

Diamond Games Premium VI

Setup and Service Menu Manual

Revision 1.0

Applicable to:

- 1) Diamond Games Premium VI 1.1.0.0 and higher;

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2 Revision History

Version	Date	Author	Description
1.0	2012.10.04	DLV	Initial document release

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!

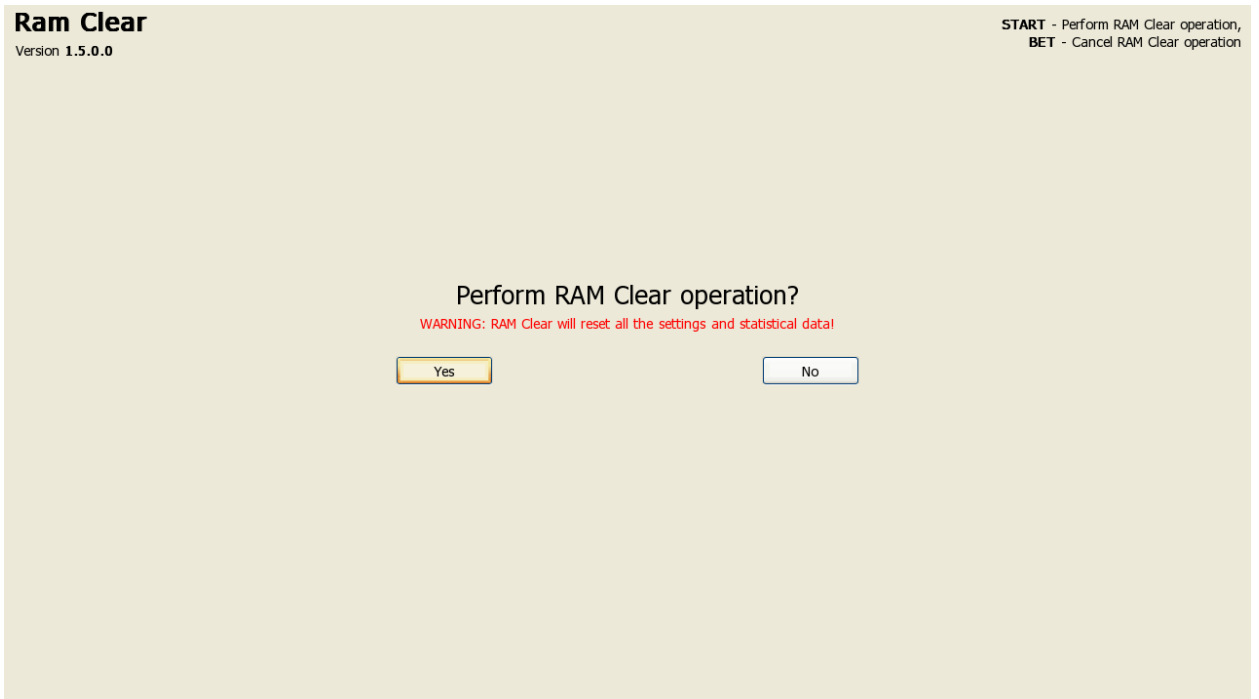


Figure 1: Ram Clear confirmation screen

4 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.

4.1 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

4.2 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

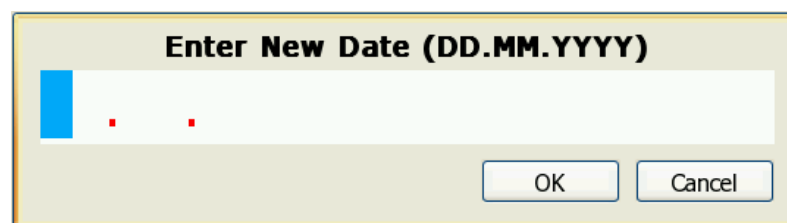


Figure 2: Date Input Dialog

4.3 Digital and Mechanical Keys

Digital and mechanical can have 4 different access levels.

Access Level	Description
OWNER	Owner key gives access to the setup and service menu – overall and period statistics; period meter reset function, history, diagnostics and setup. NOTE: 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 1: Digital and Mechanical Key Access Levels

5 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 Menu
Diamond Games Premium VI EXPO Version LV1.1.0.0
Serial Number: D5000000

General
START - Enter, 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:

-

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

Number of retries left: 4

Figure 3: Activation

6 Initial Setup Menu

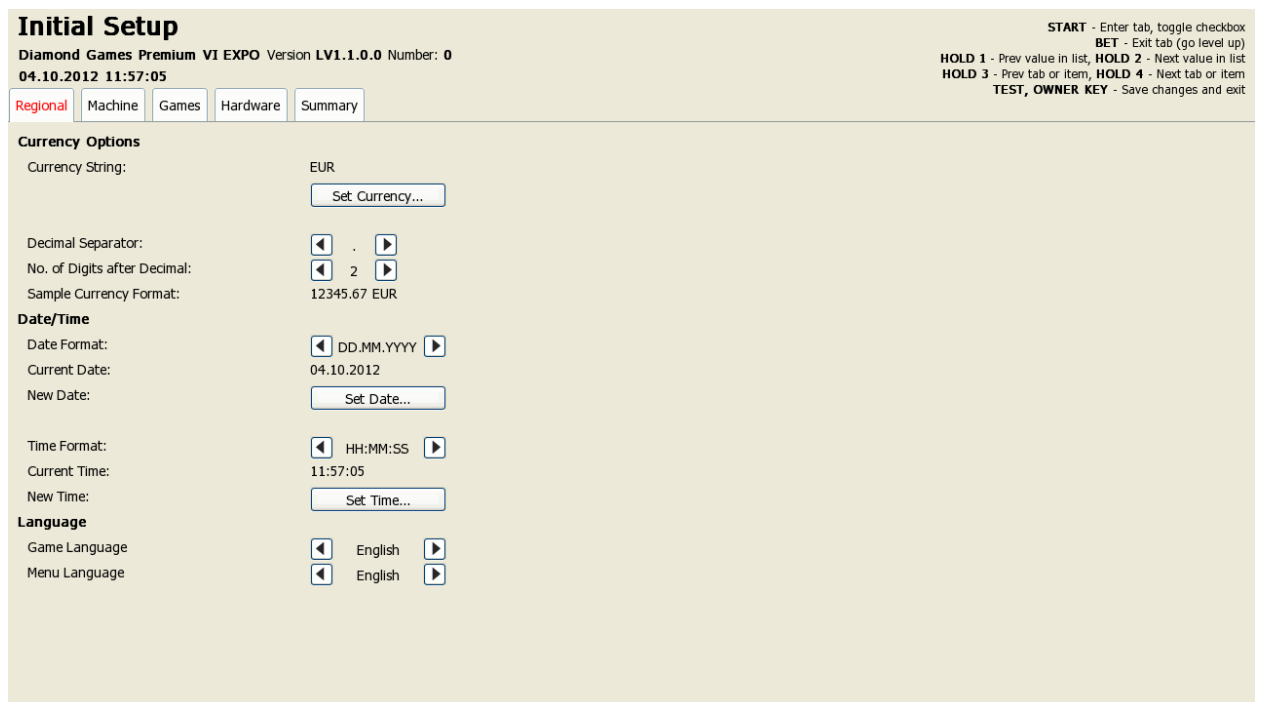
Initial setup is activated on the first power up of the machine or after the RAM clear operation was performed.

Initial gaming machine setup provides options to perform 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.

6.1 Initial Regional Setup



Initial Setup
Diamond Games Premium VI EXPO Version LV1.1.0.0 Number: 0
04.10.2012 11:57:05

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
Set Currency...

Decimal Separator: .
No. of Digits after Decimal: 2
Sample Currency Format: 12345.67 EUR

Date/Time

Date Format: DD.MM.YYYY
Current Date: 04.10.2012
New Date: Set Date...

Time Format: HH:MM:SS
Current Time: 11:57:05
New Time: Set Time...

Language

Game Language: English
Menu Language: English

Figure 4: 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 <ul style="list-style-type: none"> • HH:MM:SS
Set Time...	Opens dialog to set current time
Language	
Game Language	Default game language <ul style="list-style-type: none"> • English
Menu Language	Language in setup and service menus <ul style="list-style-type: none"> • English

6.2 Initial Machine Setup

General

Machine Number	Machine number on the floor
Set Number...	Opens machine number edit dialog
Credit Denomination	
Base Denomination	Base denomination unit used in accounting and statistics <ul style="list-style-type: none"> • 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 • 1000.00

Bets

5 Line Game Bet per Line Selection Mode	List of bets available for player selection for each game type <ul style="list-style-type: none"> • Progressive (1..100) • Progressive (1..30) • Progressive (1..50) • Progressive (10..1000)
10 Line Game Bet per Line Selection Mode	
20 Line Game Bet per Line Selection Mode	
20 Line Game Bet per Line Selection Mode	

Total Bet Limit	<ul style="list-style-type: none"> • Progressive (10..300) • Progressive (10..500) <p>Maximum total bet per single game. Bets higher than this value will not be available for player selection</p> <ul style="list-style-type: none"> • 100 • 200 • 300 • 400 • 500 • 600 • 700 • 800 • 900 • 1000 • 2000 • 3000 • 4000 • 5000 • 6000 • 7000 • 8000 • 9000 • 10000 • 20000 • 30000 • 40000 • 50000
Limits Win Log Limit	<p>Wins in single game that exceed current value will be registered in Win Log. See Win Log section for details.</p> <ul style="list-style-type: none"> • Disabled • 100 • 200 • 300 • 400 • 500 • 600 • 700 • 800 • 900 • 1000 • 2000 • 3000 • 4000 • 5000 • 6000

	<ul style="list-style-type: none"> • 7000 • 8000 • 9000 • 10000 • 100000 • 1000000 • 10000000 • 100000000
Game Win Limit	<p>Winning limit in the single game. If winning in the single game exceeds selected value, hand pay for exceeding amount will be triggered.</p> <ul style="list-style-type: none"> • Disabled • 100.00 • 200.00 • 300.00 • 400.00 • 500.00 • 600.00 • 700.00 • 800.00 • 900.00 • 1000.00 • 2000.00 • 3000.00 • 4000.00 • 5000.00 • 6000.00 • 7000.00 • 8000.00 • 9000.00 • 10000.00 • 100000.00 • 1000000.00 • 10000000.00 • 100000000.00

6.3 Initial Games Setup

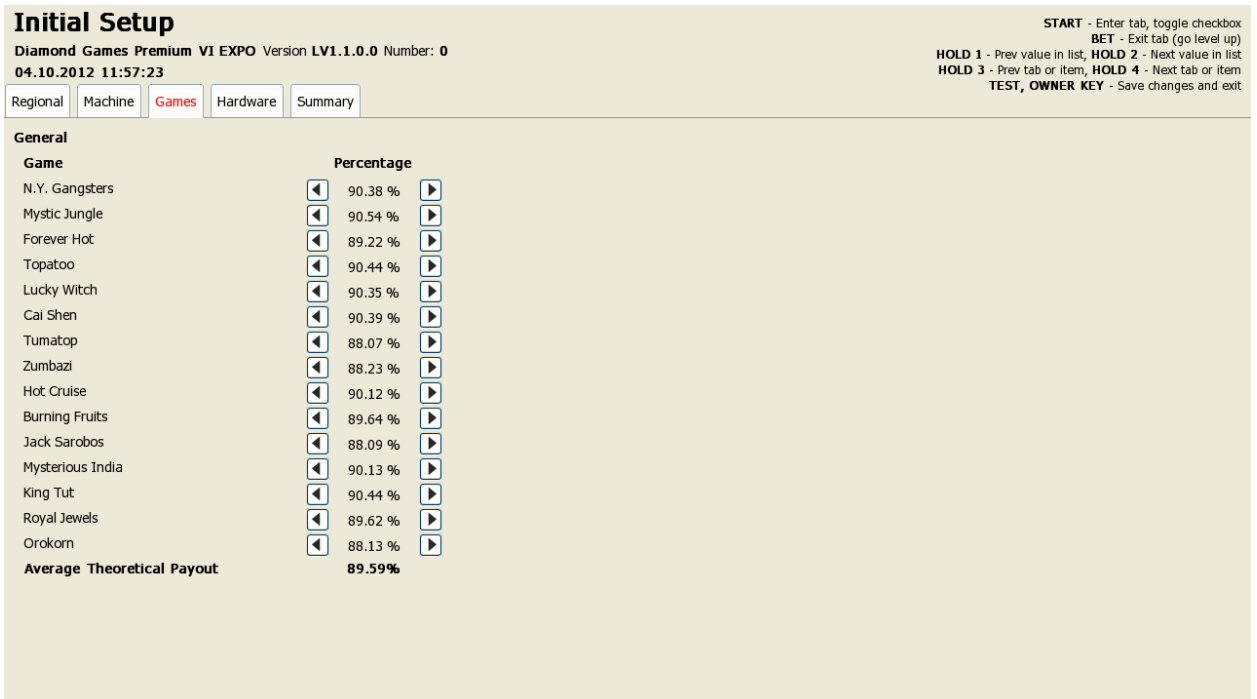


Figure 5: Initial Setup, Games tab

Games tab contains list of games and available percentages for each game for selection. **NOTE:** Only one percentage can be selected for each game.

Average Theoretical Payout Average payout percentage for all games

6.4 Initial Hardware Setup

6.4.1 Bill Acceptor

General

Enable Bill Acceptor

Enables bill acceptor support.

- **Disabled**
- **Enabled**

Autodetect...

Auto detects currently connected bill acceptor device.

NOTE: Currently software supports only JCM EBA/WBA ID-003 protocol compatible devices.

Enable Tickets

Enables ticket barcode reading support. This option should be enabled for ticket redemption. **Disabled**

- **Enabled**

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

- **Disabled**
- **Enabled**

Value 0...15

Contains values of the bills on the corresponding channel.

Bills with value equal to zero will not be accepted even if channel is marked as enabled.

- **0.00**
- 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

6.4.2 Coin Acceptor

General

Enable Coin Acceptor

Enables coin acceptor support

- **Disabled**
- Enabled

Type

- **NOT INSTALLED**
- NRI G-13 MFT

Type of coin acceptor device

Coin Acceptor is not installed

NRI G-13 MFT Coin Acceptor

Coin Table

Channel 0...5

Enable/disable individual channels

- **Disabled**
- Enabled

Value 0...5

Coin value for 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

6.4.3 Hopper

General

Enable Coin Hopper

Enables coin hopper support

- **Disabled**
- Enabled

Type

Type of coin hopper device

- **NOT INSTALLED**
- SUZO CUBE HOPPER MKII
- MONEY CONTROLS UNIVERSAL
- MONEY CONTROLS UNIVERSAL MK4

Coin hopper is not installed
SUZO CUBE HOPPER MKII

MONEY CONTROLS UNIVERSAL

MONEY CONTROLS UNIVERSAL MK4 with presence control.

Coin Configuration

Coin Value

Value of single coin in currency units

- **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

6.4.4 Hardware Meters

General

High Speed

Enables high speed of mechanical meters

- Disabled
- **Enabled**

Meter Configuration

Configuration

Configuration of hardware meters

- **Default**
- 1
- 2

- 3
- 4
- 5

Meter Table

Meter Type Denomination	Meter index Meter type Denomination of meter spin
	<ul style="list-style-type: none"> • 0.001 • 0.002 • 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 • 1000.00 • 2000.00 • 2500.00 • 5000.00 • 10 000.00 • 20 000.00 • 25 000.00 • 50 000.00 • 100 000.00 • 200 000.00 • 250 000.00 • 500 000.00

6.5 Summary

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

Initial Setup

Diamond Games Premium VI EXPO Version LV1.1.0.0 Number: 0

04.10.2012 11:57:44

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

Software

Games

Machine

Regional

Hardware

System

Boot Version: UNDEFINED

OS Version: UNDEFINED

Serial Number: DS000000

Primary Flash MD5: UNDEFINED

Application

Name: Diamond Games Premium VI EXPO

Version: LV1.1.0.0

Executable MD5: 96FE4586F9CE277200EBD16373037938

Activation

Rent Mode: yes

Remaining Time: 4095 days 23 hours 59 minutes

Figure 6: Initial Setup, Summary tab

6.5.1 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 the executable file

Activation

Rent Mode	Rent mode is enabled or not
Remaining Time	Time remaining for machine operation until it is blocked with next code request

6.5.2 Games

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

6.5.3 Machine

Denomination

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

Bets

Five Lines available bets Games	Bet set for 5 line games
---------------------------------	--------------------------

Bets

Ten Lines Games available Bets	Bet set for 10 line games
--------------------------------	---------------------------

Twenty Lines Games available	Bet set for 20 line games
------------------------------	---------------------------

Bets

Total Bet Limit	Total bet limit
-----------------	-----------------

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
----------------	--

6.5.4 Regional

Currency

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

Date and Time

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

6.5.5 Hardware

Peripherals

Bill Acceptor	Detected Bill Acceptor device model and version
---------------	---

Coin Acceptor	Selected Coin Acceptor device model
---------------	-------------------------------------

Hopper	Selected Coin Hopper device model
--------	-----------------------------------

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

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

Hardware Meters

Meter N:	Type for hardware meter N and meter denomination
----------	--

7 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.

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!

7.1 Summary

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

7.2 Statistics

7.2.1 General Statistics

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

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

7.2.1 Extended Statistics

Extended Statistics contains information of main and gamble games played and won.

Total Credits Wagered	Cash amount wagered in games
Total Credits Won	Cash amount won in games

Game Credits Won	Cash amount won in games
Gamble Credits Wagered	Cash amount wagered in gamble
Gamble Credits Won	Cash amount won in gamble
Main Games Played Since Power Reset:	Number of main games played since last power reset
Main Games Played Since Door Close:	Number of main games played since last door closure

7.2.2 Accounting Statistics

Accounting Statistics contains detailed information of the cash flow.

Total Credits In	Total amount of cash inserted
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
Host In	Cash inserted from the host (EFT or AFT)
Ticket In	Cash redeemed from ticket
Total Credits Out	Total amount of cash paid out by the machine
Handpaid Credits	Amount of cash hand paid by the operator
Cancelled Credits	Amount of cancelled credits
Hopper Out	Cash paid out by the Coin Hopper
Host Out	Cash transferred to the host (EFT or AFT)
Ticket Out	Cash transferred to tickets
Total Credits Wagered	Cash amount wagered in games
Total Credits Won	Cash amount won in games
Profit	Profit of the machine (Total Credits Wagered – Total Credits Won)
Number of Coins to Drop	Number of coins diverted to drop box
Value of Coins to Drop	Value of coins diverted to drop box
Hopper Dump Coins	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
Period Meters Last Reset	Date and time of last period meters reset
Init RAM	Date and time of last RAM init procedure

7.2.3 Host + Ticket Statistics

Host + Ticket Statistics contains detailed information on funds transfer to/from host and tickets.

Host cashable in	Amount of regular cash transferred from host
Host cashable-promo in	Amount of cashable-promo cash transferred from host
Host non-cashable-promo in	Amount of non-cashable-promo cash transferred from host
Ticket cashable in	Amount of regular cash redeemed from tickets
Ticket cashable-promo in	Amount of cashable-promo redeemed from tickets
Ticket non-cashable-promo in	Amount of non-cashable-promo redeemed from tickets

Host cashable out	Amount of regular cash transferred to host
Host cashable-promo out	Amount of cashable-promo cash transferred to host
Host non-cashable-promo out	Amount of non-cashable-promo cash transferred to host
Ticket cashable out	Amount of regular cash transferred to tickets
Ticket cashable-promo out	Amount of cashable-promo cash transferred to tickets
Ticket non-cashable-promo out	Amount of non-cashable-promo cash transferred to tickets

7.2.4 Promotional Statistics

Promotional Statistics contains information on promotional funds flow.

Promo In	Total amount of promotional funds accepted
Promo Host In	Promotional funds transferred from host
Promo Ticket In	Promotional funds redeemed from tickets
Promo Out	Total amount of promotional funds paid out
Promo Host Out	Promotional funds transferred to host
Promo Ticket Out	Promotional funds transferred to tickets

7.2.5 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.

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.
Value of Bills Accepted	Total value of accepted bills
Number of Bills Accepted	Total number of accepted bills

7.2.6 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.

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.
Value of Coins Accepted	Total value of accepted coins
Number of Coins Accepted	Total number of accepted coins

7.2.7 Access Statistics

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

Main Door	Number of times main door was opened.
Logic 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.

7.2.8 Game Statistics

Game Statistics contains summary statistics for all game in multigame.

Per each game following information is provided:

Game	Game title
Played	Number of games played in current game
Wagered	Cash wagered in current game
Won	Cash won in current game
Payout pct	Payout percentage in current game
(without gamble)	Payout percentage in current game excluding gamble wins

7.3 Statistics Credit

7.3.1 General Statistics

General Statistics contains basic accounting information in credit units

Total Credits In	Total amount of credits inserted
Total Credits Out	Total amount of credits paid out
Physical Payout %	Total Credits Out / Total Credits In
Total Credits Wagered	Amount of credits wagered in games
Total Credits Won	Amount of credits won in games
Current Game Payout %	Total Credits Won / Total Credits Wagered
Profit	Total Credits Wagered - Total Credits Won

7.3.2 Accounting Statistics

Accounting Statistics contains detailed information of cash flow in credit units.

Total Credits In	Total amount of credits inserted into machine
Credits In From Bills	Credits accepted from Bill Acceptor
Credits In From Coins	Credits accepted from Coin Acceptor
Remote In	Amount credits inserted using Remote Input function
Host In	Credits inserted from the host (EFT or AFT)
Ticket In	Credits redeemed from tickets
Total Credits Out	Total amount of credits paid out be the machine
Handpaid Credits	Amount of credits hand paid by the operator
Cancelled Credits	Amount of cancelled credits
Hopper Out	Credits paid out by the Coin Hopper
Host Out	Credits transferred to the host (EFT or AFT)
Ticket Out	Credits transferred to tickets
Total Credits Wagered	Amount of credits wagered in games
Total Credits Won	Amount of credits won in games
Profit	Profit of the machine (Total Credits Wagered – Total Credits Won)

Won)

7.3.3 Promotional Statistics

Promotional Statistics contains information on promotional funds in credit units.

Promo In	Total amount of promotional credits accepted
Promo Host In	Promotional credits transferred from host
Promo Ticket In	Promotional credits redeemed from tickets
Promo Out	Total amount of promotional credits paid out
Promo Host Out	Promotional credits transferred to host
Promo Ticket Out	Promotional credits transferred to tickets

7.4 History

7.4.1 Bill Log

Bill Log contains information about last 20 inserted bills.

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

7.4.2 Coin Log

Coin Log contains information about last 20 inserted coins.

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

7.4.3 Remote In Log

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

#	Event number
Date/Time	Date and time when credits were added.
Value	Amount of cash that was added.
Type	Cash type <ul style="list-style-type: none"> • Cashable • Non-restricted • Restricted
Input	Source <ul style="list-style-type: none"> • Host • Ticket

- Key

7.4.4 Payout Log

Payout Log contains a list of 20 last payout events.

#	Event number
Date/Time	Date and time when payout event occurred.
Value	Amount of cash that was paid out in currency.
Type	Cash type <ul style="list-style-type: none"> • Cashable • Non-restricted • Restricted
Payout	Payout device <ul style="list-style-type: none"> • Coin Hopper • Hand pay • Host • Ticket

7.4.5 Access Log

Access Log contains a list of 20 last access events.

#	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"> • OWNER • RENTIER • CASHIER • CROUPIER 	<ul style="list-style-type: none"> Owner access level was granted. Rentier access level was granted. Cashier access level was granted. Croupier access level was granted.
<i>Doors</i>	
<ul style="list-style-type: none"> • MAIN DOOR • BILLBOX DOOR • LOGBOX DOOR • DROPBOX DOOR 	<ul style="list-style-type: none"> Main door was opened. Billbox door was opened. Logicbox door was opened. Dropbox door was opened.

7.4.6 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.

#	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"> • FATAL 	Fatal error – can only be cleared by performing RAM clear operation or replacing broken/malfunctioning hardware parts.

<ul style="list-style-type: none"> • CRITICAL • WARNING • NORMAL • BACKGROUND 	<p>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.</p> <p>Warning message informs player/operator about some non-critical event in the system, like hopper level low.</p> <p>Normal error – can be reset with TEST button or CASHIER key.</p> <p>Background errors are not shown on the display, but are added silently to the Error Log.</p>
Code	Code of the error
Condition	State of the error
<ul style="list-style-type: none"> • Raised • Reset 	<p>Indicated that the error condition occurred.</p> <p>Indicated that the error condition was reset.</p>
Description	Textual description of error condition

7.5 Diagnostics

7.5.1 Coin Acceptor Test

General

Coin Acceptor

Model of Coin Acceptor

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 Games Premium VI EXPO Version LV1.1.0.0 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: NOT INSTALLED
Enabled: no

Coin Acceptor Test

Channel	Enabled	Coin	Accepted
0	no	0.00 EUR	0
1	no	0.00 EUR	0
2	no	0.00 EUR	0
3	no	0.00 EUR	0
4	no	0.00 EUR	0
5	no	0.00 EUR	0

Figure 7: Coin Acceptor Diagnostics

7.5.2 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 “NOT INSTALLED”

Enabled

Yes if bill acceptor support is enabled

Tickets Enabled

Yes if tickets support is enabled

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” filed does not contain valid model and version, this means that Bill 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

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

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

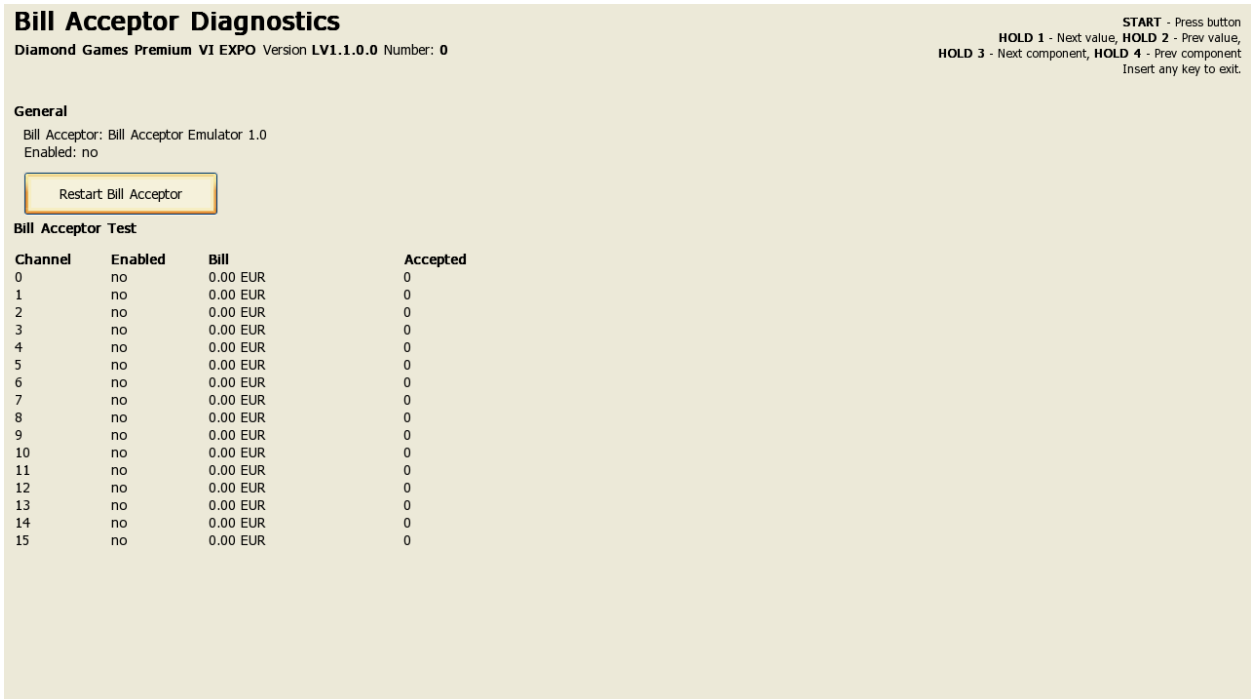


Figure 8: Bill Acceptor Diagnostics

7.5.3 Ticket Printer Test

Ticket printer diagnostics displays current ticket printer status and provides functions to print test tickets, and to reset device.

General

Ticket Printer

Displays currently installed and detected ticket printer model and version.

NOTE: If ticket printer is not enabled, this field will contain “NOT ENABLED” text, if enabled but no valid device detected – “NOT DETECTED”

Connected

Yes if ticket printer is connected

Print test ticket

Prints test ticket

Form feed

Feed paper

Reset

Reset device

Status flags

List of ticket printer status flags

7.5.4 Coin Hopper Test

Coin Hopper Diagnostics

General

Coin Hopper

Coin Hopper model

Number of coins dumped

Number of coins dumped

NOTE: Number of coins dumped is per diagnostics session, i.e. exiting and entering Coin Hopper Diagnostics will reset

Dump Hopper

this value to zero.

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.

NOTE: Dump Hopper button is available only when main door is opened.



Figure 9: Coin Hopper Diagnostics

7.5.5 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”.

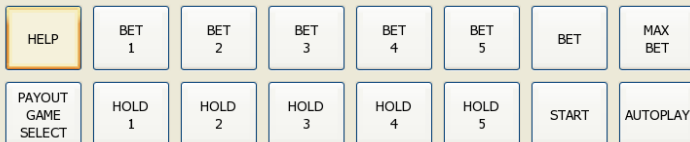
NOTE: AUTOPLAY lamp can be tested only within the game, i.e. pressing AUTOPLAY button would not toggle state of the lamp in this testing menu.

Input/Output Diagnostics

Diamond Games Premium VI EXPO Version LV1.1.0.0
Number: 0

Press button on the touch screen or on the button panel to corresponding lamp state. HOLD, HOLD2 and HOLD3 will toggle state of the RED, YELLOW and GREEN top lights respectively. Insert any key

Lamps



Toplights



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 10: Input/Output Diagnostics

7.5.6 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.

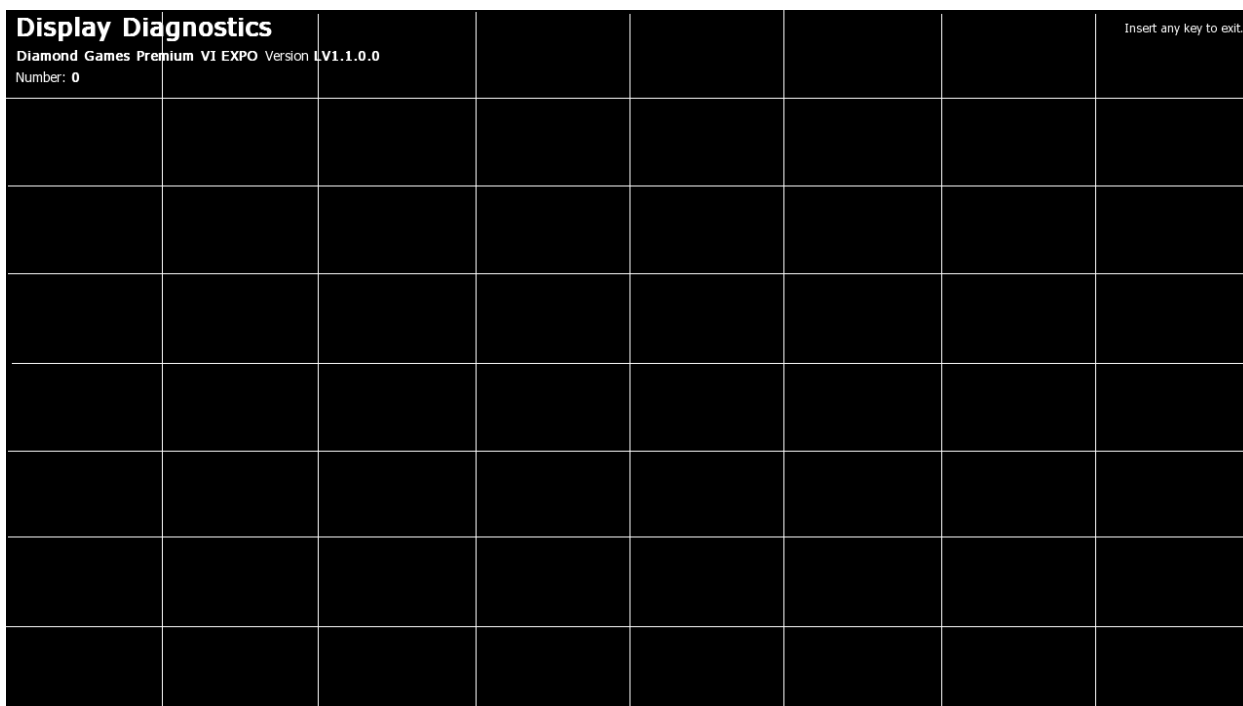


Figure 11: Display and Touch Screen Diagnostics

7.5.7 Hardware Monitoring

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

7.5.8 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

7.6 Setup

7.6.1 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.

- **Disabled**
- 100.00
- 200.00
- 300.00
- 400.00
- 500.00
- 600.00
- 700.00
- 800.00
- 900.00
- 1000.00
- 2000.00
- 3000.00
- 4000.00
- 5000.00
- 6000.00
- 7000.00
- 8000.00
- 9000.00
- 10000.00
- 20000.00
- 40000.00
- 80000.00
- 100000.00
- 200000.00
- 400000.00

- 800000.00
- 1000000.00
- 2000000.00
- 4000000.00
- 8000000.00
- 10000000.00
- 20000000.00
- 40000000.00
- 80000000.00
- 100000000.00

Cash In Limit

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.

- **Disabled**
- 100.00
- 200.00
- 300.00
- 400.00
- 500.00
- 600.00
- 700.00
- 800.00
- 900.00
- 1000.00
- 2000.00
- 3000.00
- 4000.00
- 5000.00
- 6000.00
- 7000.00
- 8000.00
- 9000.00
- 10000.00
- 100000.00
- 1000000.00
- 10000000.00
- 100000000.00

NOTE: Bill and Coin Acceptors will be disabled if addition of any coin/bill would cause number of available credits to exceed current limit.

Remote Input Limit

Maximum amount of cash that can be entered using Remote Input Menu

- Disabled
- 100.00

- 200.00
- 300.00
- 400.00
- 500.00
- 600.00
- 700.00
- 800.00
- 900.00
- 1000.00
- 2000.00
- 3000.00
- 4000.00
- 5000.00
- 6000.00
- 7000.00
- 8000.00
- 9000.00
- **10000.00**
- 100000.00
- 1000000.00
- 10000000.00
- 100000000.00

Hopper Payout Limit

Maximum number of coins that can be paid out via Coin Hopper. If Limit is disabled, machine will try to payout requested amount via hopper.

- **Disabled**
- 5
- 10
- 20
- 30
- 40
- 50
- 100
- 150
- 200
- 250
- 300
- 350
- 400
- 450
- 500

Gamble Limits

Limits below apply to gamble game, if it is enabled.

Hit Limit

Maximum number of consequent wins in gamble game. If disabled, there will be no hit limit for gamble game.

- Disabled
- 5

	<ul style="list-style-type: none"> • 10 • 20 • 30 • 40 • 50
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"> • Disabled • 100 • 500 • 1000 • 5000 • 10000 • 50000 • 100000 • 500000 • 1000000 • 5000000 • 10000000 • 50000000 • 100000000

7.6.2 Game Setup

This menu is designed to enable/disable games in multi game machines. To enable game, place a mark in corresponding checkbox next to the game title. Disabled games will appear grayed in the game selector menu.

Games Enabled

Game title	<ul style="list-style-type: none"> • Disabled • Enabled
------------	--

7.6.3 Machine Setup

This menu is designed to setup various machine parameters.

Payout

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"> • Disabled • Enabled
Hand Pay Hopper Remaining Amount	<p>If checked and Coin Hopper is enabled, credits that cannot be paid by coin hopper will be hand paid.</p> <ul style="list-style-type: none"> • Disabled • Enabled
Croupier Key Handpay without	<p>If enabled turning croupier key would initiate handpay</p>

Confirmation	without confirmation dialog <ul style="list-style-type: none"> • Disabled • Enabled
Disable Payout Button	If checked payout button will be disabled. All the payouts should be carried by operator <ul style="list-style-type: none"> • Disabled • Enabled
Game	
Enable Autostart	Enable or disable “automatic play” feature. When enabled, player can press AUTOSTART button and machine will play automatically (including bonus and freespins games). <ul style="list-style-type: none"> • Disabled • Enabled <p>NOTE: When playing with autostart turned on, machine would not enter the gamble game.</p>
Max Bet Starts Reels	When checked, pressing MAX BET button would also start spinning of the reels. <ul style="list-style-type: none"> • Disabled • Enabled
Auto Adjust Total Bet	When checked machine will automatically adjust total bet when number of available credits is less than the current total bet. If not checked, current total bet will not be altered. <ul style="list-style-type: none"> • Disabled • Enabled
Enable Gamble	Enables or disables gamble feature. <ul style="list-style-type: none"> • Disabled • Enabled
Autoplay Feature	When disabled player has to press START button after entering bonus or freespins game <ul style="list-style-type: none"> • Disabled • Enabled
Allow Stop Reels Manually	When checked player is allowed to stop specific reel by pressing buttons HOLD1...HOLD5 or to stop all the reels by pressing START button. <ul style="list-style-type: none"> • Disabled • Enabled
Enable cash-credit switch in idle state	While idle machine in turn will show credits and credits value in cash <ul style="list-style-type: none"> • Disabled • Enabled
Sound Volume	
System Sound Volume	sound volume level for the application <ul style="list-style-type: none"> • Mute • 1% • 2% • 5% • 10%

	<ul style="list-style-type: none"> • 20% • 30% • 40% • 50% • 60% • 70% • 80% • 90% • 100%
Enable user sound volume adjustment	When checked user will be able to adjust sound volume for the game <ul style="list-style-type: none"> • Disabled • Enabled
User Sound Volume	Default sound volume level for the game <ul style="list-style-type: none"> • Mute • 33% • 66% • 100%
Other	
Enable Sound in Demo Mode	Enable or disable sound during demonstration play <ul style="list-style-type: none"> • Disabled • Enabled
Screen Saver Wait Time	Number of minutes before starting of demonstration play. Demonstration is started only when number of available credits is zero. <ul style="list-style-type: none"> • Disabled • 1 minute • 5 minutes • 10 minutes • 15 minutes • 20 minutes

7.6.4 Remote Input Setup

This tab is used to configure remote input functionality.

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

- 10000.00
 - 100000.00
 - 1000000.00
 - 10000000.00
 - 100000000.00
- Handpay from Remote In Menu When checked, hand pay button will be available within Remote Input menu.
- Disabled
 - **Enabled**

7.6.5 Date and Time Setup

Date and time configuration tab.

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

7.6.6 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.
- Disabled
 - Enabled
- NOTE:** If all of the bill acceptor channels are disabled, bill acceptor will be disabled.
- Manufacturer / Model Type of detection Bill Acceptor device
Enable Tickets Enables ticket barcode reading support
- **Disabled**
 - Enabled

Bill Configuration

- Channel 0...15 Bill channel number. When checked, Bill Acceptor will be enabled to accept bill on this channel.
- Disabled
 - Enabled
- NOTE:** If bill value was configured as zero in initial setup, Bill Acceptor would not accept bills on this channel.
- Value 0...15 Value of bill on specified channel

7.6.7 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.

- Disabled
- Enabled

NOTE: If all of the coin acceptor channels are disabled, coin acceptor will be disabled.

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.

- Disabled
- Enabled

NOTE: If coin value was configured as zero in initial setup, Coin Acceptor would not accept coins on this channel.

Value 0...5

Value of coin on specified channel

7.6.8 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.

- Disabled
- Enabled

Type

Type of Coin Hopper that was configured during initial setup

Coin Value

Single coin value

7.6.9 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 support. When checked on-screen buttons will be shown in game interface.

- **Disabled**
- Enabled

Autodetect Touchscreen

Enables touch screen device autodetection.

- Disabled
- **Enabled**

Type

Touchscreen type manual selection

- USB HID Touchscreen
- ELO Serial Touchscreen

<p>Manufacturer / Model Connected Configuration Swap Axes Invert X Axis Invert Y Axis</p> <p>Calibrate and Test...</p>	<ul style="list-style-type: none"> • GeneralTouch Serial Touchscreen <p>NOTE: GeneralTouch touchscreen should be selected manually with Autodetect Touchscreen option turned off. Connected device manufacturer and model “Yes” if device is connected and detected properly</p> <p>Swaps input of X and Y axes Inverts X coordinates received from the device Inverts Y coordinates received from the device NOTE: This option should be checked for most of the serial touch screen devices before testing or calibration This button will appear on the screen, when touch screen device is detected. Follow on screen instructions to calibrate and test touch screen.</p>
---	---

7.6.10 Ticket Printer Setup

This menu allows operator to enable/disable Ticket Printer.

General

<p>Enable Ticket Printer</p> <p>Manufacturer / Model Connected</p>	<p>Enable or disable ticket printer support.</p> <ul style="list-style-type: none"> • Disabled • Enabled <p>Detected ticket printer device model “Yes” if device is connected and detected.</p>
--	--

NOTE: Currently software supports Future Logic GEN2 (Serial interface) and TransAct Epic 950 (Serial interface) printers.

7.6.11 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.

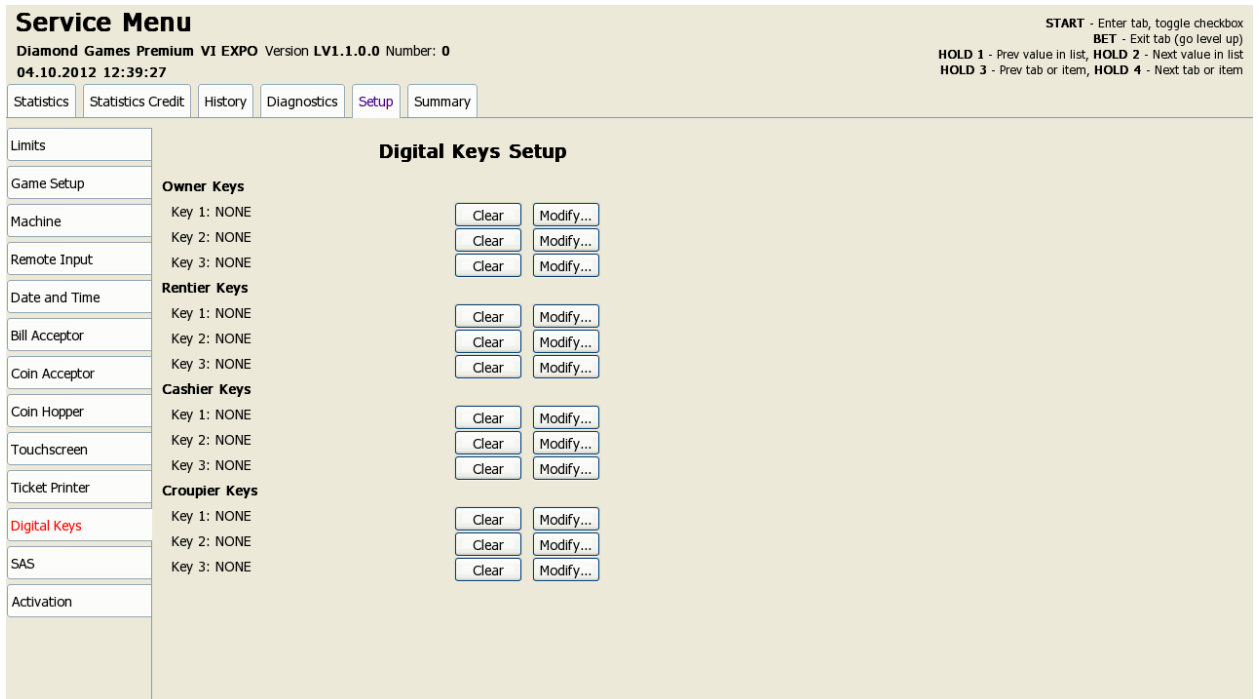


Figure 12: Digital Key Setup

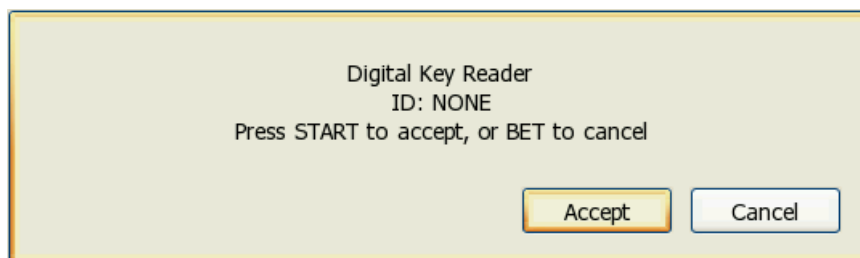


Figure 13: Digital Key Reader Dialog

7.6.12 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"> • Disabled • Enabled
Address	Machine address in SAS network
Set Address...	Opens dialog to set machine address
Asset Number	Current asset number
Set Asset Number...	Opens asset number configuration dialog
Funds Transfer Type	Specify fund transfer type <ul style="list-style-type: none"> • Disabled – funds transfer is disabled • EFT – Electronic Funds Transfer • AFT - Advanced Funds Transfer

Advanced Funds Transfer

Transaction Limit

Funds transfer limit for all transactions

- **Disabled**
- 1.00
- 10.00
- 100.00
- 1000.00
- 10000.00
- 100000.00
- 1000000.00
- 10000000.00
- 100000000.00

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

- **Disabled**
- 1.00
- 10.00
- 100.00
- 1000.00
- 10000.00
- 100000.00
- 1000000.00
- 10000000.00
- 100000000.00

Non-cashable Input Limit

Limit for non-cashable funds transfer to machine

- **Disabled**
- 1.00
- 10.00
- 100.00
- 1000.00
- 10000.00
- 100000.00
- 1000000.00
- 10000000.00
- 100000000.00

Promotional Input Limit

Limit for promotional funds transfer to machine

- **Disabled**
- 1.00
- 10.00
- 100.00
- 1000.00
- 10000.00
- 100000.00
- 1000000.00

- | | |
|----------------------|--|
| Payout To Host Limit | <ul style="list-style-type: none"> • 10000000.00 • 100000000.00 <p>Limit for payouts to host</p> <ul style="list-style-type: none"> • Disabled • 1.00 • 10.00 • 100.00 • 1000.00 • 10000.00 • 20000.00 • 40000.00 • 80000.00 • 100000.00 • 200000.00 • 400000.00 • 800000.00 • 1000000.00 • 2000000.00 • 4000000.00 • 8000000.00 • 10000000.00 • 20000000.00 • 40000000.00 • 80000000.00 • 100000000.00 |
|----------------------|--|

Tickets

- | | |
|-------------------------------|--|
| Validation Type | <p>Ticket validation mode:</p> <ul style="list-style-type: none"> • Disabled • System |
| Enable Ticket Redemption | <p>Enables or disables ticket redemption</p> <ul style="list-style-type: none"> • Disabled • Enabled |
| Redeem Cashable Tickets | <p>Enables or disables cashable ticket redemption</p> <ul style="list-style-type: none"> • Disabled • Enabled |
| Redeem Non-Restricted Tickets | <p>Enables or disables non-restricted ticket redemption</p> <ul style="list-style-type: none"> • Disabled • Enabled |
| Redeem Restricted Tickets | <p>Enables or disables restricted ticket redemption</p> <ul style="list-style-type: none"> • Disabled • Enabled |

7.6.13 Activation

Activation menu displays current machine activation status and provides functionality to prolong rent time.

Activation

Rent Mode

Yes if rent mode is active

Remaining Time

Remaining rent time if rent mode is active

Activate...

Opens dialog window to enter new activation code to prolong or deactivate rent mode

8 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.

8.1 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 Wagered	Cash wagered in current game
Cash Won	Cash won in current game
Payout Percentage	Current payout percentage of current game
Cash Won Without Gamble	Cash won in current game excluding gamble wins
Payout Percentage Without Gamble	Current payout percentage of current game excluding gamble wins
Average Bet	Average bet per game
Available Credits	Number of currently available credits to the player

8.2 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.


General	Prev Page	Game Log	Next Page
Game Log	3. Main Spin Tue Oct 02 12:03:37 2012 Before: 100000 / 1000.00 EUR / 0.01 Total Bet: 100 (20 x 5) Credits won: 50 Payout: 0.00 EUR		Line 16: KKK = 50
Win Log			
Main Paylines			
Main Combinations			

Figure 14: Game Log

8.3 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.

8.4 Main Paylines

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

8.5 Main Combinations

Main Combinations contains a list of win combinations for the main game and corresponding number of combination hits.

9 Remote Input and Payout

9.1 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 In 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

PAYOUT

Function

Handpay all the credits available to the player

NOTE: To use handpay function from the remote menu, “Handpay from Remote Input Menu” options should be enabled (see Remote Input section).

HOLD1

HOLD2

HOLD3

HOLD4

BET

MAX BET

START

Add specified amount of credits. Each amount can be set or disabled from the Service Menu > Setup > Remote Input

Reset number of credits pending for addition

Activate “out of service” mode

Confirm that “Inserted Credits” amount will be added to available credits

Credit Menu

Diamond Games Premium VI EXPO Version LV1.1.0.0 Number: 0
04.10.2012 12:39:56

Remote In / Handpay

Credit Limits

Active Credit Limit: 0.00 EUR
Remote In Limit: 0.00 EUR

Buttons

PAYOUT Handpay **0.00** EUR
HOLD1 Insert 1.00 EUR
HOLD2 Insert 10.00 EUR
HOLD3 Insert 100.00 EUR
HOLD4 Insert 1000.00 EUR
BET Reset inserted credits
START Accept inserted key credits
MAX BET Enter Out of Service mode

Available Credits
0.00 EUR

Inserted Credits
0.00 EUR

Final Credits
0.00 EUR



Figure 15: Remote Input Menu

9.2 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 16: Handpay Dialog

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

Total Coins
Paid Coins

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

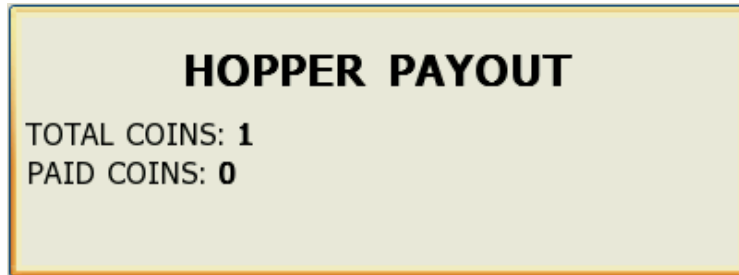


Figure 17: Coin Hopper Payout Window

10 Error Messages

10.1 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

- FATAL
- CRITICAL
- WARNING
- NORMAL
- BACKGROUND

Severity of the error

Fatal error – can only be cleared by performing RAM clear operation or replacing broken/malfunctioning hardware parts.

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.

Warning message informs player/operator about some non-critical event in the system, like hopper level low.

Normal error. Should be reset with TEST button or CASHIER key.

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.

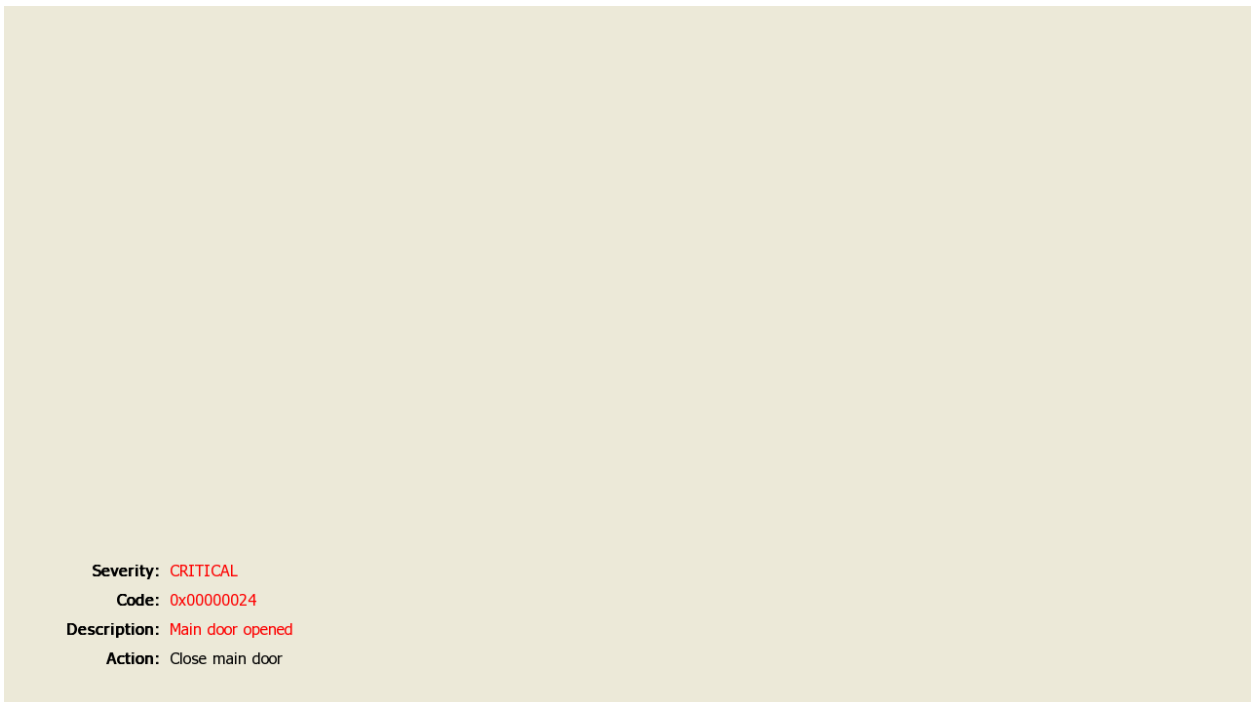


Figure 18: Error Screen

10.2 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
0x0000000C	NORMAL	Ticket printer is out of paper	Load ticket into a feed mechanism
0x0000000D	NORMAL	Ticket printer paper jam	Open printer chassis, pull out ticket and reload
0x0000000E	NORMAL	Ticket printer failure	Reconnect printer
0x0000000F	NORMAL	Ticket printer is disconnected	Check printer power and data cable connections
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
0x00000038	NORMAL	Ticket bucket is at low level	Load tickets into a printer
0x00000039	NORMAL	Ticket printer is not ready	Close printer cover or chassis
0x0000003A	FATAL	Primary flash card check failed	Check primary flash card

Table 2: Error codes