AUSTRIAN GAMING INDUSTRIES
NOVOMATIC GROUP OF COMPANIES

User Manual

For machine type:

NOVOSUPERVISION™ Kernel 8.0 **FV-626 CF2**

45M626U1UK-01

Austrian Gaming Industries GmbH
Wiener Strasse 158 · A-2352 Gumpoldskirchen · Austria · Europe · Tel.: +43-2252-606 · www.austrian-gaming.com · e-mail: support@novomatic.com

All technical information contained in this manual has been developed and compiled with great care and has been reproduced taking advantage of advanced controlling mechanisms. The manufacturer reserves the right to make changes to this manual at any time.

AUSTRIAN GAMING INDUSTRIES GmbH gives no guarantee and accepts no legal responsibility (neither as a liability nor in any other way) for any errors and consequences that may arise from incorrect statements or incorrect use.

The author welcomes any notifications of errors or ambiguities. The product names used in this manual may be registered trademarks and / or brands of the relevant companies belonging to the Novomatic Group.

This manual is part of the device and must be passed on together with the device to any new owner or holder of the device. It must be kept for the whole useful life of the device and must be accessible to technical staff at all times.

The instructions contained in this manual must be strictly observed.

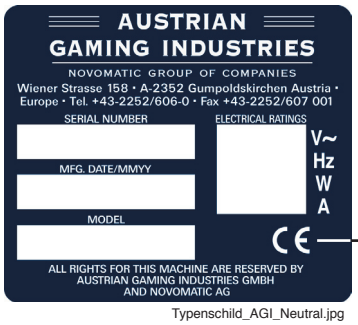
This manual was created in accordance with the European norm EN 62079:2001 and is valid for

NOVOSUPERVISION™ (FV-626 CF2) Kernel 8.0

until a newer manual version is released. The version number of the User Manual is indicated as the identification number on the inner page margin.

45M626U1UK-01

For identification of the device refer to the ID plate attached on either side of the device.
The plate also contains the required official approval symbol (CE, CSA).



space for official approval symbol

Typenschild_AGI_Neutral.jpg

Illustr. 0.1 ID Plate

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About this manual

This manual is meant to be a permanent source of reference for the user. The individual sections contain important information about:

- Installation
- Handling
- Use
- Service
- Repairs

This manual is divided into five sections. Each chapter explains a specific area of how to use the machine. In the enclosure you find the table of figures, the EC-declaration of conformity and the glossary.

Part I	**Introduction**	general information of the machine general information of different components and elements technical data
Part II	**Installation**	installation and initialization of the machine
Part III	**Troubleshooting**	description of possible sources of errors
Part IV	**Game and Software**	error messages of the software accounting system possibilities of configuration and initialization
Part V	**Hardware**	description of individual components and elements of the machine
Annex		table of illustrations EC-Declaration of conformity glossary

45M626U1UK-01

Table of contents

45M626U1UK-01

Legend

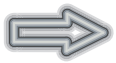
DANGER
Alludes to dangerous situations for the operator (risk of electric shock).

ATTENTION
Special, situational and operational danger warnings.

INFORMATION
Provides further information and/or explanation.

NOTE
Provides additional instructions and tips.

TROUBLESHOOTING
Explains the debugging of different errors.



Refers to a related subject / part of this manual.

Technical Data

Manufacturer

Austrian Gaming Industries GmbH
Wiener Strasse 158
A-2352 Gumpoldskirchen
Austria

Type

NOVOSUPERVISION™
FV-626 CF2 (Video)

Dimensions in mm (l x h x d) (without base)

540 x 1726 x 413 (with topper)

Weight

approx. 100 kg

Power supply

230 V / 50 Hz / 1,6 A
resp. 110 V / 60 Hz

Power

250 W

Fuses

T 3 A 15 (230 V)

Favourable operating temperature in °C

10 - 35

Humidity in %

30 % - 80 %
(non-condensing)

Place of identification details

ID-Plate on the side of the machine.

Thermal danger

Certain parts become hot during operation and cause injuries!

Electrical danger

Whenever the machine is open, voltaged parts can be touched!
Power down the machine whenever you do repair or maintenance work!

Mechanical danger

Note that some flanges within the device are sharp-edged and cause injuries!
Improper handling and closing of the device can lead to contusion!

45M626U1UK-01

Part I Introduction

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45M626U1UK-01

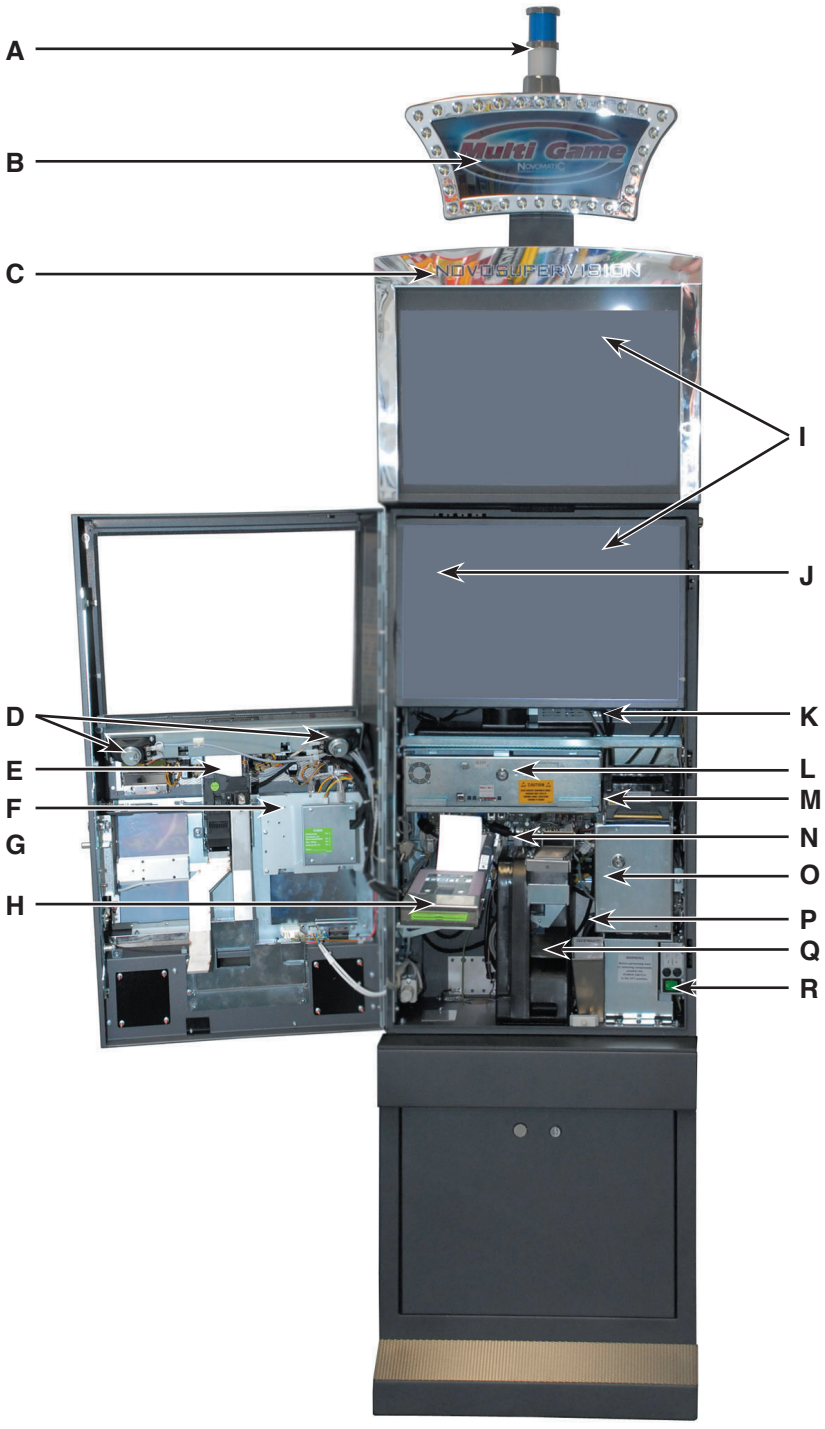
I.1 Operating elements

F_626CF2_Gesamtansicht.jpg

Illustr. I.1.1 Operating elements

45M626U1UK-01

I.2 Description of components



F_626CF2_Komponenten.jpg

Illustr. I.2.1 Description of components

A Top light
B Topper
C Square top frame illumination
D Broad band loudspeaker
E Coin acceptor
F Mechanical meters
G Key panel module
H Ticket printer
I Monitors
J Power distribution box (behind monitor)
K Switching power supply
L COOLFIRE II mainboard
M Bill acceptor
N COOLFIRE II backplane
O Stacker box
P Bass loudspeaker (behind stacker box)
Q Hopper
R Switch module incl. main switch

45M626U1UK-01

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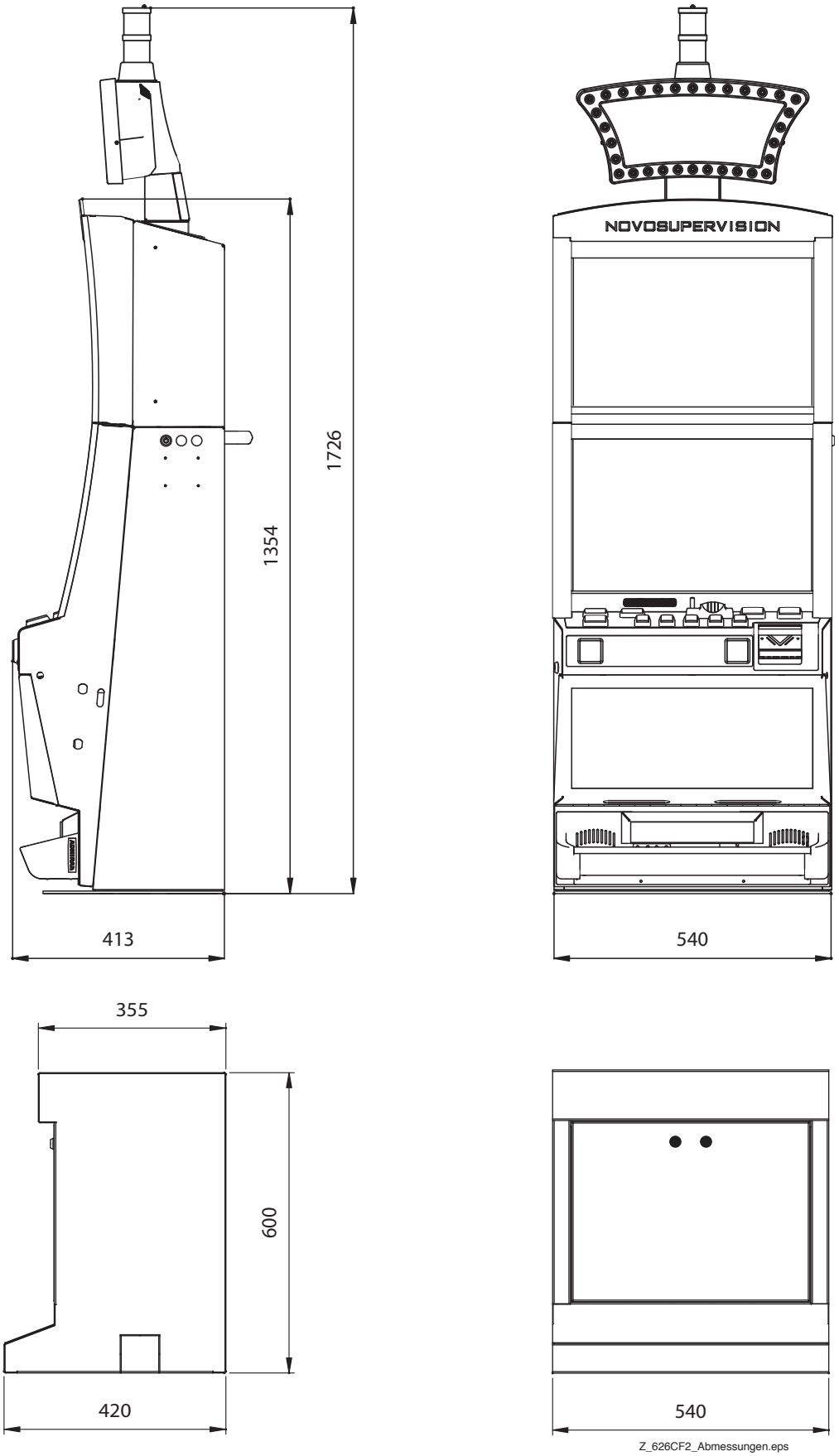
I.3 Machine dimensions

Weight depending on model up to max. 100 kg (incl. base).



Illustr. I.3.1 Machine dimensions

45M626U1UK-01

45M626U1UK-01

Part II Installation

45M626U1UK-01

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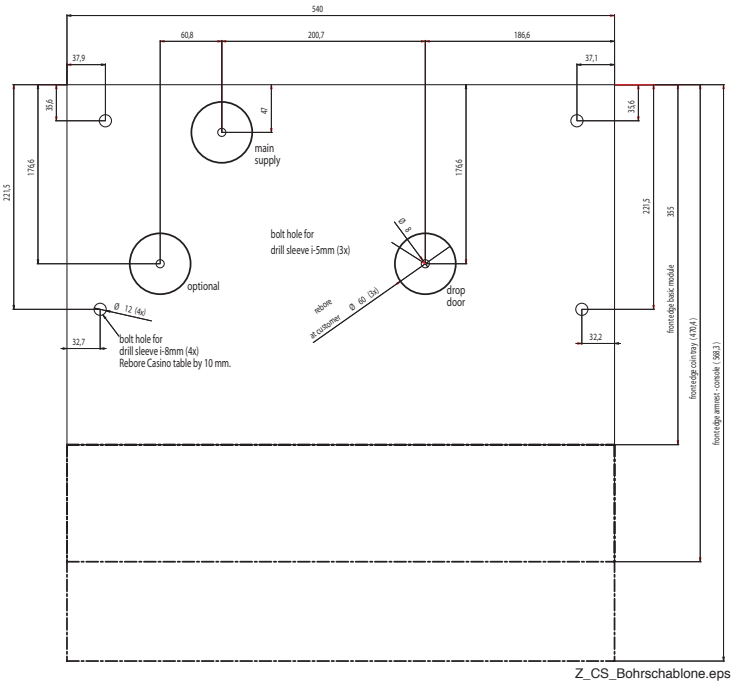
II.1 Inspection (damages caused by transport)

1) Remove the shipping carton and the material used to secure machine components during transport (necessary only for some types of cabinet).
2) Should any damages caused by transport have occurred on the exterior, report them immediately to the sender and have them confirmed by the same.

II.2 Installation instructions

It must be ensured that the machine is operated in an upright position. Further, the machine has to be screwed down tightly to the base by means of the mounting material included in the delivery.
The minimum distance between two machines should be 21 cm to avoid possible damage when opening the Main Door. The minimum distance to a possible back wall or the like should be 10 cm.
The drilling jig (see illustr. II.2.1) has to be used in case the machine is to be installed on a table provided by the customer (i.e. if the machine has been delivered without base).



Illustr. II.2.1 Drilling jig

Note

The width of the drilling jig corresponds to that of the respective cabinet (540 cm), the depth does not correspond, because this jig is used for various cabinet types!
Take the back cabinet edge as reference edge (i.e. the back edge of the drilling jig corresponds to the back cabinet edge).

45M626U1UK-01

II.3 Power up

1) Before start check the line voltage. The machine has been designed to sustain 230 V ± 10 %, 50 Hz or 110 V ± 10 %, 60 Hz. Make sure that the line voltage corresponds to the voltage indicated on the machine.
2) As all machines of the “NOVOSUPERVISION™ Series” are equipped with an earthing connection, it should be ensured that the main supply is also equipped with an earthing connection.
3) Plug in the main plug correctly.
4) Open the Main Door.
5) If the machine is equipped with a coin comparitor, place the reference coin in there.
6) Refill the hopper.
7) Switch on the machine.
8) Close the Main Door.
9) After a short self test the machine is ready for operation.
10) Credits can be added and a new game can be started.

45M626U1UK-01

II.4 Safety precautions

For operating safety and to avoid damage to the machine, read carefully and observe the following instructions.

Because the attendee responsible for usual maintenance has to open the machine, he has to get informed about the safety precautions.

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside machine
are marked with yellow stickers.

DANGER

In case of emergency power off the machine!

Only disconnect the power line from the outlet achieves a powerless machine!
For machine with uninterruptible power supply (UPS) you have to switch it off, too!

Unplugging the machine with wet hands can result in a risk of electric shock!

If there are unusual smells or sounds coming from the machine, unplug the unit from the AC outlet immediately and for machines with an UPS power it off, too.
Contact a qualified service personnel.
Continued operation may be dangerous and can result in a risk of fire or electric shock.

Do not open the cabinet by force
There are potentially dangerous high voltage components inside.
Opening the cabinet can result in a serious risk of fire hazard or electric shock.
There are no user serviceable parts inside.
Refer all service to qualified service personnel.

Never insert objects into the cabinet ventilation openings
Do not push any objects through cabinet ventilation slots as they may touch dangerous voltage points or cause short circuits that could result in a risk of fire or electric shock.

Never spill liquid of any kind (coffee, wine, etc.) on the machine.
In case of an accident, this may result in a risk of fire or electric shock.
Unplug the unit and have it checked by qualified service personnel.

Never use a water jet to clean the device!
Do not use organic solvent like thinner or abrasive materials to clean the device!

Avoid damages to the wires

Do not lead anything onto the power cord and do not bruise or stretch any wires.
Damaged wires can result in a risk of fire or short circuit.
Keep the wires away from where people will walk on them or stumble and be injured.

ATTENTION

Environment

Suitable for indoor use only!
Do not expose the machine under any circumstances to rain or temperatures greater than 50° C.
The operating temperature must not exceed 35° C.
If the machine has been exposed to very low temperatures, do not power up it immediately.
The machine has to reach room temperature (convenient temperature is 10° C to 35° C).

Be aware not to exceed the operation humidity range of 30 % to 80 % (not condensing).

Do not install it close to radiator heating either.
Do not install the machine in locations with rapidly changing temperatures or excessive dust.
This could cause the risk of fire hazard, short circuit or other damages.

Provide adequate space for ventilation

Opening on top, sides and in the bottom of the cabinet are provided for ventilation.
To ensure proper operation and to prevent overheating, these openings should not be blocked or covered.
To allow hot air to escape make sure that there is a minimum space of 10 cm between the machine and a wall or alike.
If the machine becomes too hot, it might cause a fire hazard.

45M626U1UK-01

MISCELLANEOUS

Influence of magnetic fields

Do not install machines with CRT monitors close to strong magnetic fields like loudspeakers or fluorescent lamps.
Those equipments could bias the monitor, unusual noises could be heard.

Machines with LCD monitor

Do not hit or scratch the surface. High pressure of sharp objects could cause irreparable damages.
To clean the surface use some absorbent cotton or soft cloth and a window cleaner.
If the display accidentally breaks and the liquid crystal material leaks, it should be kept away from the eyes or mouth.
In case of contact with hands, legs or clothes, it must be washed away thoroughly with soap.

NOTE

If you follow these instructions closely and the machine is maintained and handled in a proper way, it complies with the usual safety standards.
The manufacturer warns explicitly against predictable, unconventional use of the machine as well as predictable malpractice. Do not bypass the built-in safety precautions in the machine!

Arbitrary alterations and changes of the machine are prohibited for safety reasons.

For security reasons any changes and exchanges of defective parts have to be accomplished with originally or manufacturer-registered parts.
The manufacturer calls attention to the fact that spare parts that were not delivered by the Austrian Gaming Industries are neither tested or approved by AGI.
The installation and/or use of such parts might negatively affect the machine's performance.
The manufacturer cannot be held responsible for errors that result from such parts.

We hereby disclaim any warranties for improper handling of the machine.

ATTENTION

The following service instructions are for use by qualified or trained personnel only.
The owner of the machine has to assure that only qualified or trained personnel perform services.
To avoid personal injury or damage to the equipment, do not perform any servicing other than such contained in this manual.

45M626U1UK-01

Part III Troubleshooting

45M626U1UK-01

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ATTENTION

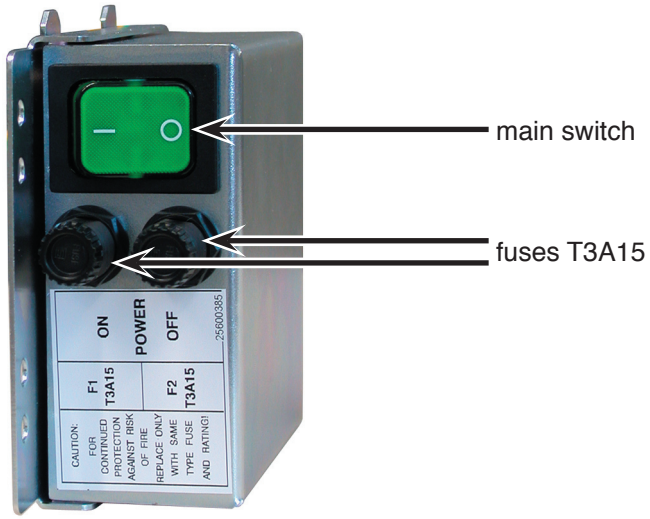
Each power up is followed by a short self test. Then the machine is ready for operation.
If this is not the case, check the machine for the following possible error sources.

III.1 Lack of line voltage supply

The power supply is primary secured at 230 V with two T3A15 inert single-pole fuses.
The primary fuses are located on the front of the switch module (illustr. III.1.1).

More details regarding (a) defective line voltage(s) can only be given by measurements with suitable devices.

If the error cannot be cleared, please see part V - Power supply for further information.



F_400000094.jpg

Illustr. III.1.1 Switch module with fuses

ATTENTION

Usually errors in the electronics can only be handled by an expert.
The exchange of parts is the quickest way to perform a repair if this is eventually necessary.
If no spare parts are at hand, make use of our technical support and send us the defective electronic part together with a short error description.

III.2 Error messages of the software

After the machine has been powered up, the major parts of the machine (e.g. hopper, CPU board etc.) are subject to a self test.

If this test has been successful, the machine switches automatically to the ready-for-play status.
The error management engages each malfunction and/or manipulation is detected.

If the machine detects an error, the corresponding code is shown on the screen (see illustr. III.2.1).

Error handling (procedures to rectify an error):

1) Turn the attendant key.
2) Clear the error.
3) Release the attendant key.
4) Usually the machine should now be ready for operation again.

If an error cannot be cleared this way, see part IV - Game and Software.

S_Fehleranzeige_UK.eps

Illustr. III.2.1 Error display

45M626U1UK-01

Part IV Game and Software

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45M626U1UK-01

IV.1 Error handling

F_626CF2_Schluesseschalter.jpg

Illustr. IV.1.1 Attendant keyswitch for error handling

If an error occurs, the machine will interrupt the current game and switch automatically to failure mode.

1) An acoustic signal can be heard.
2) The blue light of the top light is flashing slowly.
3) The error message together with a short description is shown in the middle of the screen. Below the procedure how to clear the error is explained (see illustr. IV.1.3).

IV.1.1 Explanation for clearing errors

1) Locate the error code according to the tables on the next pages.

2) Activate the attendant keyswitch (acoustic signal stops).
   The program switches to or remains in the AUDIT MENU.
   Clear the error.

3) Release the attendant keyswitch.
   The machine switches back to the game mode, existing credits remain
   (except if a RAM Clear has been performed!).

If more errors occur, activate the attendant keyswitch until all errors have been cleared.
If an error cannot be cleared this way, follow the instructions of the error code table.

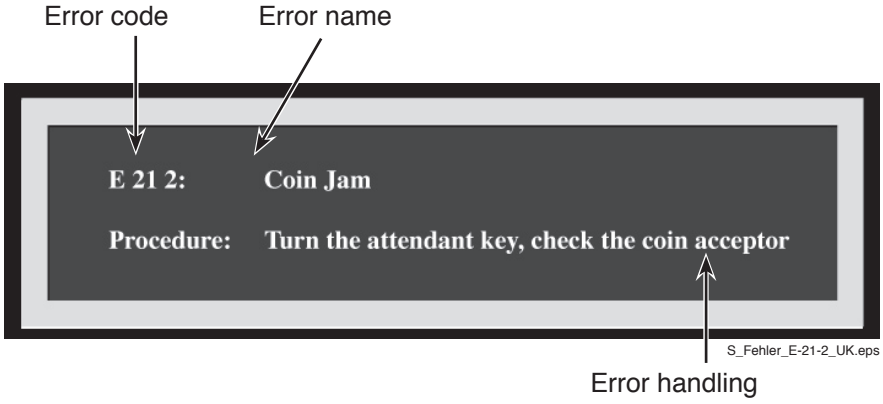
Errors are displayed in two ways:

Internal errors (always called E 99 9):

Illustr. IV.1.2 Internal error - Screenshot

Note the error and inform our technical support (+43 2252 606-300) about it.

Other errors



Illustr. IV.1.3 Error message - Explanation of the elements

INFORMATION

Some errors demand a RAM Clear.
Find out more about RAM Clear at part IV.9.

ATTENTION

If an error message is triggered by a malfunction of non-activation of individual meters the device must be removed from operation and the meters circuit board must be exchanged.

ATTENTION

If any hardware components like stacker box, hopper or coin acceptor are missing, no start-up of the machine is possible.
Before the start-up screen is displayed, an error message appears on the screen.
Quitting this error can force restart of the machine but new appearing of this error message (depends on software version and missing components).

TROUBLESHOOTING

Switch off the machine and replace the missing hardware component.
Now after restarting the machine the error can be cleared by turning the attendant keyswitch.

For further information see the following error handling table!

IV.1.2 Overview of possible errors

Event messages (can be viewed in the AUDIT MENU under EVENTS)

27 8 - Stacker full
27 10 - Bill rejected
27 11 - Bill excessive rejected
33 2 - Ticket low
34 3 - Hopper full
50 2 - Real time clock modified
50 3 - Periodic memory cleared
50 4 - System shutdown
50 5 - System power up
50 6 - System restart
61 11 - RAM error recovered
61 12 - RAM error recovered
61 13 - RAM error recovered
61 14 - RAM error recovered
61 21 - RAM error recovered
61 22 - RAM error recovered
61 23 - RAM error recovered
61 24 - RAM error recovered
EE 03 - Game disabled by network
EE 04 - Game resumed by network
EE 05 - Machine initialized
EE 06 - Service mode entered
EE 07 - Service mode left
EE 08 - Configuration option changed

Warning messages (can be viewed in the AUDIT MENU under EVENTS)

63 3 - Main door open
63 6 - Door in door open
EE 02 - Game disabled by network

Error messages of the battery

12 3 - RAM Battery low
12 4 - RAM Battery empty
12 5 - Real time clock failure
12 6 - Serial communication failure
12 61 - Serial communication failure
12 62 - Serial communication failure
12 63 - Serial communication failure
12 7 - Mainboard hardware failure
12 8 - Real time clock not set

45M626U1UK-01

Error messages of the coin acceptor

21 0 - Diverter error
21 1 - Coin optics failure
21 2 - Coin in jam
21 3 - Coin acceptor wrong pulse
21 4 - Coin acceptor disconnected
21 5 - Coin yo-yo (coin reverse)
21 6 - Top diverter optics disconnected
21 7 - Bottom diverter optics disconnected
21 8 - Coin diverter disconnected
21 9 - Coin acceptor currency mismatch
21 A - Coin acceptor missing
21 B - Coin acceptor ROM error
21 C - Coin acceptor RAM error
21 D - Coin acceptor CRC error
21 E - Coin acceptor configuration error
21 F - Generic coin acceptor error
21 G - Coin acceptor power fail
21 H - Coin acceptor battery low
21 J - Coin acceptor firmware version wrong

Error messages of the bill acceptor

27 0 - Power up with bill in acceptor
27 1 - Power up with bill in stacker
27 2 - Jam in bill acceptor
27 3 - Jam in stacker
27 4 - Bill acceptor disconnected
27 5 - No stacker box
27 6 - Bill acceptor cheated
27 7 - Bill acceptor failure
27 8 - Stacker full
27 9 - Bill acceptor currency mismatch
27 A - Bill acceptor failure
27 B - Bill acceptor failure
27 C - Bill acceptor failure
27 D - Bill acceptor failure
27 E - Bill acceptor failure
27 F - Bill acceptor failure
27 G - Bill acceptor failure
27 H - Bill acceptor failure
27 J - Bill acceptor failure
27 K - Bill acceptor failure
27 L - Bill acceptor failure
27 M - Bill acceptor missing
27 N - Bill acceptor ROM error
27 P - Bill acceptor RAM error
27 Q - Bill acceptor CRC error
27 R - Bill acceptor configuration error
27 S - Generic bill acceptor error

27 T - Bill acceptor power fail
27 U - Bill acceptor battery low
27 V - Bill acceptor firmware version wrong

Error messages of the ticket printer

33 0 - Printer is disconnected
33 1 - Printer is not ready
33 3 - No ticket
33 4 - Paper jam
33 5 - Error during printing

Error messages of the hopper

34 0 - Hopper disconnected
34 1 - Hopper tilt
34 2 - Hopper low
34 4 - Hopper limit reached
34 5 - Hopper coin out jam
34 6 - Hopper empty
34 7 - Hopper pulse not in tolerance
34 8 - Hopper optics failure
34 9 - Hopper currency mismatch
34 A - Hopper missing
34 B - Hopper ROM error
34 C - Hopper RAM error
34 D - Hopper CRC Error
34 E - Hopper configuration error
34 F - Generic Hopper error
34 G - Hopper power fail
34 H - Hopper battery low
34 J - Hopper firmware version wrong
34 K - Hopper changed

Error messages of the limits

35 0 - Credit limit reached
35 1 - LA win limit reached
35 2 - Jackpot limit reached
35 3 - Jackpot won
35 4 - Jackpot limit reached
35 5 - Cash button pressed
35 6 - Residual ticket printout failure
35 7 - Noncash win

45M626U1UK-01

Error messages of the RAM

61 - RAM error
62 0 - ROM CRC error
62 1 - CF card CRC error
63 0 - Logic area was open
63 1 - Logic area open
63 2 - Drop door open
63 4 - Stacker door open
63 5 - Maindoor optic error
63 6 - Printer door open
65 0 - Bad EEPROM
65 1 - EEPROM CRC check failed
65 2 - EEPROM configuration mismatch
65 3 - EEPROM structure mismatch
65 4 - EEPROM changed
65 5 - Coin/hopper denomination mismatch
68 0 - Program ROM changed

Error messages of the blackbox

69 0 - Blackbox inoperable
69 1 - Blackbox CRC check failed

Error messages of the physical lightwheel

7 00 - Undefined error at lightwheel
7 09 - Lightwheel software has changed
7 10 - Lightwheel software wrong
7 12 - Lightwheel interface ROM error
7 13 - Lightwheel interface not responding

Error messages of the doorlogger

DL 1 - Doorlogger interface not responding
DL 2 - ROM CRC error
DL 3 - RAM Battery low

Error messages of the touchscreen

80 0 - Touch screen missing
80 1 - Touch screen invalid response
80 2 - Touch screen invalid checksum
80 3 - Touch screen controller error
80 4 - Touch screen firmware version wrong

Error messages of the system

E0 - Init machine required
E0 1 - Init game required
E2 - RAM test failed
E7 0 - Meters were disconnected
E7 1 - Meters disconnected
E7 2 - SIMM write line manipulated
E7 3 - Out of service

Error messages of the jackpot controller

EE 11 - Jackpot controller missing
EE 12 - Jackpot communication lost

Error messages of the game selector (Dongle)

ED 1 - The Game Selector is manipulated
ED 4 - Game Selector: time limit exceeded
ED 5 - Game Selector: game limit exceeded
ED 6 - Game Selector: wrong machine number
ED 7 - Game Selector: wrong machine version
ED 8 - Game Selector: Version conflict
ED 9 - Game Selector: Timeout occurred
ED A - The Game Selector is missing
ED B - Game selector ROM error
ED C - Game selector RAM error
ED D - Game selector CRC error
ED E - Game selector configuration error
ED F - Generic game selector error
ED G - Game selector power fail
ED H - Game selector battery low
ED J - Game Selector firmware version wrong
ED K - More than one game selector found

Error messages of the jackpot display

JD 1 - Display not responding
JD 2 - Display software wrong
JD A - Display missing
JD B - Display ROM error
JD C - Display RAM error
JD D - Display CRC error
JD E - Display configuration error
JD F - Generic display error
JD G - Display power fail
JD H - Display battery low
JD J - Display firmware version wrong

Error messages of the USB host-to-host bridge

B 1 - USB host-to-host bridge disconnected

Error messages of the key panel module

KP 0 - Keyboard missing
KP 1 - Keyboard ROM error
KP 2 - Keyboard RAM error
KP 3 - Keyboard CRC error
KP 4 - Keyboard configuration error
KP 5 - Generic keyboard error
KP 6 - Keyboard power fail
KP 7 - Keyboard battery low
KP 8 - Keyboard firmware version wrong

45M626U1UK-01

Error messages of the mechanical meters

81 0 - Meter missing
81 1 - Meter ROM error
81 2 - Meter RAM error
81 3 - Meter CRC error
81 4 - Meter configuration error
81 5 - Generic meter error
81 6 - Meter power fail
81 7 - Meter battery low
81 8 - Meter firmware version wrong
81 9 - Meter changed

Error messages of the net device

ND 0 - Net device missing
ND 1 - Net device ROM error
ND 2 - Net device RAM Error
ND 3 - Net device CRC Error
ND 4 - Net device configuration error
ND 5 - Generic net device error
ND 6 - Net device power fail
ND 7 - Net device battery low
ND 8 - Net firmware version wrong

Error messages of the cashless transfer

CL 1 - Cashless transfer failed

Error messages of the device processing

DP 1 - New device found
DP 2 - Device driver error

Error messages of the power supply

PF 1 - Power fail not executed

Error messages of the external random generator

RNG1 - RNG data corrupted
RNG2 - External RNG: Communication CRC error
RNG3 - Random generator not ready
RNG4 - External RNG disconnected

Error messages of the stake and prize

ST 1 - Stake, prize or percentage invalid

Error messages of the dynamic memory

ME 0 - 128 MB dynamic memory required
ME 1 - 256 MB dynamic memory required
ME 2 - 512 MB dynamic memory required

Error messages of the bet limit violations and invalid game objects

GA 0 - Bet limits lower than lowest game
GA 1 - Invalid bet limits
GA 2 - Missing currency configuration

Error messages of the COMM port

28 A - COMM port missing
28 B - COMM port ROM error
28 C - COMM port RAM error
28 D - COMM port CRC error
28 E - COMM port configuration error
28 F - Generic COMM port error
28 G - COMM port power fail
28 H - COMM port battery low
28 J - COMM port firmware version wrong

Error messages of the coolfire board

99 9 - Internal error

45M626U1UK-01

IV.I.3 Error handling table in numeric order

B 1 - USB host-to-host bridge disconnected

Handling:
Turn/release the attendant key.

CL1 - Cashless transfer failed

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the cashless connection.

DL 1 - Doorlogger interface not responding

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the door log.
If the error cannot be cleared, the door log has to be exchanged.

DL 2 - ROM CRC error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the ROM (door log program) has to be exchanged.

DL 3 - RAM Battery low

Handling:
Turn/release the attendant key.
The RAM battery has to be exchanged as soon as possible.
If the machine has been switched off, it may loose data or receive wrong data.

DP 1 - New device found

Handling:
Perform a RAM Clear, to contain the new device ( see part IV.9 - RAM Clear),
or remove the device to continue.

DP 2 - Device driver error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the mainboard has to be exchanged.
( see part V - COOLFIRE II Motherboard).

E 0 - Init machine required

Handling:
Occurs after a RAM Clear.
The basic settings must be made ( see MACHINE > INITIAL SETUP).

E0 1 - Init game required

Handling:
Occurs after a RAM Clear.
The basic settings must be made (⇨ see MACHINE > INITIAL SETUP).

E2 - RAM test failed

Handling:
Switch off/on the machine.
If the error cannot be cleared, the mainboard has to be exchanged
(⇨ see part V - COOLFIRE II Motherboard).

E7 0 - Meters were disconnected

Handling:
Turn/release the attendant key.

E7 1 - Meters disconnected

Handling:
Connect the meters.
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the connectors of the meters. Pay attention to any signs of manipulation attempts.
Power up the machine and close the Main Door. If the error cannot be cleared, the meters have to be exchanged (⇨ see part V - Mechanical meters).

E7 2 - SIMM write line manipulated

Handling:
The mainboard has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

E7 3 - Out of service

Handling:
Turn/release the attendant key.

ED 1 - The Game Selector is manipulated

Handling:
Perform a RAM Clear (⇨ see part IV.9 - RAM Clear).
If the error cannot be cleared, the game selector has to be exchanged
(⇨ see part V - COOLFIRE II Motherboard).

ED 4 - Game Selector: time limit exceeded

Handling:
Turn/release the attendant key.
Check the game selector. If the error cannot be cleared, the game selector has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

45M626U1UK-01

ED 5 - Game Selector: game limit exceeded

Handling:
Turn/release the attendant key.
Check the game selector. If the error cannot be cleared, the game selector has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

ED 6 - Game Selector: wrong machine number

Handling:
Turn/release the attendant key.
Check the game selector. If the error cannot be cleared, the game selector has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

ED 7 - Game Selector: wrong machine version

Handling:
Turn/release the attendant key.
Check the game selector. If the error cannot be cleared, the game selector has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

ED 8 - Game Selector: Version conflict

Handling:
Turn/release the attendant key.
Check the game selector. If the error cannot be cleared, the game selector has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

ED 9 - Game Selector: Timeout occurred

Handling:
Turn/release the attendant key.
Check the game selector. If the error cannot be cleared, the game selector has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

ED A - The Game Selector is missing

Handling:
Turn/release the attendant key.
If the error cannot be cleared, ensure that the game selector is properly seated.

ED B - Game selector ROM error

Handling:
Turn/release the attendant key.
Check the game selector. If the error cannot be cleared, the game selector has to be exchanged (⇨ see part V - COOLFIRE II Motherboard).

ED C - Game selector RAM error

Handling:
Perform a RAM Clear (⇨ see part IV.9 - RAM Clear).
If the error cannot be cleared, the game selector has to be exchanged
(⇨ see part V - COOLFIRE II Motherboard).

ED D - Game selector CRC error

Handling:

Turn/release the attendant key.

Check the game selector. If the error cannot be cleared, the game selector has to be exchanged ( see part V - COOLFIRE II Motherboard).

ED E - Game selector configuration error

Handling:

Turn/release the attendant key.

Check the game selector. If the error cannot be cleared, the game selector has to be exchanged ( see part V - COOLFIRE II Motherboard).

ED F - Generic game selector error

Handling:

Turn/release the attendant key.

Check the game selector. If the error cannot be cleared, the game selector has to be exchanged ( see part V - COOLFIRE II Motherboard).

ED G - Game selector power fail

Handling:

Turn/release the attendant key.

Check the game selector. If the error cannot be cleared, the game selector has to be exchanged ( see part V - COOLFIRE II Motherboard).

ED H - Game selector battery low

Handling:

Turn/release the attendant key.

Check the game selector. If the error cannot be cleared, the game selector has to be exchanged ( see part V - COOLFIRE II Motherboard).

ED J - Game Selector firmware version wrong

Handling:

Turn/release the attendant key.

Check the game selector. If the error cannot be cleared, the game selector has to be exchanged ( see part V - COOLFIRE II Motherboard).

ED K - More than one game selector found

Handling:

Turn/release the attendant key.

Remove all additional game selectors except one.

EE 11- Jackpot controller missing

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the connectors of the jackpot controller have to be checked.

45M626U1UK-01

EE 12- Jackpot communication lost

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the connectors of the jackpot controller have to be checked.

GA 0 - Bet limits lower than lowest game bet

Handling:

The EEPROM has to be exchanged ( see part V - COOLFIRE II Motherboard).

GA 1 - Invalid bet limits

Handling:

The EEPROM has to be exchanged ( see part V - COOLFIRE II Motherboard).

GA 2 - Missing currency configuration

Handling:

The EEPROM has to be exchanged ( see part V - COOLFIRE II Motherboard).

JD 1 - Display not responding

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the display.

If the error cannot be cleared, the display has to be exchanged.

JD 2 - Display software wrong

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the display.

If the error cannot be cleared, the display has to be exchanged.

JD A - Display missing

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the display.

If the error cannot be cleared, the display has to be exchanged.

JD B - Display ROM error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the display.

If the error cannot be cleared, the display has to be exchanged.

JD C - Display RAM error

Handling:

Perform a RAM Clear ( see part IV.9 - RAM Clear).

JD D - Display CRC error

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the display.
If the error cannot be cleared, the display has to be exchanged.

JD E - Display configuration error

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the display.
If the error cannot be cleared, the display has to be exchanged.

JD F - Generic display error

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the display.
If the error cannot be cleared, the display has to be exchanged.

JD G - Display power fail

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the display.
If the error cannot be cleared, the display has to be exchanged.

JD H - Display battery low

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the display.
If the error cannot be cleared, the display has to be exchanged.

JD J - Display firmware version wrong

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the display.
If the error cannot be cleared, the display has to be exchanged.

KP 0 - Keyboard missing

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the key panel module.

KP 1 - Keyboard ROM error

Handling:

Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the key panel module.

45M626U1UK-01

KP 2 - Keyboard RAM error

Handling:

Perform a RAM Clear (see part IV.9 - RAM Clear).

KP 3 - Keyboard CRC error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the key panel module.

KP 4 - Keyboard configuration error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the key panel module.

KP 5 - Generic keyboard error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the key panel module.

KP 6 - Keyboard power fail

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the key panel module.

KP 7 - Keyboard battery low

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the key panel module.

KP 8 - Keyboard firmware version wrong

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the key panel module has to be exchanged (see part V - Key panel module).

ME 0 - 128 MB dynamic memory required

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the dynamic memory has to be exchanged (see part V - COOLFIRE II Motherboard).

ME 1 - 256 MB dynamic memory required

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the dynamic memory has to be exchanged (see part V - COOLFIRE II Motherboard).

ME 2 - 512 MB dynamic memory required

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the dynamic memory has to be exchanged

( see part V - COOLFIRE II Motherboard).

ND 0 - Net device missing

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the net device.

ND 1 - Net device ROM error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the net device.

ND 2 - Net device RAM error

Handling:

Perform a RAM Clear ( see part IV.9 - RAM Clear).

ND 3 - Net device CRC error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the net device.

ND 4 - Net device configuration error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the net device.

ND 5 - Generic net device error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the net device.

ND 6 - Net device power fail

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the net device.

ND 7 - Net device battery low

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the net device.

45M626U1UK-01

ND 8 - Net firmware version wrong

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the net device has to be exchanged.

PF 1 - Power fail not executed

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the power supply.

ST 1 - Stake, prize or percentage invalid

Handling:
Turn/release the attendant key.
If the error cannot be cleared, perform a RAM Clear ( see part IV.9 - RAM Clear).

7 00 - Undefined error at lightwheel

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the lightwheel and/or change the lightwheel interface.

7 09 - Lightwheel software has changed

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors of the lightwheel.

7 10 - Lightwheel software wrong

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the lightwheel software has to be exchanged.

7 12 - Lightwheel interface ROM error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the interface ROM of the lightwheel or the light wheel boards needs to be exchanged.

7 13 - Lightwheel interface not responding

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the lightwheel and/or change the lightwheel interface.

12 3 - RAM battery low

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the mainboard has to be exchanged ( see part V - COOLFIRE II Motherboard). If the machine has been switched off it may loose data or receive wrong data.

12 4 - RAM battery empty

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the mainboard has to be exchanged ( see part V - COOLFIRE II Motherboard). If the machine has been switched off it may loose data or receive wrong data.

12 5 - Real time clock failure

Handling:

Turn/release the attendant key.

Check the time set. If necessary adjust it.

The RAM battery may be empty. If the error cannot be cleared, the mainboard has to be exchanged ( see part V - COOLFIRE II Motherboard).

12 6 - Serial communication failure

Handling:

Turn/release the attendant key. If the error cannot be cleared, check the network cables.

12 61 - Serial communication failure

Handling:

Turn/release the attendant key. If the error cannot be cleared, check the network cables.

12 62 - Serial communication failure

Handling:

Turn/release the attendant key. If the error cannot be cleared, check the network cables.

12 63 - Serial communication failure

Handling:

Turn/release the attendant key. If the error cannot be cleared, check the network cables.

12 7 - Mainboard hardware failure

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the mainboard has to be exchanged (see part V - COOLFIRE II Motherboard).

45M626U1UK-01

12 8 - Real time clock not set

Handling:

Turn the attendant key and open the Main Door.
Set current date and time in the real time clock
(see part IV.8 - AUDIT MENU > INITIAL SETUP > CLOCK SETUP).
Close the Main Door and release the attendant key.

21 0 - Diverter error

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the coin diverter and the coin channels for jammed coins. Also check the connecting plugs and the cables of the magnet. Power-up the machine and close the Main Door. Perform the coin diverter test (see part IV.8 - AUDIT MENU > DIAGNOSTICS > COIN DIVERTER TEST).
If the error cannot be cleared, the coin diverter or the coin acceptor should be changed. Also, the sensors may be defective, or may need to be re-adjusted.

21 1 - Coin optics failure

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the coin acceptor and the coin channel optics for dirt or damage. Furthermore check the connectors and the cables of the coin optics and the coin acceptor. The coin optics have to be placed in the centre of the borings, the optical line between transmitter and receiver must not be blocked. Power up the machine and close the Main Door. If the error cannot be cleared, the coin acceptor or the coin optics have to be exchanged (see part V - Coin acceptor).

21 2 - Coin in jam

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
The coin optics of the coin channel was blocked too long or a coin is stuck. Remove coins stuck and check the connectors and cables of the coin optics.
Power up the machine and close the Main Door.

21 3 - Coin acceptor wrong pulse

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the coin acceptor for any signs of manipulation attempts. Check the connectors and the cables of the coin acceptor systematically. Power up the machine and close the Main Door.
If the error cannot be cleared, the coin acceptor has to be exchanged
(see part V - Coin acceptor).

21 4 - Coin acceptor disconnected

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the connectors and the cables of the coin acceptor systematically. Power up the machine and close the Main Door. If the error cannot be cleared, the coin acceptor has to be exchanged (⇨ see part V - Coin acceptor).

21 5 - Coin yo-yo (coin reverse)

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the coin acceptor for any signs of manipulation attempts. Furthermore, please check if a reference coin is placed in the coin comparitor. Check the connectors and cables of the coin acceptor systematically. Power up the machine and close the Main Door.
If the error cannot be cleared, the coin acceptor or the coin diverter has to be exchanged (⇨ see part V - Coin acceptor).
Also, the sensors may be defective, or may need to be re-adjusted.

21 6 - Top diverter optics disconnected

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the connectors and the cables of the top coin optics. Power up the machine and close the Main Door. If the error cannot be cleared, the top coin optics have to be exchanged.

27 7 - Bottom diverter optics disconnected

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the connectors and the cables of the bottom coin optics. Power up the machine and close the Main Door. If the error cannot be cleared, the bottom coin optics have to be exchanged.

21 8 - Coin diverter disconnected

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the connectors and the cables of the coin diverter. Power up the machine and close the Main Door.

21 9 - Coin acceptor currency mismatch

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Ensure that the coin acceptor is properly seated. Power up the machine and close the Main Door.

45M626U1UK-01

21 A - Coin acceptor missing

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connections between coin acceptor and USB device.

21 B - Coin acceptor ROM error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine. Check the coin acceptor. Power up the machine and close the Main Door.

21 C - Coin acceptor RAM error

Handling:
Perform a RAM Clear ( see part IV.9 - RAM Clear).

21 D - Coin acceptor CRC error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine. Check the coin acceptor. Power up the machine and close the Main Door.

21 E - Coin acceptor configuration error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine. Check the coin acceptor. Power up the machine and close the Main Door.

21 F - Generic coin acceptor error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine. Check the coin acceptor. Power up the machine and close the Main Door.

21 G - Coin acceptor power fail

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine. Check the coin acceptor. Power up the machine and close the Main Door.

21 H - Coin acceptor battery low

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine. Check the coin acceptor. Power up the machine and close the Main Door.

21 J - Coin acceptor firmware version wrong

Handling:

Turn/release the attendant key.

If the error cannot be cleared, the coin controller has to be exchanged.

27 0 - Power up with bill in acceptor

Handling:

Turn/release the attendant key. The bill will be rejected.

27 1 - Power up with bill in stacker

Handling:

Turn/release the attendant key.

The bill is registered and transported into the stacker.

27 2 - Jam in bill acceptor

Handling:

Turn/release the attendant key.

If the error cannot be cleared, open the Main Door and power down the machine.

Try to remove the stuck bill. Power up the machine and close the Main Door.

If the error cannot be cleared, the bill acceptor may be disabled to continue the operation of the game without bill acceptor. To do so, disable all bill acceptor channels in the audit menu item MACHINE SETUP > BILLS/COINS SETTINGS.

Consequently the bill acceptor has to be exchanged (⇨ see part V - Bill acceptor).

27 3 - Jam in stacker

Handling:

Turn/release the attendant key.

If the error cannot be cleared, open the Main Door and power down the machine.

Try to remove the stuck bill. Power up the machine and close the Main Door.

If the error cannot be cleared, the bill acceptor may be disabled to continue the operation of the game without bill acceptor. To do so, disable all bill acceptor channels in the audit menu item MACHINE SETUP > BILLS/COINS SETTINGS.

Consequently the bill acceptor has to be exchanged (⇨ see part V - Bill acceptor).

ATTENTION

The stacker may contain a large amount of bills and the error clearing should be carried out in a secure area!

27 4 - Bill acceptor disconnected

Handling:

Turn/release the attendant key. If the error cannot be cleared, open the Main Door and power down the machine. Check the connectors and the cables of the bill acceptor. Make sure that the bill acceptor has been put in place properly. Power up the machine and close the Main Door.

If the error cannot be cleared, the bill acceptor may be disabled to continue the operation of the game without bill acceptor. To do so, disable all bill acceptor channels in the audit menu item MACHINE SETUP > BILLS/COINS SETTINGS.

Consequently the bill acceptor has to be exchanged (⇨ see part V - Bill acceptor).

45M626U1UK-01

27 5 - No stacker box

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check if the stacker box is fixed correctly in its mounting. Furthermore, check the connectors and the cables of the bill acceptor. Power up the machine and close the Main Door.
If the error cannot be cleared, the bill acceptor may be disabled to continue the operation of the game without bill acceptor. To do so, disable all bill acceptor channels in the audit menu item MACHINE SETUP > BILLS/COINS SETTINGS.
Consequently the bill acceptor has to be exchanged ( see part V - Bill acceptor).

27 6 - Bill acceptor cheated

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check if the bill acceptor is dirty or damaged and if the connectors and cables are put in place properly. If necessary, clean the bill acceptor ( see part V - Preventative maintenance).
Check the bill acceptor for any signs of manipulation attempts. Power up the machine and close the Main Door.
If the error cannot be cleared, the bill acceptor may be disabled to continue the operation of the game without bill acceptor. To do so, disable all bill acceptor channels in the audit menu item MACHINE SETUP > BILLS/COINS SETTINGS.
Consequently the bill acceptor has to be exchanged ( see part V - Bill acceptor).

27 7 - Bill acceptor failure

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check if the cables of the bill acceptor and the stacker are connected properly. Power up the machine and close the Main Door.
If the error cannot be cleared, the bill acceptor may be disabled to continue the operation of the game without bill acceptor. To do so, disable all bill acceptor channels in the audit menu item MACHINE SETUP > BILLS/COINS SETTINGS.
Consequently the bill acceptor has to be exchanged ( see part V - Bill acceptor).

27 8 - Stacker full

Handling:

The stacker is full. Open the Door-in-Door system, open the Stacker Door and take out the stacker. Remove the bills, put the stacker in its mounting, close the Stacker Door and close the Door-in-Door system. Turn/release the attendant key.

ATTENTION

The stacker may contain a large amount of bills and the error clearing should be carried out in a secure area!

27 9 - Bill acceptor currency mismatch

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 A - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 B - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 C - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 D - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 E - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 F - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 G - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 H - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

45M626U1UK-01

27 J - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 K - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 L - Bill acceptor failure

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 M - Bill acceptor missing

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connections between bill acceptor and the USB device.

27 N - Bill acceptor ROM error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 P - Bill acceptor RAM error

Handling:
Perform a RAM Clear ( see part IV.9 - RAM Clear).

27 Q - Bill acceptor CRC error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 R - Bill acceptor configuration error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 S - Generic bill acceptor error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 T - Bill acceptor power fail

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 U - Bill acceptor battery low

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the bill acceptor.

27 V - Bill acceptor firmware version wrong

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the controller of the bill acceptor has to be exchanged.

28 A - COMM port missing

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the USB connector of the COMM port.

28 B - COMM port ROM error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the COMM port.

28 C - COMM port RAM error

Handling:
Perform a RAM Clear (see part IV.9 - RAM Clear).

28 D - COMM port CRC error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the COMM port.

28 E - COMM port configuration error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the COMM port.

28 F - Generic COMM port error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the COMM port.

45M626U1UK-01

28 G - COMM port power fail

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the COMM port.

28 H - COMM port battery low

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the COMM port.

28 J - COMM port firmware version wrong

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the controller of the COMM port has to be exchanged.

33 0 - Printer is disconnected

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the connectors and the cables of the ticket printer. Make sure that the ticket printer has been put in place properly. Power up the machine and close the Main Door.
If the error cannot be cleared, the printer may be disabled in the machine setup to continue the operation of the game without ticket printer (MACHINE SETUP > PRINTER SETTINGS).
Consequently, the ticket printer has to be exchanged ( see part V - Ticket Printer).

33 1 - Printer is not ready

Handling:
The ticket printer is disabled.
To use the ticket printer enable it in the AUDIT MENU (MACHINE SETUP > PRINTER SETTINGS).

33 3 - No ticket

Handling:
Turn/release the attendant key.
Check the fill level of the ticket printer. The tickets from the box should be put in the ticket printer properly ( see part V - Ticket Printer).

33 4 - Paper jam

Handling:
Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Try to remove the stuck paper in the ticket printer. Power up the machine and close the Main Door.
If the error cannot be cleared, the ticket printer may be disabled in the machine setup to continue the operation of the game without ticket printer (MACHINE SETUP > PRINTER SETUP).
Consequently, the ticket printer has to be exchanged ( see part V - Ticket Printer).

33 5 - Error during printing

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check the connectors and the cables of the ticket printer. Make sure that the ticket printer has been put in place properly. The tickets from the box should be put in the ticket printer properly.
Power up the machine and close the Main Door.
If the error cannot be cleared, the ticket printer may be disabled in the machine setup to continue the operation of the game without ticket printer (MACHINE SETUP > PRINTER SETUP).
Consequently, the ticket printer has to be exchanged (⇨ see part V - Ticket Printer).

34 0 - Hopper disconnected

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door. Check if the hopper is installed and if both light diodes are illuminated. If the light diodes of the hopper are not illuminated, check if the hopper is pushed all the way in. Check systematically the connectors and the cables of the hopper.
Close the Main Door.
If the error cannot be cleared, the hopper has to be exchanged (⇨ see part V.4 - Hopper).

34 1 - Hopper tilt

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check if a coin or dirt is stuck in the light barrier of the hopper and remove it if necessary.
Power up the machine and close the Main Door.
If the error cannot be cleared, the hopper has to be exchanged (⇨ see Part V - Hopper).

34 2 - Hopper low

Handling:

Turn/release the attendant key.
Check the fill level of the hopper. The contact plates at the bottom of the hopper should be covered with coins. The hopper should be refilled as soon as possible. Check whether the hopper low level is enabled in the AUDIT MENU (MACHINE SETUP > HOPPER SETTINGS).

34 4 - Hopper limit reached

Handling:

Indicated on the screen with a special window and registered in the machine log file.
Perform a handpay (⇨ see part IV.3 - Handpay credit).

34 5 - Hopper coin out jam

Handling:

Turn/release the attendant key.
If the error cannot be cleared, open the Main Door and power down the machine.
Check if a coin or dirt is stuck in the light barrier of the hopper and remove it if necessary.
Power up the machine and close the Main Door.
If the error cannot be cleared, the hopper has to be exchanged (⇨ see Part V - Hopper).

45M626U1UK-01

34 6 - Hopper empty

Handling:

Refill the hopper (see Part IV.4 - Hopper refill). By turning the attendant key the machine switches automatically to the menu “HOPPER REFILL”.

34 7 - Hopper pulse not in tolerance

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the hopper.

34 8 - Hopper optics failure

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the hopper.

34 9 - Hopper currency mismatch

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the hopper.

34 A - Hopper missing

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connections between the hopper and the USB device.

34 B - Hopper ROM error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the hopper.

34 C - Hopper RAM error

Handling:

Perform a RAM Clear (see part IV.9 - RAM Clear).

34 D - Hopper CRC error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the hopper.

34 E - Hopper configuration error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the hopper.

34 F - Generic Hopper error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the hopper.

34 G - Hopper power fail

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the hopper.

34 H - Hopper battery low

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the hopper.

34 J - Hopper firmware version wrong

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the controller of the hopper has to be exchanged.

34 K - Hopper changed

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the hopper.

35 0 - Credit limit reached

Handling:
Indicated on the screen with a special window and registered in the machine log file.
Perform a handpay ( see part IV.3 - Handpay credit).

35 1 - LA win limit reached (LA = Legislation Authority)

Handling:
Indicated on the screen with a special window and registered in the machine log file.
Perform a handpay ( see part IV.3 - Handpay credit).

35 2 - Jackpot limit reached

Handling:
Indicated on the screen with a special window and registered in the machine log file.
Perform a handpay ( see part IV.3 - Handpay credit).

35 3 - Jackpot won

Handling:
Indicated on the screen with a special window and registered in the machine log file.
Perform a handpay ( see part IV.3 - Handpay credit).

45M626U1UK-01

35 4 - Jackpot limit reached

Handling:
Indicated on the screen with a special window and registered in the machine log file.
Perform a handpay ( see part IV.3 - Handpay credit).

35 5 - Cash button pressed

Handling:
Indicated on the screen with a special window and registered in the machine log file.
Perform a handpay ( see part IV.3 - Handpay credit).

35 6 - Residual ticket printout failure

Handling:
Turn/release the attendant key.

35 7 - Noncash win

Handling:
The won credit is higher than the cashable credit.
Perform a handpay ( see part IV.3 - Handpay credit).

61 - RAM error

Handling:
Perform a RAM Clear ( see part IV.9 - RAM Clear).
Accounting data can be viewed, but they may be wrong. If the error cannot be cleared, the mainboard has to be exchanged ( see part V - COOLFIRE II Motherboard).

62 0 - ROM CRC error

Handling:
Perform a RAM Clear ( see part IV.9 - RAM Clear).
If the error cannot be cleared, the ROM (game program) has to be exchanged
( see part V - COOLFIRE II Motherboard).

62 1 - CF card CRC error

Handling:
Perform a RAM Clear ( see part IV.9 - RAM Clear).
If the error cannot be cleared, the CF card has to be exchanged
( see part V - COOLFIRE II Motherboard).

63 0 - Logic area was open

Handling:
Turn/release the attendant key.

63 1 - Logic area open

Handling:
Close the logic area and turn/release the attendant key.

63 2 - Drop door open

Handling:
Close the Drop Door and turn/release the attendant key.
If the error cannot be cleared, check if the Drop Door is fixed correctly in its mounting.
In addition, check the connectors and the cables of the door switch.

63 4 - Stacker door open

Handling:
Close the Stacker Door and turn/release the attendant key.
If the error cannot be cleared, check if the Stacker Door is fixed correctly in its mounting.
Furthermore check the connectors and the cables of the micro switch.

63 5 - Main door optic error

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the defective door optics has to be exchanged
( see part V - Door optics).

63 6 - Printer door open

Handling:
Close the Printer Door and turn/release the attendant key.

65 0 - Bad EEPROM

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the EEPROM has to be exchanged
( see part V - COOLFIRE II Motherboard).

65 1 - EEPROM CRC check failed

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the EEPROM has to be exchanged
( see part V - COOLFIRE II Motherboard).

65 2 - EEPROM configuration mismatch

Handling:
Perform a RAM Clear ( see part IV.9 - RAM Clear).
If the error cannot be cleared, the EEPROM and/or the program ROM have to be exchanged ( see part V - COOLFIRE II Motherboard).

65 3 - EEPROM structure mismatch

Handling:
Perform a RAM Clear ( see part IV.9 - RAM Clear).
If the error cannot be cleared, the EEPROM and/or the program ROM have to be exchanged ( see part V - COOLFIRE II Motherboard).

65 4 - EEPROM changed

Handling:
Perform a RAM Clear (see part IV.9 - RAM Clear).

65 5 - Coin/hopper denomination mismatch

Handling:
The EEPROM has to be exchanged (see part V.6 - COOLFIRE II Motherboard).

68 0 - Program ROM changed

Handling:
Perform a RAM Clear (see part IV.9 - RAM Clear).

69 0 - Blackbox inoperable

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the blackbox connection or change the blackbox and/or the EEPROM.

69 1 - Blackbox CRC check failed

Handling:
If the error cannot be cleared, the blackbox and/or the EEPROM have to be exchanged.

80 0 - Touch screen missing

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the touchscreen. Check the power supply of the touchscreen. If the error cannot be cleared, exchange the touchscreen or the touchscreen controller
(see part V - Monitors and Touchscreen Controller).

80 1 - Touch screen invalid response

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the touchscreen. Check the power supply of the touchscreen. If the error cannot be cleared, exchange the touchscreen or the touchscreen controller
(see part V - Monitors and Touchscreen Controller).

80 2 - Touch screen invalid checksum

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and the cables of the touchscreen. Check the power supply of the touchscreen. If the error cannot be cleared, exchange the touchscreen or the touchscreen controller
(see part V - Monitors and Touchscreen Controller).

80 3 - Touch screen controller error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the touchscreen.

Check the power supply of the touchscreen. If the error cannot be cleared, exchange the touchscreen or the touchscreen controller

( see part V - Monitors and Touchscreen Controller).

80 4 - Touch screen firmware version wrong

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and the cables of the touchscreen controller.

If the error cannot be cleared, exchange the touchscreen controller

( see part V - Monitors and Touchscreen Controller).

81 0 - Meter missing

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and cables of the meter unit.

81 1 - Meter ROM error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and cables of the meter unit.

81 2 - Meter RAM error

Handling:

Perform a RAM clear ( see part IV.9 - RAM Clear).

81 3 - Meter CRC error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and cables of the meter unit.

81 4 - Meter configuration error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and cables of the meter unit.

81 5 - Generic meter error

Handling:

Turn/release the attendant key.

If the error cannot be cleared, check the connectors and cables of the meter unit.

45M626U1UK-01

81 6 - Meter power fail

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and cables of the meter unit.

81 7 - Meter battery low

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and cables of the meter unit.

81 8 - Meter firmware version wrong

Handling:
Turn/release the attendant key.
If the error cannot be cleared, the controller of the meters has to be exchanged.
(⇨ see part V - Mechanical meters).

81 9 - Meter changed

Handling:
Turn/release the attendant key.
If the error cannot be cleared, check the connectors and cables of the meter unit.

99 9 - Internal error

Handling:
Perform a RAM Clear (⇨ see part IV.9 - RAM Clear).
If the error cannot be cleared, note down the error message and
inform our **Technical Support** by phone number **+43 2252 606-300.**

IV.2 Remote in

ATTENTION

In countries where the remote function is prohibited by law this function must not be enabled and/or has been disabled by the producer.

The assignment of the active buttons in the respective game is shown in the game complement.

How to execute a remote (available only in the idle mode and with closed Main Door):

1) Turn the attendant key (the machine switches to the Audit Menu).

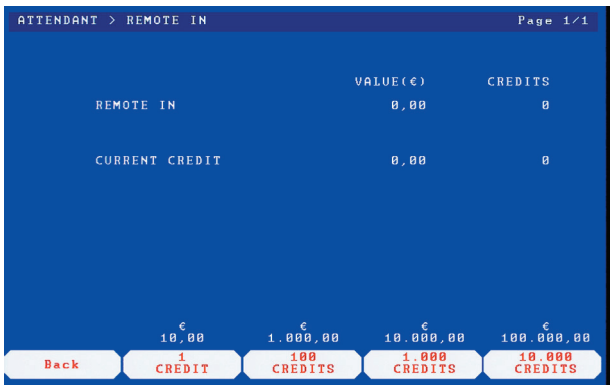
S_AUDIT_MENU1.jpg

2) Press the active buttons or in case of machines with touchscreen touch the respective fields to go to the **ATTENDANT** menu.

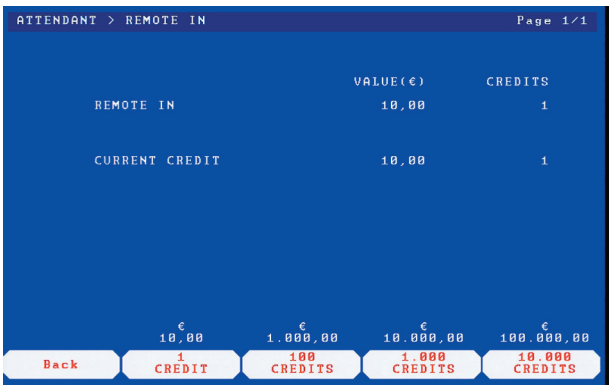
S_ATT_REMOTE_IN.jpg

3) Select the function **REMOTE IN**.

45M626U1UK-01



S_ATT_REMOTE_IN1_DC.jpg



S_ATT_REMOTE_IN2_DC.jpg

4) Press the respective buttons or in case of machines with touchscreen touch the respective fields to add 1, 100, 1000 or 10000 credits.

5) The selected credit is registered automatically on the remote meter (or on the respective country-specific meter).

6) Release the attendant key.

7) The machine switches back to the game play mode.

The remote function can be used only if it has been enabled in the audit menu in MACHINE SETUP > PARAMETER SETTINGS (see part IV.8 - Audit Menu).

IV.3 Handpay credit

ATTENTION

In countries where the handpay function is prohibited by law this function must not be enabled and/or has been disabled by the producer.

The assignment of the active buttons in the respective game is shown in the game complement.

If a limit has been reached during a game, you can get to this page automatically by turning the attendant key.

How to execute a handpay (available only in the idle mode and with closed Main Door):

1) Turn the attendant key (the machine switches to the Audit Menu).

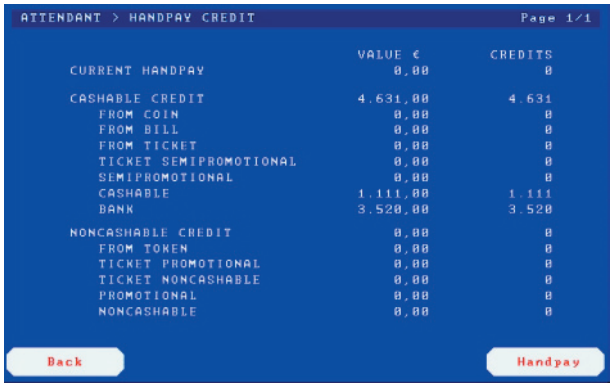
S_AUDIT_MENU1.jpg

2) Press the active buttons or in case of machines with touchscreen touch the respective fields to go to the **ATTENDANT** menu.

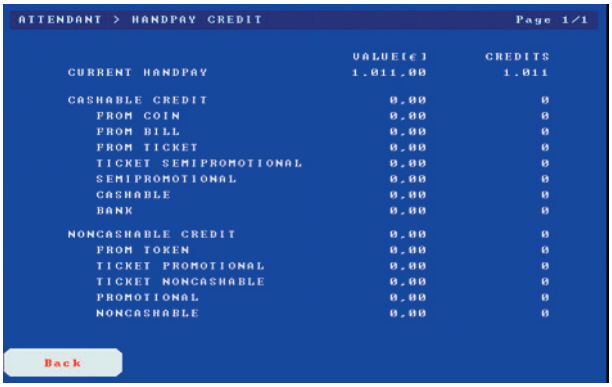
S_ATT_HANDPAY_CREDIT.jpg

45M626U1UK-01

3) Select the function **HANDPAY CREDIT**.



S_ATT_HANDPAY_CREDIT1_DC.jpg



S_ATT_HANDPAY_CREDIT1_HP.jpg

4) Press the respective buttons or in case of machines with a touchscreen touch the respective fields to handpay the current credit.

5) The handpaid credit is registered automatically on the handpay meter.

6) Release the attendant key.

7) The machine switches back to the game play mode.

The handpay function can only be used if it has been enabled in the audit menu in MACHINE SETUP > PARAMETER SETTINGS (see part IV.8 - Audit Menu).

IV.4 Hopper refill

The assignment of the active buttons in the respective game is shown in the game complement.

How to refill the hopper (available only in the idle mode):

1) Open the Main Door and refill the respective number of coins into the hopper.

2) Turn the attendant key (the machine switches to the Audit Menu).

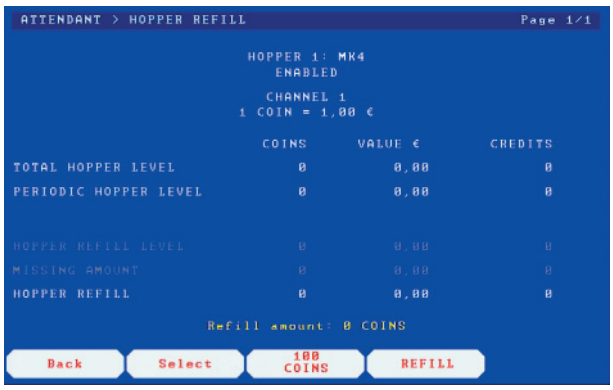
S_AUDIT_MENU2.jpg

3) Press the active buttons or in case of machines with touchscreen touch the respective fields to go to the **ATTENDANT** menu.

S_ATT_HOPPER_REFILL.jpg

4) Select the function **HOPPER REFILL**.

45M626U1UK-01



S_ATT_HOPPER_REFILL1.jpg

5) Use the touchscreen field “Select” or the active buttons to adjust, if coins should be added or substracted in steps of 1, 10 or 100 (“1 COIN”, “10 COINS”, “100 COINS” resp. “-1 COIN”, “-10 COINS” or “-100 COINS”).

6) Use the adjusted field (i.e. “100 COINS”) or the respective active button to adjust the refilled amount. The current selected amount is indicated at “Refill amount: X COINS”. This amount must exactly relate to the coins refilled, otherwise the accounting will be incorrect.

7) Press “REFILL” to finish the hopper refill procedure.
The refilled amount is registered automatically and indicated at “HOPPER REFILL”.

8) Close the Main Door.

9) Release the attendant key.

10) The machine switches back to the game play mode.

IV.5 Hopper dump

ATTENTION

In countries where the hopper dump function is prohibited by law, this function must not be enabled and/or has been disabled by the producer.

The assignment of the active buttons in the respective game is shown in the game complement.

How to dump the hopper (available only in the idle mode):

1) Open the Main Door.

2) Turn the attendant key (the machine switches to the Audit Menu).

S_AUDIT_MENU2.jpg

3) Press the active buttons or in case of machines with touchscreen touch the respective fields to go to the **ATTENDANT** menu.

S_ATT_HOPPER_DUMP.jpg

4) Select the function **HOPPER DUMP**.

45M626U1UK-01

S_ATT_HOPPER_DUMP1.jpg

5) Press the active buttons or touch the respective fields to enter the sum of the amount to dump in steps of 10, 100 or 1000.

6) The refilled amount is registered automatically. This amount must exactly relate to the dumped coins, otherwise the accounting will be incorrect.

7) Close the Main Door.

8) Release the attendant key.

9) The machine switches back to the game play mode.

IV.6 Out of Service (Locking of the machine)

This function allows the attendant to lock the machine for the game play mode while it is switched on. By using the Out of Service function it is not necessary to power down a defective machine but it may be locked as long as the defect has not been repaired.

The assignment of the active buttons in the respective game is shown in the game complement.

How to put the machine out of service:

1) Turn the attendant key (the machine switches to the Audit Menu).

S_AUDIT_MENU1.jpg

2) Press the active buttons or in case of machines with touchscreen touch the respective fields to go to the **ATTENDANT** menu.

S_ATT_OUT_OF_SERVICE.jpg

3) Select the function **OUT OF SERVICE: INACTIVE**.

45M626U1UK-01

4) Press the active button or touch the field “Enter” to lock the machine.

S_ATT_OUT_OF_SERVICE1.jpg

5) Release the attendant key.

6) The machine switches back to the game play mode. On the screen a message is displayed containing the information, that the machine is out of service.

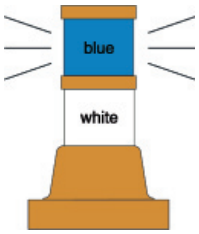
S_ATT_OUT_OF_SERVICE2.jpg

7) To unlock the machine, turn and release the attendant key.
The machine is now enabled for gambling.

IV.7 Top light

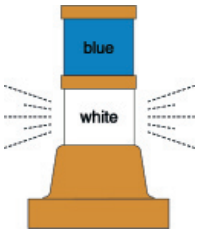
The top light indicates the different operational status (jackpot, error, service, etc.).

Novomatic Standard



Blue is lighting:

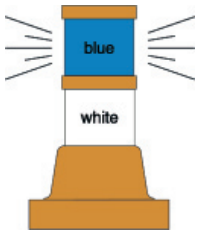
The SERVICE button has been pressed.



White is flashing fast:

The machine is in the idle mode and the Main Door or the Door-in-Door system is open.

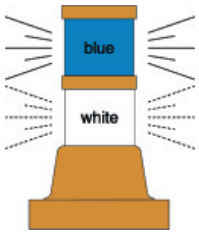
The light is flashing until the fist game has been finished.



Blue is flashing slowly:

Error - the machine is not ready for play.

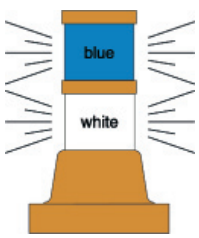
The error message is shown on the screen
(see part IV.1 - Error handling).



Blue is flashing slowly, white is flashing fast:

Error - the machine is not ready for play.

The error message is indicated in case of error and the Main Door or the Door-in-Door system is open.

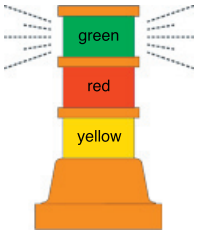


Blue and white are flashing slowly:

Handpay is required.
After the handpay has been finished the lamps stop flashing.

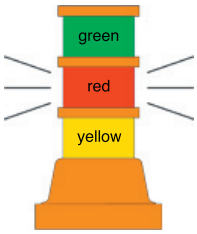
45M626U1UK-01

Bally France



Green is flashing fast:

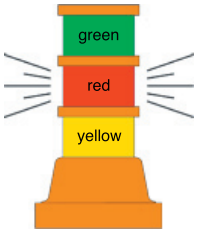
A limit has been reached.
After the handpay has been finished the lamps stop flashing.



Red is lighting:

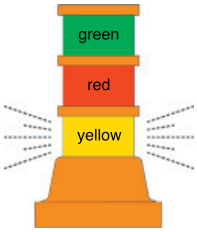
Error - the machine is not ready for play.

The error message is shown on the screen
(⇨ see part IV.1 - Error handling).



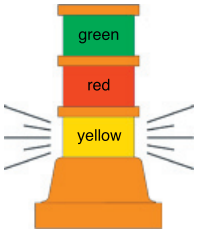
Red is flashing slowly:

The Main Door or the Door-in-Door system is open.



Yellow is flashing fast:

The SERVICE button has been pressed.



Yellow is flashing slowly:

The blackbox was removed or is damaged.

IV.8 Audit Menu

INFORMATION

Depending on machine configuration the items described in this part may vary.

INFORMATION

The respective active buttons (illuminated) are located on the keyboard below the control panel shown on the screen. See game supplement.

IV.8.1 ATTENDANT Menu

Turn the attendant key to go the ATTENDANT menu. This menu shows the accounting and statistics, and several settings may be adjusted. The pages can be selected by pressing the active buttons or, in case of machines with touchscreen, by touching the respective fields.

S_AUDIT_MENU1.jpg

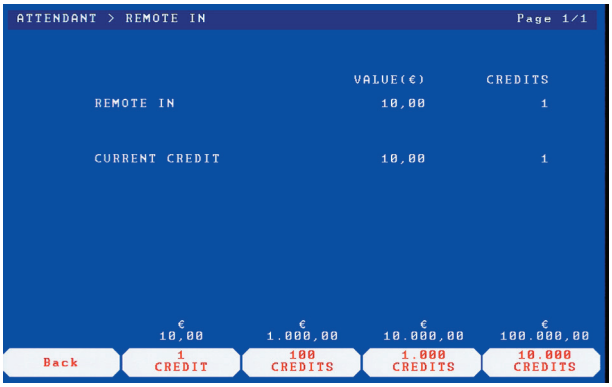
S_AUDIT_MENU2.jpg

The left illustration shows the AUDIT MENU indicated at closed Main Door, the right illustration shows the extended AUDIT MENU indicated at opened Main Door.

45M626U1UK-01

ATTENDANT > **REMOTE IN**

S_ATT_REMOTE_IN.jpg



S_ATT_REMOTE_IN2_DC.jpg

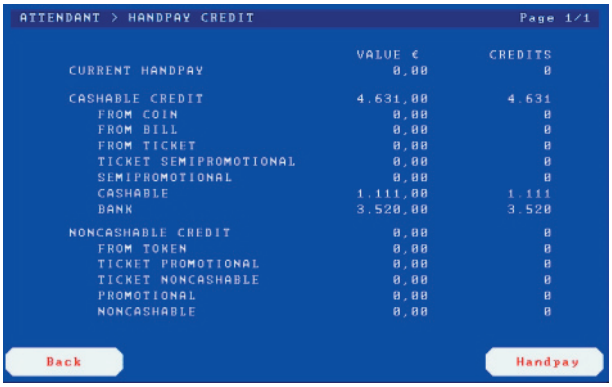
Press the respective buttons or in case of machines with a touchscreen touch the respective fields to add the desired amount (⇨ see part IV.2 „Remote in“).
The respective value and registered credit of each payment transaction are indicated.

REMOTE IN Shows the credit added via the remote function.

CURRENT CREDIT Shows the current credit.

ATTENDANT > **HANDPAY CREDIT**

S_ATT_HANDPAY_CREDIT.jpg



S_ATT_HANDPAY_CREDIT1_DC.jpg

CURRENT HANDPAY — Press the respective buttons or in case of machines with a touchscreen touch the respective fields to handpay the current credit (⇨ see part IV.3 „Handpay credit“).

CASHABLE CREDIT — Indicates the total amount of all cashable credits.
FROM COIN — Proportion of the cashable credit entered in coins.
FROM BILL — Proportion of the cashable credit entered in bills.
FROM TICKET — Proportion of the cashable credit entered in tickets.
TICKET SEMIPROMOTIONAL — Proportion of the cashable credit entered in promotional tickets.
SEMIPROMOTIONAL — Proportion of the cashable credit entered via online system.
CASHABLE — Proportion of the cashable credit which is not assignable to the above mentioned credit types (e.g. remote).
BANK — Credit cashable from the bank display.

NONCASHABLE CREDIT — Indicates the total amount of all non-cashable credits. Non-cashable credits have to be gambled away!
FROM TOKEN — Proportion of the non-cashable credit entered in tokens.
TICKET PROMOTIONAL — Proportion of the non-cashable credit entered in promotional tickets.
TICKET NONCASHABLE — Proportion of the non-cashable credit entered in tickets.
PROMOTIONAL — Proportion of the non-cashable credit entered via online system.
NONCASHABLE — Proportion of the non-cashable credit which is not assignable to the above mentioned credit types.

ATTENTION

For each transaction, the monetary value and the corresponding credit amount are indicated.
Which kind of credit is deemed “CASHABLE” or “NONCASHABLE” may vary depending on the jurisdiction.

45M626U1UK-01

ATTENDANT > HOPPER REFILL

S_ATT_HOPPER_REFILL.jpg

S_ATT_HOPPER_REFILL1.jpg

TOTAL HOPPER LEVEL Total value of all coins available in the hopper.

PERIODIC HOPPER LEVEL Total value of all coins available in the hopper for a certain period.

HOPPER REFILL LEVEL Indicates the defined hopper refill level.

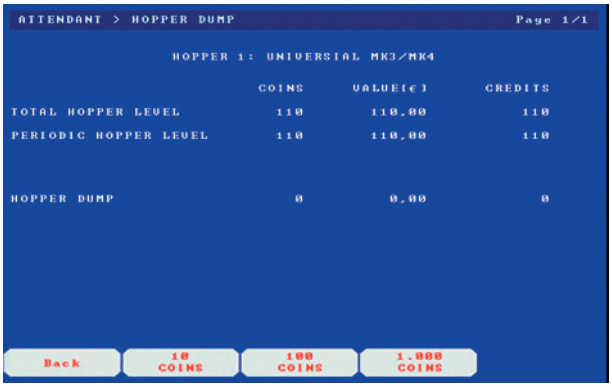
MISSING AMOUNT Coins still missing for the hopper refill level set.

HOPPER REFILL Use the touchscreen field “Select” or the respective button to adjust, if coins should be added or substracted in steps of 1, 10 or 100 (“1 COIN”, “10 COINS”, “100 COINS” resp. “-1 COIN”, “-10 COINS”, “-100 COINS”).
Use the adjusted field (i.e. “100 COINS”) or the respective button to adjust the refilled amount. The current selected amount is indicated at “Refill amount: X COINS”. Press “REFILL” to finish the hopper refill procedure (see part IV.4 “Hopper refill“).
The number of coins, the respective value and the respective registered credit is now indicated at the menu item “HOPPER REFILL”.
Turn/release the attendant key.
Now the refilled number of coins, the respective value and the respective registered credit is indicated at the menu items “TOTAL HOPPER LEVEL” and “PERIODIC HOPPER LEVEL”.

The number of coins, the respective value and the respective registered credit of each payment transaction are indicated.

ATTENDANT **> HOPPER DUMP**

S_ATT_HOPPER_DUMP.jpg



S_ATT_HOPPER_DUMP1.jpg

TOTAL HOPPER LEVEL Total value of all coins available in the hopper.

PERIODIC HOPPER LEVEL Total value of all coins available in the hopper for a certain period.

HOPPER DUMP Press the respective buttons or the respective touchscreen fields to enter the amount to dump the hopper (⇨ see part IV.5 “Hopper dump“).

The number of coins, the respective value and the respective registered credit of each payment transaction are indicated.

ATTENDANT **> OUT OF SERVICE**

S_ATT_OUT_OF_SERVICE.jpg

S_ATT_OUT_OF_SERVICE1.jpg

S_ATT_OUT_OF_SERVICE2.jpg

This function allows the attendant to lock the machine for the game play mode while it is switched on (⇨ see part IV.6 „Out of Service (Locking of the machine)”.

45M626U1UK-01

IV.8.2 ACCOUNTING Menu

S_ACCOUNTING_MENU.jpg

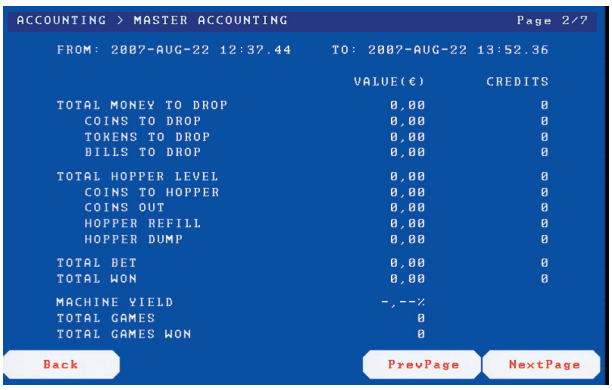
ACCOUNTING **> MASTER ACCOUNTING**

S_ACC_MASTER_ACCOUNTING.jpg

S_ACC_MASTER_ACC1.jpg

TOTAL IN	Total value of all coins, tokens, tickets and bills inserted and credits added via the remote function.
COINS IN	Total value of all coins inserted via the coin acceptor.
TOKEN IN	Total value of all tokens accepted.
BILL IN	Total value of all bills accepted.
REMOTE IN	Total value of all credits added via the remote function.
CARD IN	Total value of all credits inserted via cashless card.
TICKET IN	Total value of all credits inserted via ticket.
TOTAL OUT	Total value of all credits paid out (hopper, handpay, card and vouchers).
COINS OUT	Total value of all coins paid out via the hopper.
HANDPAY	Total value of all amounts paid out via handpay function.
CARD OUT	Total value of credits added to the cashless card.
BILL OUT	Total value of all bills paid out.
TICKET OUT	Total value of credits paid out via ticket printer.
TOTAL IN-OUT	Difference between TOTAL IN and TOTAL OUT.

The respective value and the respective registered credit of the payment transaction are indicated.



S_ACC_MASTER_ACC2.jpg

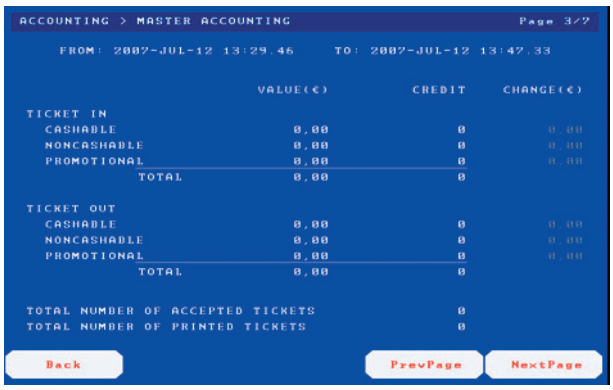
TOTAL MONEY TO DROP Total value of all coins and bills that can be removed.
COINS TO DROP Total value of all coins that can be removed from the drop box.
TOKENS TO DROP Total value of all tokens that can be removed.
BILLS TO DROP Total value of all bills that can be removed from the stacker box.

TOTAL HOPPER LEVEL Total value of all coins available in the hopper.
COINS TO HOPPER Total value of all coins diverted into the hopper via the coin acceptor.
COINS OUT Total value of all coins paid out via the hopper.
HOPPER REFILL Total value of all coins refilled directly to the hopper.
HOPPER DUMP Total value of all coins paid out via the hopper with the hopper dump function.

TOTAL BET Total value of all bets.
TOTAL WON Total value of all wins.

MACHINE YIELD Payout percentage.
TOTAL GAMES Total number of all games played.
TOTAL GAMES WON Total number of all games won.

The respective value and the respective registered credit of the payment transaction are indicated.



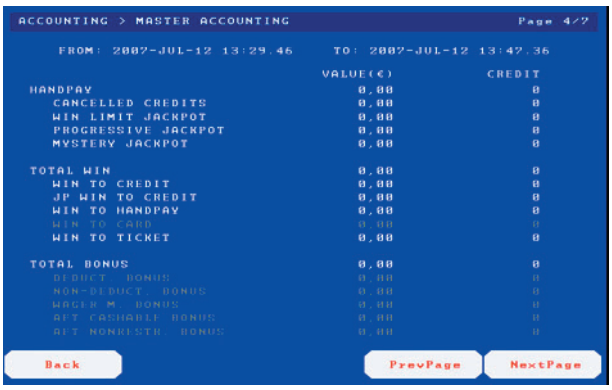
S_ACC_MASTER_ACC3.jpg

TICKET IN	Total value of tickets accepted by the bill acceptor.
CASHABLE	Cashable tickets accepted by the bill acceptor.
NONCASHABLE	Non-cashable tickets accepted by the bill acceptor.
PROMOTIONAL	Promotional tickets accepted by the bill acceptor.

TICKET OUT	Total value of tickets paid out via the ticket printer.
CASHABLE	Cashable tickets paid out via the ticket printer.
NONCASHABLE	Non-cashable tickets paid out via the ticket printer.
PROMOTIONAL	Promotional tickets paid out via the ticket printer.

Furthermore, the **TOTAL NUMBER OF ACCEPTED TICKETS** an the **TOTAL NUMBER PRINTED TICKETS** are indicated on this page.

The respective value and the respective registered credit of the payment transaction are indicated.



S_ACC_MASTER_ACC4.jpg

HANDPAY	Total value of all handpays.
CANCELLED CREDITS	Total value of all credits cancelled via handpay function.
WIN LIMIT JACKPOT	Total value of all handpaid jackpot wins.
PROGRESSIVE JACKPOT	Total value of all handpaid external jackpots.
MYSTERY JACKPOT	Total value of all handpaid mystery jackpots.

TOTAL WIN	Total value of all wins.
WIN TO CREDIT	Total value of all wins added to credit.
JP WIN TO CREDIT	Total value of all jackpot wins added to credit.
WIN TO HANDPAY	Total value of all handpaid wins.
WIN TO CARD	Total value of all wins transferred to the cashless card.
WIN TO TICKET	Total value of all wins paid out via Ticket Printer.

TOTAL BONUS	Total value of the additional win option (bonusing system via network).
DEDUCT. BONUS	Tax-deductible part of the bonusing system.
NON DEDUCT. BONUS	Non-deductible part of the bonusing system.
WAGER M. BONUS	Wager according to bonusing system.

The respective value and the respective registered credit of the payment transaction are indicated.

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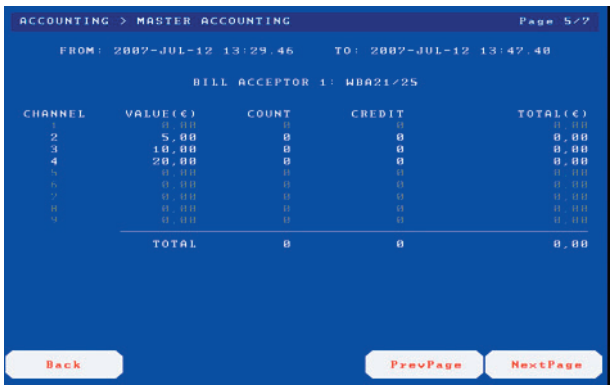
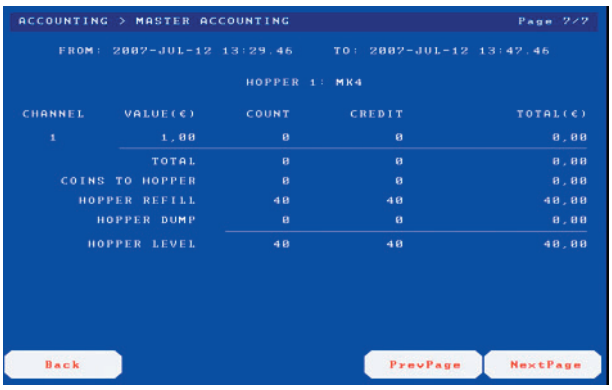


S_ACC_MASTER_ACC5.jpg

CHANNEL Indicates the available bill channels.
VALUE (€) Value of one bill of the respective bill channel.
COUNT Total number of bills accepted on the respective bill channel.
CREDIT Total number of credits inserted via the respective bill channel.
TOTAL (€) Total value of all credits inserted via the respective bill channel.

S_ACC_MASTER_ACC6.jpg

CHANNEL Indicates the available coin channels.
VALUE (€) Value of one coin of the respective coin channel.
COUNT Total number of coins accepted via the respective coin channel.
CREDIT Total number of credits inserted via the respective coin channel.
TOTAL (€) Total value of credits inserted via the respective coin channel.

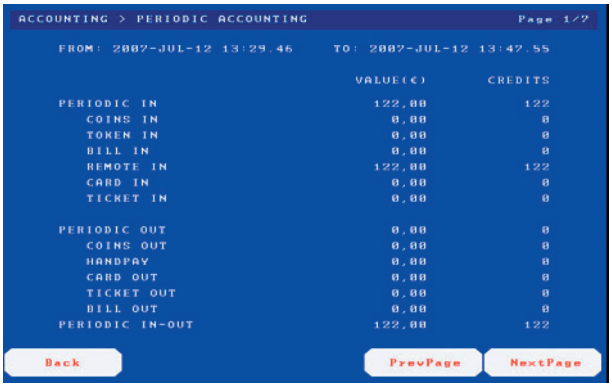


S_ACC_MASTER_ACC7.jpg

CHANNEL	Indicates the available hopper channels.
VALUE (€)	Value of one coin of the respective hopper channel.
COUNT	Total number of coins accepted on the respective hopper channel.
CREDIT	Total number of credits inserted via the respective hopper channel.
TOTAL (€)	Total value of all credits inserted via the respective hopper channel.
COINS TO HOPPER	Total amount of coins transported into the hopper.
HOPPER REFILL	Total amount of coins refilled into the hopper.
HOPPER DUMP	Total amount of coins removed from the hopper.
HOPPER LEVEL	Total value of all coins available in the hopper.

ACCOUNTING > **PERIODIC ACCOUNTING**

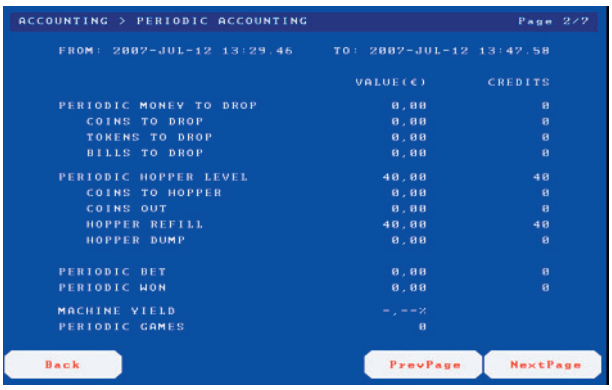
S_ACC_PERIODIC_ACCOUNTING.jpg



S_ACC_PERIODIC_ACC1.jpg

PERIODIC IN	Total value of all coins, tickets, tokens and bills inserted and credits added via the remote function for a certain period.
COINS IN	Total value of all coins inserted via the coin acceptor for a certain period.
TOKEN IN	Total value of all tokens accepted for a certain period.
BILL IN	Total value of all bills accepted for a certain period.
REMOTE IN	Total value of all credits added via the remote function for a certain period.
CARD IN	Total value of all credits added via card for a certain period.
TICKET IN	Total value of all credits inserted via ticket for a certain period.
PERIODIC OUT	Total value of all credits paid out for a certain period.
COINS OUT	Total value of all coins paid out via the hopper for a certain period.
HANDPAY	Total value of all credits paid out via the handpay function for a certain period.
CARD OUT	Total value of all credits added to the cashless card for a certain period.
BILL OUT	Total value of all bills paid out for a certain period.
TICKET OUT	Total value of all credits paid out via ticket printer for a certain period.
PERIODIC IN-OUT	Difference between TOTAL IN and TOTAL OUT for a certain period.

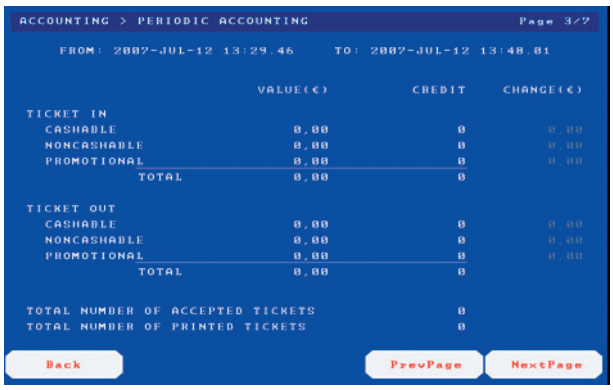
The respective value and the respective registered credit of each payment transaction are indicated.



S_ACC_PERIODIC_ACC2.jpg

PERIODIC MONEY TO DROP	Total value of all coins and bills that can be removed in a certain period.
COINS TO DROP	Total value of all coins that can be removed from the drop box in a certain period.
TOKENS TO DROP	Total value of all tokens that can be removed for a certain period.
BILLS TO DROP	Total value of all bills that can be removed from the stacker box in a certain period.
PERIODIC HOPPER LEVEL	Total value of all coins available in the hopper for a certain period.
COINS TO HOPPER	Total value of all coins diverted into the hopper via the coin acceptor in a certain period.
COINS OUT	Total value of all coins paid out via the hopper in a certain period.
HOPPER REFILL	Total value of all coins refilled directly into the hopper in a certain period.
HOPPER DUMP	Total value of all coins paid out via the hopper with the hopper dump function in a certain period.
PERIODIC BET	Total value of all bets in a certain period.
PERIODIC WON	Total value of all wins realized in a certain period.
MACHINE YIELD	Payout percentage for a certain period.
PERIODIC GAMES	Total number of games played in a certain period.
PERIODIC GAMES WON	Total number of games won in a certain period.

The respective value and the respective registered credit of each payment transaction are indicated.

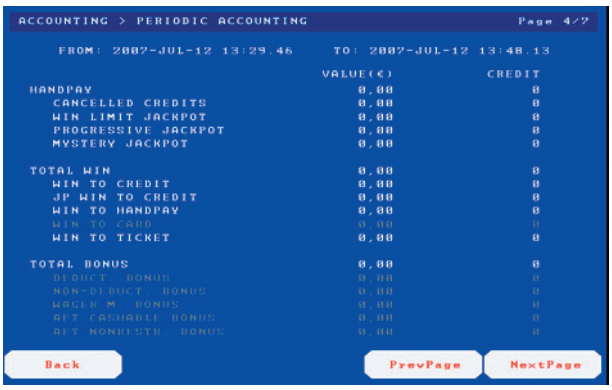


S_ACC_PERIODIC_ACC3.jpg

TICKET IN	Total value of all tickets accepted in a certain period.
CASHABLE	Total value of cashable tickets accepted in a certain period.
NONCASHABLE	Total value of non-cashable tickets accepted in a certain period.
PROMOTIONAL	Total value of promotional tickets accepted in a certain period.
TICKET OUT	Total value of all tickets paid out via the ticket printer in a certain period.
CASHABLE	Total value of cashable tickets paid out via the ticket printer in a certain period.
NONCASHABLE	Total value of non-cashable tickets paid out via the ticket printer in a certain period.
PROMOTIONAL	Total value of promotional tickets paid out via the ticket printer in a certain period.

Furthermore, the **TOTAL NUMBER OF ACCEPTED TICKETS** in a certain period and the **TOTAL NUMBER OF PRINTED TICKETS** in a certain period are indicated on this page.

The respective value and the respective registered credit of the payment transaction are indicated.



S_ACC_PERIODIC_ACC4.jpg

HANDPAY	Total value of all handpays in a certain period.
CANCELLED CREDITS	Total value of all credits cancelled via handpay function in a certain period.
WIN LIMIT JACKPOT	Total value of all handpaid jackpot wins in a certain period.
PROGRESSIVE JACKPOT	Total value of all handpaid external jackpots in a certain period.
MYSTERY JACKPOT	Total value of all handpaid mystery jackpots in a certain period.
TOTAL WIN	Total value of all wins in a certain period.
WIN TO CREDIT	Total value of all wins added to credit in a certain period.
JP WIN TO CREDIT	Total value of all jackpot wins added to credit in a certain period.
WIN TO HANDPAY	Total value of all handpaid wins in a certain period.
WIN TO CARD	Total value of all wins transferred to the cashless card in a certain period.
WIN TO TICKET	Total value of all wins paid out via Ticket Printer in a certain period.
TOTAL BONUS	Total value of the additional win option (bonusing system via network) in a certain period.
DEDUCT. BONUS	Tax-deductible part of the bonusing system in a certain period.
NON DEDUCT. BONUS	Non-deductible part of the bonusing system in a certain period.
WAGER M. BONUS	Wager according to bonusing system in a certain period.

The respective value and the respective registered credit of the payment transaction are indicated.

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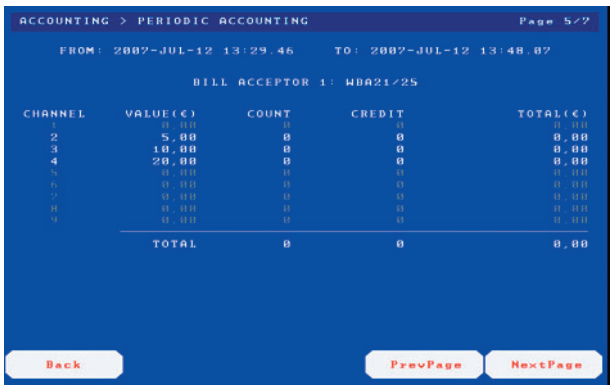


S_ACC_PERIODIC_ACC5.jpg

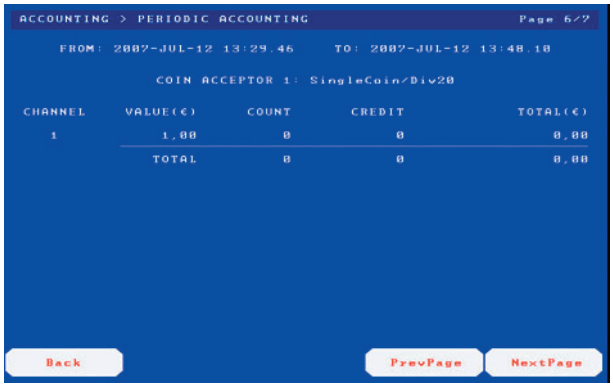
CHANNEL Indicates the available bill channels.

VALUE (€) Value of one bill of the respective bill channel.

COUNT Total number of bills accepted via the respective bill channel in a certain period.

CREDIT Total number of credits inserted via the respective bill channel in a certain period.

TOTAL (€) Total value of credits inserted via the respective bill channel in a certain period.



S_ACC_PERIODIC_ACC6.jpg

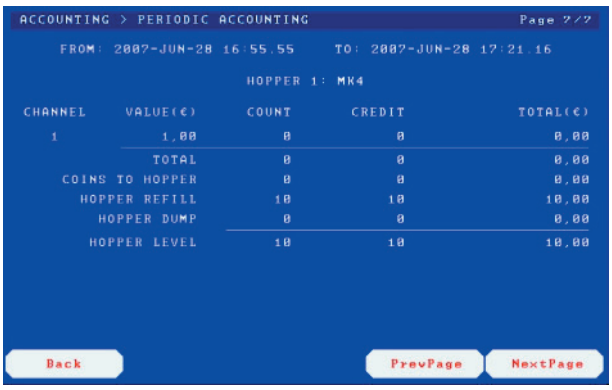
CHANNEL Indicates the available coin channels.

VALUE (€) Value of one coin of the respective coin channel.

COUNT Total number of coins accepted via the respective coin channel in a certain period.

CREDIT Total number of credits inserted via the respective coin channel in a certain period.

TOTAL (€) Total value of credits inserted via the respective coin channel in a certain period.



S_ACC_PERIODIC_ACC7.jpg

CHANNEL	Indicates the available hopper channels.
VALUE (€)	Value of one coin of the respective hopper channel.
COUNT	Total number of coins accepted via the respective hopper channel in a certain period.
CREDIT	Total number of credits inserted via the respective hopper channel in a certain period.
TOTAL (€)	Total value of credits inserted via the respective hopper channel in a certain period.
COINS TO HOPPER	Total amount of coins transported into the hopper.
HOPPER REFILL	Total amount of coins refilled into the hopper.
HOPPER DUMP	Total amount of coins removed from the hopper.
HOPPER LEVEL	Total number of coins available in the hopper.

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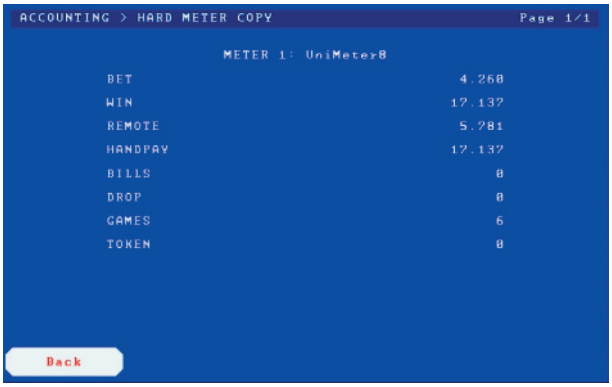
ACCOUNTING > HARD METER COPY

S_ACC_HARD_METER_COPY.jpg



S_ACC_HARD_METER_COPY1.jpg

This page is an exact copy of the mechanical meters.
The pin assignment of the meters is country-specific.

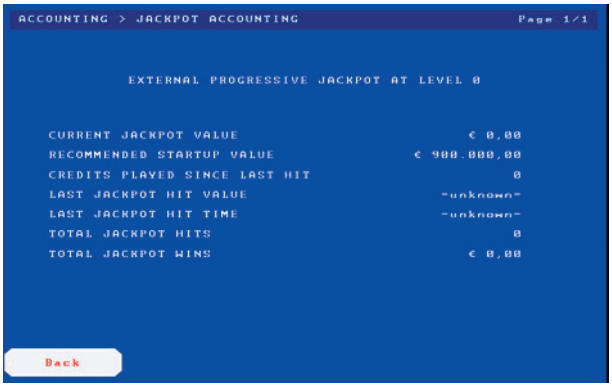
BET	Total value of all bets in credits.
WIN	Total value of all wins in credits.
REMOTE	Total value of all credits added via remote function.
HANDPAY	Total value of all credits paid out via handpay function.
BILLS	Total value of all bills inserted in credits.
DROP	Total value of all coins inserted into the drop box in credits.
GAMES	Total number of all games played.
TOKEN	Total value of all tokens inserted in credits.

ATTENTION

After a RAM Clear the parameters are “0” again!

ACCOUNTING **> JACKPOT ACCOUNTING**

S_ACC_JACKPOT_ACCOUNTING.jpg



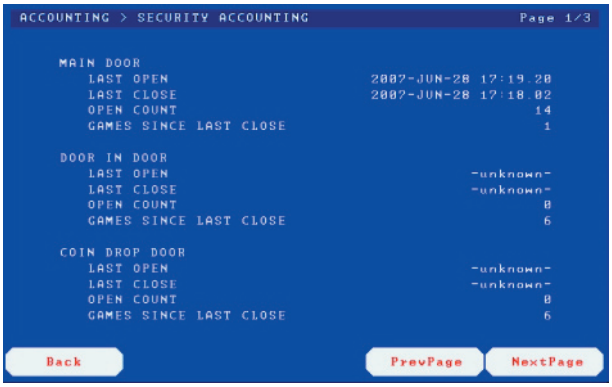
S_ACC_JACKPOT_ACC1.jpg

CURRENT JACKPOT VALUE	Indicates the current jackpot amount.
RECOMMENDED STARTUP VALUE	Benchmark for the jackpot amount.
CREDITS PLAYED SINCE LAST HIT	Value of credits played since last jackpot hit.
LAST JACKPOT HIT VALUE	Amount of the last jackpot hit.
LAST JACKPOT HIT TIME	Time of last jackpot hit.
TOTAL JACKPOT HITS	Total number of jackpot hits until now.
TOTAL JACKPOT WINS	Total amount of all jackpot hits.

45M626U1UK-01

ACCOUNTING > **SECURITY ACCOUNTING**

S_ACC_SECURITY_ACCOUNTING.jpg

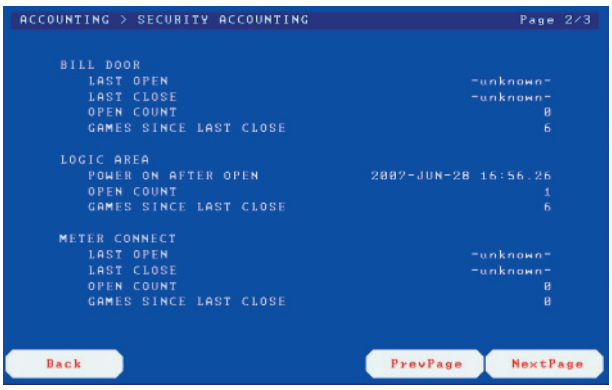


S_ACC_SECURITY_ACC1.jpg

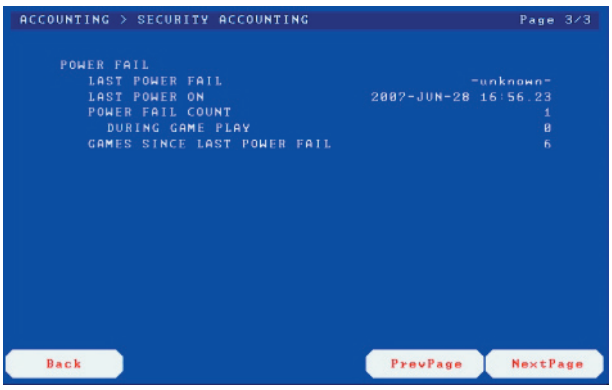
MAIN DOOR	Monitored status.
LAST OPEN	Date and time of last opening of the Main Door.
LAST CLOSE	Date and time of last closing of the Main Door.
OPEN COUNT	Number of openings of the Main Door.
GAMES SINCE LAST CLOSE	Number of games played since last closing of the Main Door.

DOOR IN DOOR	Monitored status.
LAST OPEN	Date and time of last opening of the Door-in-Door.
LAST CLOSE	Date and time of last closing of the Door-in-Door.
OPEN COUNT	Number of openings of the Door-in-Door.
GAMES SINCE LAST CLOSE	Number of games played since last closing of the Door-in-Door.

COIN DROP DOOR	Monitored status.
LAST OPEN	Date and time of last opening of the Drop Door.
LAST CLOSE	Date and time of last closing of the Drop Door.
OPEN COUNT	Number of openings of the Drop Door.
GAMES SINCE LAST CLOSE	Number of games played since last closing of the Drop Door.



S_ACC_SECURITY_ACC2.jpg



S_ACC_SECURITY_ACC3.jpg

BILL DOOR	Monitored status.
LAST OPEN	Date and time of last opening of the Stacker Door.
LAST CLOSE	Date and time of last closing of the Stacker Door.
OPEN COUNT	Number of openings of the Stacker Door.
GAMES SINCE LAST CLOSE	Number of games played since last closing of the Stacker Door.
LOGIC AREA	Monitored status.
POWER ON AFTER OPEN	Date and time of last opening of the Logic Door.
OPEN COUNT	Number of openings of the Door-in-Door.
GAMES SINCE LAST CLOSE	Number of games played since last closing of the Logic Door.
METER CONNECT	Monitored status.
LAST OPEN	Date and time of last disconnection of the mechanical meters.
LAST CLOSE	Date and time of last connection of the mechanical meters.
OPEN COUNT	Number of disconnections of the mechanical meters.
GAMES SINCE LAST CLOSE	Number of games played since last connection of the mechanical meters.
POWER FAIL	Monitored status.
LAST POWER FAIL	Date and time of last power down.
LAST POWER ON	Date and time of last power on.
POWER FAIL COUNT	Number of power downs.
GAMES SINCE LAST POWER FAIL	Number of games played since last power down interruption.

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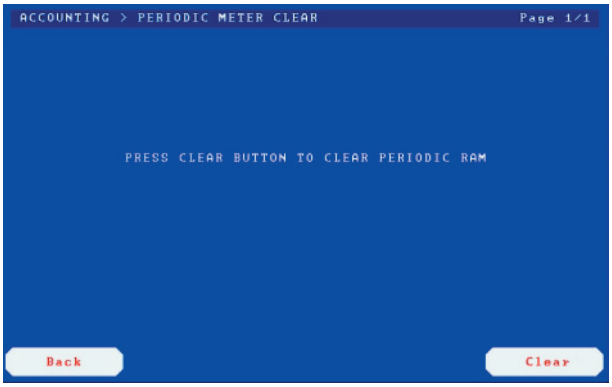
ACCOUNTING > **PERIODIC METER CLEAR**

S_ACC_PERIODIC_METER_CLEAR.jpg



S_ACC_PERIODIC_METER_CLEAR1.jpg

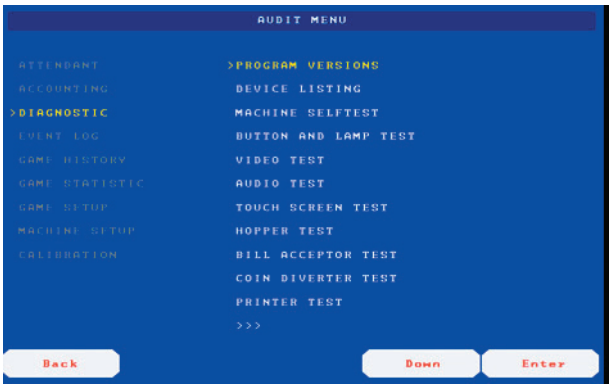
PRESS CLEAR BUTTON TO CLEAR PERIODIC RAM

Press the respective button or the respective touchscreen field to clear the periodic RAM.

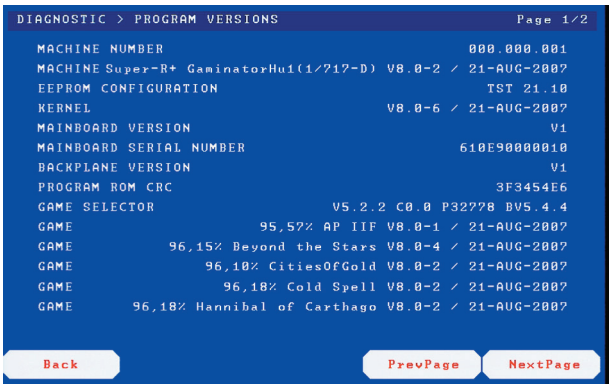
IV.8.3 DIAGNOSTIC Menu

S_DIAGNOSTIC_MENU.jpg

DIAGNOSTIC **> PROGRAM VERSIONS**



S_DIA_PROGRAM_VERSIONS.jpg

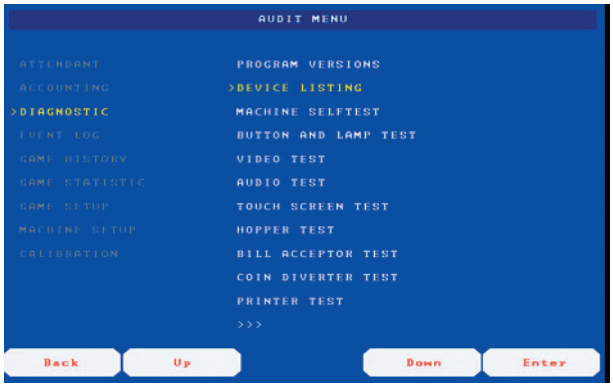


S_DIA_PROGRAM_VERSIONS1.jpg

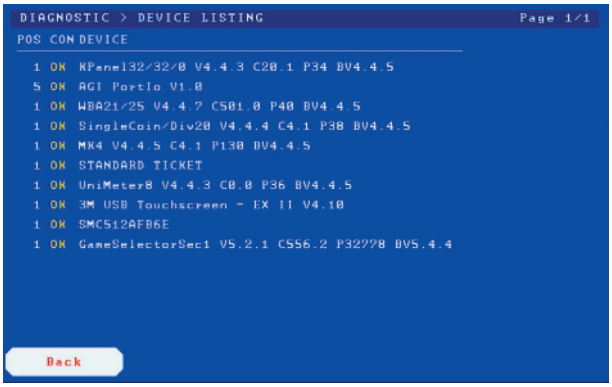
MACHINE NUMBER	Indicates the configured machine number.
MACHINE	Indicates name, version and date of the complete machine software.
EEPROM CONFIGURATION	Indicates the EEPROM configuration.
KERNEL	Indicates version and date of the kernel.
MAINBOARD VERSION	Indicates the version of the mainboard.
MAINBOARD SERIAL NUMBER	Indicates the serial number of the mainboard.
BACKPLANE VERSION	Indicates the version of the backplane.
PROGRAM ROM CRC	Indicates the checksum of the program ROM.
GAME SELECTOR	Indicates the version of the game selector.
GAME	Indicates the name, version and date of the game.

45M626U1UK-01

DIAGNOSTIC > **DEVICE LISTING**



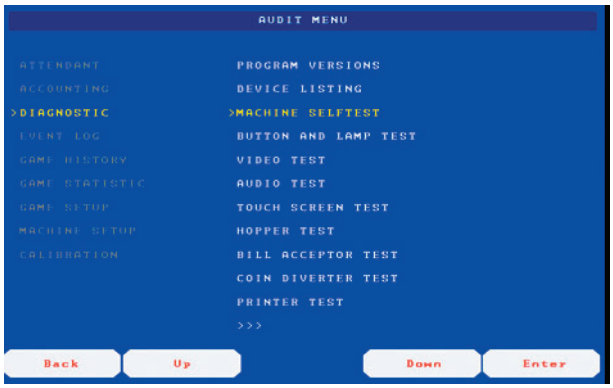
S_DIA_DEVICE_LISTING.jpg



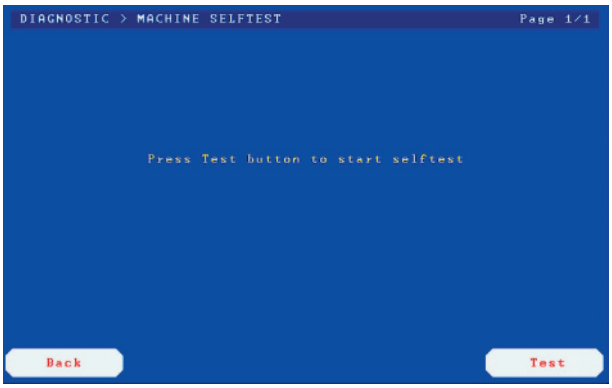
S_DIA_DEVICE_LISTING1.jpg

Indicates the machine components which are recognized by the software.
The number and the form of the entries depends on the current equipment of the machine (bill acceptor, ticket printer, etc.).

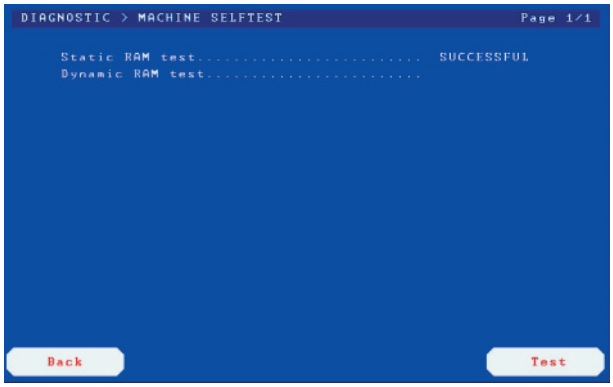
DIAGNOSTIC > **MACHINE SELFTEST**



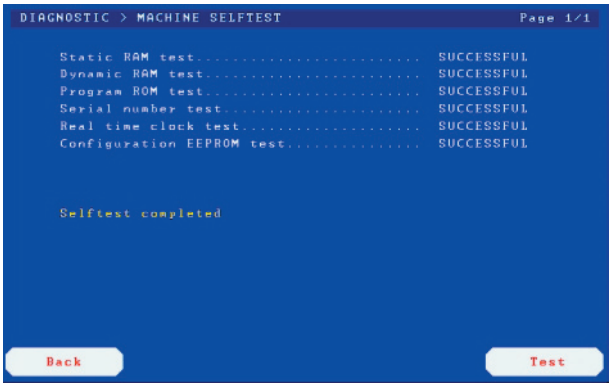
S_DIA_MACHINE_SELFTEST.jpg



S_DIA_MACHINE_SELFTEST1.jpg



S_DIA_MACHINE_SELFTEST3.jpg



S_DIA_MACHINE_SELFTEST5.jpg

Press Test button to start selftest
Press the respective button or touch the respective touchscreen field to start the selftest.
After the selftest is completed, a detailed listing of the tested devices is indicated.

DIAGNOSTIC > **BUTTON AND LAMP TEST**

S_DIA_BUTTON_AND_LAMP_TEST.jpg

S_DIA_BUTTON_AND_LAMP_TEST1.jpg

S_DIA_BUTTON_AND_LAMP_TEST4.jpg

LAMP TEST All lamps are flashing steadily as long as this page is enabled.
BUTTON TEST The current status of the buttons (ON/OFF) is indicated.

To go back, press Back 1 and Back 2 simultaneously
Press the respective buttons or touchscreen fields to return to the DIAGNOSTIC menu.

DIAGNOSTIC > **VIDEO TEST**

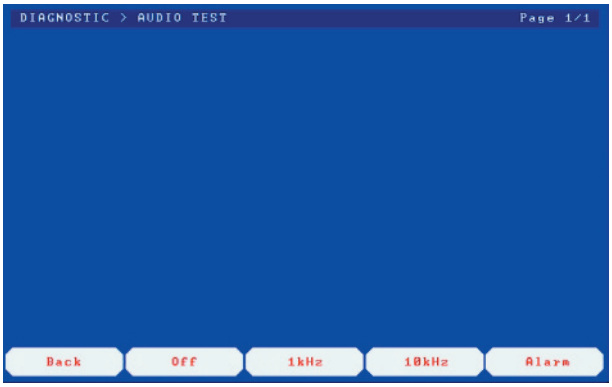
S_DIA_VIDEO_TEST.bmp

S_DIA_VIDEO_TEST1.bmp

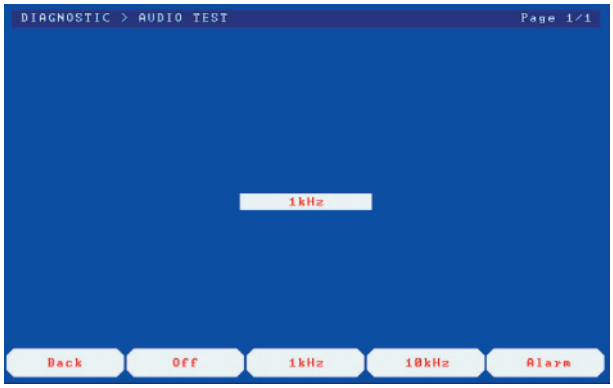
Select the function VIDEO TEST to show the test chart on the screen.
In case of eventual distortions or a defective colour reproduction the monitor can be readjusted according to this test chart.

DIAGNOSTIC > **AUDIO TEST**

S_DIA_AUDIO_TEST.jpg



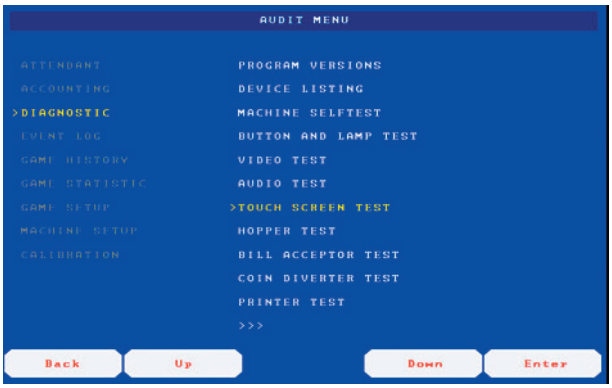
S_DIA_AUDIO_TEST1.jpg



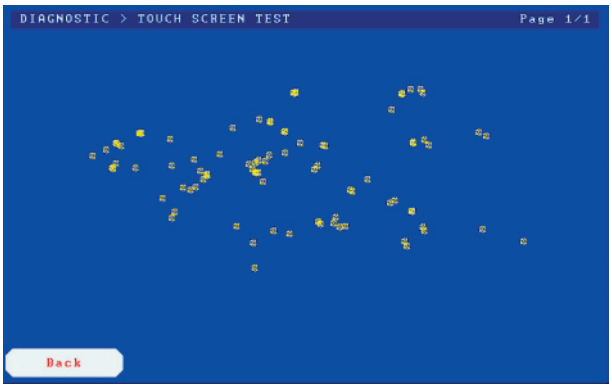
S_DIA_AUDIO_TEST4.jpg

Press the respective buttons or touch the respective fields to start the audio test.

DIAGNOSTIC > **TOUCH SCREEN TEST**



S_DIA_TOUCH_SCREEN_TEST.jpg



S_DIA_TOUCH_SCREEN_TEST1.jpg

Select the function TOUCH SCREEN TEST to check the calibration and functionality of the touchscreen. Touch the screen at different places. At each touch a white point is enlightened on the screen.

DIAGNOSTIC > **HOPPER TEST**

S_DIA_HOPPER_TEST.jpg

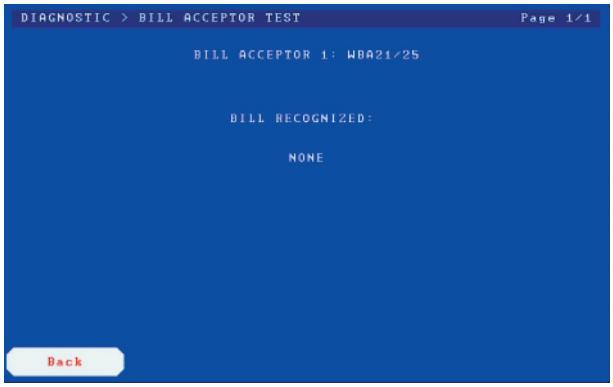
S_DIA_HOPPER_TEST1.jpg

S_DIA_HOPPER_TEST2.jpg

Select the function HOPPER TEST to check the functionality of the hopper.
Follow the instructions indicated on the screen. Coins inserted are not registered!

DIAGNOSTIC > **BILL ACCEPTOR TEST**

S_DIA_BILL_ACC_TEST.jpg



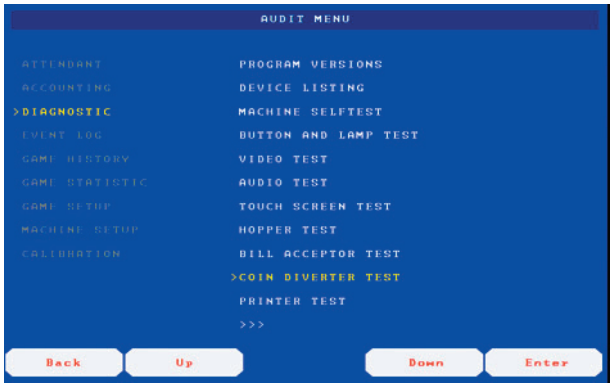
S_DIA_BILL_ACC_TEST1.jpg

The BILL ACCEPTOR TEST function can be used to check the functionality of the bill acceptor.

ATTENTION

If a bill is not detected, the reason may be that the insertion direction is not enabled in the menu item MACHINE > BILL SETTINGS or the software is not programmed to accept the bill.

DIAGNOSTIC > **COIN DIVERTER TEST**



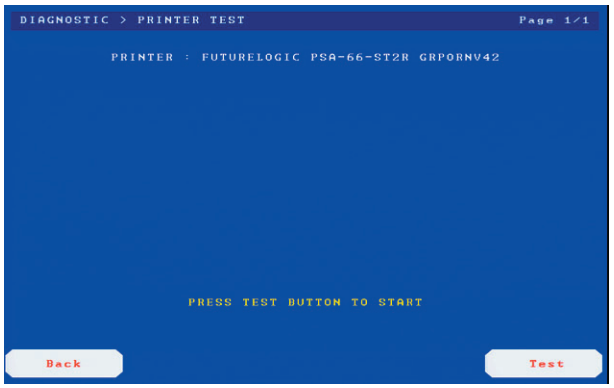
S_DIA_COIN_DEV_TEST.bmp

S_DIA_COIN_DEV_TEST1.bmp

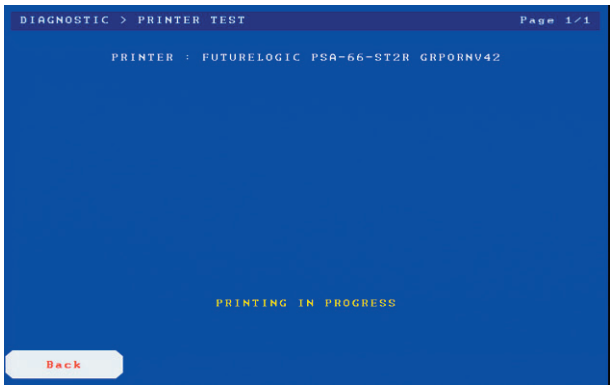
Select the function COIN DIVERTER TEST to test the functionality of the coin diverter.
Press the respective button or touch the respective field to switch the coin diverter ON or OFF.

DIAGNOSTIC > **PRINTER TEST**

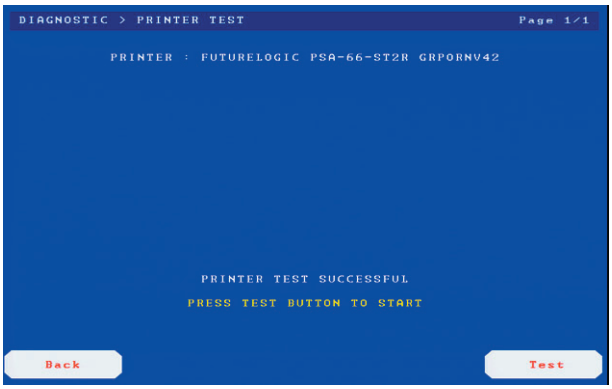
S_DIA_PRINTER_TEST.jpg



S_DIA_PRINTER_TEST1.jpg



S_DIA_PRINTER_TEST2.jpg

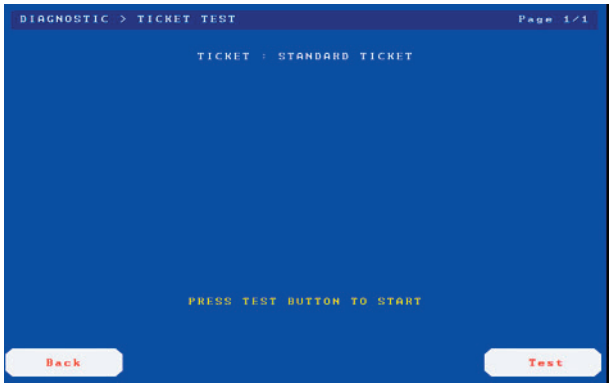


S_DIA_PRINTER_TEST3.jpg

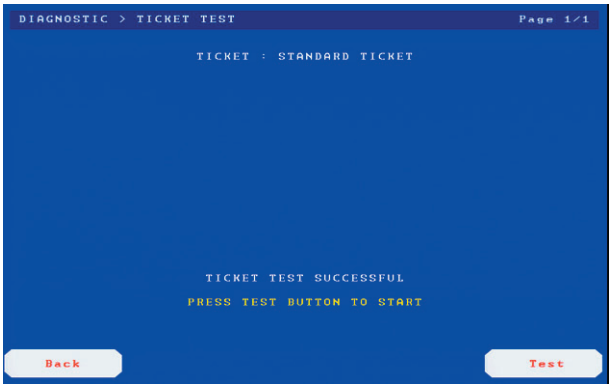
Select the function PRINTER TEST to check the correct function of the ticket printer.
Press the respective button or touch the respective field and follow the instructions indicated on the screen.

DIAGNOSTIC > **TICKET TEST**

S_DIA_TICKET_TEST.jpg



S_DIA_TICKET_TEST1.jpg



S_DIA_TICKET_TEST2.jpg

Select the function TICKET TEST to print a 0 credit ticket.

DIAGNOSTIC > **PAYTABLE TEST**

S_DIA_PAYTABLE_TEST.jpg

S_DIA_PAYTABLE_TEST1.jpg

The PAYTABLE TEST can be used to check the correct payout of the machine.
Various winning situations can be simulated without prizes being paid out.

To start the paytable test the Main Door must be opened.
Then activate the test and leave the Audit Menu.
Now a game situation can be set by pressing the SERVICE button and the LINE buttons at the same time.
The amount of bet may be selected and the simulation can be started when the START button is pressed.
When the Main Door is closed again, the machine will return to the original game situation.

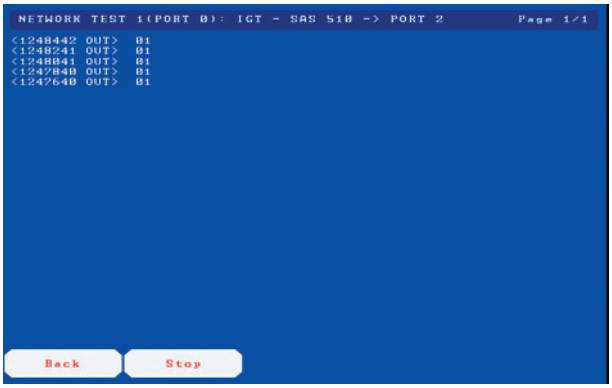
ATTENTION

When the ONE-SHOT PROGRESSIVE JACKPOT TEST is selected, a real jackpot is triggered at the external jackpot controller when the next game is started, provided that the respective winning combination was selected. The jackpot must then be set again. After a game, this setting will be deactivated automatically.

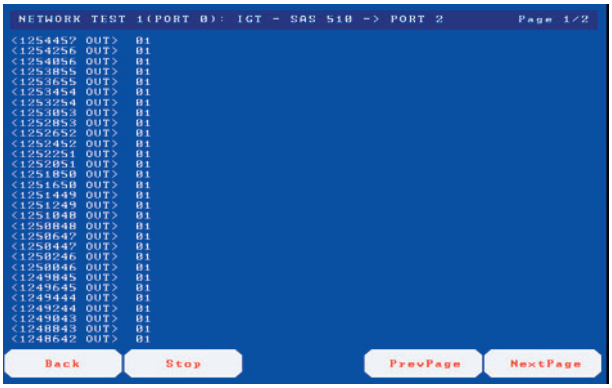
DIAGNOSTIC > **NETWORK TEST**

S_DIA_NETWORK_TEST.jpg

S_DIA_NETWORK_TEST1.jpg



S_DIA_NETWORK_TEST2.jpg



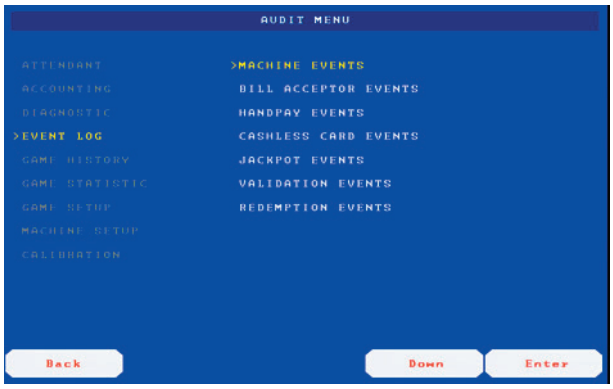
S_DIA_NETWORK_TEST3.jpg

Select the function NETWORK TEST to check the correct function of the selected network.

IV.8.4 EVENT LOG Menu

S_EVENT_LOG_MENU.jpg

EVENT LOG **> MACHINE EVENTS**

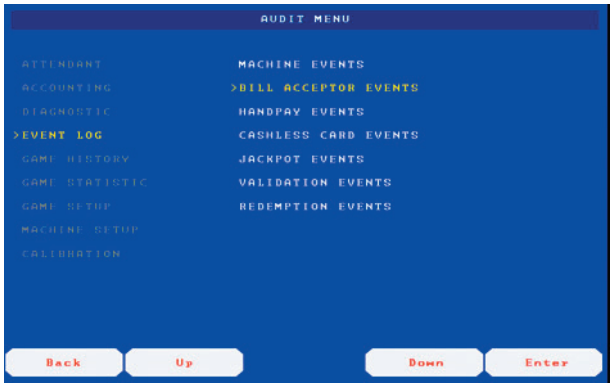


S_EVLOG_MACHINE_EV.jpg

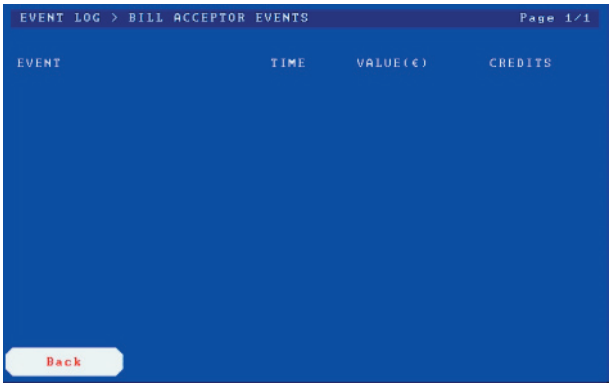
S_EVLOG_MACHINE_EV1.jpg

All errors including date and time when they have occurred are listed.
The error codes and error messages correspond to those listed in part V.1.2.
In case of an overflow the respective oldest entries are overwritten.

EVENT LOG **> BILL ACCEPTOR EVENTS**



S_EVLOG_BILL_ACC_EV.jpg

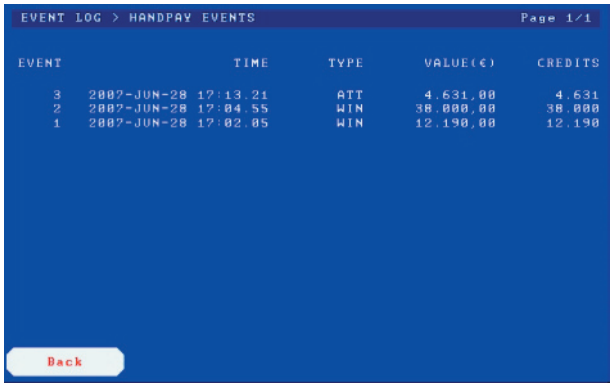


S_EVLOG_BILL_ACC_EV1.jpg

All accepted bills including date and time of their insertion are listed.
In case of an overflow the respective oldest entries are overwritten.

EVENTS **> HANDPAY EVENTS**

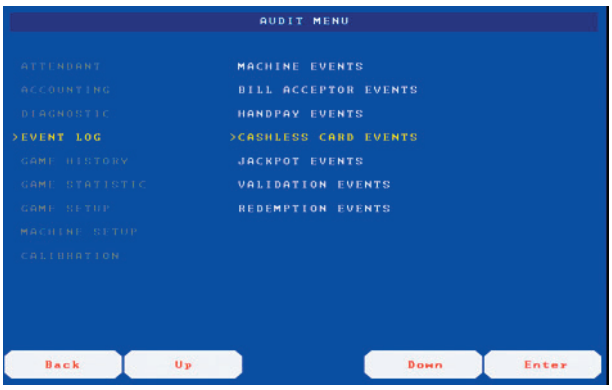
S_EVLOG_HANDPAY_EV.jpg



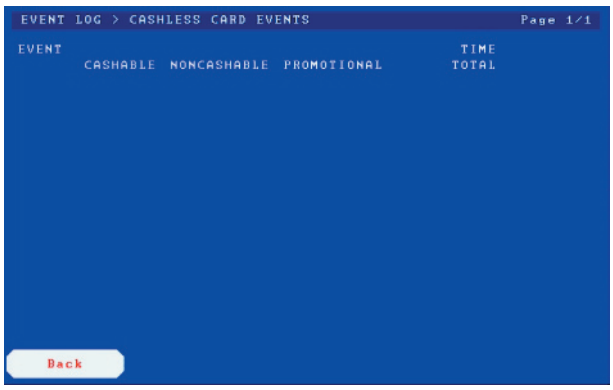
S_EVLOG_HANDPAY_EV1.jpg

Lists all handpay events including date and time when they where paid out.
In case of an overflow the respective oldest entries are overwritten.

EVENT LOG **> CASHLESS CARD EVENTS**



S_EVLOG_CASHLESS_CARD_EV.jpg

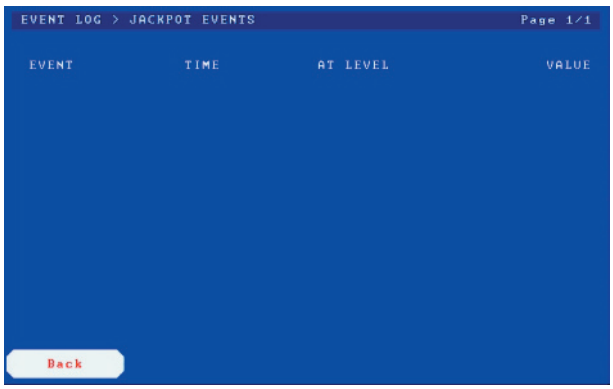


S_EVLOG_CASHLESS_CARD_EV1.jpg

All accepted card credits including date and time are listed.
In case of an overflow the respective oldest entries are overwritten.

EVENTS **> JACKPOT EVENTS**

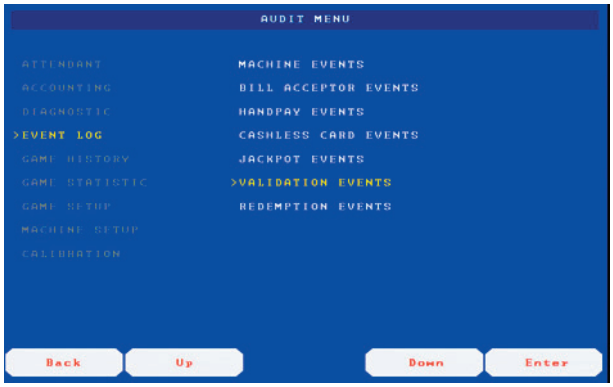
S_EVLOG_JACKPOT_EV.jpg



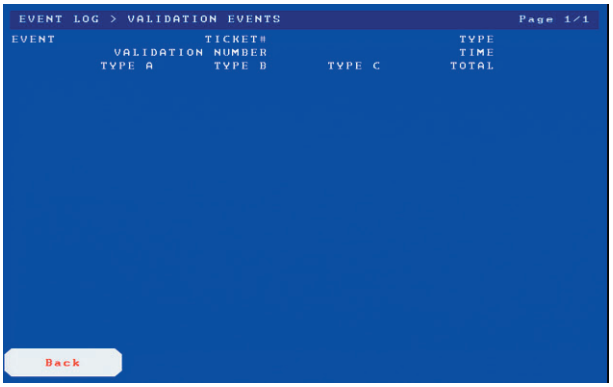
S_EVLOG_JACKPOT_EV1.jpg

Lists all external jackpots including date and time when they where hit.
In case of an overflow the respective oldest entries are overwritten.

EVENT LOG > **VALIDATION EVENTS**



S_EVLOG_VALIDATION_EV.jpg



S_EVLOG_VALIDATION_EV1.jpg

Lists all ticket events including validation number, value, ticket number, date and time.
In case of an overflow the respective oldest entries are overwritten.

EVENTS > **REDEMPTION EVENTS**

S_EVLOG_REDEMPTION_EV.jpg

S_EVLOG_REDEMPTION_EV1.jpg

Lists all ticket events including validation number, value, ticket number, date and time.
In case of an overflow the respective oldest entries are overwritten.

IV.8.5 GAME HISTORY Menu

GAME HISTORY **> Selected Game**

S_GAME_HISTORY_MENU.jpg

S_GAME_HISTORY_MENU1.jpg

GAME HISTORY	Game history of the selected game.
Game	Current number of the game at a certain time.
Phase	Phase during the indicated game (1st deal is phase 1, 2nd deal is phase 2, etc.), depending on the indicated game.
Date	Indicates the date of the game.
Time	Indicates the time of the game.
Credit bef.	Amount of credit before the game was started.
Bet	Bets realized in credits.
Win	Wins in credits.
Gambles	Number of times gambled.
Gamble in	Value of wins which has been gambled.
Gamble out	Value of wins which has been paid out after gamble.
SINCE LAST GAME	
Tokens in	Total value of tokens inserted since last game.
Coins in	Total value of coins inserted since last game.
Bills in	Total value of bills inserted since last game.
Remote in	Total value of all credits added via the remote function since last game.
Debit in	Total value of all credits added via card since last game.
Bonus in	Total value of all credits added via online system since last game.
Ticket in	Total value of all credits inserted via tickets since last game.
Collected	Total value of all credits paid out via the hopper and the handpay function since last game.

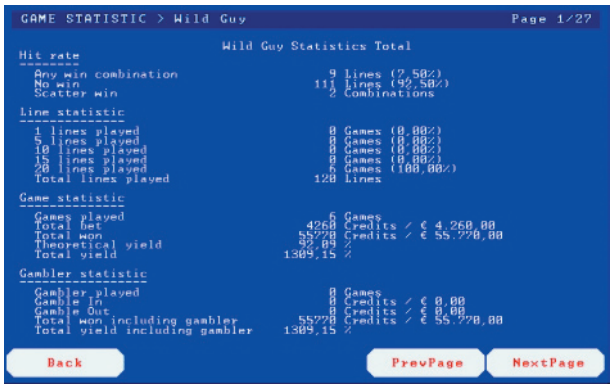
45M626U1UK-01

IV.8.6 GAME STATISTICS Menu

GAME STATISTICS **> Selected Game**

S_GAME_STATISTIC_MENU.jpg

S_GAME_STAT_WG.jpg



S_GAME_STAT_WG1.jpg

The game statistics depend on the selected game. If different bets (BET) are permitted in the game, the first page always indicates the total statistic (BET - independent) and each BET available is represented separately (e.g. page 2 = BET 1, page 3 = BET 2, etc.).

IV.8.7 GAME SETUP Menu

S_GAME_SETUP_MENU.jpg

GAME SETUP **> Selected Game**

S_GAME_SETUP_WG.jpg

S_GAME_SETUP_WG1.jpg

On this page several functions specific to the selected game can be featured.

IV.8.8 MACHINE SETUP Menu

S_MACHINE_SETUP_MENU.jpg

MACHINE SETUP **> LIMIT SETUP**

S_MACH_SETUP_LIMIT SET.jpg

S_MACH_SETUP_LIMIT_SET1.jpg

INFORMATION

In comparison to the CREDIT LIMIT the CREDIT IN LIMIT must always be lower by AT LEAST the value represented by the highest configuration bill (coin, token).
This ensures that by insertion of a bill (coin, token) only the CREDIT IN LIMIT may be reached and never the CREDIT LIMIT.

CREDIT IN LIMIT

If the limit has been reached, no more credits can be added (coin and bill acceptor are blocked), also the remote function is disabled.

0... No CREDIT IN LIMIT.

CREDIT LIMIT

Maximum credit value that may be reached in the game.
If the limit has been reached, a handpay is required.

0... No CREDIT LIMIT.

JACKPOT LIMIT

Maximum value of win paid out by the machine (added to credit or paid out via the hopper).

0... No JACKPOT LIMIT

CELEBRATION LIMIT

Available only in cashless card systems.
If this limit is reached (under jackpot limit), a handpay to the cashless card has to be performed!.

DOUBLE UP LIMIT Maximum credit value that may be reached in the double-up game.

HOPPER PAYOUT LIMIT Maximum number of coins that can be paid out via the hopper, if the CASH button has been pressed or in case of wins. All amounts in excess have to be paid out via the handpay function.

0... No HOPPER LIMIT.

TICKET PAYOUT LIMIT Maximum amount that can be paid out via the ticket printer. All amounts in excess have to be paid out via the handpay function.

0... No TICKET LIMIT.

COINS IN LIMIT Indicates the number of coins that can be inserted without a game' played.

0... No COIN IN LIMIT.

MINIMUM HANDPAY Minimum amount of win paid out via handpay.

EVEN HANDPAY Indicates the rounding factor for handpay. For example: if 50 is set, 1750 are paid instead of 1755, the remaining 5 continue on the credit.

Press the corresponding buttons or touch the respective fields to perform the desired settings. In each case a MIN and a MAX value are indicated in the range of which the current value can be set. Due to regulation some value ranges may be limited or the possibility of setting may be prohibited in general.

45M626U1UK-01

MACHINE SETUP **> PARAMETER SETUP**

S_MACH_SETUP_PARAMETER_SET.jpg

S_MACH_SETUP_PARAMETER_SET1.jpg

Press the corresponding buttons or touch the respective fields to perform the desired settings.

INFORMATION

Depending on the game configuration and the game some of the following functions listed below may not be available!

START MODE — Determines the start mode.

0... RE-BET AT START — If credits are available and the START button is pressed, a game is started with the last bet.

1... BET AND START — A bet must be selected and the START button must be pressed to start the game.

2... AUTOSTART — If credits are available, the START button has to pressed to play a game or if the AUTOSTART button is pressed, a game will be automatically started with the last bet.

REMOTE INPUT — Enables/disables the remote function.

0... DISABLED — The remote function is disabled.

1... ENABLED — The remote function is enabled.

HANDPAY CREDIT — Enables/disables the handpay function.

0... DISABLED — The handpay function is disabled.

1... ENABLED — The handpay function is enabled.

BILL INPUT — Determines the bill accounting.

0... TO HOPPER — Bills are changed. The highest bill must be lower than the hopper limit.

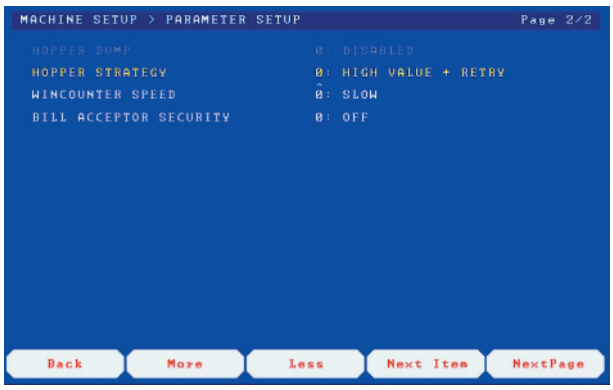
1... TO CREDIT — The value of inserted bills is added to the credit.

2... TO CREDIT/COMPULSORY GAME — Bills inserted are added to the credit and a compulsory game must be played before the system accepts a new bill.

3... TO CREDIT/PLAY 50% — Bills inserted are added to the credit. A minimum of 50 % of the value of each inserted bill must be played before the system accepts a new bill.

COIN INPUT	Determines the coin accounting.
0... TO BET	Coins are registered on the CREDITS PLAYED meter until the maximum bet is reached. A game is not started automatically unless the MAX BET button is pressed.
1... TO BET/START	Coins are registered on the CREDITS PLAYED meter until the maximum bet is reached. The game starts automatically.
2... TO BET/TO CREDIT	Coins are registered on the CREDITS PLAYED meter until the maximum bet is reached - any subsequent coins are registered on the CREDIT meter. A game is not started automatically unless the MAX BET button is pressed.
3... TO CREDIT	Coins are registered on the CREDIT meter. A game is not started automatically unless the MAX BET button is pressed and enough credits are available.
4... TO CREDIT/CANCEL	Coins are registered on the CREDIT meter. No game can be started with the MAX BET button.
WIN OUTPUT	Determines the accounting of the wins.
0... TO HOPPER	All wins are paid out via the hopper.
1... TO CREDIT	All wins are registered on the CREDIT meter.
PAY AT JACKPOT LIMIT	Determines the way jackpots are handled.
0... WIN	Only the win is paid.
1... WIN + CREDIT	The win and the credit is paid.
PAY AT CREDIT LIMIT	Determines the way the credit limit is handled.
0... WIN	Only the win is paid.
1... WIN + CREDIT	The win and the credit is paid.
PARTIAL PAY MODE	Determines whether a partial payout can be made.
0... NO PARTIAL HANDPAY	Partial payouts cannot be made. The entire amount must be handpaid.
1... PARTIAL HANDPAY	System allows partial payout. The hopper pays coins until the hopper limit is reached, the remaining amount must be handpaid.
HOPPER REMAINDER	Determines the way that non-cashable credits are handled.
0... TO CREDIT	Remaining amounts remain on the CREDIT meter.
1... TO HANDPAY	Remaining amounts must be handpaid.
2... CREDIT + HANDPAY	Remaining amounts remain on the CREDIT meter. After pressing the CASH button a handpay of the remaining amount is offered.
SYSTEM LANGUAGE	Setting of the system language.
0... ENGLISH	4... FRENCH
1... GERMAN	5... NORWEGIAN
2... SPANISH	6... HUNGARIAN
3... PORTUGUESE	

45M626U1UK-01



S_MACH_SETUP_PARAMETER_SET2.jpg

HOPPER DUMP	Enables/disables the hopper dump function.
0... DISABLED	Hopper dump is disabled.
1... ENABLED	Hopper dump is enabled.
HOPPER STRATEGY	Determines the way payout is handled when two hoppers are used.
0... HIGH VALUE + RETRY	If the first hopper is already empty, the machine switches over to the second hopper for payout.
1... HIGH VALUE	High-value coins are preferred for payout, the remaining amount is paid out in lower-value coins.
2... BALANCED	Wins are paid out with a balanced number of both high-value and low-value coins.
WINCOUNTER SPEED	Determines the win counting speed.
0... SLOW	Win counting is slow.
1... FAST	Win counting is fast.
BILL ACCEPTOR SECURITY	Activates/deactivates disabling of the bill acceptor after insertion of a bill failed.
0... OFF	The bill acceptor is never disabled.
1... 10 REJECTED	The bill acceptor is disabled after 10 attempts failed.
2... 5 REJECTED	The bill acceptor is disabled after 5 attempts failed.

MACHINE SETUP **> GAME LANGUAGE SETUP**

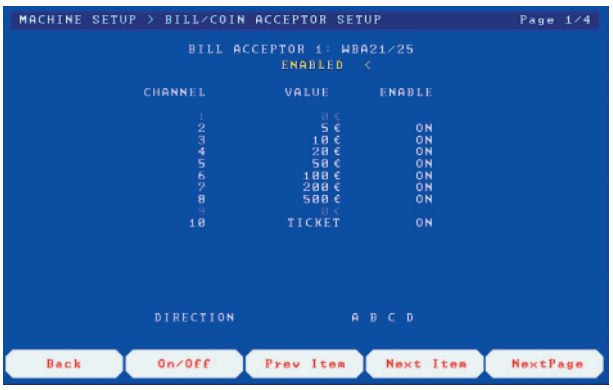
S_MACH_SETUP_GAME_LANG_SET.jpg

S_MACH_SETUP_GAME_LANG_SET1.jpg

Press the corresponding buttons or touch the respective fields to set the desired game language.

MACHINE SETUP **> BILL/COIN ACCEPTOR SETUP**

S_MACH_SETUP_BCACC_SET.jpg



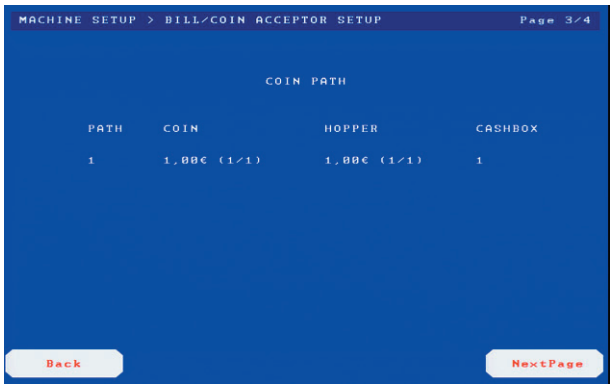
S_MACH_SETUP_BCACC_SET1.jpg

BILL ACCEPTOR X	Indicates the bill acceptor to which the settings correspond.
CHANNEL	Bill channels available.
VALUE	Monetary value of the bills accepted via the respective bill channel.
ENABLE	Enables/disables the bill channel.
DIRECTION	Bills are accepted only if they are inserted in a certain direction.

45M626U1UK-01

S_MACH_SETUP_BCACC_SET2.jpg

COIN ACCEPTOR X Indicates the coin acceptor to which the settings correspond.
CHANNEL Coin channels available.
VALUE Monetary value of the coins accepted via the respective channel.
ENABLE Enables/disables the coin channel.



S_MACH_SETUP_BCACC_SET3.jpg

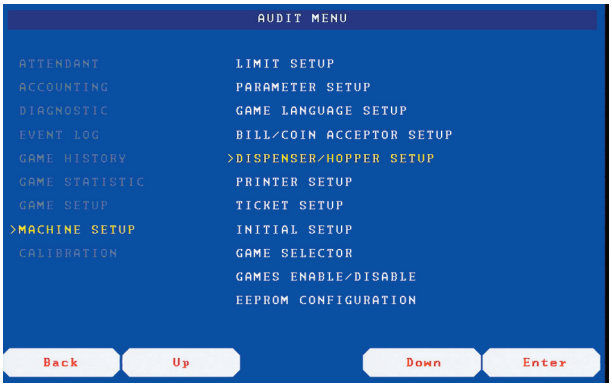
This page indicates the basic settings of the coin paths, if the machine is eqipped with more than one coin acceptor incl. respective hopper. The settings are done via DIP switches on the USB devices belonging to the coin acceptors and hoppers (before a RAM Clear!) (see part V - Coin acceptor / Hopper).

PATH Number of the coin path.
COIN Indicates the value of the coin entered via the coin acceptor assigned to this coin path.
HOPPER Indicates the value of the coin inserted into the hopper assigned to this coin path.
CASHBOX Indicates the respective cashbox, to which all coins are entered via this coin path. If the machine is equipped with only one cashbox, it is used for all coin paths and is indicated with 1.

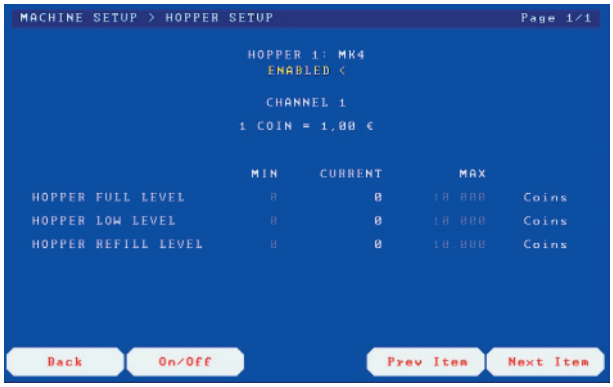
S_MACH_SETUP_BCACC_SET4.jpg

(This screen is currently not used!)

MACHINE SETUP **> DISPENSER/HOPPER SETUP**



S_MACH_SETUP_HOPPER_SET.jpg



S_MACH_SETUP_HOPPER_SET1.jpg

HOPPER X Indicates the hopper to which the settings correspond.

CHANNEL Hopper channels available.

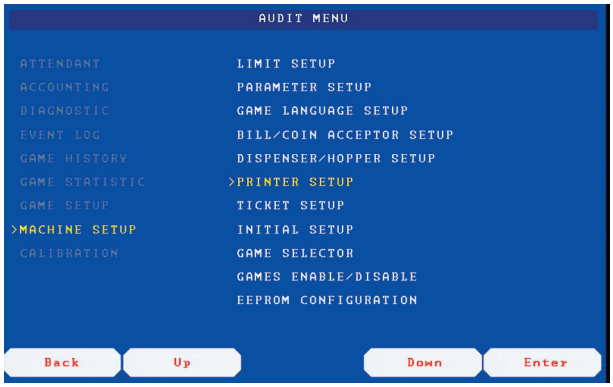
HOPPER FULL LEVEL After the adjusted value is reached, another 10 coins are diverted to the hopper. All coins inserted afterwards are diverted to the drop box by means of the coin diverter system.

HOPPER LOW LEVEL After the adjusted value is reached, the message “HOPPER EMPTY” is indicated on the screen after powering down and up the machine. After turning the attendant key the machine switches to the audit menu item “Hopper refill” (see part IV.4 - “Hopper refill”).

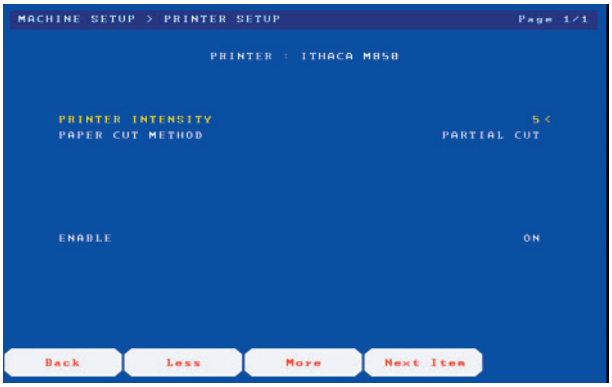
HOPPER REFILL LEVEL The indicated number of coins equals the minimum coin level of the hopper (depending on market). If the number of coins inside the hopper is below this level, the missing number of coins up to this value is indicated in the menu “Hopper refill” at MISSING AMOUNT (see part IV.4 - “Hopper refill”). The HOPPER REFILL LEVEL indicated on this screen is also indicated in the menu “Hopper refill”.

ENABLE Enables/disables the hopper.

MACHINE SETUP **> PRINTER SETUP**



S_MACH_SETUP_PRINTER_SET.jpg



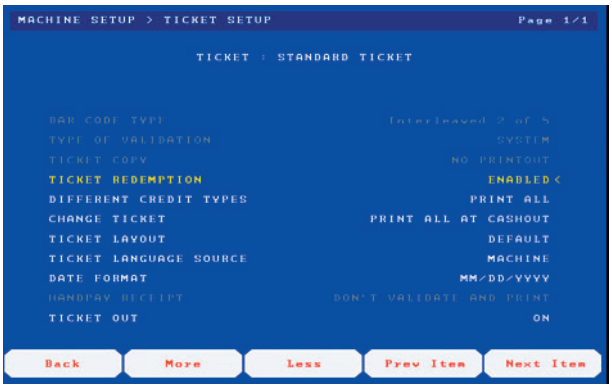
S_MACH_SETUP_PRINTER_SET1.jpg

PRINTER X Indicates the printer to which the settings correspond.
PRINTER INTENSITY Indicates the line intensity for ticket printout.
PAPER CUT METHOD Indicates the cut method for ticket printout.
ENABLE Enables/disables the ticket printer.

Before you remove the ticket printer from the machine (e.g. for maintenance or reparation), you have to disable it on this page. Otherwise the removal of the ticket printer could cause error messages!

MACHINE SETUP **> TICKET SETUP**

S_MACH_SETUP_TICKET_SET.jpg



S_MACH_SETUP_TICKET_SET1.jpg

This page indicates the currently selected network protocol used for payout via the ticket printer (e.g. TICKET: GSP TICKET). The utilisation of a ticket printer is only supported by IGT and GSP (see MACHINE SETUP > INITIAL SETUP, features TICKET VALIDATION and TICKET REDEMPTION).

All settings indicated on this page are dependent on market. Some settings are preset by the manufacturer. Those default settings cannot be modified.

TICKET INFO: Default settings; no selections can be made.
TYPE OF VALIDATION
BAR CODE TYPE

TICKET REDEMPTION	Enables/disables ticket accepting via the bill acceptor.
DIFFERENT CREDIT TYPES	The following functions are selectable:
PRINT ALL	Enables printout of cashable and non-cashable (promotional) tickets.
DON'T PRINT	As long as there are non-cashable credits present, no tickets are printed. The non-cashable credits have to be gambled away first.
CHANGE TICKET	For a situation where the ticket amount does not match the denomination of the machine (e.g. 1 credit = € 1,00), the following ways of handling can be adjusted:
REJECT	If a ticket with an amount of € 10,50 is inserted and the denomination of the machine is € 1,00 the ticket will be rejected at once.
PRINT EXCHANGE AT ONCE	If a ticket with an amount of € 10,50 is inserted and the denomination of the machine is € 1,00 the ticket will be accepted, and € 10,00 will be added to the CREDIT meter. Then the machine automatically validates and prints out a ticket worth € 0,50 (= exchange ticket).
PRINT ALL AT CASHOUT	If a ticket with an amount of € 10,50 is inserted and the denomination of the machine is € 1,00 the ticket will be accepted, and € 10,00 will be added to the CREDIT meter. The remaining amount of € 0,50 will be stored internally and included at the cashout later on.
TICKET LAYOUT	The ticket layout is pre-selected (Layout 5 = DEFAULT). This layout is also supported by the bill acceptors WBA25 and Cashflow. The ticket layouts 1, 2, 3 and 4 are older layouts, layout 6 is similar to layout 5, only the barcode width is different.
TICKET LANGUAGE SOURCE	Here you can select, in which language the ticket should be printed.
MACHINE	If this feature is enabled, the tickets are printed in the same language as adjusted in the basic settings of the machine (system language).
PRINTER	For special languages like Russian the printer can be loaded with a special firmware to print tickets in the desired language (see part V - Ticket Printer).
DATE FORMAT	The required date format, which will be printed on the ticket, can be selected.
HANDPAY RECEIPT	If this function is enabled, a handpay receipt is printed out automatically every time a handpay is performed.
TICKET OUT	Enables/disables the printout of tickets. If this function is disabled, no tickets can printed, even though the printer is enabled in the menu MACHINE > PRINTER SETUP.

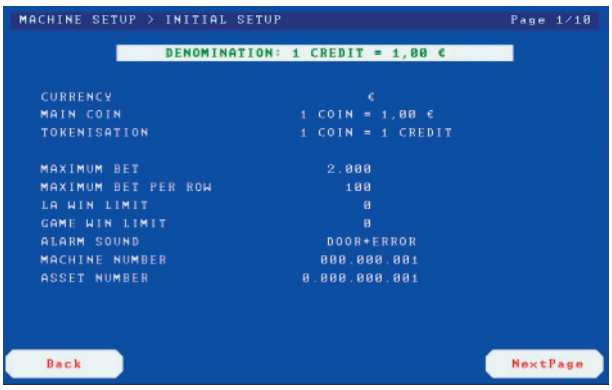
45M626U1UK-01

MACHINE SETUP > INITIAL SETUP

This menu indicates the current basic settings.

To change the basic settings first perform a RAM Clear (see part IV.9 - RAM Clear). Then press the corresponding buttons or touchscreen areas to select the desired settings.

S_MACH_SETUP_INITIAL_SET.jpg



S_MACH_SETUP_INITIAL_SET1.jpg

DENOMINATION	Indicates the defined accounting value.
CURRENCY	Indicates the defined currency.
MAIN COIN	Indicates the denomination of the main coin (coin acceptor 1/first channel).
TOKENISATION	Indicates the number of credits per coin (=tokenisation).
MAXIMUM BET	Indicates the maximum bet per game.
MAXIMUM BET PER ROW	Indicates the maximum bet per payline.
LA WIN LIMIT	Indicates the defined LA win limit (LA = Legislation Authority). The machine will lock if this limit is exceeded.
GAME WIN LIMIT	Indicates the maximum win defined.
ALARM SOUND	Indicates when the alarm sound is activated.
MACHINE NUMBER	Indicates the configured machine number.
ASSET NUMBER	Indicates the configured asset number. This number is depending on the installed IGT network.

S_MACH_SETUP_INITIAL_SET2.jpg

This page indicates the currently adjusted settings for the current date and time.

UTC "Universal Time Co-ordinated" (world time)
Default settings, no selections possible.

LOCAL TIME Indicates the current local time, which is the time used in the machine log files.

TIME ZONE This menu item can be used to set the local time. Usually the local time differs from UTC in steps of clock hours (UTC +/- 1 to 12 hours). In some countries the local time may differ from UTC in other steps. In this case the local time has to be set manually at the menu item LOCAL TIME.

SUMMERTIME This menu item is used to set the beginning and the end of the country-specific summertime. The settings can be user-defined, or you can select on of the default rules (country-specific). The beginning and the end dates of the summertime settings in accordance with the selected default rule are indicated under SUMMERTIME STARTS and SUMMERTIME ENDS below. At the end of the period set for summertime the machine will switch back to the local time automatically.

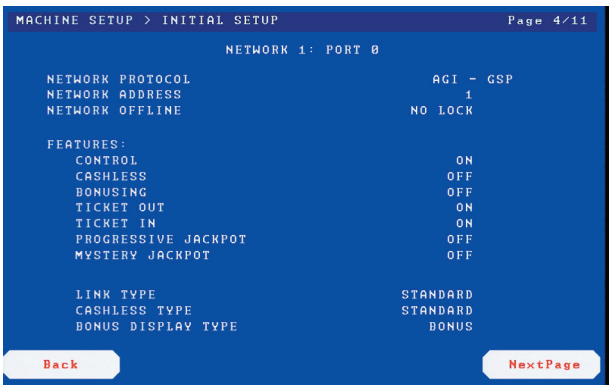
RULE 00 (no summertime): for countries without summertime
RULE 01 (user defined): manual adjustment of the summertime
RULE 02 (EU): default summertime settings for several countries of the EU
RULE 03 (USA, CAN): default summertime settings for Canada and several states of the USA
RULE 04 (USA 07): default summertime settings for several states of the USA
RULE 05 (RU): default summertime settings for Russia
RULE 06 (AUS): default summertime settings for Australia

SUMMERTIME STARTS: Indicates the date and the time of the beginning of the summertime. This menu item can be used for manual selection of date and time of the beginning of the local summertime.

SUMMERTIME ENDS: Indicates the date and the time of the end of the summertime. This menu item can be used for manual selection of date and time of the end of the local summertime.

45M626U1UK-01

S_MACH_SETUP_INITIAL_SET3.jpg



S_MACH_SETUP_INITIAL_SET4.jpg

If an ethernet network is used, this pages indicates the currently adjusted settings for the network protocol.

NETWORK PROTOCOL Indicates the network protocol (e.g. GT, GSP, GRIPS, etc.).

NETWORK ADDRESS Indicates the network address.

NETWORK OFFLINE Indicates the status of the network security.

LOCK In case of disconnection of the network, the machine is locked and the message “NETWORK SECURITY” is displayed on the screen.

NO LOCK In case of disconnection of the network machine will not be locked.

FEATURES Indicates the status of the individual features (enabled/disabled). Those features which are not supported by the selected network protocol are displayed in grey letters.

CONTROL If this feature is enabled, several machine settings can be adjusted via the network server (i.e. to enable coin channels, bill acceptor).

CASHLESS Enables/disables the cashless card system. To use a cashless card system, this feature has to be enabled.

BONUSING Enables/disables a bonusing system via network (additional winning option).

TICKET VALIDATION Enables/disables the ticket printer. To use a ticket printer for payout of credits, this feature has to be enabled (“ON”), because this requires a network protocol. The network protocol depends on the country of installation. For some countries a second network protocol may be required.

TICKET REDEMPTION Enables/disables the acception via bill acceptor. For ticket redemption via bill acceptor this feature has to enabled (“ON”), because this requires a network protocol. The network protocol depends on the country of installation. For some countries a second network protocol may be required.

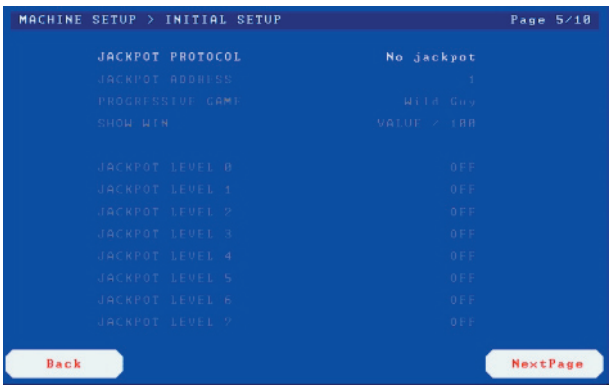
PROGRESSIVE JACKPOT Enables/disables the jackpot control via the network protocol. The progressive jackpot is triggered depending on a default win combination.

MYSTERY JACKPOT Enables/disables the jackpot control via the network protocol. The mystery jackpot is triggered by a random process, independent of bets or game events.

LINK TYPE Indicates the type of network connection (e.g. Standard, Fibre Optics).

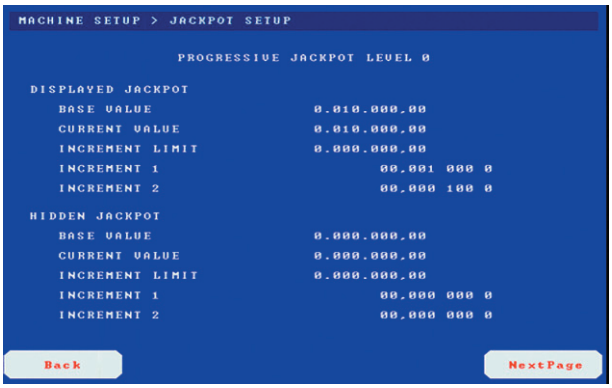
CASHLESS TYPE Indicates the type of cashless system (e.g. Standard).

BONUS DISPLAY TYPE Indicates the type of displaying the bonus.



S_MACH_SETUP_INITIAL_SET5.jpg

JACKPOT PROTOCOL	Indicates the type of the selected jackpot protocol.
JACKPOT ADDRESS	Indicates the jackpot address.
PROGRESSIVE GAME	Indicates the name of the progressive jackpot.
SHOW WIN	Indicates the conversion factor for the jackpot display.
JACKPOT LEVEL X	Indicates the configuration of the jackpot levels.

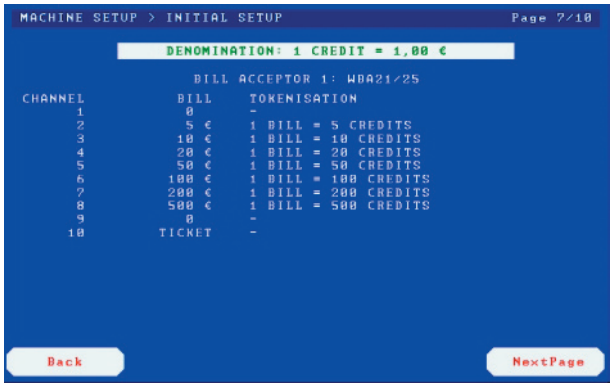


S_MACH_SETUP_INITIAL_SET6.jpg

PROGRESSIVE JACKPOT LEVEL	Indicates the active jackpot type.
DISPLAYED JACKPOT	Indicates the amount as shown on the jackpot display.
BASE VALUE	Indicates the amount at which the jackpot starts.
CURRENT VALUE	Indicates the current amount of the jackpot.
INCREMENT LIMIT	When this limit is reached, the jackpot is hit.
INCREMENT 1	Indicates the steps by which the jackpot is increased.
INCREMENT 2	Indicates the steps by which the jackpot is increased when it is close to the increment limit.
HIDDEN JACKPOT	This jackpot runs in the background during the active jackpot. After the active jackpot is hit, the hidden jackpot becomes operative as active jackpot (the value of the hidden jackpot is added to the base value).
BASE VALUE	Indicates the amount at which the jackpot starts.
CURRENT VALUE	Indicates the current amount of the jackpot.
INCREMENT LIMIT	When this limit is reached, the jackpot is hit.
INCREMENT 1	Indicates the steps by which the jackpot is increased.
INCREMENT 2	Indicates the steps by which the jackpot is increased when it is close to the increment limit.

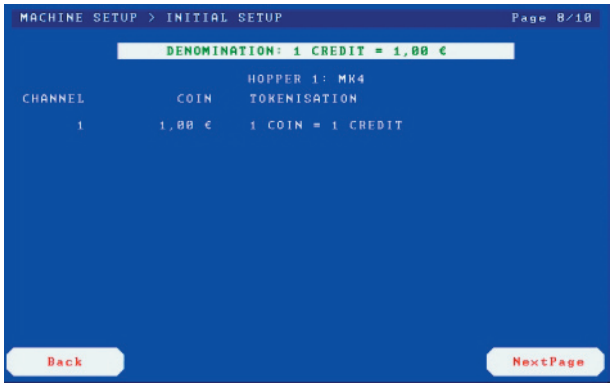
S_MACH_SETUP_INITIAL_SET7.jpg

DENOMINATION	Indicates the fixed accounting value.
COIN ACCEPTOR X	Indicates the number and type of the selected coin acceptor.
CHANNEL	Coin channels available.
COIN	Definition of the coins accepted via the respective channel.
TOKENISATION	Indicates the number of credits per coin.



S_MACH_SETUP_INITIAL_SET8.jpg

DENOMINATION	Indicates the fixed accounting value.
BILL ACCEPTOR X	Indicates the number and type of the selected bill acceptor.
CHANNEL	Bill channels available.
BILL	Definition of the bills accepted via the respective channel.
TOKENISATION	Indicates the number of credits per bill.



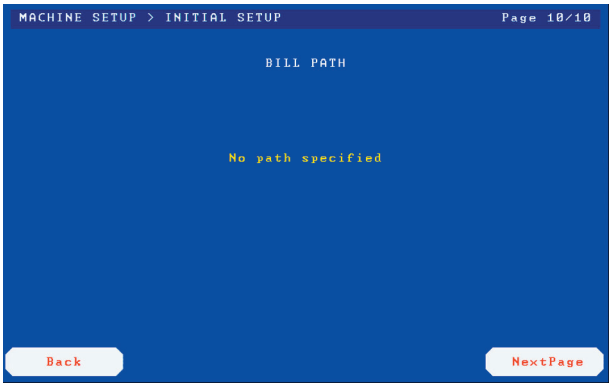
S_MACH_SETUP_INITIAL_SET9.jpg

DENOMINATION	Indicates the fixed accounting value.
HOPPER X	Indicates the number and type of the selected hopper.
CHANNEL	Coin channels available.
COIN	Definition of the coins accepted via the respective channel.
TOKENISATION	Indicates the number of credits per coin.

S_MACH_SETUP_INITIAL_SET10.jpg

This page indicates the basic settings of coin paths, if the machine is equipped with more than one coin acceptor incl. respective hopper. The settings are done via DIP switches on the USB devices belonging to the coin acceptors and hoppers (before a RAM Clear!).
(⇨ see part V - Coin acceptor or Hopper).

PATH Number of the coin path.
COIN Indicates the value of the coin inserted via the coin acceptor assigned to this coin path.
HOPPER Indicates the value of the coin inserted into the hopper assigned to this coin path.
CASHBOX Indicates the respective cashbox, to which all coins are entered via this coin path. If the machine is equipped with only one cashbox, it used for all coin paths and is indicated with 1.



S_MACH_SETUP_INITIAL_SET11.jpg

(This screen is currently not used!)

MACHINE SETUP> **GAME SELECTOR**

S_MACH_SETUP_GAME_SEL.jpg

S_MACH_SETUP_GAME_SEL1.jpg

On this page games can be enabled or disabled.
Games which have been disabled on this page cannot be selected in the game play mode.

MACHINE SETUP> **GAMES ENABLE/DISABLE**

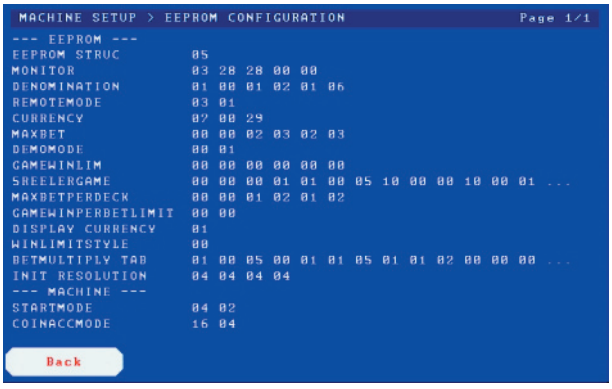
S_MACH_SETUP_GAMES.jpg

S_MACH_SETUP_GAMES1.jpg

On this page games can be enabled or disabled.
Games which have been disabled on this page cannot be selected in the game play mode.

MACHINE SETUP> **EEPROM CONFIGURATION**

S_MACH_SETUP_EEPROM_CON.jpg



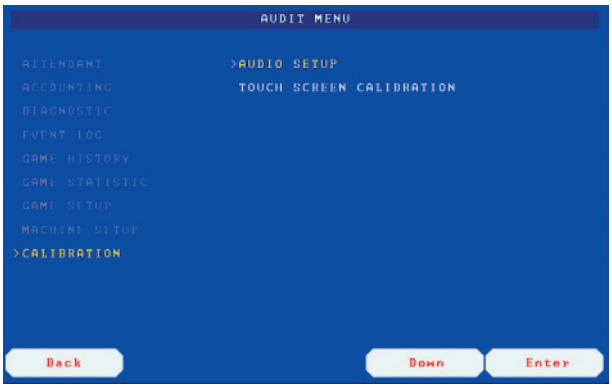
S_MACH_SETUP_EEPROM_CON1.jpg

This page indicates the current configuration of the EEPROM.

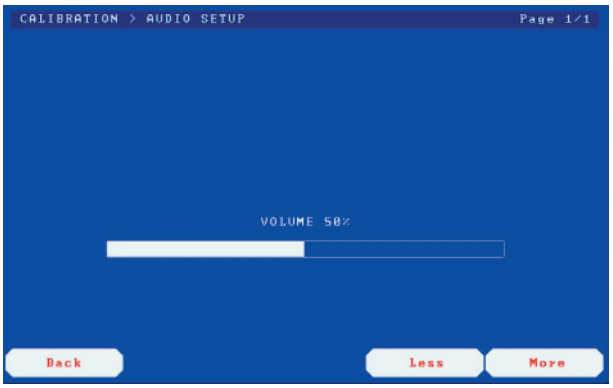
IV.8.9 CALIBRATION Menu

S_CALIBRATION_MENU.jpg

CALIBRATION **> AUDIO SETUP**



S_CAL_AUDIO_SET.jpg

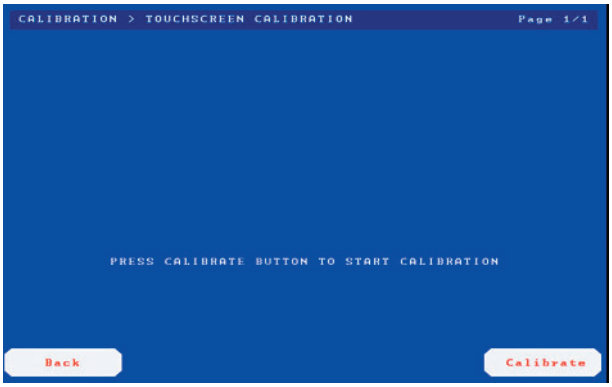


S_CAL_AUDIO_SET1.jpg

Press the respective buttons or touch the respective fields to adjust the sound level of the machine.

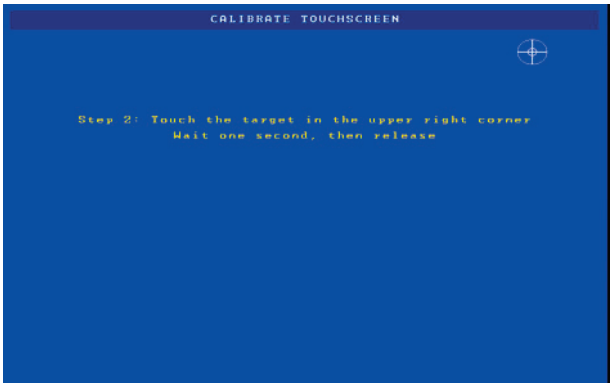
CALIBRATION > **TOUCH SCREEN CALIBRATION**

S_CAL_TOUCH_SCR_CAL.jpg

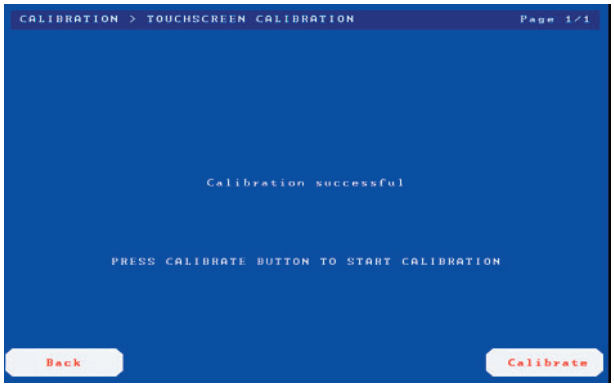


S_CAL_TOUCH_SCR_CAL1.jpg

S_CAL_TOUCH_SCR_CAL2.jpg



S_CAL_TOUCH_SCR_CAL3.jpg



S_CAL_TOUCH_SCR_CAL4.jpg

Follow the instructions indicated on the screen to calibrate the touchscreen.

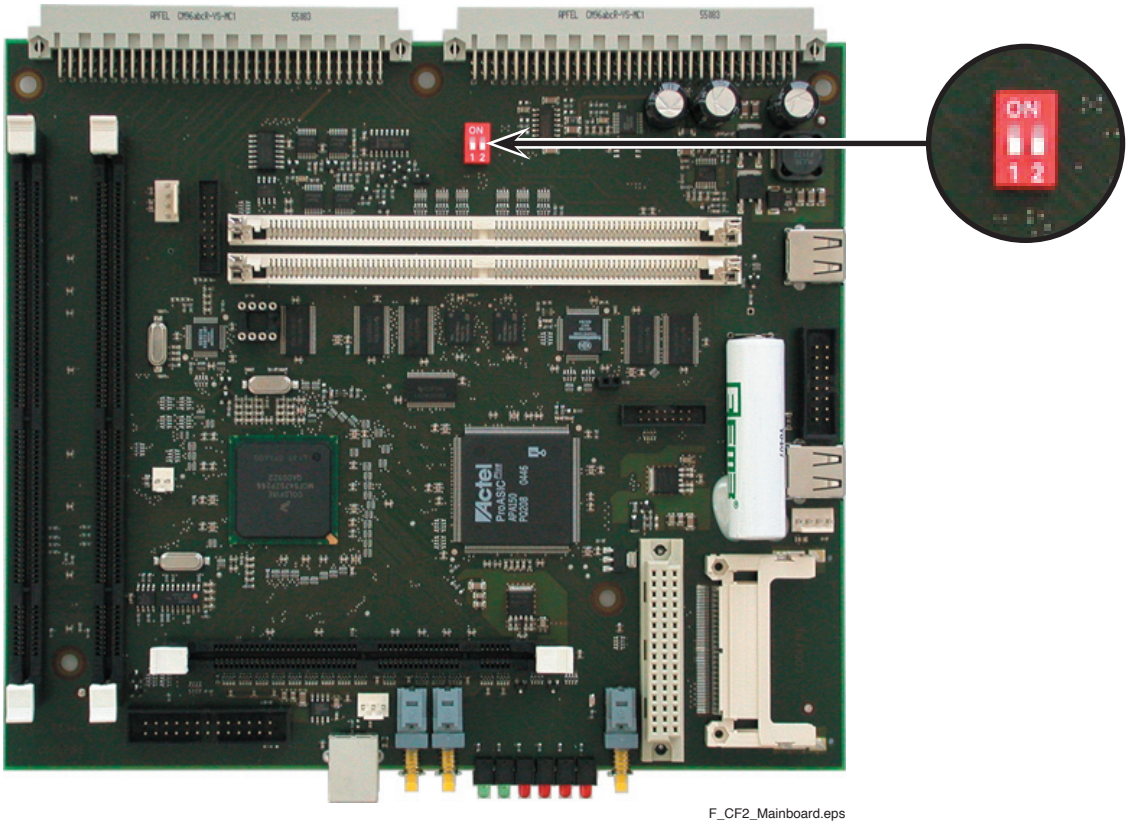
IV.9 RAM Clear

1) Open the Main Door and power down the machine.
2) Open the logic door.
3) Turn the DIP switch 1 to ON (see illustr. IV.9.1).
4) Close the logic door.
5) Power up the machine.
6) After the query has been made press any button to perform a complete RAM Clear.

INFORMATION

Until this moment the RAM Clear may avoided if the machine is powered down before a button is pressed.

7) After the RAM Clear is completed, power down the machine.
8) Open the logic door.
9) Turn the DIP switch 1 to OFF (see illustr. IV.9.1).
10) Close the logic door.
11) Power up the machine.
12) Close the Main Door.
13) The machine switches automatically to the audit menu to system page MACHINE SETUP > INITIAL SETUP, where the basic settings must be fixed.
14) If a RAM Clear is performed in a cash runner machine with AGI internal jackpot, the machine must be restarted once prior to determine the jackpot settings (initial value, increment, etc.).



Illustr. IV.9.1 Position of DIP switch 1

45M626U1UK-01

Part V Hardware

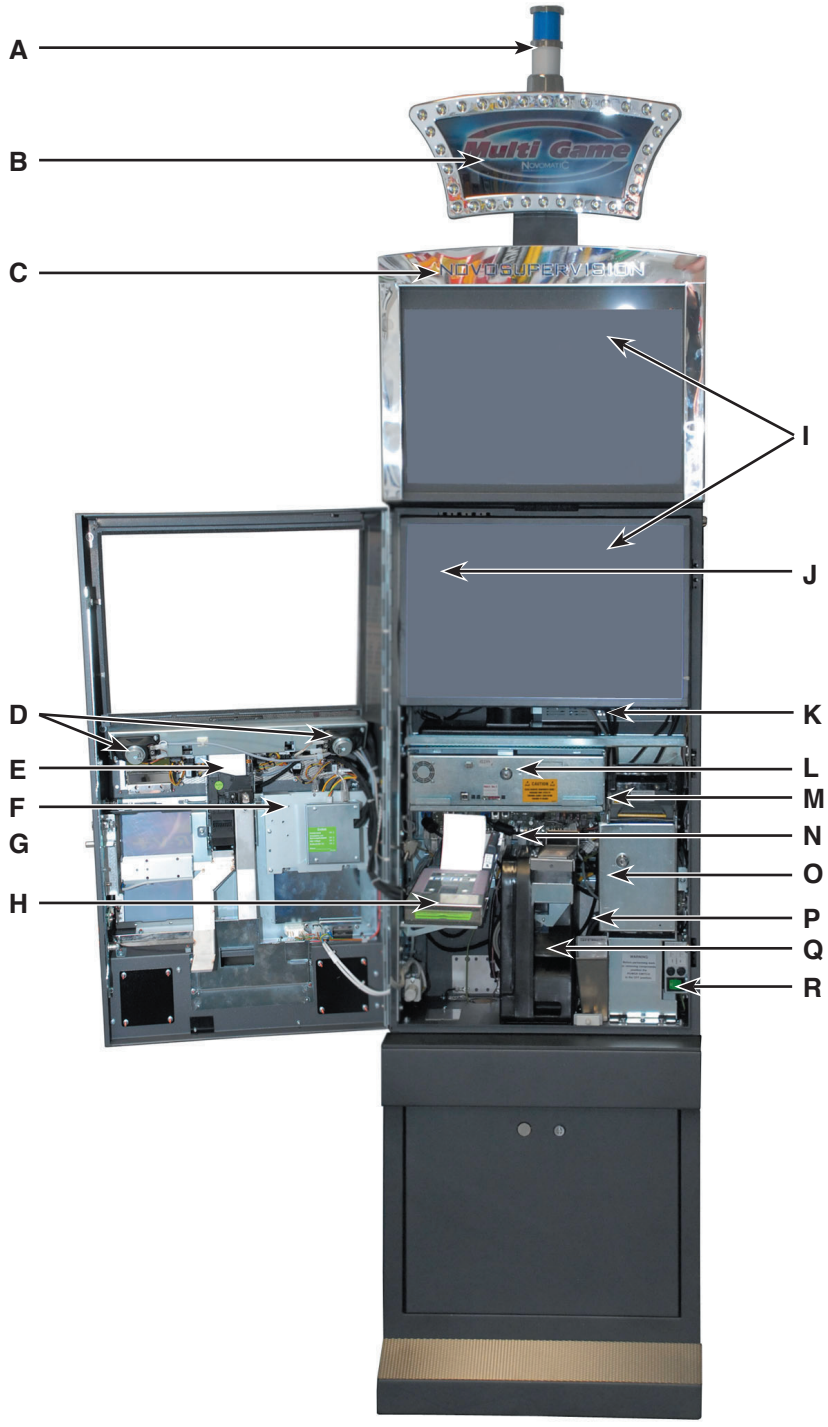
45M626U1UK-01

Austrian Gaming Industries GmbH
Wiener Strasse 158 · A-2352 Gumpoldskirchen · Austria · Europe · Tel.: +43-2252-606 ·

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

Description of components

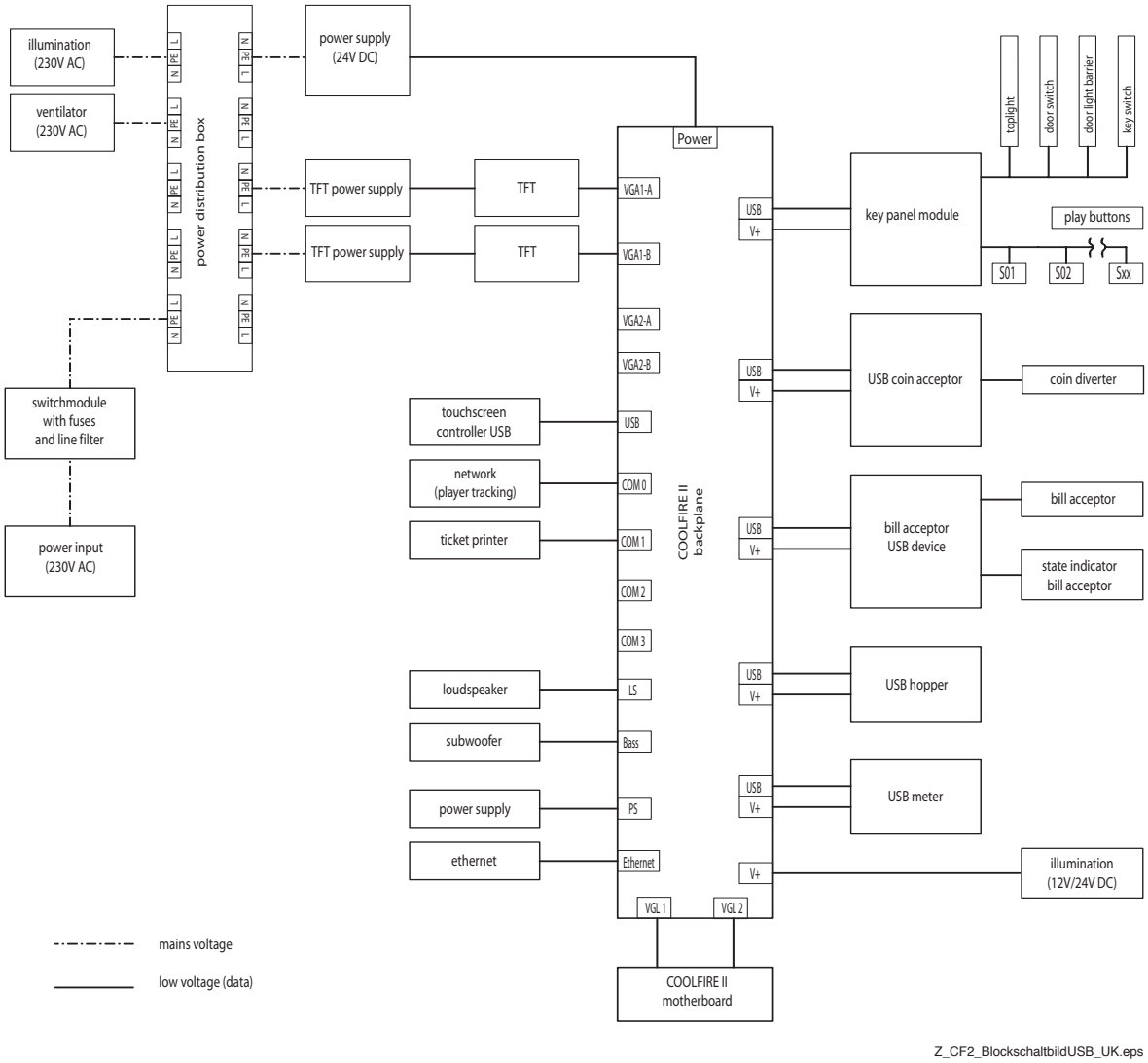


F_626CF2_Komponenten.jpg

Illustr. V.0.1 Description of components

A Top light
B Topper
C Square top frame illumination
D Broad band loudspeaker
E Coin acceptor
F Mechanical meters
G Key panel module
H Ticket printer
I Monitors
J Power distribution box (behind monitor)
K Switching power supply
L COOLFIRE II mainboard
M Bill acceptor
N COOLFIRE II backplane
O Stacker box
P Bass loudspeaker (behind stacker box)
Q Hopper
R Switch module incl. main switch

Block diagram



Illustr. V.0.2 Block diagram

45M626U1UK-01

V.1 Power supply

45M626U1UK-01

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.1.1 Position in the machine

See illustr. V.0.1 on page 135.

V.1.2 Function

V.1.2.1 Function of the switch module

ON/OFF switch and fuse of the machine.

The power supply is primarily secured at 230 V with two 3,15 AT inert single-pole fuses. These fuses are located on the front of the switch module.

V.1.2.2 Function of the power distribution box

Power distribution for the following components:

230 V / AC for	Switching power supply
	Power supply of several components
	Fans
	Illumination

V.1.2.3 Function of the switching power supply

Type: Magic Power MEI-H205

Power supply for the following components:

24 V / DC for	COOLFIRE II backplane

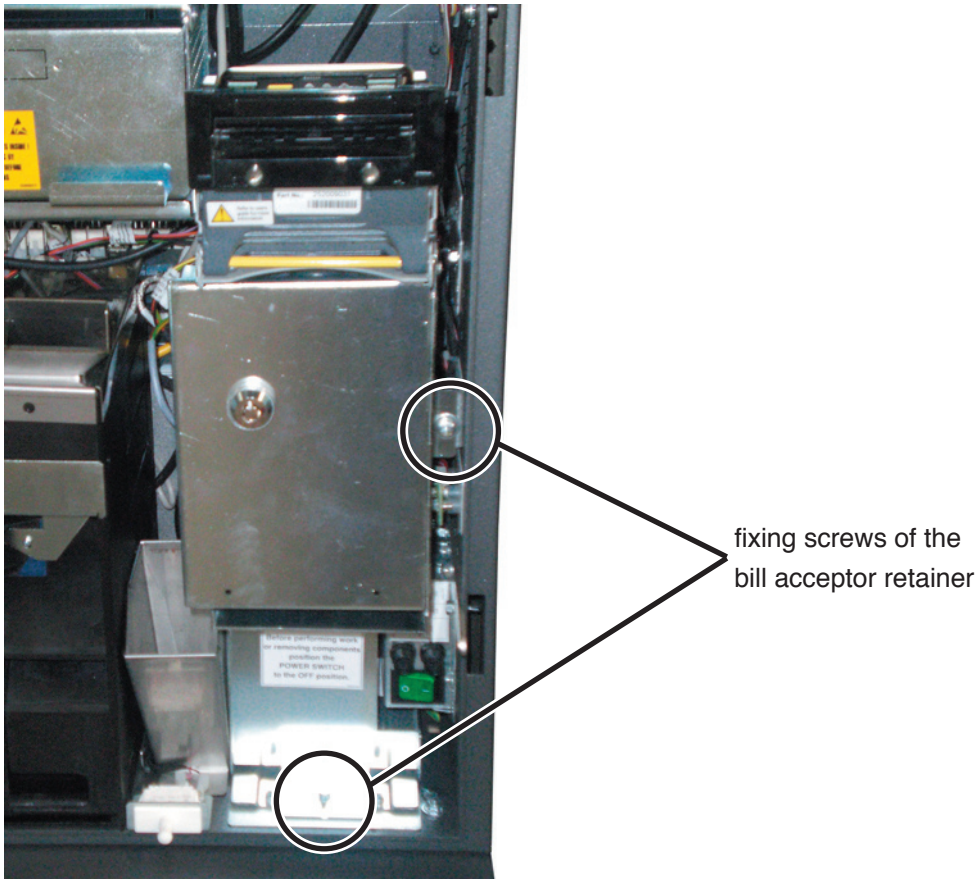
V.1.3 Troubleshooting

Check all fuses. However, more details regarding defective line voltages can only be obtained by measurements with suitable devices.
In addition, all connectors have to be checked.

V.1.4 Exchange of the components

V.1.4.1 Exchange of the switch module

If any defects cannot be repaired, the complete unit has to exchanged.



F_626CF2_Schaltermodul.jpg

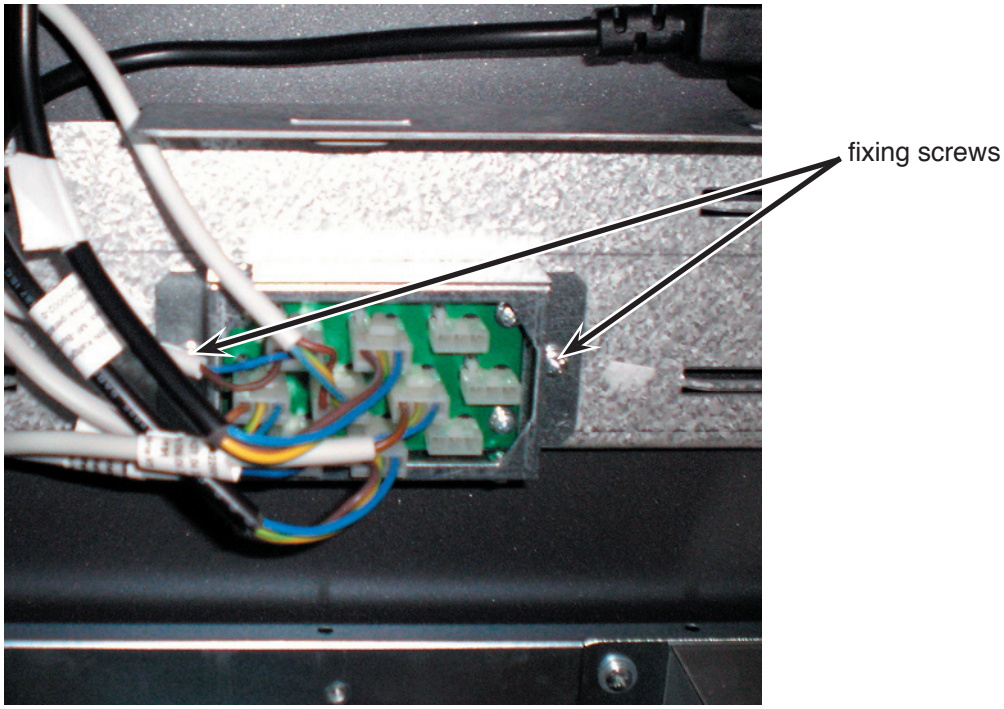
Illustr. V.1.1 Dismounting of the switch module

Dismounting instructions for the switch module (see illustr. V.1.1)

1) Open the Main Door and disconnect the machine from the mains.
2) Release the fixing screws of the bill acceptor retainer, disconnect all plug connections and remove the retainer together with the bill acceptor incl. stacker. (Do not forget to disconnect the microswitch of the stacker!)
3) Release both fixing screws of the switch module.
4) Pull up the switch module, disconnect all plugs and cables and remove the switch module.
5) Exchange the defective switch module.
6) Assemble in reverse order.

V.1.4.2 Exchange of the power distribution box

If any defects cannot be repaired, the defective power distribution box has to be exchanged.



F_626CF2_Verteilermodul.jpg

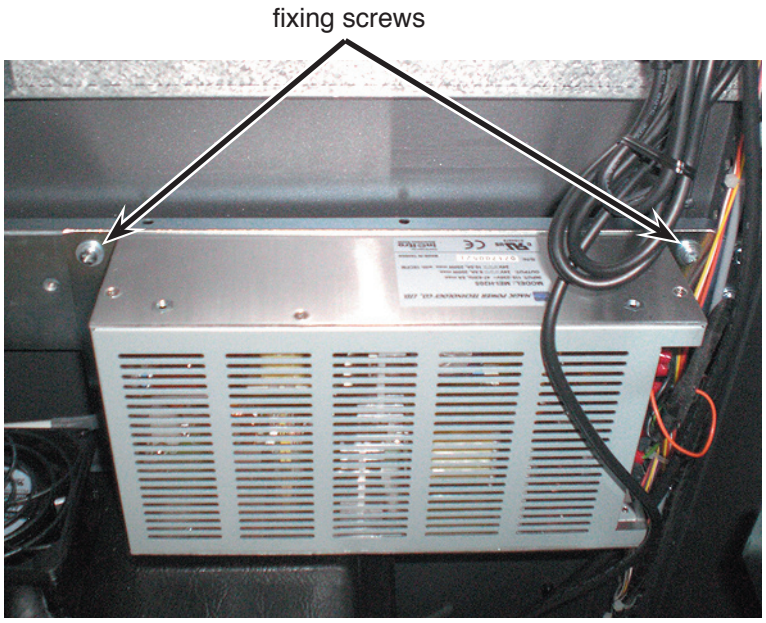
Illustr. V.1.2 Dismounting of the power distribution box

Dismounting instructions for the power distribution box (see illustr. V.1.2)

1) Open the Main Door and disconnect the machine from the mains.
2) Lift the lower monitor and turn it forwards.
3) Disconnect the plugs of the power distribution box and release the fixing screws.
4) Exchange the defective power distribution box.
5) Assemble in reverse order.

V.1.4.3 Exchange of the switching power supply

If any defects cannot be repaired, the defective switching power supply has to be exchanged.



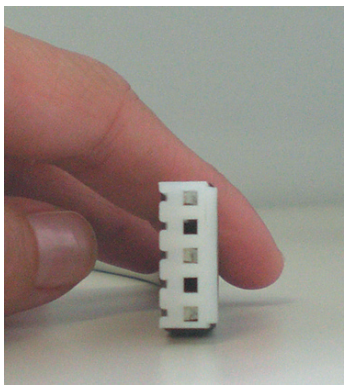
F_626CF2_Schaltnetzteil.jpg

Illustr. V.1.3 Dismounting of the switching power supply

Dismounting instructions for the switching power supply (see illustr. V.1.4)

1) Open the Main Door and disconnect the machine from the mains.
2) Lift the lower monitor and turn it forwards.
3) Disconnect all plugs from the switching power supply.
4) Release and remove the fixing screws of the holding plate (see illustr. V.1.3).
5) Remove the switching power supply together with its holding plate from the machine.
6) Unscrew the switching power supply from the holding plate.
7) Exchange the defective switching power supply.
8) Assemble in reverse order.

Note the insertion direction of the power supply plug of the switching power supply (see illustr. V.1.4)! Otherwise the pins of the plug may be damaged!



F_Schaltnetzteil_Stecker.jpg

F_Schaltnetzteil_Anschluss.jpg

Illustr. V.1.4 Insertion direction of the power supply plug

V.2 Bill acceptor

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.2.1 Position in the machine

See illustr. V.0.1 on page 135.

V.2.2 Function

Type: UBA, Cashflow SC83 or compatible.
The bill acceptor is programmed for the respective national currency.

V.2.3 Bill acceptor USB device

The USB device of the bill acceptor connects the bill acceptor with the COOLFIRE II backplane via USB cable. The USB device is located behind the bill acceptor.

F_626CF2_BNP_USB.jpg

Illustr. V.2.1 Bill acceptor USB device

V.2.4 Troubleshooting

Check the bill acceptor whether it is fixed correctly in its mounting.
Check the connectors of the bill acceptor, the USB device and the COOLFIRE II backplane.

V.2.5 Exchange of the bill acceptor

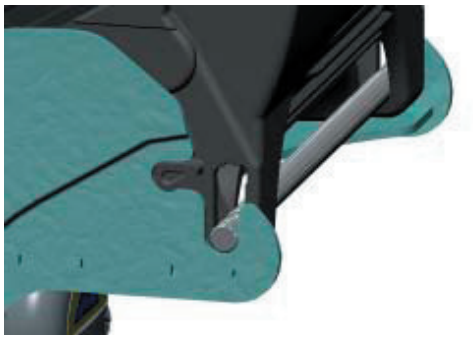
If any defects cannot be repaired, the defective bill acceptor has to be exchanged.

V.2.5.1 Dismounting instructions for the bill acceptor UBA

1) Open the Main Door and disconnect the machine from the mains.
2) Press down the locking bar of the bill acceptor (see illustr. V.2.3) and simultaneously take out the bill acceptor in forward direction.
3) Exchange the defective bill acceptor.
4) Pull back the bill acceptor into its retainer until the locking bar engages.
5) Switch on the machine and close the Main Door.

V.2.5.2 Dismounting instructions for the bill acceptor Cashflow SC83

F_Cashflow_Ausbau.eps

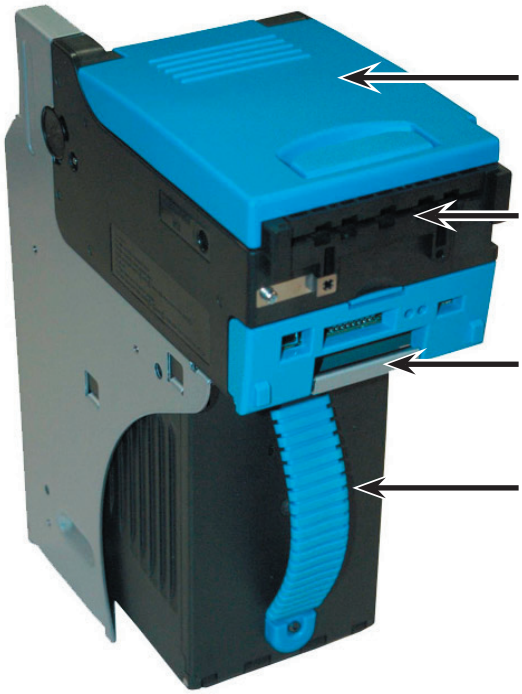


F_Cashflow_Einbau.eps

Illustr. V.2.2 Exchange of the bill acceptor Cashflow SC83

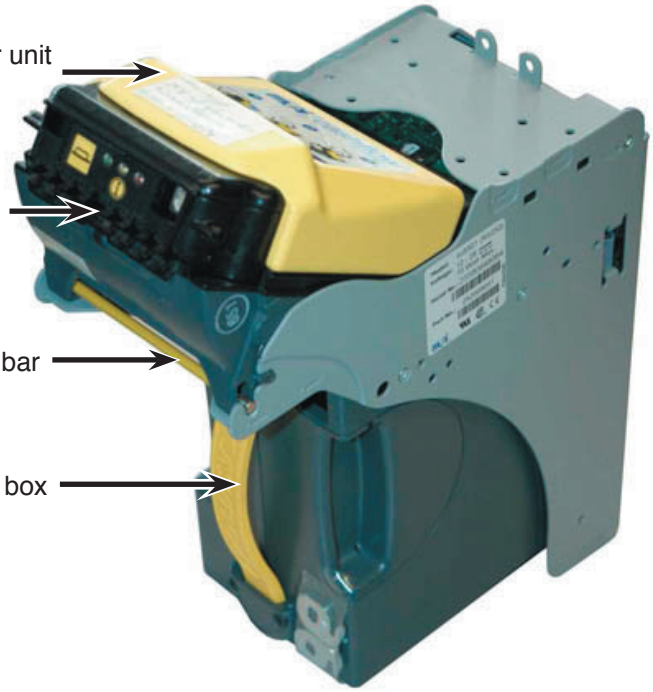
1) Open the Main Door and disconnect the machine from the mains.
2) Press upwards on the release lever located on the front of the acceptor module and pull out the bill acceptor (see illustr. V.2.2, left illustration).
3) Exchange the defective bill acceptor.
4) Pull back the bill acceptor into its retainer until the lock bar engages (see illustr. V.2.2, right illustration).
5) Switch on the machine and close the Main Door.

V.2.6 Components of the bill acceptor



F_UBA_seitlich_links.jpg

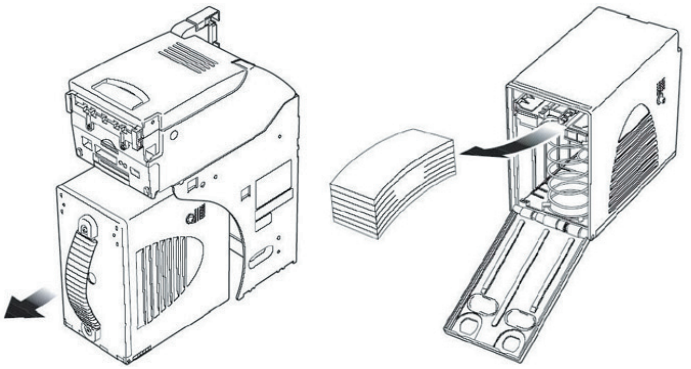
Illustr. V.2.3 Components UBA



F_Cashflow_seitlich_re.jpg

Illustr. V.2.4 Components Cashflow SC83

V.2.7 Empty stacker



Z_UBA_Entleeren1.jpg / Z_UBA_Entleeren2.jpg

Illustr. V.2.5 Collecting bills - UBA

Z_CashFlow_Stacker1.eps / Z_Cashflow_Stacker2.eps

Illustr. V.2.6 Collecting bills - Cashflow SC83

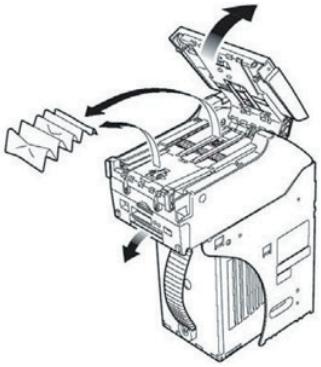
1) Open the Door-in-Door.
2) Unlock Stacker Door lock.
3) Grab the strap on the front side of the stacker box and pull it out in forward direction.
4) Open the stacker and collect the bills.
5) Re-insert the stacker.

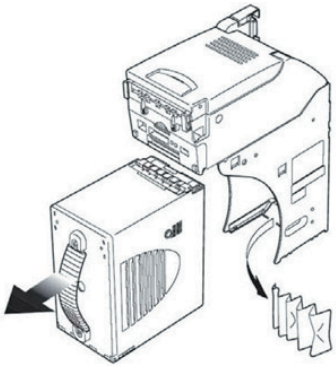
ATTENTION

Great amounts of money may be inside the stacker box!
Remove the stacker only in a safe surrounding!

V.2.8 Removing jammed bills in the bill acceptor

V.2.8.1 Bill acceptor UBA


Z_UBA_Papierstau1.jpg


Z_UBA_Papierstau2.jpg

Illustr. V.2.7 Removing jammed bills - UBA

Depending on the situation encountered jammed bills must be removed as shown in illustr. V.2.8.

V.2.8.2 Bill acceptor Cashflow SC83


F_CashFlow_Akzeptorkopf1.eps


F_CashFlow_Akzeptorkopf2.eps


F_CashFlow_Akzeptorkopf3.eps

Illustr. V.2.8 Removing jammed bills - Cashflow SC83

1) Remove the acceptor module.
2) Open the acceptor module and remove the jammed bills.
3) Re-insert the acceptor module.

ATTENTION

Great amounts of money may be inside the stacker box!
Remove the stacker only in a safe surrounding!

V.2.9 Adjustment of the bill acceptor

INFORMATION

If an adjustment of the bill acceptor UBA is required, please contact the Technical Support at AGI (phone no. +43 2252 606-300).

V.3 Coin acceptor

45M626U1UK-01

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.3.1 Position in the machine

See illustr. V.0.1 on page 135.

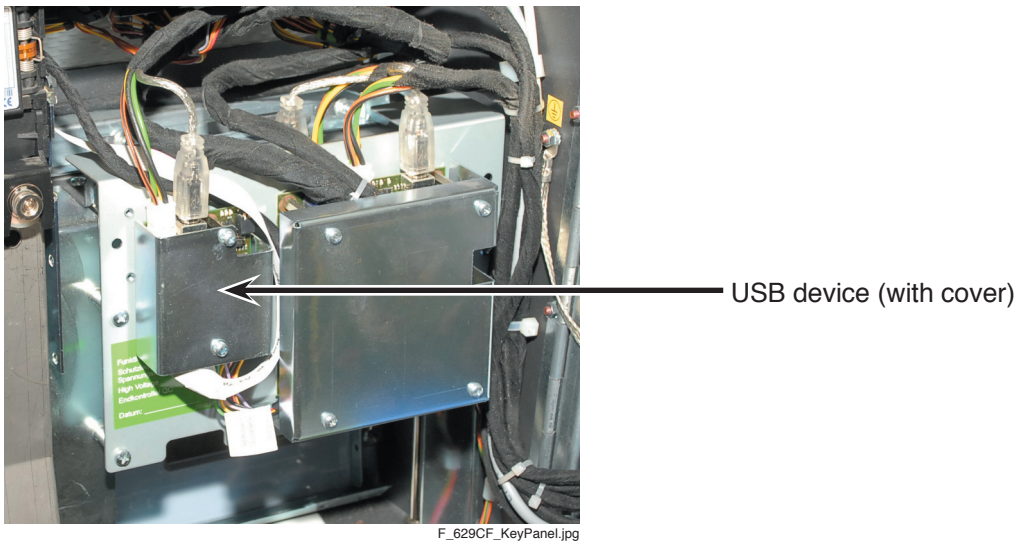
V.3.2 Function

Type: NRI G-13.mft USB coin acceptor, MC-40 coin comparitor or compatible.

The coin diverter below the coin acceptor sorts the coins either into the hopper or drop box.

V.3.3 Coin acceptor USB device

The coin acceptor USB device connects the coin acceptor with the COOLFIRE II backplane via USB cable. If the machine is equipped with an USB coin acceptor, the coin acceptor is directly connected to the backplane and no USB device will be installed.



F_629CF_KeyPanel.jpg

Illustr. V.3.1 Coin acceptor USB device

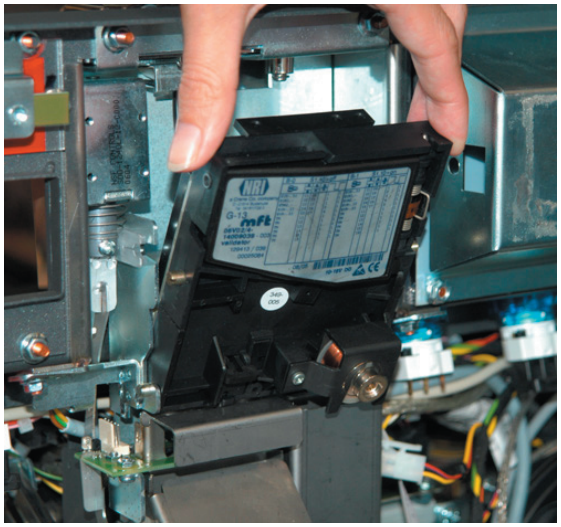
V.3.4 Troubleshooting

Check the coin acceptor whether it is fixed correctly in its mounting.
Check the connectors of the coin acceptor, the USB device and the COOLFIRE II backplane.

1) Open the Main Door and disconnect the machine from the mains.
2) Check if the coin acceptor is fixed correctly in its mounting.
3) Check the connections of the coin acceptor.
4) Check if the coin diverter can be freely moved between its two positions (if a coin diverter is installed).

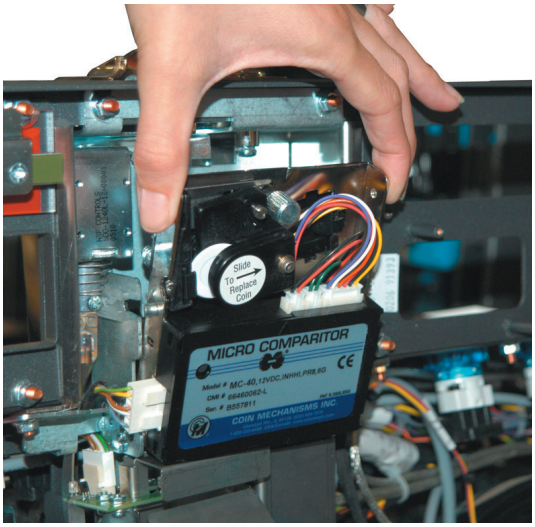
V.3.5 Exchange of the coin acceptor

If any defects cannot be repaired, the complete component has to be exchanged.



F_629CF2_NRI_Ausbau.jpg

Illustr. V.3.2 Exchange of the coin acceptor NRI G-13



F_629CF2_MC40_Ausbau.jpg

Illustr. V.3.3 Exchange of the coin comparitor MC-40

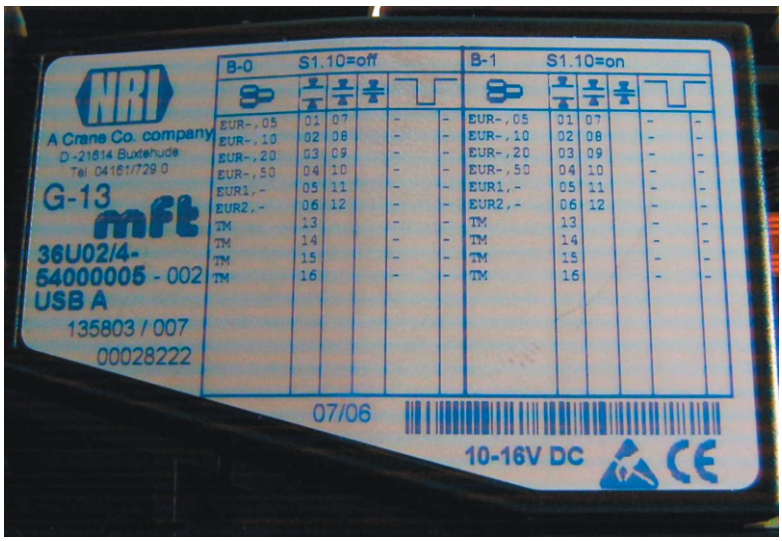
Dismounting instructions for the coin acceptors NRI G-13 and MC-40

1) Open the Main Door and disconnect the machine from the mains.
2) Take out the coin acceptor by grabbing it on the upper edge and pull it out from the brackets.
3) Disconnect the plug connectors of the coin acceptor.
4) Assemble in reverse order.

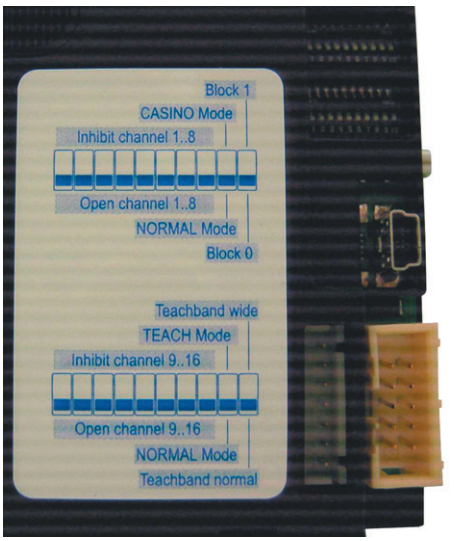
45M626U1UK-01

V.3.6 Programming NRI

The coin acceptor NRI G-13.mft USB is already programmed for the currency of the country of installation. Programmed currencies and coins are described on the coin acceptor label. Programming of new coins or currencies is carried out through the DIP switches on the backside of the coin acceptor.



F_NRI_G13_USB_1.jpg



F_NRI_G13_USB_2.jpg

Illustr. V.3.4 Programming of the coin acceptor NRI G-13.mft USB

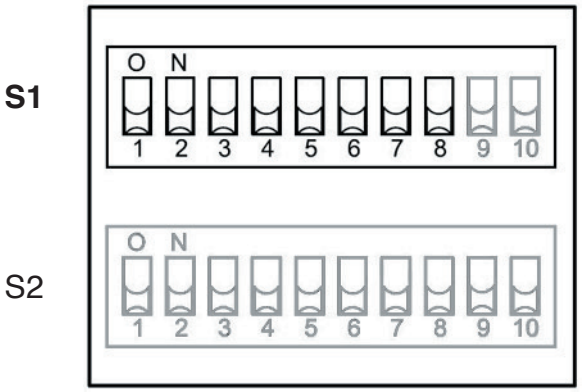
V.3.7 Block switch over NRI G-13.mft USB

Using both switching blocks of the coin acceptor the first 14 of the 16 coin channels or each coin type assigned to a specific coin channel can be inhibited individually, i.e. this coin type is not accepted for payment on the vending machine.

The first 8 or 6 DIL switches disable the following coin channels:

Switching block S1

DIL switch		OFF	ON
S1.1	coin channel 1	enabled	disabled
S1.2	coin channel 2	enabled	disabled
S1.3	coin channel 3	enabled	disabled
S1.4	coin channel 4	enabled	disabled
S1.5	coin channel 5	enabled	disabled
S1.6	coin channel 6	enabled	disabled
S1.7	coin channel 7	enabled	disabled
S1.8	coin channel 8	enabled	disabled

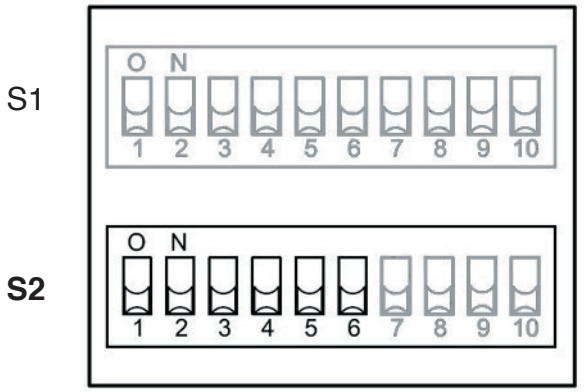


Z_Münzprüfer_USB_S1.jpg

Illustr. V.3.5 Switching block S1 - DIL switches

Switching block S2

DIL switch		OFF	ON
S2.1	coin channel 9	enabled	disabled
S2.2	coin channel 10	enabled	disabled
S2.3	coin channel 11	enabled	disabled
S2.4	coin channel 12	enabled	disabled
S2.5	coin channel 13	enabled	disabled
S2.6	coin channel 14	enabled	disabled



Z_Münzprüfer_USB_S2.jpg

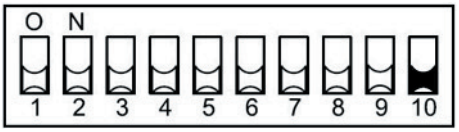
Illustr. V.3.6 Switching block S2 - DIL switches

If all coin types are to be accepted for the payment at the vending machine, the DIL switches S1.1-S1.8 and S2.1-S2.6 of the two switching blocks are in the lower position on OFF. If you want to inhibit a coin channel, you only need to move the respective DIL switch toward the top to ON.
To disable coin channels at the coin acceptor, proceed at follows:

1) Remove the coin acceptor from the machine.
2) Use DIL switches S1.1-S1.8 and S2.1-S2.6 to disable the respective coin channels.
3) Re-insert the coin acceptor.

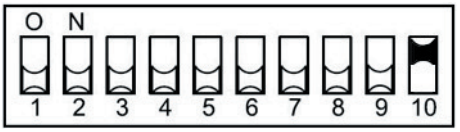
To select the memory block 0, move DIL switch S1.10 of the upper switching block to the bottom OFF position, for memory block 1, move it to the ON position.

Memory block 0



Z_MünzprüferUSB_Block0.jpg

Memory block 1



Z_MünzprüferUSB_Block1.jpg

V.3.8 Teach Mode NRI

Coin channels can be taught directly via the switching block on the coin validator, i.e. a coin channel is reassigned a coin type or token without having to remove the coin validator from the vending machine.
For the teaching procedure, coin channels 9 to 16 of the activated memory block are available (S2.1 is equivalent to coin channel 9, S2.2 is equivalent to coin channel 10, ...S2.8 is equivalent to coin channel 16).

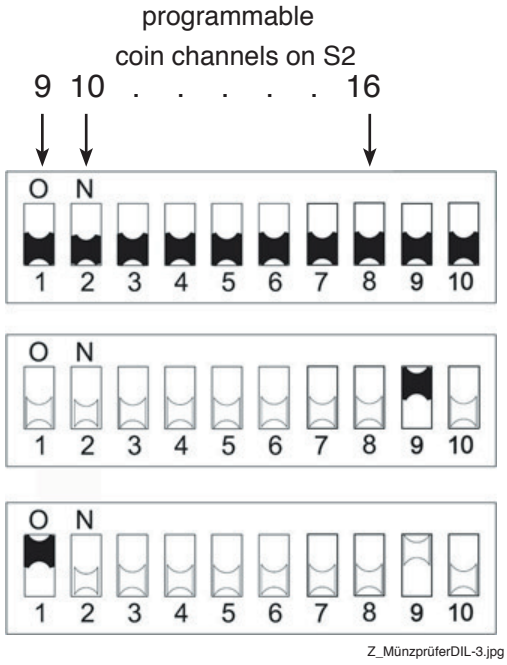
Procedure:

1) Set all DIL switches 1-10 of the lower switching block (S2) toward the bottom to OFF.

2) Set DIL switch S2.9 toward the top to ON. Now the device is in teach mode to teach the coin channels.

3) Release the coin channel to be taught (9-16, here: 9) by setting the appropriate DIL switch (S2.1-8, here: S2.1) toward the top to ON.

4) Insert at least 10 coins of the new coin type/token into the coin validator or vending machine. After the 10th coin has been inserted, the acceptance gate is operated at once (solenoid attraction sound). Additional coins can be inserted.



Illustr. V.3.7 DIL switch (only lower row)

Now you can save the measured values generated by the inserted coins in either a normal (a) or a wide (b) acceptance band. A wide acceptance band is only an appropriate choice when you only have a limited selection of coins at your disposal for the purpose of teaching tokens and would still like to program greater tolerance limits.

To save with the normal acceptance band:

5a) Set DIL switch S2.9 toward the bottom to OFF.
6a) Set DIL switch S2.1-8 (here: S2.1) for the normal operating mode.

To save with a wide acceptance band:

5b) Set DIL switch S2.10 toward the top to OFF.
The acceptance band has been widened.
Now you can set DIL switch S2.9 toward the bottom to OFF.
6b) Set DIL switch S2.1-8 (here: S2.1) and S2.10 for the normal operating mode.

Successful saving is signalled by the acceptance gate attracting once, an error when saving is indicated by the acceptance gate attracting twice, if, for example, the acceptance band of the coins inserted and an acceptance band of an already programmed coin channel overlap.

45M626U1UK-01

To abort the operation, first set the DIL switch of the respective coin channel (here: S2.1) as well as DIL switch S2.10 and then DIL switch S2.9 toward the bottom to OFF.

In case the acceptance gate gives an acoustic signal twice, the following reasons could be possible:

1) Coin could not be programmed.
   It exists an overlapping of acceptance limits with already programmed coins/tokens.
2) An error has happened during measurement.
3) The programming has been interrupted.
4) The acceptance limits could not be assigned to a channel because the DIL switches are switched in a wrong order.

If a coin or token could not be programmed the existing values remain stored in any case.

Acceptance band:
In order to reject false coins reliably, frequently for one coin type, in addition to the normal coin channel, channels with a narrow or even very narrow acceptance band are set up. The limit values of these coin channels are closer to one another so that false coins with similar measured values are rejected. Narrow and very narrow coin channels, however, also possess a lower acceptance rate.
If a normal coin channel and a narrow coin channel have been programmed on the coin validator for one coin type, the normal coin channel must be inhibited as described above in order to activate the narrow coin channel. If both channels are activated, the wider acceptance band of the normal coin channel is used.
If a coin type is to be inhibited, both coin channels must be inhibited.

Casino variant:
The accepted coin sensors are located in front of the cash coin outlet and check whether a coin is directed into the cash-box. By default a coin signal is only sent to the machine when the accepted coin sensors establish that a coin is being accepted and directed into the cash-box. To speed up coin acceptance on the Casino variant, the coin signal is sent before the coin passes the accepted coin sensors.
Consequently the acceptance gate of the coin validator is easier to tamper with, e.g. with an inserted coin attached to a string. The Casino variant cannot utilise the accepted coin sensors.

If you have been operating your G-13.mft as standard model and would now like to use it as a Casino model, you can easily convert the device by means of the upper switching block:
Set DIL switch S1.9 of the upper switching block S2 toward the top to ON.
The device now operates as a Casino model with quick coin acceptance of five to six coins per second.

45M626U1UK-01

V.4 Hopper

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.4.1 Position in the machine

See illustr. V.0.1 on page 135.

V.4.2 Function

Type: Universal hopper MK-IV USB or compatible.

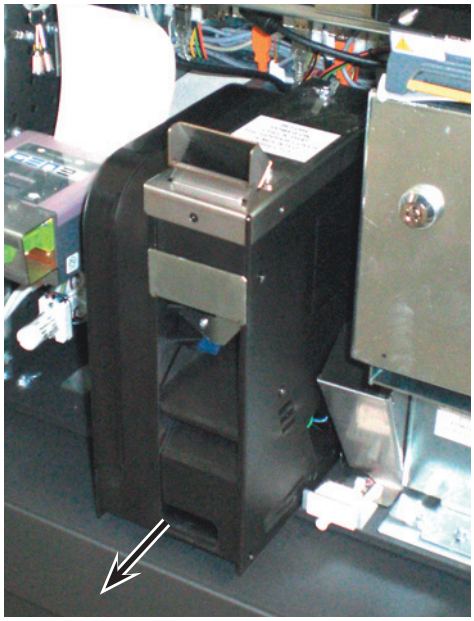
Storage of coins inserted by means of a diverter control system and payout of the wins.

V.4.3 Troubleshooting

Check if the hopper and the connectors are fixed correctly in their mounting.
Check if the hopper is pushed all the way in and if its is connected to the multi interface.
In addition, check if a coin is stuck and if the hopper needs cleaning.

V.4.4 Exchange of the hopper

If any defects cannot be repaired, the hopper has to be exchanged.



F_626CF2_Hopper.jpg

Illustr. V.4.1 Dismounting of the hopper

Dismounting instructions for the hopper (see illustr. V.4.1)

1) Open the Main Door and disconnect the machine from the mains.
2) Remove the hopper cover.
3) Take out the hopper from the machine in direction of the arrow (see illustr. V.4.1).
4) Exchange the hopper.
5) Assemble in reverse order.

V.4.5 Hopper high-level

Two contact plates are located at the top inside the hopper. When the high level of the hopper is reached, i.e. the two contact plates are touched, another 10 coins are diverted to the hopper. All coins inserted afterwards are diverted to the drop box by means of the coin diverter system.

See part IV.8 - “Audit Menu” (MACHINE > HOPPER SETTINGS).

45M626U1UK-01

V.5 Monitors and Touchscreen Controller

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

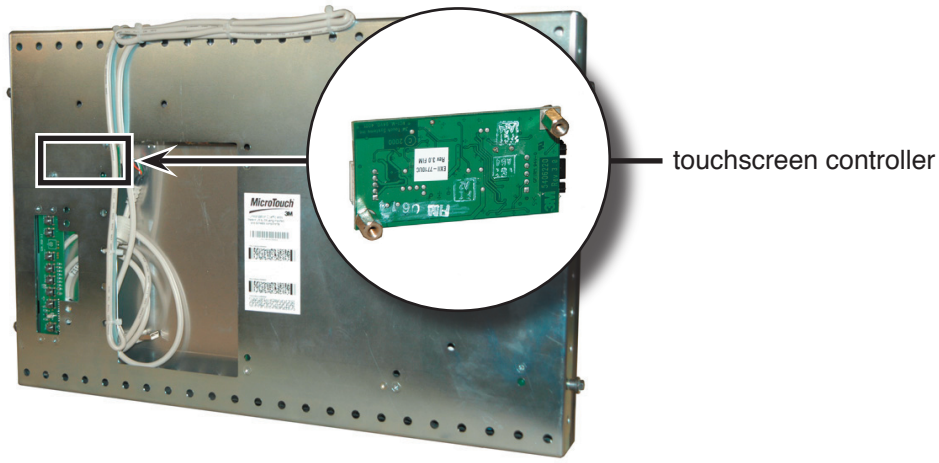
Ground straps inside the machine are marked with yellow stickers as shown beside.

V.5.1 Position in the machine

Monitors:

See illustr. V.0.1 on page 135.

Touchscreen controller:



F_Monitor20z.jpg / F_TSCR_Controller.jpg

Illustr. V.5.1 Position of the touchscreen controller

V.5.2 Function

Monitors:

Type: 1 x 21,6“ TFT (upper monitor), 1 x 21,6“ TFT touchscreen (lower monitor)
The monitors show the game play, the error messages and the audit system.

Touchscreen controller:

The touchscreen controller controls the navigation of the machine by touching the monitored touchscreen fields on the lower screen.

V.5.3 Troubleshooting

Monitors:

Check if the monitors and the connectors of the cables are fixed correctly in their mounting.

Touchscreen controller:

If the touchscreen does not react to finger tips, a reset of the entire terminal should be carried out. Check the voltage connection of the controller. Also check whether the green LED on the controller is on, emitting light at medium intensity, and whether it glows with high intensity (glowing brightly) when touchscreen is operated. If this not the case, the entire monitor unit (monitor + touchscreen + controller) should be exchanged.

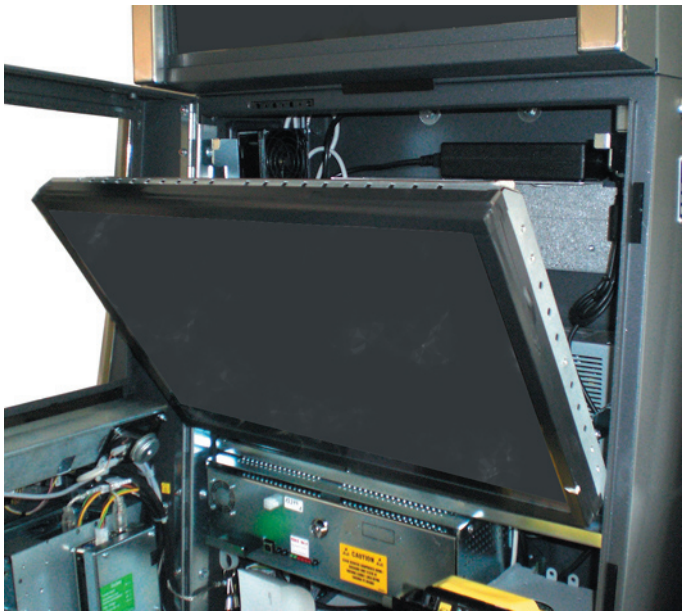
After a new monitor unit has been installed, the touchscreen must be calibrated.

V.5.4 Exchange of the monitors

If any defects cannot be repaired, the defective monitor has to be exchanged.

V.5.4.1 Exchange of the lower monitor

F626CF2_MON_unten1.jpg



F626CF2_MON_unten2.jpg

Illustr. V.5.2 Dismounting of the lower monitor

Dismounting instructions for the lower monitor

1) Open the Main Door and disconnect the machine from the mains.
2) Open the lower monitor retainer inside the machine by lifting and turning it forward.
3) Unplug all cable and plug connections from the monitor which has to be exchanged.

Do not touch circuit board! High voltage!

4) Grab the monitor with both hands and take it out from its upper retainer.
5) Exchange the defective monitor.
6) Assemble in reverse order.

V.5.4.2 Exchange of the upper monitor

F_626CF2_MON_oben1.jpg

F_626CF2_MON_oben2.jpg

Illustr. V.5.3 Dismounting of the upper monitor

Dismounting instructions for the upper monitor

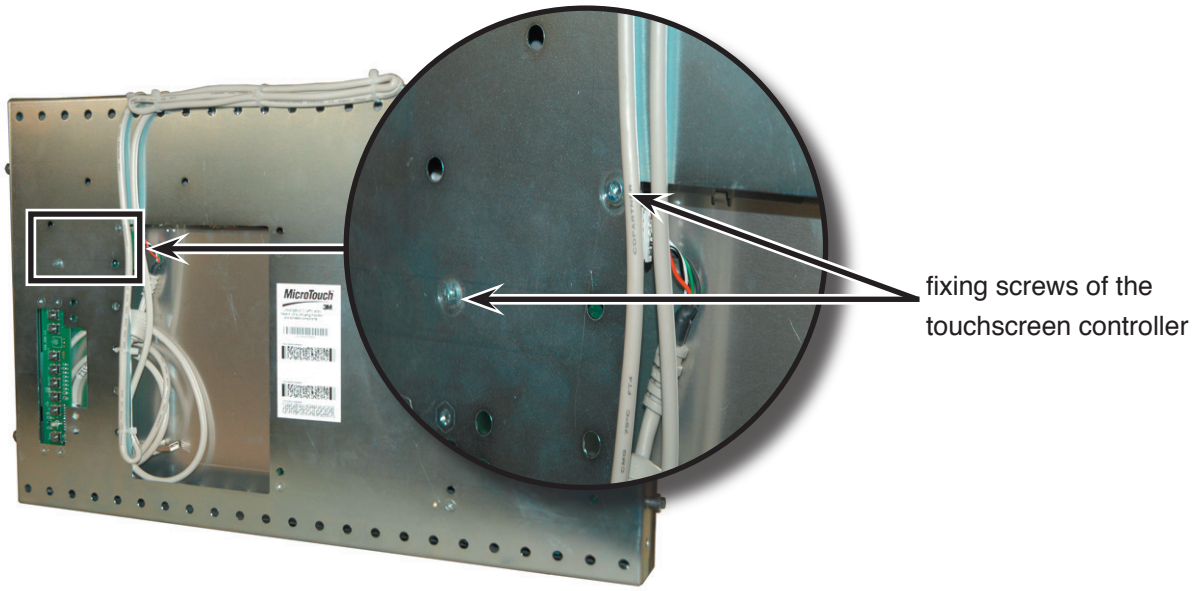
1) Open the Main Door and disconnect the machine from the mains.
2) Pull the square top frame forward and remove it upwards.
3) Lift the monitor and turn it forward.
4) Unplug all cable and plug connections from the monitor.

Do not touch circuit board! High voltage!

5) Grab the monitor with both hands and take it out of its retainer.
6) Exchange the defective monitor.
7) Assemble in reverse order.

V.5.5 Exchange of the touchscreen controller

If any defects cannot be repaired, the touchscreen controller has to be exchanged.



F_Monitor20z.jpg / F_TSCR_Contr_Detail.jpg

Illustr. V.5.4 Exchange of the touchscreen controller

Dismounting instructions for the touchscreen controller (see illustr. V.5.4)

1) Open the Main Door and disconnect the machine from the mains.
2) Dismount the lower monitor including the touchscreen controller
   (⇨ see part V.5.4.1 - Exchange of the lower monitor).
3) Release both fixing screws, disconnect the plug connections and remove the touchscreen controller from the monitor units.
4) Exchange the touchscreen controller.
5) Assemble in reverse order.

After a new monitor unit has been installed, the touchscreen must be calibrated.

V.5.6 Adjustment of the screen

At the rear of the monitor, a print is attached for the adjustment of the brightness, contrast and geometry of the picture. The monitors can be adjusted via the buttons on the rear side of the respective monitor.

45M626U1UK-01

V.6 COOLFIRE II Motherboard

45M626U1UK-01

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.6.1 Position in the machine

See illustr. V.0.1 on page 135.

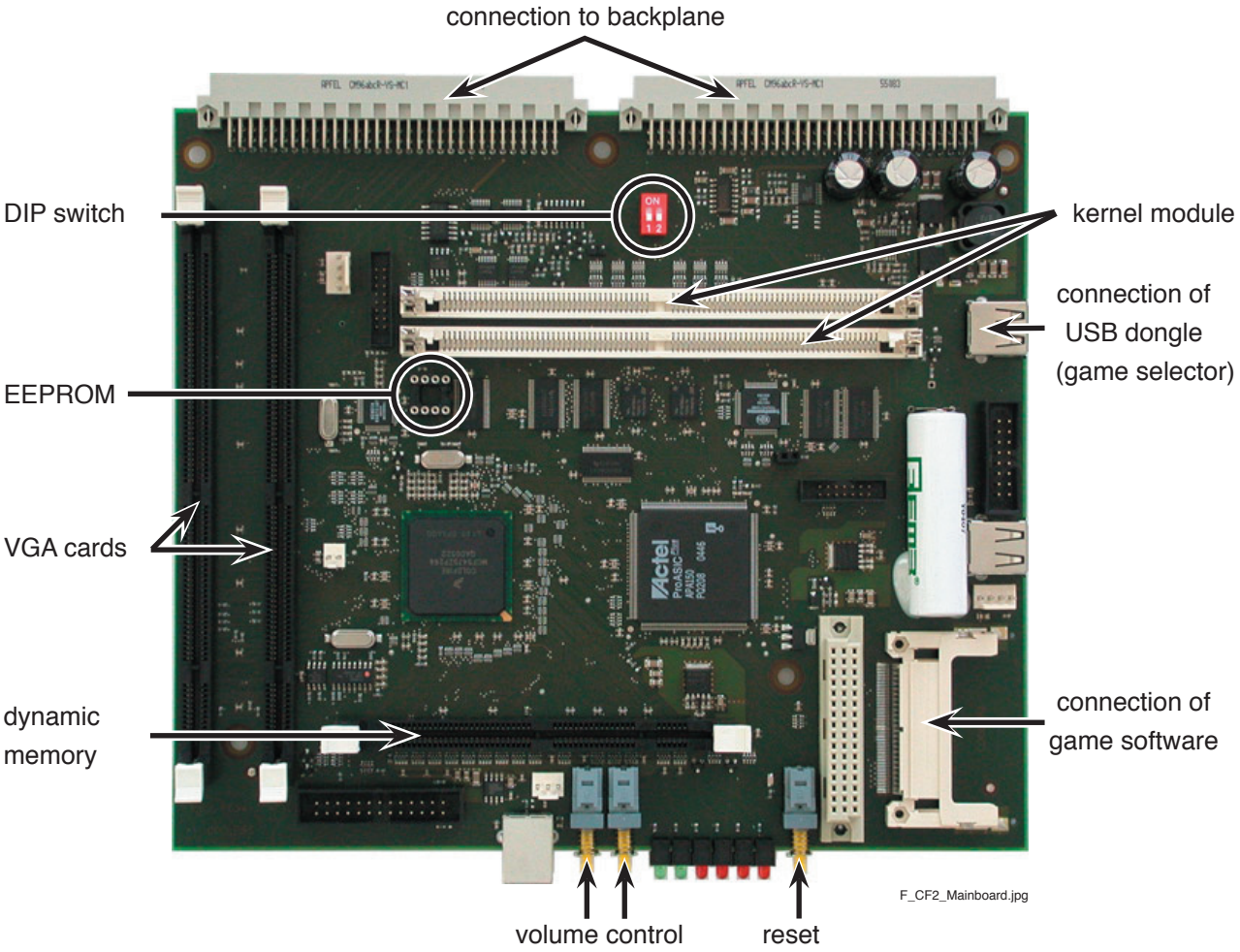
V.6.2 Function

Game control and drive of the components.
The main electronics of the machine consists of the COOLFIRE II motherboard and several components. The security switch lock is located on the front side of the main electronic unit COOLFIRE II, between the two grips, and is responsible for the storing of the accounting data. It is strictly prohibited to use a bridge connector for this switch (this might result in data loss!).

ATTENTION

When pushing in the main electronic unit COOLFIRE II make sure that the connectors lock in correctly to the COOLFIRE II backplane.

V.6.3 Connectors and components



Illustr. V.6.1 Connectors and components of the COOLFIRE II motherboard

Connection to backplane
When pushing in the main electronic unit the connectors lock in correctly to the backplane.

DIP switch
The DIP switch is used to perform a RAM Clear. How to perform a RAM Clear see part IV.8.

EEPROM
The configuration of the machine is stored in a serial EEPROM.

VGA cards
For graphic cards there are two extension slots available. Each graphic card controls up to two monitors, this means that up to four monitors are supported by the main electronic unit. The connectors for the monitors are located on the COOLFIRE II backplane.

Dynamic memory
This memory module is used as the main storage which contains the currently running gaming program.

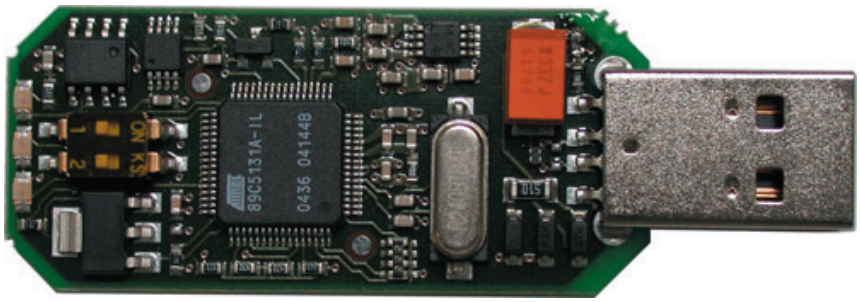
45M626U1UK-01

Kernel modules

Both 80 pins SIMM sockets are provided for the flash memory SIMM modules to be plugged in.
One of these sockets is used for the system software, the second socket is reserved for future extensions.

Connection of the USB dongle (Game Selector)

The USB dongle provides for the game security and the time limitation. The dongle activates only certain, licensed games in the machine for a limited time period.
The DIP switch on the dongle is used to select the module address in case of using further dongles.



F_CF2_USB_Dongle.jpg

Illustr. V.6.2 USB dongle (Game Selector)

Connection of the game software

A special compact flash card is used to store the gaming program.
These compact flash cards include an implemented protection to avoid alterations of the content.

Volume control

Use these buttons to adjust the volume of the acoustic signals of the machine.

Reset

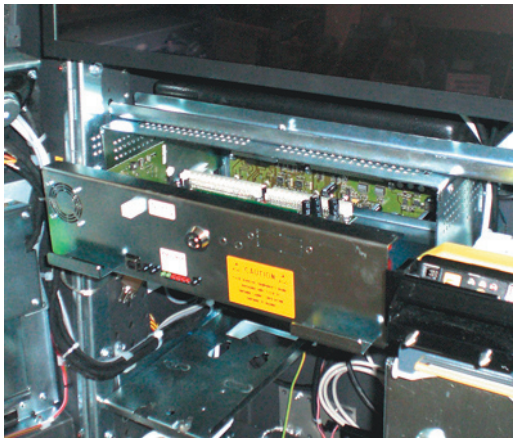
The reset function resets the COOLFIRE II motherboard to its initial state and restarts the gaming program.

V.6.4 Troubleshooting

If the displayed error messages of the COOLFIRE II motherboard (main electronic unit) cannot be cleared, the main electronic unit COOLFIRE II has to be exchanged.

V.6.5 Exchange of the main electronics COOLFIRE II

If any defects cannot be repaired, the complete component has to be exchanged.



F_626CF2_MainboardAusbau.jpg

Illustr. V.6.3 Exchange of the main electronics COOLFIRE II

Dismounting instructions for the main electronics COOLFIRE II (see illustr. V.6.4)

1) Open the Main Door and disconnect the machine from the mains.
2) Unlock the logic door lock.
3) Pull strongly on both grips and exchange the main electronics.
4) Assemble in reverse order.

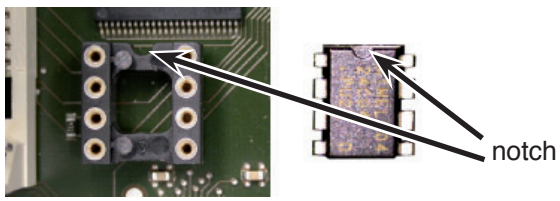
V.6.6 Exchange of the components

V.6.6.1 Exchange of the EEPROM

1) Open the Main Door and disconnect the machine from the mains.
2) Open the logic door and take out the main electronics.
3) Remove the existing EEPROM by pulling it straight up.
4) Insert the new EEPROM.

ATTENTION
Note the insertion direction!

5) EEPROM and socket have a notch on one side. When installing the EEPROM ensure that the notch on the EEPROM and the notch on the socket both show in the same direction!



F_623CF2_EEPROM_Sockel.jpg

Illustr. V.6.4 Correct insertion direction of the EEPROM

6) Assemble the main electronics in reverse order.

V.6.6.2 Exchange of the VGA cards

1) Open the Main Door and disconnect the machine from the mains.
2) Open the logic door and take out the main electronics.
3) Press both holding clips of the graphic card on the left and the right sideways.
4) Remove the graphic card from its socket by pulling it upwards.
5) Insert the new graphic card in upright position into its plug-in socket until both holding clips engage.
6) Assemble the main electronics in reverse order.

V.6.6.3 Exchange of the kernel modules

1) Open the Main Door and disconnect the machine from the mains.
2) Open the logic door and take out the main electronics.
3) Press both holding clips of the kernel module sideways.
4) Remove the kernel module by pulling it upwards in tilted position.
5) Insert the new kernel module in tilted position into the plug-in socket and tilt the module backwards until both holding clips engage.
6) Assemble the main electronics in reverse order.

V.6.6.4 Exchange of the USB dongle (Game Selector)

1) Open the Main Door and disconnect the machine from the mains.
2) Open the logic door and take out the main electronics.
3) Remove the existing dongle by pulling it up rightwards.
4) Plug in the new dongle.
5) Assemble the main electronics in reverse order.

V.6.6.5 Exchange of the game software

1) Open the Main Door and disconnect the machine from the mains.
2) Open the logic door and take out the main electronics.
3) Pull the existing compact flash card out of its plug-in socket sideways.
4) Insert the new compact flash card into its plug-in socket.
5) Assemble the main electronics in reverse order.

ATTENTION

After the components have been exchanged, a RAM Clear may be required!
(see part IV.9 - RAM Clear).

45M626U1UK-01

V.7 COOLFIRE II Backplane

45M626U1UK-01

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.7.1 Position in the machine

The backplane is mounted on the back wall of the cabinet, behind the main electronics (see illustration V.7.4).

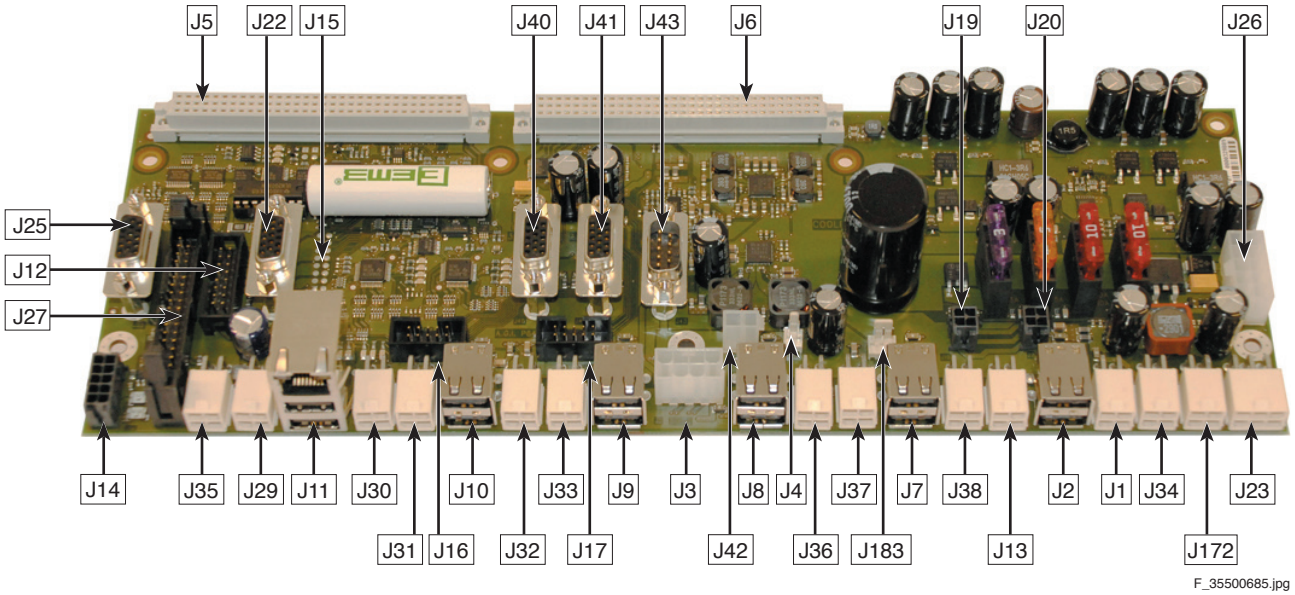
V.7.2 Function

The USB backplane achieves the following functions:

1) Voltage supply for the COOLFIRE II motherboard and the peripheral equipment.
2) Transmission of the complete communication between the COOLFIRE II master processor and all peripheral devices inside the machine.

The communication between the peripheral equipment and the USB interface may be realised with an independent USB device for each peripheral unit.

V.7.3 Position of the components

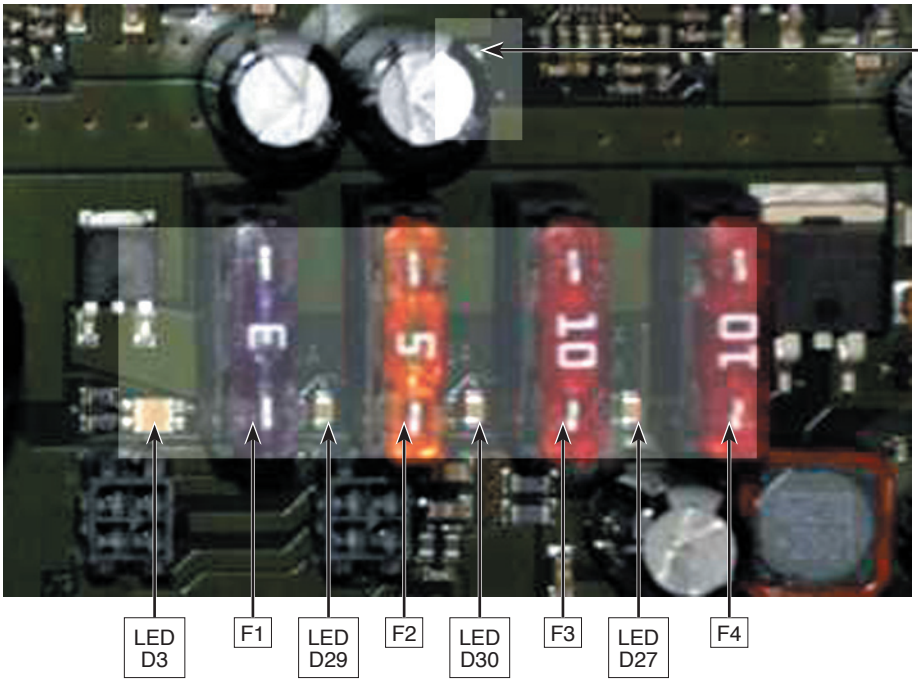


F_35500685.jpg

Illustr. V.7.1 USB backplane connectors

J1, J13, J29, J30, J31, J32, J33, J34, J35, J36, J37, J38, J172 - USB Power supply connector
J2, J7, J8, J9, J10 - female USB
J3 - COM 0
J4 - Ext MB detect
J5 - VGL 1 (COOLFIRE II motherboard J1)
J6 - VGL 2 (COOLFIRE II motherboard J2)
J11 - Ethernet
J12 - Door Logger 2
J14 - Add network card
J15 - Debug
J16 - COM 2
J17 - COM 3
J19, J20 - Loudspeaker
J22 - VGA2-A
J23 - Power supply connector
J25 - VGA1-A
J26 - Power
J27 - Door Logger 1
J40 - VGA1-B
J41 - VGA2-B
J42 - Subwoofer
J43 - COM 1
J183 - Temperature sensor

V.7.4 Fuses and LEDs



Illustr. V.7.2 USB backplane fuses

+24V DC input for +5V DC USB backplane & +24V DC COOLFIRE II motherboard:

Fuse F1	blade fuse 3A	
LED D3 **+**24V DC	LED green	OK
	LED red	not OK
LED D25 **+**5V DC	LED red	OK
	LED off	not OK

+24V DC input for +12V USB backplane:

Fuse F2	blade fuse 5A	
LED D29 **+**12V DC	LED green	OK
	LED off	not OK

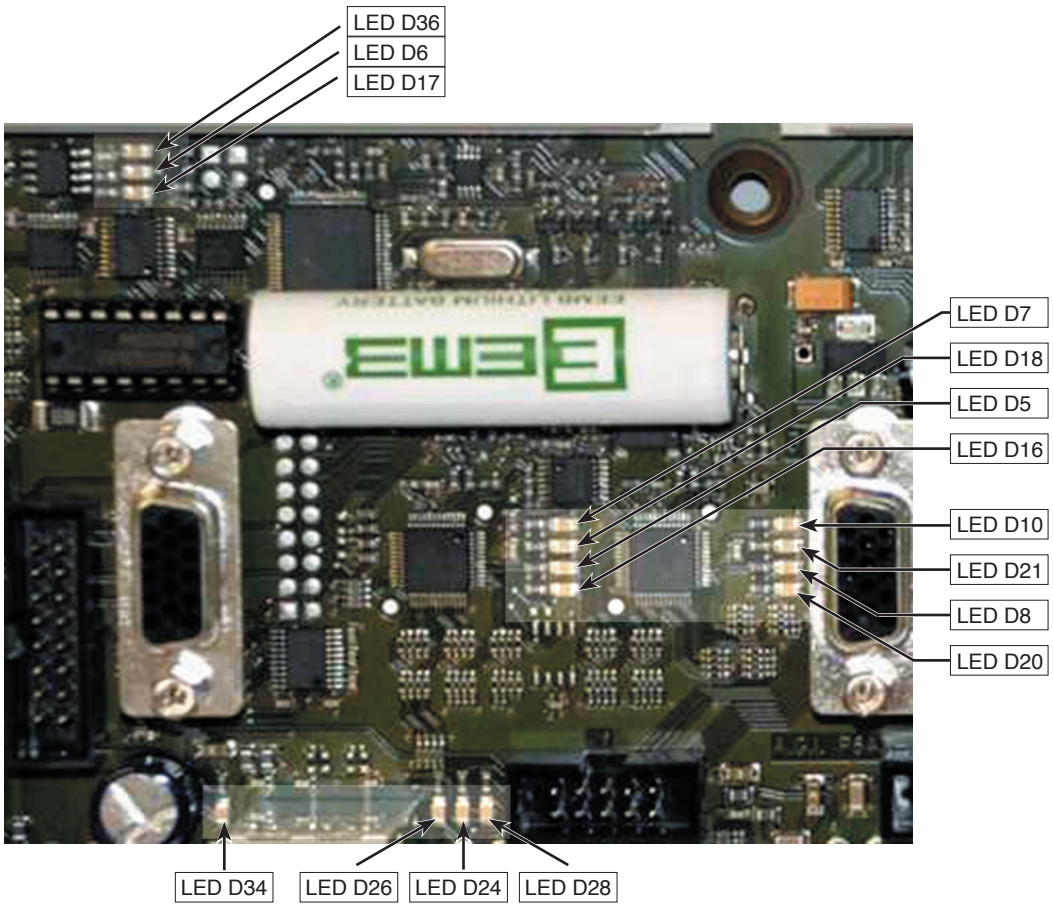
+24V DC input for +24V DC USB:

Fuse F3	blade fuse 10A	
LED D30 **+**24V DC	LED green	OK
	LED off	not OK

+24V DC input for +12V DC USB:

Fuse F4	blade fuse 10A	
LED D27 **+**12V DC	LED yellow	OK
	LED off	not OK

45M626U1UK-01



Illustr. V.7.3 USB backplane position of the LEDs

Status signal for HUB:

LED D7	LED red	HUB1 enabled
LED D18	LED green	HUB1 disabled
LED D5	LED red	HUB1 configured
LED D16	LED green	HUB1 non configured
LED D10	LED red	HUB2 enabled
LED D21	LED green	HUB2 disabled
LED D8	LED red	HUB2 configured
LED D20	LED green	HUB2 non configured

Status signal for Ethernet:

LED D34	LED green	link “on“
	LED off	no link
LED D26	LED yellow	collision “on“
	LED off	no collision
LED D24	LED red	100BT
	LED off	10BT
LED D28	LED yellow	full duplex
	LED off	half duplex

Status signal for USB:

LED D36	LED green	OK
	LED blinking	error
LED D6	LED red	power
	LED off (40msec)	communication
LED D17	LED yellow	programming
	LED off	OK

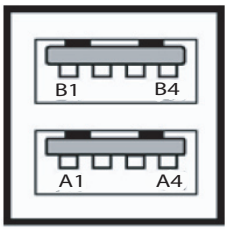
V.x.5 Pin assignment

Connector J1, J13, J29, J30, J31, J32, J33, J34, J35, J36, J37, J38, J172
USB Power supply connector (4 pin Mini Fit Jr. header)

PIN	FUNCTION
01	+24V_USB
02	+12V_EX1
03	GND
04	GND

Connector J2, J7, J8, J9, J10
Dual USB port

PIN	FUNCTION
A1	+5V_Dx_Dy
A2	BP_D-x
A3	BP_D+y
A4	GND_Dx_Dy
B1	+5V_Dx_Dy
B2	BP_D-y
B3	BP_D+y
B4	GND_Dx_Dy



USB_dual.eps

Connector J3
COM 0 (8 pin Mini Fit header)

PIN	FUNCTION
01	+5V_EX2
02	GND
03	+12V_EX1
04	GND
05	TXD1
06	nRTS1
07	RXD1
08	nCTS1

45M626U1UK-01

Connector J4

Ext MB detect (2 pin lock header)

PIN	FUNCTION
01	CF_LOCK2
02	CF_LOCK1

Connector J5

VGL 1 (96 pin DIN 41612 female connector)

PIN	FUNCTION	PIN	FUNCTION	PIN	FUNCTION
A01	GND	**B01**	GND	**C01**	GND
A02	GND	**B02**	VSYNC_OUT1	**C02**	HSYNC_OUT1
A03	GND	**B03**	G_OUT1	**C03**	B_OUT1
A04	GND	**B04**	R_OUT2	**C04**	R_OUT1
A05	GND	**B05**	B_OUT2	**C05**	G_OUT2
A06	GND	**B06**	HSYNC_OUT2	**C06**	VSYNC_OUT2
A07	+5V_NGC	**B07**	VGA1_TMDS-CLK	**C07**	VGA1_TMDS-D0
A08	GND	**B08**	VGA1_TMDS+CLK	**C08**	VGA1_TMDS+D0
A09	+5V_NGC	**B09**	VGA1_TMDS-D1	**C09**	VGA1_TMDS-D2
A10	GND	**B10**	VGA1_TMDS+D1	**C10**	VGA1_TMDS+D2
A11	VGA1_DDC_DATA	**B11**	VGA1_TMDS-D3	**C11**	VGA1_TMDS-D4
A12	VGA1_DDC_CLK	**B12**	VGA1_TMDS+D3	**C12**	VGA1_TMDS+D4
A13	VGA1_HPD	**B13**	VGA1_TMDS-D5	**C13**	VGA2_TMDS-CLK
A14	+5V_NGC	**B14**	VGA1_TMDS+D5	**C14**	VGA2_TMDS+CLK
A15	GND	**B15**	VGA2_TMDS-D0	**C15**	VGA2_TMDS-D1
A16	+5V_NGC	**B16**	VGA2_TMDS+D0	**C16**	VGA2_TMDS+D1
A17	GND	**B17**	VGA2_TMDS-D2	**C17**	VGA2_TMDS-D3
A18	VGA2_DDC_DATA	**B18**	VGA2_TMDS+D2	**C18**	VGA2_TMDS+D3
A19	VGA2_DDC_CLK	**B19**	VGA2_TMDS-D4	**C19**	VGA2_TMDS-D5
A20	VGA2_HPD	**B20**	VGA2_TMDS+D4	**C20**	VGA2_TMDS+D5
A21	+5V_NGC	**B21**	+2.5V DC	**C21**	GND
A22	CF_LOCK1	**B22**	TX-	**C22**	RX-
A23	CF_LOCK2	**B23**	TX+	**C23**	RX+
A24	+3.3V DC	**B24**	NW_TXD	**C24**	nNW_RTS
A25	GND	**B25**	ETXD2	**C25**	nERTS2
A26	+3.3V DC	**B26**	NW_RXD	**C26**	nNW_CTS
A27	GND	**B27**	ERXD2	**C27**	nECTS2
A28	+3.3V DC	**B28**	HUB_6MHZ	**C28**	nHUB_I/O_RESET
A29	GND	**B29**	nERTS1	**C29**	nECTS1
A30	+3.3V DC	**B30**	ERXD1	**C30**	ETXD1
A31	GND	**B31**	EXT_D-2	**C31**	EXT_D+2
A32	+3.3V DC	**B32**	EXT_D-1	C32	EXT_D+1

Connector J6

VGL 2 (96 pin DIN 41612 female connector)

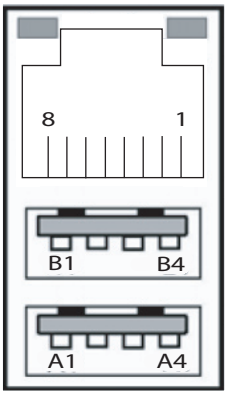
PIN	FUNCTION	PIN	FUNCTION	PIN	FUNCTION
A01	ETXD3	**B01**	GND	**C01**	B_OUT3
A02	nERTS3	**B02**	GND	**C02**	G_OUT3
A03	ERXD3	**B03**	CRT1_DDC_DATA	**C03**	R_OUT3
A04	nECTS3	**B04**	CRT1_DDC_CLK	**C04**	HSYNC_OUT3
A05	GND	**B05**	CRT2_DDC_DATA	**C05**	VSYNC_OUT3
A06	+5V_NGC	**B06**	CRT2_DDC_CLK	**C06**	GND
A07	GND	**B07**	GND	**C07**	B_OUT4
A08	GND	**B08**	GND	**C08**	G_OUT4
A09	GND	**B09**	CRT3_DDC_DATA	**C09**	R_OUT4
A10	GND	**B10**	CRT3_DDC_CLK	**C10**	HSYNC_OUT4
A11	CHA_LOUT	**B11**	CRT4_DDC_DATA	**C11**	VSYNC_OUT4
A12	CHB_LOUT	**B12**	CRT4_DDC_CLK	**C12**	VOUT_EX_SEN
A13	GND	**B13**	E_100MB-	**C13**	E_YL-
A14	GND	**B14**	E-FDUPLEX+	**C14**	E_GR-
A15	+5V_NGC	**B15**	+5V_NGC	**C15**	+5V_NGC
A16	+5V_NGC	**B16**	+5V_NGC	**C16**	+5V_NGC
A17	GND	**B17**	GND	**C17**	GND
A18	GND	**B18**	GND	**C18**	GND
A19	GND	**B19**	GND	**C19**	nECTS4
A20	ETXD4	**B20**	nERTS4	**C20**	ERXD4
A21	+12V DC	**B21**	+12V DC	**C21**	+12V DC
A22	GND	**B22**	GND	**C22**	GND
A23	GND	**B23**	GND	**C23**	LOGIC_DOOR_DETECT
A24	GND	**B24**	GND	**C24**	GND
A25	+24V DC	**B25**	+24V DC	**C25**	+24V DC
A26	+24V DC	**B26**	+24V DC	**C26**	+24V DC
A27	+24V DC	**B27**	+24V DC	**C27**	+24V DC
A28	GND	**B28**	GND	**C28**	GND
A29	GND	**B29**	GND	**C29**	GND
A30	GND	**B30**	GND	**C30**	GND
A31	nPFI	**B31**	MU/SB_L	**C31**	SV_LOUT
A32	GND	**B32**	N.C.	**C32**	SV_ROUT

45M626U1UK-01

Connector J11

Ethernet (RJ45) / dual USB combo

RJ45	PIN	FUNCTION
	1	TX+
	2	TX-
	3	RX+
	4	N.C.
	5	N.C.
	6	RX-
	7	N.C.
	8	N.C.



RJ45.eps

USB	PIN	FUNCTION
	A1	+5V_D3_D4
	A2	BP_D-3
	A3	BP_D+3
	A4	GND_D3_D4
	B1	+5V_D3_D4
	B2	BP_D-4
	B3	BP_D+4
	B4	GND_D3_D4

Connector J12

Door Logger 2 (16 pin male connector)

PIN	FUNCTION
01	KEY_GND
02	KEY_GND
03	IN_11
04	IN_12
05	IN_13
06	IN_14
07	IN_15
08	OUT_2
09	OUT_3
10	OUT_4
11	OUT_5
12	OUT_6
13	OUT_7
14	OUT_8
15	+12V_L
16	+12V_L

Connector J14

Add network card (10 pin Micro Fit header)

PIN	FUNCTION
01	NW_TXD
02	nNW_RTS
03	GND
04	GND
05	+5V_EX2
06	NW_RXD
07	nNW_CTS
08	GND
09	+24V_MFT
10	+12V_MFT

Connector J15

Debug (16 pin female connector)

PIN	FUNCTION
01	IN_17
02	GND
03	IN_18
04	+3V3_8051
05	IN_19
06	KPR_TEST
07	IN_20
08	nTDO
09	IN_21
10	KPR_RST/NMI
11	IN_22
12	N.C.
13	IN_23
14	RX_KP
15	LOGIC_DOOR_DETECT
16	TXD_KP

Connector J16
COM 2 (10 pin male connector)

PIN	FUNCTION
01	N.C.
02	N.C.
03	RXD3
04	nRTS3
05	TXD3
06	nCTS3
07	N.C.
08	+5V_EX3
09	GND
10	N.C.

Connector J17
COM 3 (10 pin male connector)

PIN	FUNCTION
01	N.C.
02	N.C.
03	RXD4
04	nRTS4
05	TXD4
06	nCTS4
07	N.C.
08	+5V_EX3
09	GND
10	N.C.

Connector J19, J20
Loudspeaker (4 pin Micro Fit header)

PIN	FUNCTION
01	SAOUT1+
02	SAOUT1-
03	SAOUT2+
04	SAOUT2-

Connector J22
VGA2-A (15 pin D-Sub female connector)

PIN	FUNCTION
01	R_OUT2
02	G_OUT2
03	B_OUT2
04	N.C.
05	GND
06	GND
07	GND
08	GND
09	+5V_V2
10	GND
11	N.C.
12	CRT2_DDC_DATA
13	HSYNC_OUT2
14	VSYNC_OUT2
15	CRT2_DDC_CLK

Connector J23
Power supply connector
(6 pin Mini Fit Jr. header)

PIN	FUNCTION
01	+24V_USB
02	+12V_EX1
03	+5V_EX4
04	GND
05	GND
06	nPFI

45M626U1UK-01

Connector J25

VGA1-A (15 pin D-Sub female connector)

PIN	FUNCTION
01	R_OUT1
02	G_OUT1
03	B_OUT1
04	N.C.
05	GND
06	GND
07	GND
08	GND
09	+5V_V1
10	GND
11	N.C.
12	CRT1_DDC_DATA
13	HSYNC_OUT1
14	VSYNC_OUT1
15	CRT1_DDC_CLK

Connector J26

Power (10 pin Mini Fit header)

PIN	FUNCTION
01	+24V_CF
02	+24V_CF
03	+24V_CF
04	+24V_CF
05	PFI_N
06	GND
07	GND
08	GND
09	PGND
10	PGND

Connector J27

Door Logger 1 (34 pin male connector)

PIN	FUNCTION
01	IN_1_MAIN_DOOR_RX
02	+3.3V_DP
03	OUT_1_MAIN_DOOR_TR
04	+3.3V_DP
05	DOOR_GND
06	IN_22
07	IN_23
08	IN_20
09	IN_21
10	IN_18
11	IN_19
12	IN_16
13	IN_17
14	DOOR_GND
15	DOOR_GND
16	DOOR_GND
17	IN_2
18	DOOR_GND
19	IN_3
20	DOOR_GND
21	IN_4
22	DOOR_GND
23	IN_5
24	DOOR_GND
25	IN_6
26	DOOR_GND
27	IN_7
28	DOOR_GND
29	IN_8
30	DOOR_GND
31	IN_9
32	DOOR_GND
33	IN_10
34	DOOR_GND

Connector J40
VGA1-B (15 pin D-Sub female connector)

PIN	FUNCTION
01	R_OUT3
02	G_OUT3
03	B_OUT3
04	N.C.
05	GND
06	GND
07	GND
08	GND
09	+5V_V3
10	GND
11	N.C.
12	CRT3_DDC_DATA
13	HSYNC_OUT3
14	VSYNC_OUT3
15	CRT3_DDC_CLK

Connector J41
VGA2-B (15 pin D-Sub female connector)

PIN	FUNCTION
01	R_OUT4
02	G_OUT4
03	B_OUT4
04	N.C.
05	GND
06	GND
07	GND
08	GND
09	+5V_V4
10	GND
11	N.C.
12	CRT4_DDC_DATA
13	HSYNC_OUT4
14	VSYNC_OUT4
15	CRT4_DDC_CLK

Connector J42
Subwoofer (2 pin Mini Fit header)

PIN	FUNCTION
01	OUT_N-
02	OUT_P+

Connector J43
COM 1 (9 pin D-Sub male connector)

PIN	FUNCTION
01	+12V_EX1
02	RXD2
03	TXD2
04	N.C.
05	GND
06	N.C.
07	nRTS2
08	nCTS2
09	+5V_EX3

Connector J183
Temperature sensor (3 pin Lock header)

PIN	FUNCTION
01	GND
02	VOUT_EX_SEN
03	N.C.

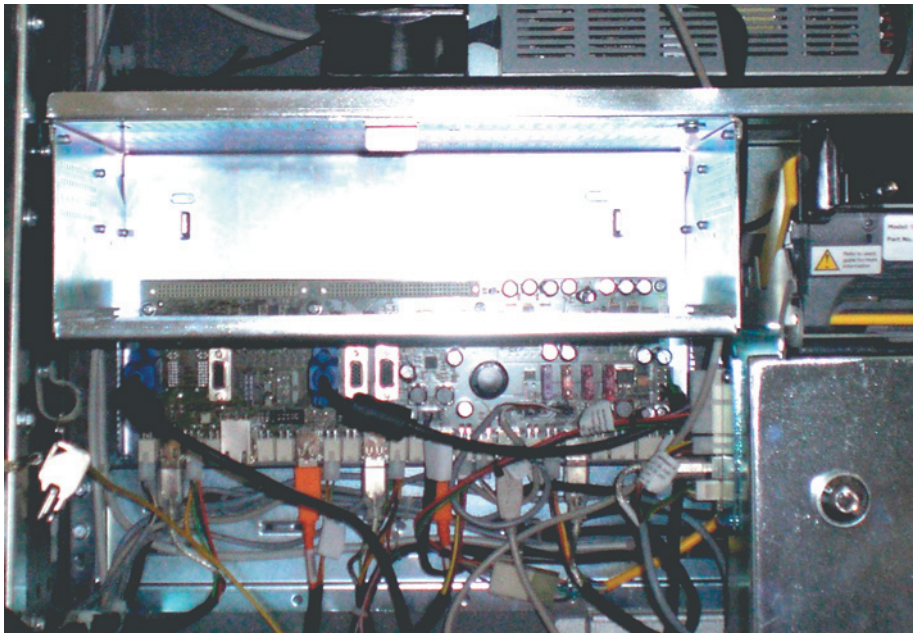
45M626U1UK-01

V.7.6 Troubleshooting

If any defects occur, check whether all connectors are fixed correctly on the COOLFIRE II backplane.

V.7.7 Exchange of the COOLFIRE II backplane

If any defects of the COOLFIRE II backplane cannot be repaired, the defective part has to be exchanged. If any defects occur afterwards, the complete backplane has to be exchanged.



F_626CF2_Backplane.jpg

Illustr. V.7.4 Exchange of the backplane

Dismounting instructions for the COOLFIRE II backplane

1) Open the Main Door and disconnect the machine from the mains.
2) Dismount the COOLFIRE II motherboard (see part V.6.4).
3) Remove the coin tray by pulling it upwards from its retainer.
4) Remove the hopper cover and take it out in forward direction.
5) Unplug all connectors of the COOLFIRE II backplane.
6) Release the fixing screws of the COOLFIRE II backplane and take it out of the machine.
7) Exchange the defective COOLFIRE II backplane.
8) Assemble in reverse order.

45M626U1UK-01

V.8 Key Panel Module

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

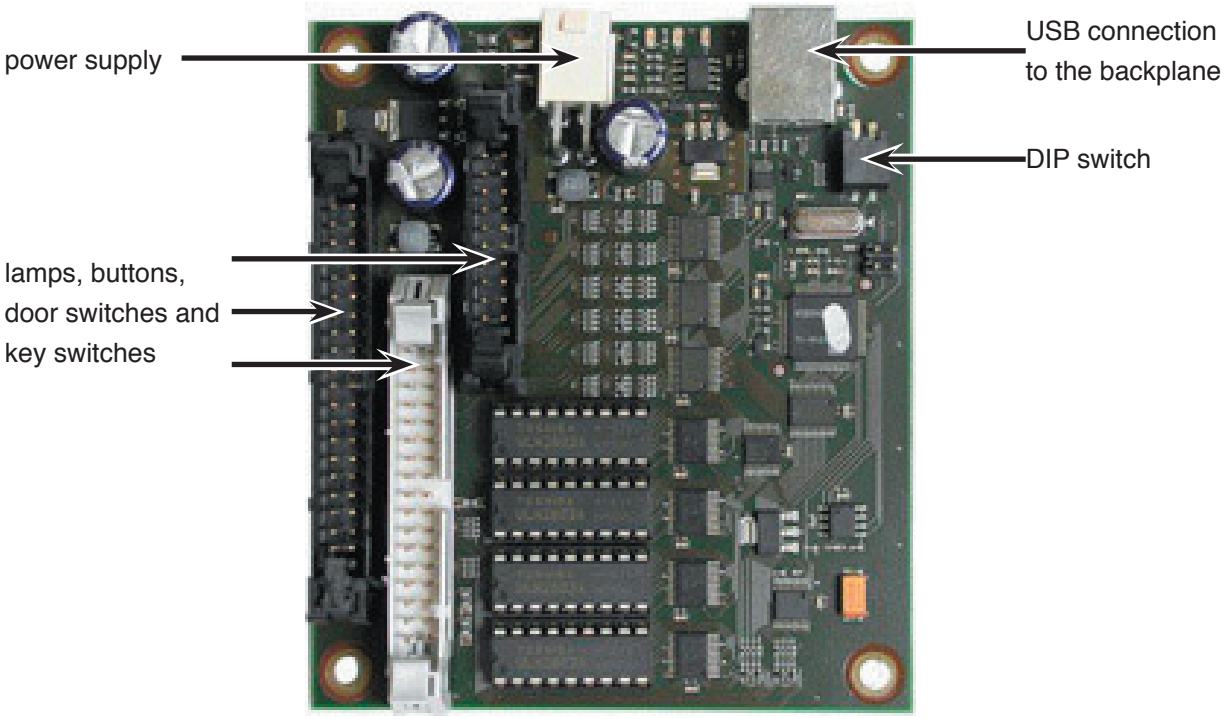
V.8.1 Position in the machine

See illustr. V.0.1 on page 135.

V.8.2 Function

The key panel module consists of a micro processor, which reads-in the status of all buttons and switches of the machine and illuminates the corresponding lamps.

V.8.3 Pin assignment



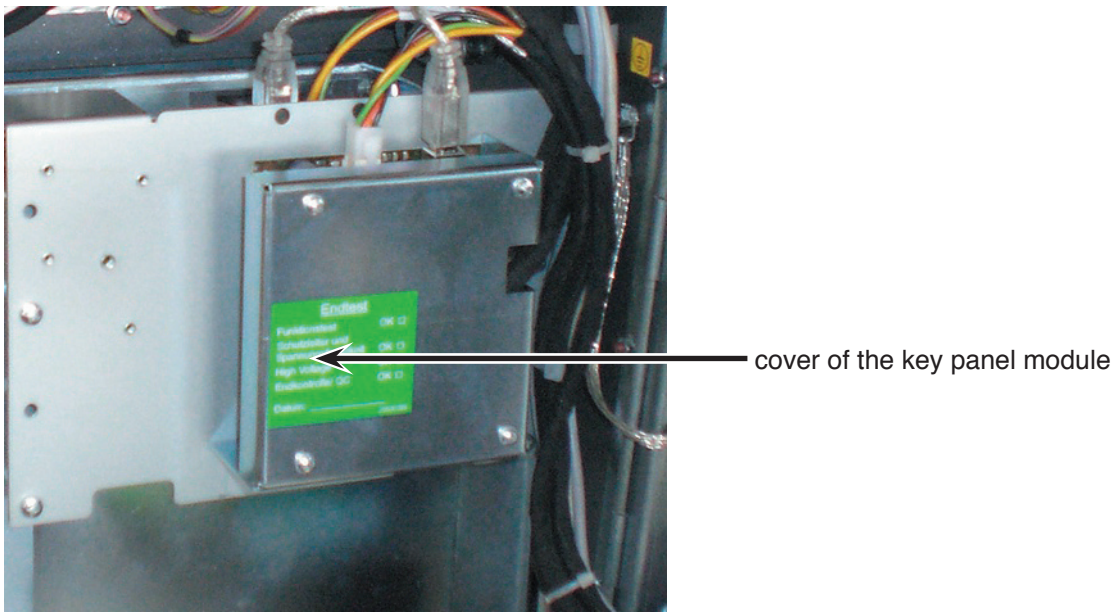
Illustr. V.8.1 Connections of the key panel module

The connection between COOLFIRE II backplane and key panel module is realized by an USB interface.
The key panel module and the lamps are supplied with power by the plug Power Supply.
The DIP switch is used to select the module address in case of using further modules.

V.8.4 Troubleshooting

If any defects occur, check whether all connectors are fixed correctly to the key panel module.
If the defect cannot be repaired, the key panel module has to be exchanged.

V.8.5 Exchange of the key panel module



F_626CF2_KeyPanel.jpg

Illustr. V.8.2 Dismounting of the key panel module

Dismounting instructions for the key panel module

1) Open the Main Door and disconnect the machine from the mains.
2) Unscrew the key panel cover and remove it.
3) Disconnect the plug connections of the key panel module
4) Release the fixing screws of the key panel module and take it out from the machine.
5) Exchange the defective key panel module.
6) Assemble in reverse order.

45M626U1UK-01

V.9 Top light

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.9.1 Position in the machine

F_626CF2__Topper.jpg

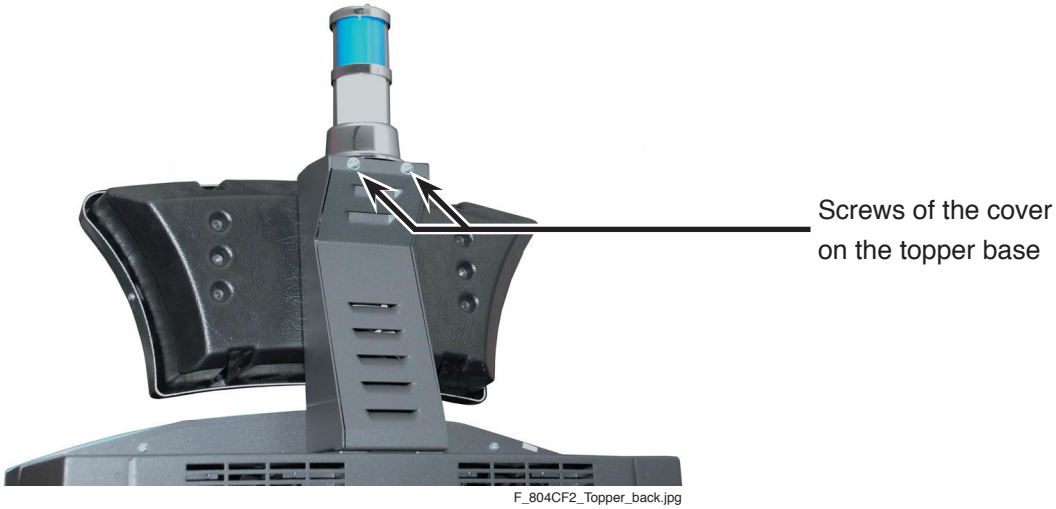
Illustr. V.9.1 Top light on the topper

V.9.2 Function

The top light indicates the different status of operation (jackpot, error, service, etc.)
(see part IV.7 - Top light).

V.9.3 Exchange of the top light

If any defects cannot be repaired, the defective top light has to be exchanged.



F_804CF2_Topper_back.jpg

Illustr. V.9.2 Top light on top of the cabinet

Dismounting instructions for the top light (on the topper)

1) Open the Main Door and disconnect the machine from the mains.
2) Release both screws on the back of the topper base and lift the cover downwards.
3) Release the fixing screws and the plug connectors of the top light and exchange the top light.
4) Assemble in reverse order.

V.9.4 Exchange of the top light illumination

F_CS_LT_Teile.jpg

Illustr. V.9.3 Parts of the top light

Dismounting instructions for the top light illumination

1) Open the Main Door and disconnect the machine from the mains.
2) Release the nuts of the upper cover of the top light and remove the covers (see illustr. V.9.6).
3) Remove the defective lamp by pulling it out of its socket and exchange it.
4) Assemble in reverse order.

V.10 Illumination

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.10.1 Bill acceptor illumination

V.10.1.1 Position in the machine

F_626CF2_BNP_Bel1.jpg

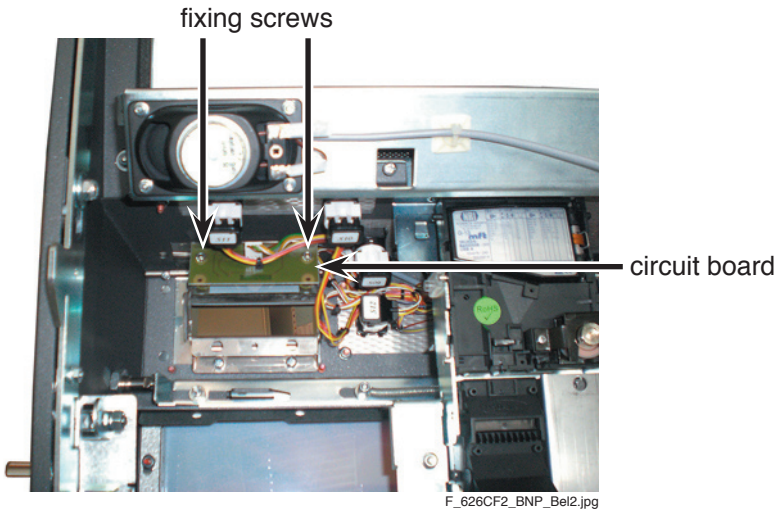
Illustr. V.10.1 Bill acceptor illumination

V.10.1.2 Function

LED illumination circuit board, 24 V DC

V.10.1.3 Exchange of the bill acceptor illumination

The bill acceptor illumination is located on a circuit board inside the Main Door (see illustr. V.10.2).



F_626CF2_BNP_Bel2.jpg

Illustr. V.10.2 Circuit board of the bill acceptor illumination

Dismounting instructions for the bill acceptor illumination

1) Open the Main Door and disconnect the machine from the mains.
2) Disconnect the plug connections of the circuit board.
3) Unscrew the fixing screws and remove the circuit board.
4) Exchange the defective circuit board.
5) Assemble in reverse order.

V.10.2 Key illumination

V.10.2.1 Position in the machine

F_626CF2_Tastenpult.jpg

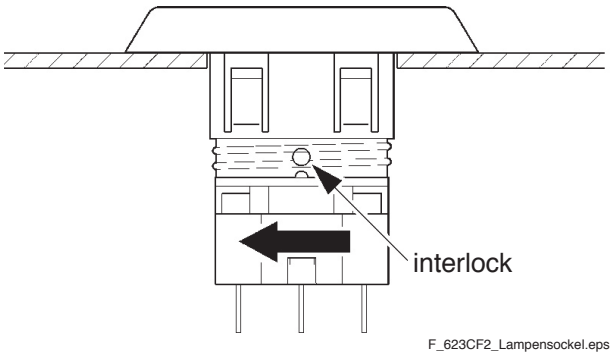
Illustr. V.10.3 Keyboard with illuminated button

V.10.2.2 Function

They key illumination shows the active buttons during game playing. If the machine is not equipped with a touchscreen, the functions of the audit menu are activated via the respectively illuminated buttons.

V.10.2.3 Exchange of the key illumination

1) Open the Main Door and disconnect the machine from the mains.
2) Turn the lamp base of the defective lamp in direction o the arrow and pull it down.
3) Exchange the defective lamp, press the base into the bracket, switch on the machine and close the Main Door.



F_623CF2_Lampensockel.eps

Illustr. V.10.4 Exchange of the key illumination

45M626U1UK-01

V.10.3 Door-in-Door illumination

V.10.3.1 Position in the machine

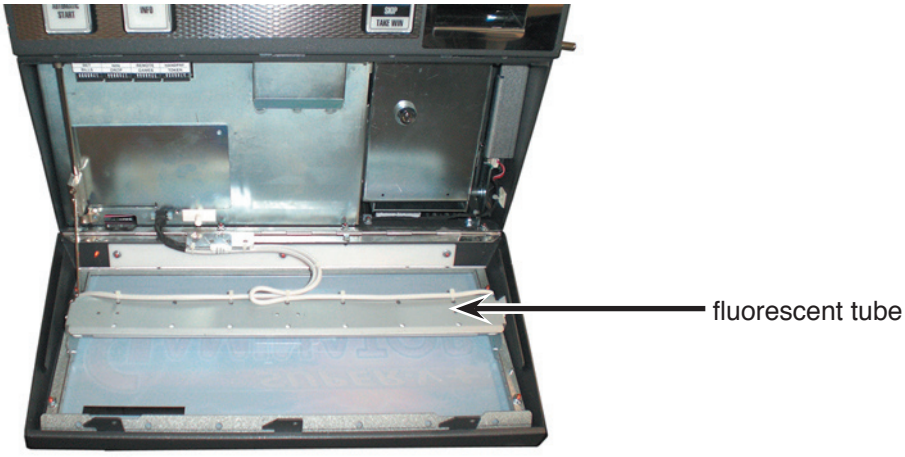
F_626CF2_DiD_zu.jpg

Illustr. V.10.5 Position of the illumination of the Door-in-Door sign

V.10.3.2 Function

LED illumination circuit board, 24 V DC

V.10.3.3 Exchange of the illumination of the Main Door sign



F_626CF2_DiD_offen.jpg

Illustr. V.10.6 Exchange of the Door-in-Door illumination

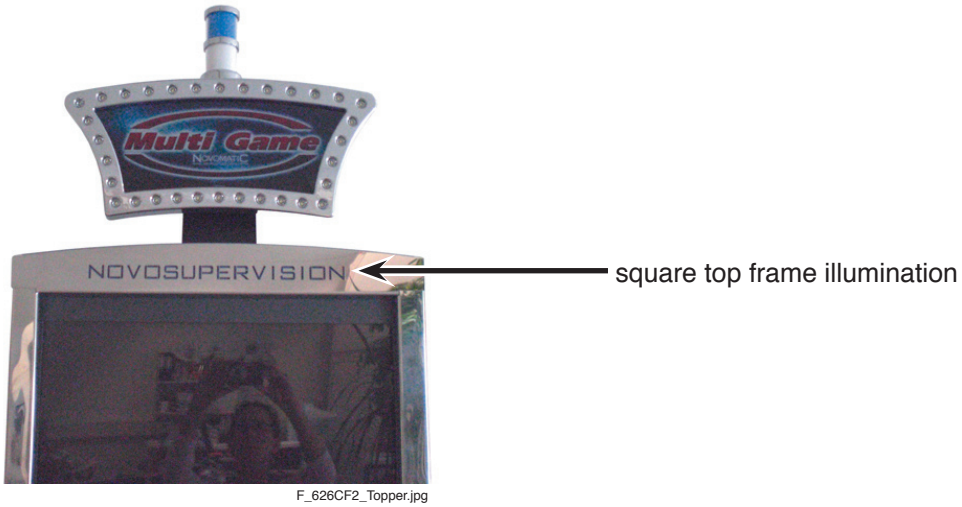
Dismounting instructions for the illumination of the Main Door sign

1) Open the Main Door and disconnect the machine from the mains.
2) Open the Door-in-Door.
3) Turn the defective fluorescent tube by 90°, take it out of its base and exchange it.
4) Assemble in reverse order.

The starter for the fluorescent tube is located inside the machine down left at the housing.

V.10.4 Square top frame illumination

V.10.4.1 Position in the machine



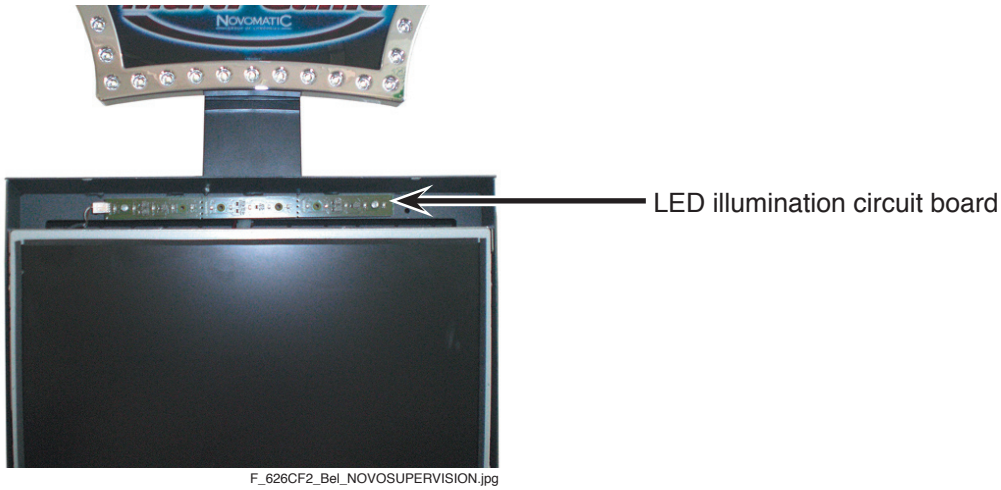
F_626CF2_Topper.jpg

Illustr. V.10.7 Position of the square top frame illumination

V.10.4.2 Function

LED illumination circuit board (15 x LED RGB), 24 V DC

V.10.4.3 Exchange of the square top frame illumination



F_626CF2_Bel_NOVOSUPERVISION.jpg

Illustr. V.10.8 Exchange of the square top frame illumination

Dismounting instructions for the square top frame illumination

1) Open the Main Door and disconnect the machine from the mains.
2) Pull the square top frame forward and remove it upwards.
3) Remove the upper monitor from the machine (see part V.5.4 - Exchange of the monitors).
4) Release the fixing screws and the plug connections of the LED circuit board and remove the circuit board.
5) Exchange the LED circuit board.
6) Assemble in reverse order.

V.11 Mechanical meters

45M626U1UK-01

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

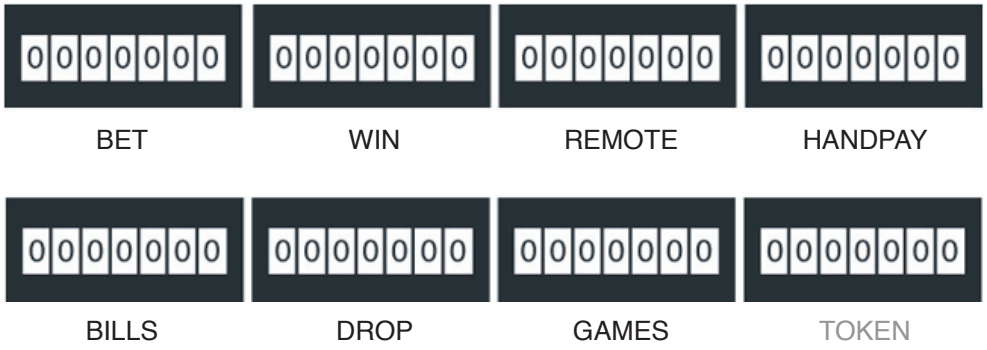
Ground straps inside the machine are marked with yellow stickers as shown beside.

V.11.1 Position in the machine

See illustr. V.0.1 on page 135.

V.11.2 Function

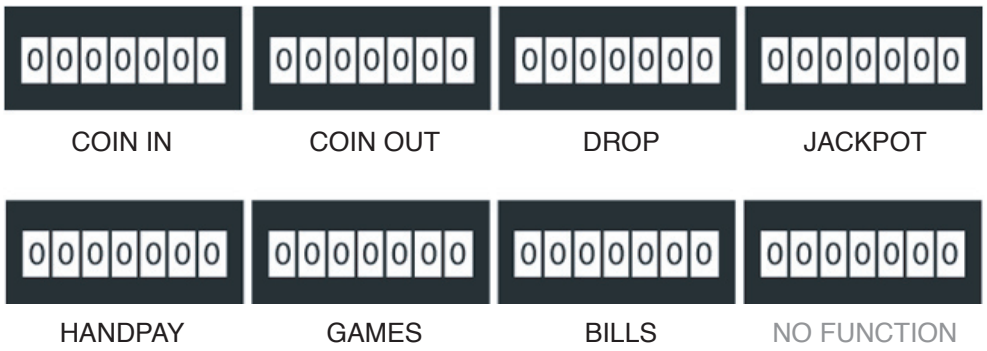
Mechanical meters for the functions:



Z_Zählwerke.eps

BET	Total value of all bets in credits.
WIN	Total value of all wins in credits.
REMOTE	Total value of all credits added via the remote function.
HANDPAY	Total value of all credits paid out via handpay.
BILLS	Total value of all bills inserted in credits.
DROP	Total value of all coins diverted to the cashbox in credits.
GAMES	Total number of all games played.

Colorado Standard:



Z_Zählwerke.eps

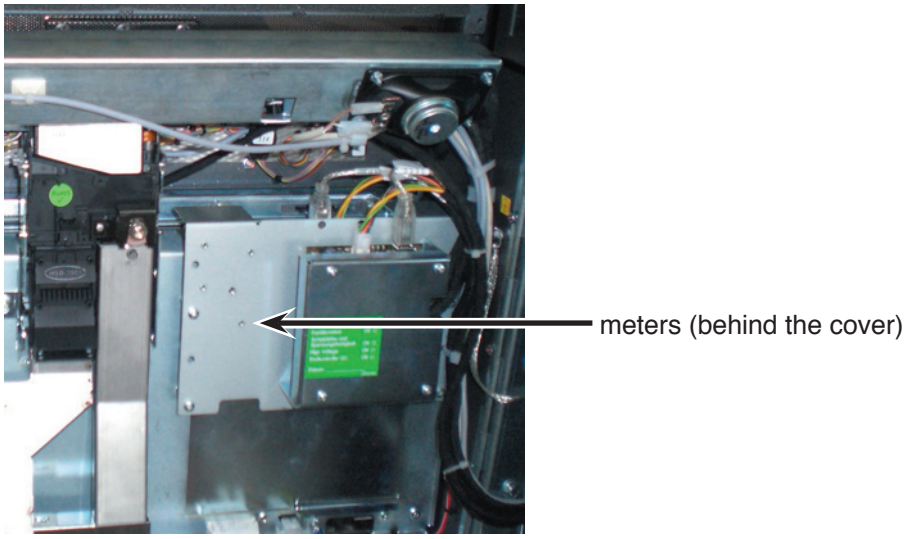
COIN IN	Total value of all coins and bills played and all credits won and played.
COIN OUT	Total value of all credits won and played plus all credits paid out via the hopper.
DROP	Total value of all coins and bills in the cashbox.
JACKPOT	Total value of all jackpot wins handpaid (win limit).
HANDPAY	Total value of all credits handpaid (handpay, hopper limit, credit limit).
GAMES	Total number of all games played.
BILLS	Total value in credits of all bills inserted.

V.11.3 Troubleshooting

Check the connectors of the meter unit.
If an error message is triggered by a malfunction or non-activation of individual meters the device must be removed from operation and the meters circuit board must be exchanged.

V.11.4 Exchange of the meters

If any defects cannot be repaired, the meters circuit board has to be exchanged.



F_626CF2_Zaehlwerke.jpg

Illustr. V.11.1 Fixing screws of the cash channel

Dismounting instructions for the meters

1) Open the Main Door and disconnect the machine from the mains.
2) Release the fixing screws of the meter cover and disconnect the plug connections of the key panel module.
3) Remove the meter cover together with the key panel module.
4) Disconnect the main plug from the meters.
5) Release the fixing screws of the meter unit and remove it.
6) Exchange the defective meter unit.
7) Assemble in reverse order.

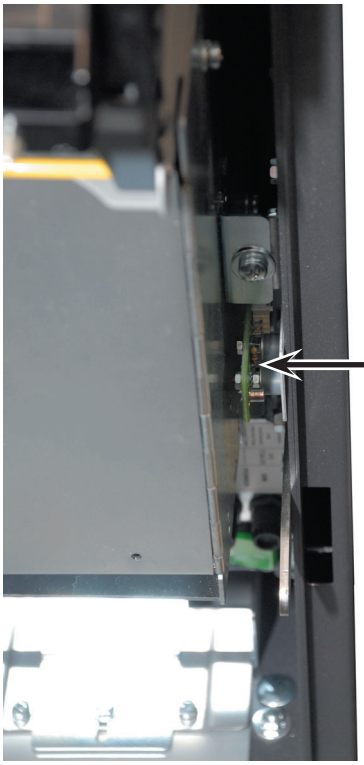
V.12 Door optics

45M626U1UK-01

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

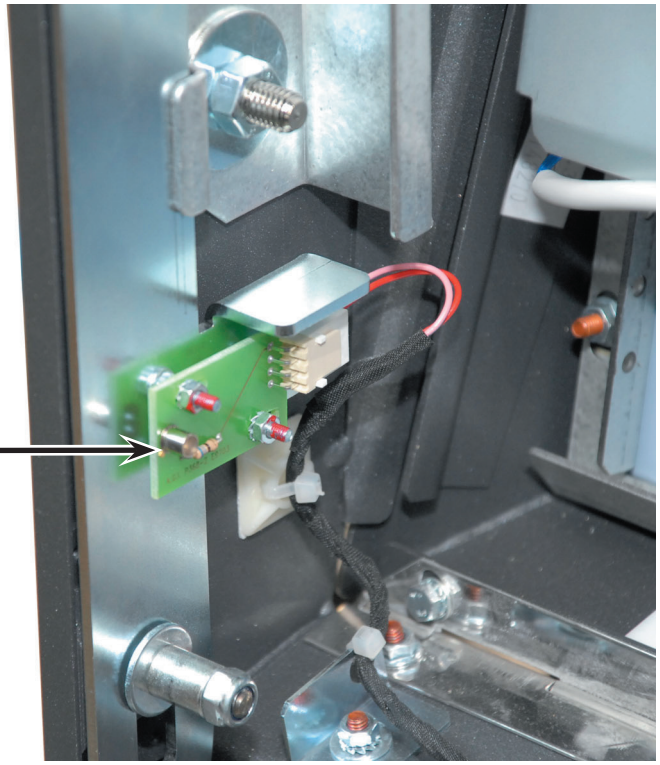
Ground straps inside the machine are marked with yellow stickers as shown beside.

V.12.1 Position in the machine



F_626CF2_Gehaeusesensor.jpg

Illustr. V.12.1 Position of the door optics (receiver)



F_804CF2_Tuersensor.jpg

Illustr. V.12.2 Position of the door optics (transmitter)

V.12.2 Function

The door optics monitors the openings and closings of the Main Door.

V.12.3 Troubleshooting

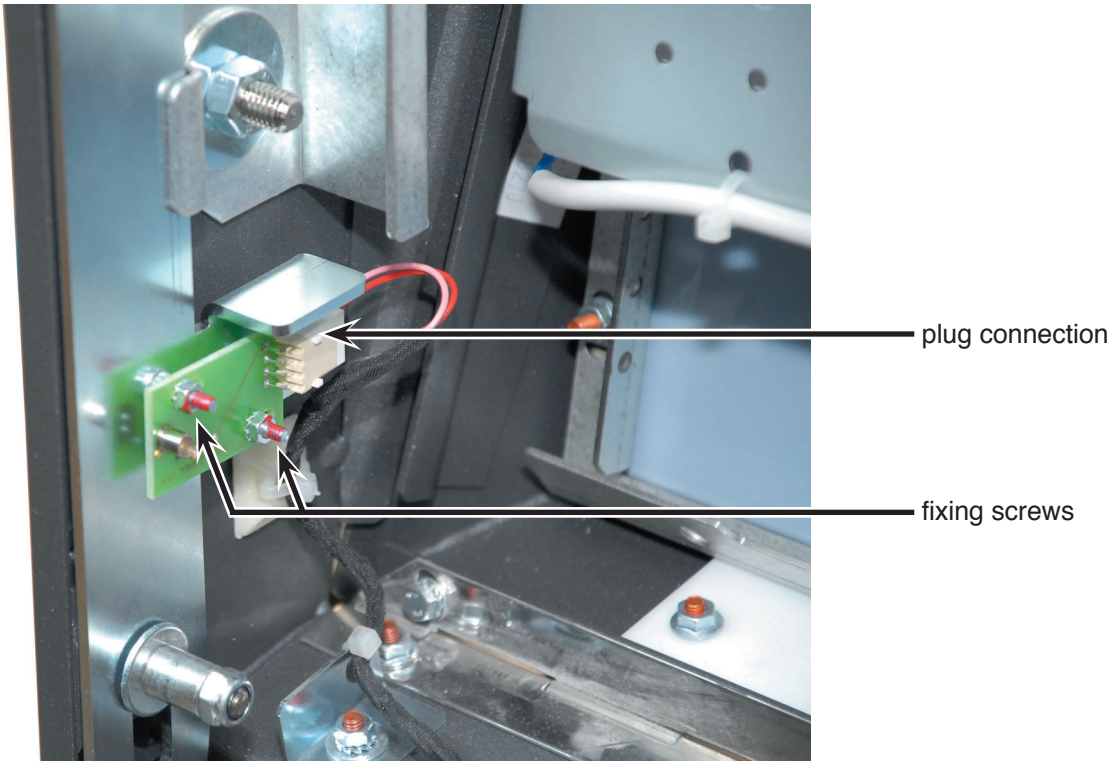
Check the connectors of the optics for any damages.

If error messages of the door optics occur frequently, the door optics may require re-calibration.

V.12.4 Exchange of the door optics

If any defects cannot be repaired, the defective circuit board has to be exchanged.

V.12.4.1 Exchange of the door optics (receiver)



F_626CF2_Gehaeusesensor.jpg

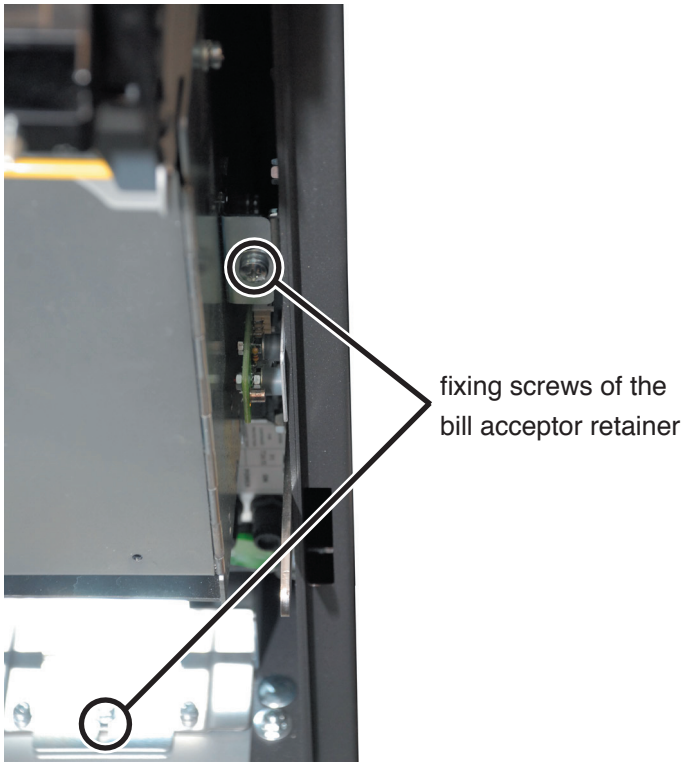
Illustr. V.12.3 Exchange of the door optics (receiver)

Dismounting instructions for the door optics (receiver)

1) Open the Main Door and disconnect the machine from the mains.
2) Disconnect the plug connection of the receiver and unscrew it.
3) Exchange the defective receiver.
4) Assemble in reverse order.

45M626U1UK-01

V.12.5.2 Exchange of the door optics (transmitter)



F_626CF2_Tuersensor.jpg

Illustr. V.12.4 Exchange of the door optics (transmitter)

Dismounting instructions for the door optics (transmitter)

1) Open the Main Door and disconnect the machine from the mains.
2) Release the fixing screws of the bill acceptor retainer and remove the retainer together with the stacker.
3) Disconnect the plug connection of the transmitter and unscrew it.
4) Exchange the defective transmitter.
5) Assemble in reverse order.

45M626U1UK-01

V.13 Loudspeakers

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.13.1 Position in the machine

See illustr. V.0.1 on page 135.

V.13.2 Function

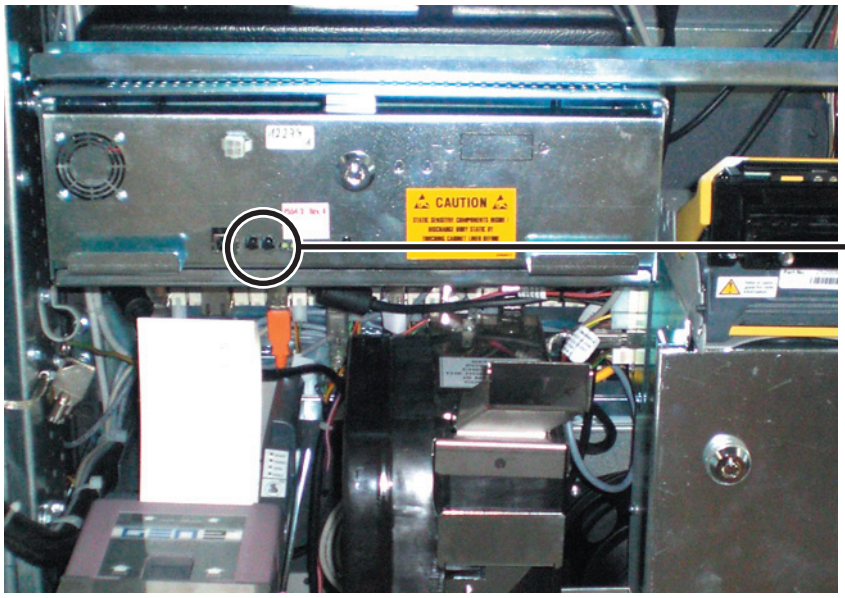
Type

2 x broad band loudspeakers oval (8 Ohm, 10 W), in the Main Door
1 x HiFi bass loudspeaker 16 cm (8 Ohm, 40 W), behind the bill acceptor

The loudspeakers are used for acoustic output of game sounds and also audio warnings in case of any errors.

V.13.3 Volume control

Use the buttons on the COOLFIRE II motherboard to adjust the volume.



F_626CF2_Lautstaerke.jpg

Illustr. V.13.1 Volume control

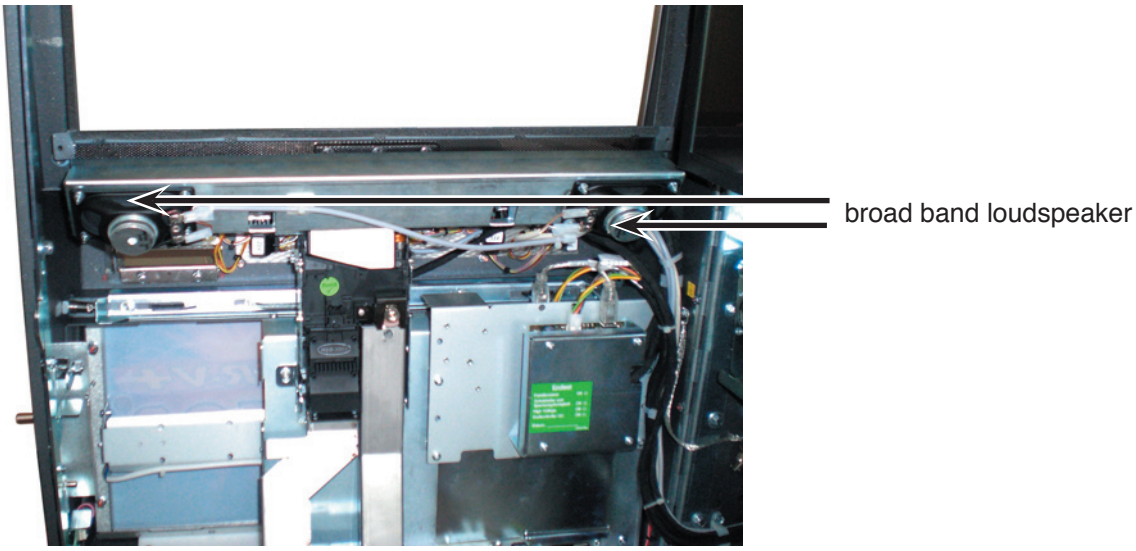
V.13.4 Troubleshooting

Check the connectors of the loudspeakers.
If any defects of the loudspeakers cannot be repaired, the defective loudspeaker has to be exchanged.

V.13.5 Exchange of the loudspeakers

If any defects cannot be repaired, the defective loudspeaker has to be exchanged.

V.13.5.1 Exchange of the broad band loudspeaker



F_626CF2_Lautsprecher.jpg

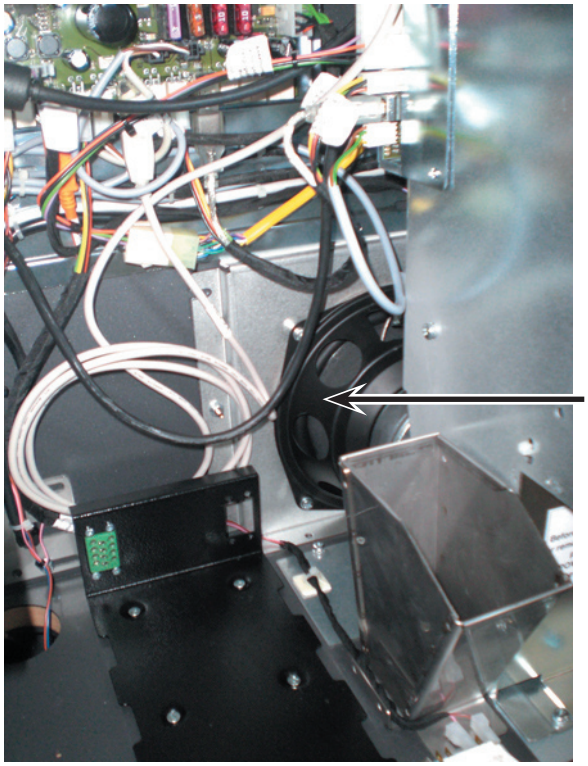
Illustr. V.13.2 Exchange of the broad band loudspeaker

Dismounting instructions for the broad band loudspeaker

1) Open the Main Door and disconnect the machine from the mains.
2) Disconnect all plug and cable connections of the loudspeaker.
3) Release the fixing screws of the loudspeaker and remove the loudspeaker.
4) Exchange the defective loudspeaker.
5) Assemble in reverse order.

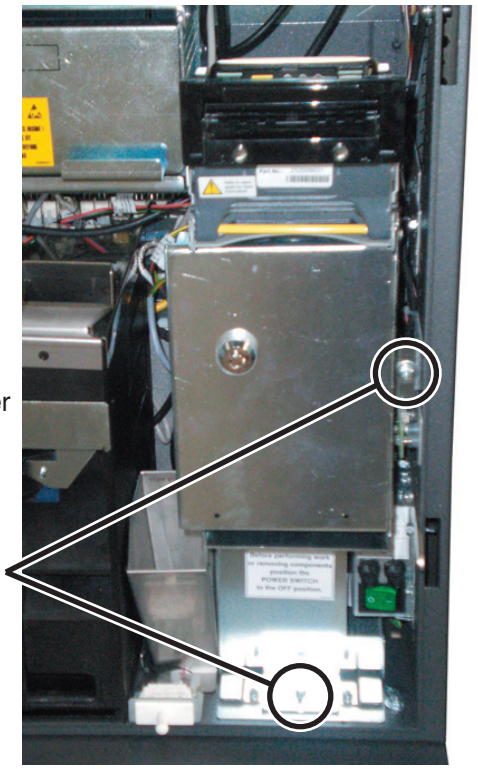
45M626U1UK-01

V.13.5.2 Exchange of the bass loudspeaker



F_626CF2_Basslautsprecher.jpg

Illustr. V.13.3 Exchange of the bass loudspeaker



F_626CF2_Schaltermodul.jpg

Illustr. V.13.4 Bill acceptor retainer

Dismounting instructions for the bass loudspeaker

1) Open the Main Door and disconnect the machine from the mains.
2) Remove the hopper cover and remove the hopper from the machine.
3) Release the fixing screws of the cashbox funnel and remove the cashbox funnel.
4) Unscrew the fixing screws of the bill acceptor retainer (see illustr. V.13.4), release all plug connections and remove the retainer including the bill acceptor and stacker. (Do not forget to disconnect the plug of the microswitch of the stacker!)
5) Release the fixing screws of the bass loudspeaker, disconnect all plug connections and remove the loudspeaker.
6) Exchange the defective bass loudspeaker.
7) Assemble in reverse order.

45M626U1UK-01

V.14 Ticket Printer

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

Ground straps inside the machine are marked with yellow stickers as shown beside.

V.14.1 Position in the machine

See illustr. V.0.1 on page 135.

V.14.2 Function

Type: ITHACA EPIC 950, GEN2 Future Logic or compatible.

The player an have remaining credits printed on a ticket by pressing the CASH button on the device. The ticket can be redeemed at the cash desk.

V.14.3 Troubleshooting

Check whether the printer is fixed correctly in its mounting.

Test print:
Switch to the audit menu item DIAGNOSTIC > PRINTER to print a test ticket.

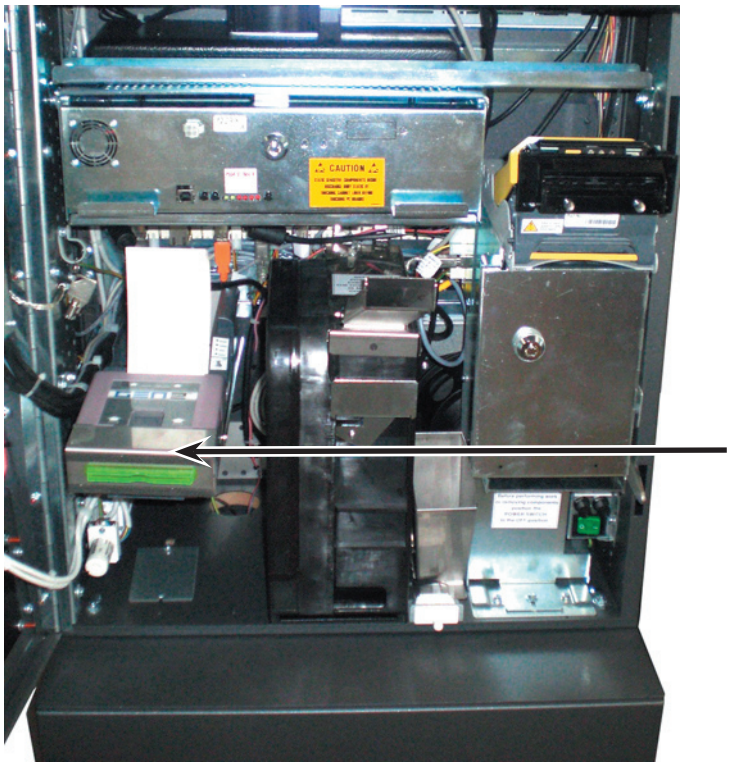
ATTENTION

A test print without paper in the printer may damage the thermal print head!

If any defects cannot be repaired, the ticket printer has to be exchange or may be disabled to continue the operation of the game without ticket printer. To do so disable the ticket printer in the audit menu item MACHINE SETUP > PRINTER SETUP.
In further consequence, the defective ticket printer has to be exchanged.

V.14.4 Exchange of the ticket printer

If any defects cannot be repaired, the defective ticket printer has to be exchanged.



Illustr. V.14.1 Exchange of the ticket printer

Dismounting instructions for the ticket printer in the payout module

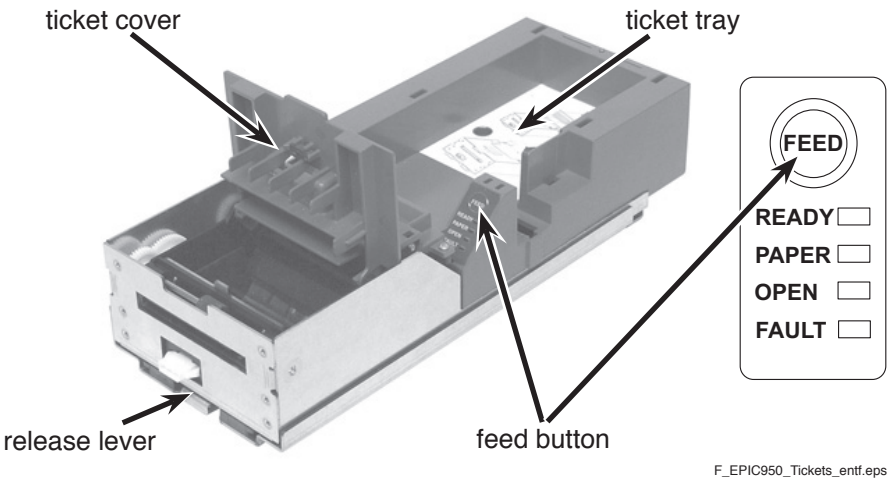
1) Open the Main Door and disconnect the machine from the mains.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer out of the retainer in forward direction.
3) Pull out the ticket printer in forward direction, unplug the printer cable and remove the printer from the machine.
4) Remove the tickets from the printer (⇨ see part V.14.5).
5) Exchange the defective ticket printer.
6) Connect the printer cable and insert the ticket printer into the printer retainer. Take care that the ticket tray remains easily accessible for loading tickets.
7) Switch on the machine.
8) Load tickets into the ticket tray (⇨ see part V.14.6).
9) Slide the ticket printer completely into its retainer until the locking spring locks.
10) Close the Main Door.

V.14.5 Removing loaded tickets

The printer has two ways to remove unused tickets from the printer mechanism assembly:

1) The first way is to release the ticket cover by lifting and rotating backwards, this will relieve pressure to the platen and tickets can be removed. This also will allow an opening that provides space to clean the print head or to check the printer for jams.
2) The second way is to use the feed button, which will feed out tickets from within the printer mechanism assembly.

V.14.5.1 Ticket printer ITHACA EPIC 90



Illustr. V.14.2 Removing loaded tickets - ITHACA EPIC 950

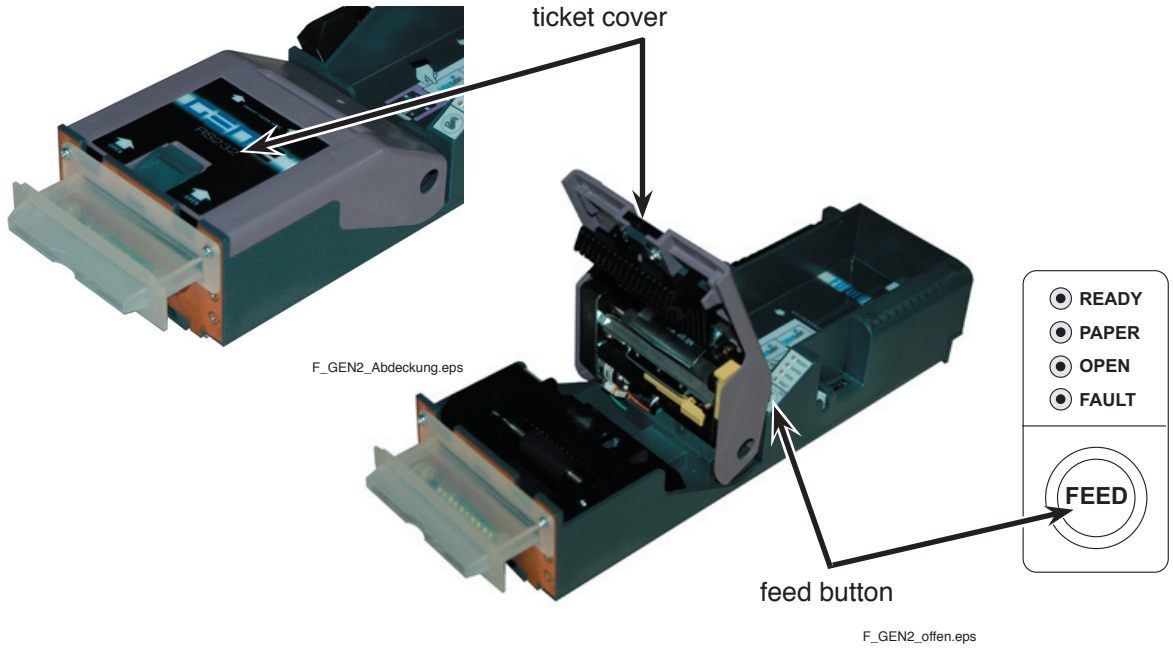
Removing loaded tickets by opening the ticket cover

1) Open the Main Door.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction until the ticket tray is easily accessible.
3) Lift and rotate the ticket cover backwards, towards the rear of the printer.
4) Remove all tickets from the ticket path and check for any debris.
5) Remove any remaining tickets from the ticket tray.
6) Rotate the ticket cover back into the latched (magnetic) position.
7) Proceed with ticket loading procedure (see part V.14.6).

Removing loaded tickets by using the feed button

1) Open the Main Door.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction until the ticket tray is easily accessible.
3) Separate ticket currently loaded in the platen assembly from the ticket stack and remove any remaining ticket stack.
4) Press the feed button to eject the ticket.
5) Proceed with ticket loading procedure (see part V.14.6).

V.14.5.2 Ticket printer GEN2 Future Logic



Illustr. V.14.3 Removing loaded tickets - GEN2 Future Logic

Removing loaded tickets by opening the ticket cover

1) Open the Main Door.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction until the ticket tray is easily accessible.
3) Open the ticket cover by pressing the platen release lever. The spring-loaded cover opens, exposing the ticket path.
4) Remove any remaining tickets.
5) Close the ticket cover.
6) Proceed with ticket loading procedure (⇨ see part V.14.6).

Removing loaded tickets by using the feed button

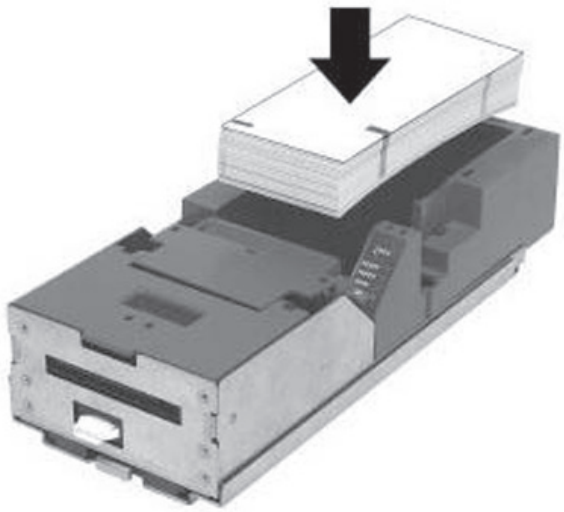
1) Open the Main Door.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction until the ticket tray is easily accessible.
3) Separate the ticket currently loaded in the platen assembly from the ticket stack and remove any remaining ticket stack.
4) Press the feed button to eject the ticket.
5) Proceed with ticket loading procedure (⇨ see part V.14.6).

45M626U1UK-01

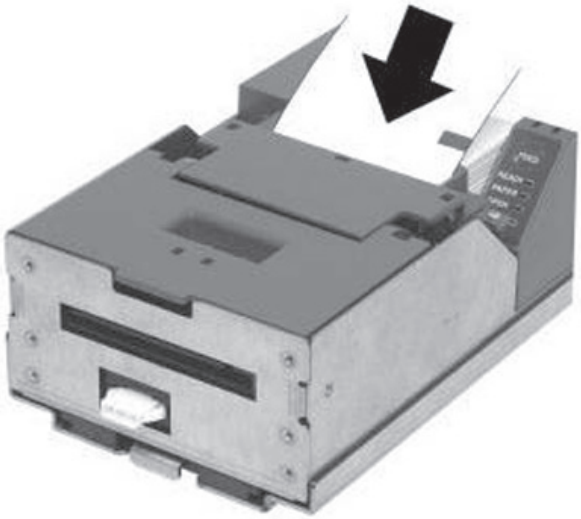
V.14.6 Loading tickets

V.14.6.1 Ticket printer ITHACA EPIC 950

When loading a new ticket stack, make sure that there is power to the printer. The printer's ticket tray is integrated with a guide to direct the ticket into the printer mechanism.



F_Epic950_refill1.eps



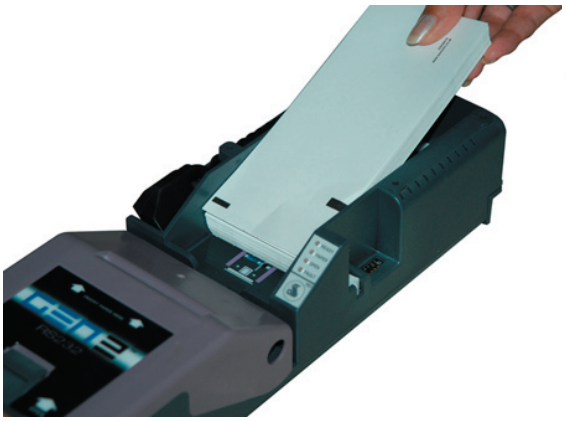
F_Epic950_refill2.eps

Illustr. V.14.4 Loading tickets - ITHACA EPIC 950

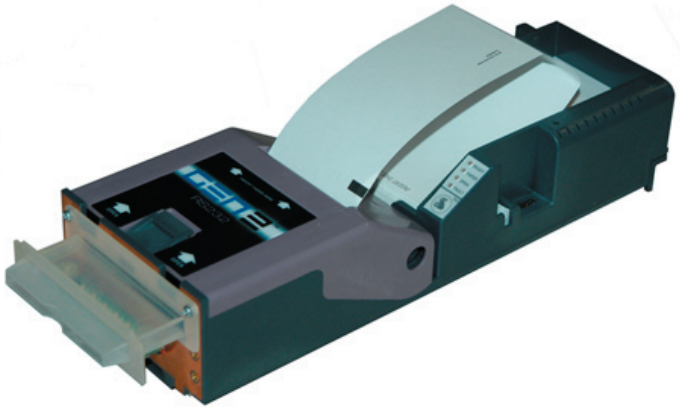
1) Open the Main Door.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction until the ticket tray is easily accessible.
3) Remove any remaining tickets (⇨ see part V.14.5).
4) Load tickets into the ticket tray. Make sure that the black label is facing you.
5) Insert the leading ticket into the printer mechanism assembly's insertion guide area. The ticket should be fed about 1/2 cm into the mechanism; at this time the printer automatically completes the feeding process.
6) Slide the ticket printer back into the machine until the locking spring locks.
7) Close the Main Door.

V.14.6.2 Ticket printer GEN2 Future Logic

When loading a new ticket stack, make sure that there is power to the printer. The printer's ticket tray is integrated with a guide to direct the ticket into the printer mechanism.



F_GEN2_Refill1.eps



F_GEN2_Refill2.eps

Illustr. V.14.5 Loading tickets - GEN2 Future Logic

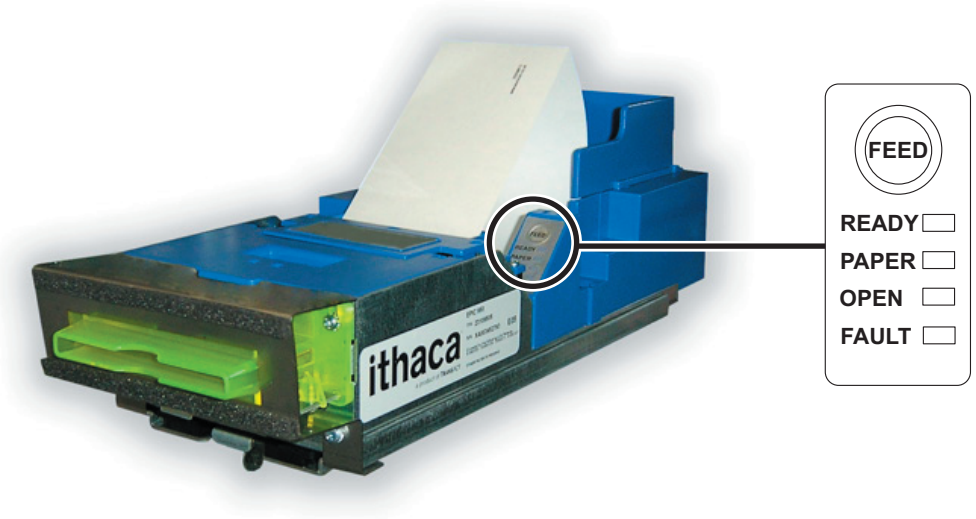
1) Open the Main Door.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction until the ticket tray is easily accessible.
3) Remove any remaining tickets from the ticket tray (⇨ see part V.14.5).
4) Load tickets into the ticket tray. Make sure that the black label is facing you.
5) Insert the leading ticket into the printer mechanism assembly's insertion guide area. The ticket should be fed about 1/2 cm into the mechanism; at this time the printer automatically completes the feeding process. Afterwards, one or two test tickets are printed, remove them, when the printer has finished.
6) Slide the ticket printer back into the machine until the locking spring locks.
7) Close Main Door.

45M626U1UK-01

V.14.7 Status LED

The status LED report the status of the printer whenever power is present.

V.14.7.1 Ticket printer ITHACA EPIC 950



F_CS_EPIC950_frei.eps / Z_Epic950_Statusanzeige.eps

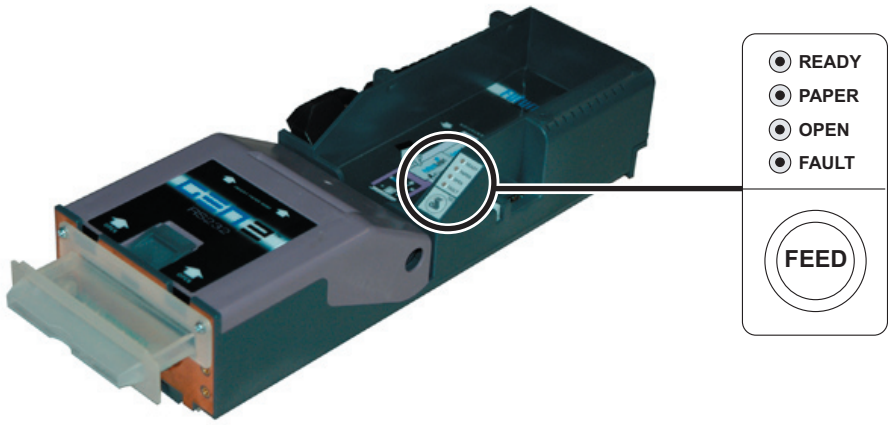
Illustr. V.14.6 Status LED ITHACA EPIC 950

CONDITION	LED			
	READY	PAPER	OPEN	FAULT
Printer ready	ON	-	-	-
Ticket cover open	ON	-	ON	-
Chassis open	ON	-	BLINK	-
Ticket out	ON	ON	-	-
Ticket low	ON	BLINK	-	-
Paper jam	ON	-	-	BLINK

Troubleshooting

ERROR	ERROR DESCRIPTION	TROUBLESHOOTING
Ticket cover open	The ticket cover is open.	Close the ticket cover.
Chassis open	The chassis is open.	Close the chassis.
Ticket out	Results when the printer does not detect any paper present.	Load a new ticket stack.
Ticket low	Printer will run out of tickets soon.	Load a new ticket stack soon.
Paper jam	Results when the printer detects an error in the ticket path for presenting the ticket to the customer.	Open the ticket cover and inspect for a jammed ticket.

V.14.7.2 Ticket printer GEN2 Future Logic



F_GEN2_Gesamt_leer.eps / Z_GEN2_Statusanzeige.eps

Illustr. V.14.7 Status LED GEN2 Future Logic

CONDITION	LED			
	READY	PAPER	OPEN	FAULT
Printer ready	BLINK	-	-	-
Ticket out	-	ON	-	-
Ticket cover open	-	-	ON	-
Missing black label	-	ON	-	-
Paper jam	ON	-	-	BLINK

45M626U1UK-01

Troubleshooting

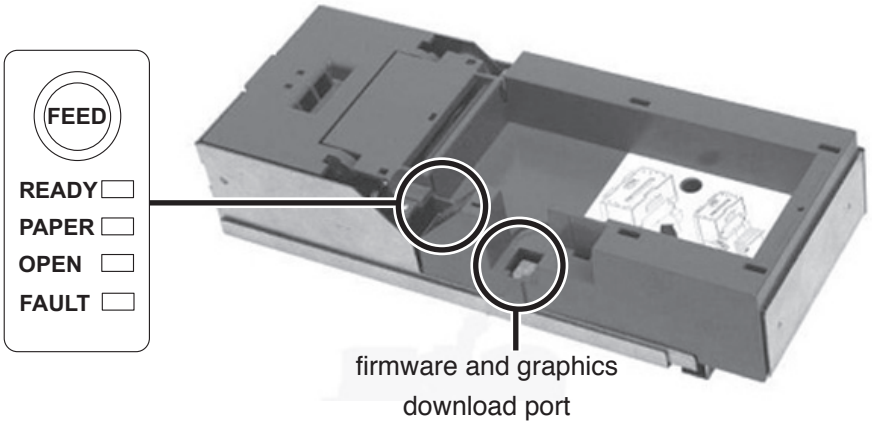
ERROR	ERROR DESCRIPTION	TROUBLESHOOTING
Ticket out	Results when the printer does not detect any paper present.	Load a new ticket stack.
Ticket cover open	The ticket cover is open.	Close the ticket cover.
Black label on tickets missing	Results when the inserted ticket type is the wrong kind of paper or if the paper was inserted in the wrong direction (so the black label is rotated 180°).	Insert the ticket stack in correct direction e.g. insert the correct kind of paper.
Paper jam	Results when the printer detects an error in the ticket path for presenting the ticket to the customer.	Open the ticket cover and inspect for jammed tickets.

V.14.8 Firmware Upgrade

Before performing a firmware upgrade please contact the Technical Support at AGI (phone no. +43 2252 606-300).

V.14.8.1 Ticket printer ITHACA EPIC 950

Occasionally the printer can require a firmware upgrade. For this purpose the printer feature a firmware download port (see illustr. V.14.9).

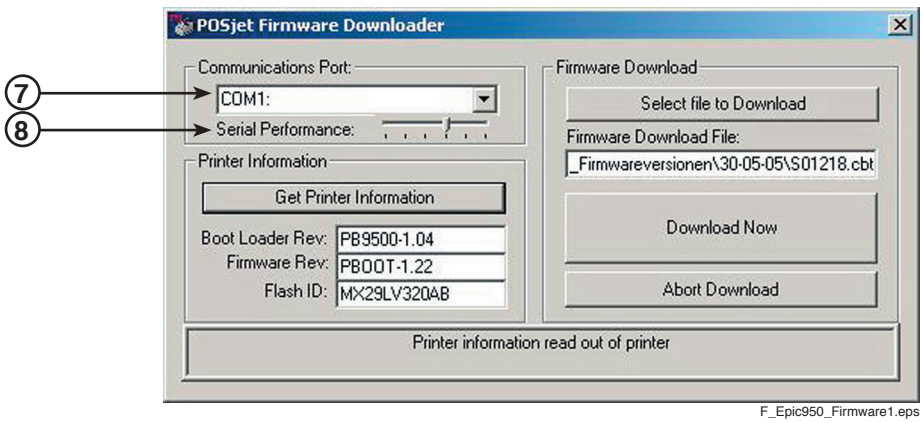


Z_Epic950_Statusanzeige.eps / F_Epic950_Firmware.eps

Illustr. V.14.8 Firmware Upgrade ITHACA EPIC 950

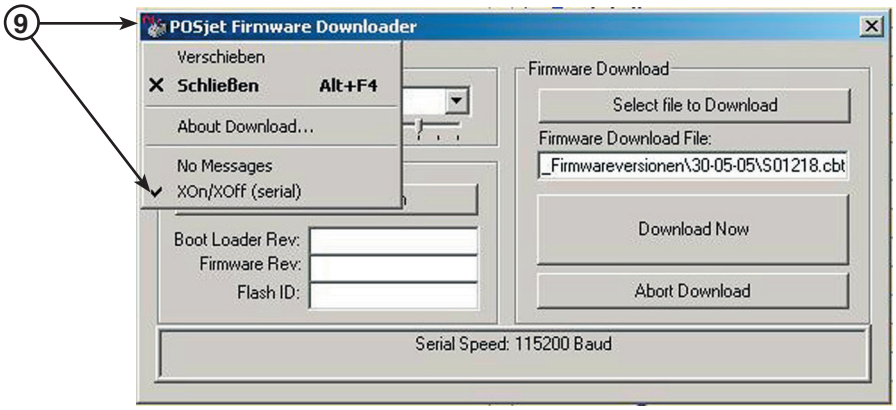
Upgrade procedure

1) Open the Main Door and disconnect the machine from the mains.
2) Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction.
3) For the upgrade procedure the printer needs tickets. If necessary, load a new ticket stack.
4) Connect the printer to the PC by using the download cable (download port, see illustr. V.14.9).
5) Open the ticket cover.
6) Apply power to the printer by switching on the machine, while holding the “FEED” button on the printer. The “POWER” LED will be blinking and the “FAULT” LED should be on solid.

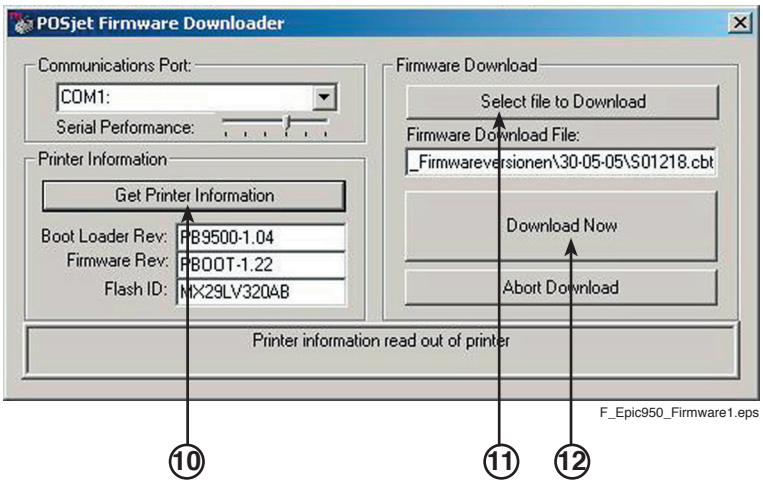


F_Epic950_Firmware1.eps

7) Next run the firmware download program and select the proper communications port.
8) Slide the serial performance slider to the right until 115200 baud (do not select higher rates). Quit possible warning messages by pressing “OK”.
9) Press the printer symbol in the task menu and activate “XOn/XOff (serial)“.



F_Epic950_Firmware2.eps



F_Epic950_Firmware1.eps

10) Press the “Get printer information” button, this should show information in the windows below the button.
11) Next press the “Select file” button and select the required firmware download file.
12) Confirm with “Download now” to start the firmware upgrade procedure.
13) When the download is finished a message is displayed on the screen.
14) Close the ticket cover.
15) Disconnect the download cable from the printer.
16) Slide the printer back into the machine and disconnect the machine from the mains.
17) Switch on the machine again.
18) Now an automatic test ticket is printed, which shows the new configuration.
19) The printer is now ready for operation.
20) Close the Main Door.

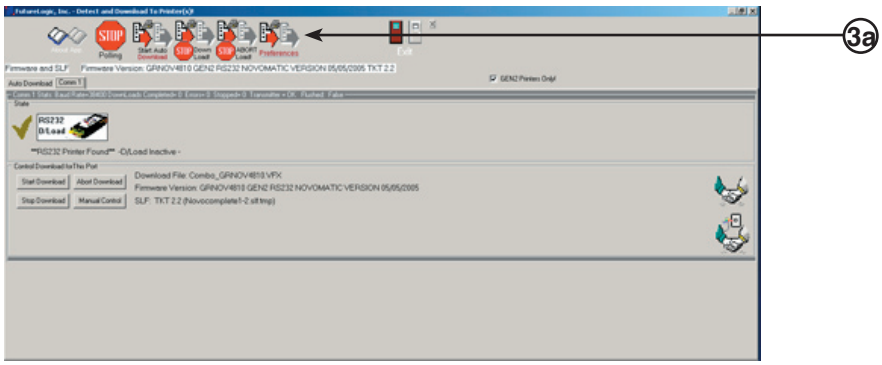
V.14.8.2 Ticket printer GEN2 Future Logic

Upgrade procedure

ATTENTION

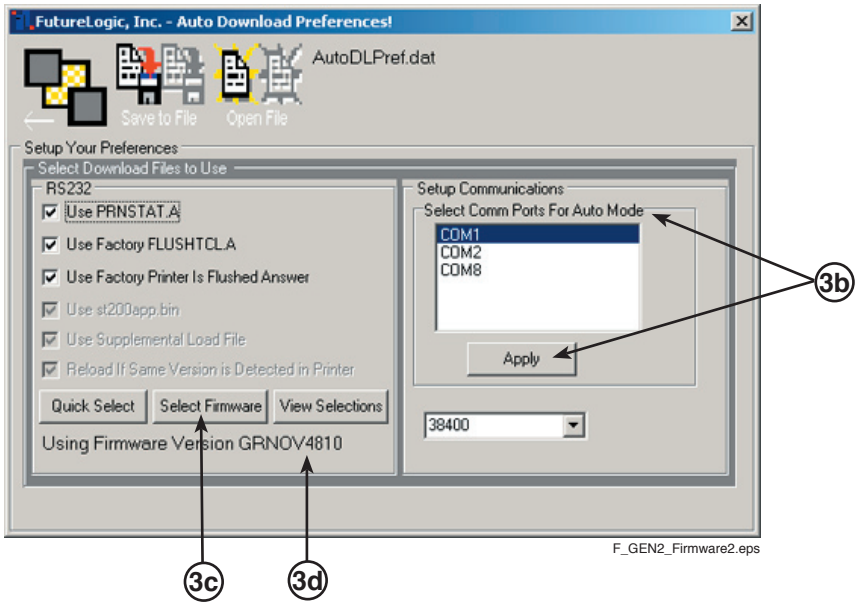
To run a firmware upgrade procedure make sure that the program “FLI Downloader V2000016” (or a later version) is installed on the PC. The firmware file and the corresponding slf-template-files must be located in the same folder. The printer must be loaded with tickets.

1) Open the Main Door.
2) Disconnect the printer cable from the backplane and connect it to the PC (probably by using an adapter cable or extension cable, if necessary).
3) Start the download program and set up the required preferences:



F_GEN2_Firmware1.eps

a) Click the “Preferences“ toolbar button. The “Auto Download Preferences” dialogue displays.



F_GEN2_Firmware2.eps

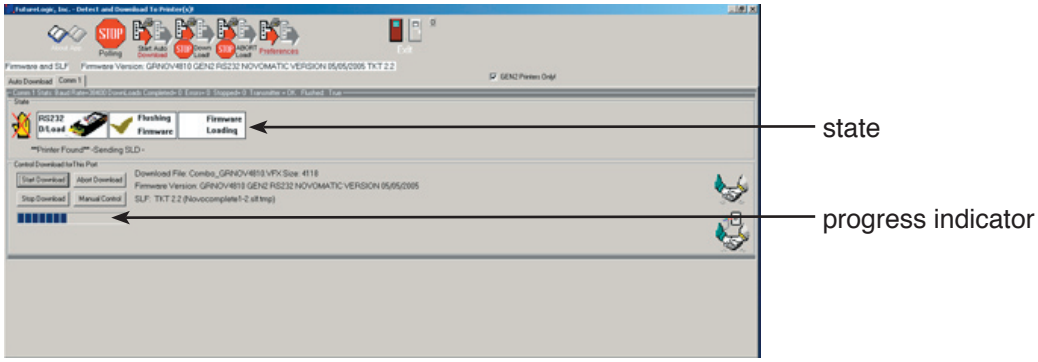
b) Select the communications port to which the printer is connected. Click the “Apply” button to confirm.

c) Click the “Select Firmware” button to set up the firmware.

d) Open the firmware file. The “Auto Download Preferences” dialogue updates to display the version number of the selected firmware file. Click the “Save Preferences” toolbar button to save the preferences and use them each time you access the download utility.

e) Click the “Back to Prior” button to return to the main window of the download utility.

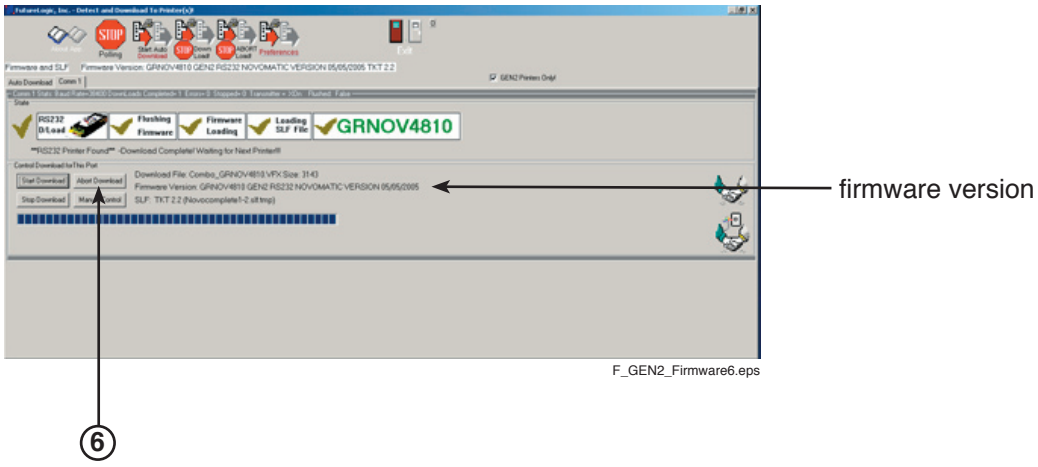
4) To start the firmware upgrade procedure, click the “Start Download” button. The state area of the main window updates to display the status of he download in progress.



F_GEN2_Firmware3.eps

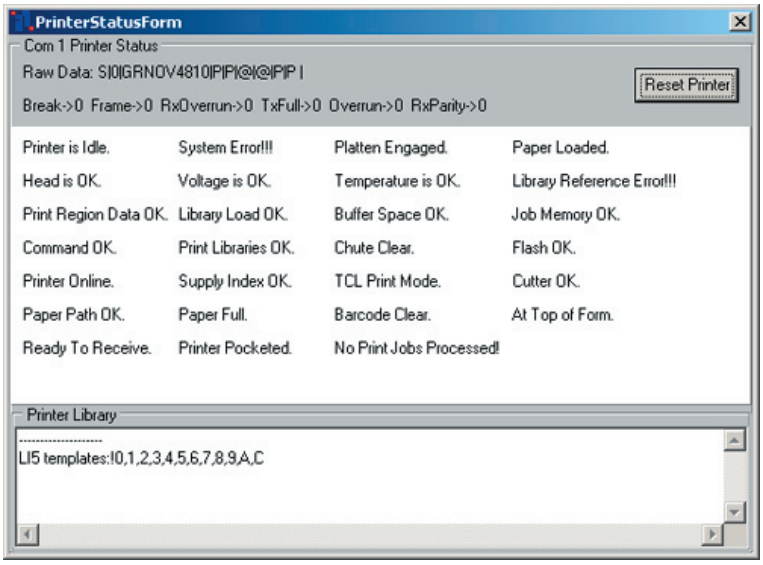
Do NOT power down the machine or disconnect the cable from the PC during this process!

5) After the printer downloading is completed, the printer prints a test ticket showing the firmware version and ticket package. Compare the firmware version with the version displayed on the screen.
If the version numbers match, the download was successful.



F_GEN2_Firmware6.eps

6) Click the “Abort Download” button. Click anywhere in the state area of the main window to view the status of the printer download



F_GEN2_Firmware5.eps

7) Disconnect the printer cable from the PC and connect the cable to the backplane.
8) Switch off and on the machine. The printer is now ready for operation.
9) Close the Main Door and, if necessary, the Main Door.

45M626U1UK-01

V.15 Preventative maintenance

Before starting any maintenance work make sure, that the machine is disconnected from the mains by pulling the power plug out of the socket.

The following service instructions are for use by qualified or trained personnel only.
To avoid personal injury or damage to the equipment, do not perform any servicing other than such contained in this manual.

If you follow these instructions closely and the machine is maintained and handled in a proper way, it complies with the usual safety standards.

Periodic cleaning prevents a lot of failures.

There are static-sensitive parts inside the machine which could be damaged by electric discharge. Ground yourself by touching a ground strap inside the machine to neutralize electric charges before changing or maintaining inner parts.

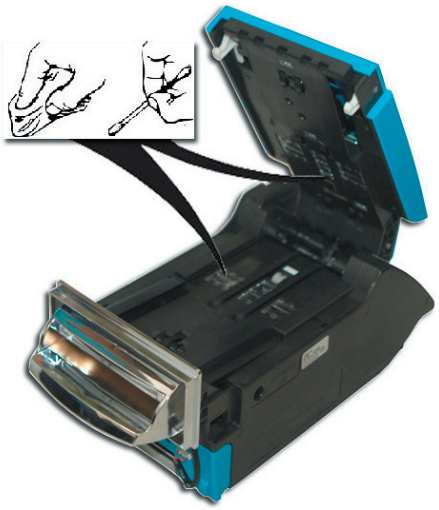
Ground straps inside the machine are marked with yellow stickers as shown beside.

ATTENTION

To avoid excessive errors perform the cleaning procedures with recommended frequency.
Never use a water jet to clean the device!

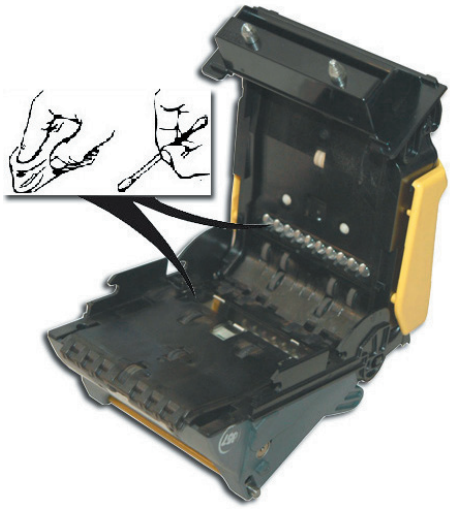
V.15.1 Bill acceptor

Cleaning



F_UBA_Wartung.eps

Illustr. V.15.1 Bill acceptor UBA



F_Cashflow_Wart.eps

Illustr. V.15.2 Cleaning of the Cashflow

ATTENTION

Before cleaning the bill acceptor dismount the acceptor head!

Description

If reader sensors or magnetic sensors are dirty this may result in error messages as when bills are jammed, or the identification precision may increase, which may result in bills being rejected more frequently.
To clean the reader head / magnetic sensor use a soft cloth or cotton bud.
If necessary, a standard head cleaner for cassette recorder can be used.

ATTENTION

Do not use organic solvent like thinner!
Do not use abrasive materials!

Recommended maintenance interval: monthly

If bill acceptance does not improve after cleaning the sensors may require re-adjusting.

CLEANING

Cleaning towels for the bill acceptor are available from AGI (Cleaning card kit).

V.15.2 Coin acceptor (Optics)

Cleaning of the coin acceptor NRI-G13.mft USB

1) **Optics**
   To clean the optics inside the coin acceptor take out the coin acceptor.
   To do so unclick the front cover and take out the coin acceptor PCB.
   Clean the optics on the back with compressed air (do not exceed 60 psi).
   Perform the same operation on the optics located on the back of the coin acceptor.

2) **Thorough cleaning**
   Remove the coin acceptor.
   Clean the outside of the coin acceptor with a short-hair brush and with isopropyl alcohol.
   Remove the sample coin from the sample coin holder.
   Clean the outside of the coin acceptor using a spray-on contact cleaner or a short-hair brush.
   Replace the sample coin. Insert the coin acceptor into the coin acceptor holder.

ATTENTION
Do not use organic solvent like thinner! Do not use abrasive materials!

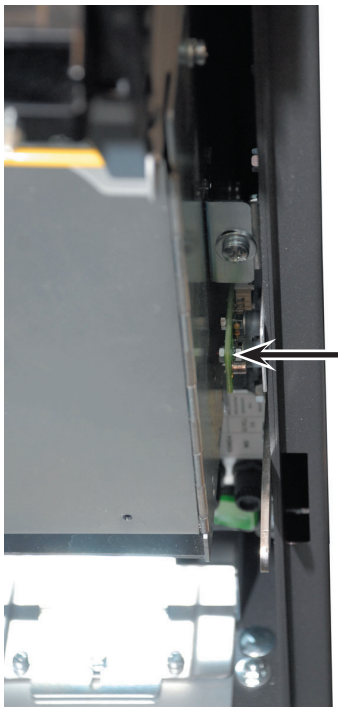
Recommended maintenance interval: 3-monthly

NOTE
Make sure that the sensors are adjusted properly and that there are no obstructions in the optical transmission distance between the transmitter and the receiver.

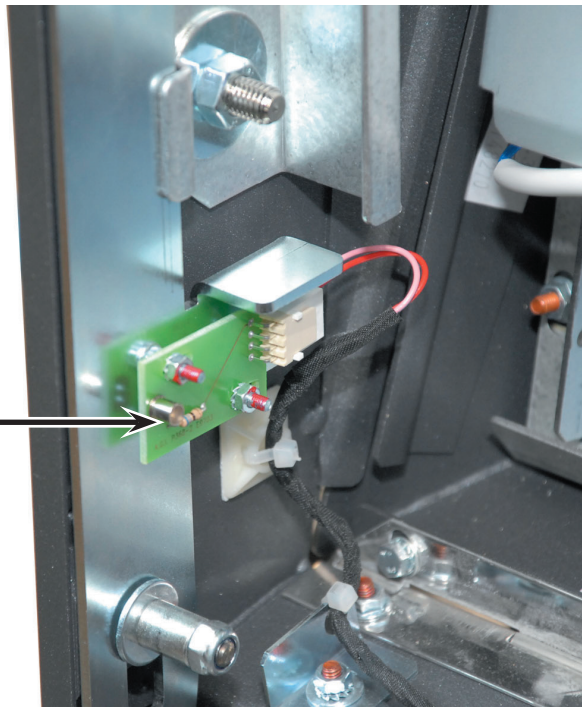
V.15.3 Door optics (Main Door)

Description

If the machine has many errors of the Main Door, clean the door optics with a short-hair brush or a cotton bud and with isopropyl alcohol.
To re-align the optics the fixing screws have to be loosened.



F_626CF2_Gehaeusesensor.jpg



F_626CF2_Tuersensor.jpg

Illustr. V.15.3 Cleaning of the door optics

Recommended maintenance interval: semi-yearly

V.15.4 Monitor / Touchscreen

Description

The touchscreen should be cleaned at least once a week using a soft cloth and window cleaner.
In addition, the touchscreen requires regular calibration, which will depend on how much it is used but should at lest be done once a week
(⇨ see part IV.8 - Audit Menu, CALIBRATION > TOUCH SCREEN CALIBRATION).
When calibrating the touchscreen make sure that you are looking at the screen straight from above (from the player's seated position) and are not touching the metal cabinet of the terminal with your body.
If the image is impaired by colour stains use the demagnetization function on the panel of the monitor.

Recommended maintenance interval: weekly

V.15.5 Ticket printer (print head)

Periodic cleaning operations will ensure continued high print quality from the printer.

Paper dust removal
Use a soft brush to clean the paper dust from inside the printer an chassis area. The paper dust should also be removed from the sensor optics.

Cleaning print head
If streaking on the printed ticket is evident, the print head may need to be cleaned.
This can be done by inserting a thermal printer cleaning card.

1) Open the Main Door. Unlock the locking spring on the left bottom side of the ticket printer retainer and pull out the ticket printer in forward direction.
2) Open the ticket cover and remove all tickets.
3) Close the ticket cover.
4) Insert the cleaning card into the feed path. The cleaning card will automatically be drawn into the feed path.
5) Open the ticket cover and then remove the cleaning card by gently pulling it back.
6) Repeat process if necessary.
7) Proceed with ticket loading procedure (see part V.14.6).

Recommended maintenance interval: 3-monthly

V.15.6 Maintenance intervals

Machine part	Interval
Bill acceptor	monthly
Coin acceptor	3-monthly
Door optics (Main Door)	semi-yearly
Monitor / Touchscreen	weekly
Ticket printer EPIC 950 (print head)	3-monthly

45M626U1UK-01

Annex

45M626U1UK-01

Austrian Gaming Industries GmbH
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Table of illustrations

45M626U1UK-01

AUSTRIAN GAMING INDUSTRIES
NOVOMATIC GROUP OF COMPANIES

EG-Konformitätserklärung
(Richtlinie 73/23/EWG und 93/68/EWG und 89/336/EWG)

EC-Declaration of Conformity
(Directive 73/23/EEC and 93/68/EEC and 89/336/EEC)

Dokument-Nr./document no.:	konf_FV626_cf2.doc
Hersteller/manufacturer:	**Austrian Gaming Industries GmbH**
Anschrift/address:	**Wiener Strasse 158** **2352 Gumpoldskirchen**
Produktbezeichnung:	**Spielautomat NOVOSUPERVISION - Video**
Product specification:	**Slot machine NOVOSUPERVISION - Video**
Typen/types:	**FV626 CF 2**

Hiermit wird bestätigt, dass oben bezeichnete Produkte den Schutzanforderungen entsprechen, die in der Richtlinie des Rates zur Angleichung der Rechtsvorschriften der Mitgliedstaaten über die Niederspannungsrichtlinie 73/23/EWG und 93/68/EWG und die elektromagnetische Verträglichkeit 89/336/EWG festgelegt sind.
Hereby we confirm that the above mentioned products meet the security requirements fixed in the Council directive on the harmonization of the laws of the Member States regarding the low voltage directives 73/23/EEC and 93/68/EEC and also the electromagnetic compatibility 89/336/EEC.

Zur Beurteilung der Erzeugnisse wurden folgende Normen herangezogen :
For evaluation of product compliance the following standards are used:

IEC 60 335-1; IEC 60 335-2-82
EN 55014-1; EN 55014-2; EN 55022; EN 55024
EN 61000-4-2; EN 61000-4-3; EN 61000-4-4; EN 61000-4-5
EN 61000-4-6; EN 61000-4-8; EN 61000-4-9
EN 61000-3-2; EN 61000-3-3

Einschränkung / restriction: nur für Gewerbliche Zwecke / for commercia pu rposes only

Aussteller/issued by:	Austrian Gaming Industries GmbH
Ort, Datum/place, date:	Gumpoldskirchen, 4.07.2007

Rechtsverbindliche Unterschrift / Stempel:
Signature of authorized person / Stamp:

AUSTRIAN GAMING INDUSTRIES GMBH
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Dir. Erich Kirchberger
Geschäftsführer / Managing Director

Glossary

B

Bill acceptor — Device used for checking and collecting or denying banknotes or printed tickets.

Bill acceptor channel — The bill acceptor has various software channels, which are used for recognition of different bills. Each channel is programmed for a single type of bill.

Booksize PC — Personal computer in DIN A4 format. Manages all functions of the the machine. A keyboard can be connected for inputting data.

C

Calibration — Function used to set the display precision for touchscreens.

Cancel Credit — Equivalent to handpay. The credit is cancelled from the machine, and is paid out by the operator or attendant.

Coin channel — The coin acceptor has various software channels, which are used for recognition of different coins. Each channel is programmed for a single type of coin.

D

DIP/DIL switch — Dual in-line package switch; a number of microswitches on a bracket. Different settings are possible which depend on the position of the switches.

Dongle — Special connector used as to copy-protected software.

G

Gamble Function — Game function to double wins. This function is embedded in the game, and is accessed during present phases of the game.

Grounding strap — Metallic, non-isolated cable, used to balance electric potentials.

H

Handpay — Payout of wins or credits by an attendant or operator.

Hopper — Coin dispenser; coins for payout of wins or credits are collected in the hopper

J

Jackpot	Bets collected to a stock until a player reaches the win criteria.

K

Keycode	Security code, used for repairs purposes.

L

LED	Light Emitting Diode; light source based on semiconductor technique. Features high mechanical rigidity and an extremely long life.

M

Mechanical meters	Mechanic device counting recurring actions, like coin insertions, remotes or wins.

P

Pin	Connector, plug.
Power switching unit	Unit supplying voltage to the logic unit of the machine.
Push up	Book credit to a game. Carried out by the operator.

R

Reference coin	The coin is used in the coin comparitor to check the validity of inserted coins.
Remote	Function used to book credits.
Reset	This function is used to clear the whole machine software. All bookkeeping statistics and all user-specific settings are cleared and set to Zero or to their default values.
ROM	Abr. for: Read Only Memory; A type of memory that can be read but not written in normal operation. Special techniques are required to initialize the contents of a ROM, which are usually considered permanent and is powered by a small long-life battery.

45M626U1UK-01

S

Sorter	Coin deviator; depending on the position of the sorter, coins are collected in the hopper or in the cashbox.
Stand-by	Sleeping mode, into which the machine changes when no game is being played.

T

Test switch	Used for calling the Test Menu. The test switch is located inside the machine.
TFT	Thin film transistor; a liquid crystal monitor. Every bitpoint is driven by a transistor. Best resolution results are obtained with TFT displays.
Ticket printer	Printing unit, used for printing credit tickets, which can be used to cash wins or for moneyless payout purposes.
Token	Credit coin, used instead of money during games.
Touchscreen	Touch-sensitive monitor. Certain functions can be accessed by touching the buttons displayed directly on the monitor.

Z

Zapper error	Suspicion of manipulation.

Please spare some minutes of your time to answer the following questions as precisely as possible and send the form back to us.

You can reach us by **phone** under **+43 2252 606 300**, by **fax** under **+43 2252 607 001**. You can also send us an **E-mail** to **support@novomatic.com**.

		YES	NO
1.)	Were you satisfied with the **execution of the order**? If "NO", please indicate why.	☐	☐
2.)	Have the machines been damaged during **transport**? If "YES", please indicate the damage.	☐	☐
3.)	Were there any problems during the **setting into operation** of the machine? If "YES", please indicate.	☐	☐
4.)	Are there any serious problems during the **game operation**? If "YES", please indicate.	☐	☐
5.)	Are you satisfied with the **software functions**? If "NO", please indicate suggestions for improvement?	☐	☐
6.)	Are you satisfied with the **error handling**? If "NO", please indicate suggestions for improvement?	☐	☐
7.)	Are you satisfied with the **cash handling**? If "NO", please indicate suggestions for improvement?	☐	☐

45M626U1UK-01

		YES	NO
8.)	Do you think that the machine is **user-optimized**? If “NO”, please indicate suggestions for improvement?	☐	☐
9.)	Are you satisfied with the **hardware**? If “NO”, please indicate suggestions for improvement?	☐	☐
10.)	Are you satisfied with the **spare parts supply**? If “NO”, please indicate why.	☐	☐
11.)	Are you satisfied with our **Technical Support**? If “NO”, please indicate why.	☐	☐
12.)	Are our machines attractive for the **players**? If “NO”, please indicate why.	☐	☐
13.)	Other general **suggestions for improvement**:	☐	☐

Remitter:

Thank you!

45M626U1UK-01