

Department

External Computer Services

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Complete Raptor G2 operator menu guide



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1 THE COMPLETE RAPTOR G2 OPERATOR MENU GUIDE

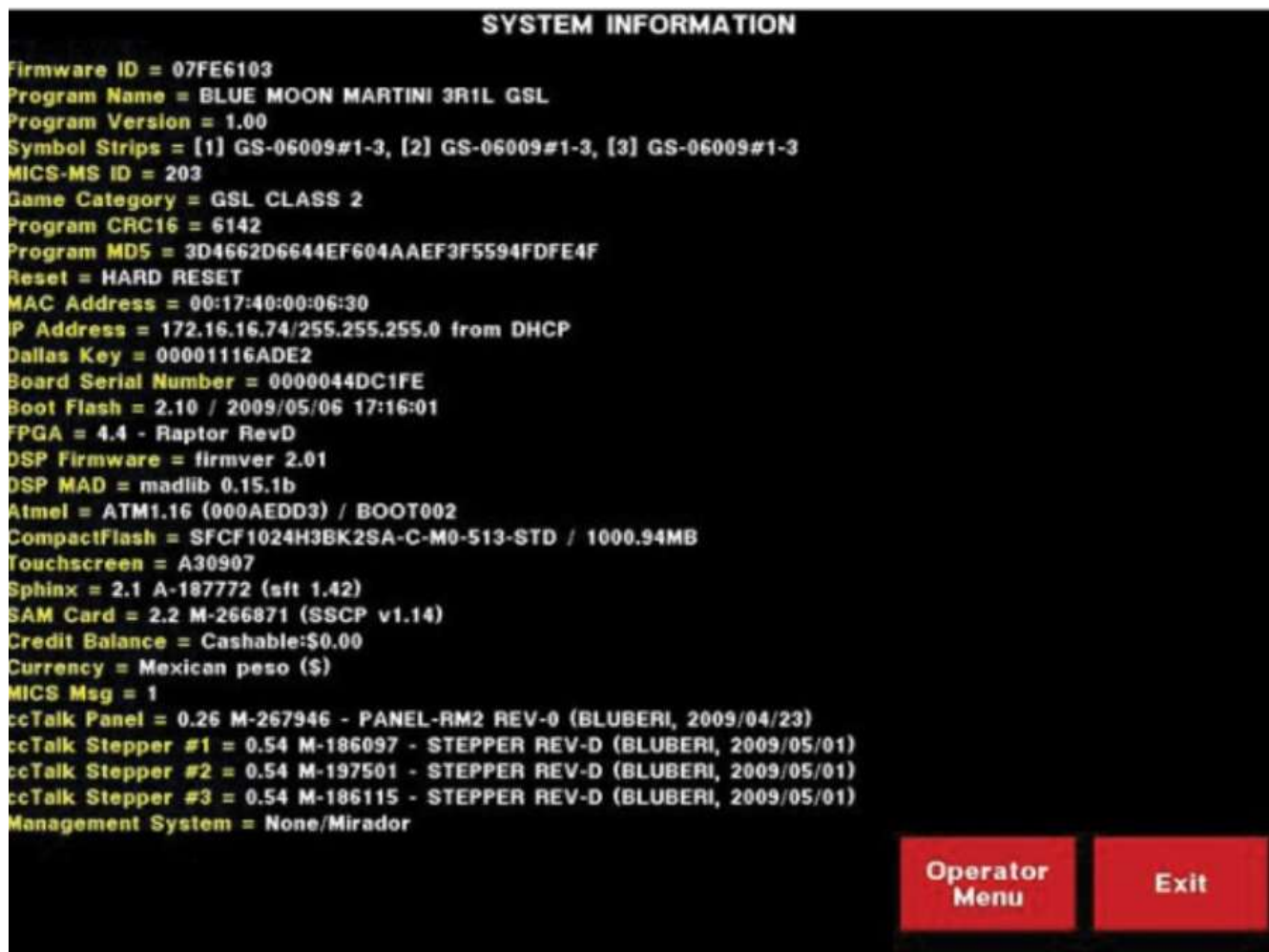
1.1. Introduction

This user guide presents an overview of the RAPTORG2 Operator Menu. The features of the Operator Menu is constantly upgraded. Therefore some of the settings and features of the product you are working with may slightly differ from the ones described here. However, the main concepts outlined throughout the present document apply to all Operator Menus.

1.2. General information

1.2.1 Operator menu access

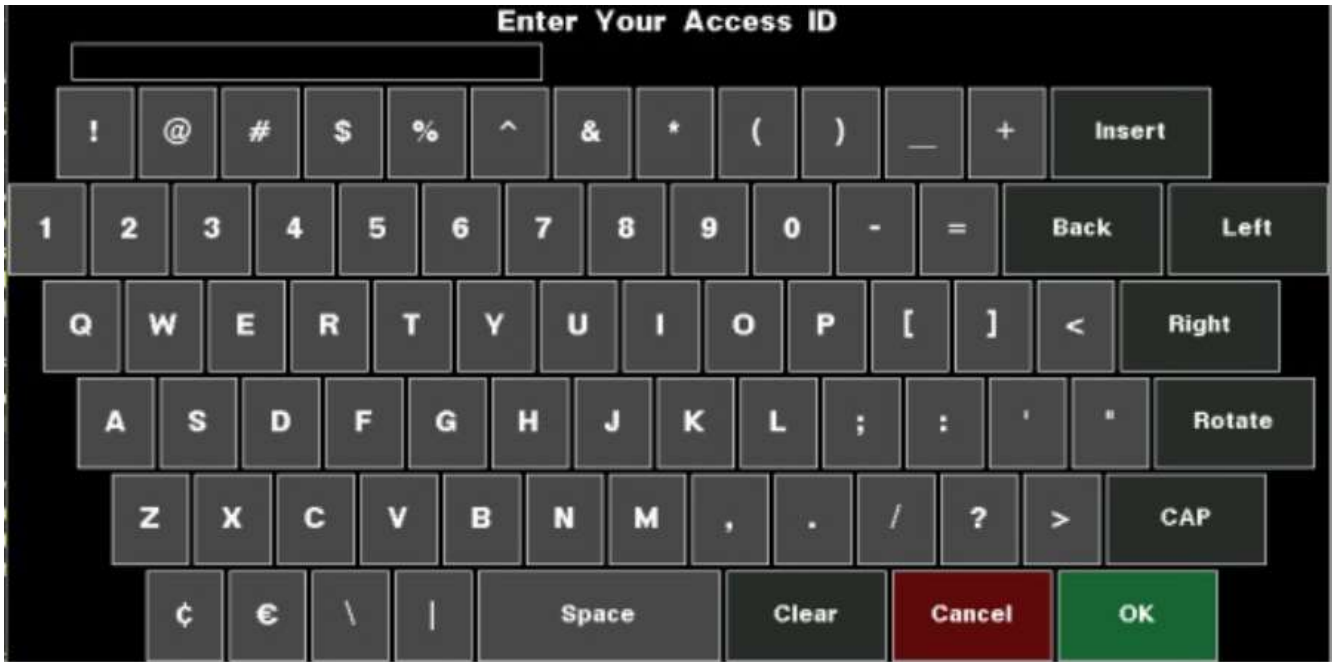
Turn the Operator Menu key in the gaming machine switch lock to access the **SYSTEM INFORMATION** screen.



Press the **OPERATOR MENU** button to access the Operator Menu content.

The first time you access the Operator Menu, enter the default access code provided by the manufacturer. Once the configuration is completed, press **REFRESH ACCESS ID LIST**.

To delete the default access code and to provide you with an access ID and a password required for any subsequent access to the Operator Menu.



1.2.2 Colour conventions

The color of buttons available in the Operator Menu main page indicates their function type.




CONFIGURATION

Use the red **CONFIGURATION** button to set up crucial machine parameters, such as the system and game configurations.


You must insert, turn, and hold the Operator Menu key in the switch lock while pressing the red **CONFIGURATION** button in order to access the **CONFIGURATION** submenu. You may choose to use a Menu Access Code to restrict access to the configuration options.



STATISTICS



RECALL HISTORY



DIAGNOSTIC



SYSTEM INFORMATION

Use the green buttons to access informative submenus, such as statistics, logs and diagnostic functions.

The color of the submenu buttons identifies their attributes.



SYSTEM

A gray button allows you to select a configuration option or to modify a parameter.



System Mode: Normal


A purple button indicates that you cannot change this value for one of the following reasons:

1. The operator does not have the appropriate Dallas key.
2. The setting is unavailable due to another selection.
3. The setting is provided by another service, such as the management system.
4. The option displays informative, yet non-modifiable facts, such as the electronic serial number of the board.

1.2.3 Submenu settings

Submenu buttons display the current parameter value. Press the button to modify the value.

OPTION BUTTON

A screenshot of a dark grey button with the text "Bell Type: Physical" in yellow. The word "Physical" is highlighted in a lighter yellow color.

Bell Type: **Physical**

To modify this value, press the button and then select a new setting using the option selector.

NUMERIC VALUE BUTTON

A screenshot of a dark grey button with the text "Bell Volume: 12" in yellow. The number "12" is highlighted in a lighter yellow color.

Bell Volume: **12**

To modify this value, press the button and then enter the new value using the numeric keypad that is displayed.

1.2.4 Option selector



A selector allows you to set certain options. The parameter current value is displayed in yellow characters. Select the new parameter value, or press < CANCEL > if no modification is required.

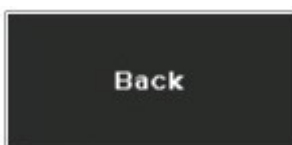
1.2.5 Numeric Keypad



The numeric keyboard must be used to set certain options. The parameter name is displayed in white characters at the top of the keypad and its numeric value is displayed below in yellow.



To set the option to the minimum or maximum value.



To delete a digit on the numeric display. Digits are deleted from right to left.



To exit the numeric keypad without changing any of the settings.



To set all digits on the numeric display to zero.



To confirm new settings.

1.2.6 Operator menu access

Some buttons commonly appear on menu pages.



To cycle through pages.



To return to the game (from the main page) or to the main page (from a subpage).



To validate or to invalidate an action.



To reset all displayed values to zero.



To display the amounts in credits.



To display the amounts in monetary values.

1.3. Security features

To enhance system security, access to sensitive configuration parameters can be restricted by using access codes.

1.3.1 Access codes

The operator may assign codes to control access to specific categories of menu options.

- The **MENU ACCESS CODES** define the menu options available to a particular user.
- The **METER ACCESS CODES** determine the range of statistics a particular user may print or clear.

1.3.2 To access menu options protected by an access code

Once an access code is created, you are prompted to enter it for accessing protected options. To increase security, the keypad layout changes each time an access code must be entered.



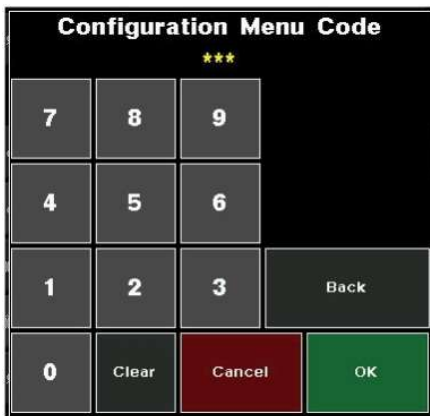
1.3.3 To create and remove an access code

The creation and removal procedures are essentially identical for all access codes.

Operator Menu Code: **No Code**

The following example focuses on the Operator Menu access code.

To create the code, press the appropriate access-code button, and then enter at least three digits on the numeric keypad.



You may **CANCEL** the code creation, erase the last digit with **BACK**, erase all digits with **CLEAR**, or press **OK** to confirm code creation.

The **BACK** option appears only after you have entered the first digit. The **OK** option appears only after you have entered three digits. The code must contain from 3 to 8 digits.

Once your code has been entered, type it a second time on the confirmation keypad.

Once confirmed, the access code is created and the reset-code button becomes available.

Operator Menu Code: **Code Installed**

Reset Operator Menu Code

To remove the code, press the appropriate reset-code button and then enter the code on the numeric keypad. You may **CANCEL** the code removal, erase the last digit with **BACK**, erase all digits with **CLEAR**, or press **OK** to confirm code removal.

1.4. Configuration submenu



1.4.1 Access code

ACCESS CODES

To configure the security level by creating or removing access codes.



ACCOUNTING MENU CODE

To create the code required to access the statistics submenus.

CONFIGURATION MENU CODE

To create the code required to access the configuration submenus.

DAILY METER CODE

To create the access code required to print or to clear the daily meter statistics.

GAME SERVER LIVE CODE

To create the code required to access the Game Server Live configuration submenu.

LIFETIME METER CODE

To create the access code required to print the lifetime meter statistics.

OPERATOR MENU CODE

To create the code required to access the Operator Menu.

METER ALL CODE

To create the access code required to print or to clear all meter statistics.

METER DAILY CODE

To create the access code required to print or to clear the daily meter statistics.

METER PERIOD CODE

To create the access code required to print or to clear the periodic meter statistics.

PERIOD METER CODE

To create the access code required to print or to clear the periodic meter statistics.

RESET ACCOUNTING MENU CODE

To remove the code required to access the statistics submenus.

RESET CONFIGURATION MENU CODE

To remove the code required to access the configuration submenus.

RESET DAILY METER CODE

To remove the access code required to print or to clear the daily meter statistics.

RESET GAME SERVER LIVE CODE

To remove the code required to access the Game Server Live configuration submenu.

RESET LIFETIME METER CODE

To remove the access code required to print the lifetime meter statistics.

RESET OPERATOR MENU CODE

To remove the code required to access the Operator Menu.

RESET METER ALL CODE

To remove the access code required to print or to clear all meter statistics.

RESET METER DAILY CODE

To remove the access code required to print or to clear the daily meter statistics.

RESET METER PERIOD CODE

To remove the access code required to print or to clear the periodic meter statistics.

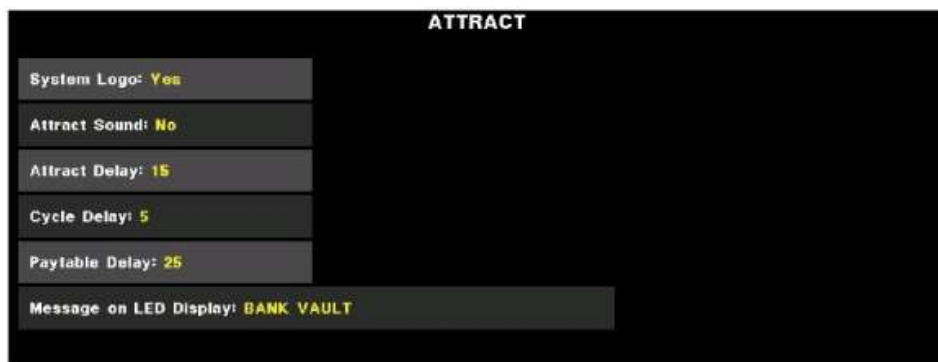
RESET PERIOD METER CODE

To remove the access code required to print or to clear the periodic meter statistics.

1.4.2 Attract

ATTRACT

To configure settings in the Attract mode, which is active when the gaming machine is not in use.



ATTRACT DELAY

To specify the interval (from 0 to 3600 seconds) between the end of a game and the logo display that signals the start of the Attract mode.

ATTRACT SOUND

To enable or to disable sounds during the Attract mode.

CYCLE DELAY

To specify the interval (from 0 to 3600 seconds) during which the game logo is displayed onscreen at the start of the Attract mode.

MESSAGE ON LED DISPLAY

To access the alphanumeric pad in order to enter the Attract-mode message.

PAYTABLE DELAY

To specify the interval (from 0 to 3600 seconds) during which the pay table is displayed onscreen during an Attract-mode cycle.

SYSTEM LOGO

To enable or to disable the game logo displayed at the start of the Attract mode.

1.4.3 Bill acceptor

BILL ACCEPTOR

To configure the bill acceptor parameters.



BILL ACCEPTOR TEST

To test the selected bill acceptor.

BILL TYPE

To specify the brand and model of the bill acceptor connected to the gaming board.

INITIALIZING

To initialize the selected bill acceptor.

NUMBER OF RETRIES

To determine the number of times the gaming board may try to communicate with the bill acceptor prior to concluding there is a communication failure.

POLLING FREQUENCY

To specify the elapsed time, in milliseconds, between two status requests sent to the bill acceptor.

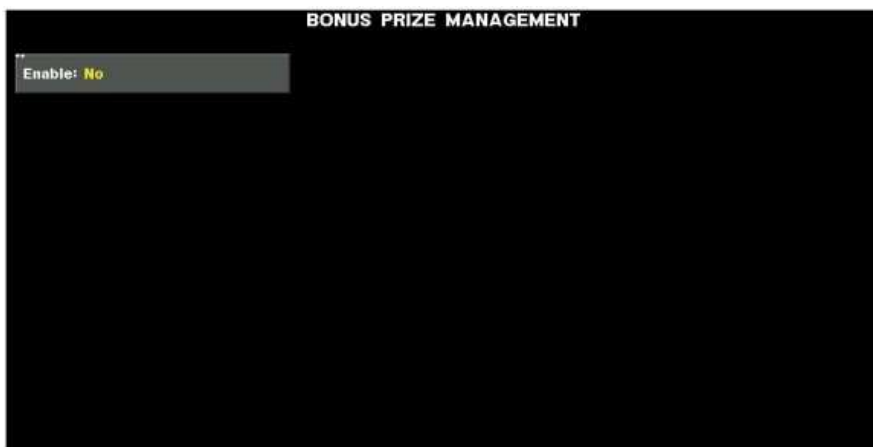
SIGNAL TYPE

To select the data transmission standard used by the bill acceptor.

1.4.4 Bonus prize management



To configure the bonus-prize-management parameters.



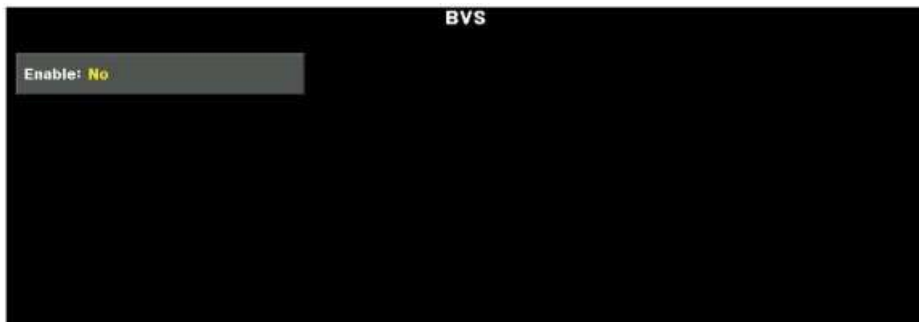
ENABLE

To enable or to disable the bonus prize management.

1.4.5 BVS

BVS

To configure the Bluberi Vouchering Server (Ticket in/Ticket out).



ENABLE

To enable or to disable the Bluberi Vouchering Server.

1.4.6 Card reader

CARD READER

To configure the card reader parameters.



CARD READER TEST

To test the selected card reader.

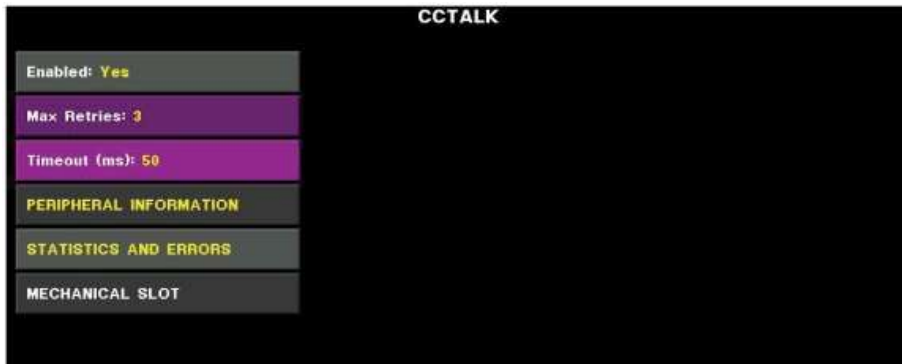
CARD READER TYPE

To specify the type of card used by the card reader connected to the gaming board, either magnetic or smart card.

1.4.7 CC talk

CCTALK

To configure the ccTalk hardware devices linked to the gaming board.



ENABLED

To enable or to disable the communication between the board and its ccTalk peripherals.

MAX RETRIES

To determine the number of times the gaming board may try to communicate with a ccTalk device prior to concluding there is a communication failure.

PERIPHERAL INFORMATION

To display the manufacturer name and code, the serial number, and the software information of each ccTalk peripheral connected to the board.

STATISTICS AND ERRORS

To display the number of retries and errors for each ccTalk peripheral connected to the board. Press **CLEAR STATS** to reset the ccTalk retry and error statistics.

TIMEOUT (MS)

To specify the maximum delay during which the gaming board waits for a reply from a ccTalk device.

MECHANICAL SLOT

MECHANICAL SLOT

To access the ccTalk configuration submenu for the mechanical reels and their backlight and display controller.

AMBIENT LIGHT

To enable or to disable the option of lighting the reel ambient lights all the time.

AMBIENT LIGHT CHANGE

To enable or to disable the option allowing the reel ambient light color to change depending on the game status.

MIN COMMAND INTERVAL (MS)

To specify the minimum delay during which the gaming board waits prior to sending another command to a ccTalk mechanical-reel controller.

PORT SPEED (BAUDS)

To specify the number of bits per second transferred through the ccTalk port.

MECHANICAL PANEL

MECHANICAL PANEL

To configure the backlight and display controller parameters.

PANEL ENABLED

To enable or to disable the PANEL backlight and display controller.

PANEL ADDRESS

To specify the controller address.

PANEL ENCRYPT

To enable Money Controls CMF1-1 encryption.

MECHANICAL STEPPERS

MECHANICAL STEPPERS

To configure the mechanical-reel controller parameters.

STEPPER ENABLED

To enable or to disable the STEPPER mechanical-reel controller.

STEPPER ADDRESS

To specify the controller address.

STEPPER ENCRYPT

To enable Money Controls CMF1-1 encryption.

1.4.8 Collect

COLLECT

To configure the money collection parameters.



CAN PRINT RESTRICTED TICKET

To enable or to disable the printing of restricted-money tickets. “Restricted money” refers to promotional money.

COLLECT MODE

To select a payout mode.

COLLECT SOUND

To select the sound to be played during a collect.

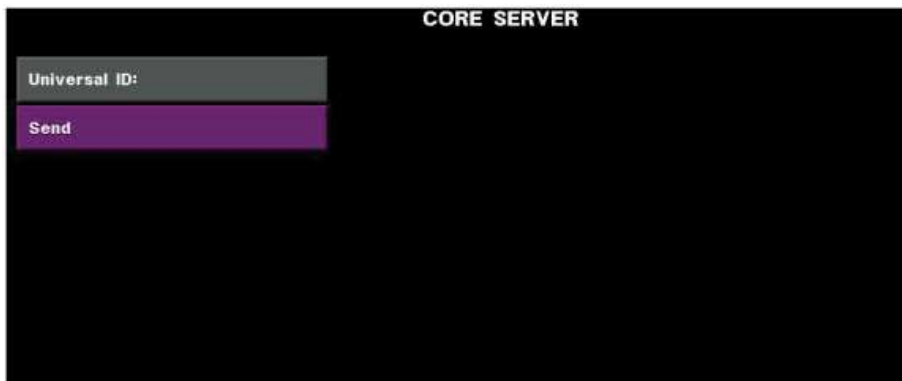
COLLECT VOLUME

To specify the sound level during a collect.

1.4.9 Core server

CORE SERVER

To configure the information that the gaming machine must send to the core server.



GET

To receive the Universal ID previously configured in the Mirador.

SEND

To transmit the Operator Menu configurations of the gaming machine to the core server.

UNIVERSAL ID

To specify the unique gaming-machine identification number to be sent to the core server.

1.4.10 Currency

CURRENCY

To configure the format of the monetary values, both printed and displayed.



CURRENCY

To select the currency unit.

DECIMAL SEPARATOR

To select the symbol separating the integer and fractional parts of a number.

SCREEN SYMBOL SPACE

To specify whether a space is displayed between the currency symbol and the value.

SIGN POSITION

To specify whether the currency symbol appears before or after the monetary value.

SIGN POSITION ON TICKET

To specify whether the currency symbol appears before or after the monetary value when printed.

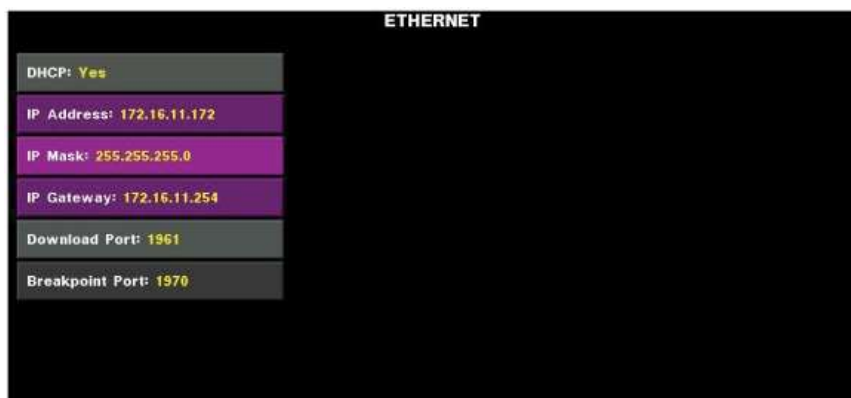
TICKET SYMBOL SPACE

To enable or to disable printing a space between the currency symbol and the value.

1.4.11 Ethernet

ETHERNET

To configure the settings for communicating on the network through an Ethernet link.



Le DHCP des jeux AGS doit toujours être inaccessible (mauve). Mettre la DIP switch 2 a ON.

Définition pour les organismes de certification:

BREAKPOINT PORT

To specify the port used for breakpoint control. The GLOBAL6 SCOTTY9 application is required.

Définition pour les clients:

BREAKPOINT PORT

To specify the port used for breakpoint control. (Reserved for internal use.)

DHCP

To specify whether the gaming machine is linked to a DHCP host.

DOWNLOAD PORT

To specify the download port identification.

IP ADDRESS

To specify the unique address identifying the location of the gaming machine.

IP GATEWAY

To specify the unique address identifying the location of the local-area-network gateway.

IP MASK

To specify the mask applied to the IP address for the identification of the local area network (LAN).

1.4.12 Ethernet controller

ETHERNET CONTROLLER

To specify the settings for communicating with a progressive controller through the network.



CONTROLLER BASE PORT

To identify the gaming-machine base port linked to the progressive controller.

CONTROLLER MODE

To specify whether the gaming machine is linked to a progressive controller.

CONTROLLER PORT

To identify the gaming-machine port linked to the progressive controller.

PROGRESSIVE CONTROLLER BASE PORT

To identify the gaming-machine port linked to the progressive controller.

PROGRESSIVE CONTROLLER MODE

To specify whether the gaming machine is linked to a progressive controller.

READ CONFIG

To copy the Operator Menu configurations from the progressive controller when the Client mode is selected.

SEND CONFIG

To transmit the Operator Menu configurations of a gaming machine to the progressive controller when the Client mode is selected.

1.4.13 Game

BANK VAULT

To configure the playing mode and other game settings.



AUTOPLAY

To enable or to disable the option that lets the machine play automatically

CREDIT VALUE

To determine the monetary value of one credit as displayed onscreen.

In a multigame environment, this option allows you to set a different credit value for each game. However, these different values are converted to the standard credit value set in the SYSTEM submenu before being displayed as statistics.

GAME ENABLE

To enable or to disable the game.

JACKPOT BET BASE

To determine the minimum amount of credits required for each line in order to be eligible to win the jackpot.

MATH INFORMATION

To specify the set of pay tables associated with the game, using a unique identifier.

MAX BET PER LINE

To determine the maximum bet allowed for each line.

MAX DBL UPS

To determine the maximum number of attempts allowed in the double-up feature.

MIN BET FOR DENOMINATION

To determine the minimum bet required for a round using the current denomination.

MIN CREDIT MULT FOR PROGRESSIVE

To determine the minimum bet required on each line in order to be eligible to win the progressive jackpot.

MINIMUM BET

To determine the minimum bet required for a round.

MS ID

To specify the number identifying the game for the Mirador management system.

PAYTABLE

To select the payout percentage.

PAYOUT MAX LINES

To select the pay table to be used when the player bets on all lines but the bet is not sufficient to be eligible to the progressive jackpot.

PAYOUT MAX LINES WITH JP

To select the pay table to be used when the player bets on all lines and the bet is sufficient to be eligible to the progressive jackpot.

REEL LIGHTS STATE DURING SPIN

To determine whether the reel lights turn on while the mechanical reels spin.

SKILL TIME

To determine how long the game waits for a specific player action before stopping the game and displaying the results.

If this option is set to zero, the gaming machine waits until the player performs the required action. Otherwise, the gaming machine waits until the delay expires to stop the game and display the results.

SKILL TYPE

To select the type of action the player must perform in order to stop the game and display the results.

SKILL TYPE 3RD REEL

To select the type of action the player must perform on the third reel in order to stop the game and display the results.

SLOT WAVE EFFECT

To enable or to disable the option of starting the reels in such a way as to simulate a wave effect.

SPIN TIME

To specify the number of seconds during which the reels are allowed to spin before displaying the outcome of the game.

USE SHORT ANIMS IN FS

To enable or to disable the winning animation during free spins.

WAVE

To enable or to disable the option of starting the reels in such a way as to simulate a wave effect.

DENOMINATION OPTIONS

HOT SPINS 5R20L - \$0.05

To configure the game settings associated with the base credit value selected.



GAME ENABLE a été remplacé par DENOM ENABLE.

GAME ENABLE

To enable or to disable the denomination.

DENOM ENABLE

To enable or to disable the denomination.

MIN BET FOR DENOMINATION

To determine the minimum bet (unit count of the current denomination) required for a round.

MIN CREDIT MULT FOR DENOM

To determine the minimum bet per line required for a given denomination once the maximum number of lines has been selected.

MIN CREDIT MULT FOR PROGRESSIVE

To determine the minimum bet required on each line in order to be eligible to win the progressive jackpot.

PAYOUT DETAIL

To display the payout details by bet and denomination.

PAYOUT MAX LINES

To select the pay table to be used when the player bets on all lines but the bet is not sufficient to be eligible for the progressive jackpot.

PAYOUT MAX LINES WITH JP

To select the pay table to be used when the player bets on all lines and the bet is sufficient to be eligible for the progressive jackpot.

PAYOUT MAX LINES

Payout Max Lines

To select the pay table to be used when the player bets on all lines but the bet is not sufficient to be eligible for the progressive jackpot.



PAYOUT 20 LINES

To select the pay table to be used according to the bet.

PAYOUT MAX LINES WITH PROG JP



To select the pay table to be used when the player bets on all lines and the bet is sufficient to be eligible for the progressive jackpot.



PAYOUT 20 LINES

To select the pay table to be used according to the bet.

1.4.14 Game common

GAME COMMON

To configure common game parameters.



EXIT HELP DELAY

To specify the period (in seconds) during which the help screen is displayed. If no action is performed by the player during this period, the screen returns to the game.

EXIT SELECT DENOM DELAY

To specify the number of seconds during which the denomination selection screen is displayed. If no action is performed by the player during this period, the screen returns to the game.

REPEAT ON PLAY BUTTON

To enable or to disable the option allowing the player to continuously press the **PLAY** button for successive games.

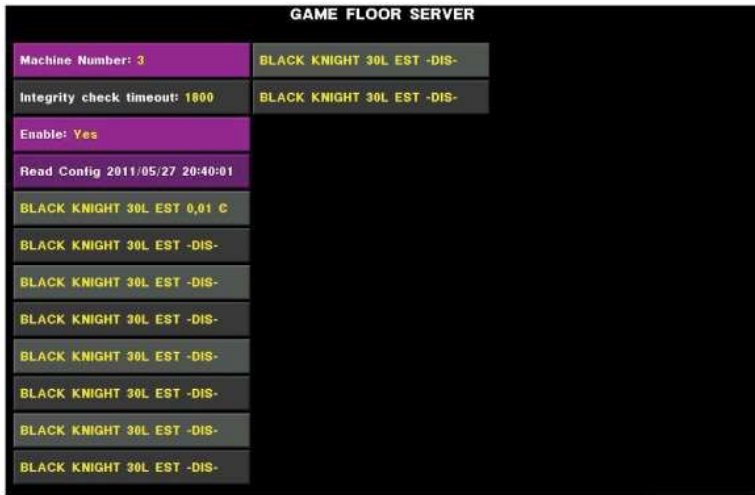
RETURN GAME TIMER

To specify the period (in seconds) during which the Help or Pay Table pages are displayed before the machine forces a return to the game.

1.4.15 Game and floor server

GAME FLOOR SERVER

To configure GFS (Game and Floor Server) parameters.



ENABLE

To enable or to disable the communication with the GFS.

INTEGRITY CHECK TIMEOUT

To specify the frequency (in seconds) at which an integrity check is performed on the machine by the server.

MACHINE NUMBER

To specify the unique number identifying the gaming machine to the GFS.

READ CONFIG

To apply the game configuration supplied by the GFS.

DENOMINATION OPTIONS



To display detailed information associated with the base credit value selected.



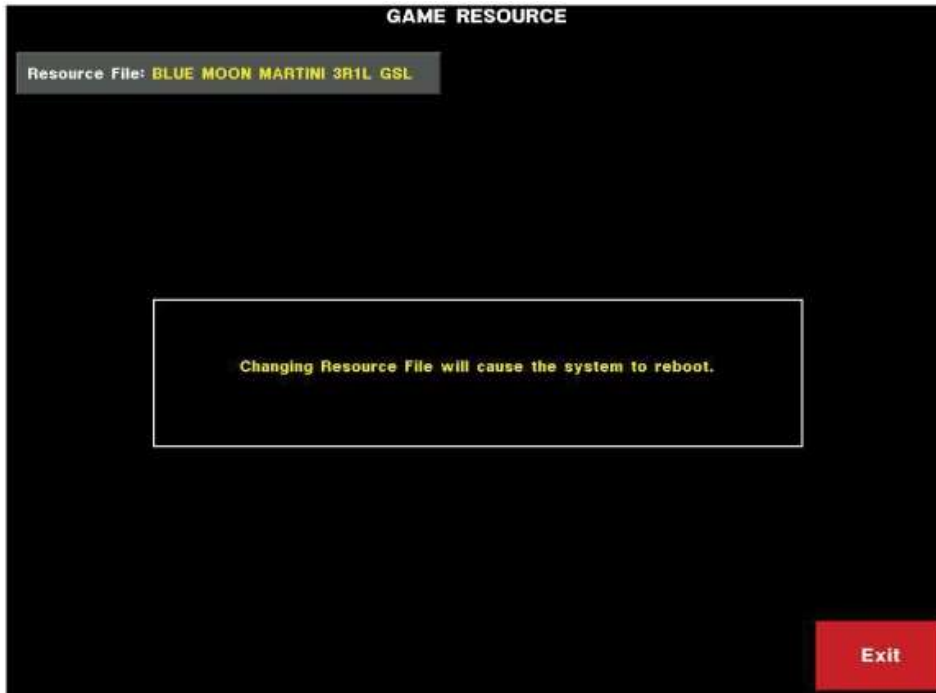
MODE

To cycle through the information tables.

1.4.16 Game resource

GAME RESOURCE

To configure the game theme parameters.



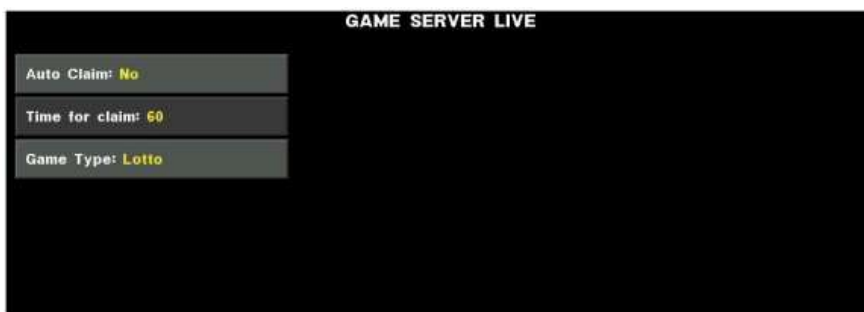
RESOURCE FILE

To select the game theme in order to determine which graphics and sound files are required. This option is only available following a gaming board hard reset, prior to playing a game. A gaming board hard reset is automatically performed once the selection is confirmed.

1.4.17 Game server live

GAME SERVER LIVE

To configure GSL (Game Server Live) parameters.



AUTO CLAIM

Typically, in a Lotto Live game, the player must press **CLAIM** at the end of a round to send a request to the server in order to redeem his prize. When this option is enabled, the **CLAIM** button does not appear onscreen; the claim request is automatically sent to the server and the prize is added to the player's account.

AUTO DAUB

Typically, in a Bingo Live game, the player must press **DAUB** at the end of a round to confirm the reception of the ending pattern and to send a request to the server in order to redeem his prize. When this option is enabled, the **DAUB** button does not appear onscreen; the daub request is automatically sent to the server and the prize is added to the player's account.

BINGO BALLS SPEED

To determine the speed of the bingo ball draw.

CLAIM ON LOSING GAMES

To force the player to claim even for a losing game.

DAUB ON LOSING GAMES

To force the player to daub even for a losing game.

GAME TYPE

To determine the name displayed on top of the Lotto card.

TIME BEFORE CLAIM

To determine the waiting time before the claim countdown is displayed to the player.

TIME FOR CLAIM

To specify the period (in seconds) during which the player may press **CLAIM** in order to redeem his prize.

USE CLAIM

To configure the game so that it never go unclaimed. Even if the claim timer runs out, the prize is added to the player's account.

1.4.18 Giveaway information

GIVEAWAY INFORMATION

To configure the giveaway parameters.



AMOUNT

To specify the minimum winning amount required to obtain a giveaway ticket.

NAME

To specify the giveaway name.

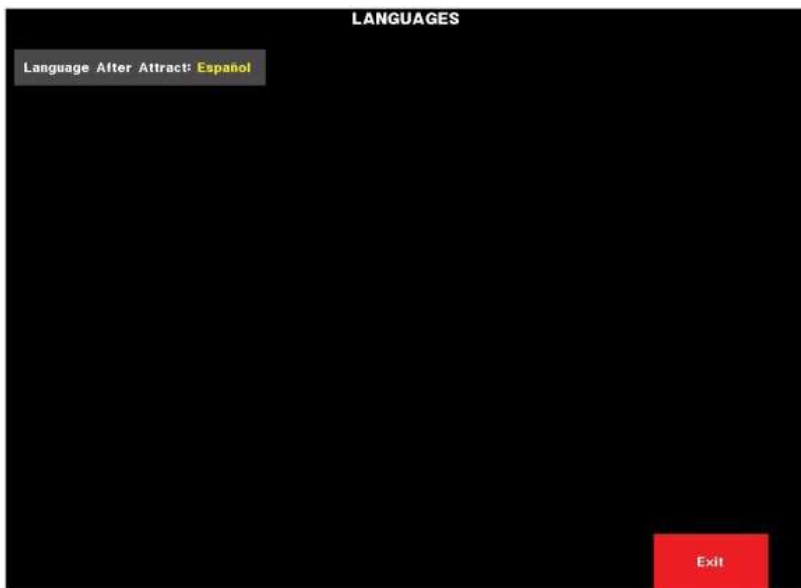
PRINT COUPON

To enable or to disable the option of printing giveaway coupons.

1.4.19 Languages



To select the language to be used.



LANGUAGE AFTER ATTRACT

To select the default game language after an Attract-mode cycle.

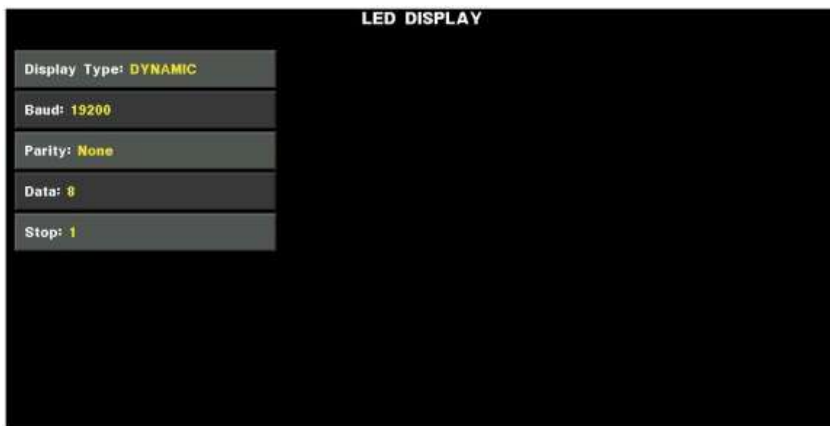
TICKETS LANGUAGE

To select the language displayed on printed tickets.

1.4.20 LED display

LED DISPLAY

To configure the LED display parameters.



BAUD

To specify the number of bits per second transferred to the LED display.

DATA

To specify the number of bits representing a character.

DISPLAY TYPE

To specify the brand and model of the display connected to the gaming board.

PARITY

To specify the type of the extra bit added to the data for parity checking.

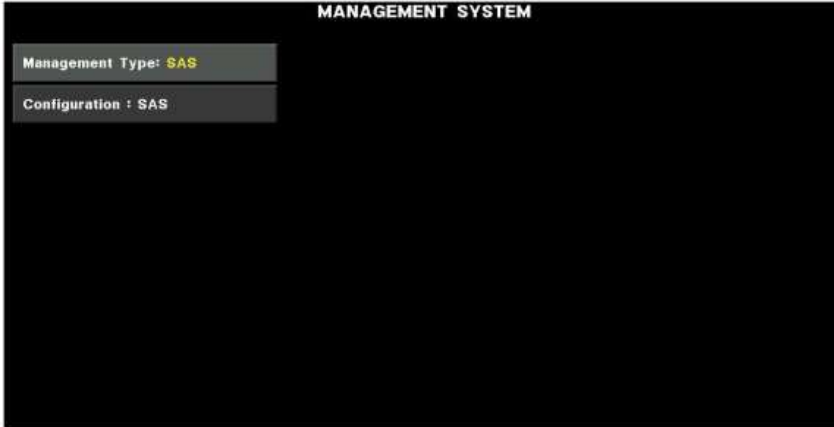
STOP

To specify whether a stop bit is added at the end of each data character.

1.4.21 Management system

MANAGEMENT SYSTEM

To configure the settings of the management system.



CONFIGURATION

To access the configuration parameter screen when a management system is selected. The **CONFIGURATION** button appears once a management type is selected.

MANAGEMENT TYPE

To select the type of management system (ex: SAS or S2S) supported by the gaming board. To ensure proper communication, select **NONE** when no management system is used. When the Game and Floor Server is enabled, the values configured in the Management System menu are ignored since the gaming machine use the values sent by the GFS.

SAS MANAGEMENT SYSTEM CONFIGURATION

Configuration : SAS

To configure SAS management system parameters.



ASSET NUMBER

To specify the gaming-machine identification number required for the SAS AFT feature.

AUTHENTICATION

To enable or to disable the SAS Component Authentication feature.

BEGIN REGISTRATION

To register for automatic debit transfers (AFT) from the gaming machine.

DISABLE HP RECEIPT

To specify whether to print a receipt following a payment by the operator. (This option is available only when the **COLLECT MODE** is set to PRINTER. The **SAS VALIDATION** option must be set to STANDARD or ENHANCED.)

HOST CHANGE ASSET NUMBER

To choose whether to allow the management system to modify the asset number using the SAS 0xB7 command.

HOST CHANGE FLOOR LOCATION

To choose whether to allow the management system to modify the floor location using the SAS 0xB7 command.

LEGACY BONUSING

To enable or to disable the SAS bonusing feature.

LINK DOWN TIMEOUT

To specify the length of time during which the gaming machine can operate when communication with the server is interrupted.

LONG POLL 7B

To enable or to disable the support of LONG POLL 7B SAS command.

PRINT HP RECEIPT SYSTEM MODE

To specify whether to force the printing of a receipt following a payment by the operator. (This option is displayed only when the **COLLECT MODE** is set to PRINTER. The **SAS VALIDATION** option must be set to SYSTEM.)

PROG EXTRA WIN TO NORMAL

To specify whether to identify to the SAS server a progressive jackpot comprising an extra win as a non progressive jackpot.

SAS 2ND MACHINE NUMBER

To specify the unique number identifying the gaming machine to the second SAS server when the **SAS TITO ON 2ND PORT** option is enabled.

SAS LINK DOWN ERROR

To enable the gaming machine to be out of service when communication with the server is interrupted. Otherwise, the gaming machine remains in normal operation even when the server is off-line.

SAS MACHINE NUMBER

To specify the unique number identifying the gaming machine to the main SAS server.

SAS METER CHANGE CYCLES

To specify the number of 30-second cycles during which the gaming board waits for an answer from the SAS host prior to cancelling a Meter Change Notification operation.

SAS PORT TYPE COM 1

To specify the type of connection of the first SAS port.

SAS PORT TYPE COM 2

To specify the type of connection of the second SAS port.

SAS TITO ON 2ND PORT

To indicate whether the SAS TI/TO feature is managed by the second SAS server.

SAS VALIDATION

To select the ticket validation method.

TICKET IN & TICKET OUT

To specify whether the machine prints a bar-coded collect ticket when players cash out their credits.

USE AFT

To enable or to disable the SAS AFT feature for automatic money transfers from the gaming machine.

USE BILL IN STACKER METER

To specify whether to allow meter reset when the bill acceptor stacker is removed.

S2S MANAGEMENT SYSTEM CONFIGURATION

Configuration : S2S

To configure the S2S management system parameters.



AREA ID

To specify the number identifying the casino area to which the gaming machine belongs.

BANK ID

To specify the number identifying the bank to which the gaming machine belongs.

DISABLE HP RECEIPT

To specify whether to print a receipt following a payment by the operator.

EGM POSITION

To specify the number identifying the gaming machine within the bank.

PLAYER INFO

To cycle through pages displaying server configuration information as well as player information.

S2S SERVER

To specify the type of S2S management system supported to the gaming board.

ZONE ID

To specify the number identifying the casino zone to which the gaming machine belongs.

1.4.22 Mirador cashless

MIRADOR CASHLESS

To configure the Mirador cashless parameters.



ENABLE

To enable or to disable the Mirador Cashless option.

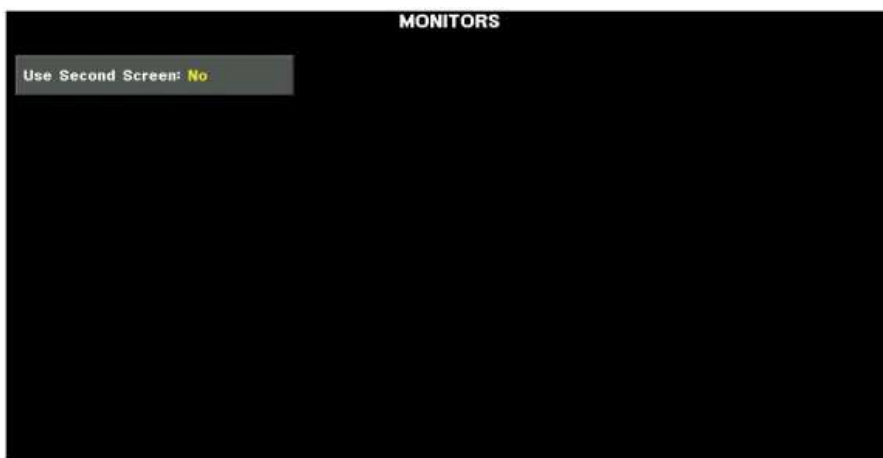
PROMO CR.

To indicate whether the cashless server supports the promotional credit feature in order to send the money insertion information using the Cash In With Info command instead of the Cash In command.

1.4.23 Monitor

MONITORS

To configure monitor parameters.



USE SECOND SCREEN

To specify whether a second screen is available or not.

PRIMARY SCREEN ASPECT RATIO

To specify whether to display the primary screen in normal mode or in widescreen mode.

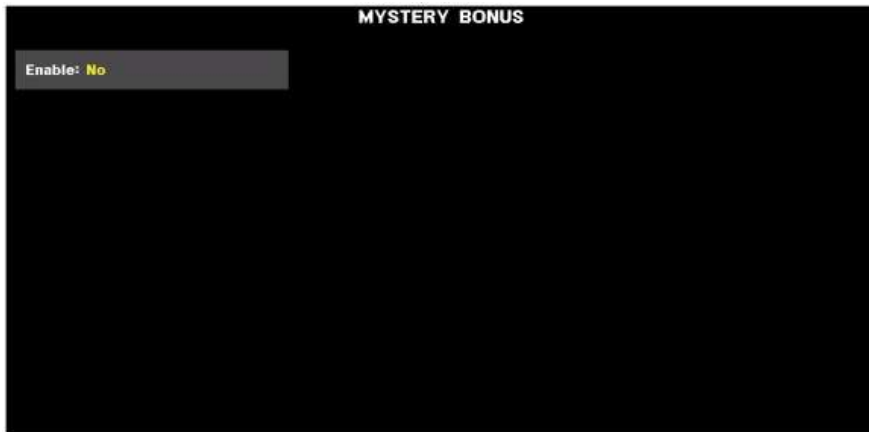
SECONDARY SCREEN ASPECT RATIO

To specify whether to display the secondary screen in normal mode or in widescreen mode.

1.4.24 Mystery bonus

MYSTERY BONUS

To configure the Mystery Bonus parameters.



ENABLE

To enable or to disable the Mystery Bonus.

1.4.25 Netsim

NET SIM

To configure the parameters required in order to communicate with the server NET SIM module.



CASHLESS ACCOUNT NUMBER

To specify the Mirador account number in order to replace the card when the gaming board is being tested in Bluberi's QA environment.

ENABLE

To enable or to disable the communication with the server router.

ETHERNET PORT

To specify the identification of the server-router port.

IP ADDRESS

To specify the unique address identifying the location of the server router on the network.

MACHINE NUMBER

To specify the gaming-machine identification number that is required to ensure proper communication with the network servers.

PORT

To specify the identification of the server-router port.

TERMINAL NUMBER

To specify the terminal identification number that is required to ensure proper communication with the network servers.

1.4.26 Paytable info

PAY TABLE INFO

To configure pay table parameters.



GAME SERVER TYPE

To determine the type of game server.

LINES

To specify the number of possible winning lines.

1.4.27 CC talk

PRINTER

To configure printer parameters.



ALARM WHILE PAPER IN CHUTE

To enable or to disable the warning sound when a ticket is in the printer chute.

BAUD

To specify the number of bits per second transferred to the printer.

DATA

To specify the number of bits representing a character.

DETECT PAPER IN CHUTE

To enable or to disable the detection of paper in the chute.

DETECT PRINTER OPEN

To enable or to disable printer opening detection.

PARITY

To specify the type of the extra bit added to the data for parity checking.

PRINTER TEST

To test and poll the selected printer.

PRINTER TYPE

To specify the brand and model of the printer connected to the gaming board.

RETRY DELAY

To configure the delay during which the gaming board waits for an answer from the printer before sending a message once more.

SEND TEMPLATE

To send ticket templates to the printer. This option is supported only by a limited number of printers.

STOP

To specify whether a stop bit is added at the end of each data character.

TEMPLATE CHOICE

To select the language displayed on printed tickets.

TIMEOUT

To configure the delay during which the gaming board waits for an answer from the printer before considering it to be absent.

1.4.28 Progressives

PROGRESSIVES

To configure the progressive jackpot and to display related information.



The screenshot shows a menu titled "PROGRESSIVES" with "Page 1" in the top right corner. The menu displays the following information:

#	1 / 4
Description	HOT SPINS 5R20L - \$0.01 - lvl 1
Mode	Standalone
ID	1
Contribution	0.25%
Value	\$2500.00
Base	\$2500.00
Limit	No limit
Denomination	\$0.01

At the bottom of the screen, there are four red buttons: "Next Page", "Next Item", "Change Item", and "Exit".

Some details which appear in the menu are displayed for information purposes only.

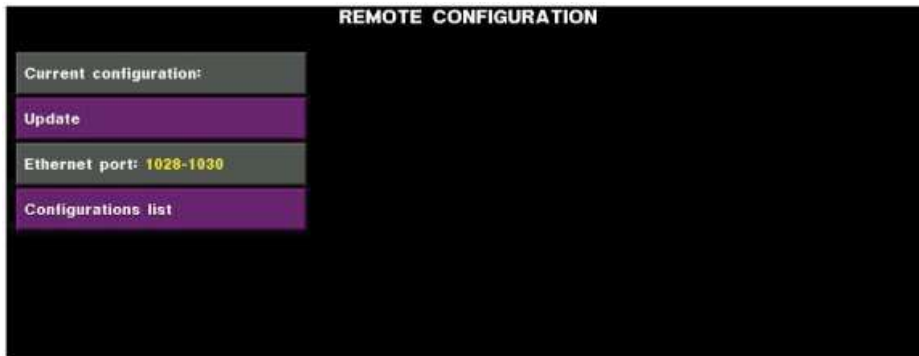
- **#** identifies the progressive jackpot depending on the number of available denominations.
- **DESCRIPTION** identifies the name of the game and the denomination selected.
- **MODE** indicates the progressive jackpot cumulation and sharing mode.
- **ID** specifies the unique number identifying the progressive jackpot. It might be either locally configured or provided by the GFS.
- **ENABLE** indicates whether the progressive jackpot is enabled or disabled for the current game.
- **CONTRIBUTION** indicates the percentage of money played that contributes to the progressive jackpot.
- **VALUE** indicates the current monetary value of the progressive jackpot.
- **BASE** indicates the starting value of the jackpot. After a jackpot has been won, the new jackpot reverts to this value.
- **LIMIT** indicates the highest value a jackpot can reach.
- **CREDIT VALUE** indicates the monetary value of a credit.

- **DENOMINATION** indicates the value of the denomination selected (which equals the value of one credit).

1.4.29 CC talk

REMOTE CONFIGURATION

To read and send configuration options to other RAPTORG2 gaming boards.



CURRENT CONFIGURATION

To enter the name of the current configuration profile.

CURRENT CONFIGURATION DATE

To display the current configuration date.

CONFIGURATIONS LIST

To display the list of configuration profiles applied to gaming machines and available for selection.

CURRENT CONFIGURATION NAME

To enter the name of the current configuration profile.

ETHERNET PORT

To select the port to which configurations are to be sent.

GET CURRENT CONFIGURATION

To receive the current configuration.

UPDATE

To update the current configuration profile after a modification has been performed.

1.4.30 CC talk

SECOND SCREEN

To configure the second-screen parameters.



USE SECOND SCREEN

To specify whether a second screen is available or not.

1.4.31 CC talk

SOUND

To sample and to configure the music and sound effects.

Use the up and down arrows to increment or to decrement the corresponding parameter value. Select the parameter to access the keypad in order to modify the value directly.

CHANNEL

To specify the channel selected to play the music or sound effect.

LOOP (CURRENT CHANNEL)

To continuously play a selected music or sound effect on the current channel.

LOW PASS FILTER

To specify the cutoff frequency of the low-pass filter for bass audio frequencies

MASTER VOLUME

To determine the loudness of sounds during games.

OUTPUT MODE

To specify the configuration of the sound system.

PLAY (CURRENT CHANNEL)

To hear the selected music or sound effect on the current channel.

SND NO.

To indicate the number of the selected music or sound effect.

STOP (CURRENT CHANNEL)

To stop playing the music or sound effect on the current channel.

STOP ALL

To stop playing all music and sound effects on all channels.

1.4.32 CC talk

SPHINX

To configure the SPHINX parameters.



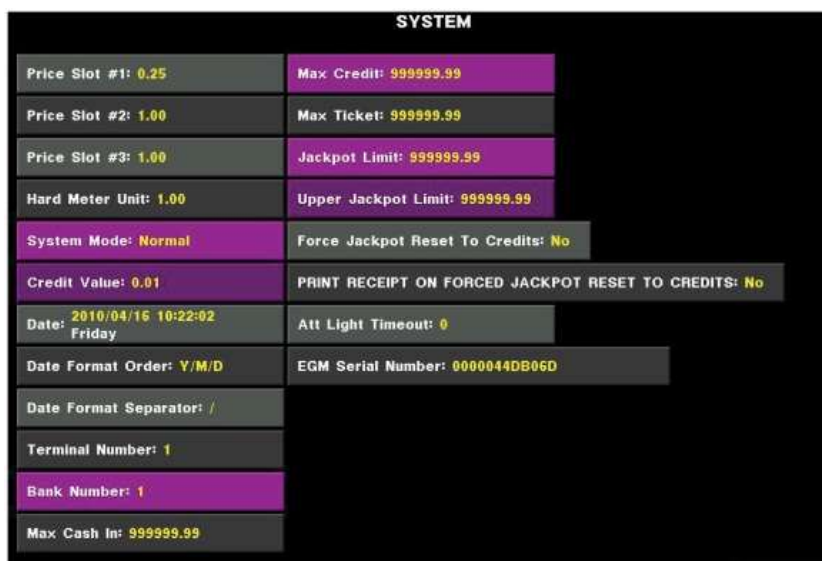
ETHERNET PORT

To specify the identification of the server-router ports dedicated to communications between the gaming machines and the SPHINX during the collect operation.

1.4.33 System

SYSTEM

To adjust the global settings of the game, such as the hard meter unit value, the time and date settings, and the maximum credits.



ATT LIGHT TIMEOUT

To determine how long the Attendant tower light flashes after **CALL ATTENDANT** has been pressed.

For example, if this option is set to 60, the Attendant tower light will automatically turn off after 60 seconds.

This option guards against lost time and decreased attendant productivity when customers press **CALL ATTENDANT** and then leave the gaming machine.

If this option is set to zero, the Attendant tower light flashes until an attendant answers the call.

BANK NUMBER

To specify the number identifying the bank to which the gaming machine belongs.

BELL TYPE

To specify whether the bell is real or simulated.

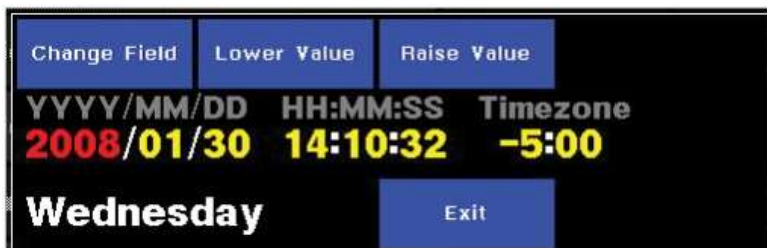
BELL VOLUME

To determine the volume of the simulated bell.

CREDIT VALUE

To determine the monetary value of credits in statistics.

DATE



To configure the board date and time.

This parameter is essential to identify the date and time of a past event.

Press **CHANGE FIELD** to access the desired field. Use **LOWER VALUE** or **RAISE VALUE** to adjust the value of the selected field. Press **EXIT** to confirm the current date and time settings.

DATE FORMAT ORDER

To select the date style in the system: Y/M/D, M/D/Y, or D/M/Y.

DATE FORMAT SEPARATOR

To select the field separator for the date: a slash, a dash, or a dot.

DISPLAY MODE

To determine whether the amount indicated onscreen is displayed in monetary units or in credits.

EGM SERIAL NUMBER

To specify the serial number of the gaming machine.

FLASH ON WINS

To determine the threshold value that causes the tower light to flash.

One level of the tower light is used to signal a substantial win; the other level flashes when a player presses **CALL ATTENDANT**. The position of these levels on the tower light is left at the customer's discretion.

Some towers include a third level at the bottom; this light is currently unused.

FORCE JACKPOT RESET TO CREDITS

To impose an attendant's intervention whenever the jackpot is won. The jackpot wins are transferred to the Credit box only after the attendant has turned the key.

HARD METER UNIT

To select the value of the hard-meter unit.

Setting this option to \$1.00 means that the meter pulses by one increment each time a dollar bill is recorded, whether the dollar is inserted, played, won, or collected.

JACKPOT LIMIT

To determine the maximum winning amount allowed before the gaming machine locks up. The attendant is requested to perform a reset and pay the player, usually by hand payment or, in particular situations, by transferring the wins to the player's credits.

MAX CASH IN

To determine the amount of money needed to make the gaming board turn off the money acceptor or the maximum amount that can be withdrawn from the user's cashless account.

*If a player has \$95.00 onscreen when **MAX CASH IN** is set to \$100.00, only amounts of five dollars or less are accepted by the money acceptor. If the player has \$100.00 onscreen, the money acceptor is automatically disabled.*

MAX CREDIT

To set the credit limit value which, once reached, triggers an onscreen message requesting players to collect their prize.

MAX PROG WIN WITHOUT ATT

To determine the maximum progressive amount a player can collect without the intervention of an attendant.

MAX SPECIAL WIN

To determine the maximum winning amount a player can collect without the intervention of an attendant.

MAX TICKET

To determine the maximum amount printed on a collect ticket without the intervention of an attendant.

MIN PROGRESSIVE LOCK

To determine the maximum value of a progressive jackpot win allowed before the gaming machine locks up until the attendant has issued a manual payment to the player.

NB RINGS

To determine the number of times the bell rings to signal a substantial win.

PRICE SLOT

Select one of the three **PRICE SLOT** buttons to configure the amount of money added to the player's credit when a specific slot receives a pulse signal. Set this option to \$0.00 for a slot that is not in use.

PRINT RECEIPT ON FORCED JACKPOT RESET TO CREDITS

To print a receipt whenever the attendant forces the jackpot wins to be transferred to the player's credits.

PROGRESSIVE DISPLAY MODE

To determine whether the progressive jackpot amount is displayed in monetary units or in credits.

RINGS

To determine the number of times the bell rings to signal a substantial win.

RINGS ON WINS

To indicate the threshold value triggering the bell to ring.

SYSTEM MODE

To select an operation mode.

TERMINAL NUMBER

To specify the number identifying the gaming terminal.

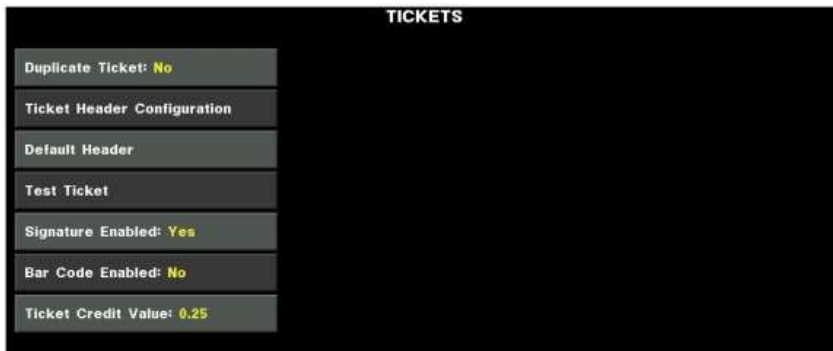
UPPER JACKPOT LIMIT

To determine the maximum winning amount allowed before the gaming machine locks up and requests the attendant to pay the player and perform a reset. If the win amount equals or exceeds the **UPPER JACKPOT LIMIT** value, the attendant must issue a hand payment to the player. If the win amount exceeds the **JACKPOT LIMIT** value but is lower than the **UPPER JACKPOT LIMIT** value, and depending on the amount available in the credit meter, the attendant may either manually pay the player or transfer the wins to the player's credits as long as the credit total does not exceed the configured **MAX CREDIT** value.

1.4.34 Tickets

TICKETS

To configure the ticket appearance parameters, such as the header type and the number of blank lines.



BAR CODE ENABLED

To enable or to disable the display of a bar code on tickets. (This option is displayed only when a printer is selected. It may not be displayed for some management systems.)

BAR CODE TYPE

To select the type of bar code displayed on the ticket. (This option is displayed only when **BAR CODE ENABLED** is set to YES.)

CAN PRINT RESTRICTED TICKET

To enable or to disable the printing of restricted-money tickets. "Restricted money" refers to promotional money.

DEFAULT HEADER

To restore the default header originally installed by the manufacturer.

DUPLICATE TICKET

To enable or to disable the printing of a second ticket when the first one is not complete due to an error.

PDF417 FULL WIDTH

To insert a symbol at both the beginning and end of the bar code to facilitate ticket reading. (This option is displayed only when **BAR CODE TYPE** is set to PDF417.)

PRINT RESTRICTED TICKET

To enable or to disable the printing of restricted-money tickets. “Restricted money” refers to promotional money.

SIGNATURE ENABLED

To enable or to disable the printing of a signature line on the ticket.

TEST TICKET

To generate a ticket sample in order to check its appearance.

TICKET CREDIT VALUE

To determine the value of the credit printed on the ticket. Adjust this option to make the credit value on the ticket different from the value shown on the screen. You can use the ticket credit value to deal with possible law changes.

For example, players could play with nickels, but the data printed on the ticket would be converted to a 25-cent credit value, as requested by law.

TICKET HEADER CONFIGURATION

To personalize the ticket header.

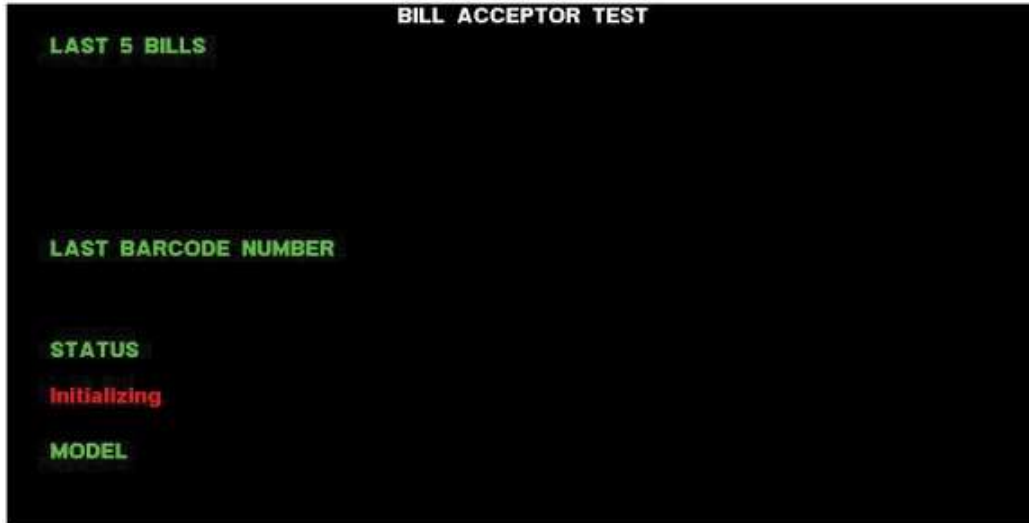
1.5. Diagnostic menu



1.5.1 Bill acceptor

BILL ACCEPTOR

To test that the bill acceptor properly detects bill insertion and to display information about the connected bill acceptor.



1.5.2 Card reader

CARD READER

To display information about the connected card reader



1.5.3 Coin

COIN

To test the three money slots of terminals with coin-handling capacity.

```
COIN TEST
SLOT #1 _____
SLOT #2 _____
SLOT #3 _____
```

1.5.4 Compact flash speed

COMPACT FLASH SPEED

To display information about the CompactFlash memory or the Solid State Drive (SSD) along with its read and write timings.

```
Hard disk 1:
Device 0: Name=OS0BGSSIA-18000-0
Signature=9C5A
Number of cylinders=15280
Number of heads=15
Number of sectors=63
Number total of sectors=14449806
Drive size=7224MB
Cache size=32767KB
Serial no.=DF28
Firmware=1916
Read speed: 104.0
Write speed: 78.9
```

1.5.5 Title 3

DOORS

To test the switches of the doors.

```
DOORS

Main door: Released
Logic door: Pressed
Cash door: Released
Bill door: Released

Atmel version: ATM1.16 Battery Good Serial port OK
```

1.5.6 DSP statistics

DSP STATISTICS

To display statistics about the DSP.

DSP STATISTICS								
Global:								
Total Run	111							
Total Error	0							
DMA Hang	0							
Out Mode	0	0	0	2	1			
Start of WAV	0							
WAV Underrun	0							
Start of MP3	0							
Header Error	0							
Frame Error	0							
MP3 Underrun	0							
Frame Sync	0							
Channel:								
	0	1	2	3	4	5	6	7
Total Run	111	0	0	0	0	0	0	0
Manual Stop	0	0	0	0	0	0	0	0
Normal Stop	111	0	0	0	0	0	0	0
Mute	0	0	0	0	0	0	0	0
Pause	0	0	0	0	0	0	0	0
Mode 8bit-M	0	0	0	0	0	0	0	0
Mode 8bit-S	0	0	0	0	0	0	0	0
Mode 16bit-M	0	0	0	0	0	0	0	0
Mode 16bit-S	111	0	0	0	0	0	0	0
Mode Mp3	0	0	0	0	0	0	0	0
Errors:								
Start of WAV	0	0	0	0	0	0	0	0
WAV Underrun	0	0	0	0	0	0	0	0
Start of MP3	0	0	0	0	0	0	0	0
Header Error	0	0	0	0	0	0	0	0
Frame Error	0	0	0	0	0	0	0	0
MP3 Underrun	0	0	0	0	0	0	0	0
Frame Sync	0	0	0	0	0	0	0	0

Scroll Right

Exit

Scroll left

Scroll Right

To cycle through the displayed statistics.

1.5.7 I/O

I/O

To test the input and output components connected to the board. Use this button to test the working order of switches, buttons, meters, lamps, and the tower light.



The gaming-machine inputs are listed in the left column. Asterisks identify the inputs already tested while red characters identify inputs currently being tested. Outputs are listed in the right column. To test an output represented by a red box, turn the Operator Menu key while pressing the box.

Red boxes correspond to mechanical meters. Be careful when modifying them since any modification to these outputs affects the accounting.

1.5.8 Mechanical slot

MECHANICAL SLOT

To test the mechanical-reel (wheel) responses and backlighting operations.



The Mechanical Slot page settings are for testing purposes only. They do not affect the reel response during games.

BACKSPIN EFFECT

To make the reels go back a few steps before starting to spin.

CALIBRATE

To perform a slow rotation of the reels.

RAMP PARAM DOWN

To set the reel deceleration.

RAMP PARAM UP

To set the reel acceleration.

REEL LIGHTS (TOP, MIDDLE, BOTTOM)

To light the reel backlight for the top, middle, or bottom symbol.

SCAN TEST

To light all PANEL lights successively.

SPECIAL STOP

To make the reels bounce at the end of their spinning.

SPIN

To rotate the reels rapidly. The **SPIN** buttons associated with a reel only control the spinning of the corresponding reel while the global **SPIN** button controls the simultaneous spinning of all reels.

TOGGLE AMBIENT LEDS

To light reel ambient lights. The light color changes every time the button is pressed.

TOGGLE PANEL LEDS

To light all PANEL and reel lights simultaneously.

TOGGLE RANDOM TEST

To make all reels spin to a random position and start over until the button is pressed again.

WHEEL

To select the symbol that should appear in the middle of the screen after spinning the reel. The reel number, the symbol number, and the symbol name are indicated on the button.

1.5.9 Monitor adjust

MONITOR ADJUST

To verify that every hue programmed is displayed, to test the screen, and to adjust the image size. Verify that the four screen corners appear on the monitor. Use the adjustment buttons to size the grid properly.

1.5.10 Printer

PRINTER

To display information about the connected printer and to test the communication between the gaming board and the printer.



Poll Printer

To request the printer status information. It also allows determining whether the connection is properly configured.

1.5.11 Ram backup

RAM BACKUP

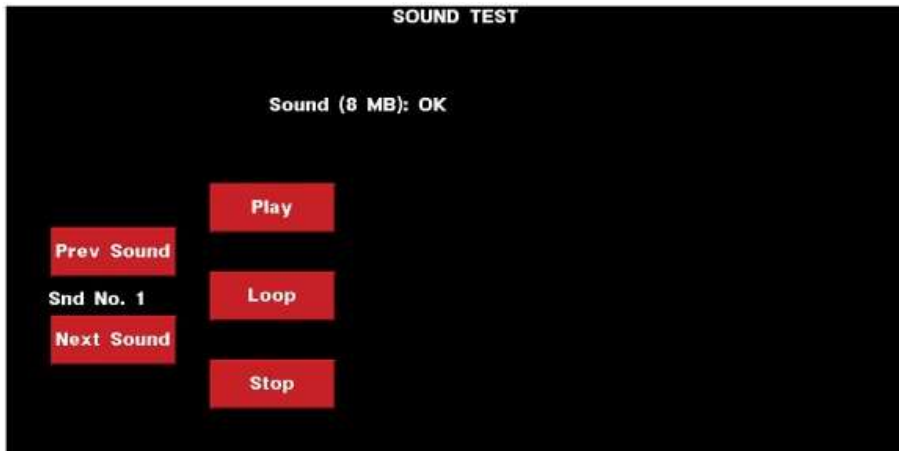
To test the condition of the RAM that secures the backup statistics.



1.5.12 Sam card

SAM CARD

To display information about the SAM card.



To cycle through the different jingles or sound effects available.



To hear the selected music or sound effect.



To continuously play a selected music or sound effect



To stop playing the music or sound effect.

1.5.15 Sphinx



To display information about the SPHINX and related data.



To collect the SPHINX data on a smart card.



To specify the SPHINX location. This number must be different from zero.

1.5.16 Touchscreen



To test and to calibrate the touchscreen. Draw lines with your finger on the monitor: check whether these lines correspond to the trajectory.



To perform optimal calibration, it is best to take a sitting position.



To obtain a fresh, clean screen.



To determine the proper range.



The calibration screen can be directly accessed by turning the Clear Error key while powering on the gaming machine. Hold the key until the calibration screen appears. This may take a few seconds.

1.5.17 Verification numbers

VERIFICATION NUMBERS

To display information that may be used to validate the software integrity.



Package Firmware ID The unique identification number of the current software version.

Overall CRC32 The CRC 32-bit computation (Cyclic Redundancy Check) performed on the downloaded software.

SHA1 The SSD/CompactFlash data computation which results in a 20-byte signature to validate the game programmed.

SHA1 Computed Size The SSD/CompactFlash size data computation.



To compute the overall CRC32.



To compute the SHA1.

1.5.18 Video ram

VIDEO RAM

To test the condition of the video RAM.



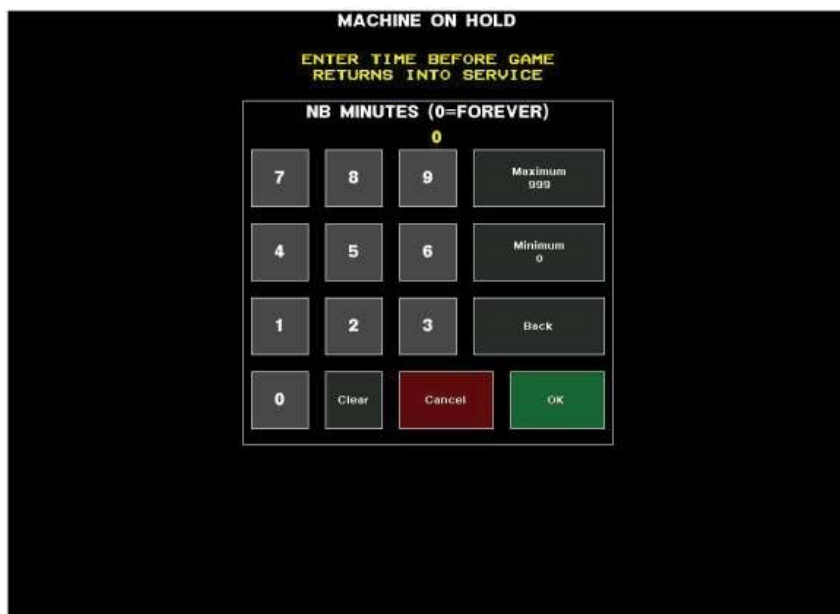
1.6. Lock configuration

The operator may use this option to prevent any modification to the **CONFIGURATION** submenu of the Operator Menu. Press **YES** to lock. Perform a gaming board hard reset to unlock.



1.7. Machine on hold

The operator may put the gaming machine on hold for a specified period.



Using the numeric keypad, set the machine holding period. The maximum value allowed on the keypad is 999 minutes, but entering 0 allows the machine to be put on hold indefinitely. This screen is displayed once the Player Hold option has been activated :



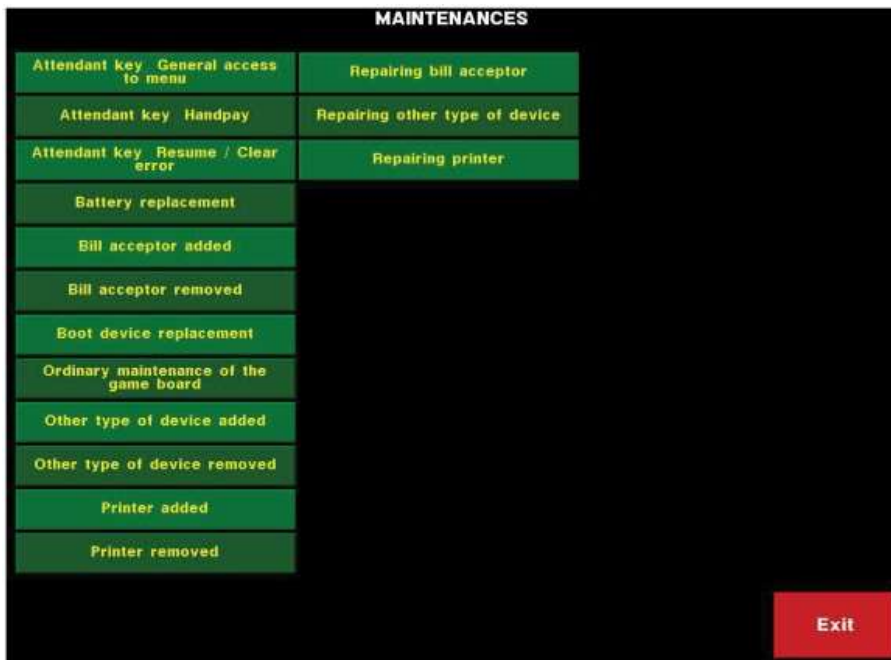
REMAINING TIME

Timer indicating how much time is left before the end of the Player Hold period.

ELAPSED TIME

Timer indicating how long the machine has been on hold. This timer keeps incrementing, even after the end of the holding period, until the operator deactivates the Player Hold option. To deactivate this option and return to the game, insert and turn the Clear Error key in the switch lock.

1.8. Maintenances



ATTENDANT KEY GENERAL ACCESS TO MENU

To register that the menu has been accessed using the Attendant key.

ATTENDANT KEY HANDPAY

To register that the hand pay has been cleared using the Attendant key.

ATTENDANT KEY RESUME/CLEAR ERROR

To register that the tilt error has been cleared using the Attendant key

BATTERY REPLACEMENT

To register that the battery has been replaced.

BILL ACCEPTOR ADDED

To register that a bill acceptor has been added.

BILL ACCEPTOR REMOVED

To register that a bill acceptor has been removed.

BOOT DEVICE REPLACEMENT

To register that the CompactFlash has been replaced.

ORDINARY MAINTENANCE OF THE GAME BOARD

To register that a general maintenance on the gaming board has been performed.

OTHER TYPE OF DEVICE ADDED

To register that a device other than a bill acceptor or a printer has been added.

OTHER TYPE OF DEVICE REMOVED

To register that a device other than a bill acceptor or a printer has been removed.

PRINTER ADDED

To register that a printer has been added.

PRINTER REMOVED

To register that a printer has been removed.

REPAIRING BILL ACCEPTOR

To register that a maintenance which did not involve replacement has been performed on the bill acceptor.

REPAIRING OTHER TYPE OF DEVICE

To register that a maintenance which did not involve replacement has been performed on a device other than a bill acceptor or a printer.

REPAIRING PRINTER

To register that a maintenance which did not involve replacement has been performed on the printer.

1.9. Recall history submenu



1.9.1 Title 3

CASHLESS HISTORY

To display a list of the last card insertions. The list includes the card numbers, the amounts inserted (IN) or debited (OUT) as well as the time and date of each event.

CASHLESS HISTORY

	Amount	Card No.	Type	Date	Time
1	510000.00	SN-116	IN	2009/03/17	17:30:59

Exit

1.9.2 Title 3

COLLECT HISTORY

To display a list of the last money collections. The list includes amounts collected, device names, ticket and validation numbers as well as the date and time of each event.

COLLECT HISTORY - All

Amount	Device	Date	Time	Ticket #	Validation #
--------	--------	------	------	----------	--------------

Device **Exit**

Next Type

To cycle through the money-collection display modes:

- All money collections (normal money collections and special wins)

- Normal money collections only
- Special wins only



To specify the device whose data must be displayed.

1.9.3 Event log



To display a list of events:

EVENT LOG			
	Description	Date	Time
1	Printer absent	2009/03/24	14:04:54
2	Operator menu in	2009/03/24	14:02:36
3	System info exit	2009/03/24	14:02:36
4	System info in	2009/03/24	14:02:31
5	Operator menu key on	2009/03/24	14:02:31
6	Terminal normal	2009/03/24	14:02:30
7	Terminal out of order	2009/03/24	14:02:16
8	Operator menu exit	2009/03/24	14:02:16
9	Operator menu in	2009/03/24	14:02:15
10	System info exit	2009/03/24	14:02:15
11	System info in	2009/03/24	14:02:13
12	Operator menu key on	2009/03/24	14:02:13
13	Operator menu exit	2009/03/24	14:02:12
14	System info exit	2009/03/24	14:00:57
15	System info in	2009/03/24	14:00:44
16	Operator menu in	2009/03/24	13:59:49
17	System info exit	2009/03/24	13:59:49
18	System info in	2009/03/24	13:59:48
19	Operator menu key on	2009/03/24	13:59:48
20	Configuration menu in at power up	2009/03/24	13:59:27
21	Ram clear	2009/03/24	13:59:04
22	Power on	2009/03/24	13:59:04
23	Atmel Power on	2009/03/24	13:58:01
24	Atmel Power off	2009/03/24	13:58:01

Print all Exit

- Power ON or OFF
- Door opening and closing
- Entering and exiting the Operator Menu and submenus
- Errors related to peripheral devices, such as the touchscreen, the printer and the bill acceptor
- Events related to gaming board components, such as the RAM The event log stores the last events with the most recent event listed first. This log lists the events with their date and time.



To print the entire list of events.

1.9.4 Extended validation status

EXTENDED VALIDATION STATUS

To display the SAS validation statuses of the machine according to the SAS host.



	Host Value	Local Value
Use printer as cashout device		ENABLED
Use printer as handpay receipt device		ENABLED
Validate handpays and handpay receipts		ENABLED
Print restricted tickets		DISABLED
Tickets for foreign restricted amounts		DISABLED
Ticket redemption		ENABLED

Exit

1.9.5 External bonus history

EXTERNAL BONUS HISTORY

To display a list of the last external bonus amounts won along with the bonus type (FROM), the start and end balances and the corresponding date and time.



From	Amount	Start Balance	End Balance	Date	Time
------	--------	---------------	-------------	------	------

Exit

1.9.6 Hand pay history

HANDPAY HISTORY

To display a list of the last amounts paid by the operator along with the corresponding date and time, the ticket and validation numbers, and the payment type.



Type

To cycle through the display modes:

- All hand-paid amounts
- Cancelled credit amounts only
- Jackpot amounts only
- Progressive jackpot amounts only

1.9.7 Last games

LAST GAMES

Pour les jeux Classe 3.

To display details about the last games played.



The following information may be displayed depending on the type of game as well as its outcome.

- The game name (in blue)
- The denomination (in purple)
- The player's account balance when starting and ending a game (**START BALANCE** and **END BALANCE**, in yellow)
The Start Balance amount corresponds to the player's account balance after deduction of the game cost.
- The money played and won (**PLAYED** and **WON**, in green)
- The time and date of the game (in white)
- The symbols obtained on each line (winning symbols in green, others in white)
- The free-spin information, if applicable (in green)
- The outcome of winning games (in white and/or turquoise)
- The bonuses won, if applicable (**BONUS** in orange)
- The progressive jackpot won, if applicable (**PROGRESSIVE JACKPOT** in orange)

1.9.8 Last games

LAST GAMES

Pour les jeux GSB.

To display details about the last games played.



The following information may be displayed depending on the type of game as well as its outcome.

- The game name (in blue)
- The form number, game number and denomination (in purple)
- The player's account balance before and after a game (**START BALANCE** and **END BALANCE**, in yellow)
The Start Balance amount correspond to the player's account balance after deduction of the game cost.
- The money played and won (**PLAYED** and **WON**, in green)
- The time and date of the game (in white)
- The tiers won (in white)
- The card number (in red)
- The symbols obtained on each line (winning symbols in green, others in white)
- The bingo card numbers (winning numbers in green, others in white)
- The bingo balls drawn prior to obtaining the ending pattern (in red)
- The free-spin information, if applicable (in green)
- The outcome of winning games (in turquoise and/or white)
- The bonuses won, if applicable (**BONUS** in orange)
- The progressive jackpot won, if applicable (**PROGRESSIVE JACKPOT** in orange)

1.9.9 Last games

LAST GAMES

Pour les jeux GSL.

To display details about the last games played.

LAST GAMES				GAME 2/20	
AMERICAN CELEBRATION SR20L GSL MG:	171	GN: 27669	DENOM: \$0.01	DATE/TIME	
START BALANCE:	4960	PLAYED:	40	11/12/2010 / 15:27:26	
END BALANCE:	4990	WON:	30	11/12/2010 / 15:27:34	
TOP:	Bell	Bar	7White	Cherry	Cherry
MIDDLE:	Bar	Free Spins	Bar	7White	7White
BOTTOM:	Cherry	7White	Bell	Free Spins	Bar
LOTTO CARD:	0 3 3 2 1 6 5 4 2 5 3 0 8 6 8 5 7 4 6 8				
8: 3x Bar	= 10	14: 3x 7White	= 20		

The following information may be displayed depending on the type of game as well as its outcome.

- The game name (in blue)
- The form number, game number and denomination (in purple)

- The player's account balance before and after a game (**START BALANCE** and **END BALANCE**, in yellow)
The Start Balance amount correspond to the player's account balance after deduction of the game cost.
- The money played and won (**PLAYED** and **WON**, in green)
- The time and date of the game (in white)
- The symbols obtained on each line (winning symbols in green, others in white)
- The lotto card numbers (winning numbers in red, others in white)
- The lotto balls drawn (winning numbers in red, others in white)
- The free-spin information, if applicable (in green)
- The outcome of winning games (in white and/or turquoise)
- The bonuses won, if applicable (**BONUS** in orange)
- The progressive jackpot won, if applicable (**PROGRESSIVE JACKPOT** in orange)

1.9.10 Maintenances



To display a list of the last maintenances performed along with their date and time and the devices' serial number, if applicable.

MAINTENANCES LOG			
	Serial Number	Date	Time
1	Printer removed	2010/12/03	09:42:01
2	Attendant key Resume / Clear error	2010/12/03	09:41:54
3	Attendant key Resume / Clear error	2010/12/03	09:41:53
4	Attendant key General access to menu	2010/12/03	09:41:52
5	Attendant key General access to menu	2010/12/03	09:41:50

Print all Exit

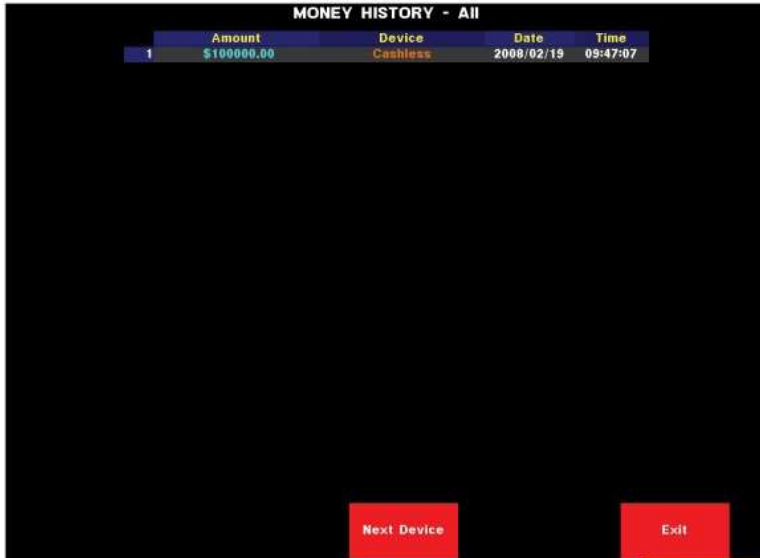


To print all messages from the list.

1.9.11 Title 3

MONEY HISTORY

To display a list of the last amounts inserted in the gaming machine along with the device name and the corresponding date and time.



	Amount	Device	Date	Time
1	\$100000.00	Cashless	2008/02/19	09:47:07

Next Device

To cycle through the display modes:

- All amounts (cashless amounts and coin amounts)
- Cashless amounts only
- Coin amounts only

1.9.12 Money in history

MONEY IN HISTORY

To display a list of the last amounts inserted in the gaming machine along with the device name, the corresponding date and time and the validation number.

MONEY IN HISTORY - All

Amount	Device	Date	Time	Validation#
1 \$10000.00	Electronic Transfer	2009/03/17	17:30:59	

Device
Exit

Device

To specify which inserted amounts must be displayed (all inserted amounts, electronic transfer amounts only, coin amounts only, etc.)

1.9.13 Progressive win history

PROGRESSIVE WIN HISTORY

To display a list of the last progressive jackpots awarded with their amounts as well as the corresponding date and time.

PROGRESSIVE WIN HISTORY

ID / Mode	Amount	Date	Time
-----------	--------	------	------

Exit

1.9.14 System log

SYSTEM LOG

To display a list of events along with the last messages exchanged between the gaming board and its server router or between the gaming board and its peripherals. The system log specifies the entry type as well as the corresponding date and time.

```
SYSTEM LOG Page 1
BM - COR - ECTL - EVT - MS - SIM - SAS - SRST
11/22/2010 11:15:55:00 EVT System info exit
11/22/2010 11:15:38:00 EVT System info in
11/22/2010 11:14:58:01 EVT Operator menu in
11/22/2010 11:14:58:00 EVT System info exit
11/22/2010 11:14:55:01 EVT System info in
11/22/2010 11:14:55:00 EVT Operator menu key on
11/22/2010 10:21:00:03 MS Power off
11/22/2010 10:21:00:02 MS Change credit value
11/22/2010 10:21:00:01 ECTL Searching server...
11/22/2010 10:21:00:00 EVT Power on
11/22/2010 10:20:49:01 SRST MRST, Rst=0x03
11/22/2010 10:20:49:00 EVT SAM ATR absent
11/22/2010 10:19:40:00 EVT Atmel Power on
11/19/2010 16:59:04:01 EVT Atmel Power off
11/19/2010 16:59:04:00 EVT Power off
11/19/2010 16:48:59:00 EVT System info in
11/19/2010 16:35:30:00 EVT Printer absent
11/19/2010 16:23:29:00 ECTL Searching server...
11/19/2010 16:21:41:00 EVT Bill acceptor absent
11/19/2010 16:19:18:01 EVT Operator menu in
11/19/2010 16:19:18:00 EVT System info exit
11/19/2010 16:18:15:07 EVT System info in
11/19/2010 16:18:15:06 EVT Validation failed
11/19/2010 16:18:15:05 EVT Operator menu key on
11/19/2010 16:18:15:04 MS Change credit value
11/19/2010 16:18:15:03 EVT Ram clear
11/19/2010 16:18:15:02 EVT Power on
11/19/2010 16:18:15:01 SRST MRST (0xC026), Rst=0x13
11/19/2010 16:18:15:00 MS Hard reset
11/19/2010 16:18:15:00 EVT SAM ATR absent
11/19/2010 16:17:06:01 EVT Atmel Power on
```

Next Page Remove Log Print Log Exit

Add Log

To add to the list all messages of a specific type.

Remove Log

To remove from the list all messages of a specific type.

Print Log

To print all messages of the list.

1.9.15 Win progressive log

WIN PROGRESSIVES LOG

Ne pas utiliser le menu Won Progressive Log parce qu'il a été remplacé par Progressive Win History.



To display a list of the last jackpots awarded with their amounts as well as the corresponding date and time.

1.10. Statistics submenu



1.10.1 CC talk

CCTALK

To display the number of retries and errors for each ccTalk peripheral connected to the gaming board.



The screenshot shows a terminal window titled "CCTALK Statistics". It contains a table with three columns: "PANEL", "ERRORS", and "RETRIES". The data is as follows:

PANEL	ERRORS	RETRIES
STEPPER #1	3	6
STEPPER #2	0	0
STEPPER #3	0	0

At the bottom of the screen, there are two red buttons: "CLEAR STATS" on the left and "Exit" on the right.

CLEAR STATS

To reset the ccTalk retry and error statistics.

1.10.2 Ethernet controller

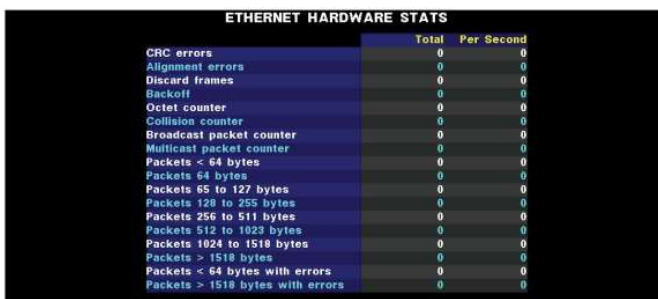
ETHERNET CONTROLLER

When accessible, to display information about the Ethernet controller.

1.10.3 Ethernet

ETHERNET

To display information about IP messages exchanged between the gaming-board Ethernet controller and the network, such as communication errors and packet size.



The screenshot shows a terminal window titled "ETHERNET HARDWARE STATS". It contains a table with three columns: "Total" and "Per Second". The data is as follows:

	Total	Per Second
CRC errors	0	0
Alignment errors	0	0
Discard frames	0	0
Backoff	0	0
Octet counter	0	0
Collision counter	0	0
Broadcast packet counter	0	0
Multicast packet counter	0	0
Packets < 64 bytes	0	0
Packets 64 bytes	0	0
Packets 65 to 127 bytes	0	0
Packets 128 to 255 bytes	0	0
Packets 256 to 511 bytes	0	0
Packets 512 to 1023 bytes	0	0
Packets 1024 to 1518 bytes	0	0
Packets > 1518 bytes	0	0
Packets < 64 bytes with errors	0	0
Packets > 1518 bytes with errors	0	0

1.10.4 Events

EVENTS

To display a list of events along with the number of occurrences and the date and time each event was last recorded:

- Power ON or OFF
- Door opening and closing
- Entering and exiting the Operator Menu
- Errors related to peripheral devices, such as the touchscreen, the printer and the bill acceptor
- Events related to gaming board components, such as the RAM

EVENTS			Page 1
	Quantity	Last Occurrence	Status
1 - CompactFlash is absent	0	2009/03/24 - 13:59:03	
2 - IDE device error	0	2009/03/24 - 13:59:03	
3 - Program CRC Error	0	2009/03/24 - 13:59:03	
4 - Bootloader update	0	2009/03/24 - 13:59:03	
5 - Power fail detected	0	2009/03/24 - 13:59:03	
6 - Ram backup error	0	2009/03/24 - 13:59:03	
7 - Ram clear	1	2009/03/24 - 13:59:04	
8 - Touchscreen error	0	2009/03/24 - 13:59:03	
9 - Eeprom checksum error	0	2009/03/24 - 13:59:03	
10 - Meter open	0	2009/03/24 - 13:59:03	
11 - Meter short	0	2009/03/24 - 13:59:03	
12 - Ethernet error	0	2009/03/24 - 13:59:03	
13 - Operator menu key on	3	2009/03/24 - 14:02:31	Pending
14 - Operator menu in	3	2009/03/24 - 14:02:36	Pending
15 - System info in	4	2009/03/24 - 14:02:31	
16 - Power on	1	2009/03/24 - 13:59:04	
17 - Power off	0	2009/03/24 - 13:59:03	
18 - Terminal out of order	1	2009/03/24 - 14:02:16	
19 - Configuration menu in at power up	1	2009/03/24 - 13:59:27	
20 - Section overlap in CF Error	0	2009/03/24 - 13:59:03	
21 - Battery low	0	2009/03/24 - 13:59:03	
22 - Atmel error	0	2009/03/24 - 13:59:03	
23 - Atmel hardreset power on	0	2009/03/24 - 13:59:03	
24 - Atmel hardreset power off	0	2009/03/24 - 13:59:03	
25 - Atmel Power on	1	2009/03/24 - 13:58:01	
26 - Atmel Power off	1	2009/03/24 - 13:58:01	
27 - Main door open	0	2009/03/24 - 13:59:03	
28 - Logic door open	0	2009/03/24 - 13:59:03	

Next Page Clear Errors Exit

Events that occurred at least once are highlighted while events that never occurred are dimmed. Pending events are identified in the Status column.

**Clear
Errors**

To clear pending errors that have been corrected.

1.10.5 Games

GAMES

Ce menu n'existe plus.

To display the lifetime, periodic and daily data totals about the games played.

GAMES						
Last Reset	Total		Period		Daily	
	2008/02/19 - 09:27:32		2008/02/19 - 09:27:32		2008/02/19 - 09:27:32	
	Nb	Value	Nb	Value	Nb	Value
BANK VAULT 5R-21L						
Played	0	\$0.00	0	\$0.00	0	\$0.00
Won	0	\$0.00	0	\$0.00	0	\$0.00
%	0.00	0.00	0.00	0.00	0.00	0.00
DBL CASH DOUBLED	0	\$0.00	0	\$0.00	0	\$0.00
DBL CASH WON	0	\$0.00	0	\$0.00	0	\$0.00

- The date and time of the last reset (**Last Reset**)
- The number of games played with the amount played (**Played**)
- The number of games won with the amount won (**Won**)
- The number of games won with the amount won, in percentage (%)
- The amount played during double rounds (**DBL CASH DOUBLED**)
- The amount won during double rounds (**DBL CASH WON**)

Games Played Since

To display the number of games played since the last reset and since the last door opening.

GAMES PLAYED SINCE	
	Nb
Games played since power reset	0
Games played since door open	0

1.10.6 Maintenances

MAINTENANCES

To display a list of maintenances performed along with the number of their occurrences and the date and time each maintenance was last recorded.

MAINTENANCES		
	Quantity	Last Occurrence
1 - Ordinary maintenance of the game board	0	
2 - Battery replacement	0	
3 - Attendant key Resume / Clear error	2	2010/12/03 - 09:41:54
4 - Attendant key Handpay	0	
5 - Attendant key General access to menu	2	2010/12/03 - 09:41:52
6 - Repairing printer	0	
7 - Repairing bill acceptor	0	
8 - Boot device replacement	0	
9 - Printer added	0	
10 - Bill acceptor added	0	
11 - Printer removed	1	2010/12/03 - 09:42:01
12 - Bill acceptor removed	0	
13 - Repairing other type of device	0	
14 - Other type of device added	0	
15 - Other type of device removed	0	

Exit

1.10.7 Meters

METERS

Ce menu n'existe plus. Il a été remplacé par le menu Meters décrit à la section suivante.

To display the lifetime, the periodic, and the daily totals in dollars, as well as the mechanical meter readings allowing the operator to readily check whether the mechanical readers display the proper values.

METERS							
Last Reset	Total		Period		Daily		Mechanical
	2008/02/19 - 09:27:32		2008/02/19 - 09:27:32		2008/02/19 - 09:27:32		
	Nb	Value	Nb	Value	Nb	Value	
Played	0	\$0.00	0	\$0.00	0	\$0.00	000000
Won	0	\$0.00	0	\$0.00	0	\$0.00	000000
Special Win	0	\$0.00	0	\$0.00	0	\$0.00	
In	1	\$100000.00	1	\$100000.00	1	\$100000.00	010000
Coin In	0	\$0.00	0	\$0.00	0	\$0.00	
Voucher In	0	\$0.00	0	\$0.00	0	\$0.00	
Voucher Out	0	\$0.00	0	\$0.00	0	\$0.00	
Drop	0	\$0.00	0	\$0.00	0	\$0.00	000000
Paid	0	\$0.00	0	\$0.00	0	\$0.00	000000
Out With Key	0	\$0.00	0	\$0.00	0	\$0.00	
Out Handpaid	0	\$0.00	0	\$0.00	0	\$0.00	
Out Cashless	0	\$0.00	0	\$0.00	0	\$0.00	
Progressive Won	0	\$0.00	0	\$0.00	0	\$0.00	
Credit Balance		\$100000.00					

Mechanical Nb Digit

Mechanical Value

Coins Detail

Clear Period

Clear Daily

Exit

Last Reset indicates the date and time of the last mechanical-meter manual reset using the **MECHANICAL VALUE** button.

For each parameter, the number of occurrences is specified with the corresponding amount.

- The amount played (**Played**)
- The amount won (**Won**)
- The amount awarded as special wins (**Special Win**)
- The amount inserted in the gaming machine (**In**)
- The amount inserted in the gaming-machine coin acceptor (**Coin In**)
- The amount inserted in the bill acceptor with vouchers (**Voucher In**)
- The amount collected with vouchers (**Voucher Out**)
- The amount withdrawn from the gaming machine (**Drop**)
- The amount paid out by the gaming machine (**Paid**)
- The amount paid out by the attendant (**Out With Key**)
- The amount collected in money or coins (**Out Handpaid**)
- The amount paid out by a cashless method (**Out Cashless**)
- The amount of jackpots awarded (**Progressive Won**)
- The difference between the credit amounts and the debit amounts (**Credit Balance**)

Clear Daily

To clear the current day statistics.

Clear Period

To clear the current period statistics.

Coins Detail

To display the amount of each type of coins inserted in the coin acceptor.

Coins Detail		
Last reset	2008/02/19 - 09:27:32	
	Nb	Value
Coin slot 1	0	\$0.00
Coin slot 2	0	\$0.00
Coin slot 3	0	\$0.00
Total coin	0	\$0.00

**Mechanical Nb
Digit**

To specify the mechanical-meter number of digits.

**Mechanical
Value**

To specify the current value of the mechanical meters.

1.10.8 Meters

METERS

To display the lifetime, periodic or daily totals of either the GLI or the proprietary meters.

METERS - BASIC - GLI		Page 1
Last reset	Lifetime	
	2009/03/24	
	13:59:03	
Coin In		0
Coin Out		0
Coin Drop		0
Attendant Paid Jackpots		0
Cancelled Credits		0
Physical Coin In		0
Bill In		0
Number Of \$1 Bills Accepted		0
Number Of \$2 Bills Accepted		0
Number Of \$5 Bills Accepted		0
Number Of \$10 Bills Accepted		0
Number Of \$20 Bills Accepted		0
Number Of \$25 Bills Accepted		0
Number Of \$50 Bills Accepted		0
Number Of \$100 Bills Accepted		0
Voucher In		0
Voucher Out		0
Electronic Funds Transfer In		0
Wagering Account Transfer In		0
Wagering Account Transfer Out		0
Non-Cashable Electronic Promotion In		0
Cashable Electronic Promotion In		0
Non-Cashable Electronic Promotion Out		0
Cashable Electronic Promotion Out		0
Credit = \$0.01		
Credit Balance = Cashable:\$0.00 (0 Credit)		
Next Page	Meter Type	Push for MONEY
	Period Type	Meter Names
		Print & Clear All
		Exit

Last Reset indicates the date and time of the last mechanical-meter manual reset.

Credit Balance indicates the difference between the credit amounts and the debit amounts.

Clear All

To clear all statistics.

Print & Clear All

To print all statistics prior to clearing them.

Meter Names

To specify which meter totals must be displayed.

Meter Type

To specify the meter type.

Period Type

To specify the period used for the meter totals (lifetime, period or daily).

1.10.9 Progressives

PROGRESSIVES

To display the lifetime, periodic and daily totals relating to progressive jackpots.

Last Reset	PROGRESSIVES					
	Lifetime		Period		Daily	
	11/19/2010 - 16:18:15		11/19/2010 - 16:18:15		11/19/2010 - 16:18:15	
	Nb	Value	Nb	Value	Nb	Value
D: 1 (Network)						
Won	0	\$0.00	0	\$0.00	0	\$0.00
D: 2 (Network)						
Won	0	\$0.00	0	\$0.00	0	\$0.00
D: 3 (Network)						
Won	0	\$0.00	0	\$0.00	0	\$0.00
D: 4 (Network)						
Won	0	\$0.00	0	\$0.00	0	\$0.00

Buttons: Push for CREDIT, Exit

- The date and time of the last reset (**Last Reset**)
- The number of progressives won with the corresponding amount won (**Won**)

1.10.10 Reset credit

RESET CREDIT

To reset the player's credits without having to print.



1.10.11 Reset credit

This screen displays various information about the gaming board, its main components, and the downloaded code.

```
SYSTEM INFORMATION
Firmware ID = 755979AB
Program Name = BLUE MOON MARTINI 3R1L GSL
Symbol Strips = [1] GS-06009#1-3, [2] GS-06009#1-3, [3] GS-06009#1-3
MICS-MS ID = 106
Game Category = GSL CLASS 2
Program Version = 1.02
Program CRC16 = 2F06
Program MDS = E142B6FA9F0B757468D0D148F2BB4003
Reset = HARD RESET
MAC Address = 00:17:40:00:04:55
IP Address = 172.16.11.172/255.255.255.0 from DHCP
Dallas Key = 0000118AF1E9
Board Serial Number = 0000044DB06D
Boot Flash = 2.10 / 2009/05/06 17:16:01
FPGA = 4.4 - Raptor RevD
DSP Firmware = firmver 2.01
DSP MAD = madlib 0.15.1b
Atmel = ATM1.16 (000AEDD3) / BOOT002
CompactFlash = SFCF1024H3BK2SA-C-M0-513-STD / 1000.94MB
Touchscreen = A30807
Sphinx = 2.1 M-81376 (sft 1.42)
SAM Card = 2.2 M-271471 (SSCP v1.14)
Credit Balance = Cashable:$0.00
Currency = Dollar (US) ($)
MICS Msg = 3
Management System = None/Mirador
```

mem=420695068

The available memory space may be displayed at the bottom of the screen.

ATMEL

The version number of the code programmed in the ATMEL door-tracking controller that monitors access even when power is off and keeps track of the date and time.

BILL ACCEPTOR

The identification and serial number of the bill acceptor.

BOARD SERIAL NUMBER

The gaming-board serial number assigned by Bluberi.

BOOT DEVICE

The identification of the device used for booting the gaming board.

BOOT FLASH

The version number of the boot sequence code programmed in the boot flash memory.

CCTALK PANEL

The version, serial number and identification of the ccTalk PANEL display and backlighting board.

CCTALK STEPPER

The version, serial number and identification of the ccTalk STEPPER mechanical-reel controllers.

COMPACTFLASH

The identification of the CompactFlash device connected to the gaming-board, along with its available memory.

CRC16 AND CRC32

The CRC 16-bit and 32-bit computations (Cyclic Redundancy Check) performed on the downloaded software for error detection.

These values are compared to the CRCs computed before the download to validate the code integrity.

CREDIT BALANCE

The current credit balance as displayed in the Statistics Meters submenu.

CURRENCY

The current monetary unit and symbol.

DALLAS KEY

The gaming-machine identification number provided by the Dallas key.

The Dallas key is a button-shaped IC containing a unique serial number used by management systems to identify a gaming machine. It is inserted in the small DKEY board fastened on the cabinet frame and linked to the gaming-board external identification-key connector.

DISPLAY

The identification and serial number of the display.

DSP FIRMWARE

The version number of the code programmed in the digital-signal processor (DSP) controlling the music and sound effects.

DSP MAD

The version number of the library programmed in the digital-signal processor (DSP) controlling the music and sound effects.

DSP MAD et DSP MP3 LIBRARY sont deux façons de nommer le même concept.

DSP MP3 LIBRARY

The version number of the library programmed in the digital-signal processor (DSP) controlling the music and sound effects.

ETHERNET CONTROLLER

The IP address and port number communicating with a progressive controller through the network. The game name is also displayed.

FIRMWARE ID

The unique identification number of the current gaming-board software version.

FPGA

The version number of the code programmed in the main glue-logic component along with the name and revision of the gaming board.

GAME CATEGORY

The type of the game, such as GSL CLASS 2 or CLASS 3.

HARD DISK 1

The identification and serial number of the Solid State Drive.

IP ADDRESS

The gaming-board Internet location along with the IP mask identifying its local area network (LAN) and the DHCP protocol, if enabled.

MAC ADDRESS

The gaming-board unique identifier required for communicating through an Ethernet link.

MANAGEMENT SYSTEM

The identification of the management system.

MD5

The 128-bit hash value computed on the downloaded software for error detection.

This value is compared to the MD5 computed before the download to validate the code integrity.

MICS-MS ID

The unique number identifying the game to the management system.

MICS MSG

The number of messages stored in the MS stack.

PACKAGE

The version number and the name of the current gaming-board software.

PACKAGE FIRMWARE ID

The unique identification number of the current gaming-board software version.

PRINTER

The identification and serial number of the printer.

PROGRAM CRC16

The CRC 16-bit computation (Cyclic Redundancy Check) performed on the downloaded software for error detection.

This value is compared to the CRC16 computed before the download to validate the code integrity.

PROGRAM MD5

The 128-bit hash value computed on the downloaded software for error detection.

This value is compared to the MD5 computed before the download to validate the code integrity.

PROGRAM NAME

The identification of the current gaming-board software.

PROGRAM VERSION

The version number of the current gaming-board software.

RESET

The type of the last reset performed.

SAM CARD

The version and serial numbers of the SAM card.

SPHINX

The version number, identification and software version number of the SPHINX.

SYMBOL STRIPS

The identification of the symbol strips used for the reels.

TOUCHSCREEN

The identification of the touchscreen.

UNIVERSAL ID

The unique 11-digit ID provided by the Italian Government Agency.

WMS GAME ID

The 4-digit identification code of the current WMS game.


CONTACT US


If you have any question, comment or feedback, please use the contact details provided below.

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