



Cashline™

# **Operating P-Level 3.0**

**Rev. 1.1**

May 2005

[www.atronic.com](http://www.atronic.com)

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**Operating**  
**P-Level 3.0**

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May 2005

# Atronic Cashline Operating Manual P-Level Software Ver. 3.0

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## **Introduction**

This manual aims to give a description of all menus and functions needed for operating a Atronic Cashline machine running P-Level (Ver. 3.00) software. It covers operator selectable machine configuration available after machines Initial Setup during first commisioning.



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

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

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

**Following topics are covered by additional manuals:**

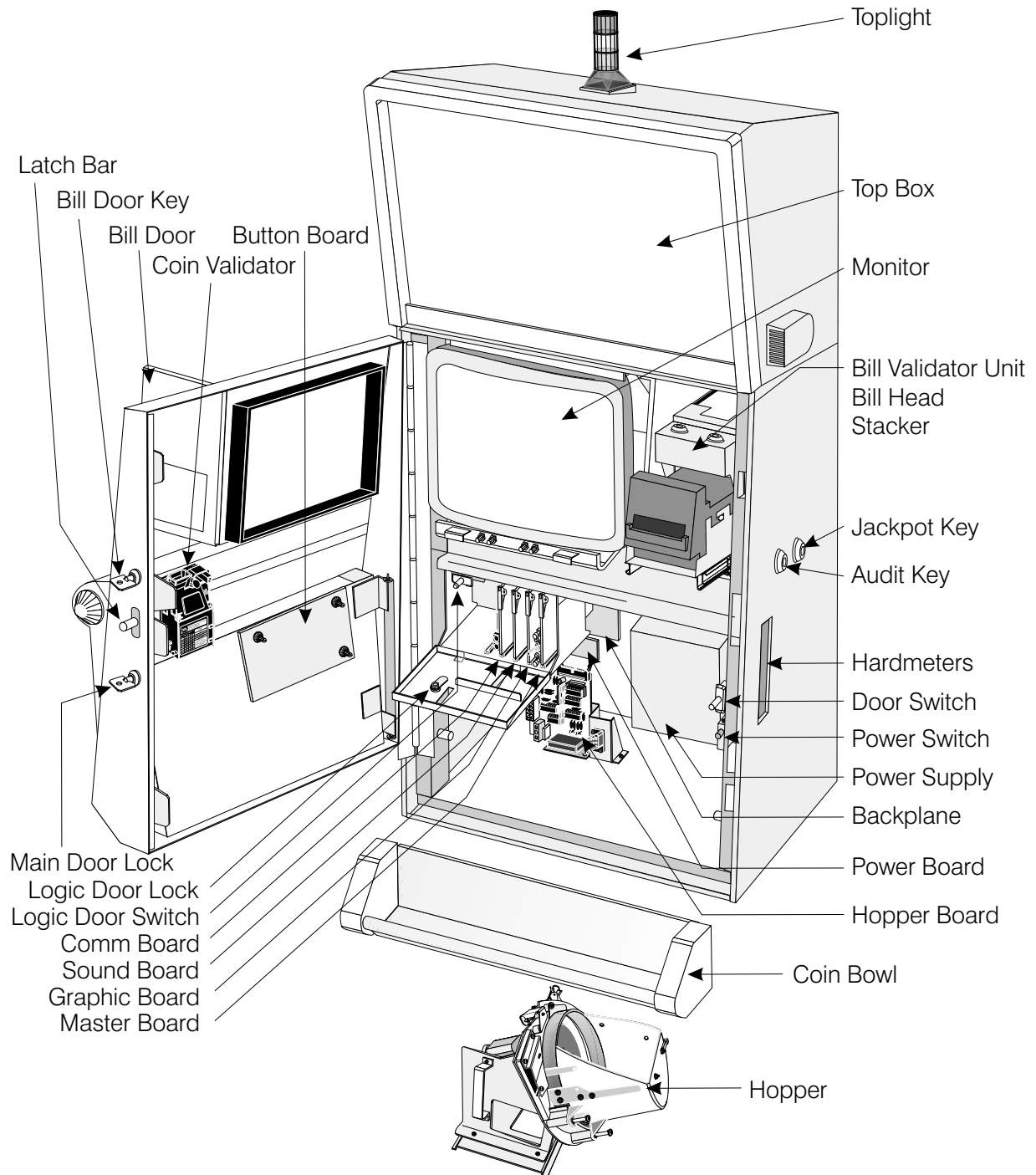
- Installation and Commisioning  
(incl. safety instructions, technical data, etc.)  
-> See manual "Installation" for a specific cabinet.
- Linked Progressive Jackpot Configuration  
-> See manual "Progressive Jackpots".
- Ticket In - Ticket Out Configuration  
-> See manual "Ticket In - Ticket out".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

**Note:**

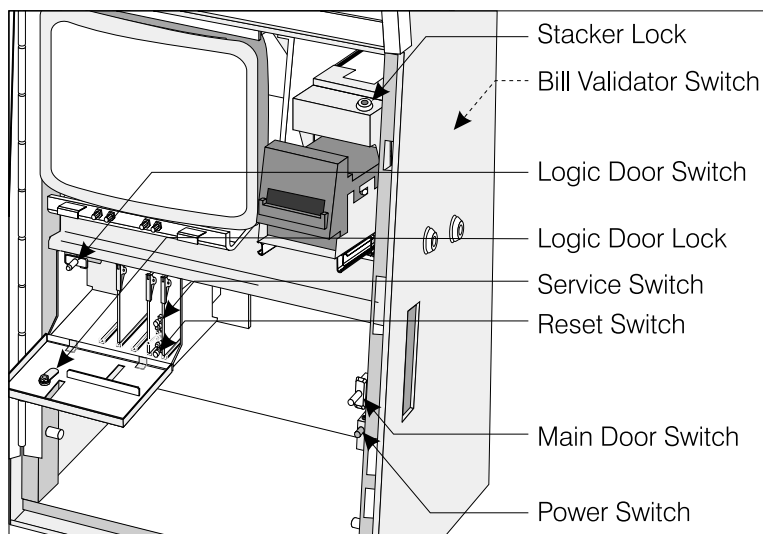
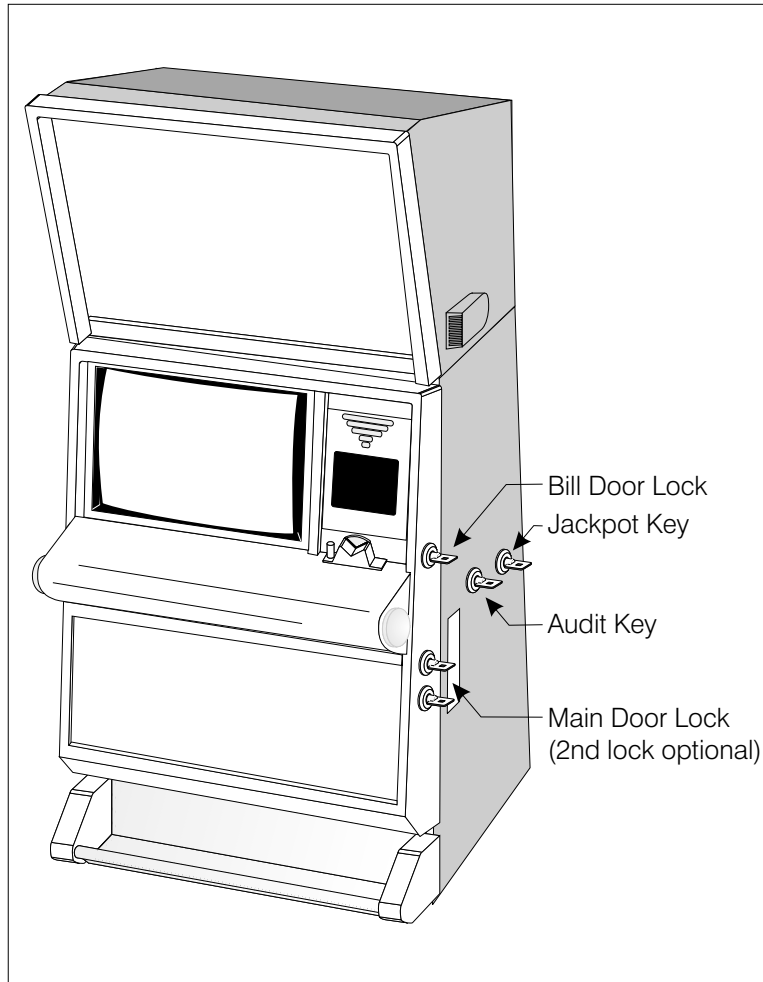
*All mentioned manuals can be found on a CD-ROM titled "Atronic Service manual 2005"*

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

## Overview - Machine Components Atronic Wide Body Cabinet (WBC)



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



### COMPONENTS

#### Audit Key

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

#### Jackpot Key

Jackpot Key confirms handpays and Jackpot wins.

#### Bill Door Lock

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

#### Main Door Lock

Allows access to the machine components via the main door.

#### Stacker Lock

Unlock to remove bill stacker.

#### Bill Validator Switch

Removal of validator and stacker is detected by this switch.

#### Logic Door Lock and Switch

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

#### Service Switch (Green)

Pressing Service Switch activates the service menu.

#### Reset Switch (Red)

Initiates a soft reset of the machine.

#### Main Door Switch

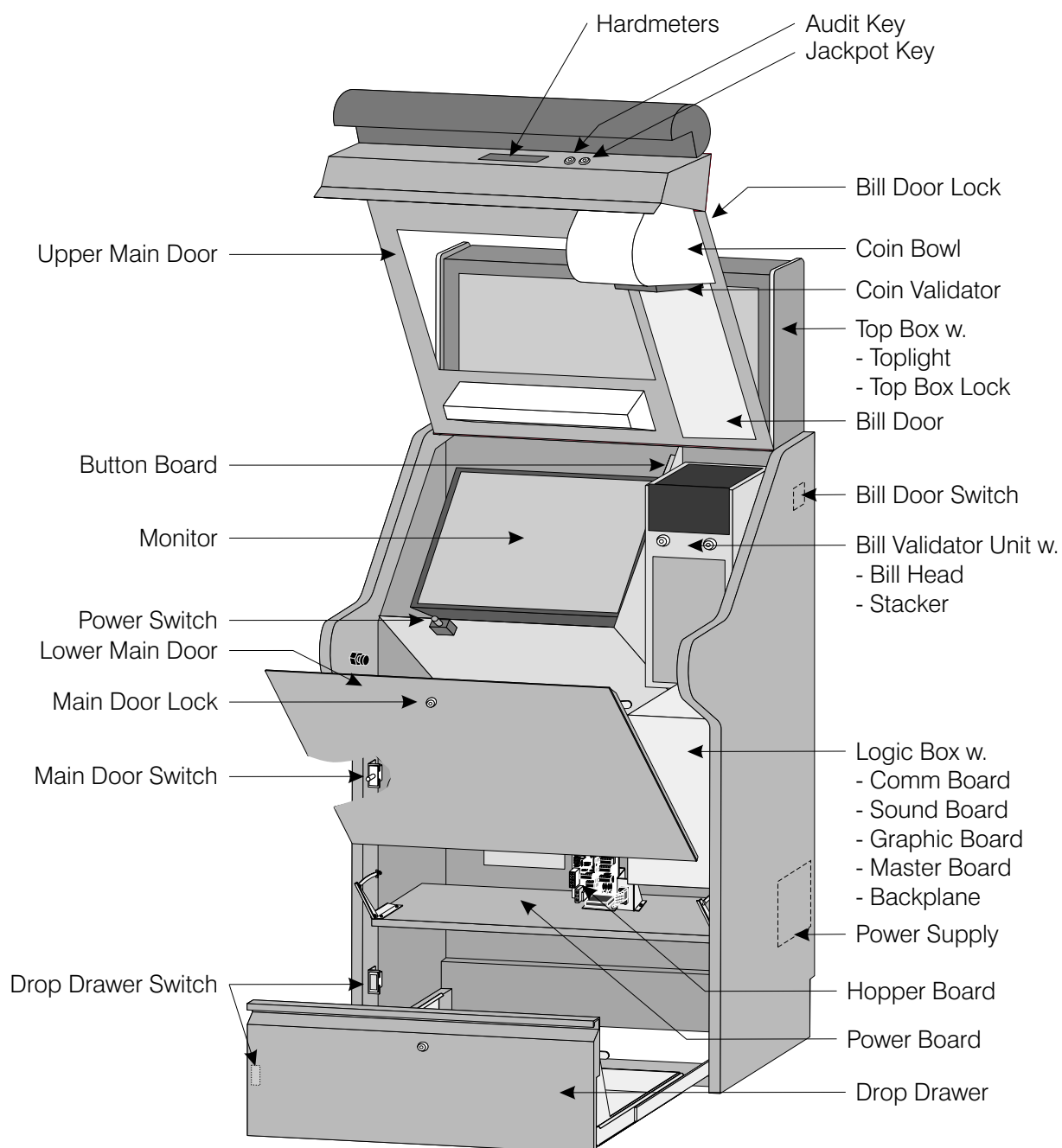
Detects main door openings.

#### Power Switch (Red)

Switches power supply on/off

## Overview - Machine Components

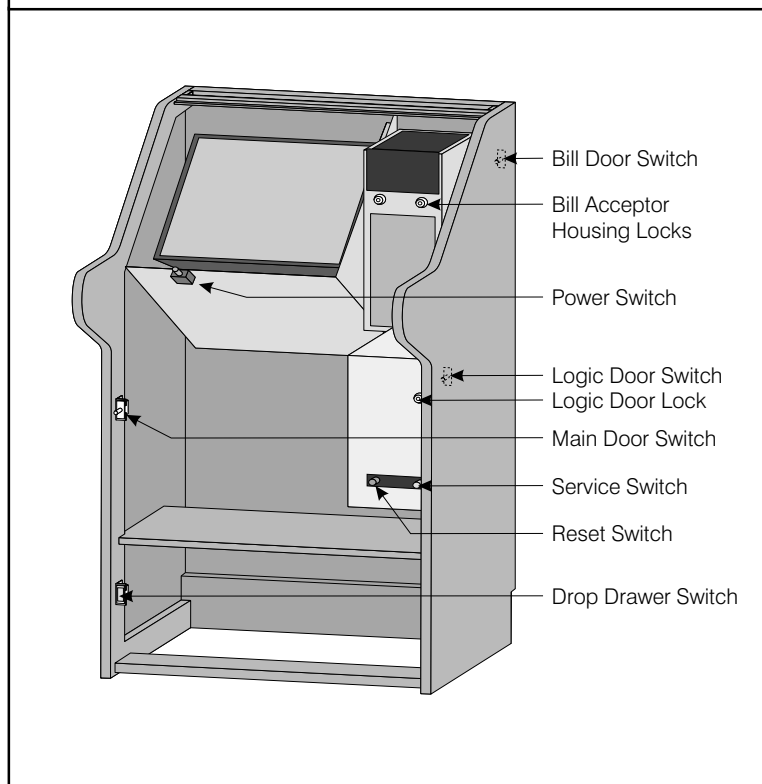
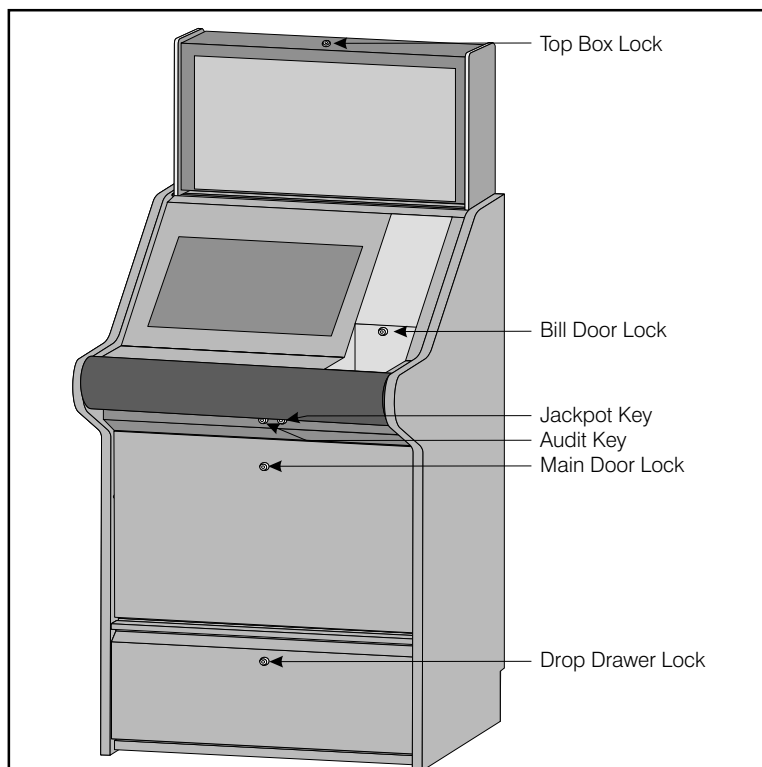
### Atronic Slant Top (AST)



**Note:**

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

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



### COMPONENTS

#### Top Box Lock

Opens the Top Box.

#### Bill Door Lock

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

#### Audit Key

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

#### Jackpot Key

Jackpot Key confirms handpays and Jackpot wins.

#### Main Door Lock

Unlocks the upper and lower Main Door.

#### Drop Drawer Lock

Unlocks the Drop Drawer.

#### Bill Acceptor Housing Locks

Allows the removal of the stacker from the Validator enclosure.

#### Power Switch

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

#### Logic Door Lock and Switch

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

#### Main Door Switch

Detects main door openings.

#### Service Switch (Green)

Pressing the Service Switch activates the Service Menu.

#### Reset Switch (Red)

Initiates a soft reset of the machine.

#### Drop Drawer Switch

Detects drop drawer openings.



## Main Control Elements

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

### Audit Key

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

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

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

### Jackpot Key

The Jackpot Key confirms hand pays and substantial wins and triggers additional Jackpot Key functions.

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

### Service Button

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

### Reset Button

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

## Menu Navigation

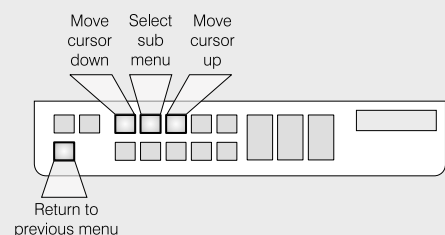
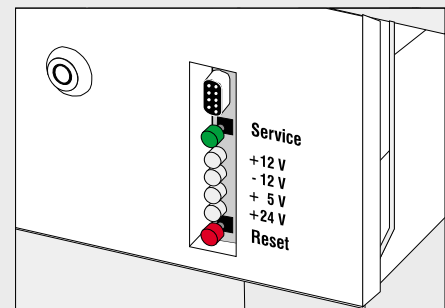
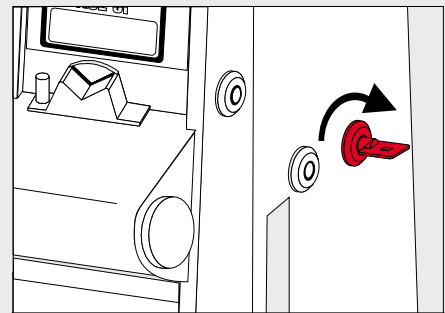
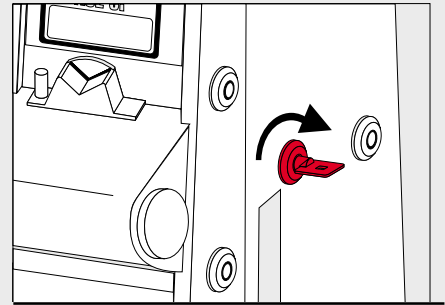
Navigation in all menus is carried out by four buttons on the button panel. The relevant buttons are lit for easy identification.

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

## COMPONENTS

### Note:

*Figures show WBC (upright) machines.*



## Operating Procedures

This chapter describes main operating procedures Hopper Refill, Stacker Exchange, Handpay, Jackpot and Cash Out.

**Note:**

*Internal Casino regulations may require different or additional procedures.*

### Hopper Refill

- Open Main Door and remove Coinbowl.
- Press the Hopper securing clip (underneath Hopper) and slide out the Hopper.
- Refill Hopper with the determined amount of coins. Check that no coins have fallen into the cabinet.
- Slide the Hopper back into the machine.
- (optional) Enter the number of refilled coins to menu item **Service Menu / Menu Setup / Set Hopper Refill**, which applies to statistic **Hopper Content**.
- Reinstall Coinbowl and close Main door.

### Stacker Exchange/Removal

- Unlock and open Bill door.
- Slide out guide rails until the Stacker can be accessed.
- Unlock both Stacker locks and remove Cash box.
- Re-Install the emptied Cash box (or a new one) and lock both Stacker locks.
- Slide the guide rails back into position and lock Bill Door.

## Handpay

A handpay is initiated when:

- Hopper is empty and "Hopper empty procedure" is set to handpay mode (Master board DIP 1-2 OFF).  
-> Left amount is handpay.
- Hopper is jammed and "Hopper jam procedure" is set to handpay mode (Master board DIP 2-3 OFF).  
-> Left amount is handpay.
- Cash out is exceeding "Hopper Payout Limit".  
-> Entire amount is handpay.
- A player wants to cash out residual credits and RESIDUAL CREDITS PAYOUT is set to "cashable/playable" during Initial Setup.  
-> Residual credits are handpay.
- Win Limit or Celebration Limit is exceeded.  
When a win amount is exceeding the \$1.200 Win Limit or the configured Celebration Limit  
-> Win amount is handpay.

In all cases the handpay amount (in currency) is displayed on screen and the machine is locked until handpay is reset.

### Handpay Reset Procedure

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

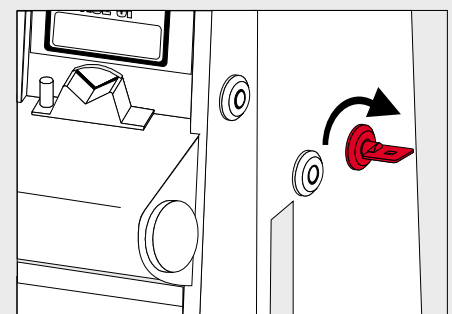
If "Jackpot Receipt" has been enabled during "PC-Setup/Barcode Ticket" also a handpay receipt (with barcode offset) is printed.

**Note:**

See appendix Master board DIP switch settings for details.

**Note:**

Service Menu/Menu Setup/ Hopper Payout Limit.



**Note:**

Figure shows WBC (upright) machine.

## Jackpot

A jackpot event occurs when the top award is hit or when a win exceeds the Win Limit or the Celebration Limit, leading to a direct handpay.

### Top Award (non progressive)

When the top award was hit:

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

### Exceeding \$1200 Win Limit or Celebration Limit

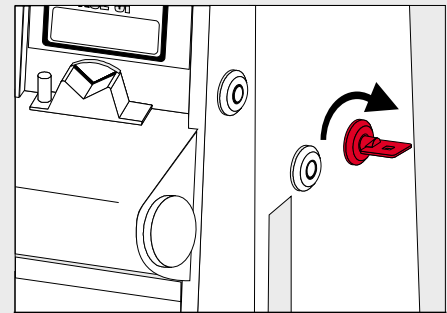
1. Win is shown on win meter.
2. Jackpot animation starts and the message "Congratulations! Please call attendant" is displayed.
3. Turn Jackpot Key to reset machine.
4. Win has to be hand paid.
5. Win is shown on the paid meter and message "Game over - Start new game / insert money" is shown.

### Progressive Jackpot

(Machine is part of a linked system progressive)

When the progressive Jackpot was hit:

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



**\*Note:**

*Additional win = When getting a winning combination on another active payline, which is paid additionally to the Top Award or the Jackpot.*

## Cashout Request

When the Cash out button on the button panel is pressed the "Cashout Request" screen is shown.

Players can choose:

### **RETURN TO GAME**

Machine returns to normal game mode without payout.

### **TIP** (if enabled)

The "TIP" screen is displayed. Players can enter a value to be cashed out as a tip or to have a partly payout for any other means. See next page for details.

"Tipping Money" has to be enabled during Initial Setup to make this button visible.

### **CASH OUT VOUCHER + COINS** (if enabled)

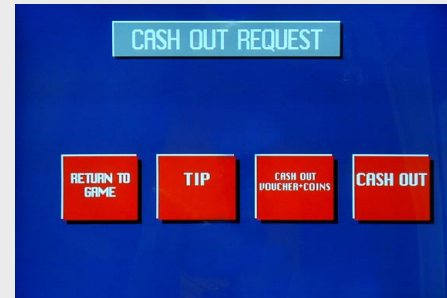
The "Cash Out Voucher+Coins" screen is displayed. This screen gives players the option to decide how the cash-out is splitted into coin- and voucher-payout. See next page for details.

"Cashout Options" has to be enabled during Initial Setup to make this button visible.

### **CASH OUT**

A normal cash out without player interaction is initiated. Cash out is splitted into coin- and voucher-payout depending on the machine configuration.

If "Tipping Money" and/or "Cashout Options" have not been enabled during Initial Setup, the corresponding buttons are not displayed.



## OPERATING PROCEDURES

### Tip - Menu

This menu gives players the option to select an amount for a partly cash out (**TIP**). The tip amount to be entered has to be a whole dollar value. It can be cashed out either in coins (touch **Cash Tip**) or as a voucher (touch **Print Tip**).

#### Limits

The maximum cash out in coins can be limited by the setup option "Menu Setup/Hopper payout limit". If "Cash Tip" is touched, and the entered tip amount is higher than the **hopper payout limit**, an error message showing the max. available tip amount is displayed. The tip amount is now forced to this limit. Button "Cash Tip" has to be touched again to start the cash out.

#### Restrictions

Menu is available only if

- "Tipping Money" was enabled during Initial Setup.
- Touch screen is working.
- Print tip is available only with a ticket printer installed.

### Cash Out Voucher + Coins - Menu

This menu gives players the option to decide how much of the cash out should be paid in coins. The amount to be entered has to be a whole dollar value.

#### Limits

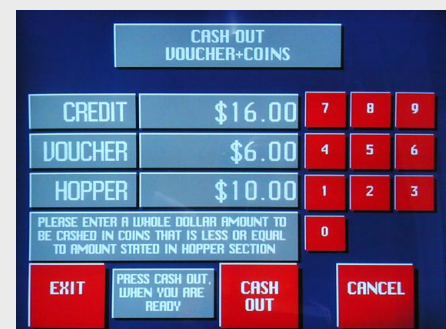
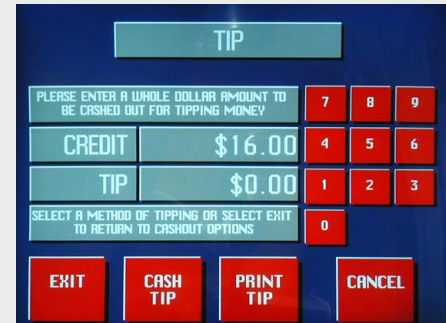
The maximum cash out in coins can be limited by the setup option "Menu Setup/Cashout options amount".

In the example right "Cashout options amount" was set to \$10. Players can enter \$0 to \$10 to be paid in coins. The rest is paid as a voucher.

#### Restictions

Menu is available only if

- "Cashout Options" was enabled during Initial Setup.
- A Hopper **and** a ticket printer is installed.
- Touch screen is working.



#### Note:

*CASHOUT OPTIONS AMOUNT can not be set higher than HOPPER PAYOUT LIMIT and is set automatically when a mismatch occurs.*

## Audit Menu

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

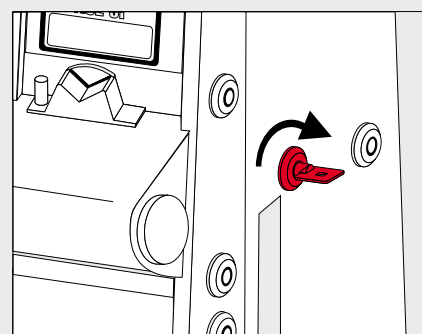
### Activating Audit Menu

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

<b>Configurations</b>	page 16
<b>Statistics</b>	page 16
<b>Cashless &amp; Progressive</b>	page 20
<b>Last 10 Games</b>	page 23
<b>Last 10 Bills</b>	page 24
<b>Last 100 Transactions</b>	page 24
<b>Last Payouts</b>	page 24
<b>Last 35 Voucher In</b>	page 24
<b>Last 35 Voucher Out</b>	page 24
<b>Jackpot Statistic</b>	page 25
<b>Last Progressive Jackpots</b>	page 26
<b>View PC-Setup</b>	page 26
<b>Service Game</b>	page 26
<b>Audit Print</b> (only with Westrex printer)	page 26
<b>Calibrate Touch</b>	page 26

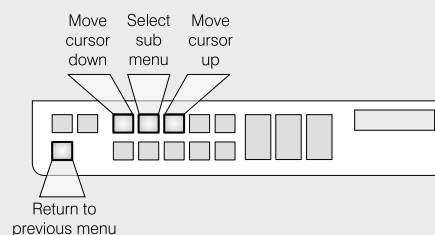
### Menu Navigation

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



#### **Note:**

*Some menu items are only displayed, if applicable. For example: "Last 35 Voucher In" is only displayed if machine is configured for voucher redemption.*



## Configurations

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

## Statistics

Several bookkeeping statistics are shown within this menu. All statistical data shows values since last Master Reset (RAM Reset).

### SOFTWARE DATE:

Date of Main Software creation.

### COIN IN (in credits or in currency)\*

(Credits wagered). Total value of all wagers, whether the wagered amount results from the insertion of coins, tokens, currency, deduction from credit meter or by any other means.

### COIN OUT WITH BONUS (in credits or in currency)\*

(Credits won). Total value of all won credits and bonus awards which are not resulting directly in a handpay. (Regardless the win/bonus is booked to the credit meter or is paid out directly by hopper or any other means).

### COIN OUT (in credits or in currency)\*

Same as "COIN OUT WITH BONUS", but excluding bonus awards.

### ATTENDANT PAID JACKPOTS (in credits)

Total value of credits paid by an attendant, resulting from a win which automatically leads to a handpay. Progressive (Jackpot) wins and bonus awards are **not** recorded by this meter.

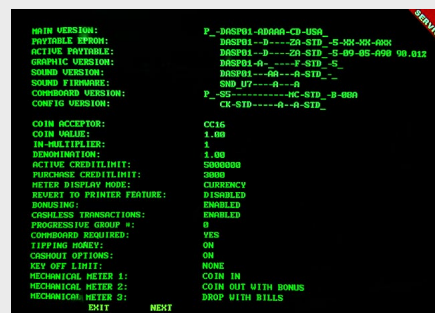
### TOTAL DROP (in credits)

Bills / Voucher in stacker + coins to dropbox.

### COIN DROP (in credits)

Total value of coins to dropbox.

## AUDIT MENU



### \*Note:

Is displayed in currency, if "meter display mode" has been set to currency during initial setup.

### Note:

Automatically handpays can results from:

- Exceeding Win Limit
- Exceeding Celebration Limit
- Exceeding Credit Limit and amount is over Hopper Payout Limit.
- Exceeding Hopper Payout Limit with machine set to immediate (hopper) win payout.



## Statistics continued

### **ATTENDANT PAID CANCELED CREDITS** (in credits)

(Hand Paid) Total value paid by attendants, resulting from a player initiated cash-out that exceeds the physical or configured capability of the machine.

### **GAMES PLAYED**

Number of games played.

### **JACKPOTS WITH PROGRESSIVE AND BONUS**

(Jackpot) Same as ATTENDANT PAID JACKPOTS, but including bonus awards and progressive (Jackpot) wins paid by an attendant.

### **JACKPOT HITS**

- Non progressive configuration:  
Number of Top Award hits.
- Progressive configuration:  
Number of progressive Jackpot hits.

### **DOOR OPENS**

Number of main door opens.

### **PHYSICAL COIN IN**

Number of accepted coins.

### **PHYSICAL COIN OUT**

Number of coins paid from hopper, including COINS OVERPAID.

### **TRUE IN** (in credits)

Total value of accepted coins, bills, Wagering Account Transfer In, Cashable Electronic Promotion In, Non-Cashable Electronic Promotion In, Voucher cashable, Voucher non cashable and Voucher promotional.

### **TRUE OUT** (in credits)

Total value of cashed out coins, Wagering Account Transfer Out, Non-cashable Electronic Promotion Out and Voucher cashable out.

### **Note:**

*Handpay can result from:*

- *Player initiated cashout exceeds Hopper Payout Limit.*
- *Player initiated cashout while Hopper runs empty.*
- *Player initiated cashout while Hopper is jammed.*
- *Exceeding Credit Limit and hopper is empty or jammed (hopper payout < Hopper Payout Limit).*

**Statistics** continued

**NET WIN** (in credits)

= COIN IN - COIN OUT w. BONUS - JACKPOTS w. PROGRESSIVE AND BONUS

**CURRENT PAYOUT %**

COIN OUT w. BONUS + JACKPOTS w. PROGRESSIVE AND BONUS  
COIN IN

**CURRENT PAYOUT % (WITH BONUS)**

COIN OUT w. BONUS + JACKPOTS w. PROGRESSIVE AND BONUS  
COIN IN

**CURRENT PAYOUT % (WITHOUT BONUS)**

COIN OUT w. BONUS + JACKPOTS w. PROGRESSIVE AND BONUS - BONUS METERS 1-5  
COIN IN

**COINS OVERPAID**

Number of coins overpaid by the hopper.

**GAMES / DOOR**

Games played since last main door access.

**GAMES / POWER**

Games played since last power up.

**LOGIC DOOR**

Number of times the logic box was opened.

**DROP DOOR**

Number of times the drop box was accessed.

**BILLBOX DOOR**

Number of times the bill door was opened.

**BILLACC STACKER**

Number of bill stacker (cashbox) removals.

**Note:**

*First time a bonus was sent, meter CURRENT PAYOUT % is replaced by meters CURRENT PAYOUT % (WITH BONUS) and CURRENT PAYOUT % (WITHOUT BONUS).*

**Statistics** continued

**DOUBLE UTILIZATION** (in %)

Double-Up Played / Double-Up triggered

**DOUBLE UP WAGERED** (in credits)

Total value that has been bet in double-up feature.

**DOUBLE UP WON** (in credits)

Total value that has been won in double-up feature.

**DOUBLE UP PAYOUT %** (in %)

DOUBLE-UP WON  
DOUBLE-UP WAGERED

**PROGRESSIVE 1** (in credits)

Number of progressive hits and sum of progressive amounts won.

**USD 1**

Number of \$1 bills accepted.

**USD 5**

Number of \$5 bills accepted.

**USD 10**

Number of \$10 bills accepted.

**USD 20**

Number of \$20 bills accepted.

**USD 50**

Number of \$50 bills accepted.

**USD 100**

Number of \$100 bills accepted.

**TOT. # OF BILLS**

Total number of accepted bills.

**TOT. BILLS CRED.**

Total value of accepted bills (in credits)

**BILL IN** (in currency or credits)\*

Total value of accepted bills.

**Note:**

Bill statistics are only available if a bill acceptor is installed. Example for US-\$ currency.

**\*Note:**

Is displayed in currency, if "METER DISPLAY MODE" has been set to "currency" during Initial Setup.

## **Cashless & Progressive**

### **TOT. ACTIVE CREDITS**

Actual playable credits on the machine.

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

### **ACTIVE CASHABLE**

Actual cashable credits on the machine. These credits can be cashed out by hopper or voucher.

### **ACTIVE NON-CASHABLE**

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

### **ACTIVE PROMO**

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

### **WAGERING ACCOUNT TRANSFER IN (WAT IN)**

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

### **WAGERING ACCOUNT TRANSFER OUT (WAT OUT)**

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

### **CASHABLE ELECTRONIC PROMOTION IN**

Sum of promotional credits electronically received from a promotional account.

### **CASHABLE ELECTRONIC PROMOTION OUT**

Sum of promotional credits electronically cashed out to a promotional account.

### **NON-CASHABLE ELECTRONIC PROMOTION IN**

Sum of non-cashable promotional credits electronically received from a promotional account.

### **NON-CASHABLE ELECTRONIC PROMOTION OUT**

Option not used

### **CLEARED CREDITS** (with Dacom system only)

Sum of all credits that have been cleared by a DACOM system.

## Cashless & Progressive continued

**BONUS METER 1** (in credits)  
Bonus award - tax deductible

**BONUS METER 2** (in credits)  
Bonus award - non tax deductible

**BONUS METER 3** (in credits)  
Bonus award - wager match play

**BONUS METER 4** (in credits)  
Mystery Bonus

**BONUS METER 5**  
Option not used

**VOUCHER IN**  
Accumulated accepted cashable vouchers.

**VOUCHER OUT**  
Accumulated printed cashable vouchers  
+ cash out receipts (with barcode offset).

**COUPON PROMOTION IN**  
Total value of all promotional coupons accepted by the machine.

**COUPON PROMOTION OUT**  
Total value of all promotional coupons issued by the machine.

**ACCEPTED**  
Number of accepted vouchers.

**PRINTED**  
Number of printed vouchers.

**Note:**

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

**Note:**

*Statistics of vouchers are given in currency and in credits with an additional (voucher)counter.*

## Cashless & Progressive continued

### **HAND PAY WITH VOUCHER** (in credits)

Sum of handpays caused by a cashout, where a receipt was printed.

### **HAND PAY W/O VOUCHER** (in credits)

Sum of handpays caused by a cashout, where no receipt was printed, because of a malfunction.

### **WIN WITH VOUCHER** (in credits)

Sum of handpays caused by a single win (e.g. exceeding win limit), where a receipt was printed.

### **WIN W/O VOUCHER** (in credits)

Sum of handpays caused by a single win (e.g. exceeding win limit), where no receipt was printed.

### **ATTENDANT PAID PROGRESSIVE PAYOUT 1**

Number of progressive Jackpot hits and total Jackpot amount (in currency). Available only if a progressive Jackpot is configured.

### **MACHINE PAID PROGRESSIVE PAYOUT**

Option not used.

### **ATTENDANT PAID EXTERNAL BONUS PAYOUT**

Total value (in credits) sent by an external bonusing system and paid by an attendant (handpay), because the Win Limit or the Celebration Limit was exceeded.

### **MACHINE PAID EXTERNAL BONUS PAYOUT**

Total value (in credits) sent by an external bonusing system and paid by the machine.

**Note:**

*Statistics on handpays are given in **credits** with an additional counter.*

## Last 10 Games

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



### Time Stamp

Shows the time displayed game was played.

### Paid (in credits)

Credits cashed out after displayed game was played.

### Win (in credits)

Value which has been won.

### Bet (in credits)

Value which has been bet.

### Credit (in credits)

Credits on meter after displayed game was played.

### Bonus (in credits)

Bonus sent by an external system.

### Previous credit (in credits)

Credits on meter before game was started.

### Lines played

Number of active pay lines of the displayed game.

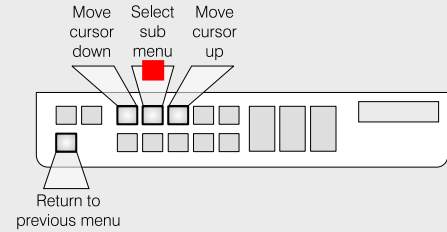
### Bet per line (in credits)

Bet for each active pay line.

### Double Up (in credits)

Credits before and after Double up was played.

## AUDIT MENU



### Note:

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

### **Last 10 Bills**

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

### **Last 100 Transactions**

This menu displays type, date, time, ID and value of the last 100 transactions from or to online system.

### **Last Payouts**

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

### **Last 35 Vouchers In**

This menu displays validation number, date and time, credit and currency value of the last 35 accepted vouchers (if applicable).

### **Last 35 Vouchers Out**

This menu displays validation number, date and time, credit and currency value of the last 35 issued vouchers (if applicable).



## AUDIT MENU

### Jackpot Statistic

Values in this menu are given in credits and in currency.

#### JP HITS COUNT

Number of progressive Jackpot hits.

#### CUMULATIVE PAYOUT

Total progressive Jackpot payout value.

#### CURRENT VALUE

Current progressive Jackpot value.  
(Credit value is rounded to full credits).

#### BASE VALUE

Min. progressive Jackpot value after progressive Jackpot hit.

#### UPPER LIMIT

Max. allowed progressive Jackpot Value. Further increments will go to Hidden Jackpot or Overflow.

#### OVERFLOW

Value which could not be accumulated to the progressive Jackpot or to the Hidden Jackpot, because their UPPER LIMIT was exceeded.

#### INCREMENT

Percentage value of credits wagered, which is paid into the progressive Jackpot for every game played.

#### HIDDEN VALUE

Current value of Hidden Jackpot.

#### HIDDEN INCREMENT

Percentage value of credits wagered, which is paid into the Hidden Jackpot for every game played.

#### RESET VALUE

Min. Hidden Jackpot value after a progressive Jackpot hit.

#### MAX. JP PAYOUT

Value of the highest progressive Jackpot pay.

#### Min. JP Payout:

Value of the lowest progressive Jackpot pay.

JACKPOT STATISTIC		CURRENCY: \$
JACKPOT 1		
JP HITS COUNT	0	
CUMULATIVE PAYOUT	0.00	
CREDITS	0	
CURRENT VALUE	10000.44	
CREDITS	10000	
BASE VALUE	1000.00	
CREDITS	1000	
UPPER LIMIT	0.00	
CREDITS	0	
OVERFLOW	0.00	
CREDITS	0	
INCREMENT	2.000 2	
HIDDEN VALUE	0.00	
CREDITS	0	
HIDDEN INCREMENT	0.100 2	
RESET VALUE	1000.00	
CREDITS	1000	
MAX. JP PAYOUT	0.00	
CREDITS	0	
MIN. JP PAYOUT	0.00	
CREDITS	0	

#### Note:

For details about progressive Jackpot configuration, read manual "Progressive Jackpot".

### Last Progressive Jackpots

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

### View PC-Setup

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

Settings for Hardware Configuration, Coin Values, Bill Values, Software Switches / Limits, Barcode Ticket Configuration can be viewed. Item Barcode Ticket Configuration has also a TEST PRINT function.

### Service Game

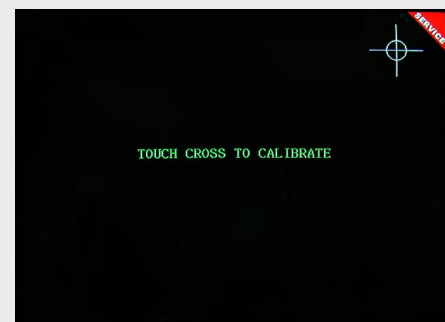
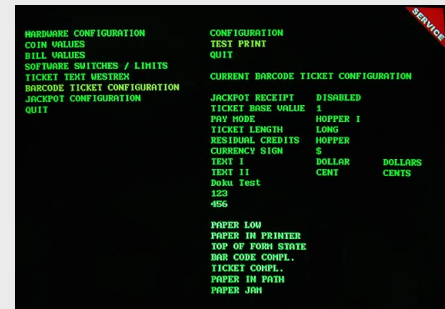
This menu allows simulated game play for test or promotional purposes. Service Game is only possible while front door is open and no credits are on credit meter. Credit meter will be set to 1000 "virtual" credits, which can be played but not cashed out. Hard meters and statistic data are not influenced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

### Audit Print

This menu initiates a voucher print of the Statistics and EFT & Progressive menu for accounting purposes. Only available if a Westrex printer is installed.

### Calibrate Touch

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



## Service Menu

The **Service Menu** gives access to several test functions, statistics and operator selectable machine settings (menu setup). Statistics within Service Menu are the same as accessible via Audit Menu.

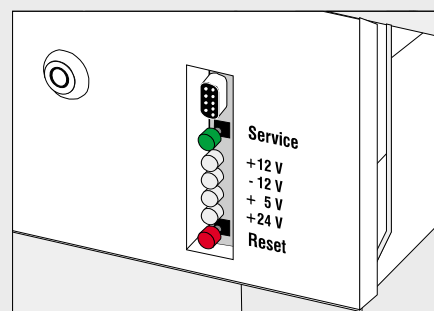
### Activating Service Menu

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

<b>Configurations</b>	page 28
<b>Selftest</b>	page 28
<b>Last 10 Games</b>	page 32
<b>Last 10 Bills</b>	page 32
<b>Last 100 Transactions</b>	page 32
<b>Last Payouts</b>	page 32
<b>Last 35 Vouchers In</b>	page 32
<b>Last 35 Vouchers Out</b>	page 32
<b>Jackpot Statistic</b>	page 32
<b>Last Progressive Jackpots</b>	page 32
<b>Menu Setup</b>	page 33
<b>Set Clock</b>	page 37
<b>Hopper Out (1)</b>	page 37
<b>Hopper Out (2)</b>	page 37
<b>Config Key Changes</b>	page 37
<b>Out Of Service</b>	page 37

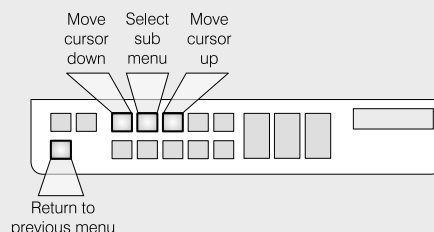
### Menu Navigation

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



#### **Note:**

*Some menu items are only displayed, if applicable. For example: "Last 35 Voucher In" is only displayed if machine is configured for voucher redemption.*



## Configurations

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

## Selftest

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

### IIC-PORT DRIVER CHECK

All I<sup>2</sup>C circuits are checked. In case of an error the defective component is displayed.

*Fault example:*

*MAIN - BOARD*

*I<sup>2</sup>C - DRIVER U9*

### VOLTAGE CHECK

The following voltages are checked:

+24 Volt +12 Volt -12 Volt + 5 Volt

*Fault example:*

*VOLTAGE FAILURE*

### COIN DIVERter CHECK

The coin diverter solenoid is checked.

*Fault example:*

*COIN DIVERter SOLENOID ERROR*

### TOP LIGHT TEST

The top light lamps are checked.

*Fault example:*

*TOPLIGHT: UPPER LAMP DEFECTIVE*

### DIP-SWITCH SETTINGS

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

**Note:**

*See manual "Software" for details about Master board DIP-switch functions.*

## Selftest continued

### SOUND TEST

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

### LAMP TEST

The lamp test checks the bulbs of the button panel.

*Fault example:*

BET4 - BUTTON LAMP DEFECTIVE

### SERIAL I/O TEST

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

### SWITCH TEST

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

### OPTOBOARD TEST

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

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

### HANDLE TEST

Option not used.

### BUTTON TEST

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

### EEPROM TEST

Internal EEPROM's test.

#### **Note:**

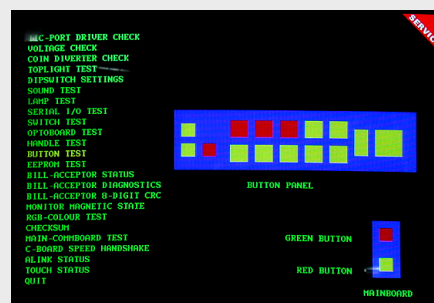
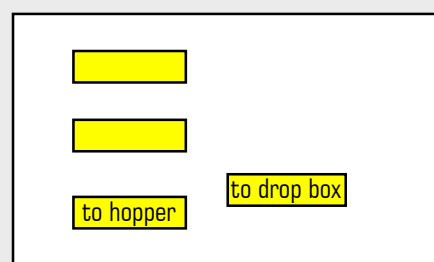
*Test does not work, if machine is equipped with LED buttons lamps.*

#### **Note:**

*Manufacturer use. Additional test equipment needed.*

#### **Note:**

*Not all machines are equipped with all switches and sensors.*



## Selftest continued

### BILL-ACCEPTOR STATUS

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

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

### BILL-ACCEPTOR DIAGNOSTICS

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

### BILLACCEPTOR 8 DIGIT CRC (IBS only)

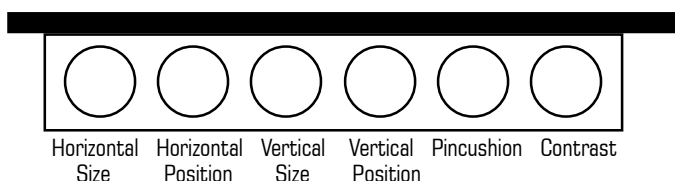
In this selection the checksum (8 digit crc) of the bill acceptor firmware is shown. Applicable with some customised GPT™ IBS acceptors only.  
Option not used with all other bill acceptors.

### MONITOR MAGNETIC STATE

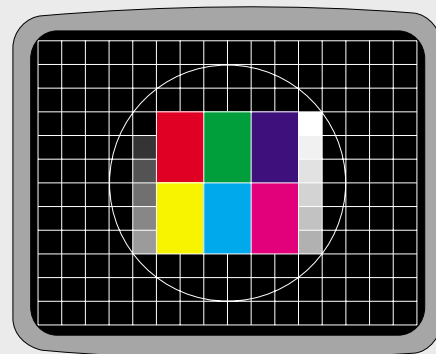
This function displays a complete red screen. Monitor can be checked for colour purity and uniformity. Check monitor degaussing coil, if the screen is not uniformly red.

### RGB COLOUR TEST

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



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



## Selftest continued

### CHECKSUM

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

If the machine is equipped with a Security Device typ "B", two additional items are available.

- SECURITY DEVICE SEED  
Enter the seed value for checksum calculation.
- SECURITY DEVICE CHECKSUM  
Calculate checksum.

### MAIN-COMMBOARD TEST

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

### C-BOARD SPEED HANDSHAKE

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

### ALINK STATUS

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

### TOUCH STATUS

Displays the current status of touch screen interface and controller. The TOUCH COUNTER counts errors of the touch controller (internal use).

*Fault example:*

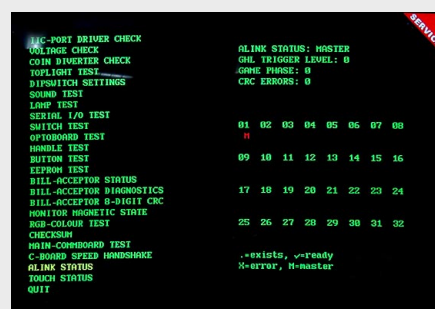
**TOUCH CONTROLLER NOT CONNECTED**

#### Note:

*Manufacturer use. Additional test equipment needed.*

#### Note:

*Manufacturer use. Additional test equipment needed.*



PC-PORT DRIVER CHECK	ALINK STATUS: MASTER
COIN CHECK	GHU TRIGGER LEVEL: 0
COIN DIVERTER CHECK	GAME PARS: 0
TOPLIGHT TEST	CRC ERRORS: 0
DIPSWITCH SETTINGS	
SOUND TEST	
LAMP TEST	
SERIAL I/O TEST	01 02 03 04 05 06 07 08
SWITCH TEST	11
OPTIONBOARD TEST	
HANDS TEST	09 10 11 12 13 14 15 16
BUTTON TEST	
EEPROM TEST	
BILL-ACCEPTOR STATUS	17 18 19 20 21 22 23 24
BILL-ACCEPTOR DIAGNOSTICS	
BILL-ACCEPTOR 8-DIGIT CRC	
HANDLER MAGNETIC STATE	25 26 27 28 29 30 31 32
RGB-COLOUR TEST	
CHECKSUM	
MAIN-COMMBOARD TEST	..exists, v=ready
C-BOARD SPEED HANDSHAKE	X=error, N=master
ALINK STATUS	
TOUCH STATUS	
QUIT	

## **Last 10 Games**

This selection shows statistics of the last 10 games. Same as in Audit Menu -> see page 23 for details

## **Last 10 Bills**

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

## **Last 100 Transactions**

This menu displays type, date, time, ID and value of the last 100 transactions from or to online system.

## **Last Payouts**

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

## **Last 35 Vouchers In**

This menu displays validation number, date and time, credit and currency value of the last 35 accepted vouchers (if applicable).

## **Last 35 Vouchers Out**

This menu displays validation number, date and time, credit and currency value of the last 35 issued vouchers (if applicable).

## **Jackpot Statistic**

Same as in Audit Menu -> see page 25 for details

## **Last Progressive Jackpots**

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

**Note:**

*Statistics described on this page are also accessible via Audit Menu.*

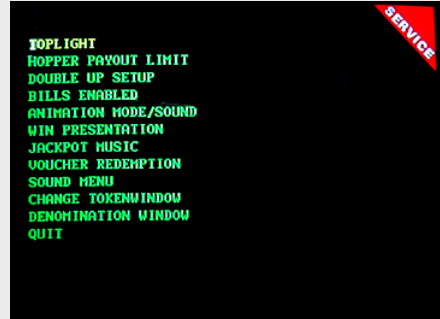


## Menu Setup

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



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



### TOPLIGHT

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

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

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

### HOPPER PAYOUT LIMIT

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

If a cash out exceeds this limit, the entire cash out has to be hand paid.

The CASHOUT OPTIONS AMOUNT (in currency) determines how many coins can be cashed out by hopper, when using the "Cashout Voucher + Coins" option from the "Cashout Request" screen.

-> See also page 10 for details.

**Note:**

*CASHOUT OPTIONS AMOUNT can not be set higher than HOPPER PAYOUT LIMIT and is set automatically when a mismatch occurs.*

### CHANGE LANGUAGE

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

**Note:**

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

## Menu Setup (continued)

### DOUBLE UP SETUP

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

Double Mode: double disabled, risk ladder, red or black

Maximum Double: 1x, 5x, Max. allowed

Auto Double: disabled, player selectable

**Note:**

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

### BILLS ENABLED (IBS only)

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

Applicable only with GPT™ IBS bill acceptors.

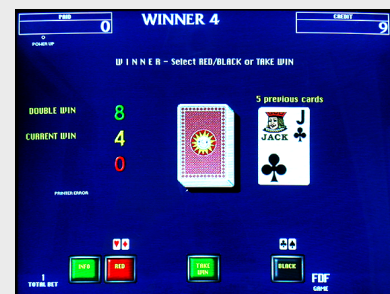
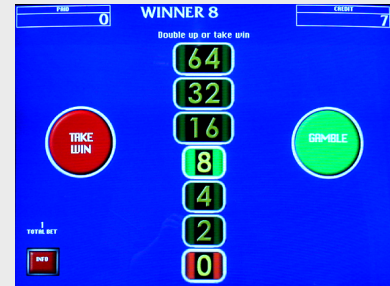
### ANIMATION MODE/SOUND

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

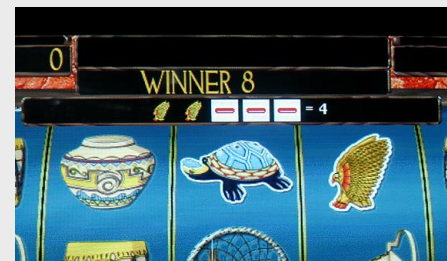
### WIN PRESENTATION

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

## SERVICE MENU



Double up modes risk ladder and red or black.



## Menu Setup (continued)

### JACKPOT MUSIC

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

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

### VOUCHER REDEMPTION

VOUCHER STATUS enables or disables voucher redemption (Ticket In). Must be enabled if machine is configured for Ticket in - Ticket out applications. CODE LENGTH is set fix to "variable".

**Note:**

*Comm board must be equipped with a Comm Key (dongle), to enable voucher redemption. See manual "Ticket in - Ticket out" for details.*

### SOUND MENU

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

### SET CELEBRATION LIMIT

If enabled, a win exceeding the adjustable LOWER LIMIT will start Jackpot animation and leads to a (Jackpot) handpay. The UPPER LIMIT is set fixed to \$1200 win limit.

**Note:**

*Celebration limit is only applicable, if "Bonusing" has been disabled and "Commboard required" has been set to YES during Initial Setup.*

## Menu Setup (continued)

### CHANGE TOKENWINDOW

In this menu the displayed string of the coin value (e.g. **1.00 \$ BUYS 2 CREDITS**) can be altered. Applicable only if an In-multiplier > 1 is set.

### DENOMINATION WINDOW

Allows to add a price per credit to the tokenisation window. If activated, the price must be set with CHANGE WINDOW. 3 digits can be added. The " " represents a space, if only 2 digits are needed.

Example:

**1\$** BUYS 4 CREDITS

Standard Window

**25c** 1\$ BUYS 4 CREDITS  
Game

Denomination window added

### RESIDUAL HANDLING WITH CARD

Configures handling of residual credits when booked to card. Set FULL PAYOUT or MULTIPLE OF DENOMINATION.

#### **Note:**

*Make sure to set Tokenwindow according to machines denomination setting! Changing Tokenwindow does not modify denomination setting.*

## SERVICE MENU

### Set Clock

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

### Hopper Out (Hopper 1)

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

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

### Hopper Out (Hopper 2)

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

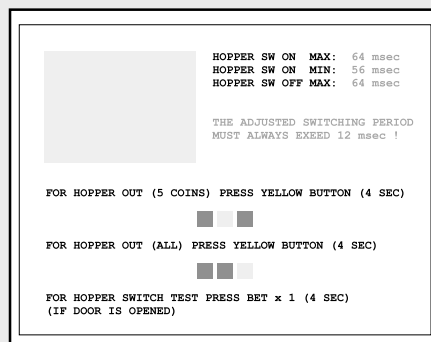
### Config Key Changes

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

### Out Of Service

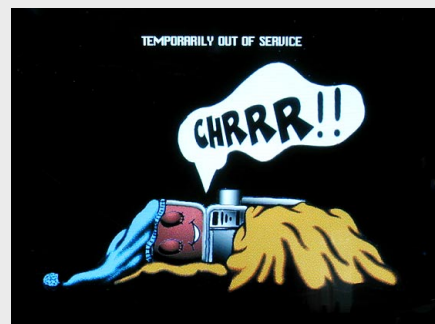
To set the machine to OUT OF SERVICE mode activate this routine. A sleep mode screen is displayed and the machine is not playable. Can also be used to reserve the machine for a player.

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



#### Note:

See manual "Software" for details about payable configuration.



## Master board DIP Switch Settings

Table refers to P-Level Main software Ver. 3.0.

Switch S1	Description
1-1	not used
1-2	<b>Hopper empty procedure</b>
ON	Hopper must be refilled, payout continues after main door is closed (Refill mode)
OFF	Left amount is hand paid (Handpay mode)
1-3	not used
1-4	not used
1-5	<b>ROM signature</b>
ON	ROM calculation over 5MB main and 1MB payable EPROM
OFF	ROM calculation over 5MB main EPROM
1-6	not used
1-7	not used
1-8	not used

Switch S2	Description
2-1	<b>Win payout procedure for all wins</b>
ON	Pay win amount from the hopper
OFF	Add win amount to the credit meter
2-2	not used
2-3	<b>Hopper jam procedure</b>
ON	Hopper jam must be cleared, payout continues after main door is closed
OFF	Left amount is hand paid
2-4	<b>Bill validator usage</b>
ON	Bill validator is enabled
OFF	Bill validator is disabled (not equipped)
2-5	<b>Top prize won procedure</b>
ON	GM assumes top prize is paid by some progressive system and will show win amount "0"
OFF	GM pays top prize amount according to pay table
2-6	not used
2-7	<b>Game start</b>
ON	Bet is forced before new game can be started
OFF	Game is started with last bet (only used with standard slot panel)
2-8	<b>Number of candles</b>
ON	Top light with 2 lamps
OFF	Top light with 3 lamps

Switch S3	Description
3-1	not used
3-2	not used
3-3	not used
3-4	not used
3-5	not used
3-6	not used
3-7	<b>Coin diverter malfunction procedure</b>
ON	GM locks with error message
OFF	Diverter malfunction is not reported
3-8	<b>Bill validator operation mode</b>
ON	Accepted bills are changed immediately by paying bill value from the hopper
OFF	Value of accepted bill is added to the credit meter

