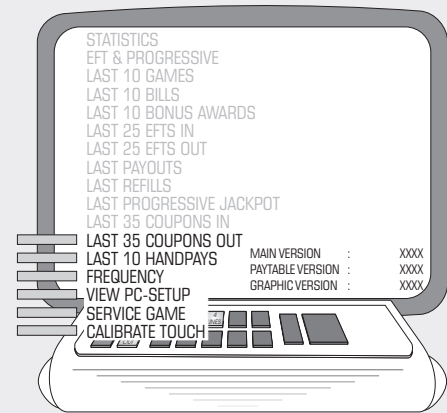
In this selection it is possible to display the current machine configuration. (The configuration cannot be changed in this selection)

Service Game

This selection allows simulated game play (only possible while front door is open and no credits on credit meter). The credit meter will be set to 100 or 1000 credits, depending on the game system, hard meters and statistic data are not influenced by service games.

Calibrate Touch

This selection allows calibration of the touch screen where applicable.



Service Menu

The service menu allows access to several test functions and game settings. The menu is activated by opening the main door and pressing the green service switch.

With the lit buttons the desired sub-menu can be highlighted and activated.

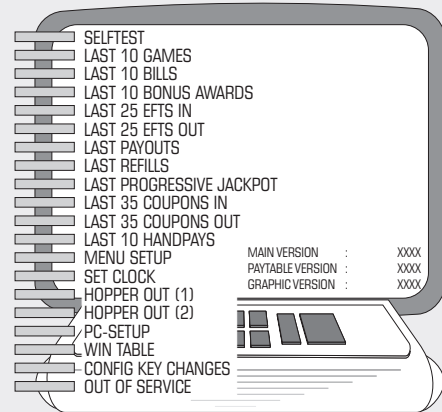
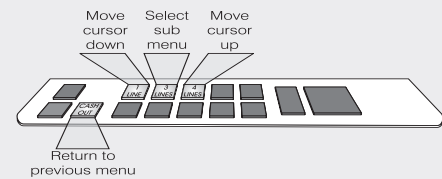
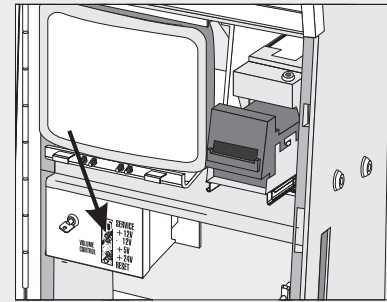
The following sub-menus are available:

Selftest	page 15
Last 10 Games	page 20
Last 10 Bills	page 20
Last 10 Bonus Awards	page 21
Last 25 EFTs In	page 21
Last 25 EFTs Out	page 21
Last Payouts	page 21
Last Refills	page 21
Last Progressive Jackpots	page 21
Last 35 Coupons In	page 21
Last 35 Coupons Out	page 22
Last 10 Handpays	page 22
Menu Setup	page 22
Set Clock	page 25
Hopper Out (1)	page 25
Hopper Out (2)	page 25
PC-Setup	page 25
Win Table	page 25
Config Key Changes	page 26
Out Of Service	page 26

Note:

In this manual the complete range of possible topics and setting for a P-level software are shown. Dependent on the game system, machine configuration and jurisdiction some menus are not shown or not used.

Additionally, the game software version and the basic configuration are displayed on the entry screen.



Note:

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

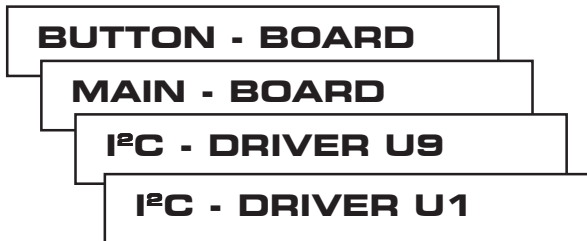
Selftest

Different components and their functions can be tested with this selection.

IIC-Port Driver Check

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

Example:



Voltage Check

The following voltages are checked:

24 Volt +12 Volt - 12 Volt + 5 Volt

Example:



Coin Diverter Check

The coin diverter is checked.

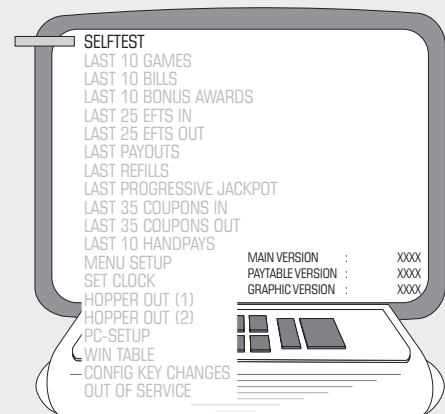
Example:



Top Light Test

The top light lamps are checked.

Example:

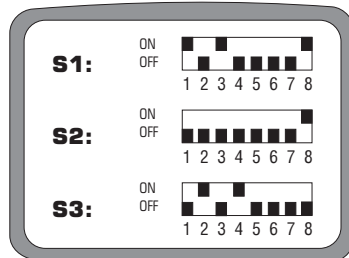


Selftest (cont.)

DIP-Switch Settings

The current DIP-switch settings can be checked in this selection.

Note: DIP-switches can be viewed, not changed!



Sound Test

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

Lamp Test

The lamp test checks the button lamps.

Example:

BET4 - BUTTON LAMP DEFECTIVE

Serial I/O Test

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

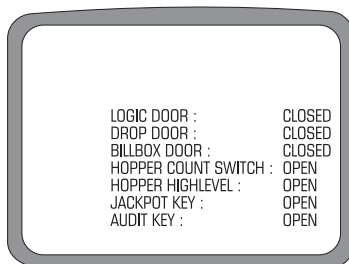
Note:

For internal use only.

Switch Test

All switches and sensors can be tested in this selection.

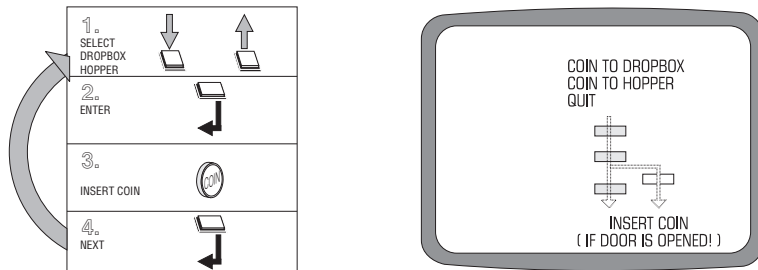
Closing a switch shows a "closed" message on the monitor.



Selftest (cont.)

Optoboard Test

The optoboard test checks all coin channeling optics.



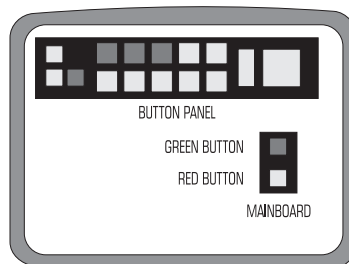
Select the channel to the hopper or to the drop box and insert coins. An optic darkened by a falling coin changes from yellow to red.

Handle Test

Option not used.

Button Test

In the button test the panel buttons and the master board buttons will be checked. Buttons are shown yellow and will change to red as a button is activated.



EEPROM Test

All EEPROM's are tested.

Note:

The buttons used to control the menus are already shown red. Accessing this test is only possible if these buttons are functioning correctly.

Note:

For internal use only.

Self Test (cont.)

Bill-Acceptor Status

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

Program Revision:	SF3N4R00
Serial Number:	0000
Asset Number:	205C69010000
Production Date:	22 97
Status:	INITIALIZED
Operation Mode:	ACTIVE
Stacker Status:	ATTACHED
Current Mode:	INTERRUPT ESCROW
Bill Acceptance:	BOTH WAYS BOTH SIDES
Current Status:	INHIBITED

Bill-Acceptor Diagnostics

(with GPT Validators only)

In this selection acceptor statistics are shown and the acceptor can be tested without stacking the bill.

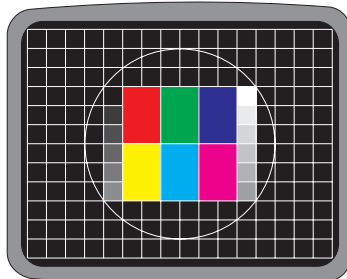
LIFETIME COUNTER
BILLS ENABLED
CURRENT STATISTICS
VALIDATOR TEST WITH STACKING
VALIDATOR TEST WITHOUT STACKING
QUIT

Monitor Magnetic State

This selection checks the colour purity of the monitor. The whole screen should be homogenous red. If this is not the case check the degaussing coil.

RGB Colour Test

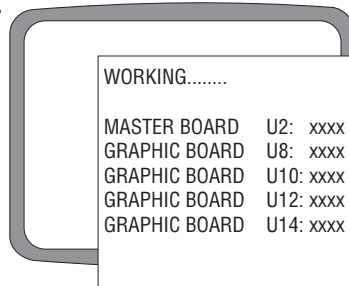
This test allows the correction of colour and screen size. Checks lines and circle for distortion, check grey and coloured areas for correct brightness and contrast.



Self Test (cont.)

Checksum Test

The EPROM's internal algorithm is checked. This can take some time. This graphic shows the result as "xxxx". Different game systems show different checksums. Each EPROM for a specific game software has its own checksum.



Main-Commboard Test

The transfer between the comm board and the master board is tested. (Only with test interface.)

C-Board Speed Handshake

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

Alink Status

Only used where an A-Link is installed and configured.

Touch Status

Displays the current status of the touch screen interface where applicable.

Example:

TOUCH CONTROLLER NOT CONNECTED

Note:

For internal use only.

Note:

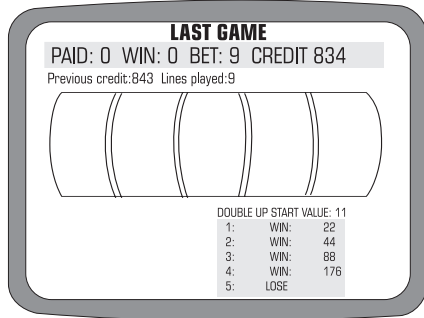
For internal use only.



**See section
"Communication"**

Last 10 Games

This selection will display the values for the last 10 games.
Each game will be displayed separately.

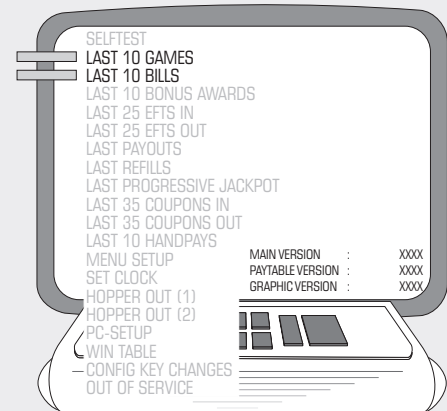


- Paid:** Total number of credits paid out after a game from the hopper, hand pay, remote, knock off, cashless out and ticket printer.
- Win:** Number of credits won.
- Bet:** Number of credits which have been bet
- Credit:** Value of the credits remaining on the machine.
- Previous credit:** Number of credits on the machine before the displayed game.
- Lines played:** Number of lines bet for the displayed game (Video Slot only).
- Doubleup start value:** Initial number of credits won before entering the double up feature.

Depending on the game system, additional wins in a feature game will be displayed

Last 10 Bills

This selection will display the value, date and the time of the last 10 notes which were accepted by the bill validator.



Last 10 Bonus Awards

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

Last 25 EFTs In

This selection displays the value, date, time and value of the last 25 electronic funds sent to an online system.

Last 25 EFTs Out

This selection displays the value, date, time and value of the last 25 electronic funds received from an online system.

Last Payouts

This selection displays the date, time, number of coins and coin value of the last 5 payouts from the hoppers.

Last Refills

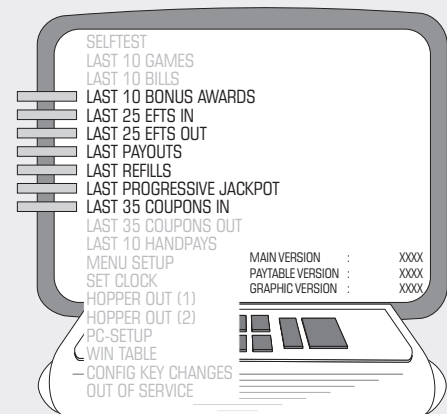
This selection displays the date, time, number of coins and coin value from hopper refills.

Last Progressive Jackpots

This selection displays the date, time, level hit counter and number of credits of the last 5 progressive jackpot wins.

Last 35 Coupons In

This selection displays the validation number, date, time, number of credits and coin value of the last 35 accepted coupons.



Last 35 Coupons Out

This selection displays the validation number, date, processing time, number of credits and coin value of the last 35 printed coupons.

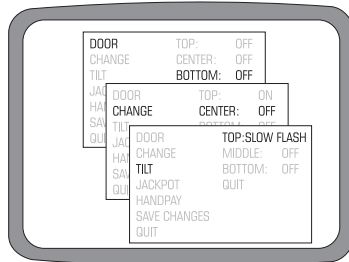
Last 10 Handpays

This selection displays the validation number, date, processing time and number of credits of the last 10 handpays.

Menu Setup

Toplight

The top light lamps are operator programmable (reactions on different events).



Remote Credit

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

Hopper Payout Limit

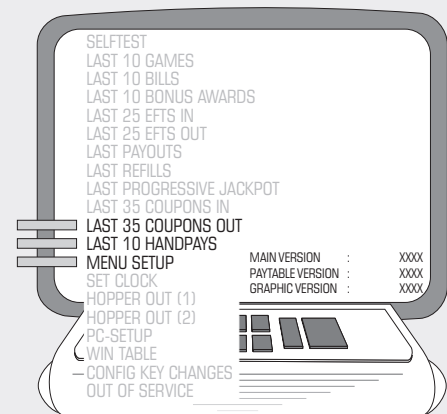
The payout limit for the different handpay modes can be set from 0 to 3000 credits.

Change Language

The language of the text in normal game mode can be set to one of four languages or to player selectable. Up to four player selectable languages can be activated. The selection is changed with the change button on the button panel during the normal game mode.

Double Up Setup

The double up function after a win can be enabled or disabled. Additionally, the type and the number of double up's can be selected and the auto double feature can be activated.



 **See page 3**

 **See page 2**

Menu Setup (cont.)

Set Hopper Refill

The amount of coins refilled in the main hopper (hopper 1) should be entered in this routine. Each refill must be confirmed with "SAVE CHANGES".

Bills Enabled

(only IBS)

The acceptance for each programmed bill can be enabled or disabled separately.

Animation Mode/Sound

The animation mode, which demonstrates the game play during the idle mode (no credits on win or credit meter), can be enabled or disabled. Additionally, the sound during animation can be switched on/off.

Win Presentation

When activated, the credits won for each winning combination is displayed.

Jackpot Music

The sound volume of the jackpot music can be adjusted:

High:	Maximum volume
Adjustable:	The same volume as the game sounds
High to adjusted:	Starts with maximum volume and fades after 45 sec. to adjusted game sound volume

Set Audit Printer

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

System Lockup Options

Configures handling of credits after a game lockup initiated by an accounting system. Only required in certain jurisdictions.

Coupons Redemption

Enables or disables use of coupons and allows to set the bar code length when using a JCM bill acceptor.

Menu Setup (cont.)

Sound Menu

The sound volume in game mode can be adjusted and the reel random sound, a special sound while the reels are running, can be enabled.

Change Tokenwindow

The display of credits per coin (e.g. 1.00 \$ BUYS 2 CREDITS) can be changed.

This setting doesn't change the machines coin value or multiplier! The text must be set according to the machine configuration!

Set Celebration Limit

If enabled, wins between the upper and lower limit can be send "to card" or "to handpay". If a wins exceeds the upper limit, it has to be hand paid.

Dependant on the machines configuration and jurisdiction some settings can not be changed.

Set Door Open Sound

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

Denomination Window

Allows to add the price per credit to the tokenisation window. If activated, the price must be set with via "Change Window" (3 digits).

E.g:

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

25c	1\$ BUYS
Game	4 CREDITS

Set Clock

The internal clock of the machine can be set in this routine.

Highlight the figure to be changed and press the center button of the three lit buttons to start changing the value.

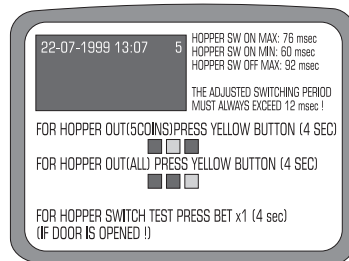
Hopper Out (Hopper 1, Hopper 2)

In these selections the correct function of the hoppers can be tested.

Press the center button, from the three lit buttons, to pay out 5 coins or press the right button, from the three lit buttons, to pay out all coins.

Additionally the coin switch from Hopper 1 can be tested. Press the left lit button for 4 seconds, stop the test by pressing the red reset button on the master board. After the test the switching periods will be displayed in the upper right corner.

The last 12 payouts are stored in memory.



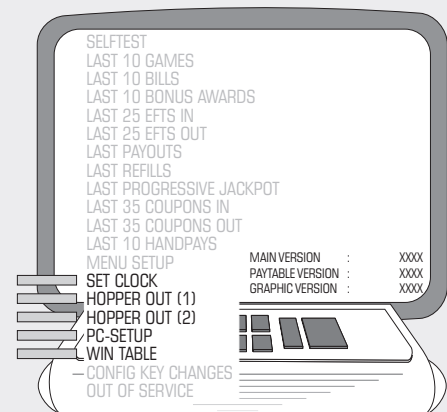
PC-Setup

Allows changes to the basic machine configuration. The hardware settings, bill and coin values, software switches/limits and jackpot configuration (if applicable) can be changed as required.

The appropriate configuration software is displayed on the screen.

Win Table

The winning combinations together with their prizes are displayed. If the game system allows different bets per line, the win tables will be displayed in succession.



Note:

Residual hopper (hopper 2) only where applicable.



See section "software"

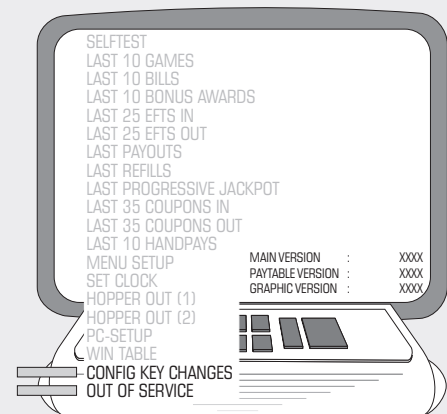
Config Key Changes

After changing the machines reel and pay table configuration with the config key the changes will be stored. The last ten configuration changes can be reviewed with this routine.

The configurations date and time, the config key version used, the changed payable (old and new payable) and some major statistical data will be shown.

Out Of Service

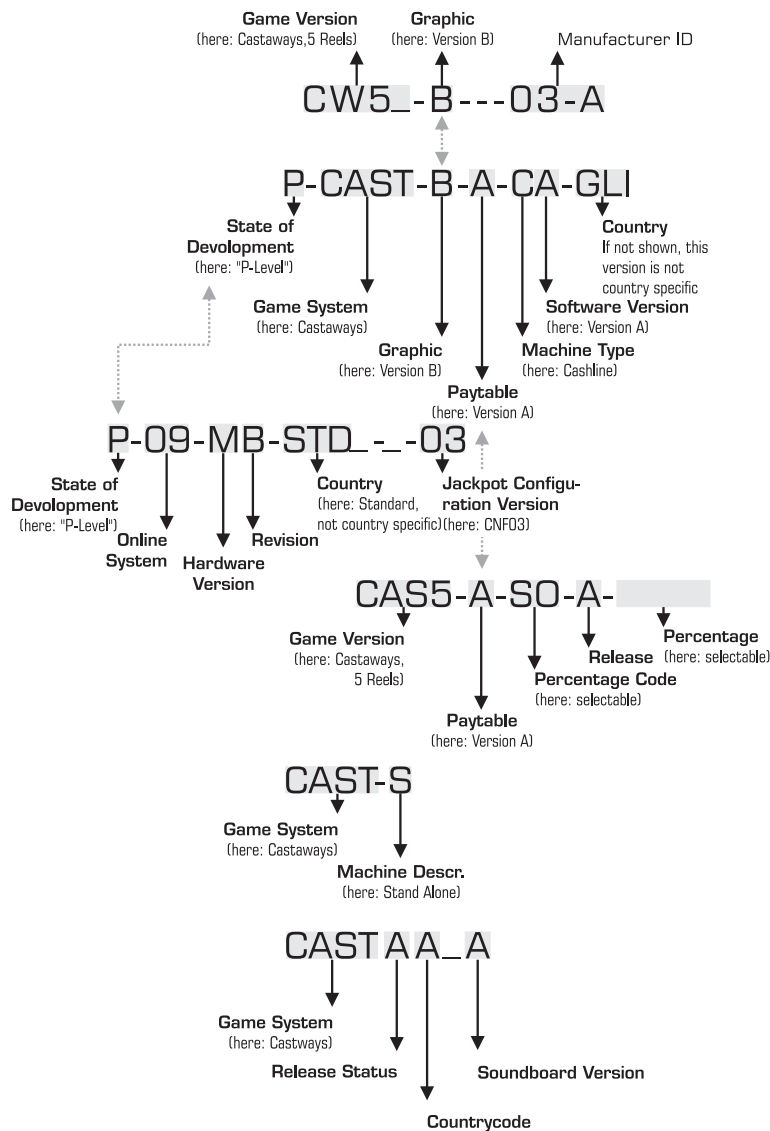
To set the machine to "out of service" mode activate this routine. A "sleep mode" screen will be displayed. To reset the machine to game mode open the main door and press the green service switch.



Definitions

In Atronic Video Cashline machines different game systems and versions can be used.

By checking the code of a specific software the version and dependencies between main software, payable, graphic software, security GAL and sound software can be identified. Version of payable, graphic software, security GAL and sound software must match the main software. (All codes are displayed during power up, in the audit and the service menu and is printed on each EPROM together with the parts number.)



Graphic Software

Main Software

Comm Software

Paytable

Security GAL

Sound

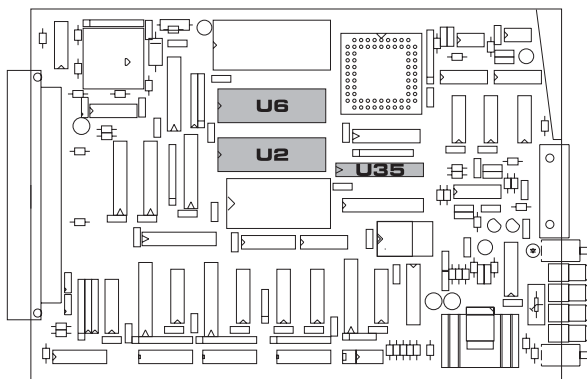
Software

Software

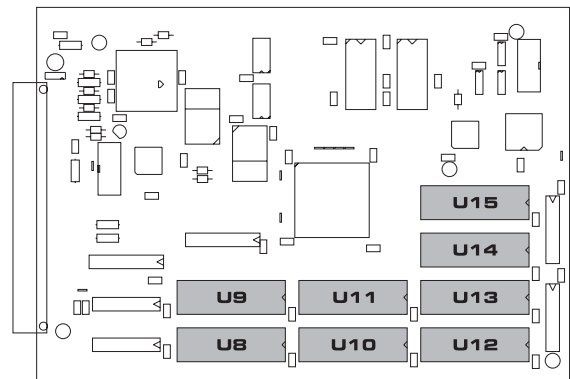
Location

The game specific software is located on different boards:

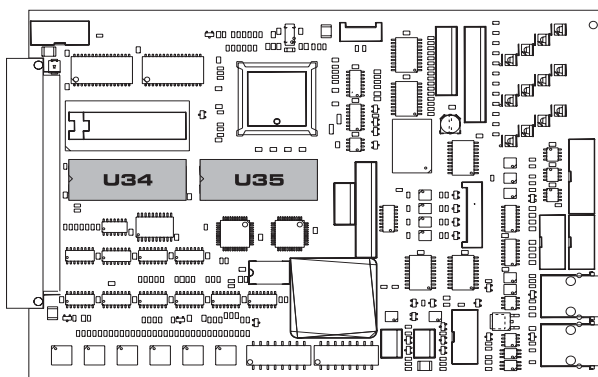
- The main software on the Masterboard, socket U2
- The payable on the Masterboard, socket U6
- The security GAL on the Masterboard, socket U35
- The Graphic software on the Graphicboard, sockets U8 to U15
- The Comm software on the Commboard, socket U34 and U35
- The Sound software on the Soundboard, socket U18 to U21



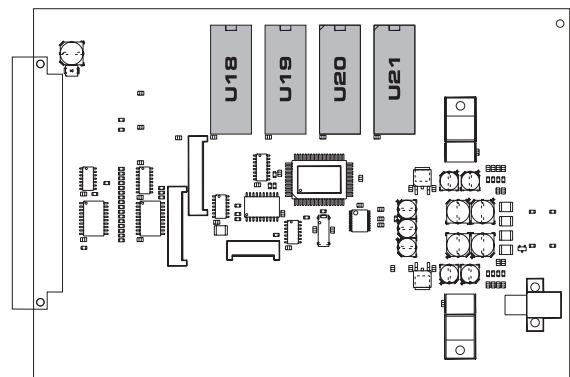
Master Board



Graphic Board



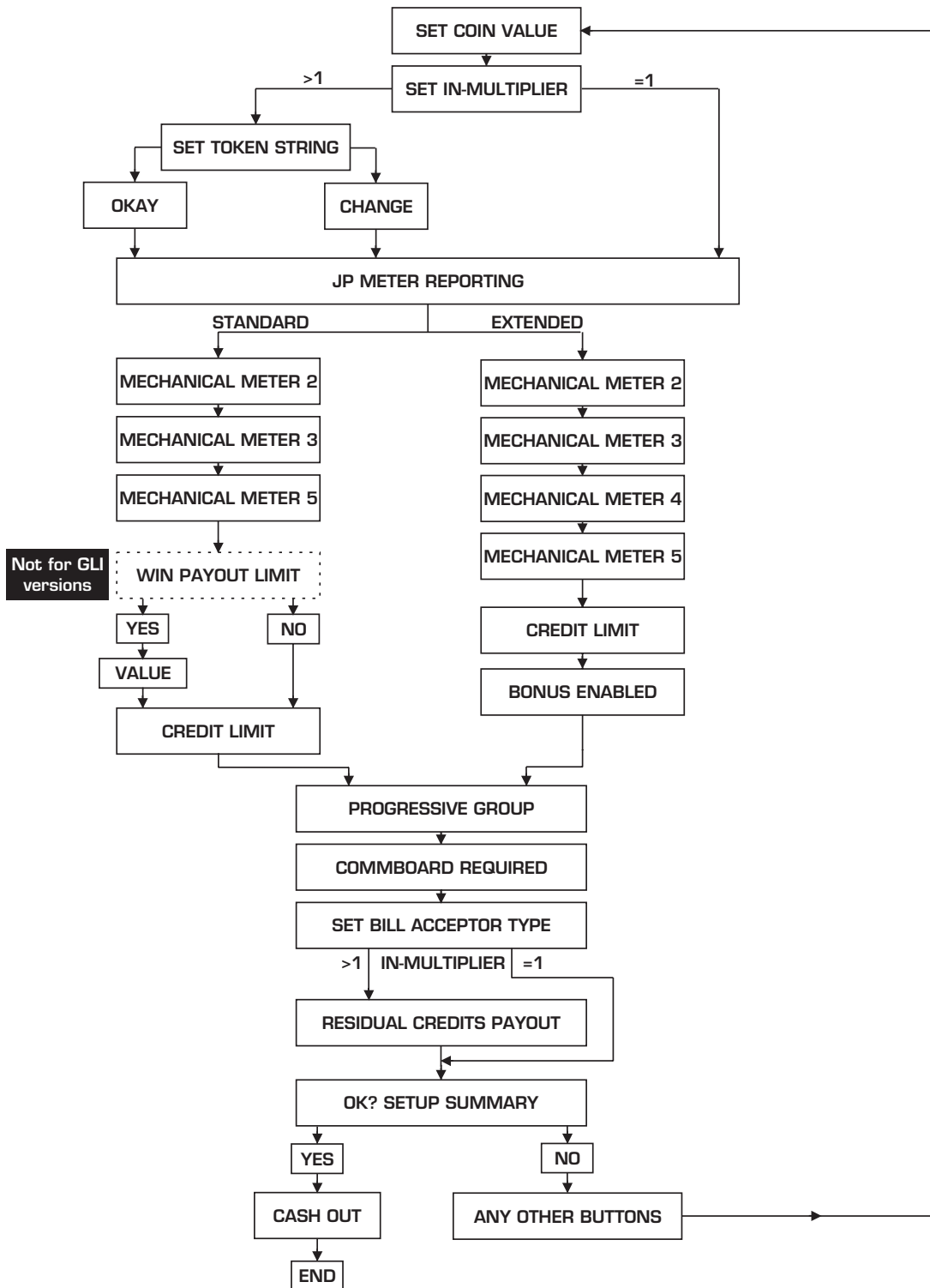
Comm Board



Sound Board

Basic Software Setup (GLI, RDW)

Overview of the setup procedure for **standard (RDW)** and **GLI** software versions.



Basic Software Setup (GLI, RDW)

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

Procedure

During the first power up the following message will be displayed:

MEMORY IS RESET - NEW GAME TYPE

or

MEMORY AND PC SETUP ARE RESET

or

RAM ERROR

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

SET COIN VALUE

- Select the desired denomination (value of accepted coin or token, for non coin machines (w/printer), select the denomination of the machine according to the machine denomination label on the bill validator door).

SET IN-MULTIPLIER

- Select the desired multiplier (number of credits per coin or token). A specific value can be set by selecting *** and entering a value between 1 and 99. The coin value divided by the in-multiplier **must** equal the denomination label on the bill validator door!

SET TOKENISATIONSTRING FOR ON SCREEN DISPLAY

(only when In-Multiplier other than 1)

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

Note:

All possible selections/settings for a **standard (RDW) or GLI** software version are shown. Some software versions for certain jurisdictions don't have all of the features implemented.

The procedure for Nevada approved software (**NVD**) is shown on page 8.

Example:

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

Set coin value = 1

Set in-multiplier = 4

Set string = \$

PREVIEW FOR TOKENISATIONSTRING FOR ON SCREEN DISPLAY

(only when In-Multiplier other than 1)

- Confirm the preview or change the tokenisationstring as desired.

JACKPOT METER REPORTING

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

MECHANICAL METER 2

- The following meter modes are available:
STANDARD:
 - CREDITS WON (sum of all credits won)
 - COIN OUT (sum of all won credits played + sum of won credits paid via hopper + sum of won credits paid to card)
- EXTENDED:
 - CREDITS WON WITHOUT JP (sum of credits won in normal games, excluding jackpot wins)
 - CREDITS WON WITH JP (sum of all credits won)

MECHANICAL METER 3

- The following meter modes are available:
 - DROP WITH BILLS
 - DROP WITHOUT BILLS

MECHANICAL METER 4

- The following meter modes are available (only in extended mode):
 - HAND PAID WITHOUT JP
 - HAND PAID WITH JP

MECHANICAL METER 5

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

Displayed textbox will be:

1.00 \$ BUYS 4 CREDITS

Note:

Meter 1 and 4 (in standard mode) are not programmable, meter 6 will be automatically set to:

- JACKPOT (if meter 2 is set to CREDITS WON)
- HAND PAID (if meter 2 is set to COIN OUT)

SET WIN PAYOUT LIMIT?

- The win payout limit can be enabled or disabled. When enabled and a win exceeds the limit, the amount over the limit will be hand paid.

WIN PAYOUT LIMIT

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

SET CREDITLIMIT

- Select desired credit limit (maximum amount of credits the machine will allow to accumulate)

BONUS ENABLE

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

SET PROGRSSIVE GROUP#

- Some progressive jackpot systems utilize different jackpot groups. In this menu the group number can be entered (1-254). If the machine is not in progressive jackpot mode, leave the Group# at 0.

COMMBOARD REQUIRED

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

SET BILL ACCEPTOR TYPE

- The following bill acceptor types are selectable:
 - CBV IVO
 - CBV V2 (IBS, IDS)
 - JCM

Note:

Win Payout Limit is not available in GLI software versions!

Note:

Recommended for "ticket in - ticket out" machines.

RESIDUAL CREDITS PAYOUT

(only when In-Multiplier other than 1)

- The following payout modes for residual credits (not equaling the value of a tokenized coin) are available:
 - **HANDPAY/LOCKED** When residual credits are remaining after a payout, the customer is given the choice to "press cashout for handpay or continue gameplay". If now the cashout button is pressed, the machine goes into handpay and the player panel is deactivated. Confirm the handpay with the jackpot key.
 - **HANDPAY/PLAYABLE** When residual credits are remaining after a payout, the customer is given the choice to "press cashout for handpay or continue gameplay". If now the cashout button is pressed, the machine goes into handpay and the player panel stays active. The handpay will be cleared when the customer places a bet or with the jackpot key.
 - **NO HANDPAY** When residual credits are remaining after a payout, the customer is given the choice to "insert money or play off residual credits". No handpay of residual credits.

SETUP SUMMARY

- All selections are displayed and in case of a wrong selection the whole procedure can be repeated by pressing any other button than the cashout button. To confirm the setup press the cashout button.

Further procedure:

After confirming the Setup Summary the machine enters automatically the payable configuration (Config Key).

If a bill validator is installed, the machine has to be restarted after the payable configuration.

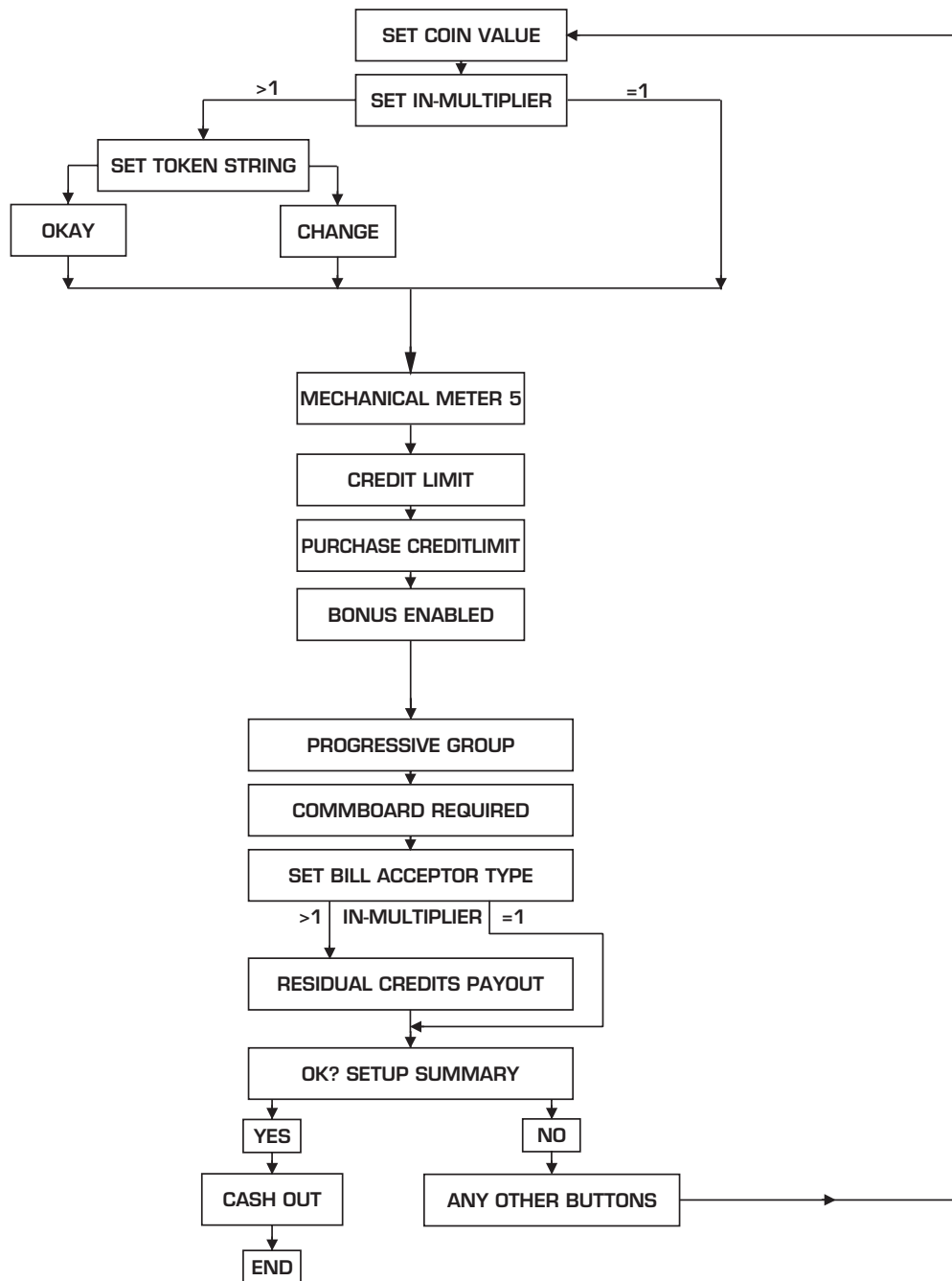
After the payable configuration, the machine goes into game mode. Now the hardware configuration should be carried out by using PC-Setup if necessary. Check and set the DIP-switches on the master- and commboard, set the clock and configure the options in the Menu Setup to customize the machine in accordance to the casino and jurisdictional requirements.

Note:

If a non-selectable paytable is installed, the config key procedure has to be started manually as described on page 10.

Basic Software Setup (NVD)

Overview of the setup procedure for **Nevada approved** software versions.



Basic Software Setup - NVD

This is the setup procedure for the Nevada Software version. Different selections are available, but the general function and procedure is the same as in the standard software version.

SET COIN VALUE

- Select the desired denomination (value of accepted coin or token, for non coin machines (w/printer), select the denomination of the machine according to the machine denomination label on the bill validator door).

SET IN-MULTIPLIER

- Select the desired multiplier (number of credits per coin or token). A specific value can be set by selecting *** and entering a value between 1 and 99. The coin value divided by the in-multiplier **must** equal the denomination label on the bill validator door!

SET TOKENISATIONSTRING FOR ON SCREEN DISPLAY

(only when In-Multiplier other than 1)

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

PREVIEW FOR TOKENISATIONSTRING FOR ON SCREEN DISPLAY

(only when In-Multiplier other than 1)

- Confirm the preview or change the tokenisationstring as desired.

MECHANICAL METER 5

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

SET CREDITLIMIT

- Select desired credit limit (maximum amount of credits the machine will allow to accumulate)

SET PURCHASE CREDITLIMIT

- Select desired limit (maximum amount of credits a player can get by inserted money)

BONUS ENABLE

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

SET PROGRSSIVE GROUP#

- Some progressive jackpot systems utilize different jackpot groups. In this menu the group number can be entered (1-254). If the machine is not in progressive jackpot mode, leave the Group# at 0.

COMMBOARD REQUIRED

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

SET BILL ACCEPTOR TYPE

- The following bill acceptor types are selectable:
 - CBV IVO
 - CBV V2 (IBS, IDS)
 - JCM

Note:

Recommended for "ticket in - ticket out" machines.

RESIDUAL CREDITS PAYOUT

(only when In-Multiplier other than 1)

- The following payout modes for residual credits (not equaling the value of a tokenized coin) are available:
 - **HANDPAY/LOCKED** When residual credits are remaining after a payout, the customer is given the choice to "press cashout for handpay or continue gameplay". If now the cashout button is pressed, the machine goes into handpay and the player panel is deactivated. Confirm the handpay with the jackpot key.
 - **HANDPAY/PLAYABLE** When residual credits are remaining after a payout, the customer is given the choice to "press cashout for handpay or continue gameplay". If now the cashout button is pressed, the machine goes into handpay and the player panel stays active. The handpay will be cleared when the customer places a bet or with the jackpot key.
 - **NO HANDPAY** When residual credits are remaining after a payout, the customer is given the choice to "insert money or play off residual credits". No handpay of residual credits.

SETUP SUMMARY

After confirming the settings, the setup procedure continues as in standard mode.

PC-Setup

Later versions of P-Level software only allow PC-Setup to be completed after SETUP SUMMARY and PAYTABLE CONFIGURATION SUMMARY. If PC-Setup is required for additional machine configuration it must be completed at this point.

Configuration Key Cashline

The Configuration Key enables the Operator to select a specific percentage from a range of Paytables selectable from one EPROM.

General Information

The PAYTABLE EPROM, located at U6 on Main Board, is replaced with the Config Key EPROM and then powered up. After the Power up, the Main Software interprets the Config Key and initialises the RAM, so that the Config Key is installed. The Main Software will then start a special Configuration Setup, which enables the Operator to select a specific Paytable version. One physical EPROM, will contain all the Paytable versions for one game type.

Hardware Handling

1. Power down machine
2. Remove the PAYTABLE EPROM from location U6 on the Mainboard
3. Insert the Config Key EPROM into location U6
4. Power up machine
5. A message will be displayed on the Monitor:
Config EPROM detected. Restart with original Paytable (U6).
6. Power down machine
7. Remove Config EPROM from location U6 and replace with PAYTABLE EPROM.
8. Power up machine

During the Powering up process the Software will check if the RAM was initialised by the insertion of a Config Key. If the check proves valid the Software will start the special Configuration Setup.

Note:

This selection is only available, when a selectable payable is installed. With a non-selectable payable the procedure can be carried out (e.g. when a config crc error occurs), but only the given percentage can be selected.

Setup procedure for selection of the Paytable version.

Video Slot

1. Reel-Setup

Depending on which versions are available in the payable EPROM, a list will be displayed on the Monitor and the Operator can choose his version.

- 3 Reels
- 5 Reels

2. Lines

Depending on the number of Reels the Operator has chosen, and the versions available in the payable EPROM, a list will be displayed on the Monitor and the Operator can choose his version.

- 1 Line
- .
- .
- 20 Lines

3. Credits Bet per Line

Depending on the selections made above and the versions available in the payable EPROM, a list will be displayed on the Monitor and the Operator can choose one of those, which fulfil the conditions for the Maxbet Limit. (The Maxbet Limit is set for a certain payable.)

The number of **lines** multiplied with the number of **credits per line** multiplied with the **credit value** must not exceed the **Maxbet Limit**.

Examples: Maxbet Limit = **25\$**

9 lines x **5** credits per line x **0,25\$** credit value = **11.25\$** Maxbet is a valid selection.

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

4. Percentage

Depending on the selections made above and the versions available in the payable EPROM, a list will be displayed on the Monitor and the Operator can choose the required Percentage.

Note:

The credit value is defined by the coin value in the basic machine setup and the coin and bill values in PC Setup.

5. Summary

After completion of the configuration, a summary will be displayed on the Monitor and the Operator can confirm or reject the settings. By rejection the procedure will automatically restart from Point 1.

Video Poker

1. Type

Depending on the Poker types available in the payable EPROM, a list will be displayed and the Operator can choose the appropriate version.

DRAW POKER
JOKER POKER
BONUS POKER
DEUCES WILD
TWO JACKS WILD

2. MaxBet

Depeding on the selection made above and the versions available in the payable EPROM, the Operator can choose the MaxBet, which fulfils the conditions for Maxbet Limit. (The Maxbet Limit is set for a certain payable.)

5
10
20

3. Select

Depending on the selections made above and the versions available in the payable EPROM, a list of Paytables will be displayed on the Monitor and the Operator can choose his version.

4. Summary

After completion of the configuration, a summary will be shown and the Operator can confirm or reject the settings. By rejection the Setup will automatically restart from Point 1.

Note:

If no Paytable has been selected and the Operator confirms the settings in the summary, the machine will LOCK UP and the following message will be displayed.

*USE RAMCLEAR EPROM AND
CHANGE DENOMINATION*

Information stored in the RAM in case of a Configuration change

1. The master meters in STATISTICS, reached via Audit Key, remains unchanged.

2. An additional Menu will be introduced to store the last 10 configurations:
 - a) Date/Time of configuration
 - b) Config Key EPROM Version
 - c) Change: Old Paytable => New Paytable
 - d) Statistical Data:
 - Credits Wagered: Total number of credits which have been Bet.
 - Credits Won: Total number of credits which have been Won.
 - Coins Out: Total number of Credits which were Bet, plus the Credits which were paid out by the Hopper and also the Credits which were won and paid by Cashless .
 - Hand Paid Won: Total number of Win Credits which have been Handpaid. (Including Jackpots).
 - True In: Total number of Credits from inserted Coins, Bills and Key Credits.
 - True Out: Total number of Credits paid out by Hopper.
 - Hand Paid: Total value of Credits which have been Handpaid, including Jackpot. (Except Progressive Jackpot)
 - Jackpot Wins: Total value of Jackpot Payouts.
 - Jackpot Hits: Total number of Jackpot events.
 - Games Played: Total number of Games played.

3. RAM Reset

In the case of the RAM RESET, message all the Changed Data will be cleared.

Error Messages

1. Paytable EPROM Error

This message will be shown when the wrong Paytable is installed after the Config Key was initialised. The machine LOCKS UP. Install the correct Paytable EPROM.

2. Config CRC Error

This message will be shown when the checksum of the Config Key Data is not correct. Repeat the routine with the Config Key EPROM.

PC Setup

The Atronic Video Slots are Programmed in Production prior to shipment and all the settings are programmed according to their Customer Specific requirements.

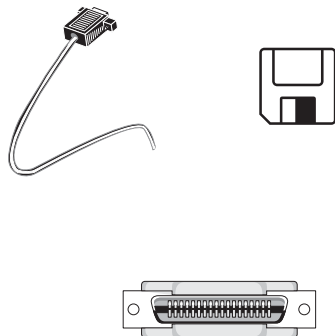
At some time in the future, due to additional Hardware installation, Updated Software, installing a link progressive or Fault correction by the Operator, it may be necessary to re-program these options in the machine through PC-Setup in the Service Menu, using the CNF11 program.

The PC-Setup CNF11 program is used to select the specific option that is required by the operator. The following Main Menu indicates the Sub Menus which when individually selected will allow you to set your specific requirements according to the procedure.

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

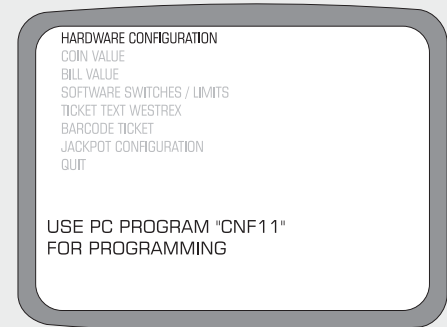
The following equipment and parts are necessary in order to use PC-Setup with the Atronic Machine.

Part-No	Nomenclature
65503172	CNF11EA (complete kit)



Note:

Indicated on the bottom left hand corner is the specific program used for that particular game.

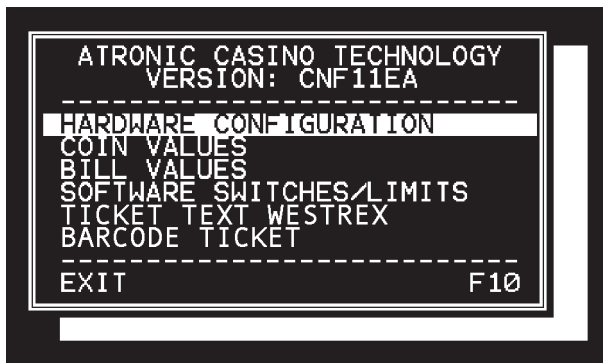


Note:
PC-Setup is not available for certain jurisdictions!

Software Installation

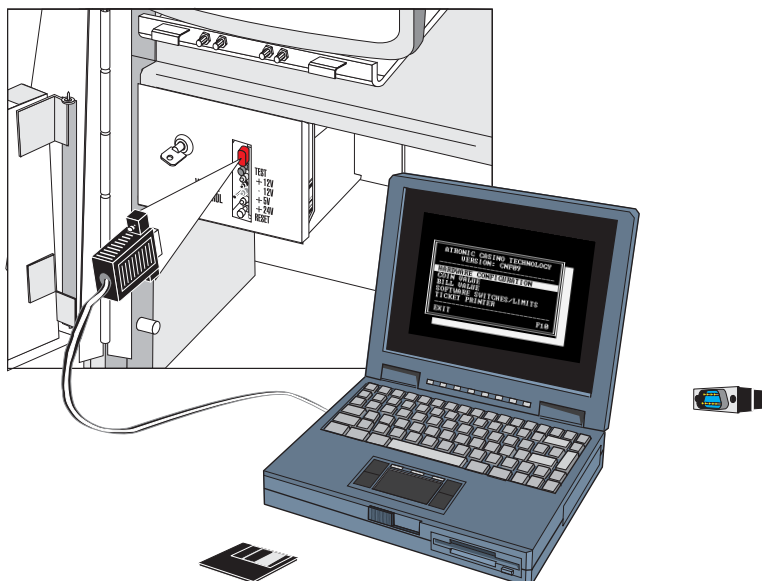
- Install CNF11 program onto your hard drive or use the disks provided on A: drive, the program must be operated in DOS mode, the Laptop should be powered down after installing the program.
- Connect the Dongle G/E 0300 onto the Printer port
- Power up Laptop and start the Laptop in DOS mode.
- Select the directory in which the program is installed and start the program.

The following Main Menu will appear on your Laptop screen:



Connection

- Open machine Main Door
- Press the Green Service Switch on the Master Board to enter the Main Menu on the machine.
- Connect the PC Setup cable to the RS232 connector on the Master Board and then connect the other end to the Laptop computer.



Note:

The I/O-port is set to COM1 automatically, where COM2 is used, the program must be started with the port as a parameter: CNF11EA COM2

Transmission

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

- Select PC-SETUP in the machines service menu.
- Highlight the desired routine in the machines service menu.
- Enter the same routine in the configuration program on the PC (highlight the desired routine with the cursor keys and enter with the return key).

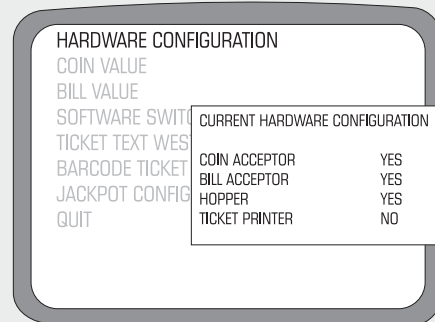
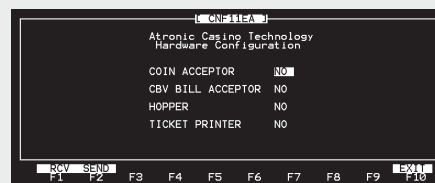
Transfer is initiated by pressing the center lit button on the button panel (the following message will be displayed)

START TRANSMISSION ON PC

and immediately pressing the appropriate key on the PC (F1: receive data, F2: send data).

After sending configuration data to the machine, the current and the new machine configuration will be displayed on the monitor.

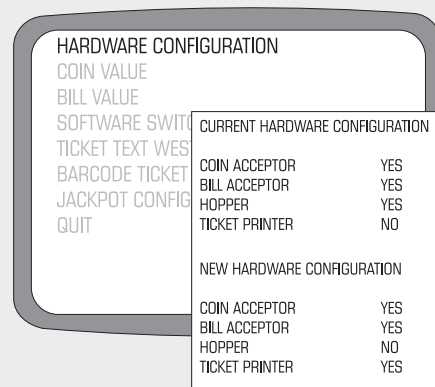
It is recommended to download the current machine configuration first before changing settings and sending them back to the machine.



Note:

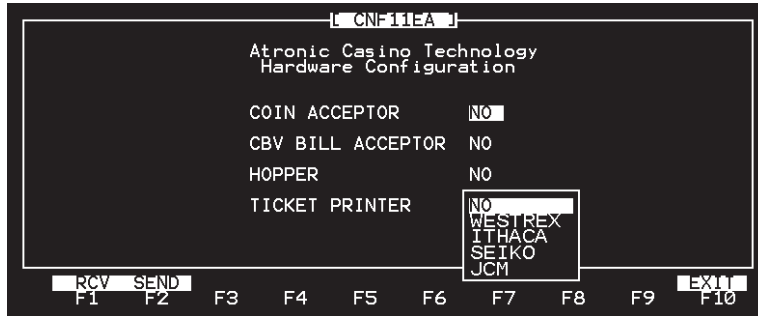
When the connection between the machine and the PC can't be established, the following message will be displayed:

COMMUNICATION ERROR



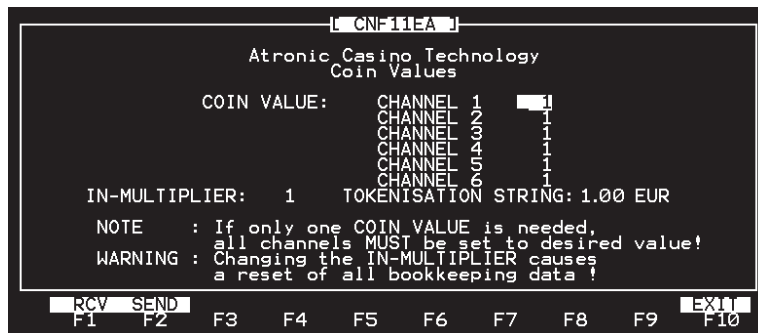
Settings

Hardware Configuration



This routine allows to configure the machine according to the actual installed hardware like coin and bill acceptor, hopper and ticket printer. (A bill acceptor must additionally be enabled by setting the corresponding DIP-switch on the masterboard, S2-4)

Coin Values



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

Additionally an "In-Multiplier" can be set. Credits from accepted **coins and bills** are multiplied by this value. Edit the tokenisation string to change the denomination code. Changing the denomination value doesn't affect the machines coin value!

Changing the machines coin value requires a RAM reset!

Note:

A hopper and a Westrex ticket printer can't be selected at the same time. All other ticket printers (see list under TICKET PRINTER in the hardware configuration in PC-Setup on the PC) can be used together with a hopper.

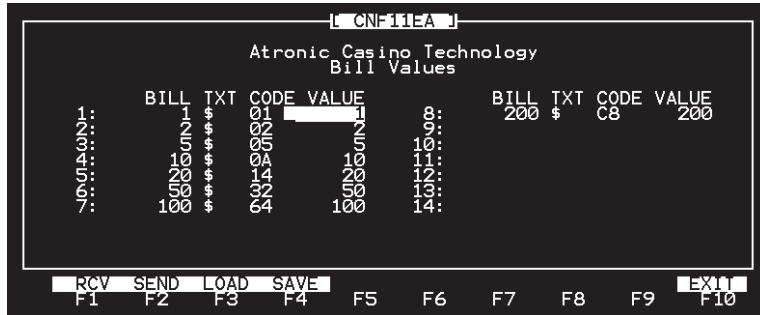
Note:

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

Note:

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

Bill Values



Note:

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

This routine allows to set the credits per each different bill. IBS bill validators store the bill table in the acceptor, it is only possible to change the settings in the column "VALUES"

Note: All values are multiplied by the "In-Multiplier" which is set in the "coin values" menu.

Software Switches / Limits



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

Key Modes:

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

Win Limit: **ON** (Enables the win limit)
OFF (Disables the win limit)

Key Off Limit: **"0"** (The machine prints the ticket without any check of the current payout amount)

Higher than "0" (The machine checks whether the payout amount is higher than the key off limit. If so, the machine locks and the ticket has to be confirmed by turning the jackpot key, after printing the ticket, the machine returns to game mode. If the payout amount is below the limit, the machine prints out the ticket immediately.)

Meter Counts: **HITS** (In case of a progressive game, the number of jackpot hits are booked to the jackpot meter)

VALUE (In case of a progressive game, the value of the jackpot hits are booked to the jackpot meter)

Validation Security: **NONE** (No validation required. If a ticket or coupon printer is installed, the masterboard will create the validation number. Please note that the coupon printers use this validation number for the barcode and that these coupons will **not** be redeemed by the bill acceptor. Validation security has no effect.)

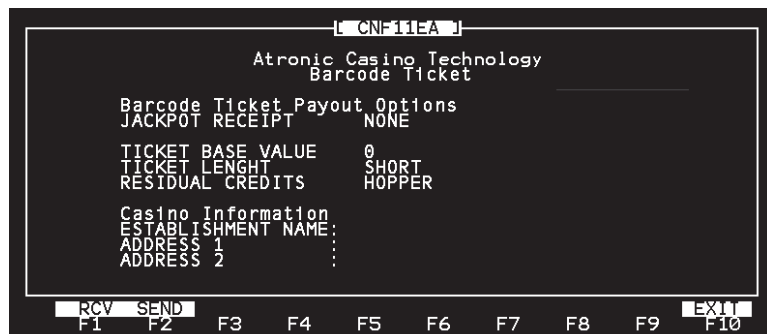
STANDARD (Same as NONE except the commboard creates the validation number and sends it to the masterboard. Validation security has no effect.)

ENHANCED (This option effects tickets, coupons, handpays and jackpots if the security mode is selected. The commboard creates the validation number and sends it to the masterboard.)

Note:

In some software versions for certain jurisdictions a "Win Limit" is implemented. If enabled, a win exceeding the win limit causes the machine to lock up and the win has to be hand paid.

Barcode Ticket



This routine allows to configure the printing of the barcode tickets.

Jackpot Receipt: **NONE** (Handpays and jackpots will be hand paid. No ticket will be printed.)

CENTERED (Barcode on the jackpot receipt will be centered.)

OFFSET (Barcode on the jackpot receipt will be offset)

Ticket Base Value: The ticket base value is the smallest unit amount (in credits) which will be printed on the ticket after a cash-out, if the machine is configured with a ticket printer and a hopper.

Ticket Length: Different ticket lengths can be configured.

Residual Credits: **HOPPER** (Residual credits will be paid via second hopper or will start special residual credits feature.)

TICKET (Residual credits will always be paid via ticket.)

Casino Information: The casino name and address can be entered and will be printed on the ticket.

Mainconfig for Windows

Atronic has developed a version of PC-Setup for computers with a Windows OS that is not capable of running in DOS called **Mainconfig for Windows**.

Mainconfig for Windows contains all of the configuration capabilities of the DOS versions in one program. It includes:

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

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

Mainconfig for Windows installation

Copy 2 files to the desktop.

hldr32.exe
Main_Setup.exe

To install the Hardlock Dongle drivers run **hldr32.exe** and follow the instructions on screen.

Then install **Mainconfig for Windows** by running **Main_Setup.exe** and follow the instructions on screen.

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

To start **Mainconfig for Windows** double click the **Main Config** icon.



Note:

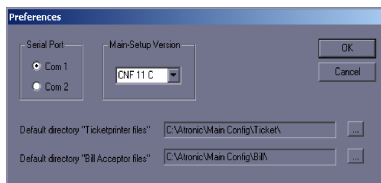
Hardlock device drivers must be installed before Mainconfig can be installed.

Mainconfig for Windows

Mainconfig for Windows requires the same machine configuration as the PC Setup.



Click the "Options" tab to select the version of CNF software required by the machine, this will open the Preferences window.



Click the down arrow next to Main-Setup Version to choose the CNF version required by the machine. Click "OK".

Click the "Main" tab enter the configuration sections of **Mainconfig for Windows**.

As with PC Setup always "Download" the current configuration of the machine, reconfigure, then "Upload" the new configuration back to the machine.

Note:

Mainconfig for Windows uses the same Dongle, cable, and Atronic machine configuration as PC Setup.

Mainconfig for Windows Screen Shots

Hardware Configuration

Coin Acceptor Quit

Bill Acceptor Upload

Hopper Download

Ticket Printer Seiko Help

None
Westrex

Coin Value

Coin Values

Channel 1: Quit

Channel 2: Upload

Channel 3: Download

Channel 4: Help

Channel 5:

Channel 6:

In-Multiplier:

Tokenisation String:

NOTE: If only one Coin Value is needed, all changes must be set to desired value!

WARNING: Changing the In-Multiplier causes a reset of all bookkeeping data!

Ticket Printer

Ticket Printer Setup Program

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

Quit
Upload
Load
Save
Help

Barcode Ticket

Barcode Ticket Payout Options

Jackpot Receipt: None Quit

Ticket Base Value: Upload

Ticket Length: Short Download

Residual Credits: Hopper Help

Casino Information

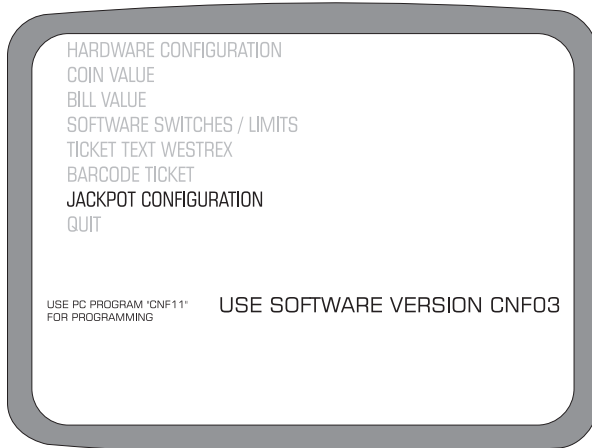
Establishment Name:

Address 1:

Address 2:

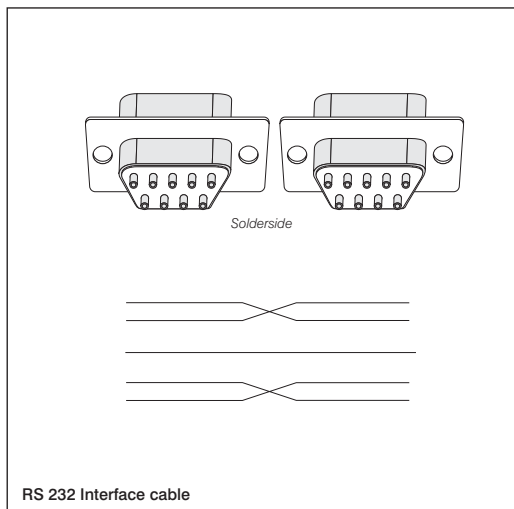
Jackpot Configuration

The Jackpot settings can be configured with the CNFA03 software.



See section "A-Link"

Interface Cable RS232



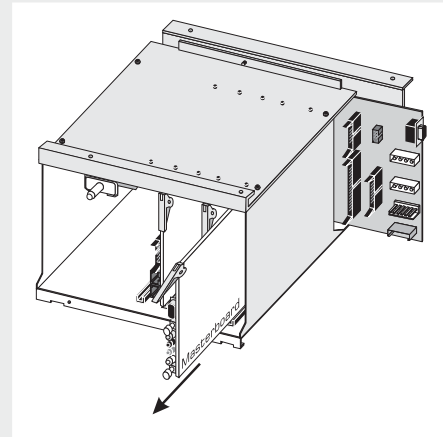
Clear Memory - RAM Reset

To clear the memory, including PC-Setup and all statistic data, execute the following steps:

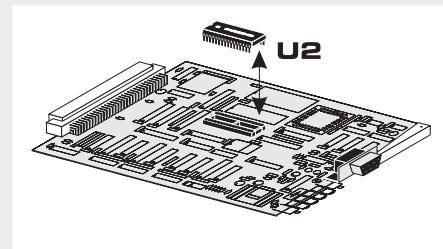
- Switch off power
- Exchange EPROM U2 with CLEAR-EPROM RRES_XX
 - Remove Masterboard from Logicbox
 - Remove EPROM U2 carefully out of socket
 - Insert CLEAR-EPROM into same socket
 - Insert Masterboard into Logicbox
- Turn on power
- Wait approx. 10 seconds (audible signal)
- Switch off power
- Exchange CLEAR-EPROM with original EPROM U2 in the same way as stated above
- Turn on power
An error message RAM ERROR will be displayed
- Press and hold the red reset switch for approx. 5 seconds (audible signal)
- Carry out basic software setup
- Select payable

Note:

*All statistic data (Audit Menu- Statistics) are set to 0 (zero).
All machine settings (PC-Setup, Menu Set-up) are reset to factory settings.*



Remove Masterboard



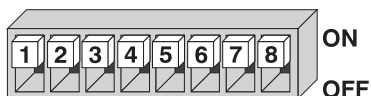
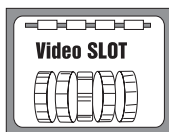
Exchange EPROM

 additional information **See page 4**

 additional information **See page 12**

DIP-Switch Settings

Video Slot



1	2	3	4	5	6	7	8	Function
X								Not used
	ON							Refill if hopper is empty, payout continues when main door is closed
	OFF							Handpay if hopper is empty
		OFF	OFF					When over max. hopper payout, hopper pays out the amount of the adjusted max. hopper payout value, then handpay
		OFF	ON					When over max. hopper payout, no payout, only handpay
		ON	OFF					When over max. hopper payout, hopper pays down to the next hundred, then handpay
				X				Not used
					X			Not used
						ON	ON	Inserted coins go to the BET/IN meter until MAXBET coins, autostart feature can be selected via DIP-Switch 2/2
						OFF	ON	Inserted coins go to the BET/IN meter until MAXBET coins, additional coins are counted on the CREDITS meter, autostart is not available
						OFF	OFF	Inserted coins go to the CREDITS meter, IN meter is not displayed, autostart is not available

DIP-Switch 1

1	2	3	4	5	6	7	8	Function
ON								Immediate payout
OFF								Wins go to CREDITS meter
	ON							Autostart enabled
	OFF							Autostart disabled
		ON						If hopper jammed: clear hopper; payout continues when main door is closed
		OFF						If hopper jammed: clear hopper; execute handpay
			ON					Operating mode with bill acceptor
			OFF					Operating mode without bill acceptor
				ON				Progressive mode
				OFF				Non progressive mode
					X			Not used
						ON		After each game, the (MAX)BET button must be activated to start the next game
						OFF		By pressing the START button the following game will be played with the last bet.
							ON	Toplight with 2 lamps
							OFF	Toplight with 3 lamps

DIP-Switch 2

1	2	3	4	5	6	7	8	Function
X								Not used
	X							Not used
		X						Not used
			X					Not used
				X				Not used
					X			Not used
						ON		Lock of machine in case of a coin diverter error
						OFF		No lock of machine in case of a coin diverter error
							ON	Bill changer mode
							OFF	Normal function of bill acceptor

DIP-Switch 3

Note:

DIP-Switches for a standard game system are shown. Different games may have different or additional settings. See software sheets for a specific game.