Atronic
Great Games Great People

Cashline™

Software / Basic Setup P-Level 3.0

Rev. 1.1

May 2005

www.atronic.com

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Content

Introduction

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

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

With P-Level main software installed, PC Setup and Jackpot Configuration can only be run once, directly after Initial Setup! Further changes will need a RAM Reset!

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

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

Please contact Atronic Technical Service to obtain appropriate equipment.

Topics to be found in additional manuals

Following topics can be found in manual "Operating".

- Components
- Operating procedures
- Audit Menu
- Service Menu

Following topics are covered by additional manuals:

- Installation and 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.

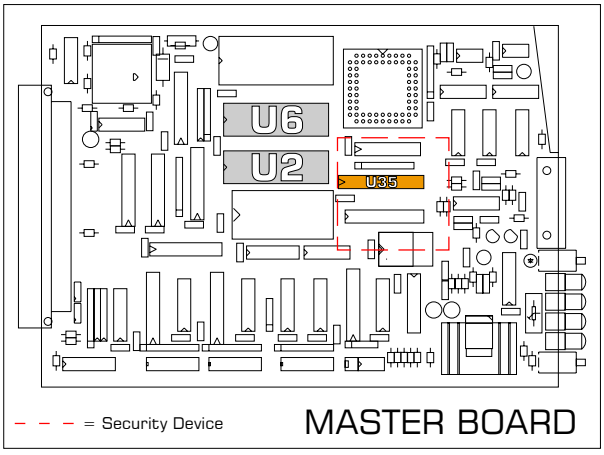
***Note**:*
*All mentioned manuals can be found on a CD-ROM titled "**Atronic Service manual 2005**"*

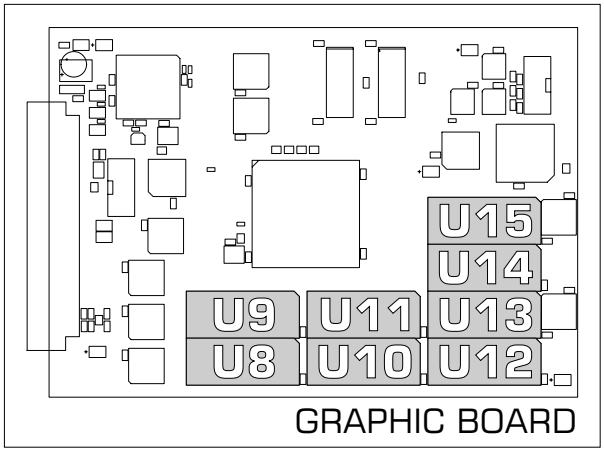
If this manual did not came with this CD-ROM, please ask Atronic Technical Service for a free copy.

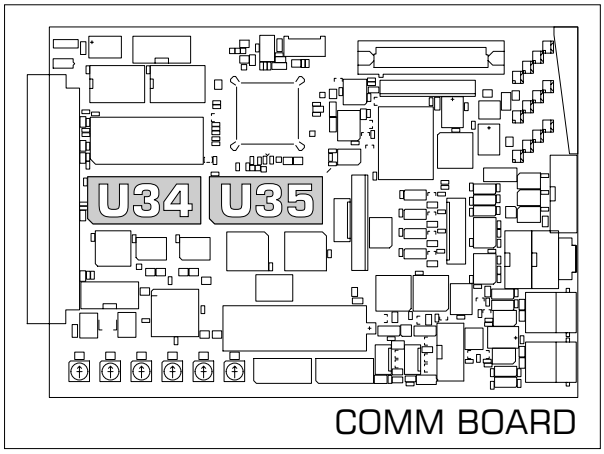
Software

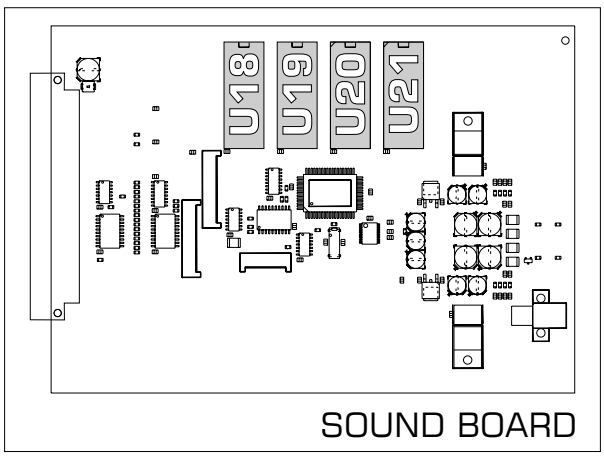
Location of Software EPROMs

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







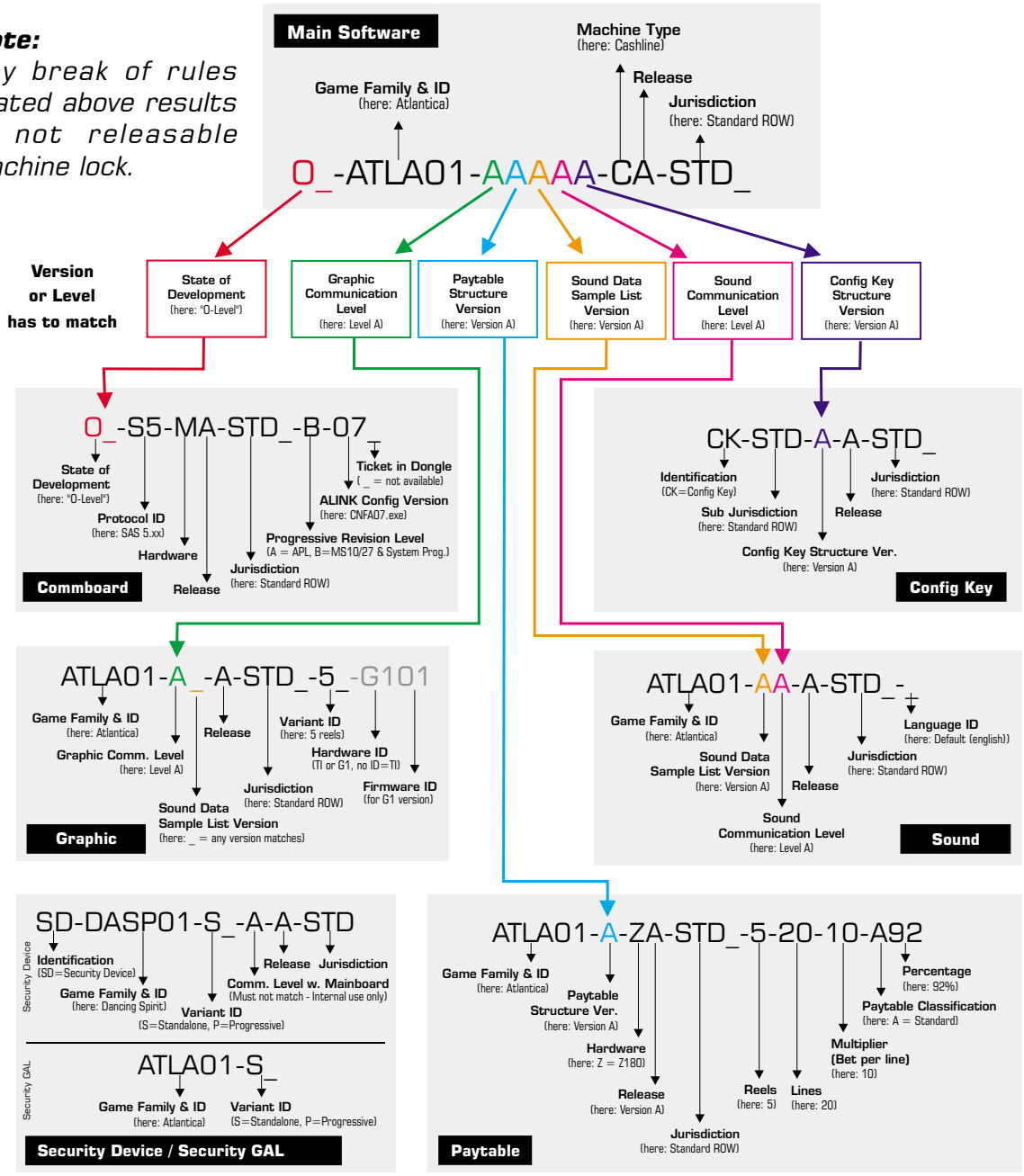


Definitions of EPROM naming

Atronic EPROMs are named 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.*

Clear Memory Procedure

Introduction

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

Check and set DIP-switches on Master- and Comm board before performing Clear Memory Procedure! DIP Switch settings see Appendix page 45 - 47.

For PC Setup configuration a PC Setup kit is required, see page 26!

For Jackpot configuration a PC Setup kit and the "CNFA08" (DOS version)- or "Alink Setup" (Windows version) configuration software is required, see page 41!

The clear memory procedure covers:

RAM Reset 09

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

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

continues next page

The clear memory procedure covers (cont.)

RAM Reset 11

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

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

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

Comm board Clear

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

Configuration Key (CONFIG Key)

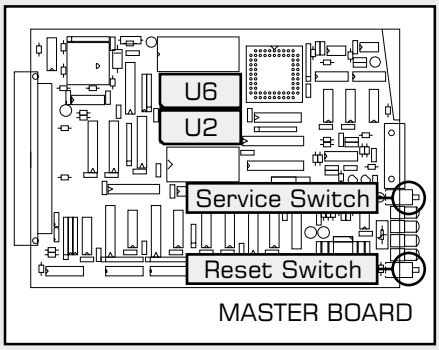
Enable selectable paytable applicability or clear CONFIG CRC error by means of CONFIG Key EPROM.

Clear Memory Procedure w. RAM Reset 09

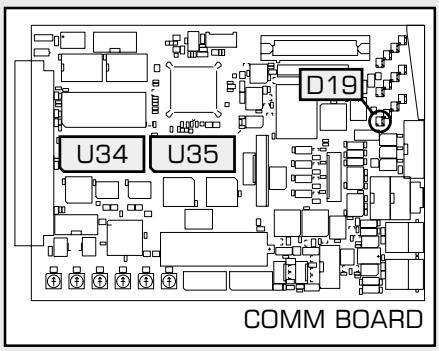
Statistical data and Softmeters cleared	Init Setup settings cleared	Menu Setup settings cleared	PC Setup settings cleared
Yes	Yes	Yes	Yes

1. Switch off power and remove Master- and Comm board.
2. Replace Main EPROM U2 on the Master board with CLEAR EPROM RRES_09.
3. Replace Paytable EPROM U6 on the Master board with CONFIG Key EPROM.
4. Replace Comm EPROMS U34 & U35 on the Comm board with COMM CLEAR EPROMS.
5. Reinstall Master- and Comm board and switch on power.
6. Wait approx. 10 seconds. An audible signal confirms the RAM RESET and a flashing LED (D19) on the Comm board confirms the COMM BOARD CLEAR.
7. Switch off power and remove Master- and Comm board.
8. Replace CLEAR EPROM RRES_09 with original Main EPROM U2 on the Master board.
9. Replace COMM CLEAR EPROMS with original Comm EPROMS U34 & U35 on the Comm board.
10. Reinstall Master- and Comm board and switch on power.
11. After some seconds the message "CONFIG EPROM DETECTED, PLEASE RESTART WITH ORIGINAL PAYTABLE EPROM (U6)" is displayed.

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



MASTER BOARD



COMM BOARD

Clear Memory Procedure w. RAM Reset 09
continued

12. Switch off power and remove Master board.

13. Replace CONFIG Key EPROM U6 with original paytable EPROM.

14. Reinstall Master board and switch on power.

15. After some seconds the message "RAM ERROR" is displayed.

16. Press and hold the red reset button for approx. 5 seconds (audible signal).

17. Carry out Initial Setup as described on page 18.

Clear Memory Procedure w. RAM Reset 11

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

1. Switch off power and remove Master- and Comm board.
2. Replace Main EPROM U2 on the Master board with CLEAR EPROM RRES_11.
3. Replace Paytable EPROM U6 on the Master board with CONFIG Key EPROM.
4. Replace Comm EPROMS U34 & U35 on the Comm board with COMM CLEAR EPROMS.
5. Reinstall Master- and Comm board and switch on power while holding that button pressed, you have choosen from the table above.
6. Hold button pressed until an audible signal confirms the RAM RESET and a flashing LED (D19) on the Comm board confirms the COMMBOARD CLEAR.
7. Switch off power and remove Master- and Comm board.
8. Replace CLEAR EPROM RRES_09 with original Main EPROM U2 on the Master board.
9. Replace COMM CLEAR EPROMS with original Comm EPROMS U34 & U35 on the Comm board.
10. Reinstall Master- and Comm board and switch on power.

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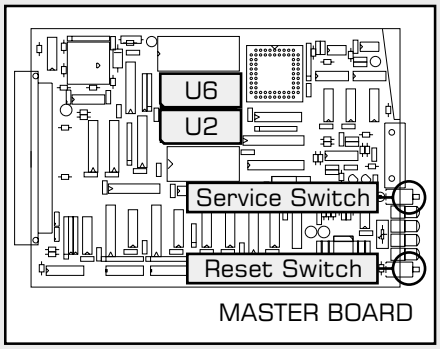
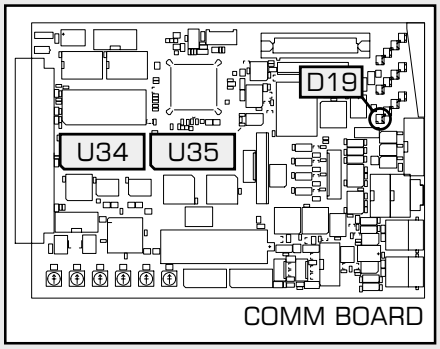
***Note**:*
Make sure to have the EPROM mounted correct. The sockets' groove and the EPROMs groove have to point to the same direction.



MASTER BOARD



COMM BOARD

Clear Memory Procedure w. RAM Reset 11
continued

11. After some seconds the message "CONFIG EPROM DETECTED, PLEASE RESTART WITH ORIGINAL PAYTABLE EPROM (U6)" is displayed.

12. Switch off power and remove Master board.

13. Replace CONFIG Key EPROM U6 with original paytable EPROM.

14. Reinstall Master board and switch on power.

15. When the message "RAM ERROR" is displayed, press and hold the Reset Button for approx. 5 seconds until confirmation sound is played.

Following procedures

- If Initial Setup setting were not cleared, the machine starts with the Setup Summary screen where settings can be checked and altered.

- If Initial Setup settings were cleared the machine starts the Initial Setup with default settings. Carry out Initial Setup as described on page 18.

- If all settings were cleared (both buttons) the machine starts with the message "MENU SETTINGS SET TO DEFAULT", which can be cleared by turning the Audit Key. Carry out Initial Setup as described on page 18.

Configuration Key (Config Key)

INTRODUCTION

Selectable Paytable

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

Configuration Key

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

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

Please contact Atronic Technical Service to obtain a appropriate version.

CONFIG KEY PROCEDURE

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

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

-> Proceed on page 24

continues next page

Config Key procedure continued

TROUBLESHOOTING:

1. Paytable EPROM Error

This message is shown when a wrong Paytable is installed.

- The machine LOCKS UP
- Install the correct Paytable EPROM.

2. Config CRC Error

This message is shown when:

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

or

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

Information stored in the RAM in case of a paytable configuration change

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

2. The "Config Key Changes" Menu (Service Menu / Config Key Changes) is introduced to store the last 10 configuration changes:

   a) Date/Time of configuration

   b) Config Key EPROM Version

   c) Change: Old Paytable => New Paytable

   d) Statistical Data:

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).

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.

ATTENDANT PAID CANCELLED 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.

continues next page

***Note**:
Is displayed in currency, if "meter display mode" has been set to currency during Initial Setup.

d) Statistical Data (cont.)

GAMES PLAYED
Number of games played.

JACKPOT HITS
- Non progressive configuration:
  Number of Top Award hits.

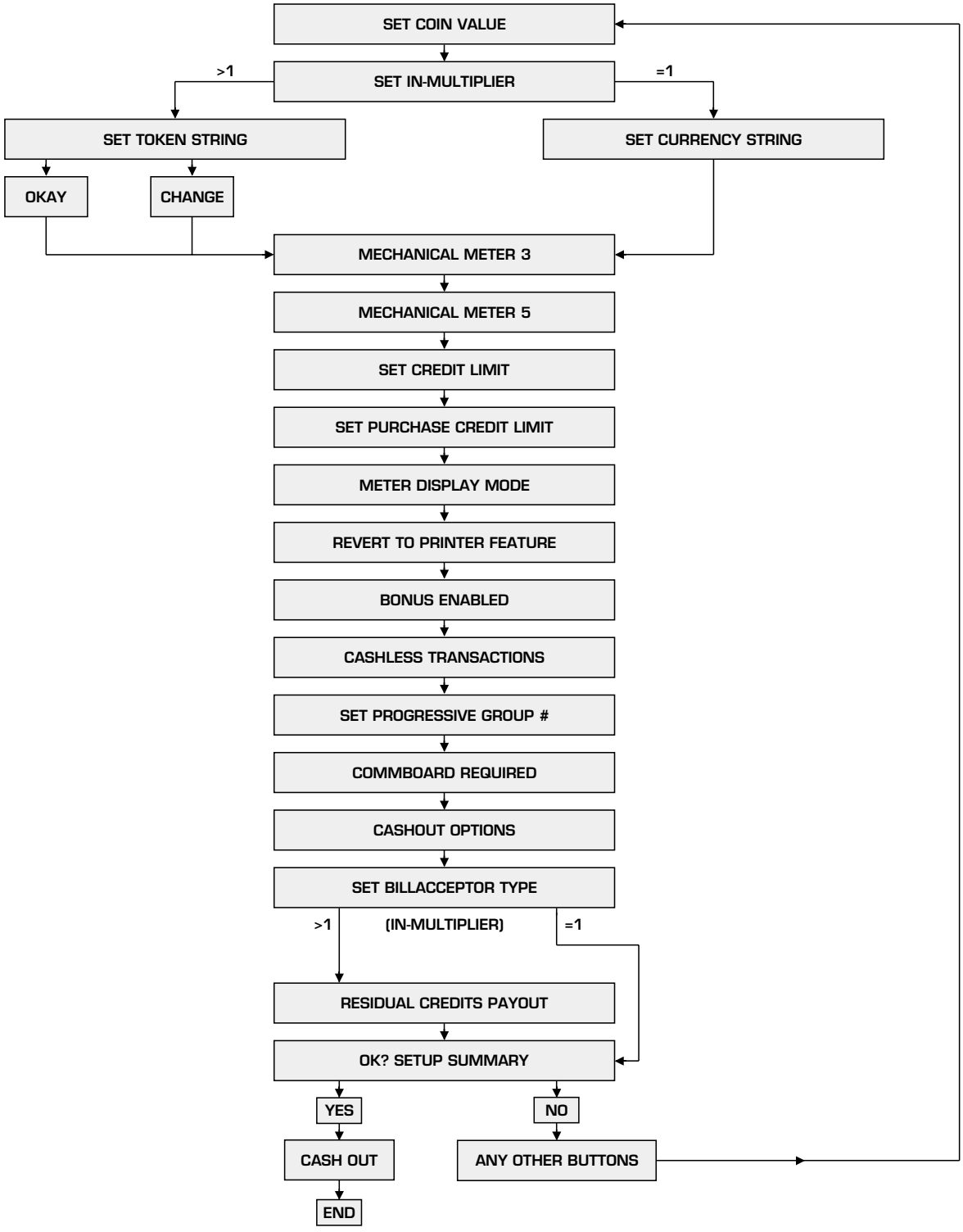
- Progressive configuration:
  Number of progressive Jackpot hits.

JACKPOTS WITH PROGRESSIVE AND BONUS
Total value of credits paid by an attendant, resulting from a win which automatically leads to a handpay, Jackpot wins (including progressive Jackpot wins) and bonus awards paid by an attendant.

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

Initial Setup (USA)

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



Initial Setup (USA)

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

Note:
This is the setup procedure for the USA software. Depending on software version some softmeters are not displayed!

Procedure
During the first power up the following message is displayed:

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

- Press and hold the red reset switch on the master board until an acoustic signal sound (approx. 10 seconds) is played.

- A menu is displayed on the monitor (select item with lit buttons, cash out button confirms selection):

SET COIN VALUE

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

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

Set coin value = 1
(range 0.00 - 5000.00)

SET IN-MULTIPLIER

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

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

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

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

Set string = $

PREVIEW FOR TOKENISATIONSTRING FOR ON SCREEN DISPLAY
(only if In-Mulitplier other than 1)

- Confirm the preview or change the tokenisation-string 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
Coin In
(Mech. Meter label: Credits Wagered)

Mechanical Meter 2
Coin Out with Bonus
(Mech. Meter label: Credits Won)

Mechanical Meter 4
Attendant Paid Cancelled Credits
(Mech. Meter label: Hand Paid)

Mechanical Meter 6
Jackpots with Progressive and Bonus
(Mech. Meter label: Jackpot)

For a detailed Mechanical Meter description see Appendix page 43.

MECHANICAL METER 5

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

SET CREDIT LIMIT

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

Note:
*"Set Credit Limit" value has to be **higher** than "Set Purchase Credit Limit" value!*

SET PURCHASE CREDIT LIMIT

- Select desired limit (maximum amount of credits the machine will allow to accumulate to the credit meter by inserting coins, bills, vouchers or EFT´s).

METER DISPLAY MODE

- Select Display Mode (currency or credits) for Coin IN, Coin OUT with Bonus, Coin OUT and Bill IN statistical meter.

REVERT TO PRINTER FEATURE

- Select enabled or disabled.

  Enabled: In case of a hopper error a pay out via ticket printer is forced and the machine locks until the error is cleared.

  Disabled: In case of a hopper empty/jam error and **hopper empty procedure** is set to Refill Mode, the machine locks and continues pay out after hopper refill.

  In case of a hopper empty/jam error and **hopper empty procedure** is set to Handpay Mode, a handpay is forced and the machine locks until the error is cleared.

Note:
*Set "**hopper empty procedure**" via DIP switch 1/2 on the master board.*

ON = Refill Mode
OFF = Handpay Mode

BONUS ENABLED

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

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

CASHLESS TRANSACTIONS

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

SET PROGRESSIVE GROUP#

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

Leave Group at 0 (zero) for:

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

Set Group for:

- System Progressive

COMMBOARD REQUIRED

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

Note:
Set to YES if communication to online system is necessary.

CASHOUT OPTIONS

- Set "TIPPING MONEY" and/or "CASHOUT OPTIONS" to YES or NO.
  - If "TIPPING MONEY" is enabled, players can cash-out 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.

  If enabled the corresponding buttons are displayed in the "Cashout Request" screen, which is shown when the "Cash Out" button was pressed.

Note:
For detailed information regarding "Cashout Request", "TIPPING MONEY" and "CASH-OUT OPTIONS" see manual Operating P-Level (sw ver 3.0).

SET BILL ACCEPTOR TYPE

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

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:

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

CASHABLE / PLAYABLE

- If no limit is exceeded (e.g. hopper payout limit) the hopper pays out all credits which are a multiple of the coin value. The residual credits stay on the credit meter and have to be played off or paid out by pressing the cash out button resulting in a handpay.

- If a limit is exceeded (e.g. hopper payout limit) the whole credit meter value is paid out as a handpay.

- If only residual credits are on the creditmeter, the cash out button has to be pressed twice to pay out the credit meter value by means of a handpay.

FORCED PLAY OFF

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

SETUP SUMMARY

- A summery of all settings is displayed.

  Press "Cash Out" button to confirm settings.
  or
  Press any other button to refuse settings. Initial Setup will restart from beginning.

Further procedure:

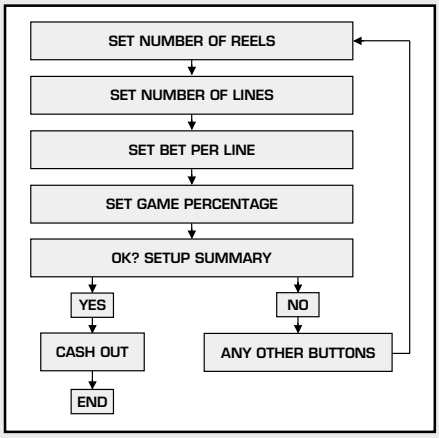
- The machine will automatically enter Paytable Configuration after Initial Setup Summary is confirmed.

  If a **selectable paytable** is installed, follow the configuration procedure on next page.

  If a **non-selectable paytable** is installed, proceed with PC-Setup configuration on page 26.

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

Selectable Paytable Procedure



1. Set number of reels

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

Number of reels: 3 reels; 5 reels

2. Set number of lines

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

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

Set according to button legends!

3. Set bet per line

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

Set according to button legends!

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

*Examples: Maxbet Limit = **5**$*

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

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

Selectable Paytable Procedure continued

4. Set game percentage

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

example:

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

5. Summary

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

PC Setup

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.

Introduction

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

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

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

PC Setup is not available for all jurisdictions!

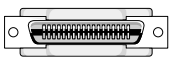
Atronic has developed a version of PC Setup for computers with a Windows OS called **Mainconfig for Windows**.

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

PC Setup Kit

PC-Setup Disk

PC-Setup cable



Dongle G/E 0300

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Introduction (cont.)

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

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

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

Mainconfig for Windows installation

- Copy the two files from the PC Setup Disk (**hldrv32.exe**; **Main_Setup_v6-v13.exe**) to your HDD.
- Execute **hldrv32.exe** and follow the instructions on screen to install the Hardlock Dongle device drivers. After installation a PC reboot is necessary.
- Execute **Main_Setup_v6-v13.exe** and follow the instructions on screen to install the **Mainconfig for Windows**.

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

Connect the notebook to the machine

Follow this procedure to connect the notebook to the machine:

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

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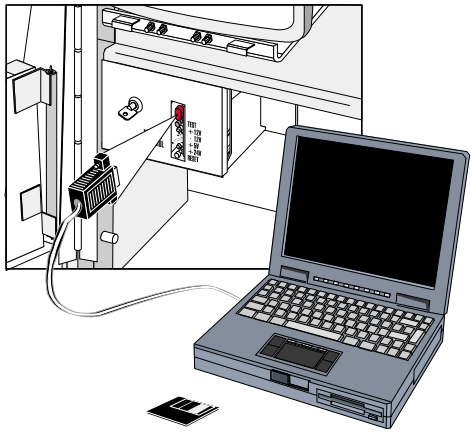
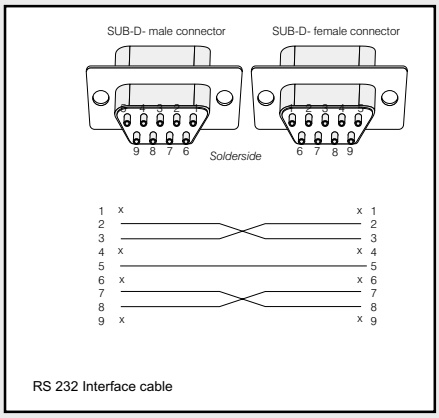
Connect the notebook to the machine (cont.)

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

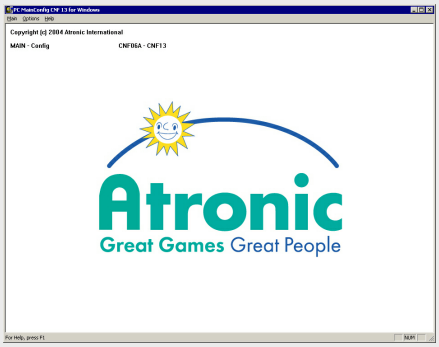


PC-Setup Cable RS232:



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

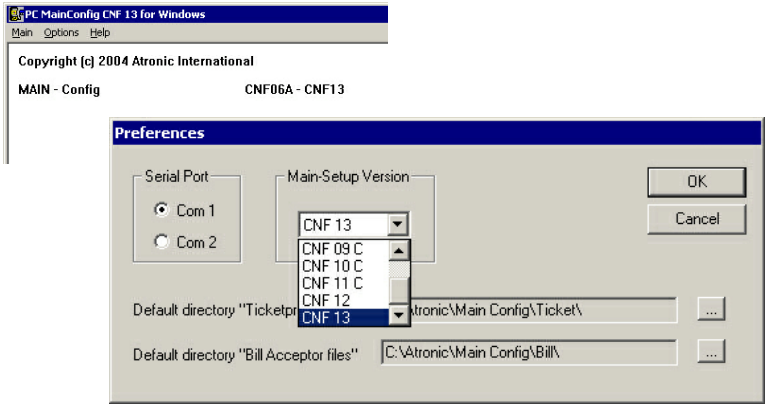
The "Mainconfig for Windows" start screen:



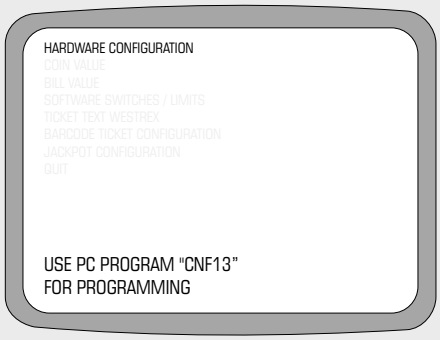
Identify and select required CNF version

The information in the lower left of the PC Setup start screen indicates which configuration software version to use on your notebook. Current P-Level main software uses "CNF13".

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



The "PC-Setup" start screen:

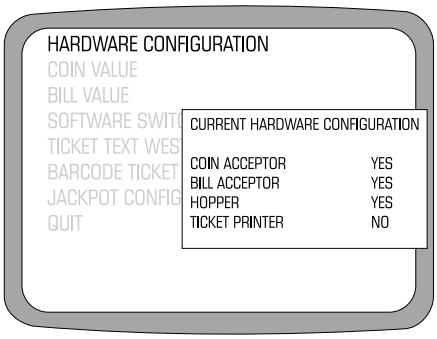


Data Transmission - Slot Machine <-> Notebook

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

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

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



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

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

START TRANSMISSION ON PC

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

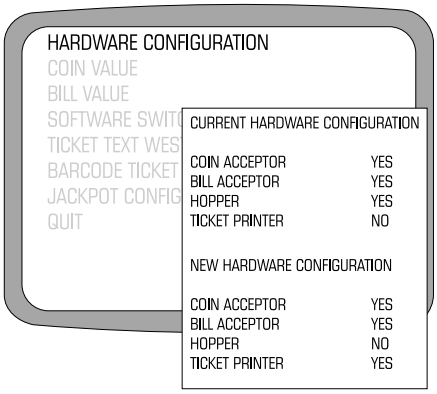
continues next page

Data Transmission (cont.)

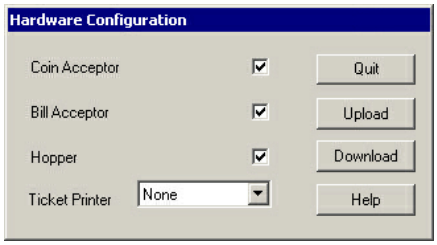
- When the connection between the machine and the PC can't be established, the following message is displayed:

COMMUNICATION ERROR

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



Settings - Hardware Configuration

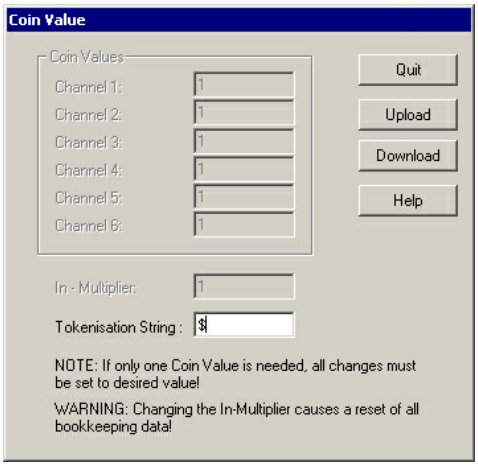


This routine allows to configure the machine according to the actual installed hardware. Enable or disable coin and bill acceptor, hopper and set ticket printer type.

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

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

Settings - COIN VALUE



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

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

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

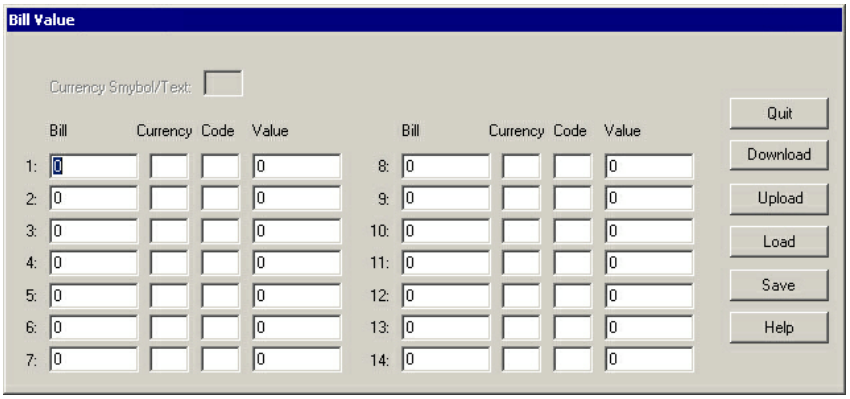
Edit the tokenisation string to change the denomination code. Changing the denomination code doesn't affect the machines coin value!

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

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

Changing the machines coin value requires a RAM reset!

Settings - BILL VALUE



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

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

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

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

GPT Bill Validator:

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

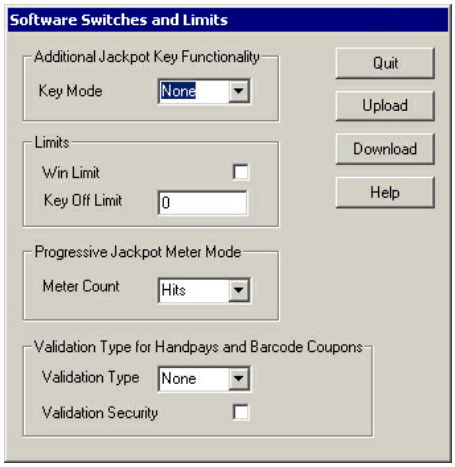
JCM Bill Validator:

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

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

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

Settings - SOFTWARE SWITCHES / LIMITS



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

Key Mode

- **NONE**
  No additional function.
- **KNOCK OFF**
  Not used, setting will be ignored by machine.
- **REMOTE**
  Not used, setting will be ignored by machine.

Win Limit

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

In most jurisdictions the win limit (1200$) can not be disabled and any setting will be ignored by the machine!

continues next page

Key Off Limit

- **"0"**
  The machine prints vouchers 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.

Progressive Jackpot Meter Mode

Meter Counts
Meter counts is set automatically to VALUE, any setting will be ignored by the machine.

- **VALUE**
  Total value of credits paid by an attendant, resulting from a win which automatically leads to a handpay, Jackpot wins (including progressive Jackpot wins) and bonus awards paid by an attendant is booked to Mechanical Meter 6 (Jackpots with Progressive and Bonus).

Note:
For a detailed Mechanical Meter description see Appendix page 43.

Validation Type

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!

- **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.

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

continues next page

Validation Type (cont.)

- **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.

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

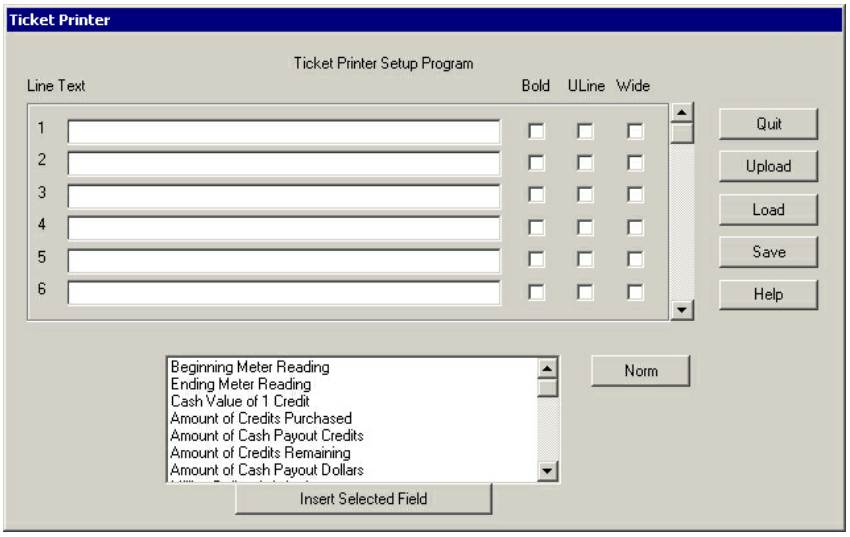
YES
The TITO host system fetches the validation number from the Comm board immediately upon ticket request. The validation number has to be verified valid and sent back to the Comm board, before the ticket can be printed. The machine will remain locked until a validation ID and a starting sequence number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

- **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.

Only available if a Westrex 4800 ticket printer is used, instead of a hopper!

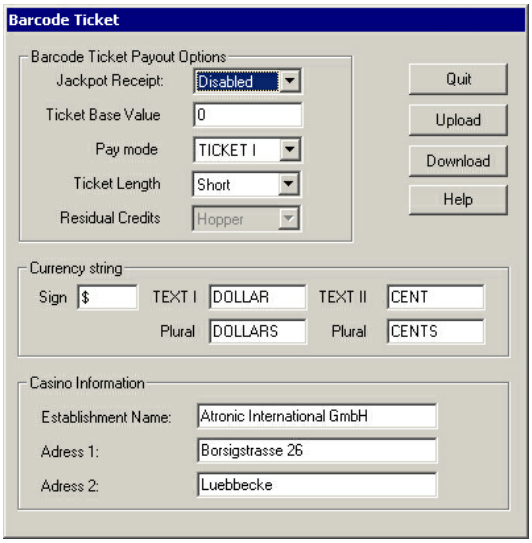
Choose the desired dynamic values and insert the required value (e.g. Cash Value of 1 Credit) by clicking on the "Insert Selected Field" button.
or / and
Insert casino customized text (e.g. "Voucher 20 minutes valid").

The text attributes of each line can be set to bold, underlined and wide by checking / unchecking the corresponding boxes.
By clicking the Norm button the text attributes of a selected line are set to default (no text attributes set).

Use the "Load" button to open a previous saved configuration.

Use the "Save" button to save the actual configuration to hard drive.

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 receipt is printed when a (Jackpot) handpay is reset by the attendant. The receipt is intended for casino internal accounting use only and is not cashable or playable. System validation does not support Jackpot receipts.

Ticket Base Value

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

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

continues next page

Ticket Base Value (cont.)

- **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 has to be smaller than HOPPER PAYOUT LIMIT!
Hopper Payout Limit can be configured in Service Menu/Menu Setup/Hopper Payout Limit.

- **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.

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.

For examples of different TICKET BASE VALUE settings see Appendix page 48 - 50.

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 as a ticket.
  TICKET BASE VALUE is automatically set to 0.

continues next page

Pay Mode (cont.)

- **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.

  Hopper Payout Limit can be configured in Service Menu/Menu Setup/Hopper Payout Limit.

- **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.

For examples of different PAY MODE settings see Appendix page 48 - 50.

Ticket Length

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

When using a Seiko Ticket Printer set Ticket Lenght allways to LONG!

Residual Credits

- **HOPPER**
  Residual credits are handled as set with Initial setup option RESIDUAL CREDITS PAYOUT ("Cashable / Playable" or "Forced Play Off").

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

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.

Currency String

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

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

Currency strings configured 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.

When configuring this fields manually, make sure to fill in the same text that the accounting system uses!

ONLY USE ENGLISH ALPHABET!

Jackpot Configuration

Do not skip this section if a jackpot configuration is required! With P-Level main software installed, Jackpot Configuration can only be run once, directly after initial setup! Further changes will need a Memory Clear procedure as described on pages 8 - 13.

In this routine a progressive Jackpot (e.g. Atronic Progressive Link) can be configured by means of "CNFA08" configuration software (DOS version) or "Alinkconfig for Windows" configuration software (WIN version).

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

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

Appendix

Mechanical Meter (Hardmeter)

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

MECHANICAL METER 1

COIN IN

(Mechanical Meter label: 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.

MECHANICAL METER 2

COIN OUT WITH BONUS

(Mechanical Meter label: 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).

MECHANICAL METER 3

Depending on configuration during Initial Setup Mechanical Meter 3 counts:

TOTAL DROP

(Mechanical Meter label: Coins Drop)

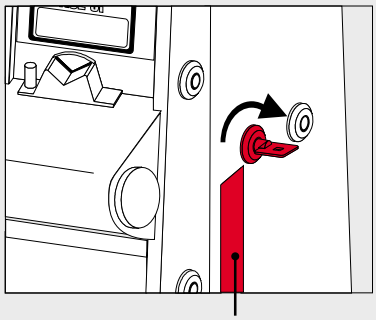
Bills / Voucher in stacker + coins to dropbox.

or

COIN DROP

(Mechanical Meter label: Coins Drop)

Total value of coins to dropbox.



Mechanical Meter

Note:
Turning the Audit Key illuminates the Mechanical Meter!

continues next page

Mechanical Meter (Hardmeter) continued

MECHANICAL METER 4

ATTENDANT PAID CANCELED CREDITS
(Mechanical Meter label: Hand Paid)

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

MECHANICAL METER 5

Depending on configuration during Initial Setup Mechanical Meter 5 counts:

GAMES PLAYED
(Mechanical Meter label: Games)

Number of games played.

or

TOT. BILLS CRED.
(Mechanical Meter label: Games)

Total value of accepted bills in credits.

or

BILL IN
(Mechanical Meter label: Games)

Total value of accepted bills in currency.

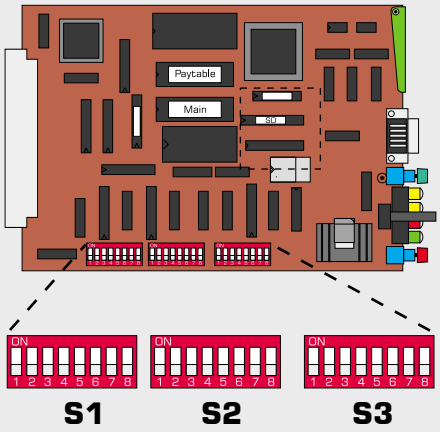
MECHANICAL METER 6

JACKPOTS WITH PROGRESSIVE AND BONUS
(Mechanical Meter label: Jackpot)

Total value of credits paid by an attendant, resulting from a win which automatically leads to a handpay, Jackpot wins (including progressive Jackpot wins) and bonus awards paid by an attendant.

Master board DIP Switch Settings

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



Switch S1		*Description*
1-1		**not used**
1-2		**Hopper empty procedure**
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		**ROM signature**
ON		ROM calculation over 5MB main and 1MB paytable 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		**Win payout procedure for all wins**
ON		Pay win amount from hopper / ticket printer
OFF		Add win amount to the credit meter
2-2		**not used**
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 amout "0"
OFF		GM pays top prize amount 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 with standard slot panel)
2-8		**Number of candles**
ON		Top light with 2 lamps
OFF		Top light with 3 lamps

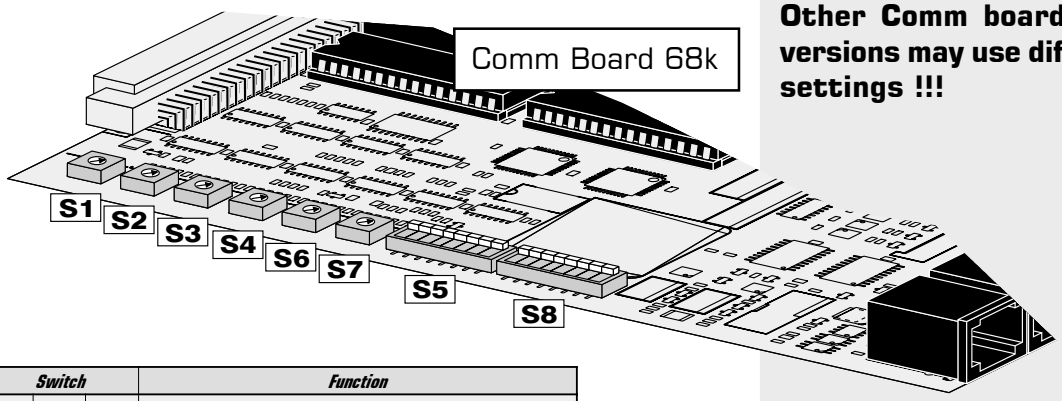
Switch S3		*Description*
3-1		**not used**
3-2		**not used**
3-3		**not used**
3-4		**not used**
3-5		**not used**
3-6		**not used**
3-7		**Coin diverter malfunction procedure**
ON		GM locks with error message
OFF		Diverter malfunction is not reported
3-8		**Bill validator operation mode**
ON		Accepted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

Comm board DIP Switch Settings

for SAS Protocol

P-Level 3.0 Comm board software only!

Other Comm board software versions may use different DIP settings !!!



DIP-Switch 5

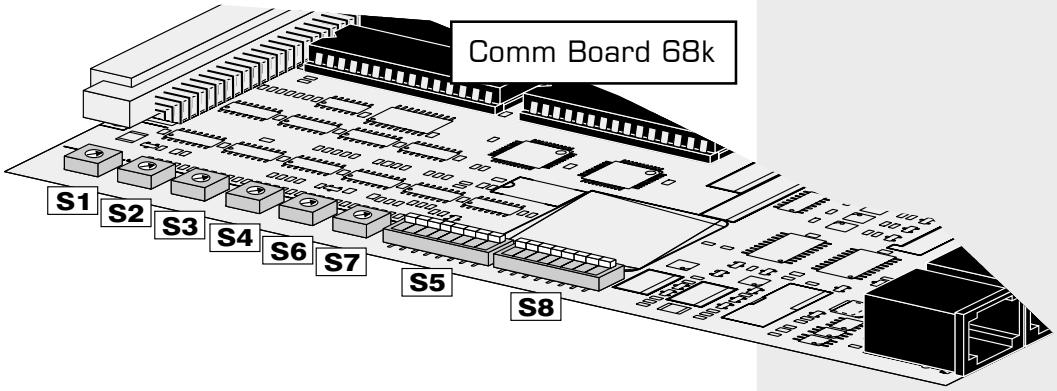
Switch			Function
5-1	5-2	5-3	
OFF	OFF	OFF	Mikohn MS-10 Progressive
ON	OFF	OFF	Accounting Progressive
OFF	ON	OFF	APL Progressive (if included in eprom)
ON	ON	OFF	Mikohn MS-27 Mystery
OFF	OFF	ON	Mikohn MS-27 Mystery + Progressive
ON	OFF	ON	Accounting System 3rd Channel
OFF	ON	ON	not used, defaults to 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

DIP-Switch 8

Switch			Description	Affected LongPolls
8-1				
OFF				
ON				2 Channel coupon redemption (chan 1 bally promotional, chan 2 EZP)
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

Comm board DIP Switch Settings

for SAS Protocol



Rotary Switches
S1-S4, S6, S7

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

Pay Mode Examples

This sections shows some examples, how different settings for "PAY MODE", "TICKET BASE VALUE" AND "RESIDUAL CREDITS" affect pay outs.

Common values for all examples:
In-Multiplier = 10
Hopper Payout Limit = 200 credits

***Note**:*
*Within Menu Setup "Hopper Payout Limit" is given in **coins**. This value has to be multiplied by the In-Multiplier to get the "Hopper Payout Limit" in **credits**.*

1. Pay Mode set to TICKET 1

All credits (incl. residual) are paid via ticket.
Settings for "Residual Credits (Init Setup and PC-Setup)" does not affect pay out.

2. Pay Mode set to TICKET 2

Ticket Base Value = 100 credits.

a) Residual Credits (PC-Setup) set to HOPPER

Cashout 9 credits:
0 by hopper; 0 by ticket
9 residual credits handled as set in Init Setup

Cashout 199 credits:
90 by hopper; 100 by ticket
9 residual credits handled as set in Init Setup

Cashout 299 credits:
90 by hopper; 200 by ticket
9 residual credits handled as set in Init Setup

b) Residual Credits (PC-Setup) set to TICKET

Cashout 9 credits:
0 by hopper; 9 by ticket

Cashout 199 credits:
90 by hopper; 109 by ticket

Cashout 299 credits:
90 by hopper; 209 by ticket

continues next page

Pay Mode Examples continued

Common values for all examples:
In-Multiplier = 10
Hopper Payout Limit = 200 credits

3. Pay Mode set to HOPPER 1
Ticket Base Value set to 1.

a) Residual Credits (PC-Setup) set to HOPPER

Cashout 9 credits:
0 by hopper; 0 by ticket
9 residual credits handled as set in Init Setup

Cashout 199 credits:
190 by hopper; 0 by ticket
9 residual credits handled as set in Init Setup

Cashout 299 credits:
200 by hopper; 99 by ticket
(Residual credits are added to the ticket value, if cashout is above Hopper Payout Limit.)

b) Residual Credits (PC-Setup) set to TICKET

Cashout 9 credits:
0 by hopper; 9 by ticket

Cashout 199 credits:
190 by hopper; 9 by ticket

Cashout 299 credits:
200 by hopper; 99 by ticket

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Pay Mode Examples continued

Common values for all examples:
In-Multiplier = 10
Hopper Payout Limit = 200 credits

4. Pay Mode set to HOPPER 2
Ticket Base Value set to 100 credits.

a) Residual Credits (PC-Setup) set to HOPPER

Cashout 9 credits:
0 by hopper; 0 by ticket
9 residual credits handled as set in Init Setup

Cashout 199 credits:
190 by hopper; 0 by ticket
9 residual credits handled as set in Init Setup

Cashout 299 credits:
90 by hopper; 200 by ticket
9 residual credits handled as set in Init Setup

b) Residual Credits (PC-Setup) set to TICKET

Cashout 9 credits:
0 by hopper; 9 by ticket

Cashout 199 credits:
190 by hopper; 9 by ticket

Cashout 299 credits:
90 by hopper; 209 by ticket