

# Jewel Jackpot

## Setup and Service Menu Manual

Revision 1.3

Applicable to:

- 1) Jewel Jackpot 1.6.1.0 and higher;

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## 2 Revision History

<b>Version</b>	<b>Date</b>	<b>Author</b>	<b>Description</b>
1.0		Maxim Radugin	Initial document release
1.1		Maxim Radugin	Added jackpot server/client selection DIP switch description
1.2		Maxim Radugin	Added jackpot initial starting value description
1.3	2010.06.18	Maxim Radugin	Added jackpot initial values deviation Added jackpot log Added jackpot summary Added touchscreen device automatic and manual type selection

### 3 RAM Clear

RAM Clear operation can be performed by using special “RAM Clear” CompactFlash card or by turning DIP switch 8 on the I/O board to ON position.

#### **RAM Clear using “RAM Clear” CompactFlash card**

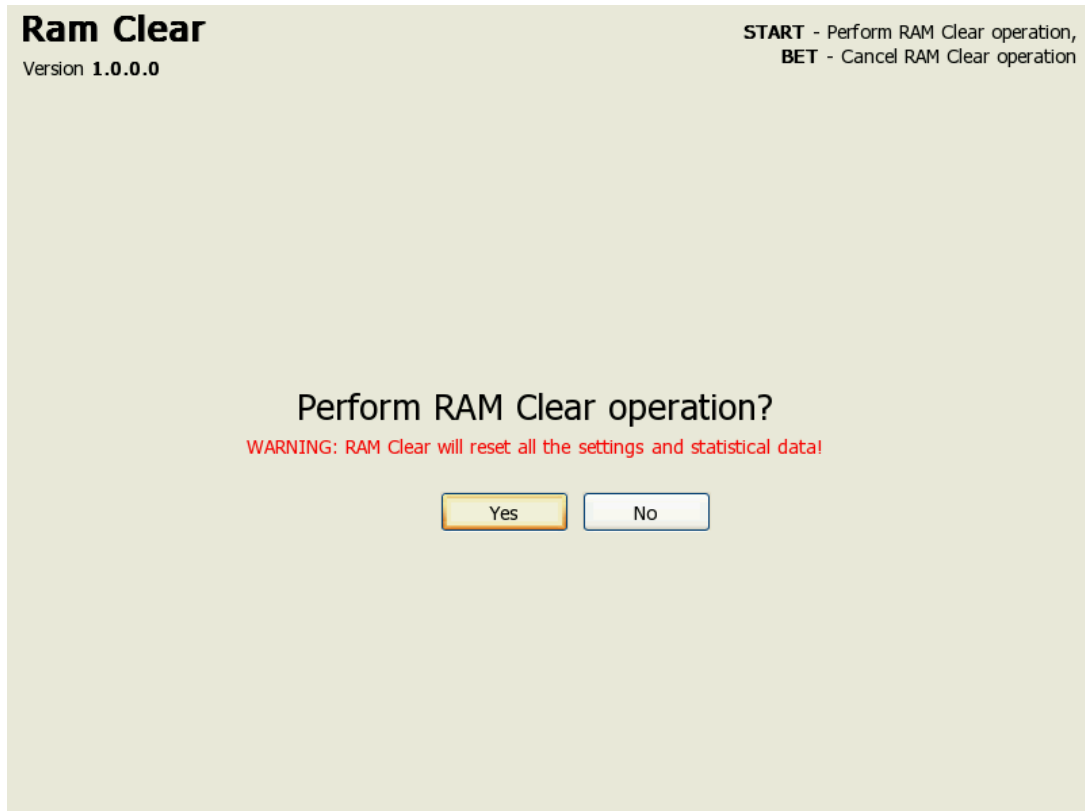
1. Open the main door;
2. Power down the machine;
3. Open the logic box door;
4. Remove the game CompactFlash card from the upper socket on the motherboard;
5. Insert “RAM Clear” CompactFlash card into the first (upper) socket on the motherboard;
6. Close the logic box door;
7. Power up the machine;
8. After software initialization press “START” button or touch “YES” button on the screen (if touch screen is connected) to perform complete RAM clear;
9. Wait for confirmation message to appear on the screen;
10. Power down the machine;
11. Replace “RAM Clear” CompactFlash card with game CompactFlash card;
12. Close logic box door;
13. Close main door;
14. Power up the machine;
15. After software initialization game will automatically switch to “Initial Setup” menu.

#### **RAM Clear using DIP switch 8 on the I/O board**

1. Open the main door;
2. Power down the machine;
3. Open the logic box door;
4. Turn DIP switch 8 to ON position;
5. Close the logic box door;
6. Power up the machine;
7. After software initialization press “START” button or touch “YES” button on the screen (if touch screen is connected) to perform complete RAM clear;
8. Wait for confirmation message to appear on the screen;
9. Power down the machine;
10. Turn DIP switch 8 to OFF position;
11. Close logic box door;
12. Close main door;
13. Power up the machine;
14. After software initialization game will automatically switch to “Initial Setup” menu.

**NOTE:** RAM Clear operation can be canceled without losing any data stored in RAM by pressing “BET” button, touching “NO” button on the screen (if touch screen is connected) or by powering down the machine.

**WARNING:** RAM Clear operation will permanently erase all the settings, accounting and statistical data from the RAM!



**Figure 1: Ram Clear confirmation screen**

## 4 DIP Switches Configuration

I/O board contains DIP switches for machine configuration.

	1	2	3	4	5	6	7	8
ON								
OFF	X	X	X	X	X	X	X	X

**Figure 2: General purpose DIP switches**

“X” corresponds to default switch position

Switch	Function
1	Primary monitor selection (OFF – primary DVI monitor, ON – primary VGA monitor)
2	Jackpot client/server selection (OFF – client, ON – server)
3	Reserved
4	Reserved
5	Reserved
6	Reserved
7	Reserved
8	RAM Clear (OFF – Normal Operation, ON – RAM Clear)

**Table 1: DIP switch functions**



## 5 Navigation and Access

System supports two methods of navigating through menus – using game panel buttons or using touch screen (if applicable).

Currently selected tab/list is highlighted with red color or border around the button.

### 5.1 Initial Setup and Service Menus

Button/Key	Function
START BUTTON	Enter into currently selected tab, press selected button or change the state of the checkbox.
BET BUTTON	Exit currently selected tab – go level up.
HOLD1 BUTTON	Select previous value in list
HOLD2 BUTTON	Select next value in the list
HOLD3 BUTTON	Select previous component or tab
HOLD4 BUTTON	Select next component or tab
TEST BUTTON	Exit Initial Setup or Service Menu
OWNER KEY	Exit Initial Setup

### 5.2 Input Dialogs

Button/Key	Function
START BUTTON	When input field is active – confirm changes and close the dialog, or when button is active – press current button
BET BUTTON	Previous character in current position of the input field
MAXBET BUTTON	Next character in current position of the input field
HOLD1 BUTTON	Delete current or previous character in the input field (depending on position of cursor)
HOLD2 BUTTON	Move to next position in input field
HOLD3 BUTTON	Move between input field and buttons
HOLD4 BUTTON	Move between input field and buttons

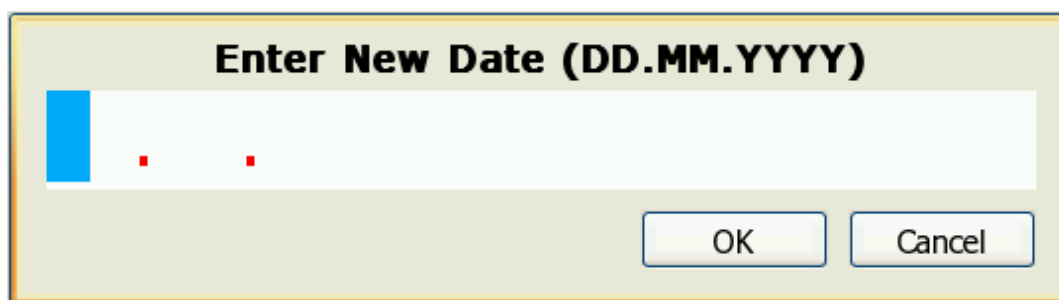


Figure 3: Date Input Dialog

### 5.3 Digital and Mechanical Keys

Digital and mechanical can have 4 different access levels.

<b>Access Level</b>	<b>Description</b>
OWNER	Owner key gives access to the setup and service menu – overall and period statistics; period meter reset function, history, diagnostics and setup. <b>NOTE:</b> Setup and overall meters are available only when number of available credits is zero.
RENTIER	Rentier key gives access to the limited number of functions in service menu – period meters, history and diagnostics.
CASHIER	Cashier key provides access to enter remote input menu, reset handpays and reset errors.
CROUPIER	Croupier key can only be used to enter remote input menu.

**Table 2: Digital and Mechanical Key Access Levels**

## 6 Activation

After performing RAM Clear operation, machine can request the activation code.

To activate the machine, Request code should be sent directly to the manufacturer or another official representative or distributor via e-mail or SMS. In reply to request code, activation code will be sent. Activation code should be entered in “Activation Code” field.

After code is entered, “Activate” button should be pressed. If the code is valid, “OK” button will appear. After pressing “OK” button, Initial Setup Menu will appear.

**NOTE:** If the activation code is not valid or entered incorrectly, machine will generate new request code, and the new activation code should be requested from the manufacturer as described above. Previous activation code will not work!

**NOTE:** Initial setup should be completed and confirmed before switching off the machine, otherwise on the next startup machine will request activation code again.

**Rent Mode**

Yes if machine is rented, no – regular operation.

**Time Remaining**

Displays number of days, hours and minutes machine can be operated.

When rent time runs out, Activation screen will be shown.

### Activation

Diamond Games Premium EXPO Version 1.9.0.0  
Serial Number: DS000000

**General**  
HOLD 3 - Prev item, HOLD 4 - Next item  
**Edit Field**  
BET, MAX BET - Spin value up or down  
HOLD 1 - Prev position, HOLD 2 - Next position

**Request Code:**  
**00-11-22-33-44-55-66-77-88-99**

**Activation Code:**

BD-2E-E0-00-0F-0F-3F-C3-72-E4

**Rent Mode: no**  
**Time Remaining: 0 days 0 hours 0 minutes**

Number of retries left: 4

**Figure 4: Activation**

## 7 Initial Setup Menu

Initial setup is activated on the first power up of the machine or after the RAM clear operation was performed.

Initial gaming machine setup provides options for performing configuration of critical gaming machine parts.

**NOTE:** Some options are available for configuration only within the Initial Setup. Values of these options will not be available for editing after the initial setup is completed.

After performing initial setup of the machine and reviewing selected options press TEST BUTTON or turn mechanical OWNER KEY to save parameters and exit Initial Setup.

### 7.1 Initial Regional Setup

### Initial Setup

Diamond Slots EXPO Version 1.0.0.0 Number: 0

START - Enter tab, toggle checkbox  
 BET - Exit tab (go level up)  
 HOLD 1 - Prev value in list, HOLD 2 - Next value in list  
 HOLD 3 - Prev tab or item, HOLD 4 - Next tab or item  
 TEST, OWNER KEY - Save changes and exit

Regional

Machine

Games

Hardware

Summary

**Currency Options**

Currency String: EUR

Decimal Separator: .

No. of Digits after Decimal: 2

Sample Currency Format: 12345.67 EUR

**Date/Time**

Date Format: DD.MM.YYYY

Current Date: 25.09.2008

New Date:

Time Format: HH:MM:SS

Current Time: 16:01:11

New Time:

**Language**

Game Language: English

Menu Language: English

Figure 5: Initial Setup, Regional tab

#### Currency Options

Currency String	Currency string to be displayed in accounting and games
Set Currency...	Opens dialog to set currency string (3 characters)
No. of Digits after Decimal	Number of decimal digits to be displayed for cash fields in service, accounting menus and game screens

- 0
- 1
- 2
- 3

---

### **Date/Time**

Date Format	Date format to be used in service menus
-------------	---

- **DD.MM.YYYY**

Set Date...	Opens dialog to set current date
-------------	----------------------------------

Time Format	Date format to be used in service menus
-------------	---

- **HH:MM:SS**

Set Time...	Opens dialog to set current time
-------------	----------------------------------

### **Language**

Game Language	Default game language
---------------	-----------------------

- **English**

Menu Language	Language in setup and service menus
---------------	-------------------------------------

- **English**

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## **7.2 Initial Machine Setup**

### **General**

Machine Number	Machine number on the floor
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Set Number...	Opens machine number edit dialog
---------------	----------------------------------

### **Credit Denomination**

Base Denomination	Base denomination unit used in accounting and statistics
-------------------	--

- 0.001
- 0.005
- **0.01**
- 0.02
- 0.025
- 0.05
- 0.10
- 0.20
- 0.25
- 0.50
- 1.00
- 2.00
- 2.50
- 5.00
- 10.00
- 20.00
- 25.00
- 50.00
- 100.00
- 200.00
- 250.00
- 500.00

---

	<ul style="list-style-type: none"> <li>• 1000.00</li> </ul>
<b>Paylines</b>	
Reels Games	Number of paylines available for selection in reels games (except for “fruits” games). <ul style="list-style-type: none"> <li>• 1..5</li> <li>• <b>1..9</b></li> </ul>
Fruits Games	Number of paylines available for selection in “fruits” games <ul style="list-style-type: none"> <li>• 5</li> </ul>
<b>Bets</b>	
Bet per Line Selection Mode	Selection mode for bet per line in reels and fruits games: <ul style="list-style-type: none"> <li>• Progressive (1..100)</li> <li>• Progressive (1..30)</li> <li>• <b>Progressive (1..50)</b></li> <li>• Progressive (10..1000)</li> </ul>
Available Bets per Line	Displays available bets per line in selected mode
Poker Bet Selection Mode	Selection mode for bets in poker games (if applicable): <ul style="list-style-type: none"> <li>• Progressive (1..1000)</li> <li>• Progressive (1..300)</li> <li>• <b>Progressive (1..500)</b></li> <li>• Progressive (10..10000)</li> </ul>
Available Poker Bets	Displays available bets in poker games
Total Bet Limit	Total bet limit for all games: <ul style="list-style-type: none"> <li>• 100</li> <li>• 200</li> <li>• 300</li> <li>• 400</li> <li>• 500</li> <li>• 600</li> <li>• 700</li> <li>• 800</li> <li>• <b>900</b></li> <li>• 1000</li> <li>• 10000</li> </ul>
<b>Limits</b>	
Win Log Limit	Games with winning that exceeds current value will be registered in Win Log. <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 1000</li> <li>• 10000</li> <li>• 100000</li> <li>• 1000000</li> <li>• 10000000</li> <li>• 100000000</li> </ul>
Game Win Limit	Winning limit in the game. If winning in the single game exceeds selected value, hand pay window will appear. <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> </ul>

---

- 100.00
- 1000.00
- 10000.00
- 100000.00
- 1000000.00
- 10000000.00
- 100000000.00

### 7.3 Initial Jackpot Setup

#### Initial Setup

Jewels Jackpot Server EXPO Version 1.6.0.0 Number: 0

START - Enter tab, toggle checkbox  
 BET - Exit tab (go level up)  
 HOLD 1 - Prev value in list, HOLD 2 - Next value in list  
 HOLD 3 - Prev tab or item, HOLD 4 - Next tab or item  
 TEST, OWNER KEY - Save changes and exit

Regional

Machine

Jackpot

Games

Hardware

Summary

**Information**

Connected and Available: yes

Allowed Bets: 0.00 EUR - 13.85 EUR

**Client Configuration**

Floor Number: 0

**General Configuration**

Multiplier:  1

Restart Deviation:  0.3

Configuration:  Configuration 5

Contribution: 4.00%

Frequency: 692.75

Restart Values: Level 1: 3.50 - 6.50, Level 2: 35.00 - 65.00, Level 3: 700.00 - 1300.00

**Initial Starting Values**

Initial Values Configuration: Level 1: 5.00, Level 2: 50.00, Level 3: 1000.00

Figure 6: Initial Setup, Jackpot tab

#### Information

Connected and Available

Yes, if machine is connected and configured correctly in the jackpot network;

**NOTE:** For jackpot to be available, following conditions should be met:

1. Bet ranges for Reels Games, Fruits Games and Poker Games (shown in Machine tab) should in range of Allowed Bets;
2. If machine is configured as client, it should be registered and accepted by the server machine; Client machine can be registered on the server machine in Service Menu >

	Setup > Jackpot Server by pressing “Accept” button next to corresponding client machine entry;
Allowed Bets	Range of allowed bets in currency, for machine to participate in the jackpot.
<b>Client Configuration</b>	Jackpot client configuration parameters
Floor Number	Currently set floor number for this machine in the network
Set Floor Nr...	Sets floor number in the network for this particular machine
<b>General Configuration</b>	Jackpot server configuration
Multiplier	Jackpot value multiplier: <ul style="list-style-type: none"> <li>• 1</li> <li>• 10</li> <li>• 100</li> <li>• 1000</li> </ul>
Restart Deviation	Jackpot value deviation from restart values for the next jackpot <ul style="list-style-type: none"> <li>• None – no deviation</li> <li>• 0.05 – ±5% deviation</li> <li>• 0.1 – ±10% deviation</li> <li>• 0.2 – ±20% deviation</li> <li>• <b>0.3 – ±30% deviation</b></li> </ul>
Configuration	Available configurations: <ul style="list-style-type: none"> <li>• Configuration 1</li> <li>• <b>Configuration 2</b></li> <li>• Configuration 3</li> </ul>
Contribution	Displays contribution percentage from each total bet played on the machine
Frequency	Displays theoretical jackpot hit in cash
Restart Values	Displays starting values of each progressive jackpot level
<b>Initial Starting Values</b>	Setup for initial starting values for progressive levels
Initial Values Configuration	Displays initial starting values of each progressive jackpot level
Set Level 1...	Allows to set initial starting value for progressive level 1
Set Level 2...	Allows to set initial starting value for progressive level 2
Set Level 3...	Allows to set initial starting value for progressive level 3

## 7.4 Initial Games Setup



## Initial Setup

Jewels Jackpot Server EXPO Version 1.0.1.0 Number: 0

Regional
Machine
Jackpot
Games
Hardware
Summary

**START** - Enter tab, toggle checkbox  
**BET** - Exit tab (go level up)  
**HOLD 1** - Prev value in list, **HOLD 2** - Next value in list  
**HOLD 3** - Prev tab or item, **HOLD 4** - Next tab or item  
**TEST, OWNER KEY** - Save changes and exit

---

**General**

Game	Percentage
Burning Fruits	◀ 89.64 % + JP ▶
History of Aviator	◀ 90.13 % + JP ▶
The Golden Fleece	◀ 90.38 % + JP ▶
Neptune Treasure	◀ 90.13 % + JP ▶
Secrets of Alchemy	◀ 90.35 % + JP ▶
Lucky 7	◀ 89.64 % + JP ▶
Royal Jewels	◀ 89.62 % + JP ▶
King Tut	◀ 90.44 % + JP ▶
Mysterious India	◀ 90.13 % + JP ▶
Hot Cruise	◀ 90.12 % + JP ▶
Jewels Jackpot	4.00%
<b>Average Theoretical Payout</b>	<b>94.06%</b>

**Figure 7: Initial Setup, Games tab**

Games tab contains list of games and available percentages for main game for selection (w/o jackpot).

<b>Jewels Jackpot</b>	Jewel Jackpot payout percentage
<b>Average Theoretical Payout</b>	Average payout percentage for all games (including jackpot)

## 7.5 Initial Hardware Setup

### 7.5.1 Bill Acceptor

#### General

Enable Bill Acceptor	Enables bill acceptor support. <ul style="list-style-type: none"> <li>Disabled</li> <li><b>Enabled</b></li> </ul>
Autodetect...	Auto detects currently connected bill acceptor device. <b>NOTE:</b> Currently software supports only JCM EBA/WBA ID-003 protocol compatible devices.

#### Bill Configuration

Query Device...	Read pre-programmed bill table from the bill acceptor device. Pressing this button will override values in Bill Table.
-----------------	--

#### Bill Table

Channel 0...15	Enable/disable individual channels <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
Value 0...15	Contains values of the bills on the corresponding channel. Even is channel is enabled, bill on channels that are equal to zero will not be accepted. <ul style="list-style-type: none"> <li>• <b>0.00</b></li> <li>• 1.00</li> <li>• 2.00</li> <li>• 2.50</li> <li>• 5.00</li> <li>• 10.00</li> <li>• 20.00</li> <li>• 25.00</li> <li>• 50.00</li> <li>• 100.00</li> <li>• 200.00</li> <li>• 250.00</li> <li>• 500.00</li> <li>• 1000.00</li> <li>• 2000.00</li> <li>• 2500.00</li> <li>• 5000.00</li> <li>• 10000.00</li> <li>• 20000.00</li> <li>• 25000.00</li> <li>• 50000.00</li> <li>• 100000.00</li> <li>• 200000.00</li> <li>• 250000.00</li> <li>• 500000.00</li> <li>• 1000000.00</li> </ul>

## 7.5.2 Coin Acceptor

### General

Enable Coin Acceptor	Enables coin acceptor support <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
Type	Type of coin acceptor device
<ul style="list-style-type: none"> <li>• <b>NOT INSTALLED</b></li> <li>• NRI G-13 MFT</li> </ul>	<ul style="list-style-type: none"> <li>• Coin Acceptor is not installed</li> <li>• NRI G-13 MFT Coin Acceptor</li> </ul>

### Coin Table

Channel 0...5	Enable/disable individual channels <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
Value 0...5	Contains values of the coins on the corresponding channel

- **0.00**
  - 0.01
  - 0.02
  - 0.025
  - 0.05
  - 0.10
  - 0.20
  - 0.25
  - 0.50
  - 1.00
  - 2.00
  - 2.50
  - 5.00
  - 10.00
  - 20.00
  - 25.00
  - 50.00
  - 100.00
  - 200.00
  - 250.00
  - 500.00
  - 1000.00
  - 2000.00
  - 2500.00
  - 5000.00
  - 10000.00
  - 20000.00
  - 25000.00
  - 50000.00
  - 100000.00
  - 200000.00
  - 250000.00
  - 500000.00
  - 1000000.00
- 

### 7.5.3 Coin Hopper

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#### General

---

Enable Coin Hopper	Enables coin hopper support <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
--------------------	--

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Type	Type of coin hopper device
------	----------------------------

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<ul style="list-style-type: none"> <li>• <b>NOT INSTALLED</b></li> <li>• SUZO CUBE HOPPER MKII</li> <li>• MONEY CONTROLS</li> </ul>	<ul style="list-style-type: none"> <li>Coin hopper is not installed</li> <li>SUZO CUBE HOPPER MKII</li> <li>MONEY CONTROLS UNIVERSAL</li> </ul>
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---

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UNIVERSAL

- MONEY CONTROLS UNIVERSAL MK4

MONEY CONTROLS UNIVERSAL MK4 with presence control.

---

**Coin Configuration**

---

Coin Value

Value of single coin in currency

- **0.01**
  - 0.02
  - 0.025
  - 0.05
  - 0.10
  - 0.20
  - 0.25
  - 0.50
  - 1.00
  - 2.00
  - 2.50
  - 5.00
  - 10.00
  - 20.00
  - 25.00
  - 50.00
  - 100.00
  - 200.00
  - 250.00
  - 500.00
  - 1000.00
  - 2000.00
  - 2500.00
  - 5000.00
  - 10000.00
  - 20000.00
  - 25000.00
  - 50000.00
  - 100000.00
  - 200000.00
  - 250000.00
  - 500000.00
  - 1000000.00
- 

### 7.5.4 Hardware Meters

---

**General**

High Speed

Speed of mechanical meters

- Disabled
  - **Enabled**
- 

**Meter Configuration**

---

Configuration

Configuration of hardware meters

- **Default**
- 1
- 2
- 3
- 4
- 5

**Meter Table**

Meter

Meter index

Type

Meter type

Denomination

Denomination of meter spin.

## 7.6 Summary

This tab contains software and game information as well as some of the selected options for the final review.

**Initial Setup** START - Enter tab, toggle checkbox  
BET - Exit tab (go level up)  
HOLD 1 - Prev value in list, HOLD 2 - Next value in list  
HOLD 3 - Prev tab or item, HOLD 4 - Next tab or item  
TEST, OWNER KEY - Save changes and exit

Diamond Games Premium EXPO Version 1.9.0.0 Number: 0

Regional	Machine	Games	Hardware	Summary
----------	---------	-------	----------	---------

<b>Software</b>	<b>System</b>		
	Boot Version:	1.0	
	OS Version:	UNDEFINED	
	Serial Number:	DS000000	
	Primary Flash MD5:	UNDEFINED	
	<b>Application</b>		
	Name:	Diamond Games Premium EXPO	
	Version:	1.9.0.0	
	Executable MD5:	CC22B6ADBB0154E7F1D0C9D3FF42898B	
	<b>Activation</b>		
	Rent Mode:	yes	
	Remaining Time:	4095 days 23 hours 38 minutes	
	<b>Games</b>		
	<b>Name</b>	<b>Version</b>	<b>Percentage</b> <b>MD5 Digest</b>
	Burning Fruits		95.66%    452970B315BC91B572F5EB0A2A6B626C
	Trophy Hunter		92.23%    FDF92D1528A576F5AF55FFBCFBA60D2E
	History of Aviator		92.05%    12AB0731D3EC4BC37F088A6B6D0226BE
	The Golden Fleece		92.17%    B125B32D57BB6354866528285F652E7C
	Diamond Poker		97.45%    02450B8BDF34D7646D3D39843234BDF2
	Neptune Treasure		92.05%    12AB0731D3EC4BC37F088A6B6D0226BE
	Secrets of Alchemy		92.23%    FDF92D1528A576F5AF55FFBCFBA60D2E
	Forever Hot		95.36%    E99CE817CF3DD53A371E98DA84FDF4A0
	<b>Average Theoretical Payout</b>		93.65%

Figure 8: Initial Setup, Summary tab

### 7.6.1 Software

---

### System

Boot Version	Version of the bootloader
OS Version	Operating system version
Serial Number	Unique serial number of the system
Primary Flash MD5	MD5 digest of primary CompactFlash card

### Application

Name	Application name
Version	Software version
Executable MD5	MD5 digest of executable file

### Games

Name	Game name
Version	Version of game resources
Percentage	Theoretical payout percentage of the game
MD5 Digest	MD5 digest of the pay table file
Average Theoretical Payout	Average theoretical payout for machine

## 7.6.2 Machine

### Denomination

Denomination	Base credit denomination value
--------------	--------------------------------

### Paylines

Reels Games	Paylines available for selection in reels games
Fruits Games	Paylines available for selection in fruits games

### Bets

Available Bets per Line	Bets per line available for selection in fruits and reels games
Available Poker Bets	Bets available for selection in poker games
Total Bet Limit	Total bet limit for all games
Fruits Games	Range of bets available for fruits games
Reels Games	Range of bets available for reels games
Poker Games	Range of bets available for poker games

### Limits

Win Log Limit	Winnings that exceed this value will be added to the Win Log
Game Win Limit	Winnings that exceed this value will be automatically handpaid

## 7.6.3 Jackpot

### General

Connected and Available	“Yes” if machine is connected to the jackpot network, and configured correctly
Allowed Bets	Range of allowed bets, for machine to participate in the jackpot

### Configuration

Initial Restart Values	Display initial values for progressive levels
Restart Values	Display further restart values for progressive levels including deviation

---

## 7.6.4 Regional

### Currency

Currency	Currency string
----------	-----------------

### Date and Time

Date and Time	Current date and time
---------------	-----------------------

## 7.6.5 Hardware

### Peripherals

Bill Acceptor	Detected Bill Acceptor device model and version
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Coin Acceptor	Selected Coin Acceptor device model
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Coin Hopper	Selected Coin Hopper device model
-------------	-----------------------------------

Ticket Printer	Ticket printer device model
----------------	-----------------------------

**NOTE:** Currently not supported by the software.

Touchscreen	Detected Touchscreen device model and version
-------------	---

## 8 General Service and Setup Menu

To enter General Service and Setup Menu press TEST BUTTON, turn mechanical OWNER KEY or insert digital OWNER KEY (if applicable) into the reader from the Game Selector in multi-game machine or Main Game in single-game machine.

**NOTE:** During demo mode it is not possible to enter General Service and Setup Menu, press any button on the game panel to exit demo mode!

**NOTE:** Setup tab and overall accounting meter values are only available if current value of available credits is zero!

### 8.1 Summary

Summary tab contains all the same information as the Summary tab in Initial Setup Menu.

### 8.2 Statistics

#### 8.2.1 General Statistics

General Statistics contains basic information of cash flow and number of games played and won.

<b>Total Credits In</b>	Total amount of cash inserted into machine
<b>Total Credits Out</b>	Total amount of cash paid out be the machine
Physical Payout %	Total Credits Out / Total Credits In
<b>Total Credits Wagered</b>	Cash amount wagered in games
<b>Total Credits Won</b>	Cash amount won in games
Current Game Payout %	Total Credits Won / Total Credits Wagered
<b>Main Games Played</b>	Total number of main games played (does not include number of bonus games, freespins and gamble games played)
<b>Main Games Won</b>	Total number of main games won (does not include number of bonus games, freespins and gamble games won)
<b>Available Credits</b>	Number of credits currently available to the played
<b>Period Meters Last Reset</b>	Date and time of last period meters reset.
<b>Reset Period Meters...</b>	By pressing this button, system will reset all the period meters to zeroes.

#### 8.2.2 Accounting Statistics

Accounting Statistics contains detailed information of cash flow.

<b>Total Credits In</b>	Total amount of cash inserted into machine
Credits In From Bills	Cash accepted from Bill Acceptor
Credits In From Coins	Cash accepted from Coin Acceptor
Remote In	Amount cash inserted using Remote Input function
<b>Total Credits Out</b>	Total amount of cash paid out be the machine
Handpaid Credits	Amount of cash hand paid by the operator



Hopper Out	Cash paid out by the Coin Hopper
<b>Total Credits Wagered</b>	Cash amount wagered in games
<b>Total Credits Won</b>	Cash amount won in games
<b>Profit</b>	Profit of the machine (Total Credits Wagered – Total Credits Won)
<b>Hopper Dump Coins</b>	Number of coins that has been dumped from Coin Hopper diagnostics menu
Physical Payout %	Total Credits Out / Total Credits In
Current Game Payout %	Total Credits Won / Total Credits Wagered

### 8.2.3 Bill Acceptor Statistics

Bill Acceptor Statistics contains detailed information of bills accepted on each channel, as well as total number of cash accepted from Bill Acceptor.

Column	Description
Channel	Channel number
Bill	Value of bill on current channel.
Accepted	Number of bills accepted on current channel.
Credits In	Total number of cash accepted on current channel.

### 8.2.4 Coin Acceptor Statistics

Coin Acceptor Statistics contains detailed information of coins accepted on each channel, as well as total number of cash accepted from Coin Acceptor.

Column	Description
Channel	Channel number
Coin	Value of coin on current channel.
Accepted	Number of coins accepted on current channel.
Credits In	Total number of cash accepted on current channel.

### 8.2.5 Access Statistics

Access Statistics contains accumulated values (overall and period) of door opens.

Main Door	Number of times main door was opened.
Logicbox Door	Number of times logicbox door was opened.
Billbox Door	Number of times billbox door was opened.
Dropbox Door	Number of times dropbox door was opened.

### 8.2.6 Main Game Statistics

Main Game Statistics contains extended information about game play. This statistics can be used to monitor several game parameters and to analyze player preferences.

## 8.2.7 Jackpot Client Statistics

This tab contains jackpot win information on current machine.

Column	Description
#	Jackpot level number
Cash Won	Cash won by hitting particular level
Hits	Number of hits

## 8.2.8 Jackpot Server Statistics

If applicable (machine is configured as Jackpot Server) this tab contains cumulative jackpot statistics, as well as per peer statistics.

### Jackpot Server Statistics

Column	Description
#	Jackpot level number
Current Value	Current jackpot level value
Hidden Value	Hidden value accumulated for current level
Cash Won	Total cash won by all peers by hitting current level
Hits	Total number of current level hits by all peers

### Peer Statistics

Each page contains 10 peer entries, to switch between pages, “Prev Page” and “Next Page” buttons should be used.

Column	Description
#	Nr.
Serial Number	Client machine serial number
Cash Wagered	Total amount of cash wagered on the machine
Cash Won	Total cash won from winning jackpot
Hits	Total number of jackpot hits

## 8.3 History

### 8.3.1 Bill Log

Bill Log contains information about last 20 inserted bills.

Column	Description
#	Event number
Date/Time	Date and time when credits were added.
Value	Amount of cash that was added.
Channel	Bill Acceptor channel number

### 8.3.2 Coin Log

Coin Log contains information about last 20 inserted coins.

Column	Description
#	Event number
Date/Time	Date and time when credits were added.
Value	Amount of cash that was added.
Channel	Coin Acceptor channel number

### 8.3.3 Remote Input Log

Remote Input Log contains a list of 20 last remote input events (using CROUPIER or CASHIER keys).

Column	Description
#	Event number
Date/Time	Date and time when credits were added.
Value	Amount of cash that was added.

### 8.3.4 Payout Log

Payout Log contains a list of 20 last payout events.

Column	Description
#	Event number
Date/Time	Date and time when payout event occurred.
Value	Amount of cash that was paid out in currency.
Type	Type of the payout event
<ul style="list-style-type: none"> <li>• Hand pay</li> <li>• Coin Hopper</li> </ul>	<ul style="list-style-type: none"> <li>Hand paid by the cashier</li> <li>Paid out by coin hopper</li> </ul>

### 8.3.5 Access Log

Access Log contains list of 20 access events.

Column	Description
#	Event number
Date/Time	Date and time when access was granted.
Door/Access Level	Door name that was opened or access level that was granted.
<i>Access Levels</i>	
<ul style="list-style-type: none"> <li>• OWNER</li> <li>• RENTIER</li> <li>• CASHIER</li> <li>• CROUPIER</li> </ul>	<ul style="list-style-type: none"> <li>Owner access level was granted.</li> <li>Rentier access level was granted.</li> <li>Cashier access level was granted.</li> <li>Croupier access level was granted.</li> </ul>
<i>Doors</i>	
<ul style="list-style-type: none"> <li>• MAIN DOOR</li> <li>• BILLBOX DOOR</li> <li>• LOGBOX DOOR</li> </ul>	<ul style="list-style-type: none"> <li>Main door was opened.</li> <li>Billbox door was opened.</li> <li>Logicbox door was opened.</li> </ul>

- 
- DROPBOX DOOR      Dropbox door was opened.
- 

### 8.3.6 Error Log

Error Log contains a list of last 50 error conditions. Each page contains 10 errors, to switch between pages, “Prev Page” and “Next Page” buttons should be used.

Column	Description
#	Error number
Date/Time	Date and time when error condition was raised or reset.
Severity	Severity of the error
<ul style="list-style-type: none"> <li>• FATAL</li> </ul>	Fatal error – can only be cleared by performing RAM clear operation or replacing broken/malfunctioning hardware parts.
<ul style="list-style-type: none"> <li>• CRITICAL</li> </ul>	Critical error – this type of errors can only be reset with some event in the system, for example, door opened error can only be reset by closing corresponding door.
<ul style="list-style-type: none"> <li>• WARNING</li> </ul>	Warning message informs player/operator about some non-critical event in the system, like hopper level low.
<ul style="list-style-type: none"> <li>• NORMAL</li> </ul>	Normal error – can be reset with TEST button or CASHIER key.
<ul style="list-style-type: none"> <li>• BACKGROUND</li> </ul>	Background errors are not shown on the display, but are added silently to the Error Log.
Code	Code of the error
Condition	State of the error
<ul style="list-style-type: none"> <li>• Raised</li> </ul>	Indicated that the error condition occurred.
<ul style="list-style-type: none"> <li>• Reset</li> </ul>	Indicated that the error condition was reset.
Description	Textual description of error condition

### 8.3.7 Jackpot Log

Error Log contains a list of last 20 progressive jackpot wins.

Column	Description
#	Event number
Date/Time	Date and time when progressive jackpot won
Level	Jackpot level number
Win	Win amount in currency

## 8.4 Diagnostics

### 8.4.1 Coin Acceptor Test

General	
Coin Acceptor	Coin Acceptor model
Coin Acceptor Test Table	
Channel	Channel number
Coin	Coin value in currency

Accepted

Number of coins accepted in current diagnostics session

**NOTE:** Number of accepted coins is per diagnostics session, i.e. exiting and entering Coin Acceptor Diagnostics menu will reset these values to zero.

**WARNING:** Coins inserted during diagnostics are not accounted into any of accounting meters.

## Coin Acceptor Diagnostics

Diamond Poker Version 1.0.0.0 Number: 0

**START** - Press button  
**HOLD 1** - Next value, **HOLD 2** - Prev value,  
**HOLD 3** - Next component, **HOLD 4** - Prev component  
 Insert any key to exit.

### General

Coin Acceptor: NRI G-13 MFT

### Coin Acceptor Test

Channel	Coin	Accepted
0	1.00 Ls	0
1	0.00 Ls	0
2	0.00 Ls	0
3	0.00 Ls	0
4	0.00 Ls	0
5	0.00 Ls	0

Figure 9: Coin Acceptor Diagnostics

## 8.4.2 Bill Acceptor Test

Bill Acceptor Diagnostics is designed to detect and reinitialize Bill Acceptor device, as well as to test bill acceptance rate.

### General

Bill Acceptor

Displays currently installed and detected Bill Acceptor model and version.

**NOTE:** If Bill Acceptor device is not installed or not functioning correctly, this field will contain message

Restart Bill Acceptor...

By pressing this button system will try to auto-detect and reinitialize Bill Acceptor device.

**NOTE:** If after restarting Bill Acceptor, "Bill Acceptor" field does not contain valid model and version, this means that Bill

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Acceptor device is damaged or is not connected properly.

---

### Bill Acceptor Test Table

Channel	Channel number
Bill	Bill value in currency
Accepted	Number of bills accepted in current diagnostics session <b>NOTE:</b> Number of accepted bills is per diagnostics session, i.e. exiting and entering Bill Acceptor Diagnostics menu will reset these values to zero. <b>WARNING:</b> Bills inserted during diagnostics are not accounted into any of accounting meters.

## Bill Acceptor Diagnostics

Diamond Games I Version 1.1.0.1 Number: 0

**START** - Press button  
**HOLD 1** - Next value, **HOLD 2** - Prev value,  
**HOLD 3** - Next component, **HOLD 4** - Prev component  
 Insert any key to exit.

### General

Bill Acceptor: Bill Acceptor Emulator 1.0

Restart Bill Acceptor

### Bill Acceptor Test

Channel	Bill	Accepted
0	5.00 Ls	0
1	10.00 Ls	0
2	20.00 Ls	0
3	50.00 Ls	0
4	100.00 Ls	0
5	0.00 Ls	0
6	0.00 Ls	0
7	0.00 Ls	0

Figure 10: Bill Acceptor Diagnostics

### 8.4.3 Ticket Printer Test

Ticket Printer devices are not currently supported by the software.

### 8.4.4 Coin Hopper Test

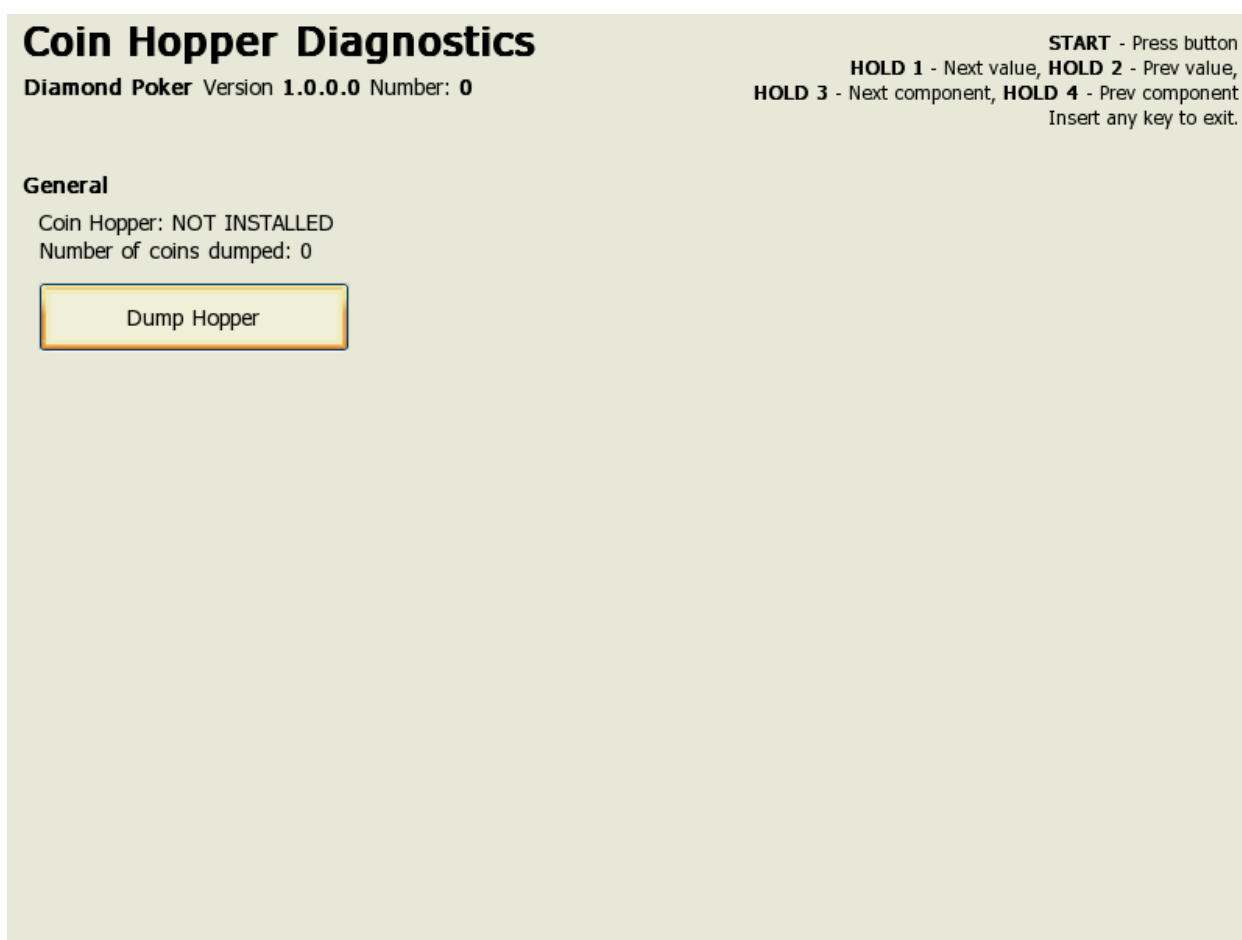
Coin Hopper Diagnostics

---

### General

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Coin Hopper	Coin Hopper model
Number of coins dumped	Number of coins dumped <b>NOTE:</b> Number of coins dumped is per diagnostics session, i.e. exiting and entering Coin Hopper Diagnostics will reset this value to zero.
Dump Hopper	Start dumping of coins from the hopper. Dump will be finished when hopper is empty or if operator exits from this diagnostics menu. Number of coins dumped will be added to the “Hopper Dump Coins” meter, which can be accessed from Statistics > Accounting menu.



**Figure 11: Coin Hopper Diagnostics**

### 8.4.5 Buttons and Lamps Test

Input/Output Diagnostics is designed for testing of game panel buttons and lamps, top lights and TEST button.

Pressing button on the game panel or on the screen will change the state of the corresponding lamp. Lamps and top lights have four states – “on”, “blink”, “inverted blink” and “off”. Pressing HOLD1 button on the panel will also change the state of the PAYOUT top light, HOLD2 will change the state of the ERROR top light.

**NOTE:** CALL ATTENDANT lamp and top light have only two states – “on” and “off”.

**NOTE:** AUTOPLAY lamp can be tested only within the game, i.e. pressing AUTOPLAY button would not toggle state of the lamp in this testing menu.

## Input/Output Diagnostics

Diamond Poker Version 1.0.0.0 Number: 0

Press button on the touch screen or on the button panel to toggle corresponding lamp state. HOLD1 and HOLD2 would also toggle state of the PAYOUT and ERROR top lights respectively. Insert any key to exit.

**Lamps**

HELP	BET 1	BET 2	BET 3	BET 4	BET 5	BET	MAX BET
PAYOUT GAME SELECT	HOLD 1	HOLD 2	HOLD 3	HOLD 4	HOLD 5	START	AUTOPLAY

**Toplights**

ERROR TOPLIGHT	PAYOUT TOPLIGHT
----------------	-----------------

**Buttons**

PAYOUT:	no	HOLD 1:	no	BET 1:	no
START:	no	HOLD 2:	no	BET 2:	no
HELP:	no	HOLD 3:	no	BET 3:	no
BET:	no	HOLD 4:	no	BET 4:	no
MAX BET:	no	HOLD 5:	no	BET 5:	no
CALL ATTENDANT:	no				
AUTOPLAY:	no				

**Figure 12: Input/Output Diagnostics**

### 8.4.6 Display and Touch Screen Test

Display and Touch Screen Diagnostics can be used to test and adjust color and geometry of the display device.

If Touch Screen is connected, touching the panel will move the pointer on the screen.



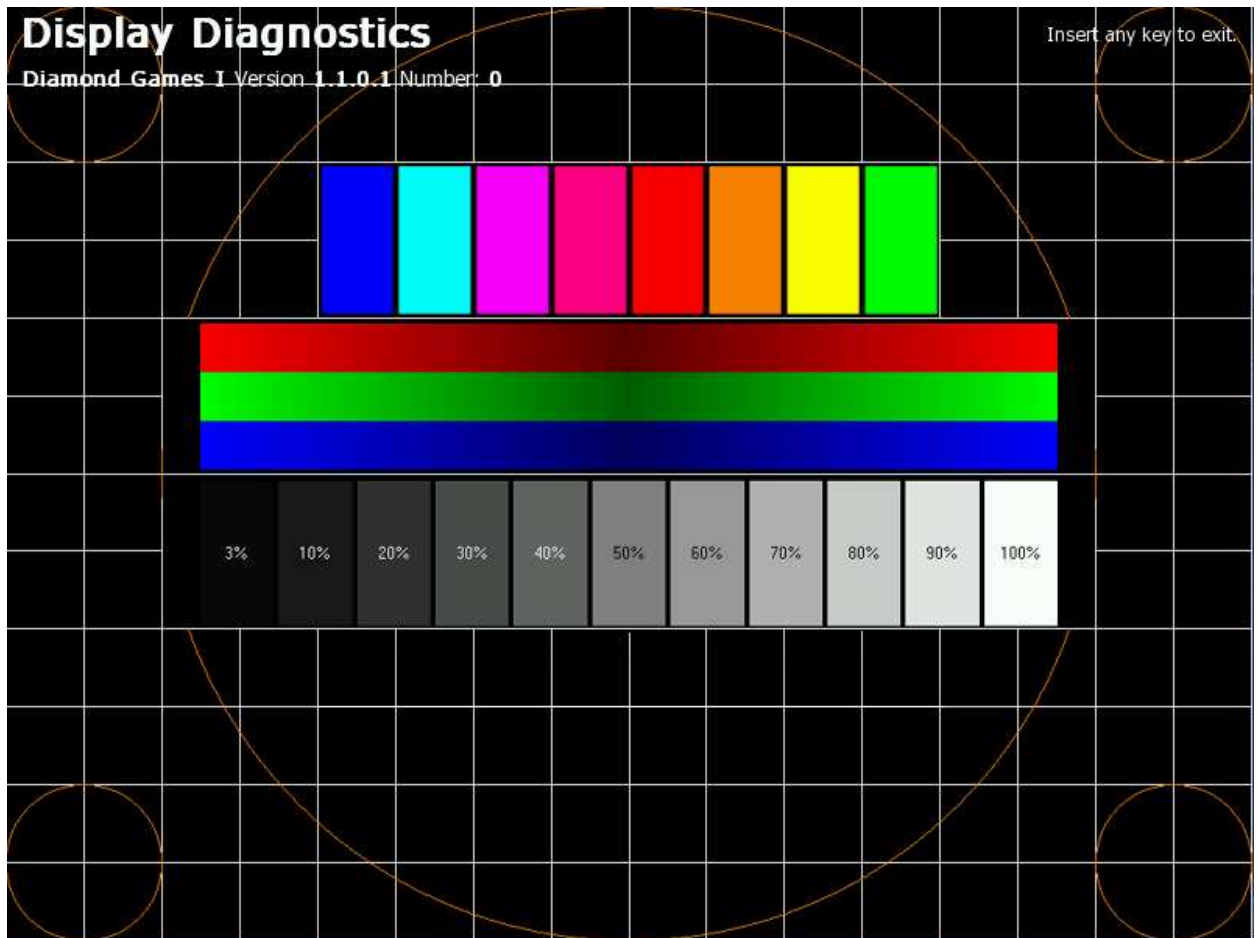


Figure 13: Display and Touch Screen Diagnostics

### 8.4.7 Hardware Monitoring

This tab contains information about system health status – including CPU and system temperatures, FAN rotation speed and voltage levels.

### 8.4.8 Sound Test

Sound Volume	Current sound volume level
Test Both Channels	Play test sound on both channels
Test Left Channel	Play test sound on the left channel
Test Right Channel	Play test sound on the right channel

## 8.5 Setup

### 8.5.1 Limits Setup

#### Cash Limits

Cash Limit	Maximum amount of cash that can be available to the player If number of available credits exceeds this limit (either by winning in the game, or by inserting bill or coin), hand pay event will be triggered.
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	<ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 100.00</li> <li>• 1000.00</li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> <li>• 100000000.00</li> </ul>
Cash In Limit	<p>Maximum amount of cash that can be inserted into machine. When number of available credits exceeds this limit, all the acceptor devices, including Coin and Bill Acceptors will be disabled. As well as Remote Input menu would not allow to add additional credits.</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 100.00</li> <li>• 1000.00</li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> <li>• 100000000.00</li> </ul> <p><b>NOTE:</b> Bill and Coin Acceptors will be disabled if addition of any coin/bill would cause number of available credits to overflow current limit.</p>
Remote Input Limit	<p>Maximum amount of cash that can be entered using Remote Input Menu</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• 100.00</li> <li>• 1000.00</li> <li>• <b>10000.00</b></li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> <li>• 100000000.00</li> </ul>
Hopper Payout Limit	<p>Maximum number of coins that can be paid out via Coin Hopper. If Limit is disabled, machine will try to payout all credits via hopper.</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 5</li> <li>• 10</li> <li>• 20</li> <li>• 30</li> <li>• 40</li> <li>• 50</li> <li>• 100</li> <li>• 150</li> </ul>

- 200
- 250
- 300
- 350
- 400
- 450
- 500

<b>Gamble Limits</b>	Limits below apply to gamble game, if it is enabled
Hit Limit	<p>Maximum number of consequent wins in gamble game. If disabled, there will be no hit limit for gamble game.</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• 5</li> <li>• <b>10</b></li> <li>• 20</li> <li>• 30</li> <li>• 40</li> <li>• 50</li> </ul>
Bet Limit	<p>Maximum number of credits that can be bet in gamble game. If disabled, there will be no bet limit for gamble game.</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• 100</li> <li>• 500</li> <li>• 1000</li> <li>• 5000</li> <li>• <b>10000</b></li> <li>• 50000</li> <li>• 100000</li> <li>• 500000</li> <li>• 1000000</li> <li>• 5000000</li> <li>• 10000000</li> <li>• 50000000</li> <li>• 100000000</li> </ul>

### 8.5.2 Game Setup

This menu is designed to enable/disable games in multi game machines. Depending on the game set, this menu will contain list of games in the machine. To enable game, place a mark in corresponding checkbox next to the game name. Disabled games logos will appear grayed in the game selector menu.

#### **Games Enabled**

Game Name	<ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
-----------	--

### 8.5.3 Machine Setup

This menu is designed to setup various machine parameters.

<b>Payout</b>	
Enable Partial Payout	<p>If checked and Coin Hopper is enabled, credits below “Hopper Payout Limit” will be paid out by Coin Hopper, remaining credits will be hand paid.</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
Hand Pay Hopper Remaining Amount	<p>If checked and Coin Hopper is enabled, credits that can not be paid by coin hopper will be hand paid.</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
<b>Game</b>	
Enable Autostart	<p>Enable or disable “automatic play” feature. When enabled, player can press AUTOSTART button and machine will play automatically (including bonus and freespins games).</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul> <p><b>NOTE:</b> When playing with autostart turned on, machine would not enter the gamble game.</p>
Max Bet Starts Reels	<p>When checked, pressing MAX BET button would also start spinning of the reels.</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
Auto Adjust Total Bet	<p>When checked, machine will automatically adjust total bet when number of available credits is less then the current total bet. If not checked, current total bet will not be altered.</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
Enable Gamble	<p>Enable or disabled gamble feature.</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
Autoplay Feature	<p>When disabled player has to press START button after entering bonus or freespins game</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
Allow stop reels manually	<p>When checked player is allowed to stop specific reel by pressing buttons HOLD1...HOLD5 or to stop all the reels by pressing START button.</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>
<b>Other</b>	
Sound Volume	<p>Sound volume level for the game</p> <ul style="list-style-type: none"> <li>• Muted</li> <li>• 1%</li> <li>• 2%</li> </ul>

---

	<ul style="list-style-type: none"> <li>• 3%</li> <li>• 4%</li> <li>• 5%</li> <li>• 10%</li> <li>• 20%</li> <li>• 30%</li> <li>• 40%</li> <li>• 50%</li> <li>• 60%</li> <li>• 70%</li> <li>• 80%</li> <li>• 90%</li> <li>• <b>100%</b></li> </ul>
Screen Saver Wait Time	<p>Number of minutes before starting of demonstration play. Demonstration is started only when number of available credits is zero.</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• 1 minute</li> <li>• 5 minutes</li> <li>• <b>10 minutes</b></li> <li>• 15 minutes</li> <li>• 20 minutes</li> </ul>
Enable Sound in Demo Mode	<p>Enable or disable sound during demonstration play</p> <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• Enabled</li> </ul>

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### 8.5.4 Remote Input Setup

This tab is used to configure remote input functionality.

---

Enable Remote Input	<p>If checked, remote input menu will be available when CROUPIER or CASHIER key is inserted.</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
Remote In Amount 1...4	<p>Amount of credits to be added by pressing corresponding button in Remote Input Menu.</p> <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>1.00 (1)</b></li> <li>• <b>10.00 (2)</b></li> <li>• <b>100.00 (3)</b></li> <li>• <b>1000.00 (4)</b></li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> <li>• 100000000.00</li> </ul>

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Handpay from Remote In Menu	When checked, hand pay button will be available within Remote Input menu. <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
-----------------------------	--

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### 8.5.5 Date and Time Setup

Date and time configuration tab.

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#### Date

Current Date	Current date
Set Date...	Opens dialog to set current date

---

#### Time

Current Time	Current time
Set Time...	Opens dialog to set current time

---

### 8.5.6 Bill Acceptor Setup

This menu allows operator to enable/disable Bill Acceptor as well as individual bill channels.

---

#### General

Enable Bill Acceptor	If checked, bill acceptor will accept bills. <ul style="list-style-type: none"> <li>• Disabled</li> <li>• Enabled</li> </ul> <p><b>NOTE:</b> If all of the bill acceptor channels are disabled, bill acceptor will be disabled.</p>
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Manufacturer / Model	Type of detection Bill Acceptor device
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---

#### Bill Configuration

Channel 0...15	Bill channel number. When checked, Bill Acceptor will be enabled to accept bill on this channel. <ul style="list-style-type: none"> <li>• Disabled</li> <li>• Enabled</li> </ul> <p><b>NOTE:</b> If bill value was configured as zero in initial setup, Bill Acceptor would not acceptor bills on this channel.</p>
Value 0...15	Value of bill on specified channel

---

### 8.5.7 Coin Acceptor Setup

This menu allows operator to enable/disable Coin Acceptor as well as individual coin channels.

---

#### General

Enable Coin Acceptor	If checked, coin acceptor will accept coins. <ul style="list-style-type: none"> <li>• Disabled</li> <li>• Enabled</li> </ul> <p><b>NOTE:</b> If all of the coin acceptor channels are disabled, coin acceptor will be disabled.</p>
----------------------	---

Type	Type of configured Coin Acceptor
------	----------------------------------

---

---

### Coin Configuration

---

Channel 0...5	Coin channel number. When checked, Coin Acceptor will be enabled to accept coins on this channel. <ul style="list-style-type: none"> <li>• Disabled</li> <li>• Enabled</li> </ul> <b>NOTE:</b> If coin value was configured as zero in initial setup, Coin Acceptor would not acceptor coins on this channel.
Value 0...5	Value of coin on specified channel

### 8.5.8 Coin Hopper Setup

This menu allows operator to enable/disable Coin Hopper.

---

#### General

Enable Coin Hopper	If checked, coin hopper will be enabled to process payout requests. <ul style="list-style-type: none"> <li>• Disabled</li> <li>• Enabled</li> </ul>
Type	Type of Coin Hopper that was configured during initial setup
Coin Value	Single coin value

### 8.5.9 Touch Screen Setup

This menu allows to setup touch screen device. Currently system supports ELO-compatible serial and USB touchscreens. For serial touchscreens COM2 port on the backplane should be used, for USB devices any USB port can be used on the backplane. When touchscreen is enabled, system will automatically detect connected device and its model.

---

#### General

Enable Touchscreen	Enables touch screen device auto-detection.
Autodetect Touchscreen	Enable touchscreen device auto detection (if applicable)
Type	Manual touchscreen device type selection <ul style="list-style-type: none"> <li>• <b>ELO Serial Touchscreen</b></li> <li>• USB HID Touchscreen</li> <li>• GeneralTouch Serial Touchscreen</li> </ul>
Manufacturer / Model	Connected device manufacturer and model
Connected	“Yes” if device is connected and detected properly

---

#### Configuration

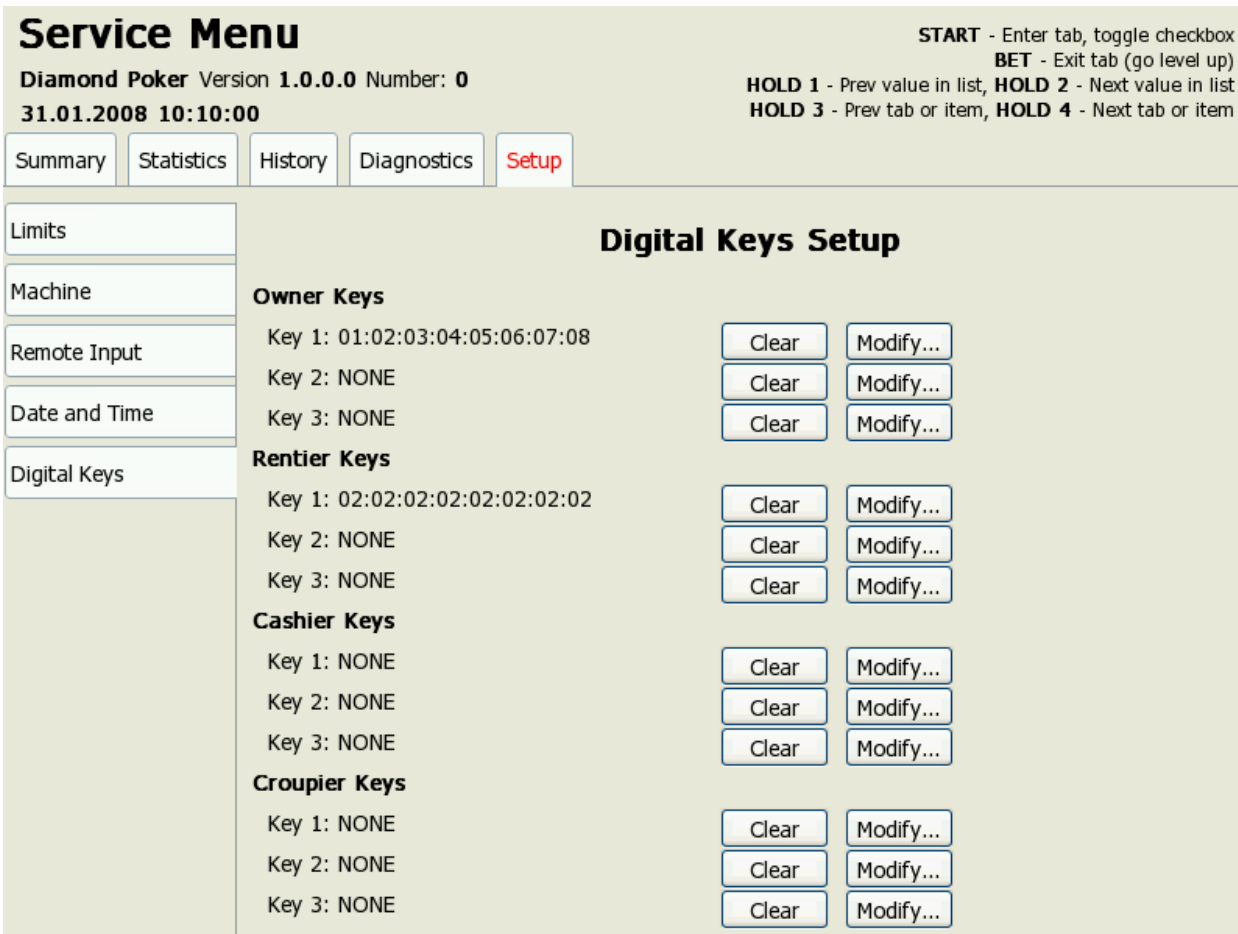
Swap Axes	Swaps input of X and Y axes
Invert X Axis	Inverts X coordinates received from the device
Invert Y Axis	Inverts Y coordinates received from the device <b>NOTE:</b> This option should be checked for most of the serial touch screen devices before testing or calibration
Calibrate and Test...	This button will appear on the screen, when touch screen device is detected. Follow on screen instructions to calibrate and test touch screen.

## 8.5.10 Digital Keys Setup

This menu is used to setup digital keys. Each access level can have up to three different digital keys associated with it.

To remove key from the access list, press “Clear” button next to key number.

To modify or add a new digital key, press “Modify...” button next to key number. Then the Digital Key Reader dialog will appear. Insert digital key and wait for its identification number to appear in the “ID” field. Press START button to accept newly inserted key or press BET to cancel changes.



**Service Menu** START - Enter tab, toggle checkbox  
BET - Exit tab (go level up)

Diamond Poker Version 1.0.0.0 Number: 0 HOLD 1 - Prev value in list, HOLD 2 - Next value in list

31.01.2008 10:10:00 HOLD 3 - Prev tab or item, HOLD 4 - Next tab or item

Summary Statistics History Diagnostics **Setup**

Limits

Machine

Remote Input

Date and Time

Digital Keys

### Digital Keys Setup

**Owner Keys**

Key 1: 01:02:03:04:05:06:07:08 Clear Modify...

Key 2: NONE Clear Modify...

Key 3: NONE Clear Modify...

**Rentier Keys**

Key 1: 02:02:02:02:02:02:02:02 Clear Modify...

Key 2: NONE Clear Modify...

Key 3: NONE Clear Modify...

**Cashier Keys**

Key 1: NONE Clear Modify...

Key 2: NONE Clear Modify...

Key 3: NONE Clear Modify...

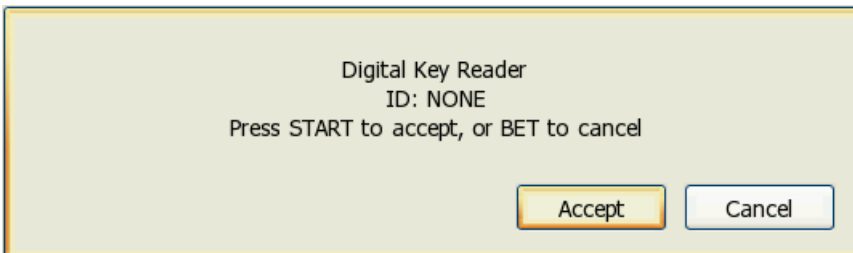
**Croupier Keys**

Key 1: NONE Clear Modify...

Key 2: NONE Clear Modify...

Key 3: NONE Clear Modify...

Figure 14: Digital Key Setup



Digital Key Reader  
ID: NONE  
Press START to accept, or BET to cancel

Accept Cancel

Figure 15: Digital Key Reader Dialog



## 8.5.11 SAS Setup

This menu contains options for machine configuration in Slot Accounting System (SAS) network.

---

### General

Enable	If checked, SAS communication will be enabled. <ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
Address	Machine address in SAS network
Set Address...	Opens dialog to set machine address
Funds Transfer Type	Specify fund transfer type <ul style="list-style-type: none"> <li>• <b>Disabled – funds transfer is disabled</b></li> <li>• EFT – Electronic Funds Transfer</li> <li>• AFT - Advanced Funds Transfer</li> </ul>

---

### Advanced Funds Transfer

Asset Number	Current asset number
Set Asset Number...	Opens asset number configuration dialog
Transaction Limit	Funds transfer limit for all transactions <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 1.00</li> <li>• 10.00</li> <li>• 100.00</li> <li>• 1000.00</li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> <li>• 100000000.00</li> </ul>

---

### Electronic Funds Transfer

Enable Payout to Machine	Enables host to payout funds from machine
Enable Payout to Host	Enables host to payout funds to the host
Cashable Input Limit	Limit for cashable funds transfer to machine <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 1.00</li> <li>• 10.00</li> <li>• 100.00</li> <li>• 1000.00</li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> </ul>
Non-cashable Input Limit	Limit for non-cashable funds transfer to machine <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 1.00</li> <li>• 10.00</li> <li>• 100.00</li> </ul>

---

	<ul style="list-style-type: none"> <li>• 1000.00</li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> </ul>
Promotional Input Limit	Limit for promotional funds transfer to machine <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 1.00</li> <li>• 10.00</li> <li>• 100.00</li> <li>• 1000.00</li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> </ul>
Payout To Host Limit	Limit for payouts to host <ul style="list-style-type: none"> <li>• <b>Disabled</b></li> <li>• 1.00</li> <li>• 10.00</li> <li>• 100.00</li> <li>• 1000.00</li> <li>• 10000.00</li> <li>• 100000.00</li> <li>• 1000000.00</li> <li>• 10000000.00</li> </ul>

---

### 8.5.12 Jackpot Client Setup

This menu contains options for jackpot client configuration (if applicable).

---

<b>Client</b>	
Floor Nr	Current machine floor number
State	State of the jackpot client
<b>Current Values</b>	
Level	Value of current jackpot level

---

### 8.5.13 Jackpot Server Setup

This menu contains options for jackpot server configuration.

---

<b>Current Values</b>	Display current jackpot values
Level	Value of current jackpot level

---

#### Peers

---

Accept New Peers	This checkbox should be marked for the server to listen and communicate with new client machines. During normal
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operation, when network is fully configured, this option should be unchecked.

Peer list is shown by 10 entries per page. To switch between pages “Prev. Page” and “Next Page” buttons should be used.

Column	Description
#	Nr.
State	Client state
Serial Number	Client machine serial number
Floor Nr	Client machine floor number, assigned by the operator
Authenticated	Yes means that client is accepted to work in current jackpot network configuration
Error	Current client error
Accept button	This button is shown when new client is connected to the server. While client is not accepted, it would not be able to participate in the jackpot.

### Service Menu

**Jewels Jackpot Server EXPO** Version 1.0.1.0 Number: 0  
19.06.2009 18:09:22

**START** - Enter tab, toggle checkbox  
**BET** - Exit tab (go level up)  
**HOLD 1** - Prev value in list, **HOLD 2** - Next value in list  
**HOLD 3** - Prev tab or item, **HOLD 4** - Next tab or item

Limits

Game Setup

Machine

Remote Input

Date and Time

Bill Acceptor

Coin Acceptor

Coin Hopper

Touchscreen

Digital Keys

SAS

Activation

Jackpot Client

Jackpot Server

### Jackpot Server Setup

**Current Values**

Diamond: 1000.0000 EUR  
 Ruby: 30.0000 EUR  
 Emerald: 3.0000 EUR

**Peers**

**Accept New Peers**

#	State	Serial Number	Floor Nr	Authenticated	Error
1	Ready	DS000000	0	Yes	No errors
2	Authenticating	DS000001	0	No	No errors

## 9 Game Menu

Game Menu is available only on multi game machines. To enter Game Menu, select desired game from the game selector screen, and then turn and release mechanical OWNER KEY or corresponding digital key.

### 9.1 General Statistics

This tab displays general statistics meters for selected game.

Theoretical Payout	Theoretical payout of current game
Games Played	Number of main games played in current game
Games Won	Number of main games won
Cash Won	Cash won in current game
Cash Wagered	Cash wagered in current game
Payout Percentage	Current payout percentage of current game
Average Bet	Average bet per game
Available Credits	Number of currently available credits to the player

### 9.2 Game Log

Game Log contains information about last 100 games, including main games, gamble games, free games and bonuses.

Game log entries can be scrolled by using “Prev Page” and “Next Page” buttons. Each game log entry contains following information:

- Type of game – Main game, Gamble game, Free game or Bonus;
- Date and time when game was started;
- Amount of credits, cash amount and denomination before game was start;
- Total bet (“Number of Lines” x “Bet per Line”) value when the game was started;
- Credits Won – number of credits won in current game;
- Payout – Cash amount that was paid out after current game;

By using “<” and “>” buttons it is possible to see all the winning combinations on every line and scatters that were triggered in current game.

## Service Menu

Aviator Version 1.6.0.0 Number: 0  
25.02.2008 18:46:41

Summary Statistics History Diagnostics

Bill Log  
Coin Log  
Remote In Log  
Payout Log  
Access Log  
Error Log  
Game Log

Prev Page **Game Log** Next Page

1. Main Spin Mon Feb 25 18:46:19 2008  
Before: 175200 / 1752.00 Ls / 0.01  
Total Bet = 900 (9 x 100)  
Credits won = 3000  
Payout: 0.00 Ls

Line 5: **AAA = 1000**  
Line 9: **JJJJ = 2000**



< >

Figure 16: Game Log

### 9.3 Win Log

Win Log contains information about up to 20 most recent games, where the winning exceeded Win Log Limit (configured in Initial Setup). Information provided for each game is identical to the Game Log.

### 9.4 Main Game Statistics

This statistics tab is identical to single game machine Main Game Statistics. (see Main Game Statistics section).

## 10 Remote Input and Payout

### 10.1 Remote Input Menu

Remote Input menu allows operator to increment amount of cash that will be available to the player.

To enter Remote Input Menu operator has to turn and hold CASHIER or CROUPIER mechanical key or insert and hold corresponding digital key.

Every Remote Input addition event is registered in log (see Remote Input Log section).

---

#### Credit Limits

Active Credit Limit	Maximum amount of cash that can be available to the player, zero means no limit
Remote In Limit	Cash amount that operator can insert in single turn
Available Credits	Number of credit in currency that is currently available to the player
Inserted Credits	Number of credit in currency that will be added to the available credits when operator confirms addition
Final Credits	Total number of credits in cash that will be available after operator accepts addition

---

Button	Function
PAYOUT	Handpay all the credits available to the player <b>NOTE:</b> To use handpay function from the remote menu, “Handpay from Remote Input Menu” options should be enabled (see Remote Input section).
HOLD1	Add specified amount of credits. Each amount can be set or disabled from the Service Menu > Setup > Remote Input
HOLD2	
HOLD3	
HOLD4	
BET	Reset number of credits pending for addition
START	Confirm that “Inserted Credits” amount will be added to available credits

---

## Credit Menu

Aviator Version 1.6.0.0 Number: 0  
26.02.2008 13:09:17



Remote In / Handpay

### Credit Limits

Active Credit Limit: 0.00 Ls  
Remote In Limit: 10000.00 Ls

### Buttons

PAYOUT Handpay **0.00** Ls  
HOLD1 Insert 1.00 Ls  
HOLD2 Insert 10.00 Ls  
HOLD3 Insert 100.00 Ls  
HOLD4 Insert 1000.00 Ls  
BET Reset inserted credits  
START Accept inserted key credits

### Available Credits

0.00 Ls

### Inserted Credits

0.00 Ls

### Final Credits

0.00 Ls

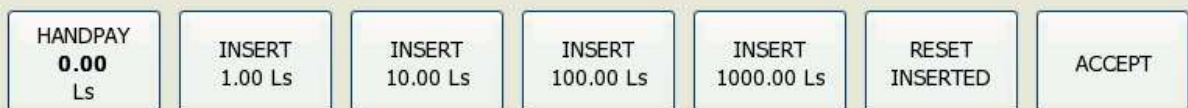


Figure 17: Remote Input Menu

## 10.2 Hand pay Dialog

Handpay dialog appears when user presses PAYOUT button and coin hopper payout function is disabled, or when payout amount is higher than coin hopper payout limit (see Limits Setup section). Handpay dialog will also appear when number of available credits exceeds cash limit (see Limits section). YELLOW top light will inform personnel about handpay event.

To reset Handpay event operator should turn and release CASHIER KEY or insert and remove corresponding digital key. Handpay events are registered in log (see Payout Log section).

Cash

Amount of cash pending for handpay



Figure 18: Handpay Dialog

### 10.3 Coin Hopper Payout Window

Coin Hopper Window will appear when during hopper payout process.

If hopper runs out of coins during payout process, corresponding error message will appear on the screen and payout process will be terminated. If Hand Pay Hopper Remaining option is enabled (see Game Setup

This menu is designed to enable/disable games in multi game machines. Depending on the game set, this menu will contain list of games in the machine. To enable game, place a mark in corresponding checkbox next to the game name. Disabled games logos will appear grayed in the game selector menu.

---

#### Games Enabled

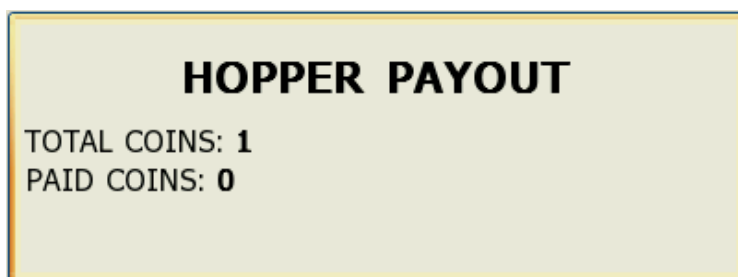
Game Name	<ul style="list-style-type: none"> <li>• Disabled</li> <li>• <b>Enabled</b></li> </ul>
-----------	--

---

Machine Setup section), remaining unpaid amount will be hand paid, otherwise machine will try to pay remaining amount by hopper.

Total Coins	Total number of coins for payout
Paid Coins	Number of coins that already have been paid out

---



**Figure 19: Coin Hopper Payout Window**



## 11 Error Messages

### 11.1 Error Screen

Error screen appears when error condition occurs in machine. Error conditions include door openings, communication failures with peripheral devices, internal program errors, RAM errors, etc.

Severity	Severity of the error
<ul style="list-style-type: none"> <li>FATAL</li> </ul>	Fatal error – can only be cleared by performing RAM clear operation or replacing broken/malfunctioning hardware parts.
<ul style="list-style-type: none"> <li>CRITICAL</li> </ul>	Critical error – this type of errors can only be reset with some event in the system, for example, door opened error can only be reset by closing corresponding door.
<ul style="list-style-type: none"> <li>WARNING</li> </ul>	Warning message informs player/operator about some non-critical event in the system, like hopper level low.
<ul style="list-style-type: none"> <li>NORMAL</li> </ul>	Normal error. Should be reset with TEST button or CASHIER key.
<ul style="list-style-type: none"> <li>BACKGROUND</li> </ul>	Background errors are not shown on the display, but are added silently to the Error Log.
Code	Code of the error
Description	Textual description of error condition
Action	Action that should be taken to reset/fix error.

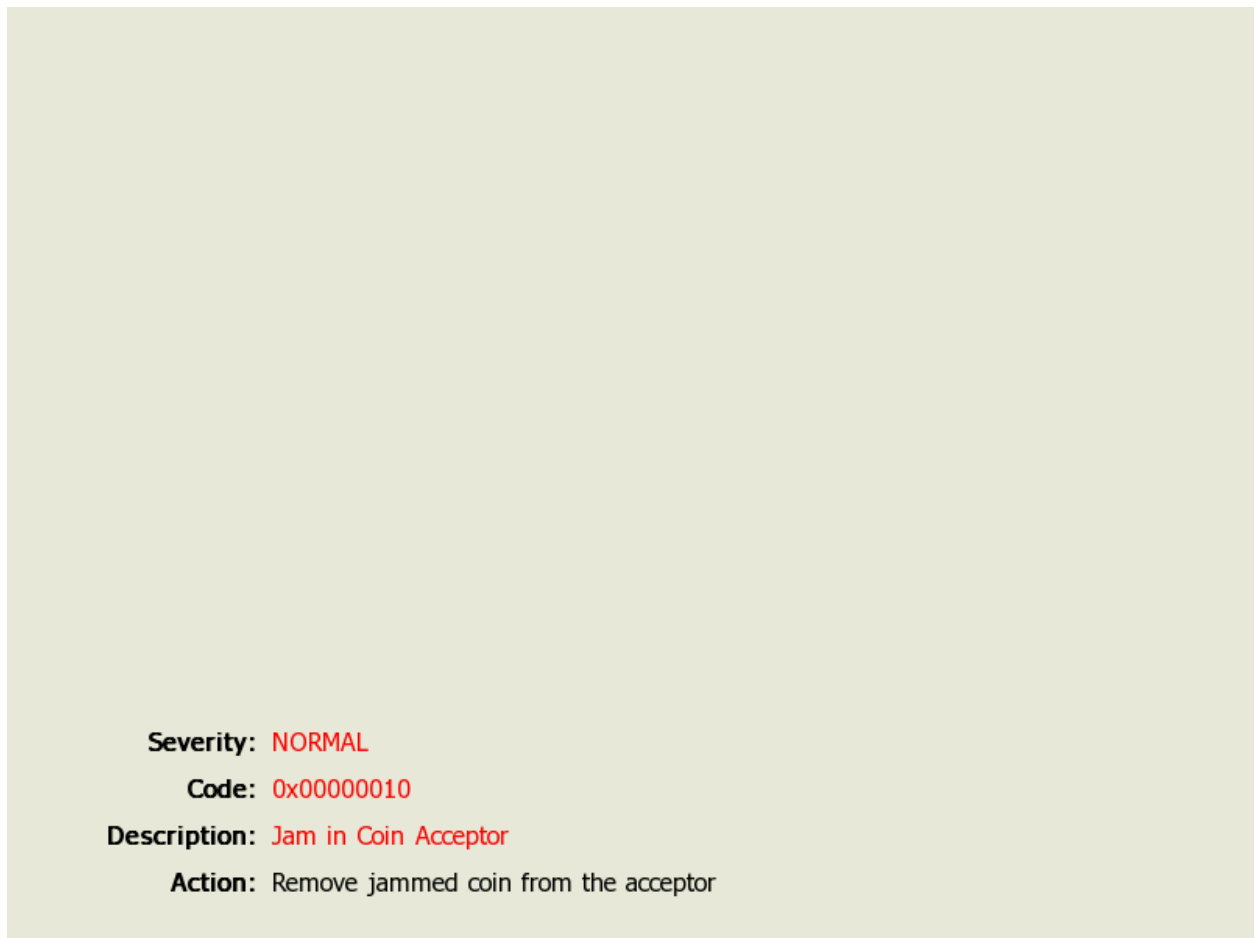


Figure 20: Error Screen

## 11.2 Table of Error Codes

Code	Severity	Description	Action
0x00000001	NORMAL	Bill acceptor disconnected	Check bill acceptor communications
0x00000002	CRITICAL	Bill acceptor cashbox is full	Remove bills from the cashbox
0x00000003	CRITICAL	A bill is jammed in the acceptor	Remove jammed bill from the acceptor
0x00000004	CRITICAL	Bill acceptor malfunction detected	
0x00000005	CRITICAL	Bill acceptor stacker is removed or not completely installed	Check if stacker is installed correctly
0x00000006	CRITICAL	Error in the bill acceptor firmware occurred	Restart bill acceptor or perform firmware consistency check
0x00000007	CRITICAL	Bill acceptor motor failure	Check bill acceptor motor

0x00000008	CRITICAL	Bill Acceptor cashbox is not ready	Check cashbox
0x00000009	CRITICAL	Bill Acceptor validator head is removed or wrong type is installed	Replace or repair validator head
0x0000000A	NORMAL	Fraud bill inserted	
0x0000000B	NORMAL	An undefined error occurred in Bill Acceptor	Replace or repair bill acceptor
0x00000010	NORMAL	Jam in Coin Acceptor	Remove jammed coin from the acceptor
0x00000012	NORMAL	Strim attempt in Coin Acceptor	Check the coin acceptor
0x00000014	NORMAL	Coin hopper is empty	Refill hopper
0x00000015	NORMAL	Coin hopper timeout	Check hopper communication
0x00000016	NORMAL	Coin hopper output switch malfunction	Check coin hopper output switch
0x00000017	NORMAL	Jam in Coin Hopper	Remove jammed coin from the hopper
0x00000018	NORMAL	Coin hopper is disconnected	Check if coin hopper is installed correctly
0x0000001B	FATAL	RAM consistency check failed	RAM clear is required
0x0000001D	FATAL	RAM write error occurred	RAM Clear is required
0x0000001E	FATAL	Hardware meter memory is corrupted	RAM Clear is required
0x0000001F	NORMAL	Coin hopper memory is corrupted	RAM Clear is required
0x00000020	NORMAL	Real time clock error	Set date and time
0x00000021	FATAL	I/O board address capture error	Replace or repair I/O board
0x00000022	FATAL	One or more I/O board powerup tests failed	Replace or repair I/O board
0x00000024	CRITICAL	Main door opened	Close main door
0x00000025	CRITICAL	Bill box door opened	Close bill box door
0x00000026	CRITICAL	Drop box door opened	Close drop box door
0x00000027	CRITICAL	Logic box door opened	Close logic box door
0x00000028	NORMAL	Backup battery voltage level is low	Replace backup battery
0x00000029	NORMAL	Hardware meters are disconnected	Check if hardware meters are connected properly

0x0000002A	NORMAL	Security MCU timeout	Check motherboard, I/O and backplane connections
0x0000002B	FATAL	AC power failure	Turn Cashier key or press Test button to continue
0x0000002C	NORMAL	Main door was opened	Turn Cashier key or press Test button to continue
0x0000002D	NORMAL	Bill box door was opened	Turn Cashier key or press Test button to continue
0x0000002E	NORMAL	Drop box door was opened	Turn Cashier key or press Test button to continue
0x0000002F	NORMAL	Logic box door was opened	Turn Cashier key or press Test button to continue
0x00000030	FATAL	RAM software version check failed	RAM clear is required
0x00000031	NORMAL	Internal NVRAM memory is corrupted	Turn Cashier key or press Test button to continue
0x00000032	FATAL	Security MCU flash memory consistency check failed	Turn Cashier key or press Test button to continue
0x00000033	CRITICAL	Disconnected from jackpot network	Check jackpot network connection
0x00000034	CRITICAL	Machine is not authenticated in jackpot network	Authenticate machine in jackpot network master
0x00000035	CRITICAL	Jackpot is not initialized	Check jackpot network connection
0x00000036	CRITICAL	Incompatible jackpot version	Machine is connected to an incompatible jackpot network
0x00000037	CRITICAL	Machine is connected to an invalid jackpot network	RAM Clear and authentication in the network is required

**Table 3: Error codes**