

Demo Mode

With Main versions developed to operate with a host terminal, the ProSlot® 6000 enters a non-revenue state after a complete SafeRAM™ Clear. *FrEE* appears in WIN PAID to indicate Demo Mode. Entering a value in Option 79, Host Terminal ID, will enable the machine for revenue operation.

Real Time Clock (RTC)

If U53 is populated with a Dallas Timekeeper IC, an opportunity to change the settings occurs after a complete SafeRAM™ Clear. Set the date using the SPIN button to increment the number in the flashing field (mm/dd/yy/day-of-the-week) and the BET MAX button to move to the next field. Set the time (hh/mm/ss) using the same method as the date. Press CHANGE to confirm changes and exit.

Switch Functions

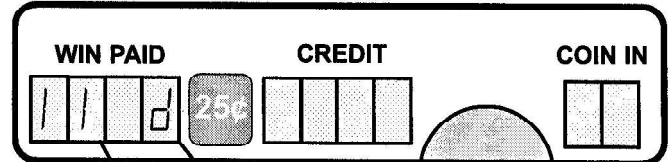
The buttons on the Players Panel and on the MPU Assembly have multiple uses. Note that the slant top model has additional TEST and PSEUDO COIN buttons on a bracket above the reels for easier access.

Switch	Location	Function
CHANGE	Main Door	- Activate Change Lamp - Restart or Activate some tests - Exit time and date setting after SafeRam™ Clear
CASH / CREDIT	Main Door	- Cashout Credits - Select Credit Mode on / off
BET ONE	Main Door	- Wagers 1 credit - Select Previous Option
SPIN	Main Door	- Spin Reels - Pause test display - Pause meter display - Change Options
BET MAX	Main Door	- Wagers maximum credits - Select next option, meter, or game
AUDIT KEYSWITCH (Upright)	Right Side of Machine	- Displays Bookkeeping Meters - Releases jackpot lockup - Triggers some Output Tests
AUDIT KEYSWITCH (Slant)	Front Panel, Above Door	- Same as above
2 ND KEYSWITCH (Available Factory Option)	Near Audit Keyswitch	-Selects between Revenue or Tournament game -Same as TEST (Market 12) -Adds or removes credits (International)
TEST	MPU Assembly	- Selects Tests or Function - Activates next Test or Function - Selects level of SafeRam™ clear
COIN MECH	MPU Assembly	- Enable or Disable coin acceptor and bill acceptor
PSEUDO COIN	MPU Assembly	- Simulates Coin In while main door is open - Select Next Option - Selects a level of SafeRam™ Clear
RESET	MPU Assembly	- Releases a machine tilt - Exits Test and Diagnostics
VOLUME	MPU Assembly	- Adjusts the level of sound

Machine Options

Machine options are set through Diagnostic Function #11. Options cannot be changed during a game or when credits are available. Attempting to change options with credits will display *Err* in WIN PAID.

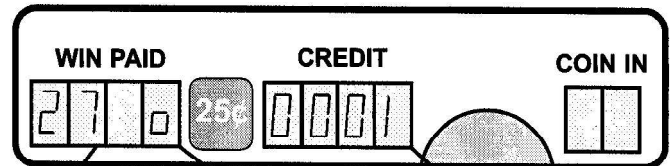
With the door open, press the TEST button until the Message Center displays *11 d* indicating Diagnostic Function #11 selected. The Message Center responds as follows:



The 11 in the WIN PAID display represents diagnostic function #11

The "d" in the WIN PAID display indicates a diagnostic function is accessed.

The machine then cycles to the first option (see note), Option 27, and displays the current setting as follows:



The 27 in WIN PAID indicates Option 27 Bet Mode (Refer to the Option Table)

The "O" in WIN PAID indicates an option is accessed

The 0001 in CREDIT shows the machine is optioned for Credit as the Bet Mode

Use the SPIN button to increment or the CHANGE button to decrement the numerical settings. Press and hold the buttons to rapidly advance to the setting.

To advance to the next option, use the PSEUDO COIN or BET MAX button. To review the previous option, use the BET ONE button.

Exit and save the options at any time by pressing the RESET button, TEST button, or by closing the door.



Note: If SAS® is enabled by the setting of DS1, Option 78H SAS® ID will be the first Option when entering Function #11 after a Complete SafeRAM™ Clear

Machine Options

No	Option	Setting	Description
27	Bet Mode	0000	Cash only
		(0001)	Credit game
		0002	Player selectable
		0003	EuroCredit
26	Rebet-Autospin	0000	No rebet, no autospin
		(0001)	No rebet, autospin at max or credits
		0002	No rebet, autospin at max coins or credits
		0003	Rebet, no autospin
		0004	Rebet, autospin at max. credits
09	Jackpot Bell	0000	No Bell
		0001	Bell rings on all wins
		0002	Rings on wins of 20 or more
		0003	Rings on wins of 50 or more
		0004	Rings on wins of 100 or more
		0005	Rings on wins of 200 or more
10	Coin Denomination	0000	500
		0001	250
		0002	100
		0003	50
		0004	25
		0005	20
		0006	10
		0007	5
		0008	2
		0009	1
		0010	0.5
		0011	0.25
		0012	0.2
		0013	0.1
		0014	0.05
		0015	0.01
		0016	4
0017	2.5		
11	Change Coin/Credit	0000	Coins from hopper
		(0001)	Credits to credit meter
02	Progressive Type	(0000)	OFF. Lockup JPs for awarding prizes
		0001	SPL Serial Progressive Link
		0002	PPL Parallel Progressive Link
		0003	MAPS® Multi Area Progressive System
		0004	S/MPI Serial/Multiplex Progressive Interface
		0005	MPI Multiplex Progressive Interface
		0006	SAS® Progressive V3.xx
		0007	OTT Over the Top
0008	SAS® Progressive V4.xx		

Configured by DIP
Switch DS2, Market
Code, & Mains

No	Option	Setting	Description
07	Number of External Jackpots	(0000)	None
		0001	One
		0002	Two
		0003	Three
18	Jackpot 4 Signal	0000	Combination of 2 & 3
		0001	Combination of 1 & 2
		0002	Combination of 1 & 3
		0003	Combination of 1, 2, & 3
80	Test 2 & 10 Enable	(0000)	OFF
		0001	Test 2 output to electro-mechanical meters OR test 10 external jackpot signal
01	Tournament Minutes	(0001)	OFF
		0001-0099	Minutes for tournament
47	Attract Feature	0000	OFF
		(0001)	ON
38	Reel Stop Sound	(0000)	Sound from speaker
		0001	Handle solenoid click
48	Tower Config.	(0000)	This option has specialized settings. Please see MOD 2 Set up and Operations.
		0001-0007	
50H	Machine ID	(0000)	Upper four digits of eight-digit identification number
		0000-9999	
50L	Machine ID	(0000)	Lower four digits of eight-digit identification number
		0000-9999	
54	Coin Hopper Pay Amount	(0000)	Amount paid from hopper upon a lockup under the settings of 56 Credit Lockup & 51 Credit Limit.
		0000-9999	
56	Credit Collect Lockup	(0800)	Number of credits for a Lockup upon any Collect.
		0000-9999	
62	Tournament Kitty	(0000)	Starting amount of credits for tournament operation.
		0000-9999	
63	Reset Prog. Amt.	(0000)	Credits added to counter upon progressive jackpot reset (MC=3 or MC=4)
		0000-9999	
78H	SAS® ID	(0000)	None
		0001	SAS® 3.x, 4.x, and 5.x
		9998	Coin Free (MC=6)
		9999	Non-Cash. Credits (MC=6) / GRIPS®
78L	Machine Number	(0000)	S/MPI I.D. (Must match progressive controller)
		0000-0032	
04	Even Hand Pay-Collect Lockup	(0000)	OFF
		0001	Even hand pay by 10s
		0002	Even hand pay by 100s
		0003	Even hand pay by 1000s
51	Credit Top Limit	(0080)	Maximum number of credits allowed on credit meter. Follows option 56 by default.
		0000-9999	
03	Tournament Seconds	(0000)	OFF
		0001-0059	Seconds for tournament

Machine Options

No	Option	Setting	Description
22	Tokenization	(0000)	OFF
		0001	ON (MC=27 1.0 Token)
		0002	MC=27 0.50 Token
		0003	MC=27 5.00 Token
70	MAPS® Progressive Cabinet I.D.	0000	The I.D. can be represented as XXXXYYYYZZZZ where option 70=XXXX, option 71=YYYY, and option 72=ZZZZ
71		0000	
72		0000	
58	Win Lockup	(0800)	Amount of Win for a Lockup. Follows option 58 by default. Must be greater than Option 57 SAS® Lockup if SAS® enabled.
		0000-9999	
59	Coin Hopper Refill	(0000)	Number of credits to accumulate in Coin Hopper Refill Bookkeeping Meter for each fill
		0000-9999	
06	Progressive Group ID	(0000)	SAS® Progressive V4.xx Group ID
		0000-0255	
79	Host Terminal ID	(0000)	Identification number in hexadecimal enabling communication with Host.
		0000-FFFF	
57	SAS® Lockup	(0800)	Amount of Win for a SAS® lockup. Must be less than Option 58 Win Lockup and greater than Option 51 Credit Limit.
		0000-9999	
12	Win Lockup Credit Release	(0000)	Credits increment by the Attendant Paid meter up JP release by an Attendant.
		0001	Win lockup credits added to the Credit meter by actuation of a second keyswitch.
90	Host Remote Jackpot Release	(0000)	Lockups require Audit Keyswitch actuation to release
		0001	Lockups may be released by Host
91	Host Queue	(0000)	No queue
		0001	Multiple Lockups queued for processing
94	Unredeemed Ticket Limit	(0031)	Number of outstanding redeemable tickets allowed
		0002-0031	
95	Ticket/Denomination Mis-Match	(0000)	Redeemable tickets must be evenly divisible by the machine's denomination to be accepted by the machine.
		0001	Machine will accept all tickets and print a change ticket for odd amount.
73	Ticket Validation	(0000)	Standard validation
		0001	Host enhanced validation
		0002	Host secure validation
		0003	Host validation
76	Receipt Enable	(0000)	Printer dispenses only redeemable tickets
		0001	Printer dispenses redeemable tickets and informational receipts

No	Option	Setting	Description
61	Machine Directed Payment Configuration	(0001)	Hopper
		0002	Seiko® PSA™ Printer
		0003	Seiko® PSA™ Printer and Hopper
81	Coin Acceptor	0000	No coin acceptor
		(0001)	Coin acceptor enabled
74	Ticket Expiration Hours	(0024)	Hours before ticket expires
		0001-0255	
64	Minimum Ticket Pay	(0000)	Fewest credits that will be paid by ticket
		0001-9999	
67	Maximum Ticket Pay	(8000)	Most credits that will be paid by ticket
		0000-9999	
14	Even Ticket Pay	(0000)	OFF
		0001	Even ticket pay by 1.00
		0002	Even ticket pay by 2.00
		0003	Even ticket pay by 5.00
		0004	Even ticket pay by 10.00
		0005	Even ticket pay by 20.00
		0006	Even ticket pay by 25.00
		0007	Even ticket pay by 50.00
		0008	Even ticket pay by 100.00
		0009	Even ticket pay by 200.00
		0010	Even ticket pay by 500.00
		0011	Even ticket pay by 1000.00
77 ABC	Name/ Address	(00 Blank)	User Label to be printed on tickets
		ASCII Printable Characters	
08	Credit Snap	(0000)	Wins added incrementally to Credit Meter
		0001	Wins over 20 added as one value to Credit Meter
05	Even Hand Pay-Win Lockup	(0000)	OFF
		0001	Even hand pay by 10s
		0002	Even hand pay by 100s
		0003	Even hand pay by 1000s
20	Extra Coin	(0000)	Machine pays to next 1.00.
		0001	Extra coins returned to the Player
66	PRD Sound Enable	(0000)	Extra coins applied to BET for next game.
		0001	Reel Stop Sound enabled
68	Game Sounds	0000	Reel Stop Sound disabled
		(0001)	Internal device
			External sound board (ProSound I or ProSound II)

Option Descriptions

27 Bet Mode

The ProSlot-6000™ provides four methods of accepting wagers: Cash only, Credit, Player selectable, and EuroCredit.

Cash (0000) registers coins in COIN IN. Coins are accepted to the maximum allowed for the game. Bill acceptor currency and wins are paid from the hopper.

BET ONE and BET MAX buttons are inactive.

Credit (0001) registers coins in COIN IN. Currency and wins register in CREDIT.

Player Selectable (0002) offers the choice between Cash or Credit selected by the CASH/CREDIT button. EFT credits will force a switch from Cash to Credit. The bill acceptor will force Cash mode to Credit. The bill's value will then show in CREDIT.

EuroCredit (0003) registers all coins, currency, and

Option Descriptions (cont.)

27 Bet Mode (cont.)

wins in CREDIT according to the parameter set by Option 51, Credit Top Limit. It is the only choice if Option #22 =0001

26 Rebet-Autospin

Rebet allows the Player to repeat the previous wager by pressing SPIN (providing the Bet mode is not Cash).

Autospin completes the game without waiting for the SPIN button to be pressed.

09 Jackpot Bell

This option configures the operation of any available bell hardware.

10 Coin Denomination

Denomination is set once after a SafeRAM™ Clear by the switch positions of DS2 on the MPU board. The current selection is shown through Diagnostic function #1, or by function #11 Option 10.

11 Change Coin/Credit

Bill acceptor operation can be configured independently from the settings of Option 27 Bet Mode. The setting 0000 will dispense coins from the hopper for all accepted bills.

02 Progressive Type

Progressive operation is controlled by the interaction of Option 02 Progressive Type, 07 Number of Jackpots, 78L Machine Number, and 18 Jackpot 4 Operation. Option 02 defines the protocol.

OFF (0000) No progressive jackpot.

Serial Progressive Link (0001) supports a bi-directional RS-232 serial link.

Parallel Progressive Interface Link (0002) supports discrete jackpot and Total In signals through opto-isolators.

Multi-Area Progressive System (0003) supports a bi-directional RS-232 serial link for Bally Thrillions™.

Serial Multiplexed Progressive Interface (0004) supports multiplexed jackpot and Total In signals. The machine receives jackpot values through the RS-485 connection J14.

Multiplexed Progressive Interface (0005) is the same as 0004 without the connection at J14 for RS-485 return.

SAS® 3.x Host Progressive (0006) supports IGT's SAS® 3.x Host Progressive system.

Over the Top (0007) supports OTT Bonusing feature.

SAS® 4.x Host Progressive (0008) supports IGT's SAS® 4.x Host Progressive system.

07 Number of External Jackpots

The available jackpots are determined by the SMI (Specific Model Information). Option 07 specifies the number of jackpots that will be available for a progressive.

18 Jackpot 4 Signal

The ProSlot® 6000 has only three discrete jackpot signals. If four jackpots are supported by the SMI, the settings of Option 18 determine how the fourth jackpot is represented.

0000 causes JP2 and JP3 to activate upon the fourth level jackpot. By the combination of JP2 and JP3 signals active at the same time, JP4 can be inferred.

0001 is the same as above using JP1 and JP2.

0002 uses JP1 and JP3.

0003 uses JP1, JP2, and JP3.

0004 communicates the jackpot serially.

80 Test 2 and Test 10 Enable

Electro-mechanical meters are disabled during diagnostics to preserve accounting information. Also, external jackpot signals are disabled to prevent corruption of external progressive jackpots and false lockups. Option 80 overrides the feature to allow diagnostic testing of meter and jackpot outputs.



Note: Option 80 is not available in Market Code 10

01 Tournament Minutes

With additional hardware and specific software, the ProSlot® 6000 supports a variety of tournament operations. See Module 12 Tournament Operation for more information.

47 Attract Feature

After a period of inactivity with no credits, feature lights will sequence. Option 47 turns the feature ON or OFF.

38 Reel Stop Sound

Each SMI includes digital audio accompaniment to many game functions. Option 38 allows selection of a *mechanical* sound for reel stops. 0001 activates the handle release solenoid for each reel stop instead of a speaker sound.

48 Tower Configuration

The ProSlot® 6000 can support two-, three-, and four-tier towers. Except in Market Codes 3 and 4 where the setting at Option 48 is forced to 0001, the Operator

Option Descriptions (cont.)

48 Tower Configuration (cont.)

can configure tower operation according to the Tower Light Option table.

50H, 50L Game ID

TOWER LIGHT OPTION TABLE		
Tower Lights and Setting	Function	Tower Display
2-Light (0000)	Service Jackpot Tilts Door (s) Hopper Pay	Top Flashing Top Steady Bottom Flashing Bottom Steady Not Applicable
3-Light 0001	Service Jackpot Tilts Doors Hopper Pay	Top Flashing Middle Flashing Bottom Flashing Top, Middle, and Bottom Flashing Not Applicable
4-Light 0002	Service Jackpot Tilts Doors Hopper Pay	4th Light Steady (light above top light) Top Flashing Middle Flashing Bottom Flashing Not Applicable
2-Light 0003	Service Jackpot Tilts Doors Hopper Pay	Top Flashing Top Steady Top Steady Bottom Flashing Bottom Steady
3-Light 0004	Jackpots Tilts Service Doors Hopper Pay	Top Flashing Middle Flashing Bottom Flashing Bottom Steady Not Applicable
3-Light 0005	Jackpot Doors Tilts Service Hopper Pay	Top Flashing Middle Flashing Middle Steady Bottom Flashing Not Applicable
2-Light 0006	Jackpot Doors Tilts Service Hopper Pay	Top Flashing Bottom Flashing Top Flashing Top Steady Not Applicable
2-Light 0007	Jackpot Doors Tilt Service Hopper Pay	Top and Bottom Slow Flash Bottom Medium Flash or Fast Flash if Drop Top Slow Flash Top Steady Not Applicable



Note: Tower Configuration is not selectable if the factory option Data Vault™ is installed.

Eight -digit Operator-accessible identification field.

54 Coin Hopper Pay Amount

Maximum coins paid from the hopper upon a collect lockup. Remaining credits must be paid by an Attendant.

56 Credit Collect Lockup

Value of credits if exceeded upon cashout that will cause a jackpot lockup. An Attendant must pay the difference of the remaining credits and Coin Hopper Pay Amount Option 54.

62 Tournament Kitty



Note: Options 58 and 51 automatically follow the settings of Option 56.

Starting credits for tournament. See Module 12, Tournament Operation.

63 Reset Progressive Amount

Value in credits to add to a counter each time an external top jackpot award is won. The option is available only in Market Codes 3 and 4.

78H SAS® ID

SAS® 3.x, 4.x, or 5.x requires a setting—usually 0001. GRIPS implementation of SAS® requires a setting of 9999.

If MC=06, SAS® includes an AutoPlay feature where a game will play without intervention. The coin and bill acceptors are disabled. Any activity at the machine or a command from the Host will terminate AutoPlay.

If MC=6 and 78H=9999 the machine will accept coins and bills. If a Players Card is inserted, credits become non-cashable. A cashout transfers the credits to the Players card.

If MC=6 and 78H=9998 the coin and bill acceptors are disabled until a Players Card is inserted. Credits are then transferred from the Host. A cashout transfers the credits to the Players Card.

78L Machine Number

S/MPI Identification Number. The setting must match the physical connection at the controller. See Module 7 Progressives for more information.

04 Even Hand Pay—Collect Lockup

When enabled, Even Hand Pay allows a partial payment upon a Collect Lockup from a coin hopper to an even amount. The partial payment can be configured to even thousands, hundreds, or tens. Alternatively, it can pay to the next 1.00.

For example, a Collect Lockup of 12,924 with Option 54 Coin Hopper Pay Amount set to 500 will result



Option Descriptions (cont.)

04 Even Hand Pay—Collect Lockup (cont.) in the following:

Collect Lockup of 12,924 Coins			
Setting		Hopper Pay	Attendant Pay
0000	OFF	500	12424
0001	Even 10s	504	12420
0002	Even 100s	524	12400
0003	Even 1000s	924	12000
0004	Next 1.00	Operation depends upon coin denomination setting of DS2	

51 Credit Top Limit

The Credit Top Limit is the most credits the machine will allow. A win less than the Win Lockup Limit Option 58 that causes the limit to be exceeded will instead be paid directly to the Player.

03 Tournament Seconds

The number of seconds for a tournament. Added to minutes set by Option 01. See Module 12 Tournament Operation.

22 Tokenization

With some versions of Mains, setting Options 27 to 0003 and 22 to 0001 will set the coin value at 1.00. The denomination of the machine as set by DS2 represents the value of each credit. For example, if DS2 is 0011 (.25), then each coin adds four credits. If DS2 is 0014 (.05), then each coin would add 20 credits.

Upon cashout, the credits will decrease the number of credits appropriately for each coin paid. If there are fewer credits than the value of the coin, it is possible to have uncollectible credits remaining after a cashout.

Key-On Credits			
Denom.	Credits per Keypad Turn	Denom.	Credits per Keypad Turn
.01	1000	5	80
.05	750	10	70
.10	500	20	60
.20	400	25	50
.25	300	50	40
.50	200	100	30
1	100	250	20
2	90	500	10

Key-On Credits (Knock-Off)

If the optional hardware K-00694-0601 is installed, actuation of a keyswitch will remove all credits. Actuating the keyswitch while pressing CHANGE/SERVICE will add credits according to the machine's denomination as set by DS2.

70, 71, 72 MAPS Progressive Cabinet ID

Bally Gaming and Systems' Multi Area Progressive System requires a unique ID. 70, 71, and 72 is a 12-digit number set four digits at a time.

58 Win Lockup

The number of credits for a single winning combination when exceeded to cause a jackpot lockup.

59 Hopper Refill

The number of coins added to the hopper is recorded in bookkeeping meter subgroup #28. Each time the machine recovers from a 32 Code (Hopper Empty), and confirmed by an attendant, the number set in Option 59 will be added to the meter.

06 Progressive Group ID

Machine ID to support the SAS® v4.xx Host progressive system.

79 Host Terminal ID

Option 79 ONLY exists in mains labeled for VLC lotteries. Those mains are separate from the usual S6Mxxxxxxx-xx format for domestic and S6Mxxx1xxx-xx mains for international usage. The Delaware and New Mexico mains have a S6Mxxxx1xx-xx format. Only when those mains are in the game does option 79 show up. It will not show up for the New Mexico dip switch setting on the regular domestic or international mains.

57 SAS® Lockup

If MC=6 and Option 78H SAS® ID is 9999 or 9998, Option 57 is available. Any win greater than or equal to Option 57 and Less than Option 58 Win Lockup will cause a lockup. The WIN PAID portion of the Message center will alternate "SP (amount)" and "PD 0." Upon release of the lockup by the Attendant and a successful transfer of credits to the Players Card, the Message Center will show "PD (amount)" in WIN PAID.

12 Win Lockup Credit Release

If supported, an Attendant may release a machine from a jackpot lockup and transfer the jackpot credits to the Credit Meter instead of cancelling the credits and paying the Player in cash.

Option Descriptions (cont.)

90 Host Remote Jackpot Release

If enabled, the Host may release jackpot lockups without a manual keyswitch actuation by an Attendant.

91 Host Queue

A queue can be enabled to ensure uninterrupted machine operation if the Host is slow to respond.

94 Unredeemed Ticket Limit

The quantity of outstanding redeemable tickets for each machine can be set.

95 Ticket/Denomination Mis-Match

A ticket presented to a machine for acceptance may not be evenly divisible by the machine's denomination. The setting determines whether a non-matching ticket is either rejected, or added to the Credit Meter and a redeemable ticket is given to the Player for the indivisible remainder.

73 Ticket Validation Level

0000 Standard—The Ticket sequence number is incremented. An eight-digit validation number is calculated from the date and time. The information is logged in the validation buffer, indexed by the sequence number. The Host is neither contacted for validation, nor is it notified in advance of the Ticket being printed.

0001 Host Enhanced—The Ticket sequence number is incremented. A sixteen-digit validation number is calculated from the machine Validation ID and the ticket sequence. The information is reported to the Host, and logged in the validation buffer indexed by the sequence number. If communication with the Host is lost, the machine will operate until the validation buffer is full. Restoration of communication with the Host and subsequent reduction of records in the validation buffer will restore machine operation.

0002 Host Secure—Similar to Host Enhanced except that communication must be maintained at all times. If communication is lost during a Cashout, the machine will Lockup requiring an Attendant Pay before disabling with a No Communication (91-0) tilt.

0003 Host—The host is contacted for a ticket validation number. Upon receipt of the validation number, the machine prints the ticket, increments the Ticket Sequence number, and stores the information in the validation buffer indexed by the sequence number.

76 Receipt Enable

The printer can print informational receipts such as paid jackpots, as well as redeemable tickets.

61 Machine Directed Payment

The machine can be configured for operation with a printer and coin hopper, or with either individually.

81 Coin Acceptor Enable

The Coin Acceptor can be disabled for coinless operation.

74 Ticket Expiration

The period of time when tickets can be redeemed can be configured.

64 Minimum Ticket Pay

The minimum value of a ticket can be established.

67 Maximum Ticket Pay

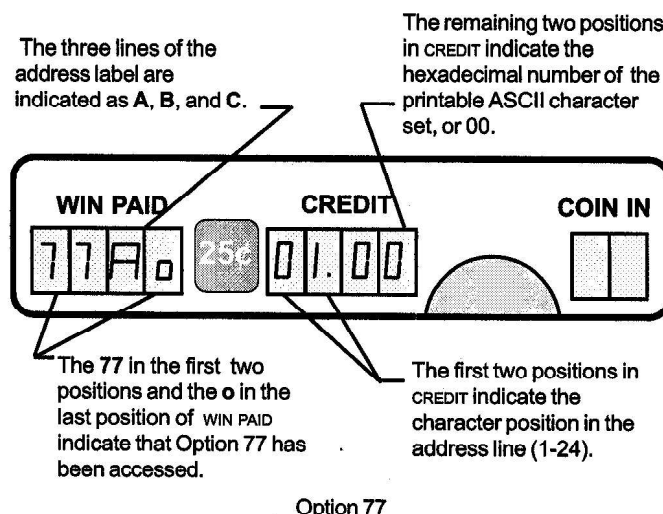
The maximum value of a ticket can be established.

14 Even Ticket Pay

The machine can be configured to print redeemable tickets in even values from 1.00 to 1,000.00.

77 (A,B,C) Name/Address

A three-line address label can appear on each ticket. The information can be downloaded from a Host, or entered manually through Option 77.

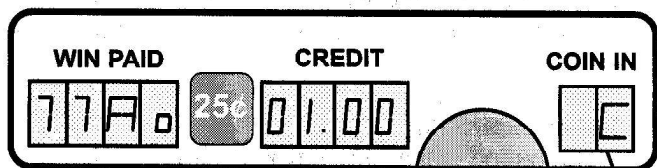


Option 77

Each line can have up to 24 characters. The characters are entered as a hexadecimal number of a printable ASCII character. The Null character (00h) truncates the line at the point of entry, regardless of subsequent characters. This means that the Operator can blank the entire line by entering 00 in the first position without changing any of the remaining 23 characters.

Within the Option, pressing COLLECT confines navigation to within the address line (BET MAX scrolls forward, BET ONE scrolls backward, SPIN increments value, CHANGE/SERVICE decrements value. Press COLLECT again to advance to the next line of address or the next Option.

Option Descriptions (cont.)



The C in COIN IN indicates that the address has been opened for change or review.

Changing the value in Line A, Position 01



Note: Navigation within an address line ends at a null entry (00).

Hex	ASCII	Hex	ASCII	Hex	ASCII
20	space	40	@	60	'grave
21	!exclamation	41	A	61	a
22	"quote	42	B	62	b
23	#	43	C	63	c
24	\$	44	D	64	d
25	%	45	E	65	e
26	&	46	F	66	f
27	'apostrophe	47	G	67	g
28	(48	H	68	h
29)	49	I	69	i
2A	*asterisk	4A	J	6A	j
2B	+	4B	K	6B	k
2C	,comma	4C	L	6C	l
2D	-hyphen	4D	M	6D	m
2E	.period	4E	N	6E	n
2F	/	4F	O	6F	o
30	0	50	P	70	p
31	1	51	Q	71	q
32	2	52	R	72	r
33	3	53	S	73	s
34	4	54	T	74	t
35	5	55	U	75	u
36	6	56	V	76	v
37	7	57	W	77	w
38	8	58	X	78	x
39	9	59	Y	79	y
3A	:colon	5A	Z	7A	z
3B	;semicolon	5B	[7B	{
3C	<	5C	\	7C	
3D	=	5D]	7D	}
3E	>	5E	^circumflex	7E	~tilde
3F	?	5F	_underscore		

Hexadecimal numbers for ASCII printable characters

08 Credit Snap

Wins can accumulate incrementally in the Credit Meter, or wins over 20 can quickly appear in the Credit Meter as one sum.

05 Even Hand Pay—Win Lockup

When enabled, Even Hand Pay allows a partial payment from the coin hopper upon a Win Lockup to an even amount. The partial payment can be configured to even thousands, hundreds, or tens. Alternatively, it can pay to the next 1.00 (see example for Option 04).

20 Extra Coin

If coins accepted by the machine register in BET (see Option 27 Bet Mode), the machine may accept coins beyond the maximum wager for a game. These additional coins may be applied to the next game, or returned to the Player.

66 PRD Sound Enable

The PRD Sound Enable option setting is for top boxes equipped with separate sound capabilities. It should have PRD Sound disabled as this option can cause incompatibility between machine and top box sound.

68 Game Sounds

Machines equipped with external ProSound™ I or ProSound™ II sound boards should disable Game Sounds as this option can cause incompatibility between internal and external device sounds.