

Department

External Computer Services

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Complete CFX/MAX operator menu guide



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Version	Authors	Date	Comments
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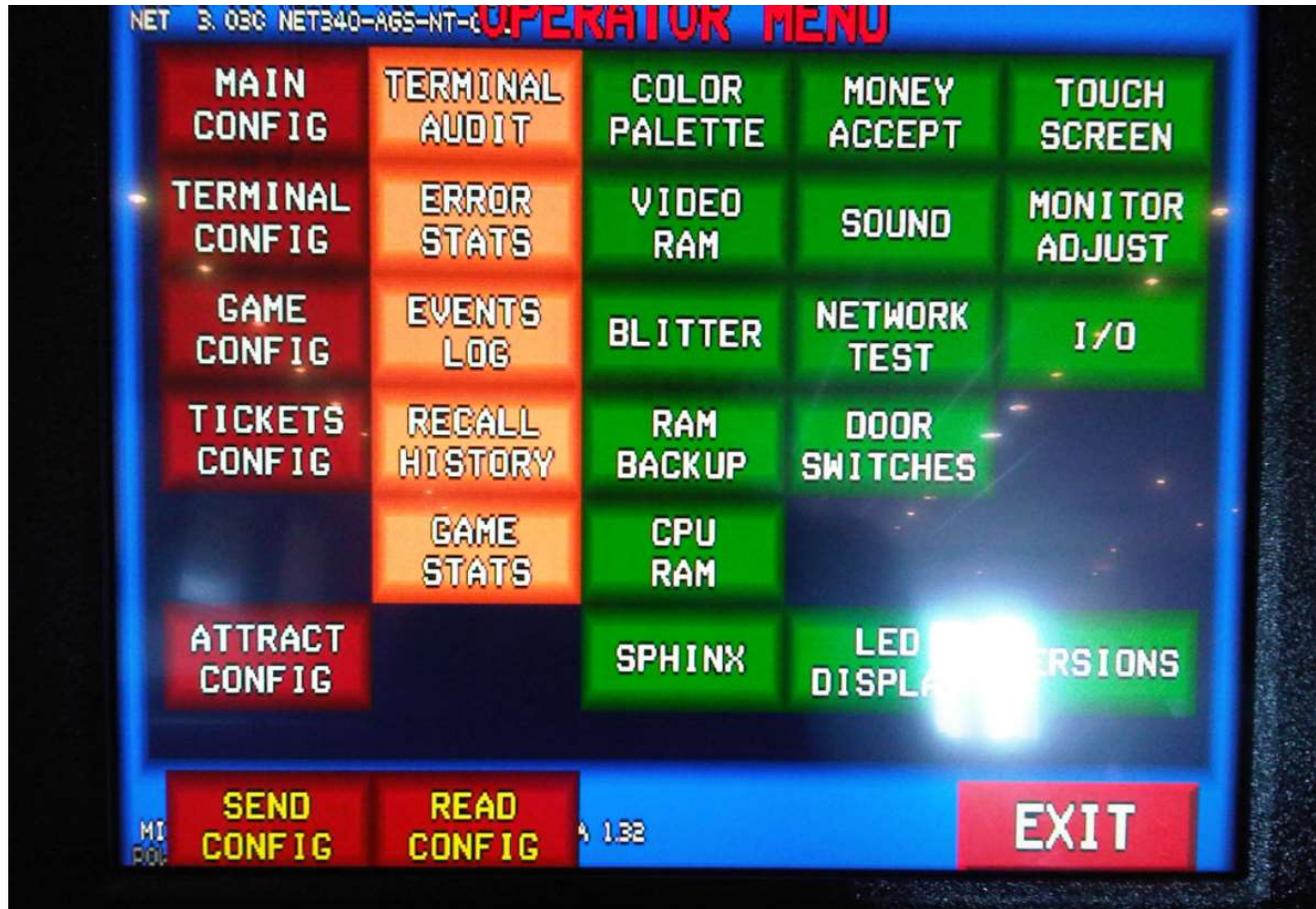
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1 COMPLETE CFX/MAX OPERATOR MENU GUIDE

1.1. Introduction

This document will provide some clarity on the different settings of a CFX or MAX board. Please note that neither of these boards are in production.

1.2. Main operator menu



1.3. Menu guide

1.3.1 Main configuration (page 1)



❖ System Mode :

- **None** : By default. Used when the machine has been RAM cleared.
- **Network** : This will put the VGM in network mode so it can communicate with a server. By changing the System Mode to Network Mode, it will automatically ask for a Network Machine Number

❖ Volume :

- This is the volume of the operator menu buttons. Value that can be adjusted from 0 to 15.

❖ Price Slot 1 \$0.25 :

- This is the value of the first coin acceptor. On a machine, you can put coin into the VGM by using the coin slots. This option is used to configure what kind of coin you can insert in the first coin slot.

❖ **Price Slot 2 \$1.00 :**

- This is the value of the second coin acceptor. On a machine, you can put coin into the VGM by using the coin slots. This option is used to configure what kind of coin you can insert in the second coin slot.

❖ **Price Slot 3 \$1.00 :**

- This is the value of the third coin acceptor. On a machine, you can put coin into the VGM by using the coin slots. This option is used to configure what kind of coin you can insert in the third coin slot.

❖ **Change timeset field :**

- This is changing each date fields in order to reconfigure the time and/or the date of the machine. By pressing this button, it will change from MM(Month) to DD(day) to YYYY (year) and so as for the hour, minutes and seconds fields. You must use the Lower Value and Raise value to change the time and/or the date.

❖ **Lower value :**

- This will lower the value in the date time field

❖ **Raise value :**

- This will raise the value in the date time field

❖ **Credit value :**

- This is the value of the credit showed on the machine. Instead of showing the money value of your account, the machine can display how much credits you have in your account. So if the credit value is configured to \$0.01 and you have \$100 in your account, the machine will display 10000 credits.

❖ **Network machine number :**

- This is how the machine is identified on the network. You should have only one machine network number of a kind per bank. The Machine Network Number is used when pushing profiles or when you need to pull financial reports.

❖ **Terminal numer :**

- The Terminal Number should be the same number as the Network Machine Number. This is only used when Mirador has been configured to use the Terminal Number instead of the Network Machine Number.

❖ **Maximum cash in :**

- This value is the maximum amount of money you can insert in the machine.

❖ **Maximum credit :**

- This value is used to set the maximum amount of credits allowed on the game.

❖ **Hopper value :**

- This is the value of the coins you are winning on a machine. The integrated hopper can use \$0.25 coins to pay the customers instead to print a voucher.

❖ **Maxamount from hopper :**

- This value is the maximum amount of money the hopper can give to you.

❖ **Machine serial number xxxxxxxxx :**

- This serial number is provided automatically by the motherboard (CFX/MAX). This CANNOT be changed and it has no relation with the dkey used by the machine

❖ **Bank number x :**

- This value is the automatically provided by the NET340. This cannot be changed on the VGM itself. It has to be changed directly on the NET340 by using the dip switches.

❖ **Bill Acc pulse :**

- this option served to send pulses in order to count in segments of 25 cents when money was inserted into the game.

❖ **Special Win :**

- This value is the maximum amount of a special win. When this amount is triggered, the machine will lock by itself and it will require an attendant to “key” the machine and authorize the special win.

❖ **Minjckpot lock :**

- This value is the maximum amount of money you can win on a jackpot before getting the machine locked. It's a security feature that requires an attendant to “key” the machine to authorize the jackpot win.

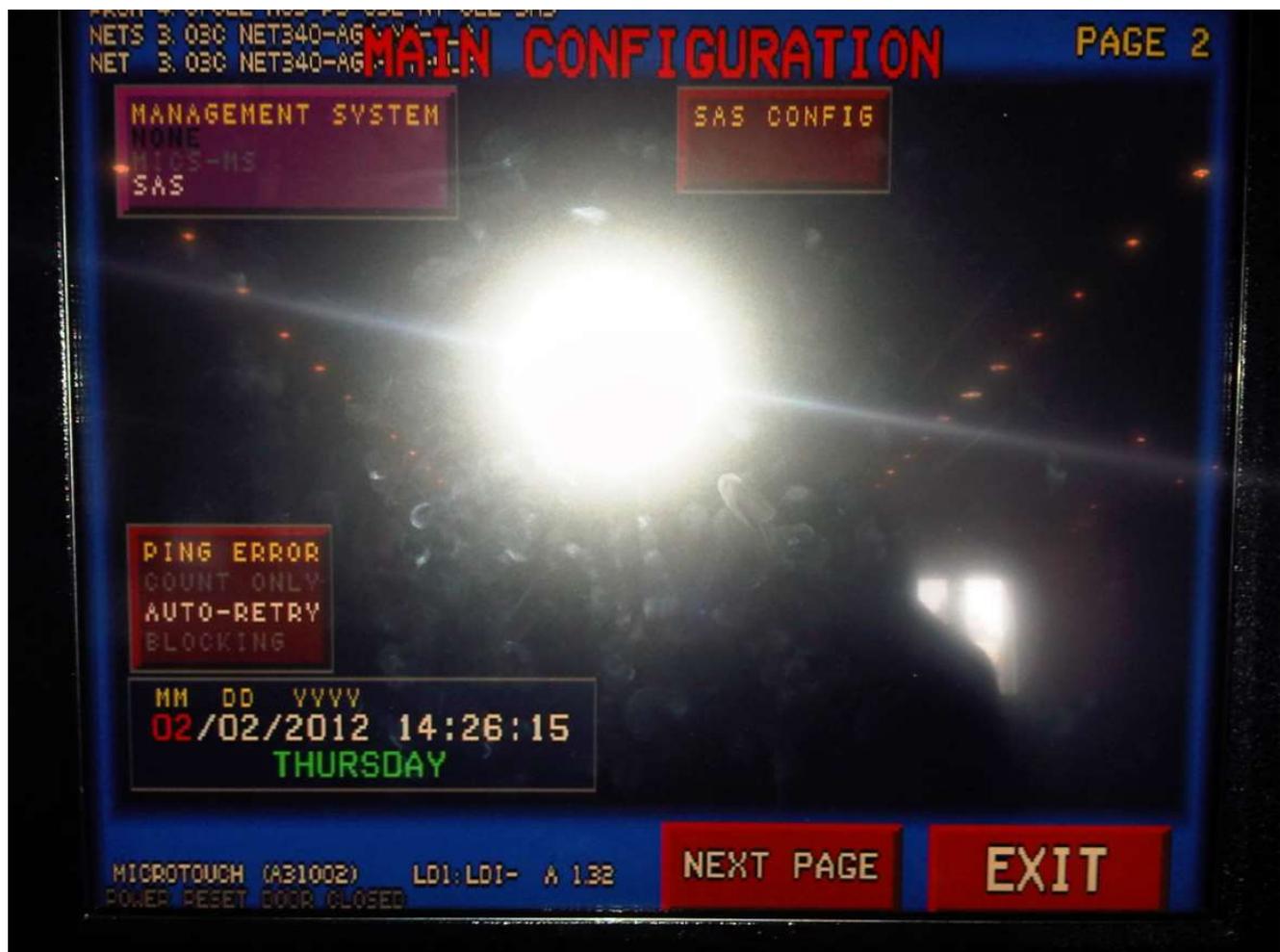
❖ **Tckt crdt value :**

- This is the value of the credit showed on the ticket. Instead of showing the money value of your ticket, the machine can display how much credits you cashed out. So if the ticket value is configured to \$0.01 and you cashed out \$100, the ticket will show you 10000 credits of \$0.01

❖ **Meterunit :**

- This is used by the mechanical meters. If the value is configured to \$0.25 and the mechanical meters is showing you 500000, this means that the money value is $(0.25 \times 500000) = \$125000$

1.3.2 Main configuration (page 2)



❖ Management System :

- **None** : By default. Used when no Management System has been configured. The machine is getting the management system automatically by the server.
- **MICS-MS** : Used when the Management System has been configured to use Mirador or Labtronix in Mirador / Device Management
- **SAS** : Used when the Management System has been configured in SAS in Mirador.

❖ SAS Config :

- This is where to configure all the SAS options used by the third party vendor. Usually configured by the floor tech.

1.3.3 Main configuration (page 3)



❖ Game type :

- **Lotto** : Visual Aid in lotto mode. Used when selecting the Live Draw Ball option on the VGM
- **Bingo** : Visual Aid in lotto mode. Used when selecting the Live Draw Ball option on the VGM
- **Card** : Visual Aid in lotto mode. Used when selecting the Live Draw Ball option on the VGM

❖ Date format :

- **International** : YYYY/MM/DD
- **American** : MM/DD/YYYY
- **European** : DD/MM/YYYY

❖ Date Separator :

- This option is used to configure the date separator format.

❖ **Auto Claim :**

- This option is used to configure the auto claim. If this option is disabled, you have a specific time to claim your gains.

❖ **Time for claim :**

- This option is used to specify a time to claim your gains.

❖ **Time before claim :**

- When the claim time is above the Time Before Claim value, the machine will beep for each seconds defined with this value.

❖ **Receipt :**

- Enabled by default. You can select to print the receipt or not.

❖ **Repeat on play btnn :**

- Option that can allow the player to hold the Play button to repeat the last best and play again.

1.3.4 Main configuration (page 4)



❖ **Print Coupon :**

- This option is used to configure or not the giveaway coupons (promotional tickets).

❖ Amount :

- This is the amount that you need to win in order to be able to receive a giveaway coupon.

❖ Name :

- This is the name of the promotion (Ex : Win A Supercar!)

❖ Print playable only ticket :

- This print the playable ticket.

❖ Print duplicate ticket :

- Prints 2 giveaway coupons.

1.3.5 Terminal config (page 1)



❖ **Collect Mode :**

- **Printer :** When you collect your money from the VGM, it prints you a voucher from the VGM printer.
- **Hopper :** When you collect your money from the VGM, it give your money from the Hopper dispenser (coins).

❖ **Send Printer Template :**

- This button is used to send a printing template to the printer. This must be performed each time a new game is installed in the VGM.

❖ **Printer Port :**

- This is to select the port type used by the printer. Should be using Serial by default

❖ **Printer Type :**

- This is to select the printer model of your VGM.

❖ **Bill Type :**

- This is to select the Bill Acceptor model of your VGM.

❖ **Bill Signal :**

- This is to select how the Bill Acceptor is connected with the VGM. Should be using RS-232 by default.

❖ **Display Type :**

- **Auto Detect :** This is to set the Attract Display to use all LED colors.
- **Red-LED :** This is to set the Attract Display to use only the red LED color.

❖ **Cashout SND :**

- **Coinsdrp :** A same sound is played in loopback when doing a cash out on the VGM.
- **Music :** A little song is played when doing a cash out on the VGM.

❖ **Cash VOL**

- This is to configure the volume level of the Cashout SND when you are cashing out the money from the VGM

❖ **Attlights time out :**

- This is a value used to configure a timeout on the candle light (attendant light). By default the value is at 0 which mean it will never stop to flash until there is an attendant.

❖ **Flash on wins :**

- This is a value used to configure how many time the candle light (attendant light) will flash.

❖ **Rings on wins :**

- This is a value used to configure how much is required to make the bell ring.

❖ **Nb Rings :**

- This is a value used to configure how many “Rings” the machine will do when winning a jackpot win/special win

❖ **Bell Type :**

- **Physical** : This is a physical bell that will ring when someone will hit a jackpot win/special win.
- **Simulated** : This is a simulated sound from the speakers that will ring when someone hit a jackpot win/special win

❖ **Bell VOL :**

- This is to configure the volume level of the bell sound.

1.3.6 Terminal config (page 2)



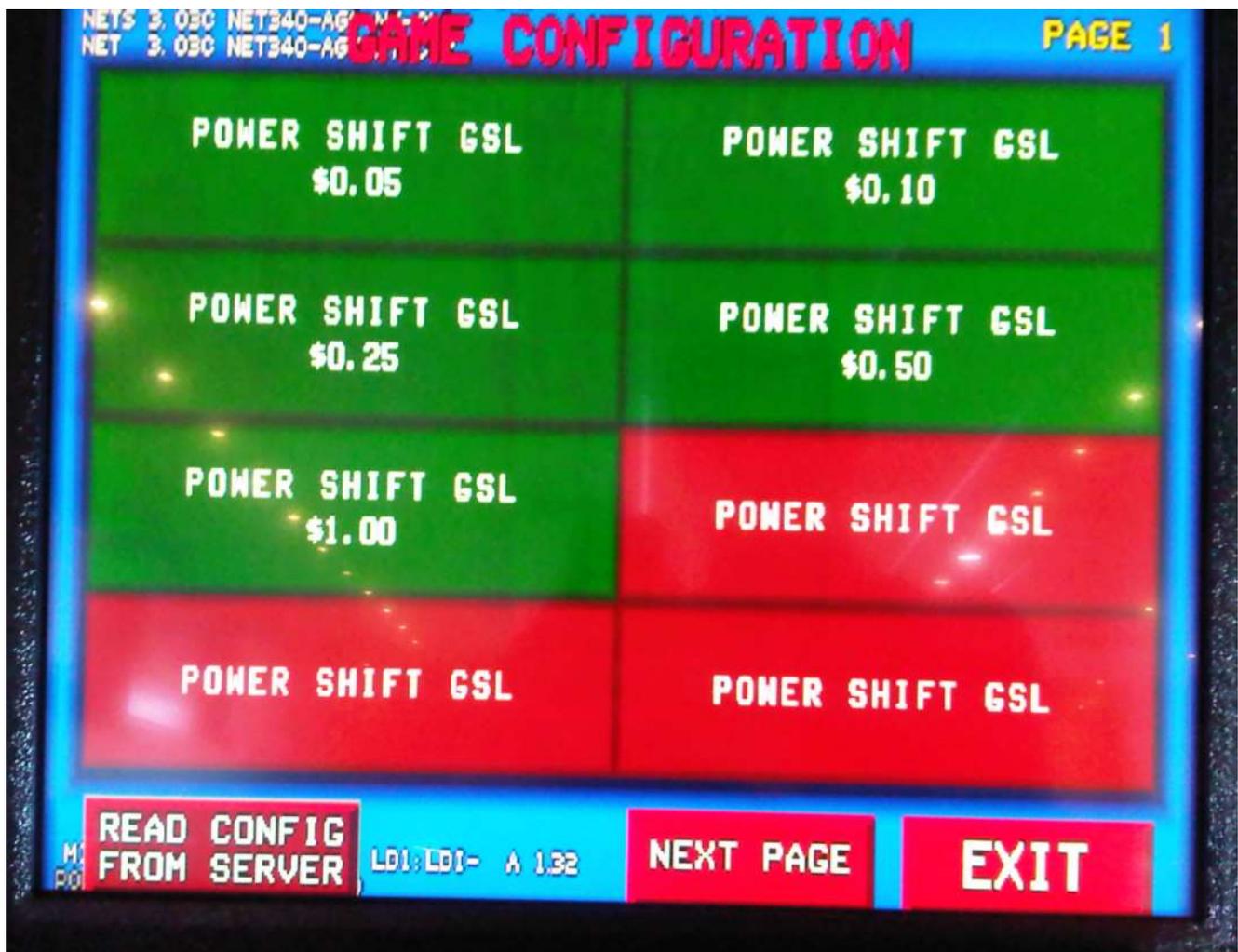
❖ Operator Menu Access Code :

- This is a security feature used to configure an access code to enter the operator menu.

❖ Language after attract :

- This is the language used by the game when it's in standby (waiting for a customer).

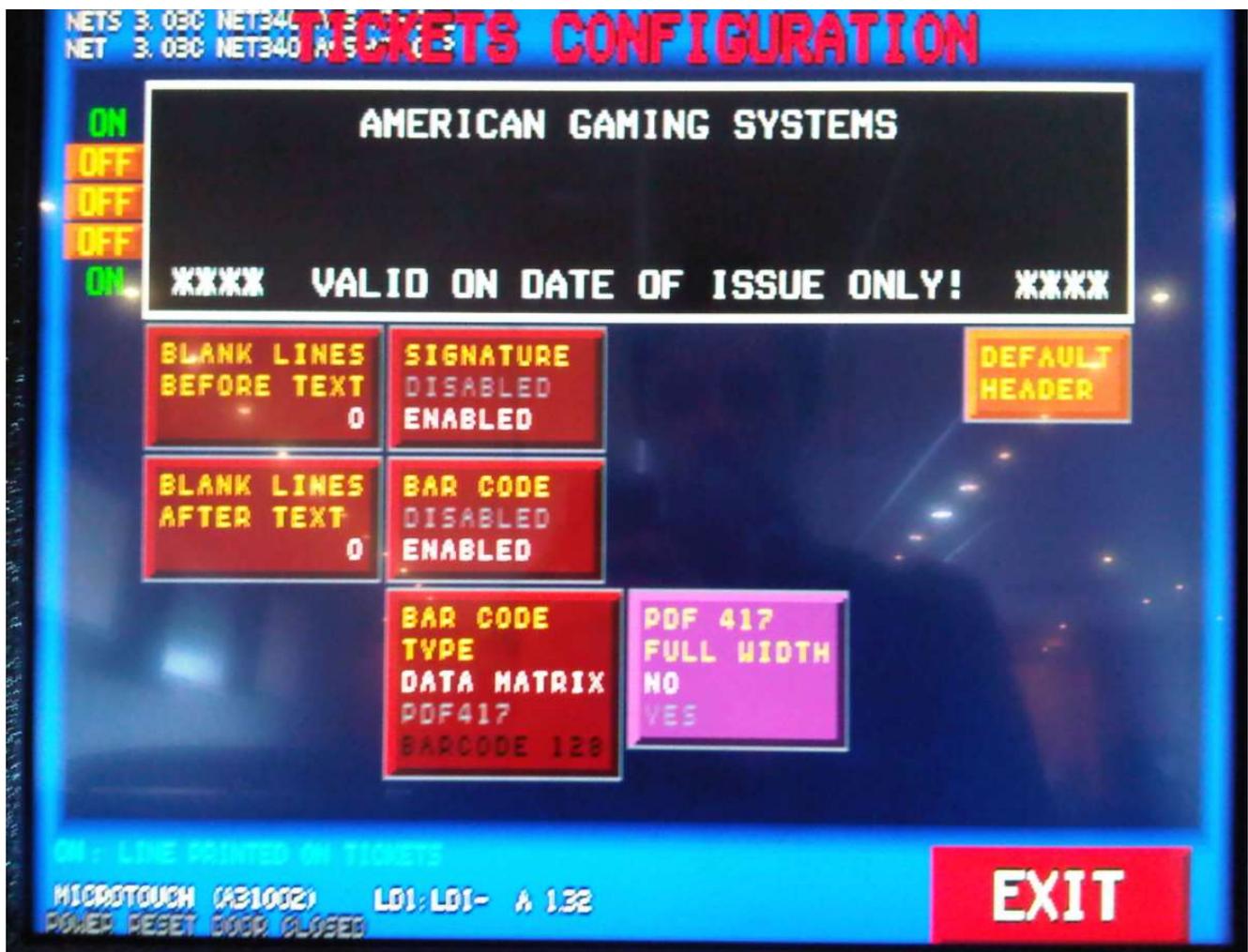
1.3.7 Game configuration



❖ Read Config From Server :

- This is to get the profile pushed from the server. The denoms in green are the available denoms for the game and those in red are unavailable.

1.3.8 Ticket configuration



❖ Blank lines before text :

- This is to configure how many blank lines you will have on your ticket before starting to print the ticket header.

❖ Blank lines after text :

- This is to configure how many blank lines you will have on your ticket after printing the ticket header.

❖ Signature :

- This is to configure if the signature (the text in the black box) is shown or not on the ticket.

❖ Bar code :

- This option is to select if the barcode will be printed or not on the ticket.

❖ Bar code type :

- **Data Matrix** : See screenshot for example.
- **PDF417** : See screenshot for example.
- **Barcode 128** : See screenshot for example.



❖ Pdf 417 full width :

- This is to select if the barcode PDF417 will be printed full width or not on the ticket.

❖ Default header :

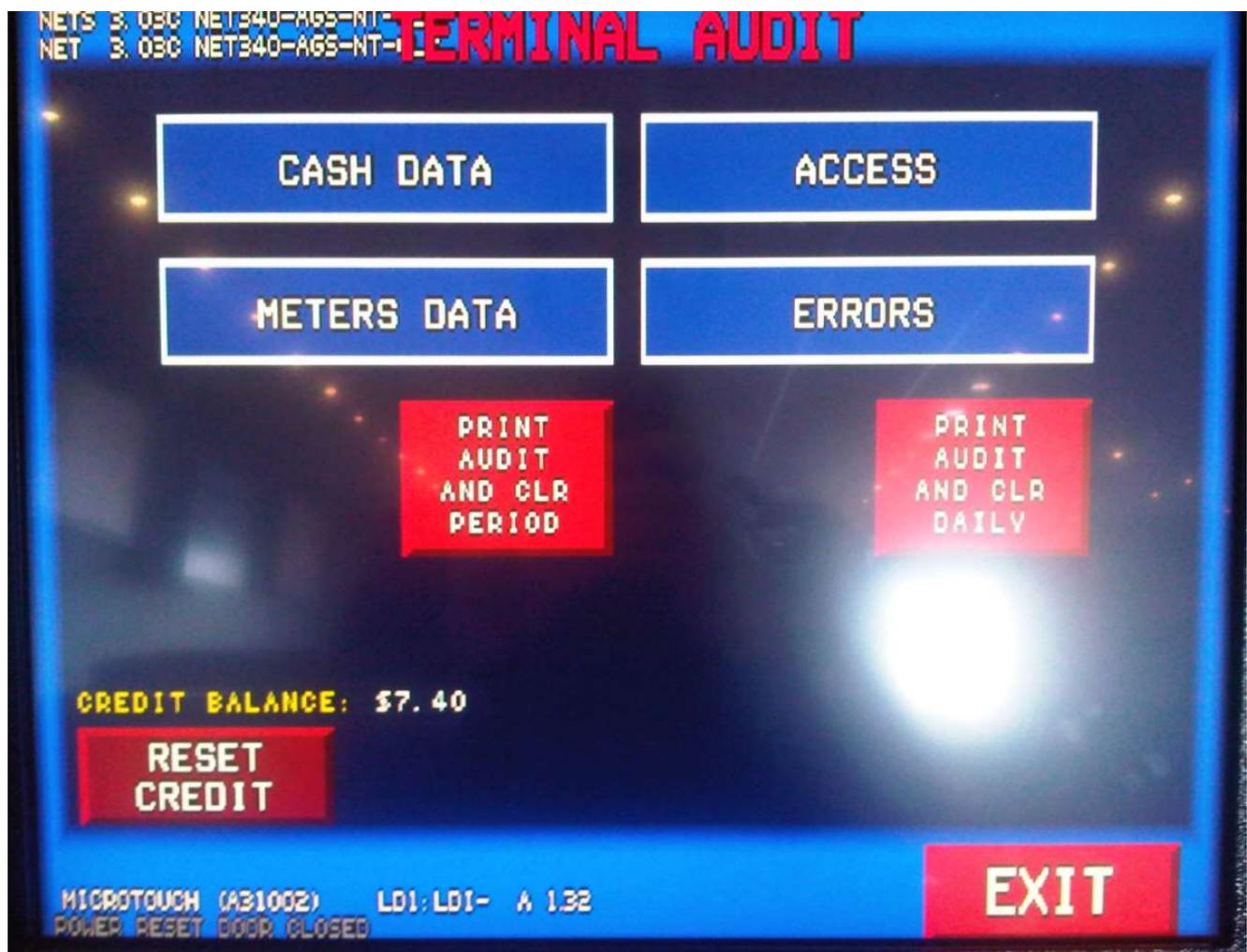
- This is to restore the default header (the text in the black box)

1.3.9 Attract Configuration



- ❖ Message on LED display
 - This is to specify a message to be shown on the LED display

1.3.10 Main configuration



- ❖ Cash Data : [See 1.3.11](#)
- ❖ Access : [See 1.3.12](#)
- ❖ Meters Data : [See 1.3.13](#)
- ❖ Errors : [See 1.3.14](#)
- ❖ Print Audit and CLR Period :
 - This option is to print the audit ticket from the machine and clear the period data. Used when doing the cash drop.
- ❖ Print Audit and CLR Daily :
 - This option is to print the audit ticket from the machine and clear the daily data. Used when doing a daily cash drop.
- ❖ Reset Credit :
 - This option is to reset the remaining credit amount on the VGM.

1.3.11 Terminal audit – Cash data

CASH DATA	TOTAL	PERIOD	DAILY
CASH IN	\$11.00	\$11.00	\$11.00
CASH PAID	\$0.00	\$0.00	\$0.00
NET WIN	\$11.00	\$11.00	\$11.00
CASH OUT (DEVICE)	\$0.00	\$0.00	\$0.00
CASH OUT (ATTEND)	\$0.00	\$0.00	\$0.00
CASH PLAYED	\$7.00	\$7.00	\$7.00
CASH WON	\$3.40	\$3.40	\$3.40
CASH WON (%)	% 48.57	% 48.57	% 48.57
CASH UNCLAIMED	\$0.00	\$0.00	\$0.00
GAMES PLAYED	28	28	28
GAMES WON	6	6	6
LAST RESET	13:38:43 02/01/2012	13:38:43 02/01/2012	13:38:43 02/01/2012

CREDIT BALANCE: \$7.40

COLLECT IN COLLECT OUT SAS IN/OUT PUSH FOR CREDIT EXIT

❖ **Collect IN :**

- This is to see what are the bills that was inserted in the VGM (ex : 10 bills of \$20)

❖ **Collect OUT :**

- This option is used to see how many ticket, voucher, special wins, handpay, etc has been cashed out from the VGM.

❖ **SAS IN/OUT :**

- This option is used to see the transactions on the SAS side (TiTo).

❖ **Push for Credits :**

- This option is used to see the values in Credit instead of Money

1.3.12 Terminal audit – Access

FRONT 3. 030 NET340-A65-NT-
NETS 3. 030 NET340-A65-NT-
NET 3. 030 NET340-A65-NT-
TERMINAL AUDIT

ACCESS	TOTAL	TIME	DATE
POWER ON	3	12:29:46	02/02/2012
MAIN DOOR	2	12:29:27	02/02/2012
CASH DOOR			
LOGIC DOOR			
BILL DOOR			
POWER OFF	2	12:29:41	02/02/2012
MAIN DOOR			
CASH DOOR			
LOGIC DOOR			
BILL DOOR			

GAMES PLAYED SINCE POWER RESET 0 0 0 0
GAMES PLAYED SINCE DOOR OPEN 0 0 0 0

MICROTOUCH (A31002) LD1:LD1- A 132
POWER RESET DOOR CLOSED

EXIT

- This option is used to see all the door access that was made on the VGM

1.3.13 Terminal audit – Meters



- This section is to check what should be displayed on the mechanical meters.

❖ Mechanical meters setting :

- This is to manually set the mechanical meters to a specific value

1.3.14 Terminal Audit - Errors

DDSH 4. 070L2 A65-P5-65L-HT-0L2-SAS
NETS 3. 03C NET340-A65-HT-
NET 3. 03C NET340-A65-HT-

TERMINAL AUDIT

ERRORS	TOTAL	TIME	DATE
COINS IN			
RAM			
COMMUNICATION			
INFO 1			
INFO 2			
INFO 3			
TRAPS	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0
EXT TRAPS	A B C D E F G H		
0	0 0 0 0 0 0 0 0		
1	0 0 0 0 0 0 0 0		
2	0 0 0 0 0 0 0 0		

MICROTOUCH (A31002) L01:L01- A 132
POWER RESET DOOR CLOSED

EXIT

- This section is to see a history of some error on the VGM. The Error Stats section (see 7.1) is more useful as there is more information.

1.3.15 Error statistics



- This section is to see if there is any error on the VGM. It shows the number of errors and when was the last error on the VGM.

1.3.16 Events log

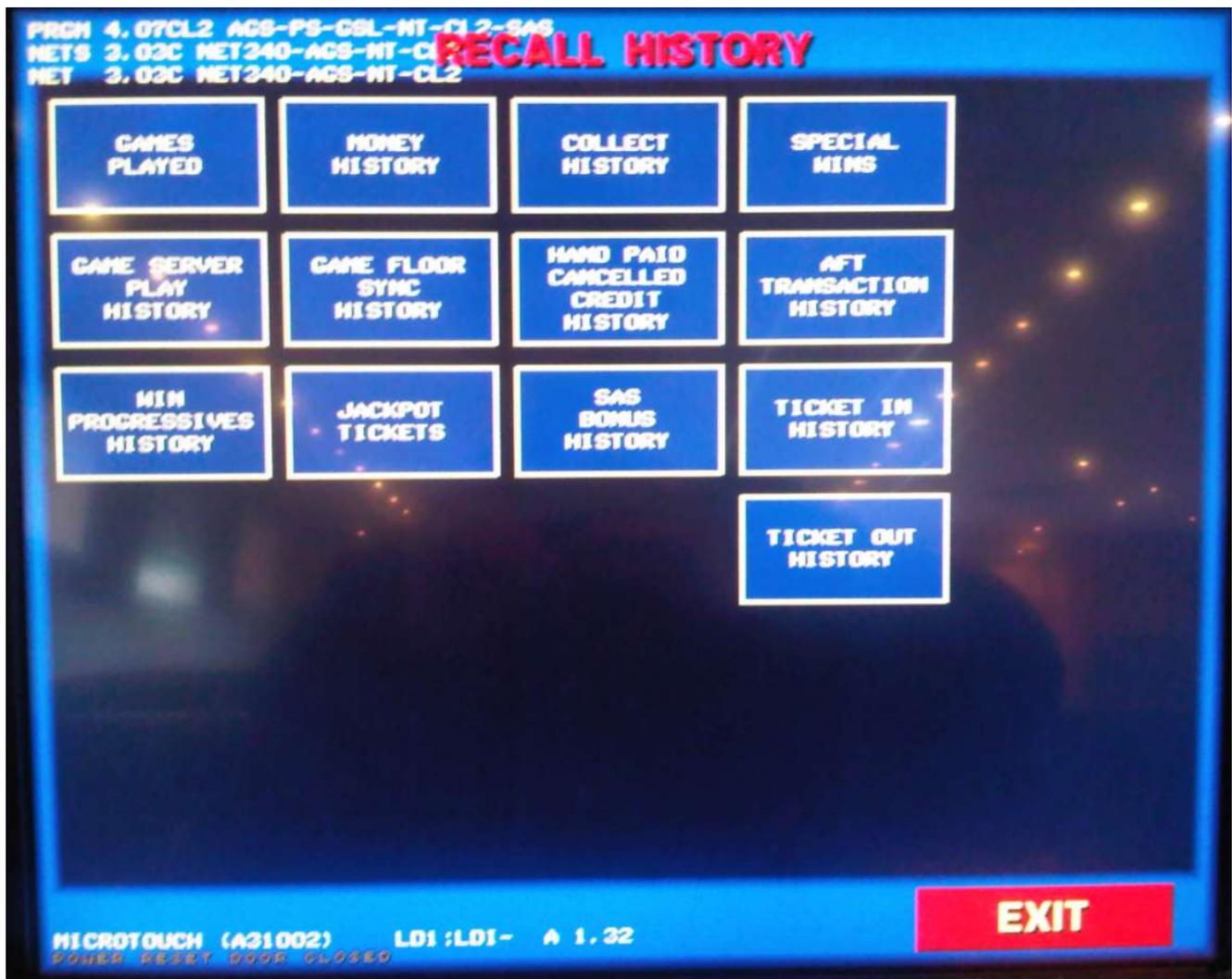
#	DESCRIPTION	TIME	DATE	GAME NAME
1	ATTRACT CONFIG IN	14:39:40	02/02/2012	POWER SHIFT GSL
2	TICKETS CONFIG IN	14:37:47	02/02/2012	POWER SHIFT GSL
3	GAME CONFIG IN	14:35:29	02/02/2012	POWER SHIFT GSL
4	TERMINAL CONFIG IN	14:31:17	02/02/2012	POWER SHIFT GSL
5	MAIN CONFIG IN	14:25:12	02/02/2012	POWER SHIFT GSL
6	MAIN CONFIG IN	14:22:22	02/02/2012	POWER SHIFT GSL
7	OPER MENU IN	14:21:09	02/02/2012	POWER SHIFT GSL
8	MAIN DOOR CLOSED	12:42:48	02/02/2012	POWER SHIFT GSL
9	POWER ON	12:29:46	02/02/2012	POWER SHIFT GSL
10	POWER OFF	12:29:41	02/02/2012	POWER SHIFT GSL
11	MAIN DOOR OPENED	12:29:27	02/02/2012	POWER SHIFT GSL
12	OPER MENU EXIT	13:46:22	02/01/2012	POWER SHIFT GSL
13	MAIN CONFIG IN	13:46:05	02/01/2012	POWER SHIFT GSL
14	OPER MENU IN	13:46:03	02/01/2012	POWER SHIFT GSL
15	PRNTR OK	13:42:49	02/01/2012	POWER SHIFT GSL
16	OPER MENU EXIT	13:42:47	02/01/2012	POWER SHIFT GSL
17	TERMINAL CONFIG IN	13:42:44	02/01/2012	POWER SHIFT GSL
18	OPER MENU IN	13:42:42	02/01/2012	POWER SHIFT GSL

MICROTOUCH (A31002)
POWER RESET DOOR CLOSED

NEXT PAGE **EXIT**

- This section is to see what are the events that were made on the VGM (Ex : Power On, Power Off, Operator Menu IN, Terminal Config IN, etc).

1.3.17 Recall history



- In this section, we will see a lot of useful information about the machine.

1.3.18 Recall history – games played



- This section is to see what are the last games played on the VGM. It shows you what the pattern was, what the denom was, what was the time, etc.

❖ Next page :

- This is to select the next game played

❖ Print page :

- This is to print the game played result on a ticket

1.3.19 Recall history – money history

PRGN 4. 0PGL2 A65-PS-GSL-NT-OL2-SAS
NETS 3. 03G NETS40-A65-NT-C
NET 3. 03G NETS40-A65-NT-C

MONEY HISTORY

#	GAME NAME	AMOUNT	TIME	DATE
1	POWER SHIPT GSL	\$0.25	(S1) 13:09:25	02/03/2012
2	POWER SHIPT GSL	\$0.25	(S1) 13:09:25	02/03/2012
3	POWER SHIPT GSL	\$0.25	(S1) 13:09:24	02/03/2012
4	POWER SHIPT GSL	\$0.25	(S1) 13:09:24	02/03/2012
5	POWER SHIPT GSL	\$0.25	(S1) 13:09:24	02/03/2012
6	POWER SHIPT GSL	\$0.25	(S1) 13:09:24	02/03/2012
7	POWER SHIPT GSL	\$0.25	(S1) 13:09:24	02/03/2012
8	POWER SHIPT GSL	\$0.25	(S1) 13:09:24	02/03/2012
9	POWER SHIPT GSL	\$0.25	(S1) 13:09:23	02/03/2012
10	POWER SHIPT GSL	\$0.25	(S1) 13:09:23	02/03/2012
11	POWER SHIPT GSL	\$0.25	(S1) 13:09:23	02/03/2012
12	POWER SHIPT GSL	\$0.25	(S1) 13:09:23	02/03/2012
13	POWER SHIPT GSL	\$0.25	(S1) 13:09:23	02/03/2012
14	POWER SHIPT GSL	\$0.25	(S1) 13:09:22	02/03/2012
15	POWER SHIPT GSL	\$0.25	(S1) 13:43:02	02/01/2012
16	POWER SHIPT GSL	\$0.25	(S1) 13:43:01	02/01/2012

COIN ONLY BILL ONLY AFT ONLY ALL

MICROTOUCH (A31002) NEXT PAGE EXIT
LPRV: \$6.40

❖ **Coin Only :**

- This is see only the coins that were inserted in the VGM

❖ **Bill Only :**

- This is to see only the bills that were inserted in the VGM

❖ **AFT Only :**

- This is to see only the tickets (TiTo) that were inserted in the VGM

❖ **ALL :**

- This is to see every kind on money history (coins, bill, ticket) that were inserted in the VGM.

1.3.20 Recall history – collect history



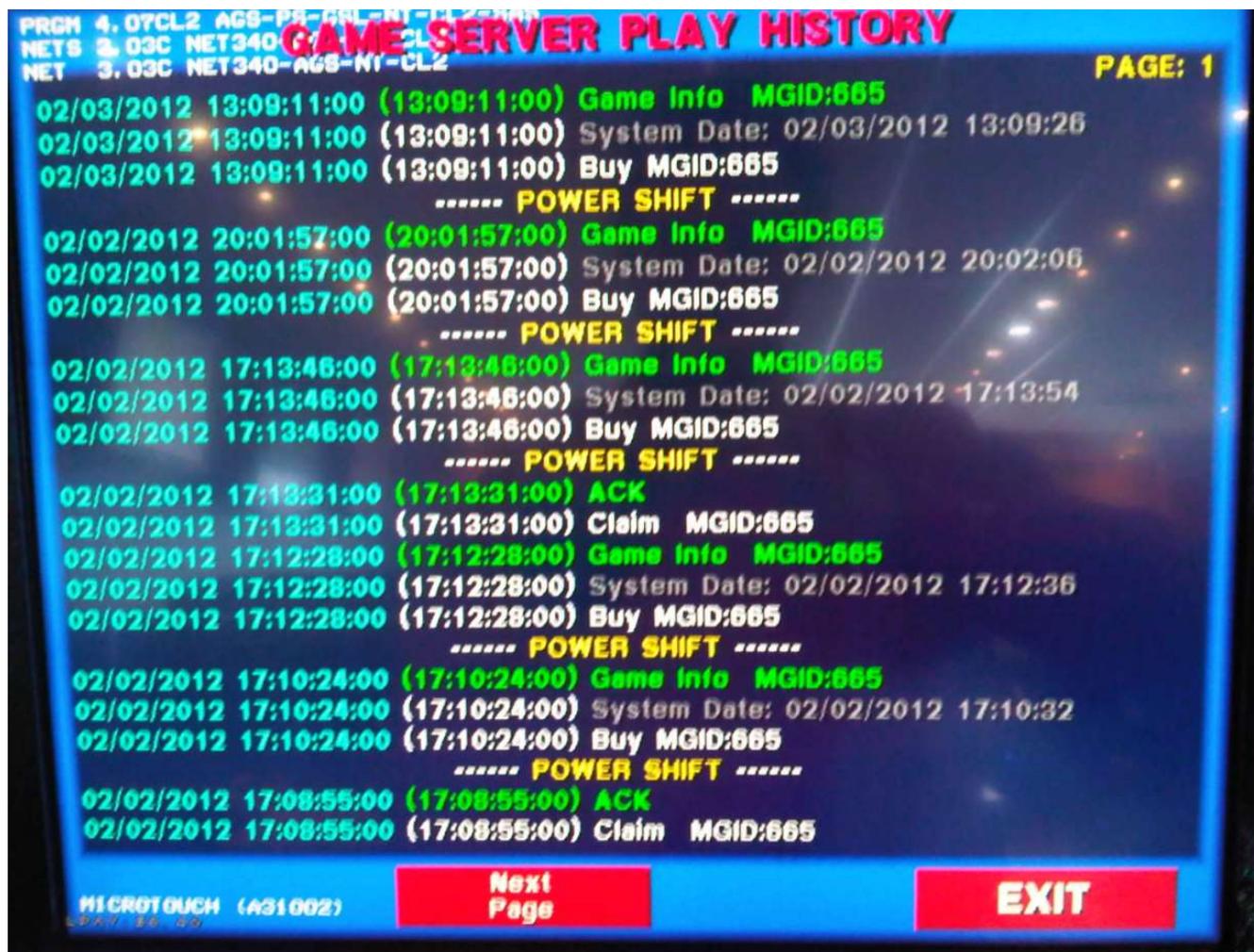
- This is to see all cash out tickets issued from the VGM.

1.3.21 Recall history – special wins



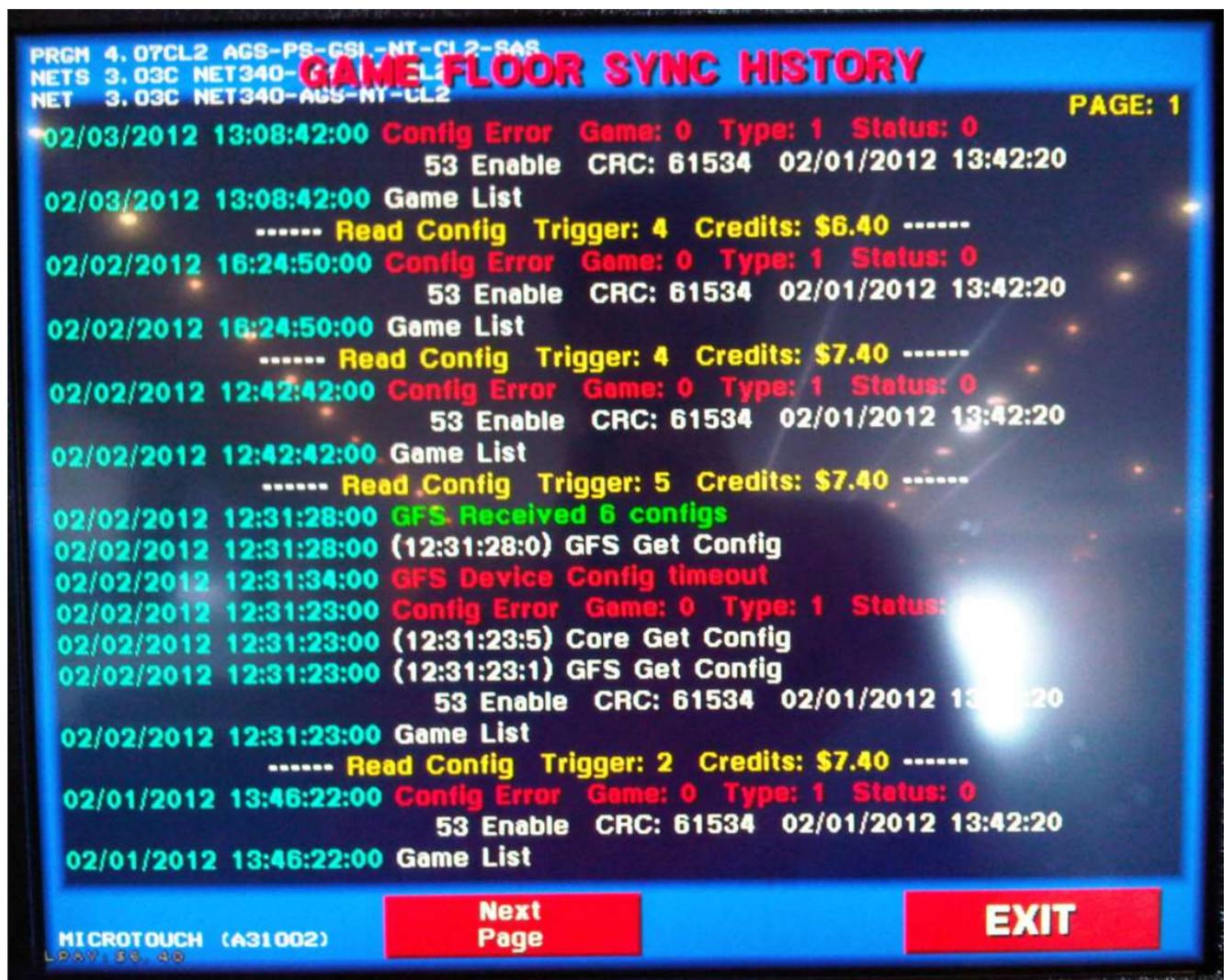
- This is to see all special win tickets issued from the VGM.

1.3.22 Recall history – game server play history



- This is to see all game request (buy) performed by the VGM and all claim performed on the VGM.

1.3.23 Recall history – game floor sync history



- This is to see all communications between the VGM and the Server. If for some reason there is a communication issue, this is one of the best places to see which service that is not communicating with the VGM.

1.3.24 Recall history – hand paid cancelled credit history



- This is to see all hand paid cancelled credit tickets issued from the VGM.

1.3.25 Recall history – AFT transaction history



- This is to see AFT transactions on the VGM.

1.3.26 Recall history – win progressives history



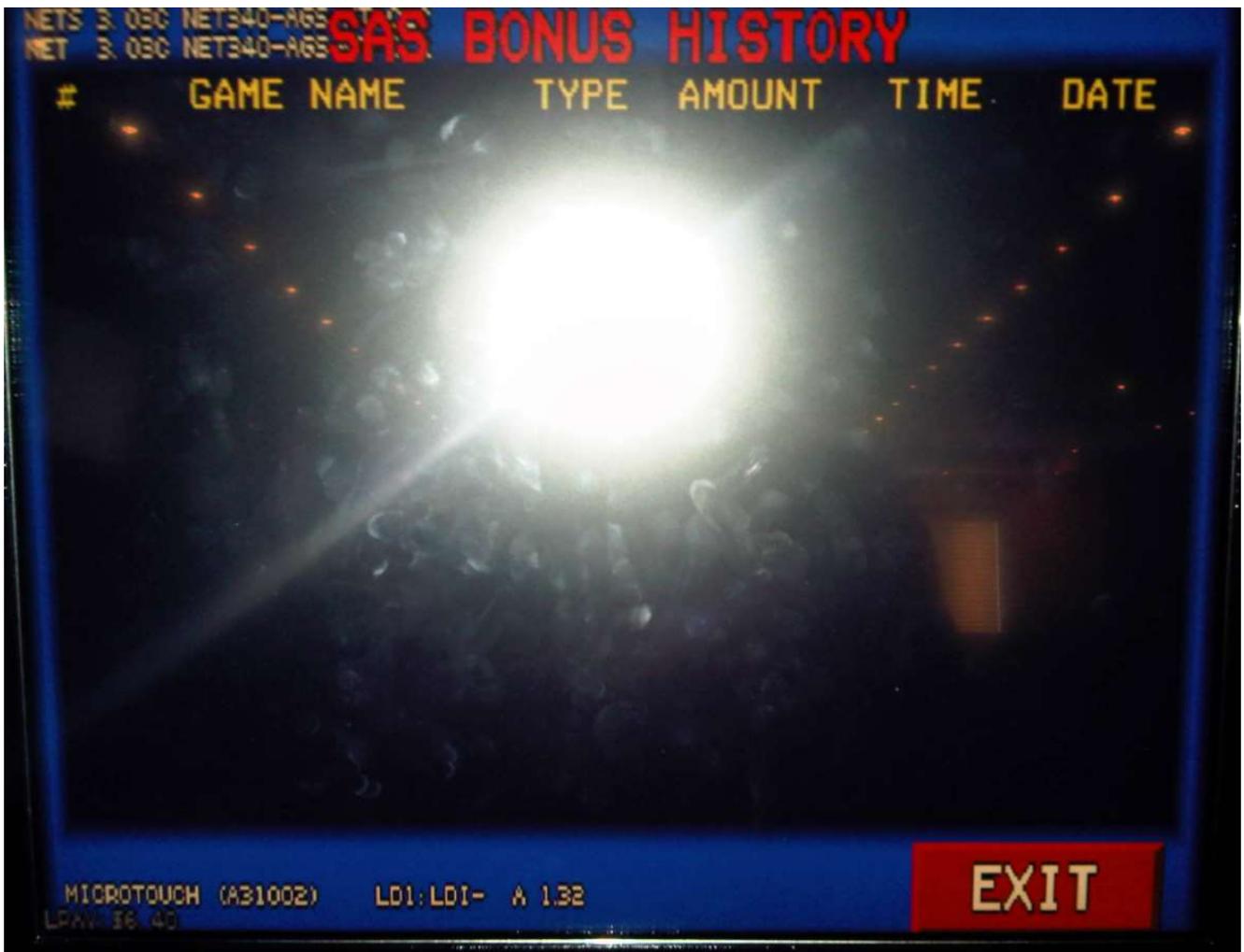
- This is to see all progressives wins/jackpot wins on the VGM.

1.3.27 Recall history – jackpot tickets



- This is to see all jackpot tickets issued from the VGM.

1.3.28 Recall history – bonus history



- This is to see all bonus/special win tickets issued from the VGM.

1.3.30 Recall history – ticket out history



- This is to see all tickets that were printed from the VGM.

1.3.31 Game stats



❖ Print Game Stats and Clear Period :

- This is to print the game stats and clear the period on the VGM

1.3.32 Colour palette



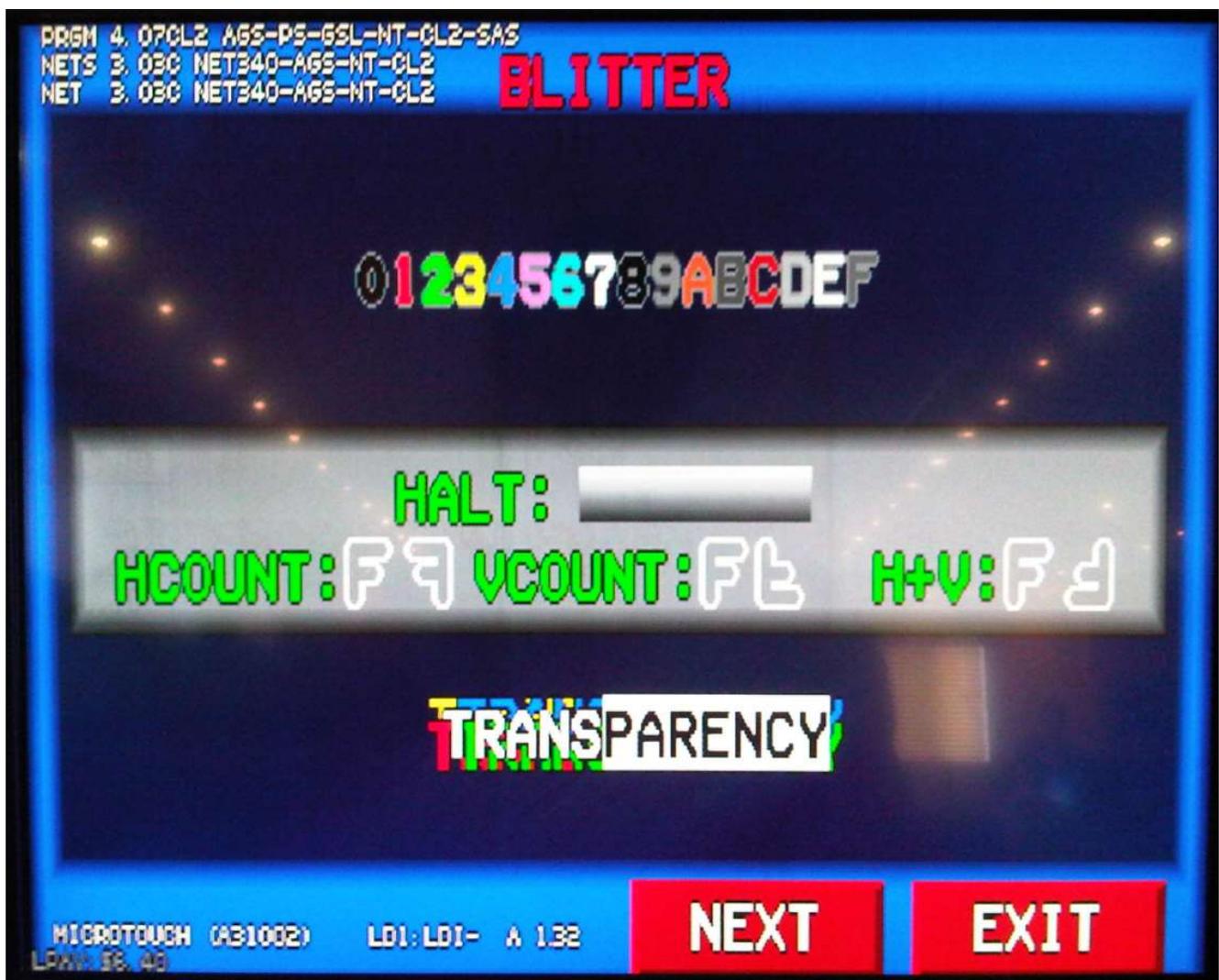
- This is to see the color palette.

1.3.33 Video ram



- This is to see the video RAM.

1.3.34 Blitter



- This is to see the blitter ..

1.3.35 Ram backup



- This is to test the RAM backup

1.3.36 CPU ram



- This is to test the CPU and the VIDEO RAM.

1.3.37 Sphinx



- This is where to get the Sphinx informations.

❖ Collect Machines Data :

- Used when unlocking/updating the sphinx. When doing the unlock/update, there is some data that is collected from the VGM.

❖ Location Number :

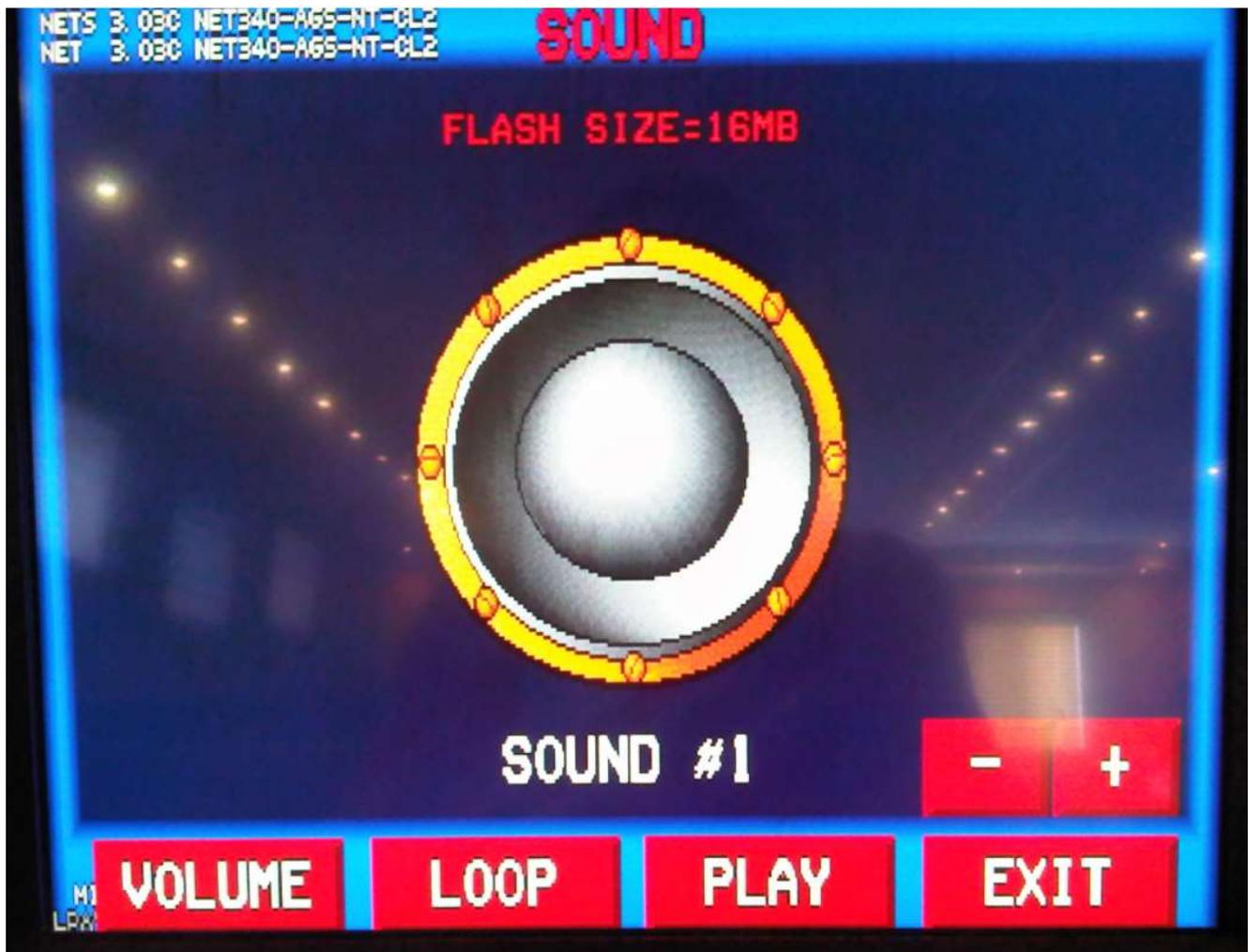
- This is to set a location ID number before doing a Collect Machine Data. Since you can put more than one location on a card when doing the collect, that is why you can configure a location number to identify the data collected from the VGM

1.3.38 Money accept



- Used to test if the bill acceptor is working fine.

1.3.39 Sound



❖ Volume :

- Used to specify a volume level for a specific sound.

❖ Loop :

- Used to play a specific sound in loop.

❖ Play :

- Used to play the sound one time.

❖ - :

- Used to change the sound to another.

❖ :

- Used to change the sound to another.

1.3.40 Network test (page 1)



❖ **Select ALL :**

- This is to select to do a network test with all the VGM available on the same bank.

❖ **Unselect :**

- This is to unselect to do a network test with some specific VGM on the same bank.

❖ **Next :**

- Go on the next page

1.3.41 Network test (page 2)

The screenshot shows a terminal window titled "NETWORK TEST" and "PAGE 2". The main content is a "MACHINE POLL" table with 10 columns (0-9) and 11 rows (0-100). The table contains IP addresses, with most cells showing "32456". A few cells show different values: "18424" at (10,1), "15115" at (40,5), and "32295" at (50,5). Below the table, summary statistics are displayed: "NETWORK MS TIMEOUT=" 0, "UNKNOWN ACK=" 0, "NETWORK PING: SENT=" 34389, and "ERROR=" 0. At the bottom, a green message reads "RT860 PING: RECEIVED". A navigation bar at the very bottom contains five buttons: "RESET", "RELOAD", "PRINT", "NEXT", and "EXIT".

	0	1	2	3	4	5	6	7	8	9
0		32456	32456	32456	32456	32456	32456	32456	32456	32456
10	32456	18424	32456	32456	32456	32456	32456	32456	32456	32456
20	32456	32456	32456	32456	32456	32455	32455	32455	32455	32455
30	32455	32455	32455	32455	32455	32455	32455	32455	32455	32455
40	32455	32455	32455	32455	15115	32455	32455	32455	32455	32455
50	32455	32455	32455	32455	32455	32295	32455	32455	32455	32455
60	32455	32455	32455	32455	32455	32455	32455	32455	32455	32455
70	32455	32455	32455	32455	32455	32455	32455	32455	32455	32455
80	32455	32455	32455	32455	32455	32455	32455	32455	32455	32455
90	32455	32455	32455	32455	32455	32455	32455	32455	32455	32455
100	32455									

NETWORK MS TIMEOUT= 0
UNKNOWN ACK= 0
NETWORK PING: SENT= 34389
ERROR= 0

RT860 PING: RECEIVED

RESET RELOAD PRINT NEXT EXIT

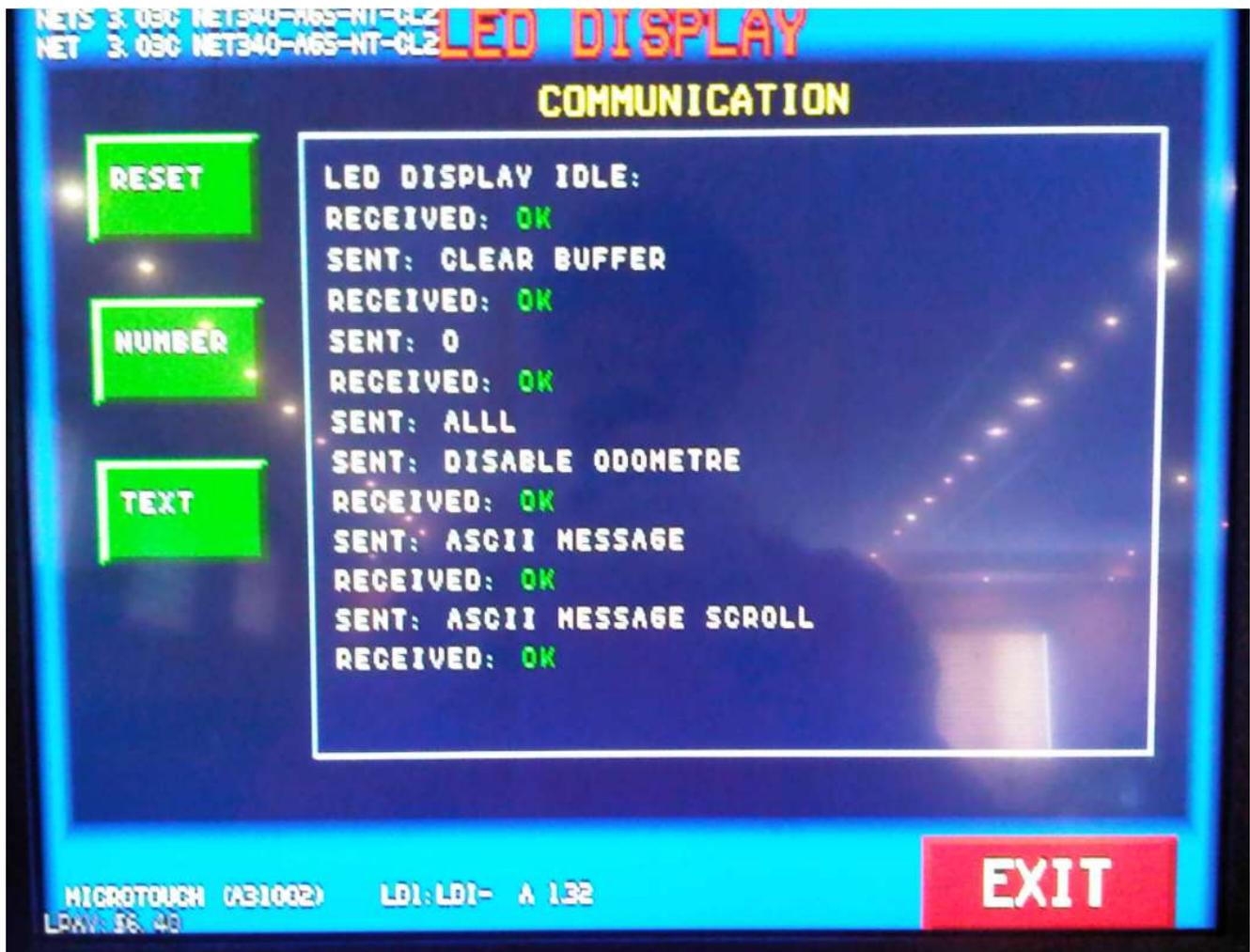
- ❖ **Reset :**
 - This is to reset the machine poll.
- ❖ **Reload :**
 - This is to retry the machine poll.
- ❖ **Print :**
 - This is to print the machine poll result.
- ❖ **Next :**
 - Go on the next page

1.3.42 Door switches



- This is to see the current doors status.

1.3.43 LED display



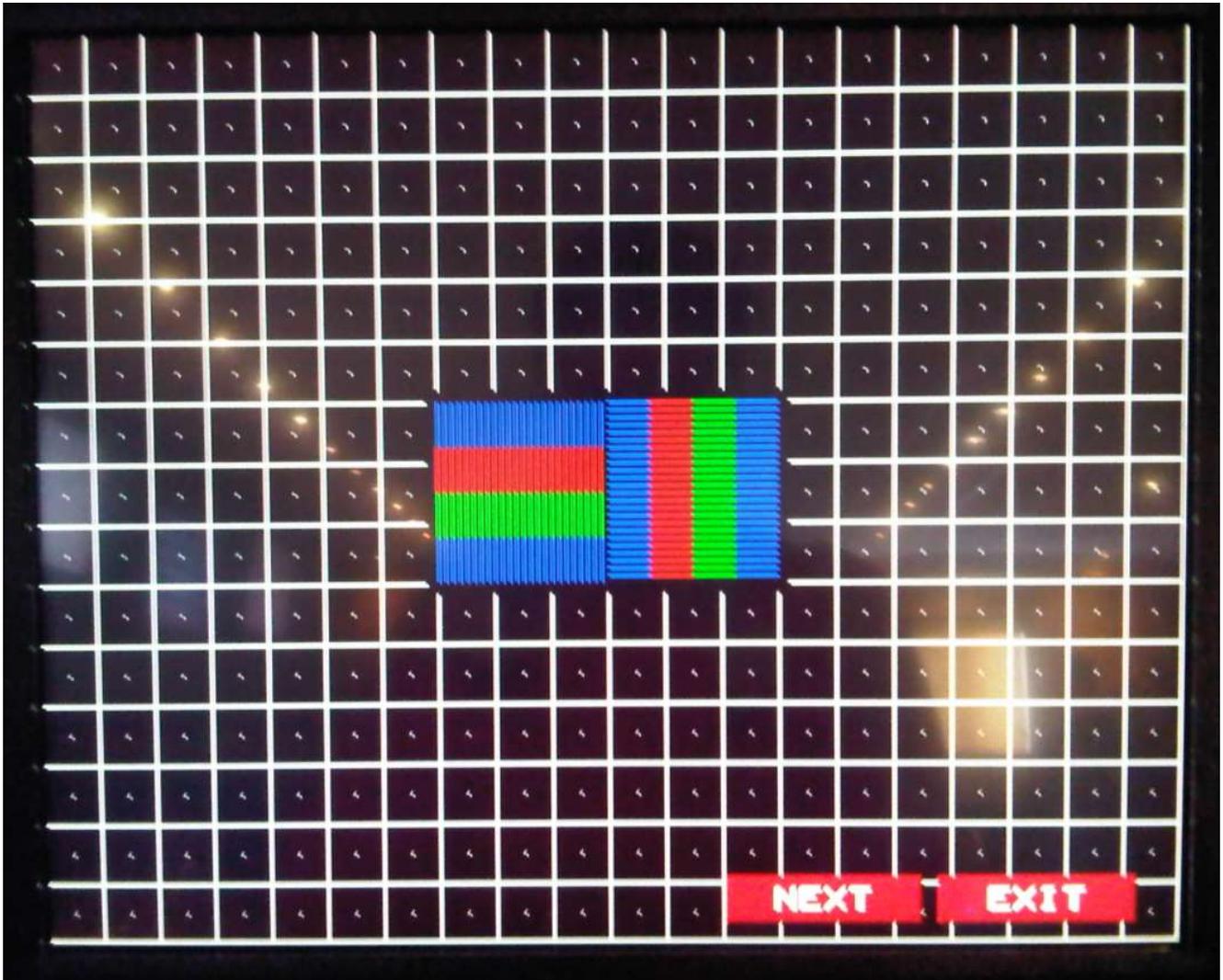
- This is to test the LED display.

1.3.44 Touchscreen



- **Calibration:** This is used to calibrate the touch screen.
- **New Screen:** This is to reset the touched points on the current calibration screen.

1.3.45 Monitor adjust



- This is to make sure the screen is properly horizontally and vertically aligned.

1.3.46 Versions (page 1)



- This is the place to get the Firmware ID of the game, the dallas key of the VGM and some other information.

1.3.47 Versions (page 2)



- This is the place to get the Firmware ID of the NET340, the dallas key of the NET340 and some other information.

CONTACT US

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