Atronic
Great Games Great People

Cashline™

Software P-Level 2.8

Rev. 1.0

March 2004

www.atronic.com

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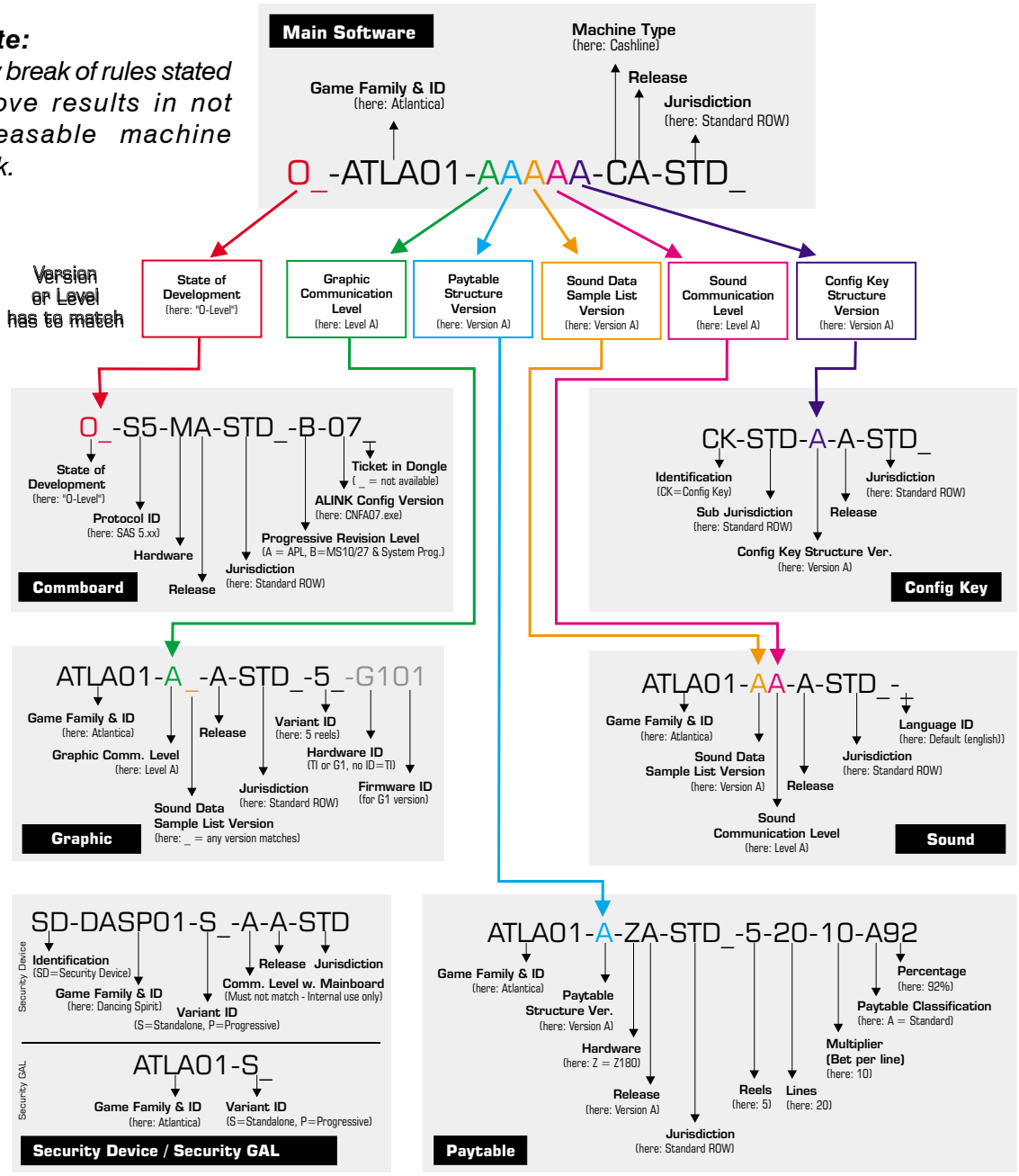
Definitions of EPROM naming

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

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

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



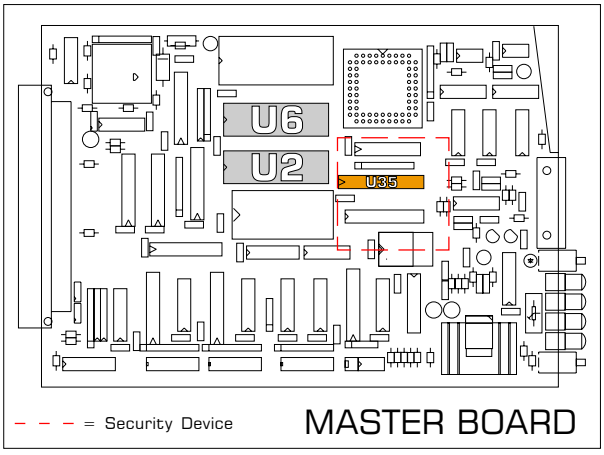
***Note**: All software versions stated here are only given for example to explain EPROM namings.*

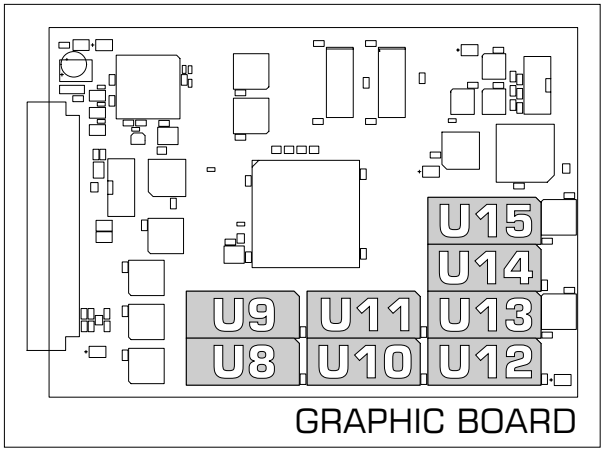
Software

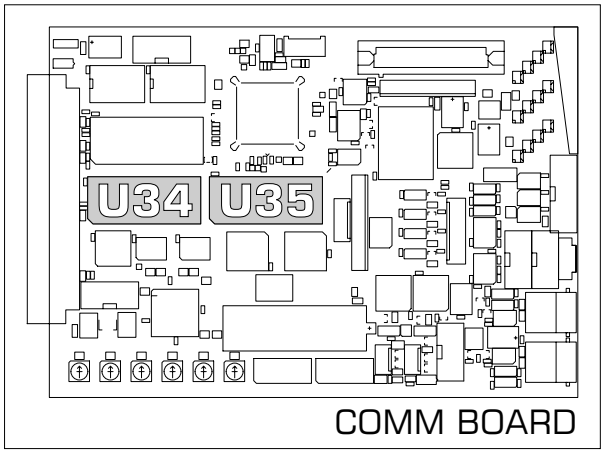
Software

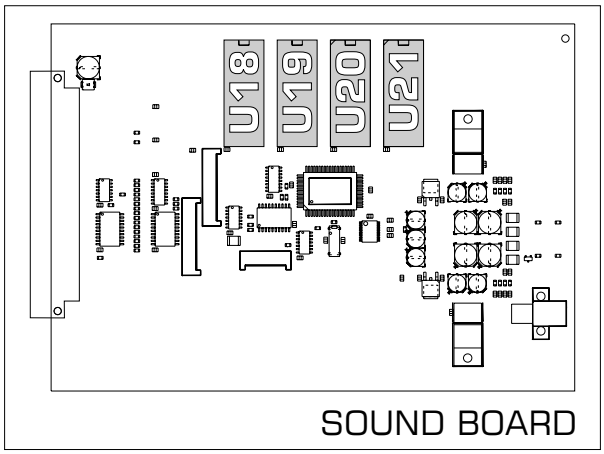
Location of Software EPROMs

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









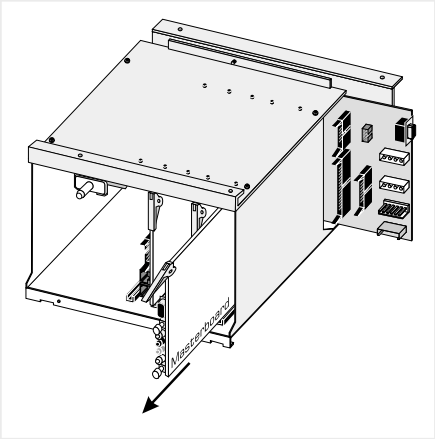
Clear Memory - RAM Reset 09

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

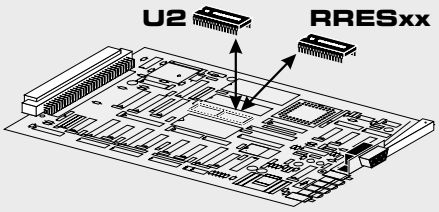
1. Switch off power.
2. Exchange EPROM U2 with CLEAREPROM RRES_09
   - Remove Master Board from Logicbox.
   - Remove EPROM U2 carefully out of socket.
   - Insert CLEAR-EPROM RRES_-_-09 into the same socket.
   - Insert Master Board back into Logicbox.
3. Turn on power.
4. Wait approx. 10 seconds (audible signal).
5. Switch off power.
6. Exchange CLEAR-EPROM with original EPROM U2 in the same way as stated above.
7. Turn on power. After some seconds the error message RAM ERROR is displayed.
8. Press and hold the red Reset Button for approximate 5 seconds (audible signal)
9. Carry out Basic Software Setup (Initial Setup) as described on page 8 - 12.
10. If using a selectable paytable, carry out paytable configuration as described on page 13.

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.

Note:
Check and set DIP-switches on Master- and Comm Board before performing RAM Reset procedure!



Remove Master Board



Exchange EPROM

Note:
It is strongly recommended to carry out the Ram Reset together with a Commboard Clear!

Clear Memory - RAM Reset 10

There are two different routines available for resetting the machine.

Clear statistic data (Softmeters) only:

1. Switch off power
2. Exchange EPROM U2 on the Master Board with CLEAR-EPROM RRES_10
3. Turn on power
4. Wait approx. 10 seconds (audible signal)
5. Switch off power
6. Exchange CLEAR-EPROM with original Game EPROM U2
7. Turn on power

or

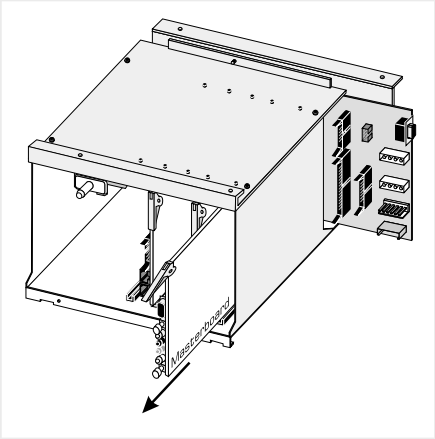
Clear statistic data (Softmeters) and PC-Setup data

1. Switch off power
2. Exchange EPROM U2 on the Master Board with CLEAR-EPROM RRES_10
3. Press and hold the red reset switch on the Master Board
4. Turn on power
5. After about 5 seconds an audible signal confirms the initialization of the reset procedure
6. Still hold the red reset switch and wait for a second sound signal which indicates the clearing of the softmeter and PC-Setup data
7. Switch off power
8. Exchange CLEAR-EPROM with original Game EPROM U2
9. Turn on power

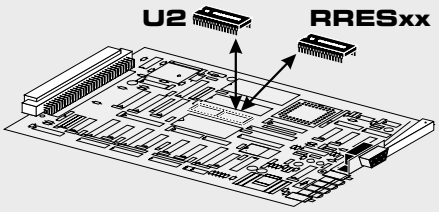
Follow up for both procedures

- An error message RAM ERROR will be displayed
- Press and hold the red reset switch for approx. 5 seconds (audible signal)
- Carry out basic setup (initial setup) as described on page 8 - 12
- If using a selectable paytable, carry out paytable configuration as described on page 13

Note:
Check and set DIP-switches on Master- and Comm Board before performing RAM Reset procedure!



Remove Master Board



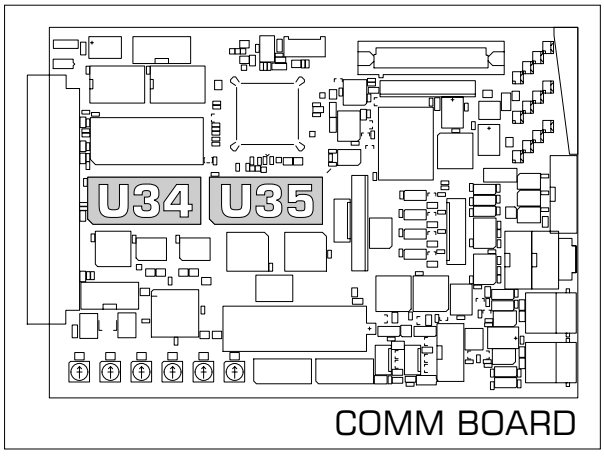
Exchange EPROM

Note:
It is strongly recommended to carry out the Ram Reset together with a Commboard Clear!

Comm Board Clear

To perform a Comm Board Clear, follow these steps.

1. Open the Main door.
2. Turn the machine power off.
3. Open the Logic box door.
4. Remove the Comm Board.
5. Replace the Comm Board software (U34 + U35) with the Comm Board Clear eproms.
6. Reinstall the Comm Board and turn the machine power on.
7. After 5-10 seconds the left LED (D19) begins to flash.
8. Turn the machine power off.
9. Remove the Comm Board.
10. Replace the CommBoard Clear eproms (U34 + U35) with the CommBoard software.
11. Reinstall the CommBoard and turn the machine power on.

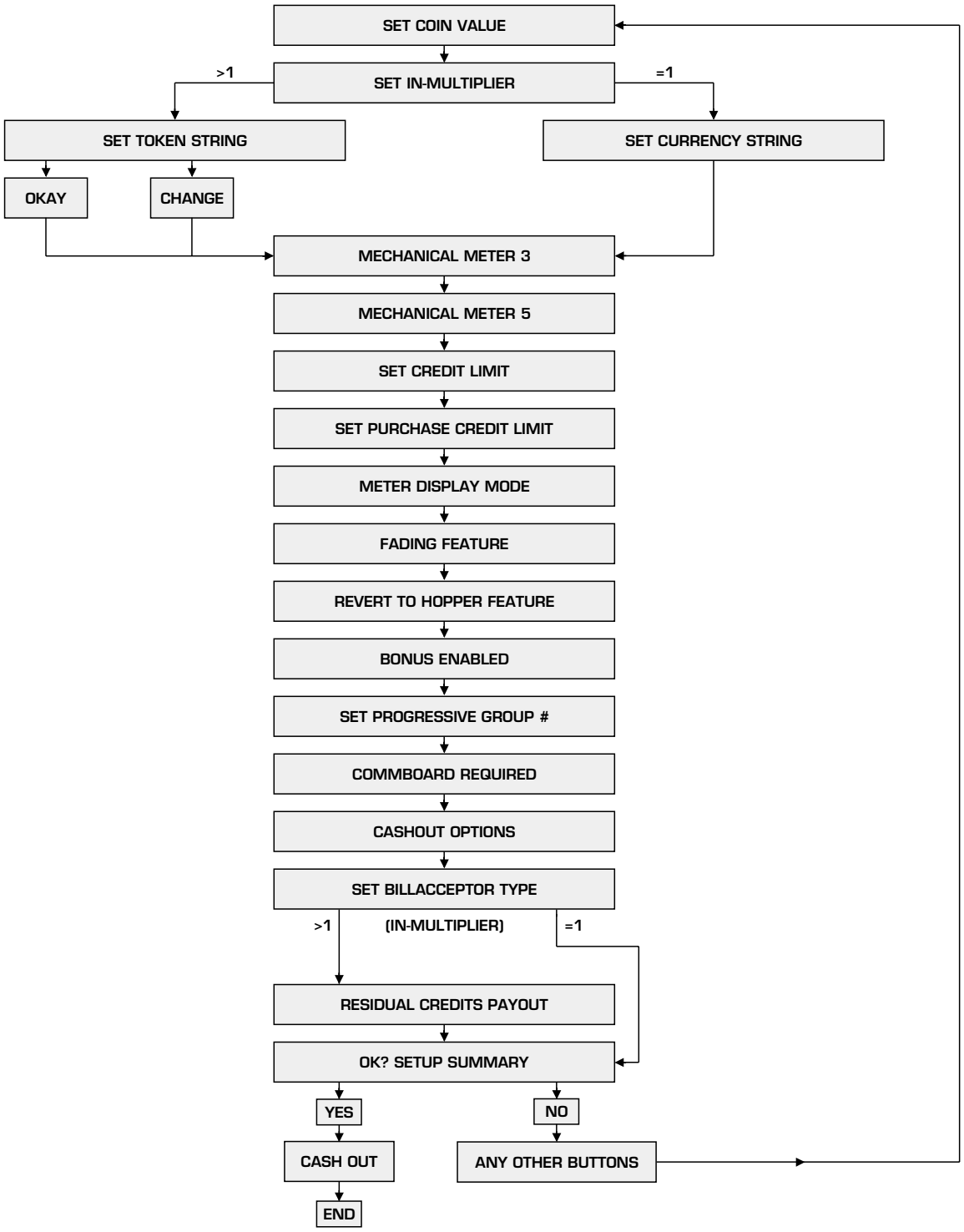


COMM BOARD

Note:
It is strongly recommended to carry out the Commboard Clear together with a Ram Reset!

Basic Software Setup (USA)

Overview of the setup procedure for **North American (USA)** software versions.



Basic Software Setup (USA)

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

SET IN-MULTIPLIER

- Select an In-Multiplier (number of credits given per coin or token). A specific value can be set by selecting *** and entering a value between 1 and 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-Mulitplier other than 1)

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

Note:
This is the setup procedure for the USA software. Some selections may or may not be available within some software versions.

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-Mulitplier other than 1)

- Confirm the preview or change the tokenisationstring as desired.

Displayed textbox will be:

1.00 $ BUYS 4 CREDITS

MECHANICAL METER 3

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

Note:
Mechanical Meter 1, 2, 4 and 6 are not programmable. They will be automatically set to:

Mechanical Meter 1
Credits Wagered

Mechanical Meter 2
Credits Won

Mechanical Meter 4
Hand Paid

Mechanical Meter 6
Jackpot

Mechanical Meter 6 can be configured to count Jackpot value (in credits) or Jackpot hits via PC Set-up. (Software Switches / Limits; Progressive Jackpot Meter Mode)

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).

METER DISPLAY MODE

- Select Display Mode (currency/credits) for credits won and credits wagered meters.

FADING FEATURE

- Select enabled or disabled. If enabled, all symbols which are not part of a winning combination are faded out during win presentation.

REVERT TO HOPPER FEATURE

- Select enabled or disabled. If enabled, a hopper payout is forced in case of a printer error.

BONUS ENABLE

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

Note:
Please make sure to have a Comm board software installed that supports "Bonusing" before activating this feature.

SET PROGRESSIVE 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.

Note:
Recommended for "ticket in - ticket out" machines.

CASHOUT OPTIONS

- Set "Tipping Money" and/or "Cashout Options" to YES or NO.

  If "Tipping Money" is enabled, players can cashout a tip. An additional menu is displayed, where the player can enter the tip amount.

  If "Cashout Options" is enabled, players can decide how the cash out amount is splitted into coins and vouchers. An additional menu is displayed where the player can enter the desired values.

Note:
"Tipping Money"
see manual "operating" page 5

"Cashout Options"
see manual "operating" page 6

SET BILL ACCEPTOR TYPE

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

RESIDUAL CREDITS PAYOUT

(only when In-Mulitplier 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.

  - **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

- A summery of all settings is displayed.

  Press "Cashout" button to confirm settings.
  or
  Press any other button to refuse setting. Init setup will restart from beginning.

Further procedure:

- If a machine is equipped with a selectable paytable, the machine will automatically enter the paytable configuration mode after Initial Setup Summary is confirmed (see next page).

- After the Paytable Configuration summary is confirmed, the machine will automatically enter the PC-Setup configuration mode.

Note:
If a non-selectable paytable is installed, proceed with PC-Setup configuration on page 14.

To change a non-selectable paytable follow the config key procedure on page 28.

SELECTABLE PAYTABLE PROCEDURE

1. Set number of reels

Depending on which versions are available in the paytable EPROM the Operator can choose his appropriate version.

Number of reels: 3 reels; 5 reels

2. Set number of lines

Depending on the versions available in the paytable EPROM, the Operator can choose his appropriate version.

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

3. Set bet per line

Depending on the versions available in the paytable EPROM, the Operator can choose one bet per line setting which complies with the Maxbet limit.
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.

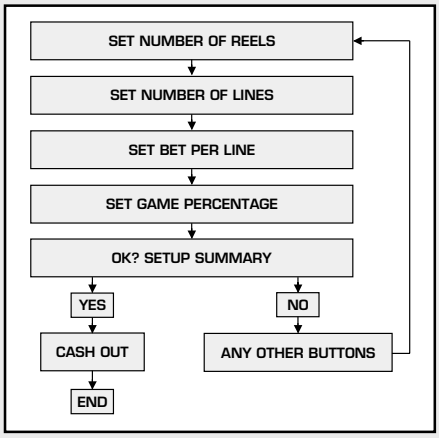
5 lines x **10** credits per line x **1**$ credit value = **50**$ Maxbet is invalid, selection not possible.

4. Set game percentage

Depending on the versions available in the paytable EPROM, the Operator can choose the required payout percentage.

5. Summary

After configuration, a summary will be displayed and the Operator can confirm or reject the settings. By rejection the procedure will automatically restart.



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

Software

PC Setup Procedure

Atronic Video Slots are delivered preprogrammed according to Customer Specific requirements.

Due to additional Hardware installation, Updated Software, installing a link progressive or Fault correction by the Operator, it may be necessary to re-program these options by means of PC-Setup.

After initial setup has been completed the machine will automatically start the PC-Setup screen. Do not skip this section! With P-Level main software installed, PC-Setup can only be run once, directly after initial setup! Further changes will need a RAM Reset.

PC-Setup versions

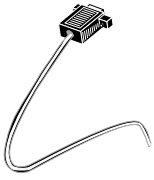
The information in the lower left hand corner of the PC-Setup start screen indicates which configuration software version to use on your notebook. Current P-Level main software uses "CNF12EC.exe".

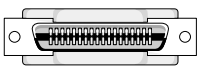
PC-Setup allows the operator to change the hardware configuration, coin and bill values, set software switches and limits and to configure ticket texts for the Westrex 4800 ticket printer.

The following equipment is necessary in order to use PC-Setup with Atronic machines.

Part-No	Nomenclature
6550 8733	PC-Setup-Device CNF12EC DOS

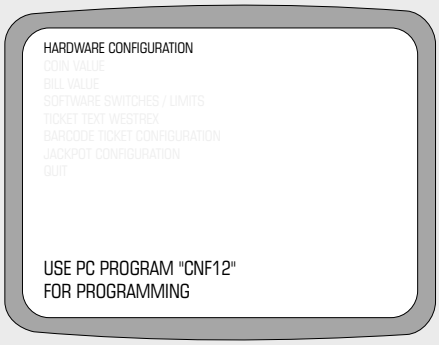
The PC-Setup-Device consist of the following parts:


PC-Setup cable


Dongle G/E 0300


PC-Setup Disk

The "PC_Setup" start screen:

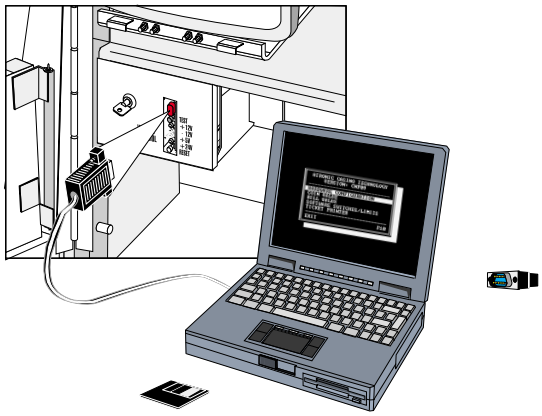


Note:
PC-Setup is not available for certain jurisdictions!

Software

PC-Setup : Preparation

- With the notebook switched off, connect the PC-Setup Dongle G/E 0300 to the printer port.
- Power up notebook and run it in **DOS** mode.
- Connect the PC Setup cable to the RS232 connector on the Master Board and then connect the other end to the notebook serial port (COM1).



- Select the directory in which the "CNF12EC.exe" program is installed and start the program.

  The "CNF12EC.exe" start screen:

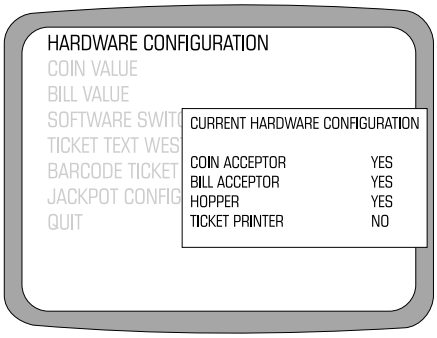
Note:
I/O port is set to COM1 by default. To use COM2 instead, start programm with parameter "CNF12EC COM2".

Data Transmission

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

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

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



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

START TRANSMISSION ON PC

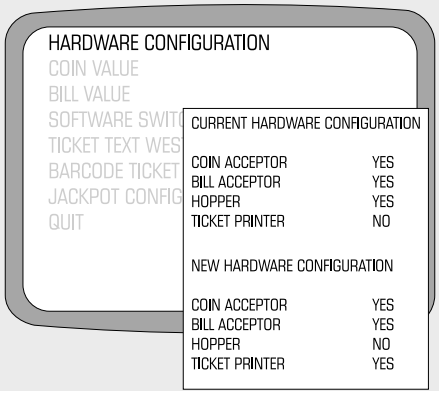
and immediatly pressing the appropriate key on the PC (F1: receive data, F2: send data).

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

COMMUNICATION ERROR

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

NOTE:
*It is recommended to **download the current machine configuration first** before changing settings and sending them back to the machine!*



Settings

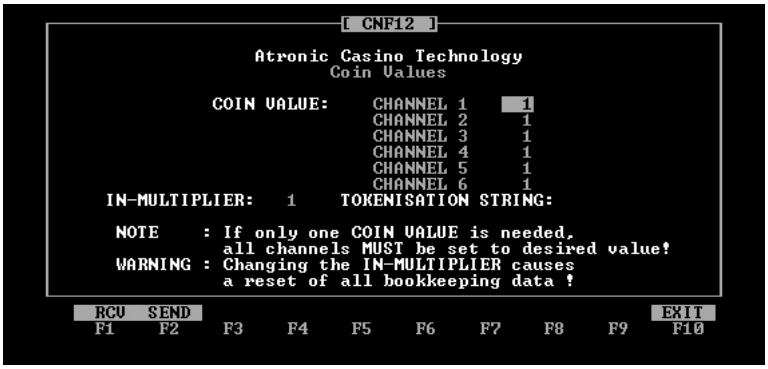
Hardware Configuration

This routine allows to configure the machine according to the actual installed hardware like coin and bill acceptor, hopper and ticket printer.

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

Note:
A hopper and a Westrex 4800 ticket printer can't be selected at the same time. All other selectable ticket printers in this list can be used together with a hopper.

Coin Values



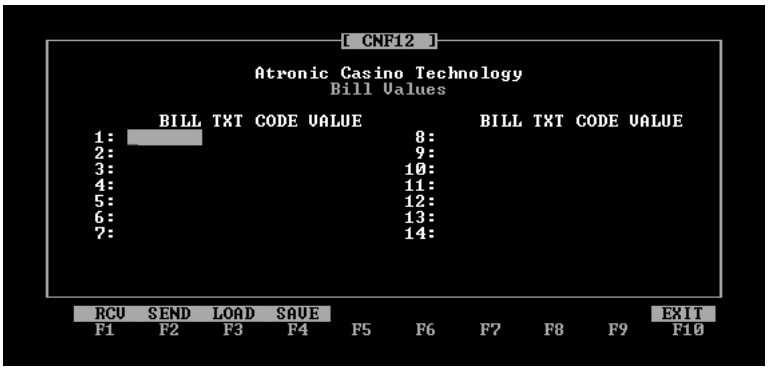
This routine allows to set the credits per coins. With coin comparitors which accept only one type of coin (e.g. CC16) all channels have to be set to the same value.

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.

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

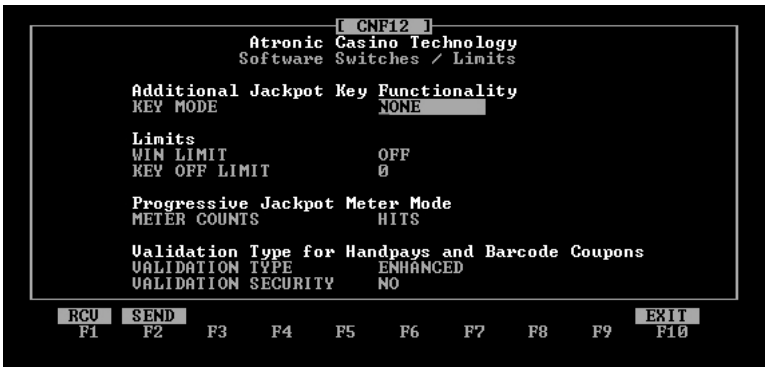
Bill Values



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:
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.

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.

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

Key Mode:

- NONE
  No additional function.

- KNOCK OFF
  If selected, turning the jackpot key will clear all player credits on the credit meter and book them to the "remote out" soft meter.

- REMOTE
  Enables the remote function, see "remote credit" in the operation section in this manual for additional information

Note:
In some jurisdictions only Key Mode : NONE is available!

Software

Software Switches / Limits (continued)

Win Limit:
- ON
  Enables the win limit

- OFF
  Disables the win limit

Key Off Limit:
- "0"
  The machine prints the voucher without any check of the current payout amount

- Higher than "0"
  The machine checks wether the payout amount is higher than the key off limit. If so, the machine locks and the voucher has to be confirmed by turning the jackpot key. After printing the voucher, the machine returns to game mode. If the payout amount is below the limit, the machine prints out the voucher immediatly.

Meter Counts:
- HITS
  In case of a progressive game, the number of progressive jackpot hits is booked to mechanical meter 6 (Jackpot).

- VALUE
  In case of a progressive game, the value of the progressive jackpot hits (in credits) is booked to mechanical meter 6 (Jackpot).

Validation Type:
- NONE
  No validation required. If a ticket printer is installed, the Master Board will create the validation number. The ticket printers uses this validation number for the barcode. The bill acceptor will **not** redeem these vouchers.
  Validation Security has **no** effect.

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.

*In some jurisdictions the win limit can **not** be disabled!*

When is NONE used?
Used for non-online accounting procedures (Westrex printer).

Note:
If no ticket printer is used, leave validation type : NONE (default).

If a ticket printer is used see manual "Ticket In - Ticket Out" for additional information!

- STANDARD
  The Comm board creates a 8-digit validation number upon ticket request and stores it in memory. When the validation number is verified valid (and stored) by the TITO host system the ticket is valid.
  Validation Security has **no** effect.

When is STANDARD used?
When an accounting system has TITO functionality. Setting not recommended.

- ENHANCED
  The Comm board creates a 16-digit validation number upon ticket request and stores it in memory. When the validation number is verified valid (and stored) by the TITO host system the ticket is valid. To create a enhanced validation number, a validation ID and a validation sequence number must maintain in memory.

When is ENHANCED used?
Typical setting if an accounting system has TITO functionality or a dedicated TITO host system is used. Used with most SAS based TITO systems

Validation Security:

NO
The validation number can be stored in a buffer, before it is fetched by the TITO host. Machine is playable without validation ID set.

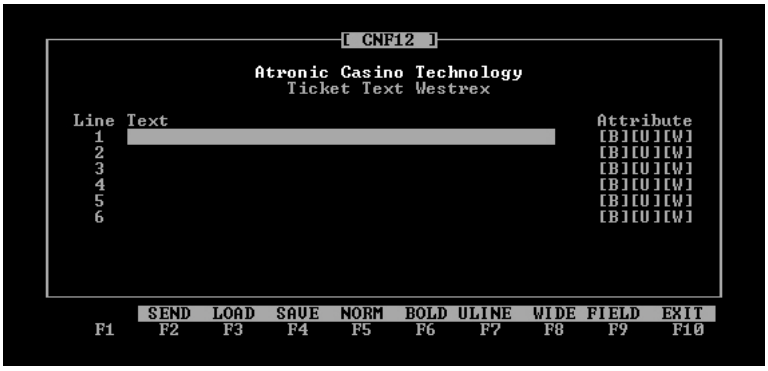
YES
The TITO host system fetches the validation number from the Comm board immediately upon ticket request. The validation number has to be verified valid and sent back to the Comm board, before the ticket can be printed. The machine will remain locked until a validation ID and a starting sequence number is set by the TITO host system (upon machine power up).

***Note**:*
Enhanced Validation also allows validation of handpays.

- SYSTEM
  Tickets require a 16-digit validation number plus a 2-digit validation system ID supplied by the accounting system at the time of the cash out. In this mode the Comm board may refuse validation, e.g. when the link to the accounting system is disabled. If validation is not possible, the machine will tilt and force a Handpay.
  Validation Security has **no** effect.

When is SYSTEM used?
When the accounting system supplies the validation number for a ticket.

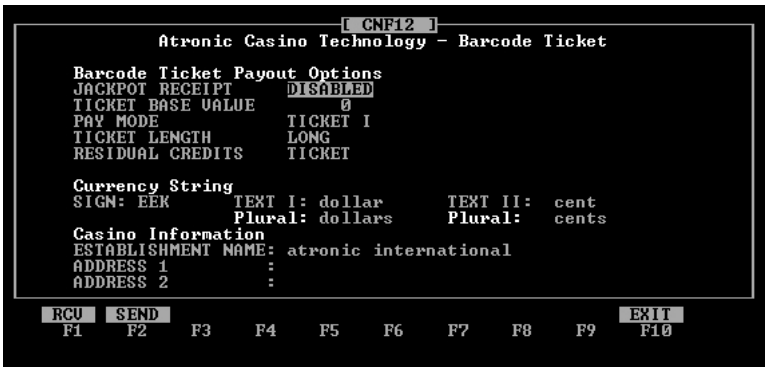
Ticket Text Westrex



This routine allows the definition of ticket texts issued by the Westrex 4800 ticket printer.
Dynamic values can be inserted into the text by pressing the "F9" key and selecting the appropriate value.
The text attributes of a single line can be changed with the "F5"-"F8" keys.

Note:
Only available if a Westrex 4800 ticket printer instead of a hopper is used.

Barcode Ticket



This routine allows configuration of ticket format and ticket handling.

Jackpot Receipt:

Set to ENABLED or DISABLED (default).
If set to ENABLED, a Jackpot reicept is printed when a (Jackpot) handpay is reset by the attendant. The reicept is intended for casino internal accounting use only and is not cashable or playable. System validation does not support Jackpot receipts.

Note:
A printed Jackpot receipt will not change the metering of the handpay.

Barcode Ticket (continued)

Ticket Base Value:

The TICKET BASE VALUE is the smallest unit amount (in credits), which will be printed on the ticket after a cashout, if the machine is configured with a ticket printer and a hopper.

- TICKET BASE VALUE = 0:
  All credits will be printed on a ticket. Automatically set, if Pay Mode TICKET 1 is selected.

- TICKET BASE VALUE = 1:
  All Credits up to the HOPPER LIMIT are paid via hopper. The rest is printed on a ticket. Automatically set if Pay Mode HOPPER 1 is selected.

- TICKET BASE VALUE **greater than** 1:
  Hopper pays up to the TICKET BASE VALUE. The rest is payed by ticket. This allows ticket values to be rounded to multiples of certain values, to prevent residual credits when the ticket is redemptioned by a machine with different denomination.

  For example: If TICKET BASE VALUE is set to 100 credits and In-Multiplier is 10, only tickets with values of $10, $20, $30 ... will be printed.

Pay Mode:

The "Pay Mode" determines how a pay out is splitted into Ticket- and Hopper pay outs. The pay mode of residual credits has to to be set seperately.

- TICKET 1
  All credits (incl. residual) are paid by a ticket. TICKET BASE VALUE is automatically set to 0.

- TICKET 2
  All credits up to the next TICKET BASE VALUE are paid by the Hopper. The rest is printed on a ticket.

- HOPPER 1
  The Hopper pays up to the Hopper Limit. The rest is printed on a ticket. TICKET BASE VALUE is automatically set to 1.

***Note**:*
TICKET BASE VALUE has to be smaller than HOPPER PAYOUT LIMIT.

***Note**:*
If the machine is tokenized and RESIDUAL CREDITS is set to TICKET, the residual credits are added to the ticket amount. This may result in tickets with odd values.

Examples:

TICKET BASE VALUE = 1
HOPPER LIMIT = 200 (in credits!)

Cashout 115 credits: 115 paid via hopper
0 paid via ticket

Cashout 215 credits: 200 paid via hopper
15 paid via ticket

TICKET BASE VALUE = 100
HOPPER LIMIT = 200 (in credits!)

Cashout 115 credits: 15 paid via hopper
100 paid via ticket

Cashout 215 credits: 15 paid via hopper
200 paid via ticket

Cashout 399 credits: 99 paid via hopper
300 paid via ticket

Cashout 500 credits: 0 paid via hopper
500 paid via ticket

Barcode Ticket (continued)

- HOPPER 2
  If the pay out is below HOPPER PAYOUT LIMIT:
  All credits are paid via Hopper.

  If the pay out is above HOPPER PAYOUT LIMIT:
  A ticket rounded to a (maximal) multiple of the TICKET BASE VALUE is printed. The rest is paid via hopper.

If selecting TICKET 2 or HOPPER 2, it is necessary to set a TICKET BASE VALUE. If no TICKET BASE VALUE is configured, the machine will automatically set a TICKET BASE VALUE equal to the In-Multiplier.

Ticket Length:

Different ticket lenghts can be configured (short/long).

Residual Credits:

- HOPPER
  Residual credits are handeled as set with Initial setup option RESIDUAL CREDITS PAYOUT (Handpay / Locked" or "No Handpay").

- TICKET
  Residual credits will be added to the ticket values.

Currency String:

Configure the currency strings that are printed onto the tickets. Default values are:

Sign: *$*	Text I: *Dollar* Plural: *Dollars*	Text II: *Cent* Plural: *Cents*

***Note**:*
Currency strings configurated in this menu, are also used in the "Cashout Options" screen and "Tipping Money" screen (if enabled).

Casino Information:

Casino name and address can be entered and will be printed on the ticket. Most accounting systems that use ENHANCED Validation will automatically configure (and overwrite!) these fields on power up. Depending on the accounting system this can take some minutes. Machine is locked without this field configured.

***Note**:*
When configuring this fields manually, make sure to fill in the same text that the accounting system uses.

Mainconfig for Windows

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

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

Part-No	Nomenclature
6550 8531	Mainconfig for Windows

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.

hldrv32.exe
Main_Setup.exe

To install the Hardlock Dongle drivers run **hldrv32.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**.

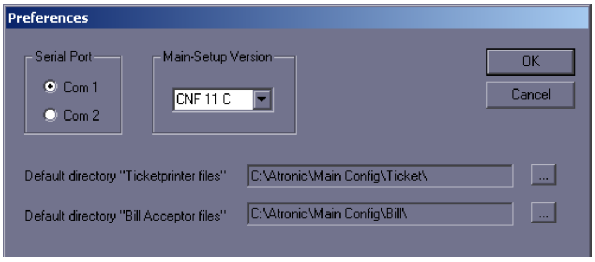
To start **Mainconfig for Windows** double click the **Main Config** icon.

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

Mainconfig for Windows

The **Mainconfig for Windows** setup procedure is similar to the DOS PC-Setup procedure.

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



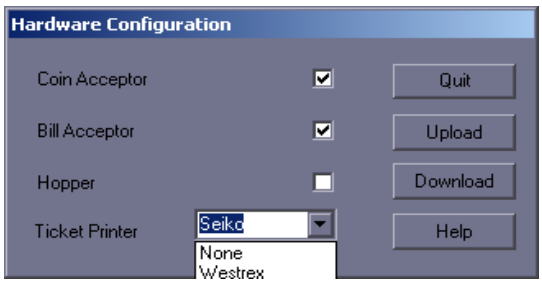
Click the down arrow next to Main-Setup Version to choose the CNF version required by the machine. Click "OK".

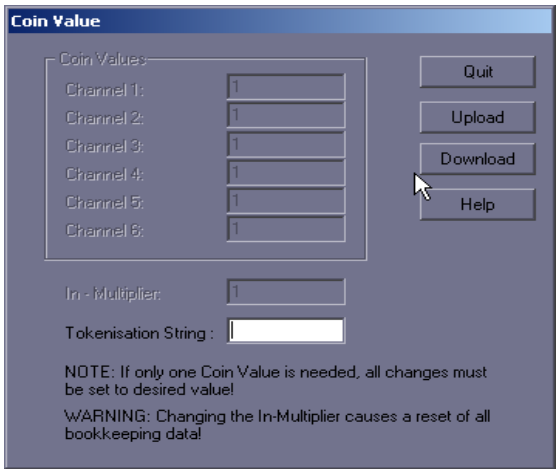
Click the "Main" tab enter the configuration sections of **Mainconfig for Windows**.

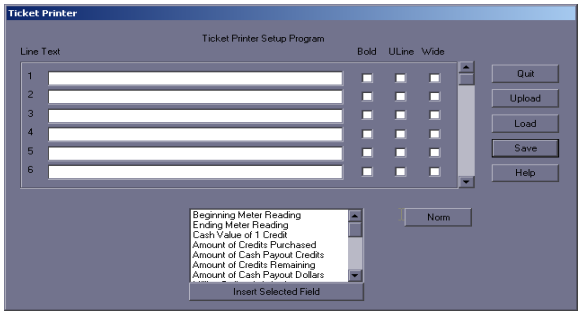
As with PC Setup always "Download" the current configuration of the machine, reconfigure, then "Upload" the new configuration back to the machine.

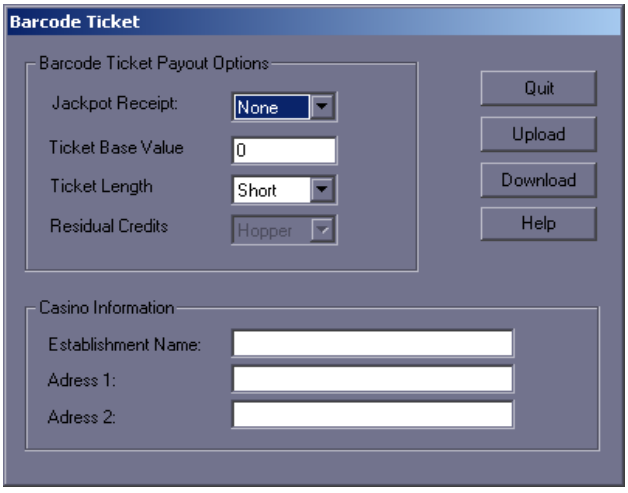
Note:
Mainconfig for Windows *uses the same Dongle, cable, and Atronic machine configuration as the PC Setup DOS version.*

Mainconfig for Windows Screen Shots





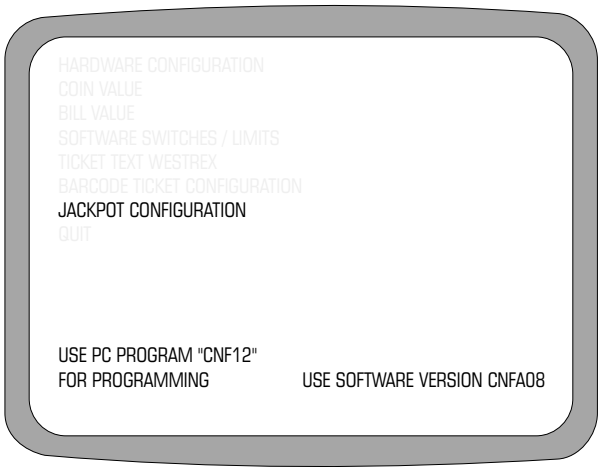




Jackpot Configuration

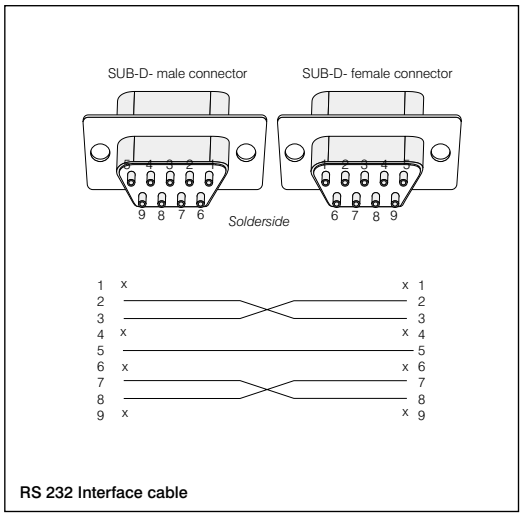
After initial setup has been completed the machine will automatically start the Jackpot Configuration screen. Do not skip this section! With P-Level main software installed, Jackpot Configuration can only be run once, directly after initial setup! Further changes will need a RAM Reset.

The Jackpot settings can be configured with the "CNFA08" software (DOS version) or "Alink Config for Windows" (WIN version).



See manual "Progressive Jackpot" for detailed information!

Interface Cable RS232



RS 232 Interface cable

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 Master Board
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 Config.

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

TROUBLESHOOTING:

1. Paytable EPROM Error

This message will be shown when the wrong Paytable is installed after the Config Key was initialized. 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.

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 configuration changes:

   a) Date/Time of configuration

   b) Config Key EPROM Version

   c) Change: Old Paytable => New Paytable

   d) Statistical Data:

Credits Wagered:
Total value which has been bet.
(in credits or currency, depending on the Meter Display Mode configuration in the Initial Setup)

Credits Won:
Total value which has been won, except wins that result in a hand pay.
(in credits or currency, depending on the Meter Display Mode configuration in the Initial Setup)

True In:
Total value of accepted coins, bills, card cashable in, card non cashable in, card promotionial in, voucher cashable, voucher non cashable *and* voucher promotional.
(in credits)

True Out:
Total value of cashed out coins, card cashable out, card non cashable out *and* voucher cashable out.
(in credits)

Hand Paid:
Total value which has been hand paid **initiated by a cash out.** Credits cancelled + key credit out.
(in credits)

Games Played:
Total number of games played.

(cont.)

Jackpot Hits:

- Non progressive configuration:
  Total number of Top Award hits.

- Progressive configuration:
  Total number of progressive Jackpot hits.

Jackpot:

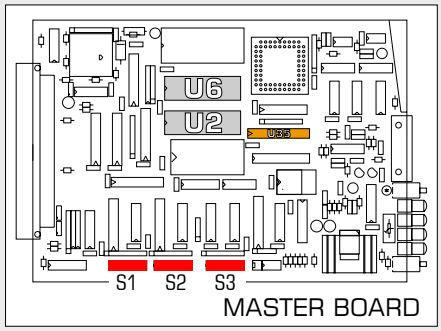
- Non progressive configuration:
  Total value of Top Awards won, including all wins that **directly** end in a hand pay (wins above the Win Limit, Celebration Limit and Active Credit Limit, including bonus wins that exceed these limits).

- Progressive configuration:
  Total value of wins that **directly** end in a hand pay (wins above the Win Limit, Celebration Limit and Active CreditLimit, including bonus wins that exceed these limits), except progressive wins!

3. RAM Reset
   In case of a RAM RESET **all** bookkeeping data is cleared!

DIP-Switch Settings

P-Level main software



DIP-Switch 1

Switch			Description
1-1			**not used**
1-2			**Hopper empty procedure**
ON			Hopper must be refilled, payout continues after main door is closed
OFF			Left amount is hand paid
1-3	**1-4**		**Over maximum payout limit procedure**
OFF	OFF		Pay limit from hopper, rest hand paid
OFF	ON		Total amount is hand paid
ON	OFF		Pay coins from hopper until amount reaches next full hundred, rest is hand paid
1-5			**not used**
1-6			**not used**
1-7	**1-8**	**2-2**	**Coin in procedure**
ON	ON	OFF	Inserted coins are added to the BET or IN meter until maximum bet is reached,further coins are rejected
ON	ON	ON	Inserted coins are added to the BET or IN meter until maximum bet is reached, the game is started automatically at maximal bet
OFF	ON		Inserted coins are added to the BET or IN meter until maximum bet is reached, further coins are added to the CREDIT meter
OFF	OFF		Inserted coins are added to the CREDIT meter, the IN meter is not displayed

DIP-Switch 2

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

DIP-Switch 3

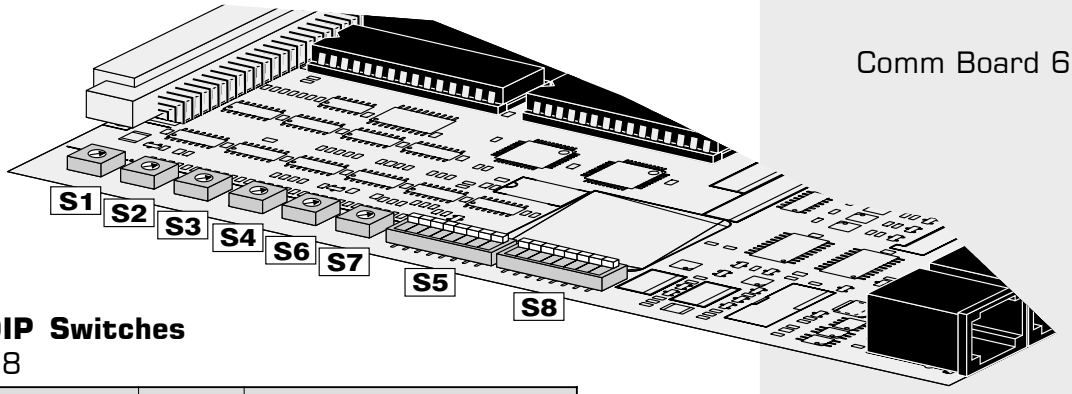
Switch			Description
3-1			**not used**
3-2			**not used**
3-3			**not used**
3-4			**not used**
3-5			**not used**
3-6			**not used**
3-7			**Coin diverter malfunction procedure**
ON			GM locks with error message
OFF			Diverter malfunction is not reported
3-8			**Bill validator operation mode**
ON	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

Note:
DIP-Switches for a standard game type are shown. Some games may have different or additional settings. See software sheets for a specific game.

DIP Switch Settings for SAS Protocol

P-Level comm software (new naming only)

Comm Board 68k



DIP Switches

S8

Switch			Description	Affected LongPolls
8-2				
OFF			Prog JP Chann 1	0x80, 0x86
ON			Prog JP Chann 2	
8-3				
OFF			EFT Chann 1	0x22 to 0x26, 0x28, 0x29
ON			EFT Chann 2	0x62 to 0x67, 0x28, 0x29
8-4				
OFF			Bonus Chann 1	0x2E, 0x8A, 0x8B
ON			Bonus Chann 2	
8-5				
OFF			Control Chann 1	0x03 to 0x07, 0x0A to 0x0C
ON			Control Chann 2	0x94, 0xA8
8-6				
OFF			Coupon Chann 1	0x4C, 0x4D, 0x57, 0x58, 0x70, 0x71
ON			Coupon Chann 2	0x7D (Exp 0x3F, 0x57, 0x67, 0x68)
8-7				
OFF				CB sends Total drop meter to host
ON				CB sends Coin drop meter (Bally)
8-8				
ON				Message if accountingsystem isn´t connected
OFF				No message if accountingsystem isn´t connected

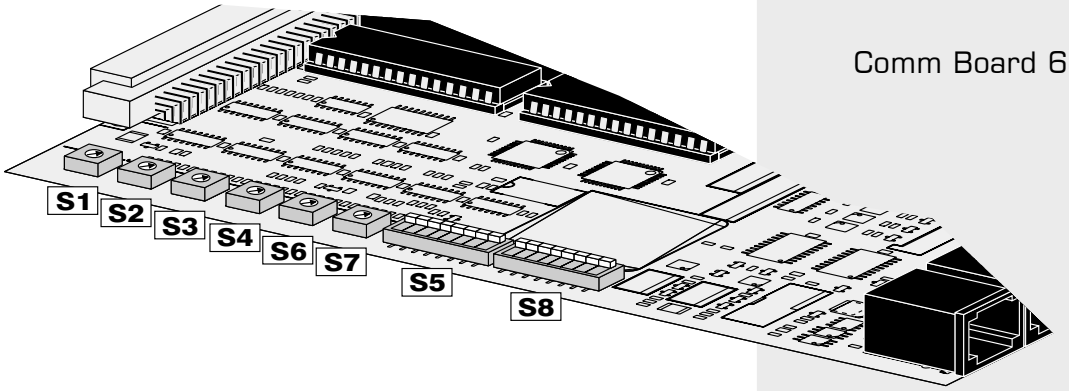
S5

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

Table refers to software version P_S5-xx-xxx.

Other versions may use different DIP settings !!!

DIP Switch Settings for SAS Protocol



Comm Board 68k

Rotary Switches
S1-S4, S6, S7

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