

DETAILED TOTAL CLEAR MACHINE SETTINGS

SafeRAM™ Clear

SafeRAM™ Clear refers to erasing information stored within battery-backed random access memory (RAM). A SafeRAM™ Clear is essential before the first use, when Main program EPROMs are replaced, or if game memory becomes corrupted.

For a SafeRAM™ Clear, locate DIPSW1 along the battery side edge of the MPU board assembly and set DIPSW 7-8 to ON. Some versions of Main programs require a EPROM labeled "V7S1000CLEAR-02" in socket P10. Upon ensuring the MPU assembly is firmly seated into the backplane board, turn the machine power ON. The message "SAFERAM CLEAR ENABLED" appears. Actuate the audit key switch.

Follow the displayed instructions by turning power OFF, setting DIPSW 7-8 OFF, removing the CLEAR-02 EPROM from P10 if installed, and turning power ON.

The screen then displays the settings for CURRENT JURISDICTION, PRIMARY HOST, SECONDARY HOST, SAS® VERSION, CHASSIS TYPE, COIN ACCEPTOR, BILL ACCEPTOR, HOPPER TYPE, DOUBLE DOWN, TOURNAMENT, SECONDARY DEVICE and RESIDUAL CREDIT MODE.

If the information is correct, the machine can be restarted by cycling power or pressing the RESET button located on the MPU assembly.

Set EEPROM Options

If the settings require change, actuate the audit key switch. Scroll through the available choices with DEAL/DRAW/START. Confirm each choice with the key switch.

Current Jurisdiction

CURRENT JURISDICTION, or Market Code, designates specific operation according to the requirements of a gaming control agency. Some jurisdictions are preset at the factory. The following table lists current Market Codes and Jurisdictions.

Jurisdiction

Setting Market Jurisdiction

Setting Market

Locked VLC 8 Puerto Rico

1 International 60 Hz 9 Delaware

2(Locked) New Jersey 10 New Mexico

3(Locked) GLI 11 OLG

4 International 50 Hz 12 Swiss B No Bet Limit

5 Default 13 Swiss A Bet Limit

6 Uruguay 14 USAF 2000 Win Limit

7 South Africa 15 USAF No Win Limit

EEPROM Jurisdiction Selections

Setup (Cont.)

Primary Host / Secondary Host

A Primary Host and Secondary Host cannot both use the same protocol. A dual Host system must use a combination of SAS® (2.xx - 5.xx) and SDS®.

PRIMARY HOST must be set prior to setting SECONDARY HOST.

SAS® Version

SAS® VERSION refers to the communication protocol

that is compatible with the version of Slot Accounting System Host computer. The choices for SAS® VERSION are 2.83, 2.84, 3.11, 3.13, 4.00, 4.02 and 5.01.

Chassis Type

The choices for CHASSIS TYPE are UPRIGHT, BARTOP, or SLANT. The selection determines the graphical display of status information when the door is open.

Coin Acceptor

The choices for COIN ACCEPTOR are COIN ACCEPTOR ONLY, COIN ACCEPTOR AND COD BOARD, or NRI. COIN ACCEPTOR ONLY and COIN ACCEPTOR AND COD BOARD refer to the presence or absence of a coin optic decoder (COD) board (Bally part # AS-03356-0303). Some versions of Main programs offer choices for Coin Mechanisms, Inc., CC-62 or CC-16 coin acceptors. The CC-62 does not require a COD board. The CC-16 does.

NRI refers to the National Rejectors, Inc., brand of programmable coin acceptors and the processing of coin information for this acceptor.

Other brands of coin acceptors may be compatible if they conform to the size and electrical operation of these acceptors.

Bill Acceptor

The choices for BILL ACCEPTOR are NO BILL ACCEPTOR, JCM WBA, JCM DBV, GPT, ARDAC, AND MARS 1100 SERIES.

JCM WBA refers to Japan Cash Machine's World Bill Acceptor.

JCM DBV selects a communication protocol compatible with Japan Cash Machine models DBV145, DBV146, CBA135, SRA135, or IBA135.

GPT selects a protocol for models developed by Global Payment Technologies.

ARDAC refers to the bill acceptor manufactured by ARDAC, Inc.

MARS 1100 SERIES refers to the model manufactured by Mars Electronics International. It is also the correct setting for the Cashflow™ SC6600.

Printer Type

The Game Maker® will support thermal printers manufactured by Seiko Instruments, Inc., and Transact Technologies, Inc. The choices are SEIKO PRINTER, ITHAKA 800 PRINTER, or NONE. Select one choice to match the hardware installed in the machine.

Hopper Type

The choices for HOPPER TYPE are COIN, OR NONE. Select COIN if the machine has a coin-dispensing hopper.

Door Type

The choices for DOOR TYPE are MECHANICAL OR PULSED OPTIC. The selections refer to the sensing device used to detect the opening of the main door.

Double Down

DOUBLE DOWN is ON or OFF. If ON, the opportunity to enable and configure this feature will be available under CONFIGURATION.

Tournament

TOURNAMENT is ON OR OFF. If ON, the opportunity to enable and configure this feature will be available under CONFIGURATION.

EFT (Electronic Funds Transfer)

The choices for EFT are ENABLE OR DISABLE. If enabled, credits can be added to the machine from a remote location by the accounting system Host computer.

Secondary Device

The choices for SECONDARY DEVICE are Bally or Anchor. The choices refer to the manufacturers of the peripheral device.

Residual Credit Mode

If a machine is configured so that one coin registers multiple credits (tokenization), it is possible to have credits remaining after a cashout. The selections for RESIDUAL CREDIT MODE refer to the disposition of the extra credits. The choices are NO GAMBLE AND NO ATTEN. PAY, ATTEN. PAY ONLY, GAMBLE ONLY, and GAMBLE OR ATTEN. PAY.

The NO GAMBLE AND NO ATTENDANT PAY setting forces a Player to continue playing until either the remaining credits equal zero; or they equal the exact value of a coin from the hopper.

ATTENDANT PAY ONLY requires an Attendant to remove the remaining credits from the machine by turning the Audit key switch and paying the Player.

GAMBLE ONLY enables a post game where all residual credits are wagered on a win-lose outcome. A win results in a coin from the hopper. A loss zeros the remaining credits. A Player's chance of winning a coin is proportional to the residual credits wagered: If a credit is 1/10th of a hopper coin, gambling one credit offers a Player a one-in-ten or 10% chance of receiving a coin.

However, if nine residual credits are left, the Player has a 90% chance of receiving a coin for the residual credits.

GAMBLE OR ATTENDANT PAY provides the Player with all options for resolving residual credits.

Win Evaluation Preference

The choices for WIN EVALUATION PREFERENCE are OHWP/PLS OR LEGACY. If multiple progressive jackpots are available for the Player, the machine can be configured to award the largest of multiple eligible amounts. For example, a straight flush progressive win will be awarded for a royal flush if the straight flush progressive amount is larger than the progressive amount for the royal flush.

To enable the feature, set EVALUATION PREFERENCE to OHWP/PLS. To establish progressive levels that remain fixed at the associated win level, set the feature to LEGACY.

Touch Screen Calibration After SafeRAM™ Clear

After a successful SafeRAM™ Clear, the Game Maker® program automatically enters the CAL TOUCH SCREEN sub menu of the DIAGNOSTICS menu. Follow the on-screen instructions for hardware and software calibration.

Currency Format Selection

Following the calibration of the touch screen, the Game Maker® initialization process requires a setting for how the bookkeeping records show monetary information.

One-time configuration after a SafeRAM™ Clear

Following a SafeRAM™ Clear, on-screen instruction state that the DIP switches must be reset and special EPROMs, if installed, removed.

Typical settings for a V7200 model are as follows:

Jurisdiction - ONE
Primary Host - NONE
Secondary Host - NONE
SAS - NONE
Chassis Type - UPRIGHT
Coin Acceptor - COIN ACCEPTOR and COD BOARD
Bill Acceptor - JCM WBA
Hopper - COIN
Door Type - PULSED OPTIC
Double Down - OFF
Tournament - OFF
EFT - DISABLE
Secondary Device - NONE