

# How-To Guide

AVP OS Version 1.4 (Family 14)

For use with the following base operating systems:

AVP014-00305 – AVP014-0032x





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# 1 Introduction

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The purpose of this document is to outline the recommended steps for frequently used configurations on the IGT Advanced Video Platform (AVP).

**NOTE: Due to AVP's optional software configurations, specific screen displays and software features vary from machine to machine. The information presented in this guide covers all available features and menu options and is not written for a specific jurisdiction.**

This document assumes you are familiar with AVP system software, its features, and functionality, and that you have read the following:

- [User's Guide AVP® Operating System Family 014, Version 1.4](#)
- [User's Guide AVP® Machine Diagnostic Software, System Family 014](#)

## 1.1 Conventions Used in This Document

**NOTE** *Indicates useful information that is not part of a procedure or instruction.*

**IMPORTANT** *Indicates subject matter or consideration in performing a procedure or instruction.*

## 2 How to Install an AVP Software Package

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This section outlines the procedure to install AVP packages (system, game, feature packages, etc) on an AVP machine.

Refer to the [AVP System User's Guide](#) for a list of eKeys, software, and installation packages associated with the AVP System.

**IMPORTANT: Do not install a new AVP System on an AVP machine that already has a system package installed. The existing system must be removed before a new system can be installed.**

## 2.1.1 Installation Requirements

The following components are necessary to perform an AVP installation.

- Installation media (CD or USB Thumb Drive) containing an AVP package
- **eKey000003** or **eKey000007**
- AVP Machine
- Write Enable Jumper (AVP 2.0 and 2.5 hardware only)
- USB License Dongles(s) specific to the AVP package(s)

**NOTE: AVP Systems AVP014-00320 and newer no longer require a system-specific license key (USB dongle).**

**NOTE: More than one AVP package may be installed at one time.**

## 2.1.2 Installation Procedure

1. Insert the eKey and the installation media.
2. For AVP 2.0 and 2.5 hardware, insert the write enable jumper.  
For AVP 3.0 hardware, enable the write enable jumper.
3. Power off the machine.
4. Power on the machine.
5. The installation begins automatically and confirms when completed.
6. Remove installation media.

**NOTE: Insert additional media containing packages to install until all desired installations are complete.**

7. Remove the eKey.
8. Remove or disable the write enable jumper.
9. Power off the machine.
10. Power on the machine.
11. Insert all corresponding USB License Dongles.

# 3 How to Perform AVP Server-Based System Setup

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This section outlines the options that must be configured on an AVP system to enable the G2S (Game To System) protocol. When enabled on an AVP Machine, the G2S protocol allows the AVP system to connect with a server-based system, including IGT sbX.

**NOTE**      *This section only includes configuration information related to enabling G2S on an AVP Machine. Configure other settings based on the requirements of the jurisdiction and property where the machine is being configured.*

**IMPORTANT**      *For best performance, configure G2S after the server goes active. This allows many of the options to be automatically configured. Feedback from the server during the enrollment process can be useful.*

---

## 3.1 G2S Configuration Requirements

The following components are required to enable G2S on an AVP machine:

- Server-based Boot ROMs installed in the AVP Brain Box (if downloading through the G2S connection is desired)
- G2S-capable AI package installed on the AVP machine
- Network cable connecting the AVP machine to the active server (when permitted)
- System Setup eKey
- Network information (if the server-based system network is inactive)
- Cabinet Serial Number, entered during Cold Start Setup of the AVP system
- G2S SCEP Challenge Password (if required by property)
- Media Display SCEP Challenge Password (if required by property)

## 3.2 Enable G2S Protocol on an AVP System

Any G2S-capable AVP system can enable the G2S protocol for connection to a server-based system. G2S can be configured:

- After initial installation of the AVP system, during Cold Start Setup;
- On an AVP system that has already been configured;
- On an AVP system not already connected to an active server; or
- While other protocols are enabled.

To enable the G2S protocol:

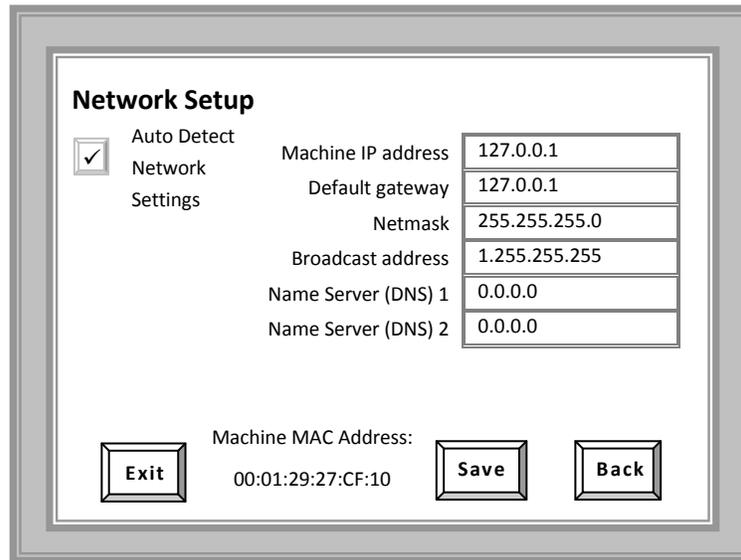
1. On an AVP Machine with a G2S-capable AVP system installed, enter the eKey menu using the System Setup eKey. The **Main Menu** appears or Cold Start Setup begins.
2. From the **Main Menu**, touch **Setup > Machine > Network**, or enter the **Network Setup** screen in Cold Start Setup.
3. **If the network for the server-based system is active**, confirm that the **Auto Detect Network Settings** box is checked. When this box is checked, DHCP (Dynamic Host Control Protocol) is enabled, and network fields are automatically supplied with data.

**If the network for the server-based system is inactive**, confirm that the **Auto Detect Network Settings** box is not checked. When this box is not checked, DHCP (Dynamic Host Control Protocol) is disabled, and network information is not automatically supplied. Enter all network information into the network settings on the right side of the screen.

**NOTE**            *The addresses on this screen vary by location and by machine.*

**NOTE**            *The Machine MAC Address displayed at the bottom of the screen is the unique machine ID number that identifies the machine to the server application.*

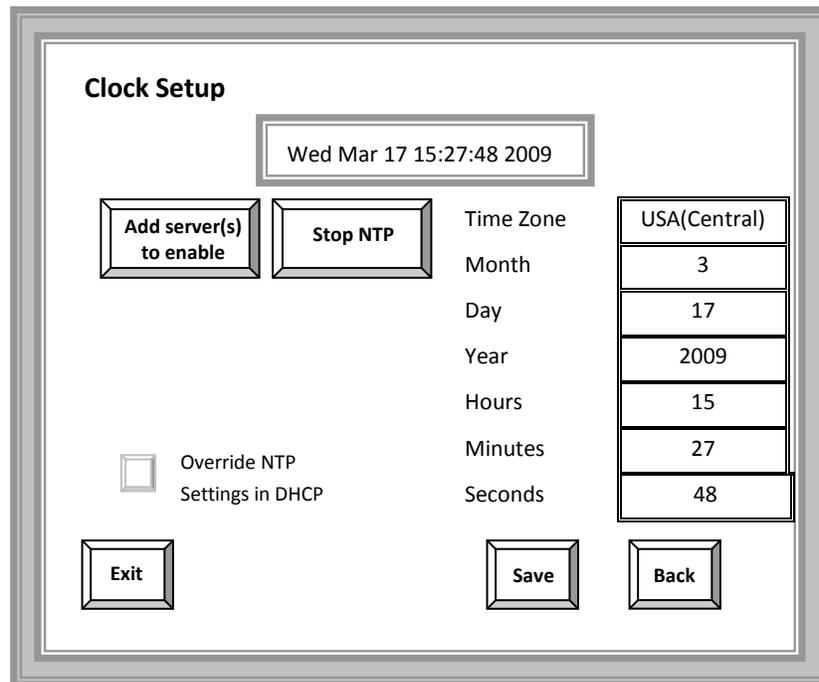
4. Log the address in the **Name Server (DNS) 1**. It may be needed for setup of the Real Time Clock.



**Figure 1: Network Setup screen (Example)**

5. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** or **More** to advance to the next Cold Start Setup screen.

6. From the **Main Menu**, touch **Setup** > **Machine** > **Clock**, or enter the **Clock Setup** screen in Cold Start Setup.



*Figure 2: Clock Setup screen (Example)*

7. Confirm the correct time zone, date, and time settings.

**NOTE** *Returning to the Clock Setup screen after exiting Cold Start Setup forces the time zone value to display the difference between UTC (Coordinated Universal Time) or GMT (Greenwich Mean Time).*

8. Locate the IP address beneath the **NTP** (Network Time Protocol) heading. If the NTP area is blank, touch **Add server(s) to enable**. Enter the **Name Server (DNS) 1** address recorded from the **Network Setup** screen.

**NOTE** *Settings on this screen may be automatically supplied with data if DHCP is enabled.*

9. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** or **More** to advance to the next Cold Start Setup screen.

- From the **Main Menu**, touch **Setup > Machine > Serial Number**, or enter the **Cabinet Serial Number Setup** screen in Cold Start Setup.

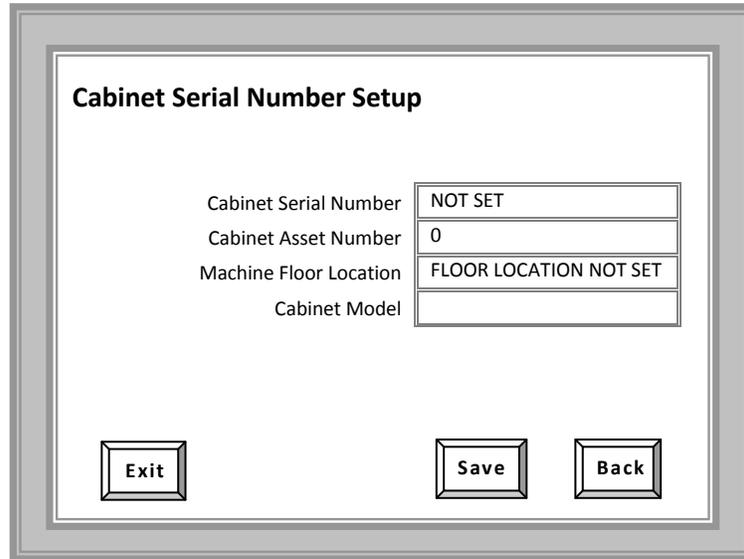
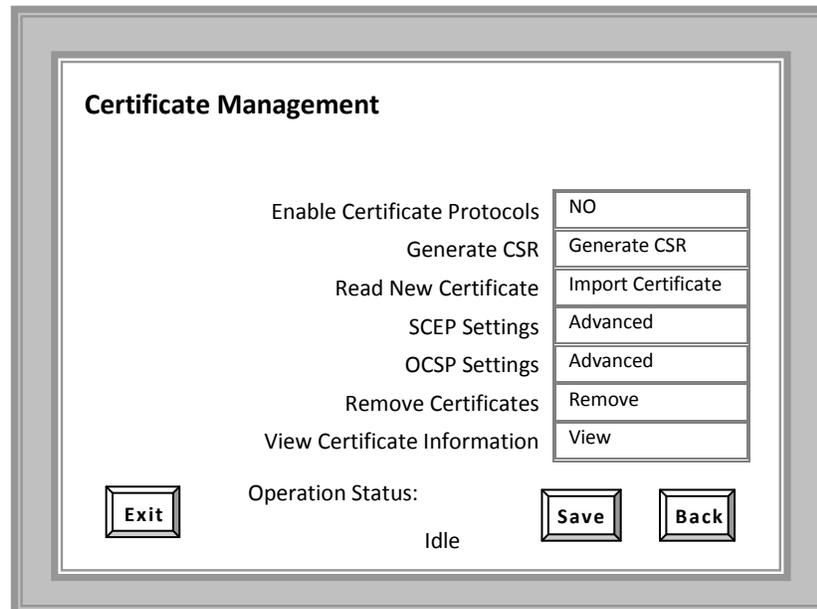


Figure 3: Cabinet Serial Number Setup screen (Example)

**IMPORTANT** *The Cabinet Serial Number must be set in order to connect to a server-based system. This option cannot be configured after exiting Cold Start Setup. If the Cabinet Serial Number must be re-entered, use the AVP Diagnostic to clear Cabinet Memory and return to Cold Start Setup of the AVP system (Go to [User's Guide AVP® Machine Diagnostic Software, System Family 014](#) for more information). All configuration steps up to this point must be redone.*

- Confirm that the **Cabinet Asset Number** and **Machine Floor Location** options are entered (if this information is available). These fields can be manually edited later or the the system server can automatically populate these fields.
- Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** or **More** to advance to the next Cold Start Setup screen.

13. From the **Main Menu**, touch **Setup > Certificate Management**, or enter the **Certificate Management** screen in Cold Start Setup.



*Figure 4: Certificate Management screen (Example)*

14. Configure the **Certificate Management** screen depending on the applicable DHCP setting (a or b).

**NOTE** *Settings on this screen cannot be modified when the G2S protocol is enabled on the Comm Setup screen.*

**NOTE** *The screen displays the current certificate status at the bottom of the screen with the Operation Status.*

a. *If DHCP is enabled:*

- Confirm that the **Enable Certificate Protocols** option is set to **Yes**.
- The **DHCP Settings Detected** pop-up and **Accept root certificate** pop-up appear. Touch **Yes** on each pop-up if Challenge Passwords are not in use. Touch **No** if Challenge passwords are in use.
- Touch **Advanced** for **SCEP Settings** to enter the **SCEP Advanced Settings** screen. Confirm that the **Override DHCP** setting is set to **No**. If challenge passwords are in use, enter the the **G2S SCEP Challenge Password** and the **Media Display SCEP Challenge Password**. Touch **OK** to return to the **Certificate Management** screen. After entering Challenge Passwords, touch **Save** to update the **Operation Status**.

b. *If DHCP is disabled:*

- Confirm that the **Enable Certificate Protocols** option is set to **Yes**.
- Touch **Advanced** for **SCEP Settings** to enter the **SCEP Advanced Settings** screen. Confirm that the **Override DHCP** setting is set to **Yes**. Enter all requested information into the

SCEP settings on the right side of the screen, including Challenge Passwords if used. Touch **OK** to return to the **Certificate Management** screen.

- Touch **Advanced** for **OCSP Settings** to enter the **OCSP Advanced Settings** screen. Confirm that the **Override DHCP** setting is set to **Yes**. Enter all requested information into the OCSP settings on the right side of the screen. Touch **OK** to return to the **Certificate Management** screen.
- Touch **Enroll** to begin the enrollment process. Follow the onscreen instructions.

**SCEP Advanced Settings**

Override DHCP	NO
SCEP "Manual" Enrollment Polling Interval (seconds)	30
G2S SCEP Responder URI	
G2S SCEP Challenge Password (empty for "manual" enrollment)	
G2S SCEP CA-Ident	
Media Display SCEP Responder URI	
Media Display SCEP Challenge Password (empty for "manual" enrollment)	
Media Display SCEP CA-Ident	

**OK**

*Figure 5: SCEP Advanced Settings screen (Example)*

**OCSP Advanced Settings**

Override DHCP	NO
G2S OCSP Responder URI	
G2S Enable OCSP Nonce Support	NO
Media Display OCSP Responder URI	
Media Display OCSP Nonce Support	NO
Minimum Period For Offline (minutes)	1
Re-authenticate Certificate Period (minutes)	600
Accept Previously Good Certificate Period (minutes)	30

**OK**

*Figure 6: OCSP Advanced Settings screen (Example)*

15. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** or **More** to advance to the next Cold Start Setup screen.
16. From the **Main Menu**, touch **Setup** > **Comm**, or enter the **Comm Setup** screen in Cold Start Setup.

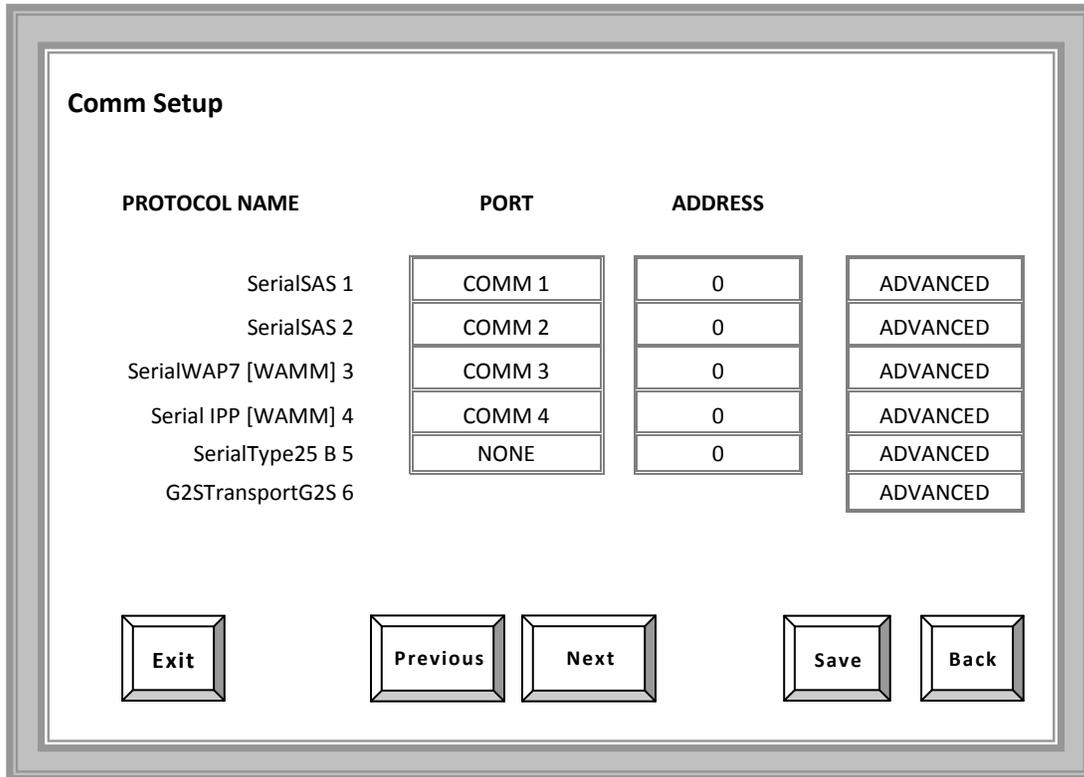


Figure 7: Comm Setup screen (Example)

17. Touch **Advanced** for the **G2STRANSPORTG2S** protocol to enter the **G2STransportG2S Advanced Options** screen.

G2STransportG2S Advanced Options

Protocol enabled	YES
Protocol that controls LEGACY METER CHANGE setting	REQUIRED
Post Configuration Delay in Minutes	0
Maximum Hosts Allowed	1
Override DHCP Config	NO
G2S machine ID IGT_	00012927CF10
G2S product ID	DEFAULT
G2S machine protocol (URI segment 1)	http://
G2S machine IP (URI segment 2)	127.0.1

Exit OK

*Figure 8: G2STransportG2S Advanced Options screen (Example)*

18. On the **G2STransportG2S Advanced Options** screen:
- Set **Protocol Enabled** to **Yes**.
  - Set **Protocol that controls LEGACY METER CHANGE** to **Not Required** to disable legacy metering. Set to **Required** to enable legacy metering.
  - Set **Door status disallows machine idle state** according to jurisdiction requirement.
  - Set the **G2S Product ID**. Set all machines not enrolled in WAP MJP or IPC MLP to **Default**.
  - Set **Post Configuration Delay in Minutes** (if required by jurisdiction).
19. *If DHCP is enabled*, confirm that **Override DHCP Config** is set to **No**. Confirm the accuracy of G2S host URI segments 1, 2, and 3.
- If DHCP is disabled*, confirm that **Override DHCP Config** is set to **Yes**. Enter the G2S host URI segments 1, 2, and 3.
20. Touch **OK** on the **G2STransportG2S Advanced Options** screen to return to the **Comm Setup** screen.
21. Touch **Next** to enter the **Feature Control Setup** screen and options. Depending on the installed AI package, the **Protocol That Controls** options are available on either the **Comm Setup** screen or the next screen.

In the **PROTOCOL THAT CONTROLS** area, set the features that the G2S protocol can control.

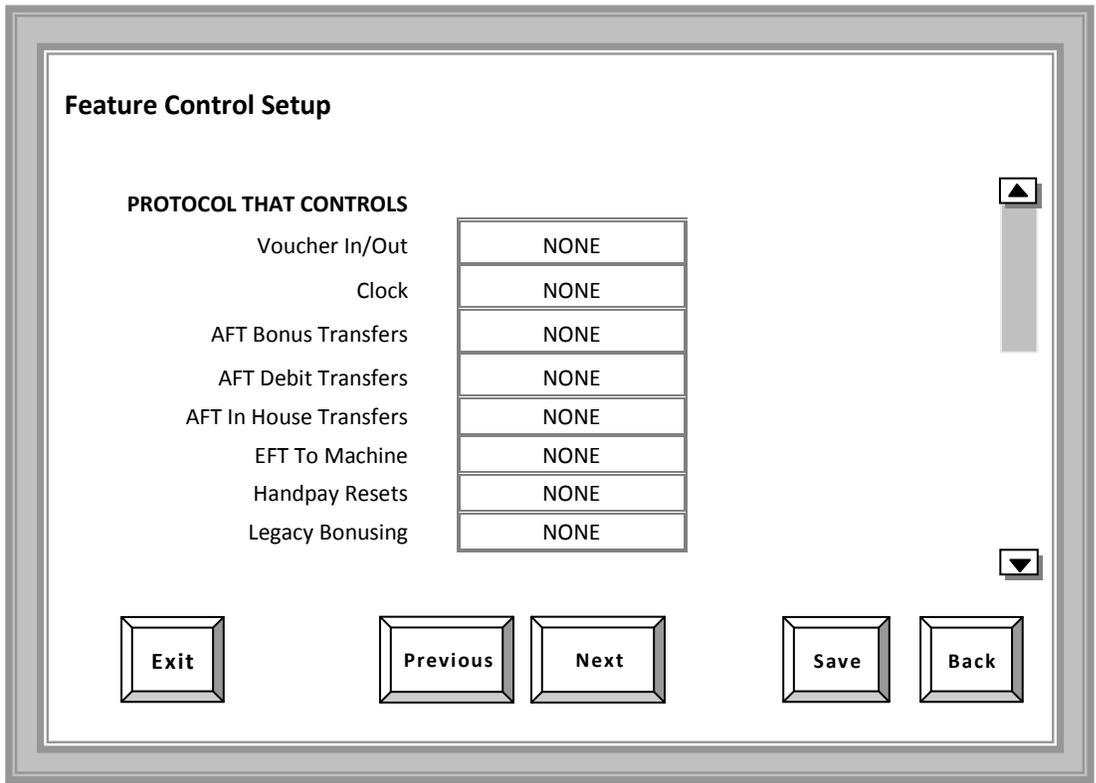


Figure 9: Feature Control Setup screen (Example)

- 22. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** or **More** to advance to the next Cold Start Setup screen.

23. From the **Main Menu**, touch **Setup** > **Machine** > **Card Reader** to enter the **Card Reader Setup** screen.

Setting	Value
Magnetic Stripe Card Reader Enabled	NO
Player tracking ticket reader enabled	NO
Player tracking ticket system id (must match value on system side)	91
Seconds with no credits before player tracking tickets are rejected (0 for never)	30

Buttons: Exit, Save, Back

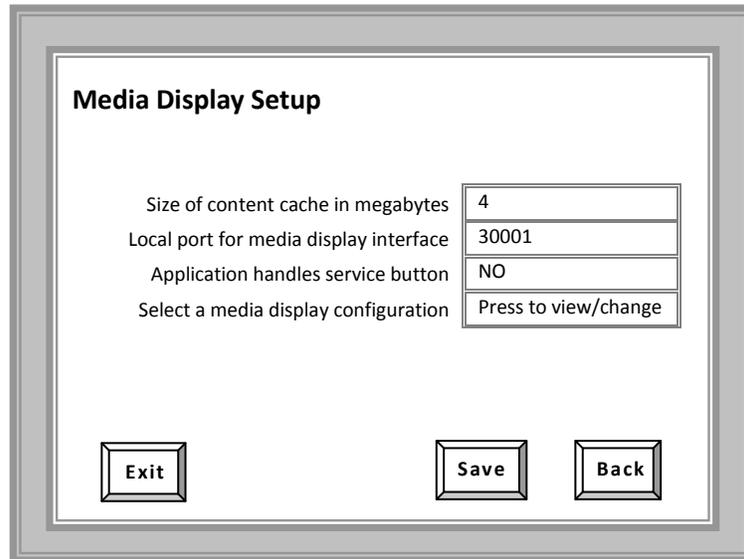
*Figure 10: Card Reader Setup screen (Example)*

24. Set the **Magnetic Stripe Card Reader Enabled** option to **Yes**, and if desired, set the **Player Tracking Ticket Reader Enabled** option to **Yes**.

If player tracking tickets are accepted, confirm that the **Player tracking ticket system id** option setting matches the server setting.

25. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu**.

26. From the **Main Menu**, touch **Setup** > **Machine** > **Media Display** to enter the **Media Display Setup** screen.



*Figure 11: Media Display Setup screen (Example)*

27. Set **Application handles service** option to **Yes**.
28. Touch **Select a media display configuration** to enter different media displays and their corresponding setup options. For each desired media display, set the **Enable media display** option to **True**. Adjust options and enable media display applications as desired.

**NOTE**            *When enabling the Player Banner, confirm that the Media display application is set to PlayerBanner and confirm that Auto-load media display on start-up is set to True.*

29. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu**.



### 3.2.1 Override Door Icons to Allow Idle State

If **Door status disallows machine idle state** was set to **Required** on the **Advanced G2STransportG2S Setup** screen (Refer to step 18 for more information), the following steps can be used to override the door icons and allow an idle state. The server can only enter an idle AVP Machine.

To override door icons:

1. Enter the Attendant menu.
2. From the **Main Menu**, touch **Maintenance > Overrides** to enter the **Overrides** screen.

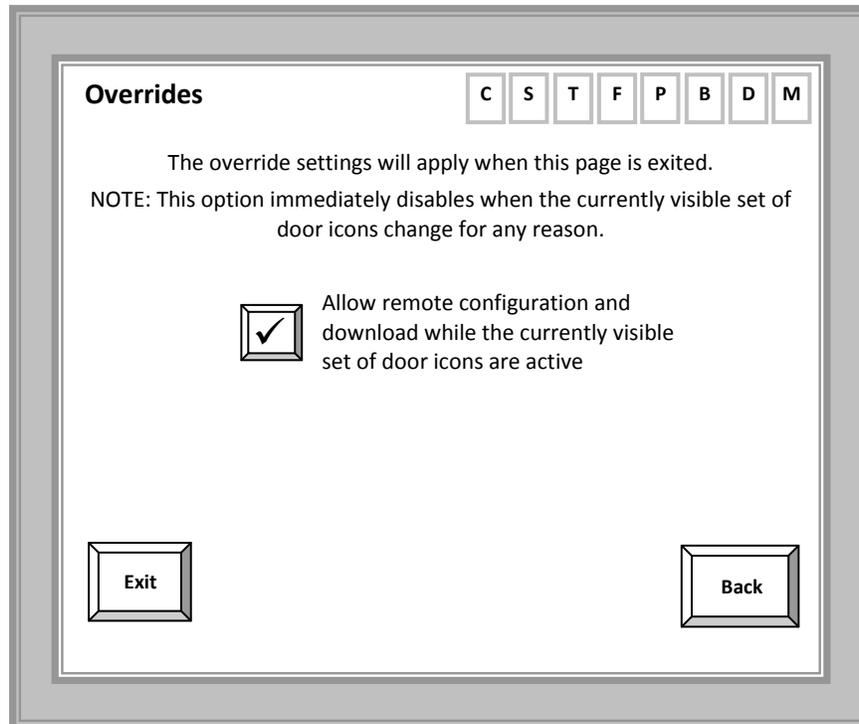


Figure 13: Overrides screen (Example)

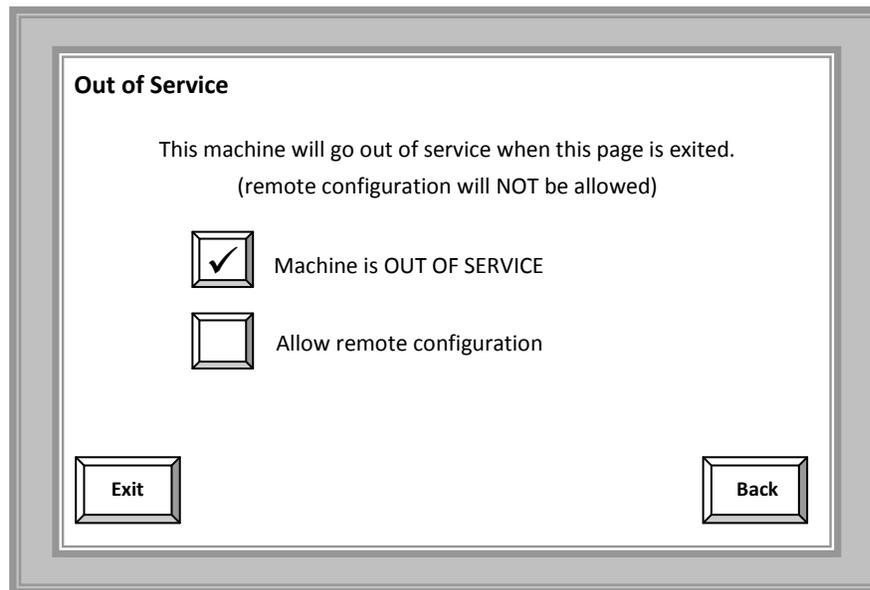
3. Check the box labeled **Allow remote configuration and download while the currently visible set of door icons are active**. This option is immediately cancelled if the icons, which are visible when the option is enabled, are changed for any reason.

Touch **Back** to return to the **Main Menu**.

## 3.2.2 Allow AI Package Download

To perform an AI package download to the AVP Machine:

1. Enter the Attendant menu.
2. From the **Main Menu**, touch **Maintenance > Out of Service** to enter the **Out of Service** screen.



*Figure 14: Out of Service screen (Example)*

3. Check the box labeled **Machine is OUT OF SERVICE**.
4. Check the box labeled **Allow remote configuration**.
5. Touch **Back** to return to the **Main Menu**.

# 4 How to Enable Attracts

---

This section outlines options for configuring different types of attracts on the AVP system. The types of attracts discussed are:

- Game Attracts – displayed on the game screen during machine idle
- Player Main Menu – displayed while the player Main Menu appears
- More Games Advertisement – displayed on monitor to advertise installed game themes

**NOTE**      *This section only includes configuration information related to attracts. Configure other settings based on the requirements of the jurisdiction and property where the machine is being configured.*

## 4.1 Attract Configuration Requirements

The following components are required to enable attracts on an AVP machine:

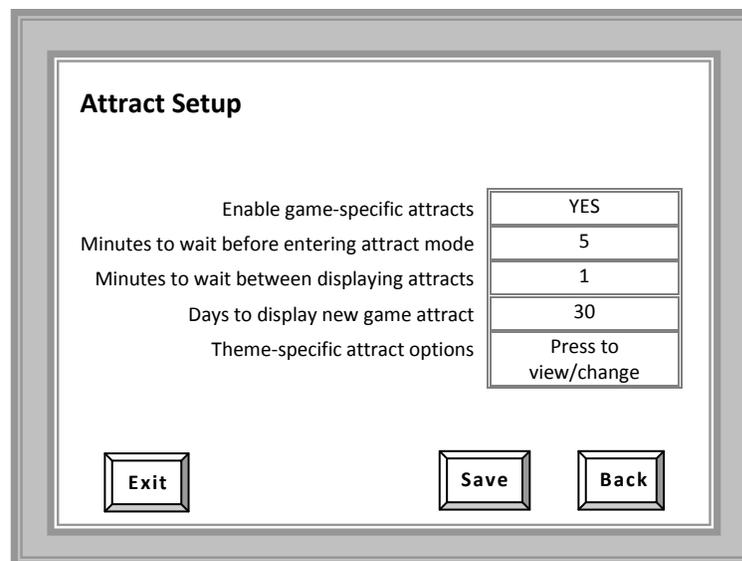
- AI package installed on the AVP machine
- (optional) System Setup eKey

## 4.2 Enable Game Attracts

Game attracts are displayed on the game screen during machine idle.

To enable game attracts:

1. On an AVP Machine with an installed AI package, enter the eKey or Operator menu. The **Main Menu** appears.
2. From the **Main Menu**, touch **Setup > Attract** to enter the **Attract Setup** screen.



*Figure 15: Attract Setup screen (Example)*

3. On the **Attract Setup** screen:
  - Set **Enable game-specific attracts** to **Yes**.
  - Set **Minutes to wait before entering attract mode**.
  - Set **Minutes to wait between displaying attracts**.
  - Set **Days to display new game attract**.
  - If a theme with theme-specific attract options is installed, touch **Theme-specific attract options** to enter the **Theme-Specific Attract Options** screen. Select the theme using the menu on the left side of the screen. After selecting the theme, modify any theme-specific options on the right

side of the screen. Touch **Save** to confirm all changes. Touch **Back** to return to the **Attract Setup** screen.

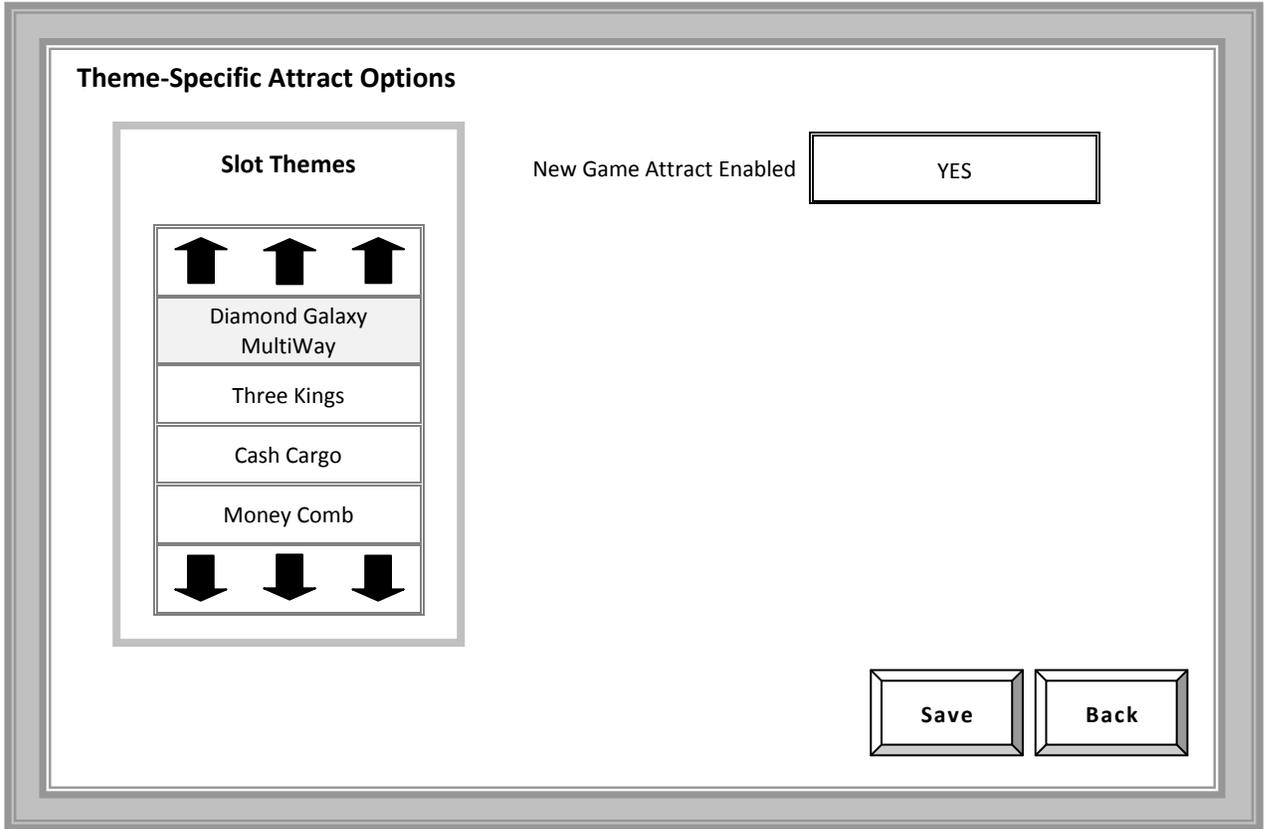


Figure 16: Theme-Specific Attract Options screen (Example)

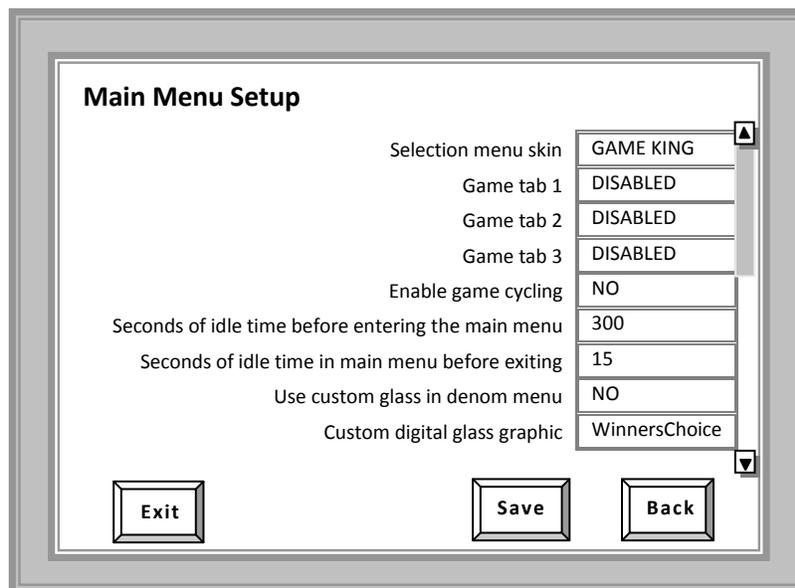
4. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** .

## 4.3 Configure Player Main Menu Options

The Player Main Menu is available to the player when more than one theme package is installed on an AVP machine.

To configure the Player Main Menu:

1. On an AVP Machine with an installed AI package, enter the eKey or Operator menu. The **Main Menu** appears.
2. From the **Main Menu**, touch **Setup > Machine > Main Menu** to enter the **Main Menu Setup** screen.



*Figure 17: Main Menu Setup screen (Example)*

3. On the **Main Menu Setup** screen:
  - Touch **Selection menu skin** to select an appearance for the Player Main Menu.
  - Set the **Themes per page**.
  - Set **Game tabs** to the desired theme type.
  - Set **Days to display new game attract**.
  - Set **Enable game cycling**.
  - Set **Seconds of idle time before entering the main menu**.
  - Set **Seconds of idle time in main menu before exiting**.
  - Set **Use custom digital glass in denom menu**.
  - Set **Custom digital glass graphic**.
  - Set **Advertise Progressive Text**.
  - Set **What to display on spectrum when amount does not fit**.
  - Set **Game should use the Main Menu digital glass**.

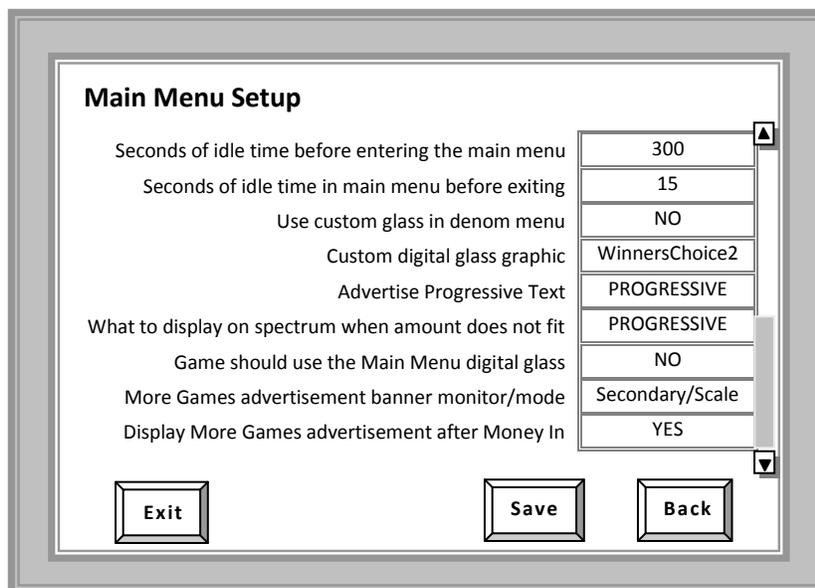
4. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** .

### 4.3.1 Enable the More Games Advertisement

The More Games Advertisement advertises when more than one theme is enabled on an AVP machine.

To enable the More Games Advertisement:

1. On an AVP Machine with an installed AI package, enter the eKey or Operator menu. The **Main Menu** appears.
2. From the **Main Menu**, touch **Setup** > **Machine** > **Main Menu** to enter the **Main Menu Setup** screen.



*Figure 18: Main Menu Setup screen (Example)*

3. On the **Main Menu Setup** screen:
  - Set **More Games advertisement banner monitor/mode**.
  - Set **Display More Games advertisement after Money In**.
4. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** .

# 5 How to Configure Progressive Awards

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In a game that supports progressives awards, a small portion of each player bet is contributed to the progressive award. As a result, the award increases over time as play continues.

After enabling a game with support for progressive awards, additional configurations must be made to enable the progressive awards specifically. This section outlines the options used to configure progressive awards.

Progressive setup is only available when an installed game package supports progressive awards.

Determine the type of progressive to be configured before using this document. This document does not contain information regarding MegaJackpot progressives. Contact IGT Customer Service for more information regarding MegaJackpot progressive configuration.

- **Standalone Progressive** – the progressive award is configured and managed on a single AVP machine. The progressive award increases based on contributions from this machine only.
- **IPC (IGT Progressive Controller) Progressive** – the progressive is configured on both the AVP machine and the IPC controller, where the IPC manages the progressive award. Multiple AVP machines can use one IPC controller and contribute to the same award pool.

One game can contain multiple progressives. One game can also use more than one type of progressive.

**NOTE**      *This section only includes configuration information related to progressive setup. Configure other settings based on the requirements of the jurisdiction and property where the machine is being configured.*

## 5.1 Configure a Standalone Progressive

### 5.1.1 Standalone Progressive Configuration Requirements

The following components are required to configure progressives on an AVP machine:

- AI package installed on the AVP machine
- GAME package with standalone progressive support installed on the AVP machine
- PAR Sheets for the installed GAME package
- System Setup eKey

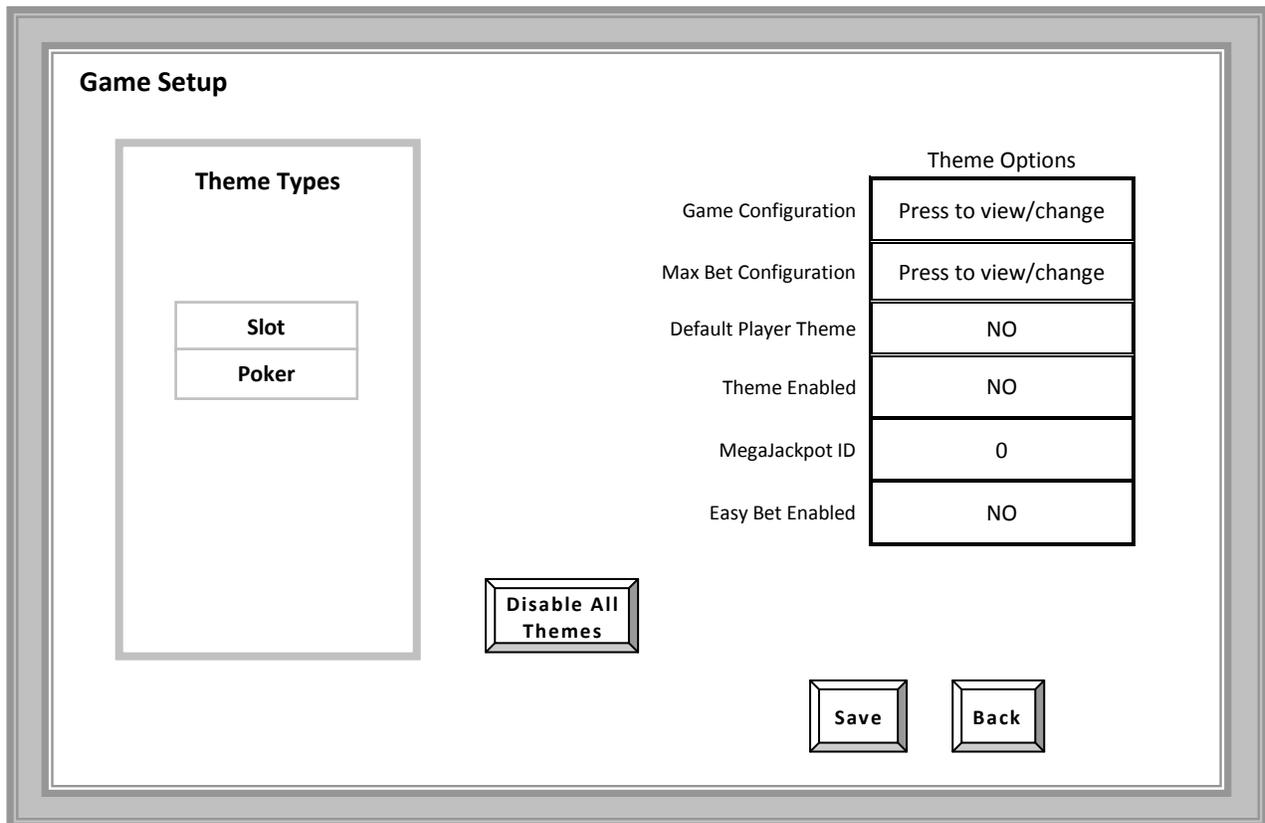
### 5.1.2 Configure a Standalone Progressive

For games supporting a standalone progressive, incorrect configuration results in undesired functionality and incorrect pays.

To configure a standalone progressive award:

1. On an AVP Machine with an installed AI package, enter the eKey menu. The **Main Menu** appears.

- From the **Main Menu**, touch **Setup** > **Game** to enter the **Game Setup** screen. Confirm that a progressive-capable game is enabled and configured as desired.



*Figure 19: Game Setup screen (Example)*

- Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu**.

4. Touch **Setup > Stand-alone Progressive** to enter the **Stand-alone Progressive Setup** screen.

**NOTE** For an AVP installation earlier than AI014-075, use eKey000005 or eKey000007 and touch **Privileged > Setup > Stand-alone Progressive**.

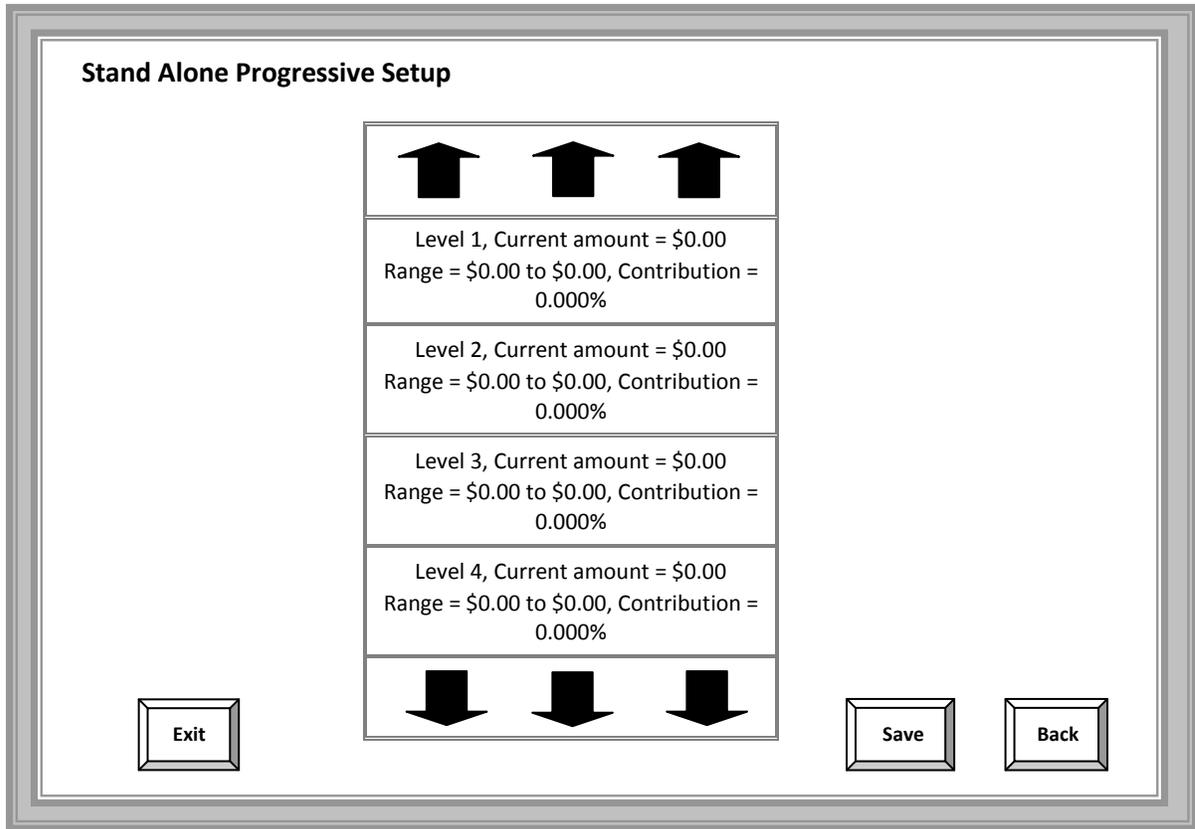


Figure 20: Stand Alone Progressive Setup screen (Example)

- Select a standalone level to enter the **Stand Alone Controller Level** setup pop-up for that level. This standalone level will be linked to a game level in later steps.

**Stand Alone Progressive Setup**

**Stand Alone Controller Level 1**

Percentage of each wager contributed to the progressive jackpot:	0.000%
Starting progressive jackpot amount:	\$0.00
Maximum progressive jackpot amount:	\$0.00
Current progressive jackpot amount:	\$0.00
Jackpot prize description (overrides all other settings):	NONE

OK Cancel

Exit Save Back

**Figure 21: Stand Alone Controller Level pop-up (Example)**

- Touch the **Percentage of each wager contributed to the progressive jackpot** box to set the contribution percentage. Refer to the PAR sheets included with the paytables to determine the correct contribution rate for each payable. For assistance selecting the value of the contribution percentages, contact IGT Customer Service.

Touch **OK** to return to the **Stand Alone Controller Level** setup screen.

**NOTE** *If the operator sets a value less than the payable-defined contribution percentage, the game tilts with a Required Progressive Contribution Minimum Not Met error.*

- Touch the **Starting Progressive Jackpot Amount** box and set the value to the payable-defined credit award minimum multiplied by the enabled denomination. This results in the correct cash amount. For example, if the credit award minimum listed on the PAR sheet is 20,000 and the denomination is a penny, the minimum value would be \$200.00 ( $20,000 \times \$0.01 = \$200.00$ ). For assistance selecting the value of the starting progressive jackpot amounts, contact IGT Customer Service.

Touch **OK** to return to the **Stand Alone Controller Level** setup screen.

**NOTE** *Not all games require a starting progressive jackpot amount. Refer to the PAR sheets.*

**NOTE** *If the operator sets a value less than the minimum value defined on the PAR sheets, the game tilts with a Required Progressive Start Amount Not Met error.*

- 8. Touch the **Maximum Progressive Jackpot Amount** box and set the value to the desired maximum amount. The value must be higher than the starting progressive jackpot amount.

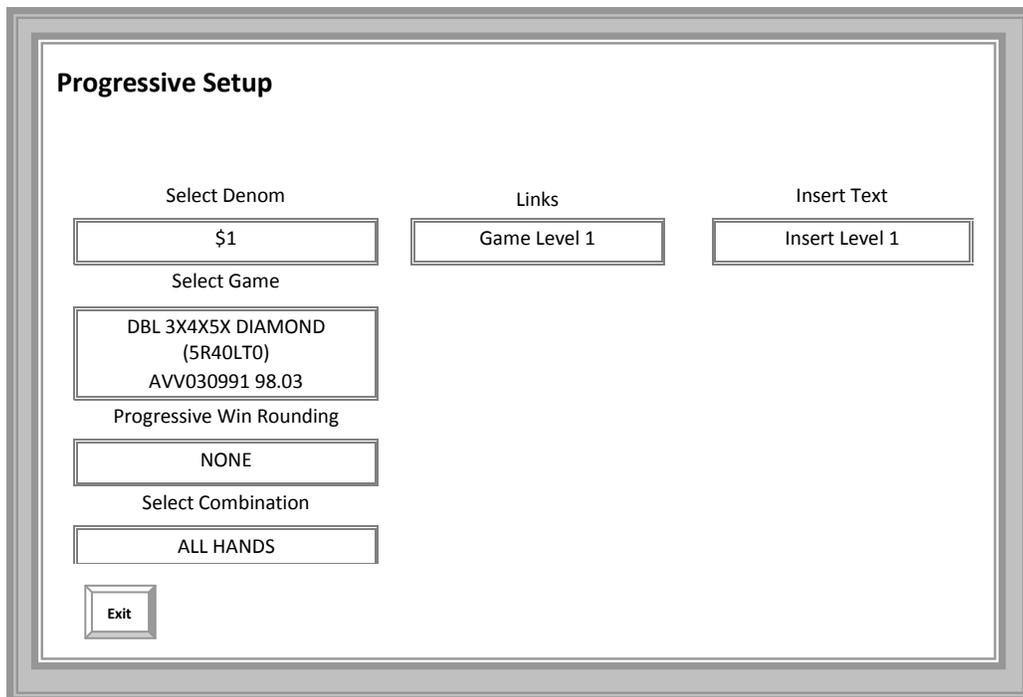
Touch **OK** to return to the **Stand Alone Controller Level** setup screen.

- 9. Touch **OK** to finish configuring the selected level and return to the **Stand-alone Progressive Setup** screen.

**IMPORTANT** *Entering a Jackpot Prize Description disables progressive functionality.*

- 10. Repeat steps 5 through 9 for each additional standalone level.
- 11. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** .
- 12. Touch **Setup > Progressive** to enter the **Progressive Setup** screen.

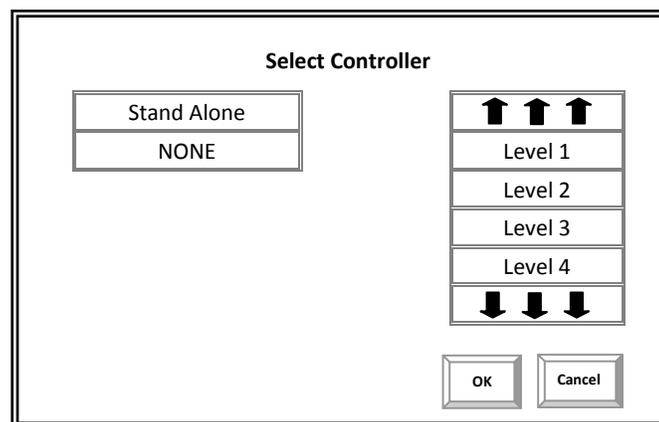
**NOTE** *For an AVP installation earlier than AI014-075, use eKey000005 and touch **Privileged > Setup > Progressive**.*



**Figure 22: Progressive Setup screen (Example)**

13. Touch the **Select Denom** box to open the **Select Denomination** pop-up. Select the denomination and touch **OK** to return to the **Progressive Setup** screen.
14. Touch the **Select Game** box to open the **Select Game Type** or **Select Theme** pop-up. Select the type, if necessary, theme, and payable, and touch **OK** to return to the **Progressive Setup** screen.
15. Touch a game level under **Links** to open the **Select Controller** pop-up. On the left button list, touch **Stand Alone**, and on the right button list, select a **Level**. The levels correspond to the configurable levels on the **Stand-alone Progressive Setup** screen. Touch **OK** to return to the **Progressive Setup** screen.

**IMPORTANT** *Each game level must be linked to a separate standalone level. Multiple game levels must not be linked to a single standalone level. The game does not generate a tilt; however, this scenario represents a serious configuration error. The game must not be configured in this manner. Undesired functionality and incorrect progressive pays result.*



**Figure 23: Select Controller pop-up (Example)**

16. Repeat steps 12 through 15 for each additional game level.
17. Configure any additional options on the **Progressive Setup** screen as desired.
18. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** .

**IMPORTANT** *If the denomination is changed and progressive support is not configured for that denomination, link the game levels of the new denomination to standalone levels and, if applicable, ensure that minimum starting amounts are adjusted for that denomination.*

*If more than one denomination is configured or if the game has multiple player-selectable denominations, the game levels of each denomination must be linked to separate standalone levels. The game does not generate a tilt; however, this scenario represents a serious configuration error. The game must not be configured in this manner. Undesired functionality and incorrect progressive pays result.*

## 5.2 Configure an IPC Progressive

### 5.2.1 IPC Progressive Configuration Requirements

The following components are required to configure progressives on an AVP machine:

- AI package installed on the AVP machine
- GAME package with IPC progressive support installed on the AVP machine
- System Setup eKey
- Cabinet Serial Number
- Fiber-optic communication board installed in the AVP machine in port 4
- IPC Hardware

### 5.2.2 Configure an IPC Progressive

To configure an IPC Progressive:

1. Configure the IPC. Establish the fiber optic network and confirm that communication from IPC is occurring. For more information about IPC configuration, refer to the following documents:
  - [IGT Progressive Controller Operator's Guide](#)
  - [IGT Progressive Controller EZ Setup User's Manual](#)
  - [IGT Progressive Controller Game Software Setup \(Quick Reference\)](#)
2. On an AVP Machine with an installed AI package, enter the eKey menu. The **Main Menu** appears.
3. From the **Main Menu**, touch **Setup > Machine > Serial Number** to enter the **Cabinet Serial Number Setup** screen.

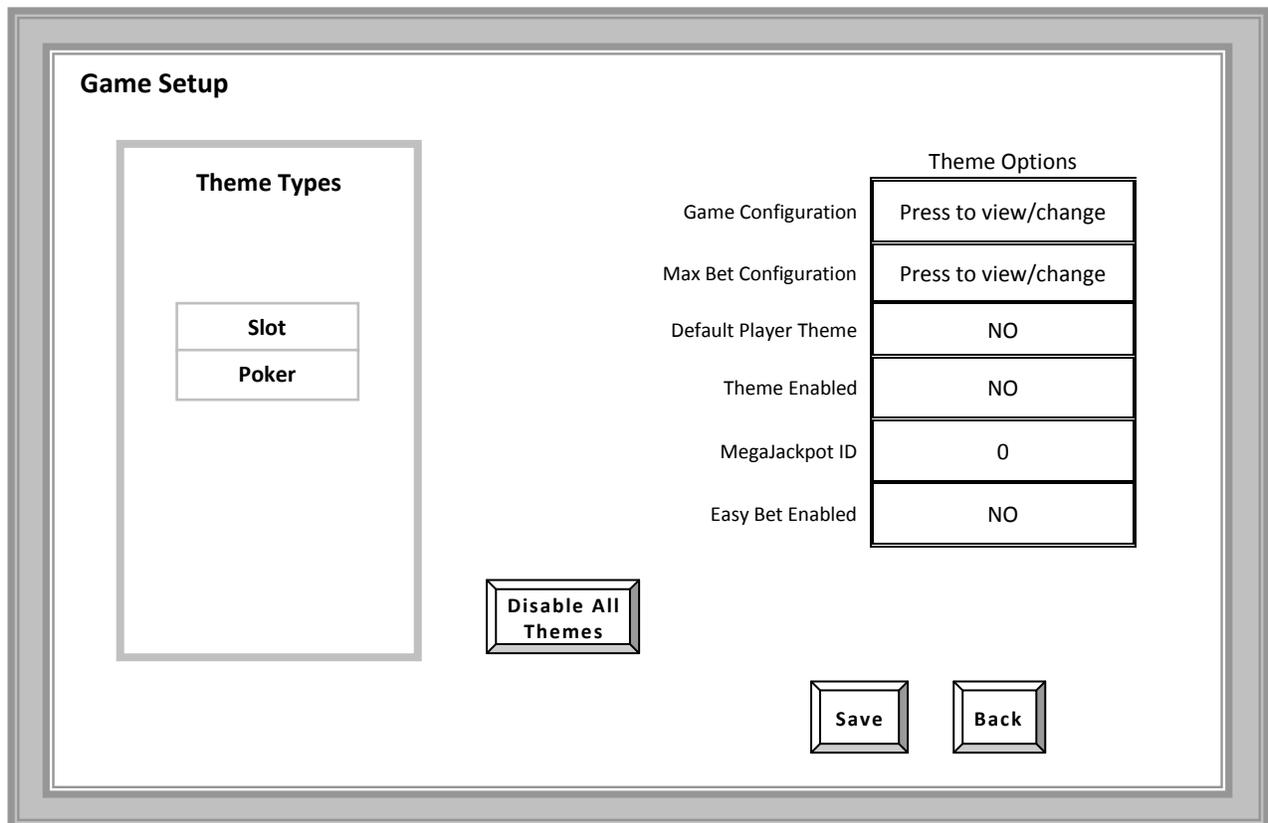
**Cabinet Serial Number Setup**

Cabinet Serial Number	NOT SET
Cabinet Asset Number	0
Machine Floor Location	FLOOR LOCATION NOT SET

Exit Save Back

**Figure 24: Cabinet Serial Number Setup screen (Example)**

4. Confirm that the **Cabinet Serial Number** is set.
5. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu**.
6. Touch **Setup > Game** to enter the **Game Setup** screen. Confirm that an IPC progressive-capable game is enabled and configured as desired.



**Figure 25: Game Setup screen (Example)**

7. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu** .

8. Touch **Setup > Comm** to enter the **Comm Setup** screen.

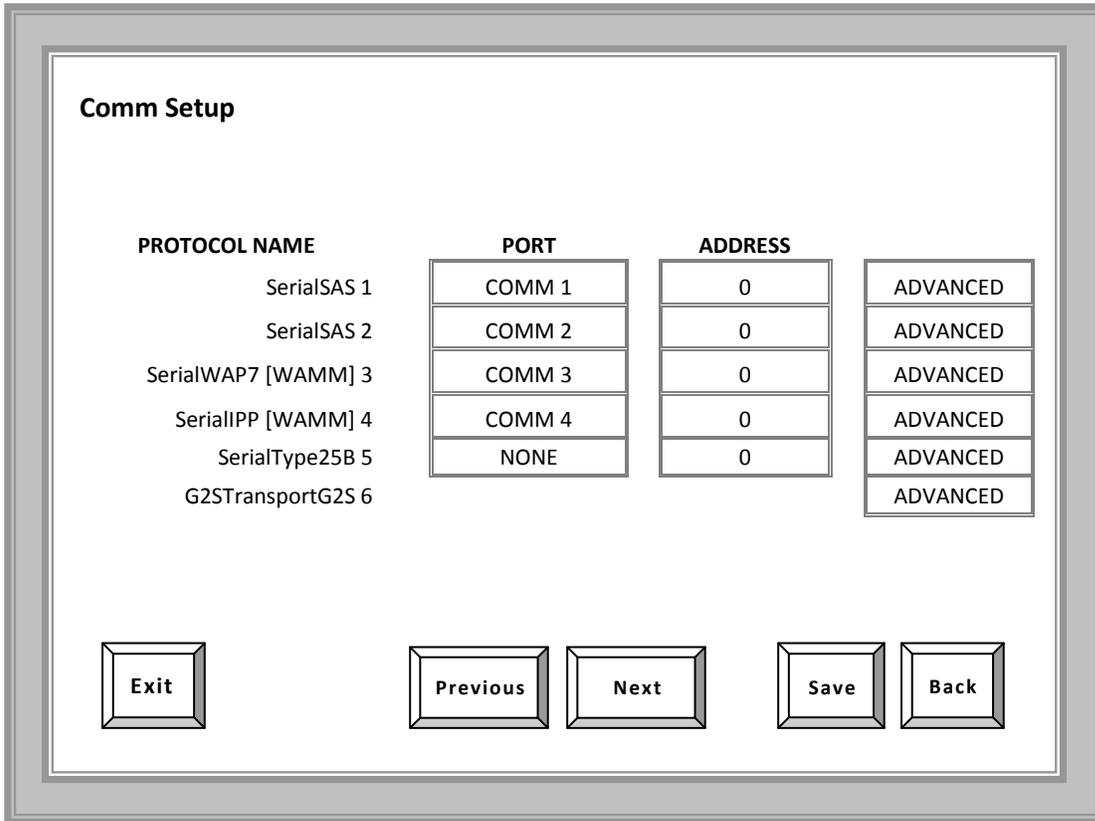


Figure 26: Comm Setup screen (Example)

9. Touch the **Advanced** button for **SerialIPP** to enter the **SerialIPP Advanced Options** screen.
  - Set **Protocol enabled** to **Yes**.
  - Set **Comm board type** to **Fiber Optic**.

SerialIPP Advanced Options	
Protocol enabled	YES
Comm board type	RS-232
Minimum response time in milliseconds	0

IPP MUST BE ENABLED BEFORE IPP PROTOCOL CAN BE CONFIGURED

Exit OK

*Figure 27: SerialIPP Advanced Options screen (Example)*

10. Touch the **Register Machine** button that appears at the bottom of the page. Registering the machine supplies SerialIPP with an address on the **Comm Setup** screen.
11. Touch **Save** to confirm all changes. Touch **Back** to return to the **Comm Setup** screen.
12. Touch **Save** to confirm all changes. Touch **Back** to return to the **Main Menu**.