

Door Open Messages (S2000, Game King and AVP)

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Overview

Door open messages will vary from IGT platform to platform. This situation is additionally complicated by the fact that there is more than one door associated with the platform. To aid in deciphering these codes, a composite list of door open codes is provided below.

S2000/Game King

| <u>Message Display</u> | <u>Situation</u> | <u>Resolution</u> |
|------------------------|--|--|
| CLOSURE B | The bill acceptor door was just closed. | Playing the next game clears this message. |
| CLOSURE C | The cash box door was just closed. | Playing the next game clears this message. |
| CLOSURE L | Logic (processor) board locked. | Playing the next game clears this message. |
| CLOSURE M | The main door was just closed. | Playing the next game clears this message. |
| DOOR OPEN B | The bill acceptor cash box door is open. | Close the bill acceptor cash box door. |
| DOOR OPEN C | The coin cash box is removed. | Replace the coin cash box. |
| DOOR OPEN M | The machine door is open. | Close the machine door. |

Note: These errors can occur in combination (e.g. “DOOR OPEN MB” and “CLOSURE MC”).

Game King AVP (Trimline)

- If a Door Open L (C) is indicated, but the logic door is closed, there may be a bad or missing SENet 3 I/O card or a bad cable connection
- If a Door Open M (F) is indicated, but the main door is closed, the door jumper (P/N 60983104) may be missing

AVP 2.5/3.0

The technician must be aware of door opens when working with the software on an AVP. The following information applies to door opens with ported software installed.

Door Switch Descriptions and Locations

- [C] Door – “CPU” Brain Box
- [S] Door – Security Cover
- [T] Door – Top Box
- [F] Door – Belly Door
- [P] Processor
- [B] Door – Bill Door
- [D] Door – Drop Door (jumper unless a switch is required)
- [M] Door – Main Door