IGT Progressive Controller EZ Setup User's Manual

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For a complete listing of all IGT documentation, refer to the Related IGT Documentation section at the back of this manual.

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Table of Contents

Section 1

Introduction

This guide is intended for users of IGT Progressive Controller (IPC) EZ Setup software. The IPC EZ Setup software works with the IPC, a communication controller, to enable operators to configure and run up to 32 progressive levels on a bank of up to 63 linked and local IGT slots, video slots, and video poker machines.

Refer to the Glossary on page 65 for definitions of any unfamiliar terms.

The information in this section includes:

- **Section 1.1, Typical Linked Local Progressive Configuration**

- **Section 1.2, IGT Progressive Controller EZ Setup Software Overview**

- **Section 1.3, Understanding Documentation Conventions**

Note: *Gaming machines are referred to differently depending on the state or jurisdiction in which the gaming machines are located and the regulations that exist there. For purposes of this manual, the word "machine" is used in reference to gaming machines.*

1.1 Typical Linked Local Progressive Configuration

A typical linked local progressive configuration using the IPC consists of a computer running the EZ Setup software (computer not included), IGT machines, the controller, a printer, and a progressive display (progressive display not included). Together, these components allow you to configure and run Multi-Denomination™ progressives on up to 63 local IGT machines.

As shown in Figure 1-1, machines are connected together to form a "loop" of machines. The connection between the machines, as well as the connection from the IPC to the machines and the progressive display, consists of fiber-optic cables.
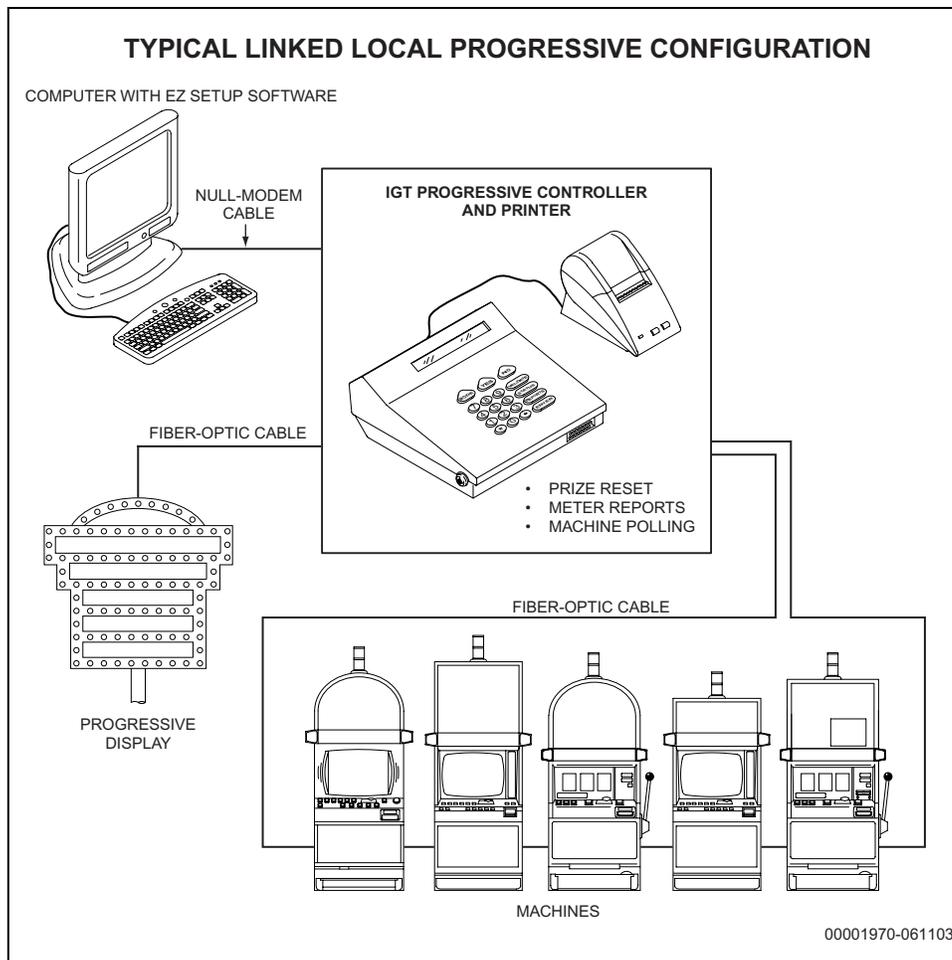

Figure 1-1. Typical Linked Local Progressive Configuration

1.2   IGT Progressive Controller EZ Setup Software Overview

Use the IPC EZ Setup software to set progressive configuration data and download the information to the IPC.

1.2.1   Getting to Know the IGT Progressive Controller EZ Setup Software

When the IPC EZ Setup software first opens, the main screen displays. The main screen consists of several standard areas and buttons as shown in Screen 1-1.

Use the menus to:
- open and back up database files
- set boot and flash file locations
- create, save, delete, print, import and export IPC configurations
- import game type paytables
- select the serial port
- get online help
- find software version information

Use the IPC Progressive Groups area to:
- define groups
- define group levels
-
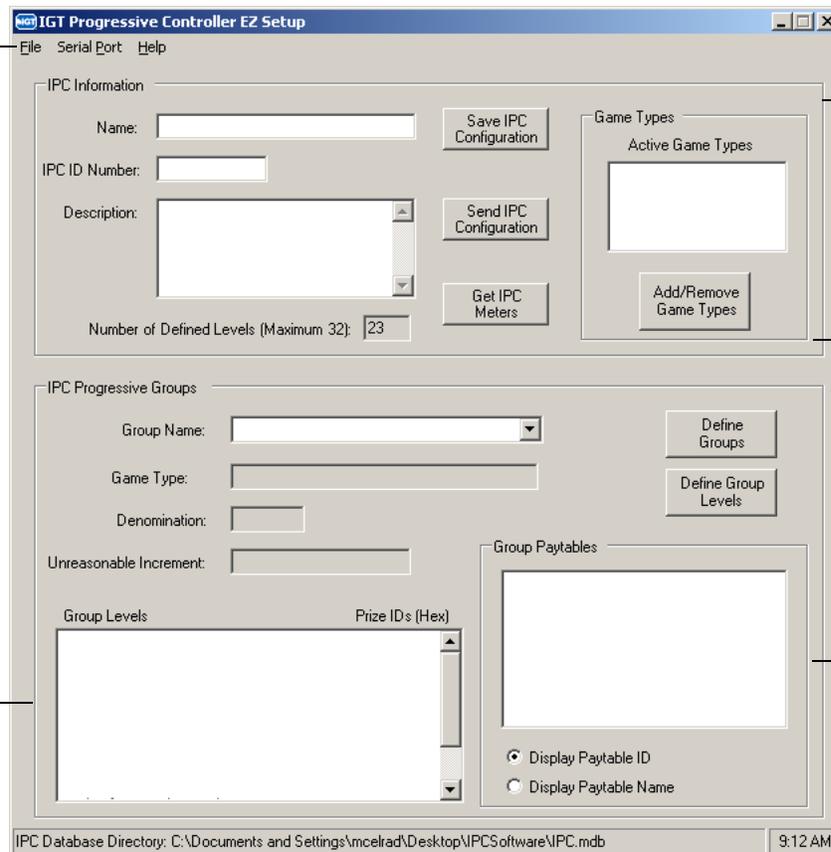
Use the IPC Information area to:
- save and send IPC configurations
- get IPC meter information

Use the Game Types area to add and remove game types

Use the Group Paytables area to view a groups paytables.

Screen 1-1. Main Screen

1.3   Understanding Documentation Conventions

The different conventions listed in this section describe how to interpret symbols, words and phrases used throughout the guide.

Interpreting Notation Conventions

The following words or expressions have particular meanings when performing steps in a process.

- **Enter –** The user types in the desired information.

- **Select or Choose –** The user initiates a function from a list of menu tree options using the mouse.

Database fields and menu options appear in italics.
Example: Go to the *Player ID#* field.
Select *Return*.

Screen buttons appear in boldface with the title capitalized.
Example: **Cancel**

On-screen messages appear within quotation marks.
Example: "Do You Wish to Continue?"

Information requiring emphasis appears as follows:

- ***Tip:*** – describes information that is *recommended* for the succeeding process.

- ***Note:*** – describes information that *should* be taken into account before proceeding.

- ***Important:*** – describes information that *must* be taken into account before proceeding.

- ***Caution:*** – describes information that must be taken into account to *avoid serious damage* to equipment or software.

- ***WARNING:*** – describes information that must be taken into account to *avoid personal injury*.

Interpreting Mouse Conventions

Since a mouse can be used with the IPC EZ Setup system, understanding terms related to the mouse is important.

"Click" means to press and release the mouse button without moving the mouse.
Example: Click **View**.

"Double-click" means to click the mouse button twice quickly without moving the mouse.
Example: Double-click on the upper-left button.

Interpreting Keyboard Conventions

Brackets ([]) are used to differentiate between function keys and alphanumeric or symbol keys.
Example: Press **[ESC]**.
Press **C**.

A plus sign (+) between two key names means to press both keys at the same time.
Example: "Press **[CTRL]**+**[F1]**" means to press the **[CTRL]** key and hold it while pressing the **[F1]** key.

A comma (,) between two key names means to press and release the keys one after the other.
Example: "Press **[ESC],C**" means to press and release the **[ESC]** key and then press the **C** key.

Section 2

IGT Progressive Controller EZ Setup Software Installation

It is necessary to install the IPC EZ Setup software to configure progressive levels. The installation program guides you through the process.

The information in this section includes:

- **Section 2.1, System Requirements**

- **Section 2.2, Installing the IGT Progressive Controller EZ Setup Software**

2.1   System Requirements

The IPC EZ Setup software works on computers running a Microsoft®
Windows® 2000 or Windows® XP operating system. Specific
requirements are as follows:

- Microsoft® Windows 2000 or Windows XP operating system

- Microsoft® Internet Explorer version 5.01 or higher

- Minimum 133 MHz processor

- Minimum 128MB RAM

- 600MB free hard-disk space

- CD-ROM drive

- Serial port

*Note: The IPC EZ Setup software will automatically install the
following two programs if necessary.*

- Microsoft® Data Access Component (MDAC) 2.6 (included with
  the IPC EZ Setup CD)

- Microsoft® .NET Framework V1.1 (included with the IPC EZ
  Setup CD)

2.2   Installing the IGT Progressive Controller EZ Setup Software

The IPC EZ Setup installation program guides you through the installation process.

1. Insert the IPC EZ Setup CD in the CD-ROM drive.

2. Using Microsoft® Internet Explorer or My Computer, locate the CD-ROM drive.

3. Double-click **setup.exe** to start the installation.

4. Follow the on-screen installation instructions. Click **OK** to continue or **Cancel** to exit without installing the software.

Note: For more detailed information, see the ReadMe file located on the IPC EZ Setup CD.

Section 3

Using the IGT Progressive Controller EZ Setup Software

The IPC EZ Setup software program is designed to be an easy-to-use utility for configuring progressive prizes. This section includes detailed instructions for operating the IPC EZ Setup software. For general information about the IPC and IPC EZ Setup software, including illustrations and a main screen overview, refer to Section 1 on page 1. For troubleshooting information, refer to Section 4 on page 51.

The information in this section includes:

- **Section 3.1, Getting Started**

- **Section 3.2, Working with Progressive Configurations**

- **Section 3.3, Working with a Database**

- **Section 3.4, Working with Game Types**

- **Section 3.5, Working with Progressive Groups**

- **Section 3.6, Working with Progressive Levels**

- **Section 3.7, Retrieving IGT Progressive Controller Meter Information**

3.1 Getting Started

The IPC EZ Setup software is designed to guide you through the first configuration. Before sending a configuration to the IGT Progressive Controller:

- Set the boot and flash files (refer to Section 3.1.2 and 3.1.3).

- Import paytables for games (refer to Section 3.1.4)

- Connect the IGT Progressive Controller EZ Setup computer and the IPC unit with a null modem cable (refer to Section 3.2.10).

- Set the IPC unit to configuration mode (refer to the *IGT Progressive Controller Operator's Guide*).

- Set the IGT Progressive Controller EZ Setup computer's serial port for the null modem cable connection (refer to Section 3.2.10).

3.1.1 Setting a Database File

The database file contains configuration information for the progressive games.

To set a database file:

1. Select *Open Database* from the File menu to open the Open the Database window.
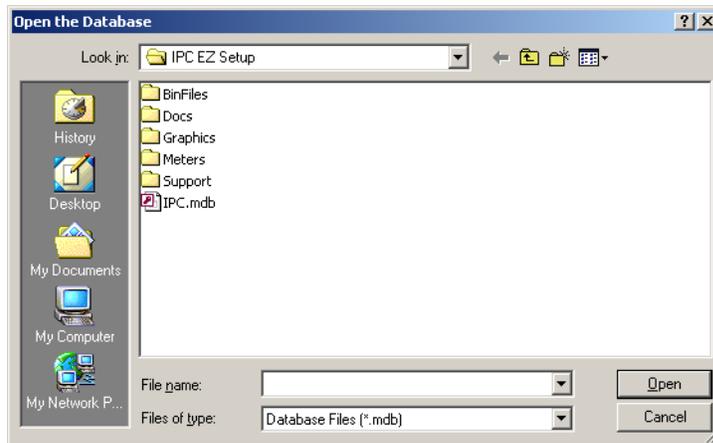

Screen 3-1. Opening the Database File

2. Select *IPC.mdb* and click **Open** to open the IGT Progressive Controller window and display the database information.

3.1.2   Setting a Boot File Location

The boot file enables the IPC EZ Setup software and the IPC unit to communicate.

To set a boot file location:

1. Select *Set Boot File Location* from the File menu to open the Set Boot File window.
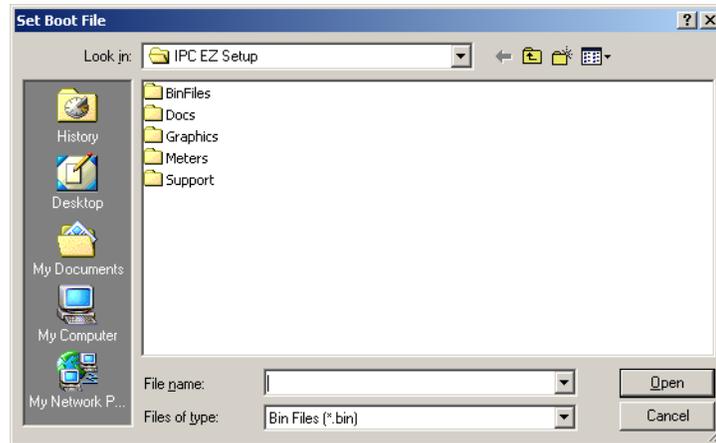

Screen 3-2. Setting the Boot File

2. Select the *BinFiles* folder and click **Open** to display the contents of the BinFiles folder.
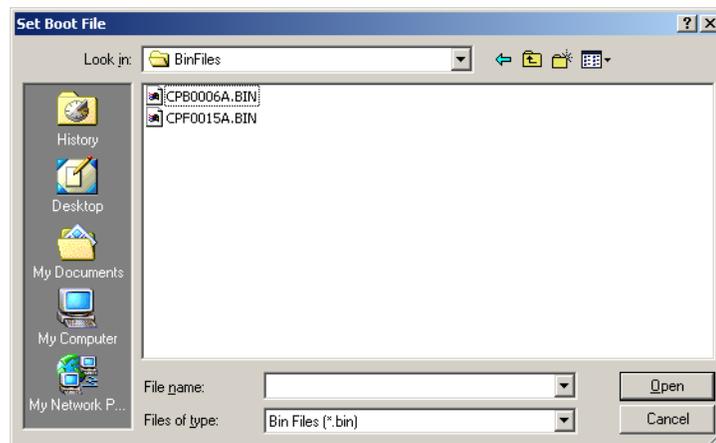
Screen 3-3. Setting the Boot File

3. Select a boot file and click **Open** to set the IPC EZ Setup boot file.

Note: The current location of the boot file displays if the boot file was previously set.
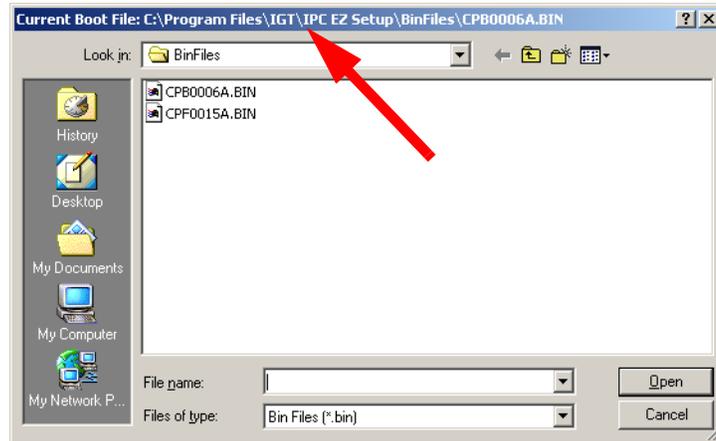

3.1.3   Setting a Flash File Location

The flash file enables the IPC EZ Setup software and the IPC unit to communicate.

To set a flash file:

1. Select *Set Flash File Location* from the File menu to open the Set Flash File Location window.
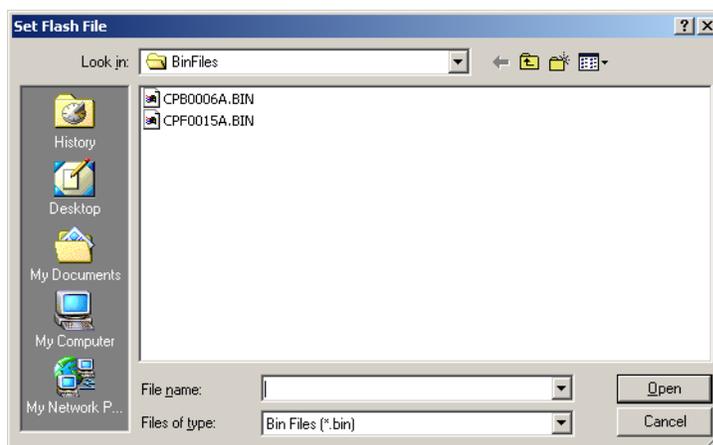
Screen 3-4. Setting the Flash File

2. Select a flash file and click **Open** to set the IPC EZ Setup flash file.

Note: The current location of the flash file displays if the flash file was previously set.
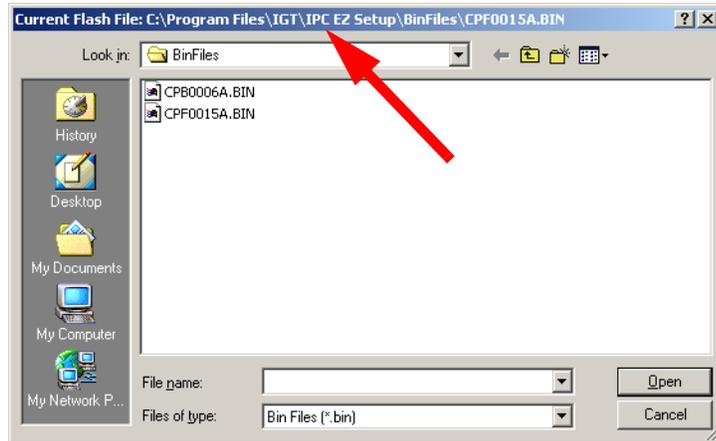
## 3.1.4   **Importing Game Type Paytables**

Game type paytables contain configuration information for the progressive games.

To import a game type paytable:

1. Select *Import Game Type Paytables* from the File menu to open the Import Game Set File window.

Screen 3-5. Importing the Game Type Paytables File

2. Select a game type paytable file and click **Open** to add the game types to the database.

3.2   Working with Progressive Configurations

The following information provides details regarding the setup and maintenance of an IPC configuration.

3.2.1   IPC Numbers

The *IPC ID Number* is the unique identification number stored in an IGT Progressive Controller unit as the IPC ID.

IGT recommends using the serial number of each IGT Progressive Controller unit as its IPC ID number.

To set a progressive configuration to connect the IGT Progressive Controller EZ Setup computer through the established serial ports null-modem cable to the IGT Progressive Controller unit:

1. Set the unique IPC ID number for the IGT Progressive Controller unit (refer to the ***IGT Progressive Controller Operator's Guide***).

2. Open the desired progressive configuration in the IGT Progressive Controller EZ Setup window (refer to Section 3.2.4).
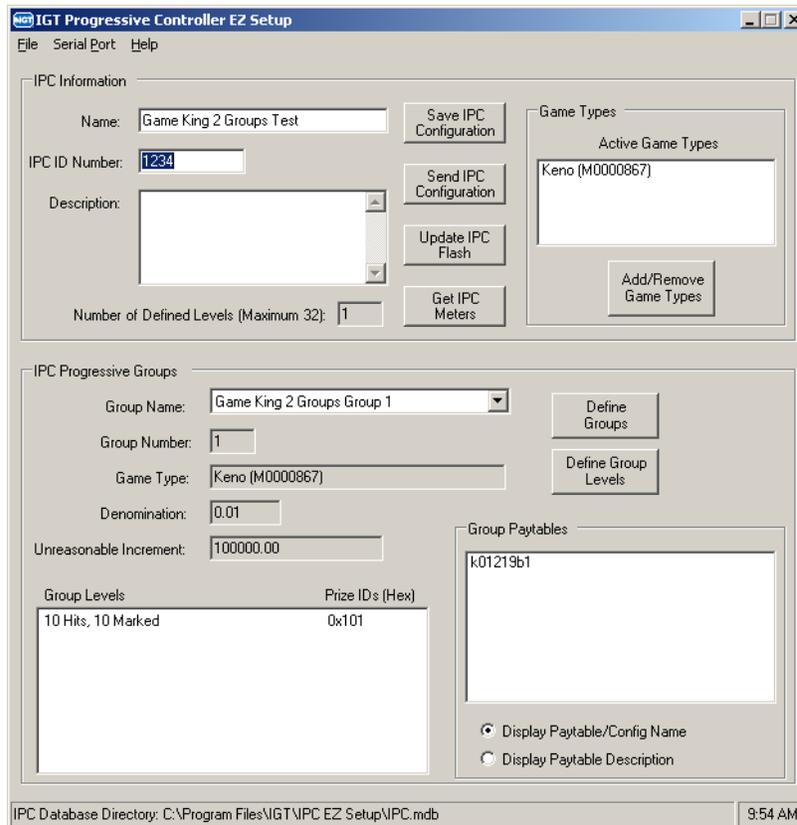
Screen 3-6. Setting the IPC ID Number

3. Enter the same IPC ID number set in the IGT Progressive Controller unit in the *IPC ID Number* field of the IPC Information area of the IGT Progressive Controller EZ Setup window.

4. Select *Save IPC Configuration* or the *Save IPC Configuration As* from the File menu to save the progressive configuration.

3.2.2   IPC Descriptors

To provide a detailed description of the settings, location and use of a progressive configuration:

1. Open the desired progressive configuration in the IGT Progressive Controller EZ Setup window (refer to Section 3.2.4).
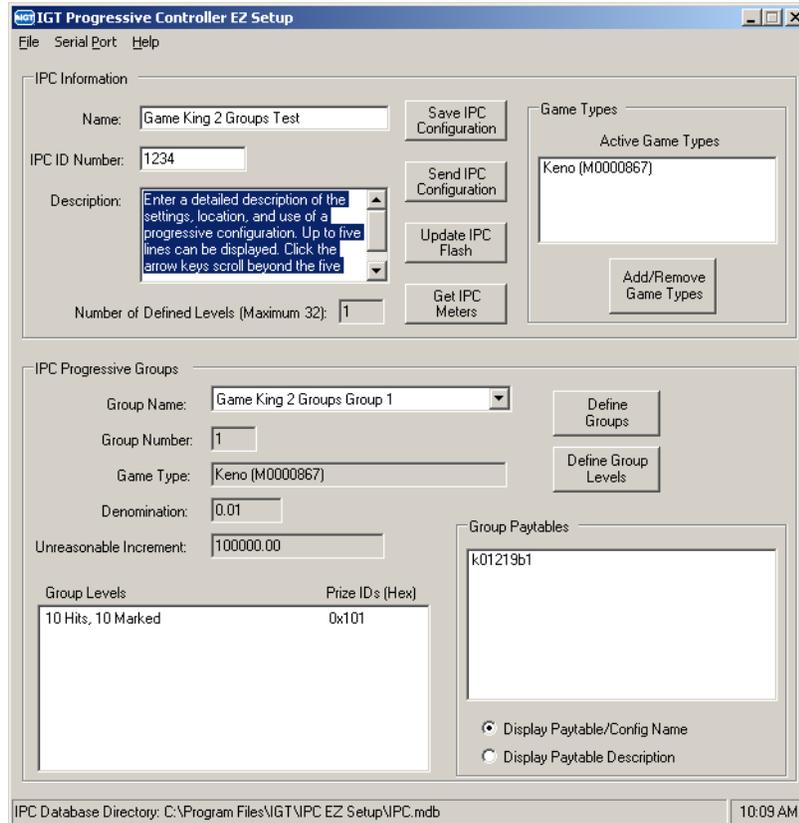
Screen 3-7. Entering the IPC Description

2. Enter information describing the displayed progressive configuration in the *Description* field of the IPC Information area of the IGT Progressive Controller EZ Setup window.

    Up to five lines at a time display in the *Descriptions* field.

3. Click the up/down arrow buttons to display descriptions longer than the five displayed lines.

4. Select *Save IPC Configuration* or the *Save IPC Configuration As* from the File menu to save the progressive configuration.

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3.2.3   Creating an IGT Progressive Controller Configuration

To create an IPC configuration:

1. Select *New IPC Configuration* from the File menu to open the New IPC Configuration window.
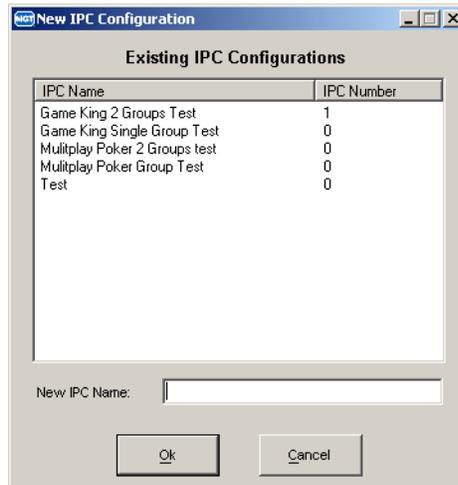
Screen 3-8. Creating a New IGT Progressive Controller Configuration

2. Enter a unique name for the new configuration in the *New IPC Name* field and click **OK** to open the IGT Progressive Controller EZ Setup window and display the new configuration.

3.2.4   Opening an IGT Progressive Controller Configuration

To open and view details of an IPC configuration:

1. Select *Open IPC Configuration* from the File menu to open the Open IPC Configuration window.
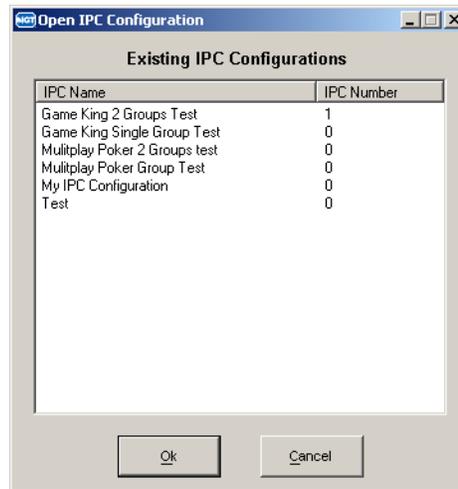
Screen 3-9. Opening an IPC Configuration

2. Select a configuration and click **OK** to open the IGT Progressive
    Controller EZ Setup window and display the configuration.

3.2.5   Saving and Renaming an IGT Progressive Controller Configurations and Templates

You can open an existing configuration and save it under a new name
or as a template or after entering new information for a configuration,
save the configuration so you do not lose valuable data.

Saving and Renaming a Configuration

To save the configuration settings displayed in the IGT Progressive
Controller EZ Setup window, select *Save IPC Configuration* from the
File menu or click **Save IPC Configuration**.

To save the configuration under a new name:

1. Select *Save IPC Configuration As* from the File menu to open the
    Save IPC Configuration As window.
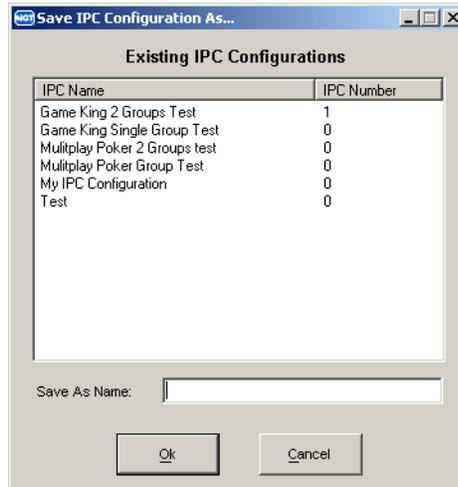
Screen 3-10. Saving and Renaming an IPC Configuration

2. Enter a unique name for the configuration in the *Save As Name* field and click **OK** to open the IGT Progressive Controller EZ Setup window and display the configuration.

Saving a Configuration as a Template

If you have created a configuration you would like to use as a template starting point for other configurations:

1. Select *Save IPC Configuration As* from the File menu to open the Save IPC Configuration As window.
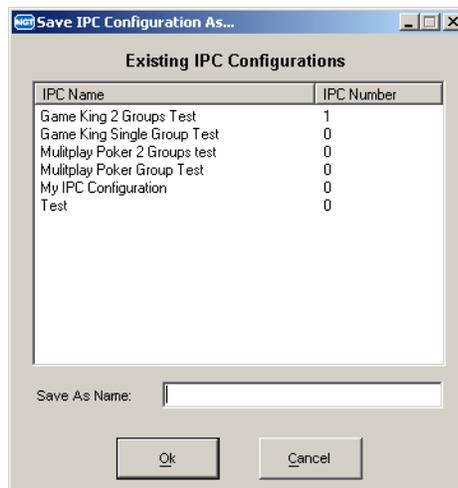
Screen 3-11. Saving an IPC Configuration Template

2. Enter a unique name for the configuration template in the *Save As Name* field and click **OK** to open the IGT Progressive Controller EZ Setup window and display the configuration template's settings.

Creating a Configuration from a Template

If you want to create a new IPC configuration from a template:

1. Select *Save IPC Configuration* from the File menu to save the template before making any changes.

2. Select *Save IPC Configuration As* from the File menu to open the Save IPC Configuration As window.
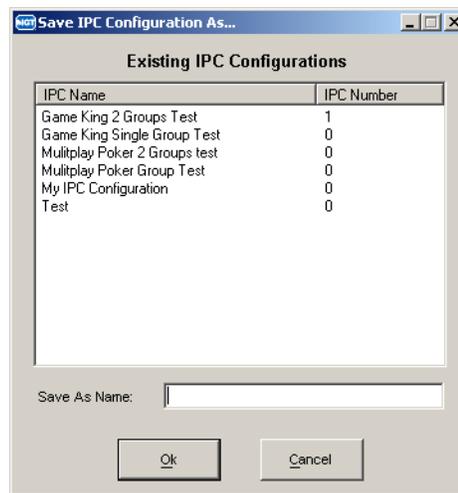
Screen 3-12. Creating a Configuration from a Template

3. Enter a unique name for the configuration in the *Save As Name* field and click **OK** to open the IGT Progressive Controller EZ Setup window and display the configuration's starting point settings.

4. Change the desired settings in the configuration and select *Save IPC Configuration* from the File menu to save the updates to the configuration without changing the original template.

3.2.6   Deleting an IGT Progressive Controller Configuration
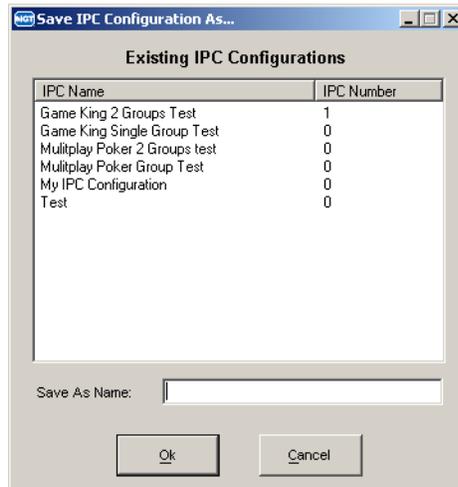
Deleting a configuration permanently removes the configuration from the IPC EZ Setup software.

To delete a configuration:

1. Select *Delete IPC Configuration* from the File menu to open the Delete IPC Configuration window.
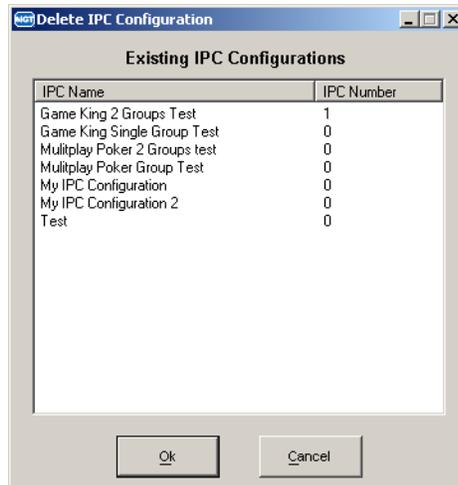
Screen 3-13. Deleting an IPC Configuration

2. Select a configuration to delete and click **OK** to delete the configuration from the IPC EZ Setup software.

3.2.7   Printing an IGT Progressive Controller Configuration

To print a hardcopy of a progressive configuration's details:

1. Select *Print IPC Configuration* from the File menu to open the Print window.
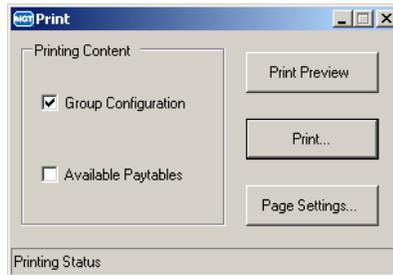
Screen 3-14. Printing an IPC Configuration

2. Check the *Group Configuration* check box to display a group's configuration and levels settings:

3. Check the *Available Paytables* check box to display available paytables ID code, description, and payback percentage.

4. Click **Print Preview** to preview how the hard copy will print before sending it to the printer.

5. Click **Page Settings** to make any changes to how the hard copy page will appear before sending it to the printer.

Note: *Use the default print settings in the Page Settings window to maximize the printed results.*

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6. Click **Print** to access the print settings for your printer.

7. From your printer's print settings screen, click **Print**.

Note: *For most printers, the printer software button name is "Print"; however, the name of this button may be different (such as "OK") based on the type of printer you are using.*

3.2.8   Importing an IGT Progressive Controller Configuration

Importing a configuration allows the user to take a configuration from another computer and load it into EZ Setup.

To import a configuration:

1. Select *Import IPC Configuration* from the File menu to open the Import Configuration File window.
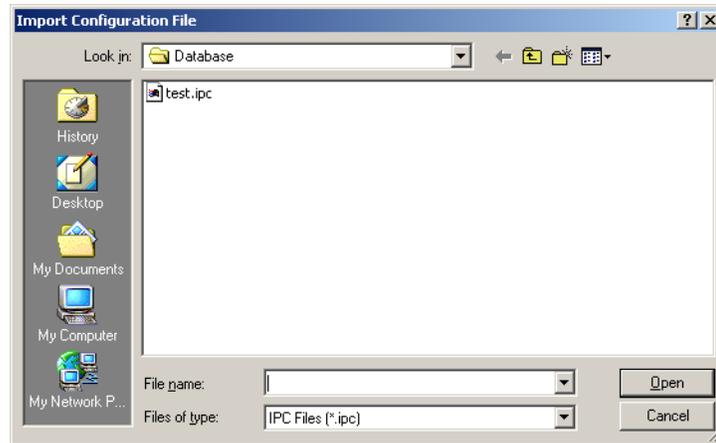
Screen 3-15. Importing an IPC Configuration File

2. Select a configuration to import and click **Open** to open the IGT Progressive Controller EZ Setup window and display the configuration.

3.2.9   Exporting an IGT Progressive Controller Configuration

Exporting a progressive configuration allows you to create a configuration on a different computer and load it into a new computer without overwriting the entire database file. It also allows you to send a problematic configuration to IGT should problems arise.

To export a configuration:

1. Select *Export IPC Configuration* from the File menu to open the Export Configuration File window.
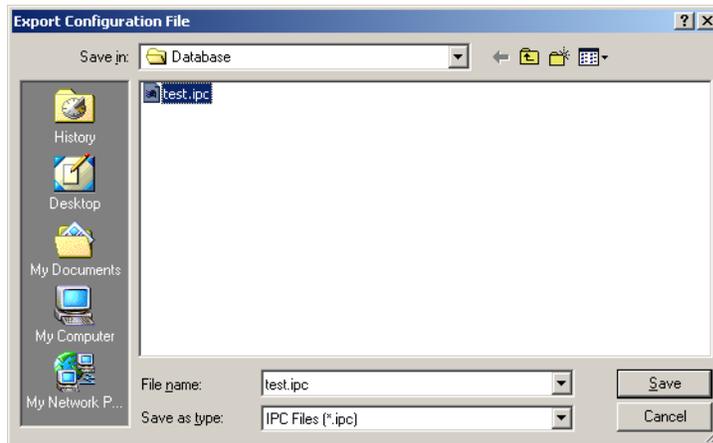
Screen 3-16. Exporting an IPC Configuration File

> 2. Enter a unique name for the configuration in the *File Name* field and click **Save**.

3.2.10   Setting the Serial Port

Serial ports are a device on a computer for inputting and outputting information. A "null modem" cable connected to the IPC and the computer on which the EZ Setup program is installed is required for sending configurations to the controller. Ask your IT professional if you are not sure which port you need to use.

To setup the serial port, select the IGT Progressive Controller EZ Setup computer's *Port* number for the null-modem cable connection from the Serial Port menu.
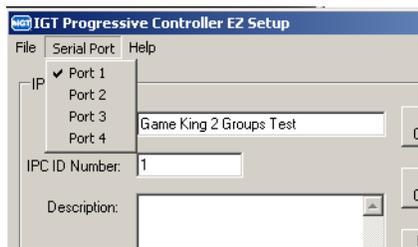
Screen 3-17. Setting the Serial Port

3.2.11 Sending a Progressive Configuration from the IGT Progressive Controller EZ Setup Software to the IGT Progressive Controller Unit

Before sending a configuration to the IGT Progressive Controller:

1. Set the boot and flash files (refer to Section 3.1).

2. Connect the IGT Progressive Controller EZ Setup computer and the IPC unit with a null-modem cable.

3. Set the IPC unit to configuration mode (refer to the *IGT Progressive Controller Operator's Guide*).

4. Set the IGT Progressive Controller EZ Setup computer's serial port for the null-modem cable connection.

To send a configuration to the IPC unit:

1. Open a configuration for display in the IGT Progressive Controller EZ Setup window (refer to Section 3.2).

2. Click **Send IPC Configuration** in the *IPC Information* section of the IGT Progressive Controller EZ Setup window to open the IPC Communications window.
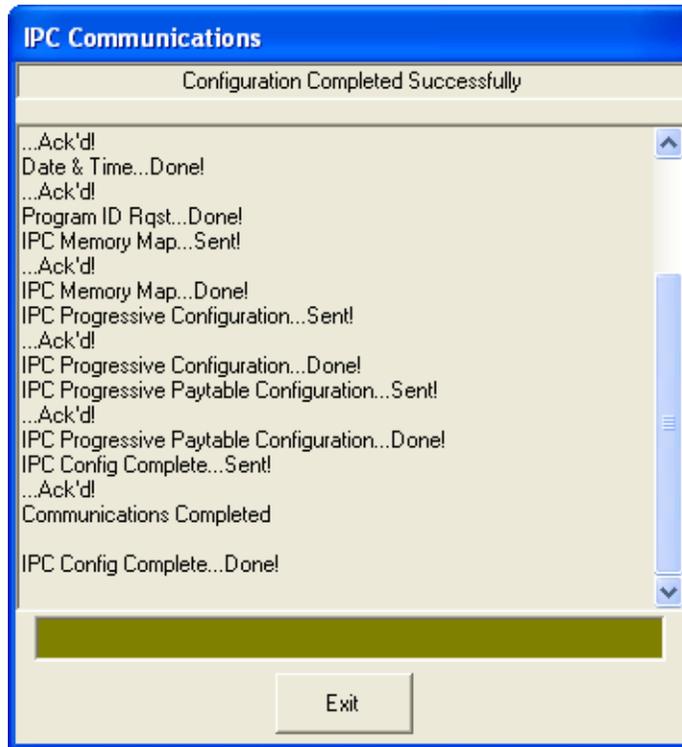
Screen 3-18. Sending an IPC Configuration to the IPC Unit

3. Click **Exit** after the progress window displays the text *IPC Config Complete...Done!.*

3.3   Working with a Database

The following information provides details regarding the opening and backing up of an IPC's database of configurations.

3.3.1   Opening a Database

The database file contains configuration information for progressive games.

To open the database file:

1. Select *Open Database* from the File menu to open the Open the Database window.
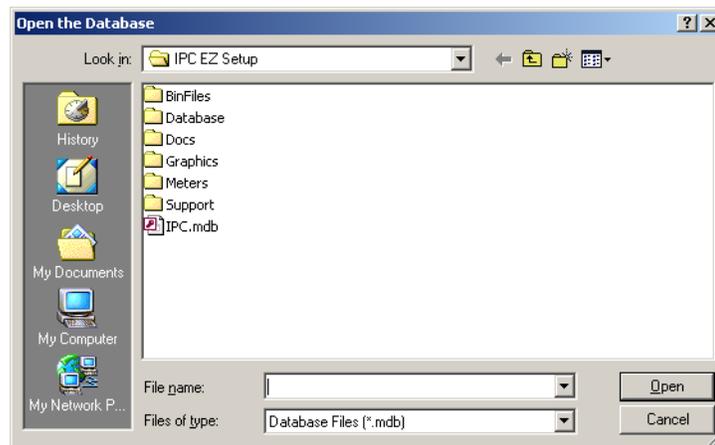
Screen 3-19. Opening a Database File

2. Select a database and click **OK** to open the IGT Progressive Controller EZ Setup window and display the database.

3.3.2   Backing Up a Database

To back up a database:

1. Select *Backup Database* from the File menu to open the Backup Database window.
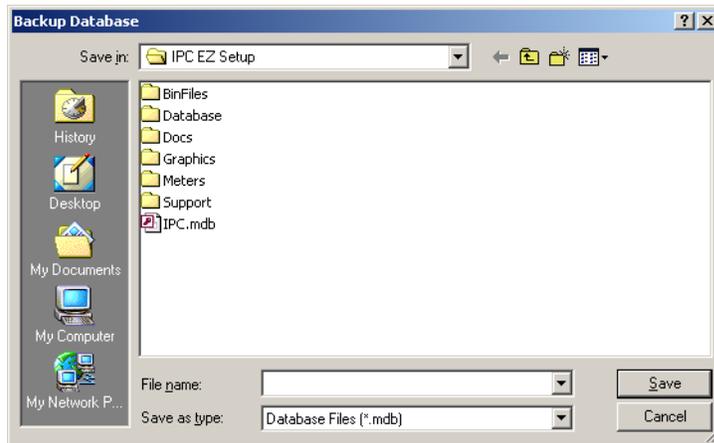
Screen 3-20. Backing Up a Database File

2. Enter a unique name for the database in the *File Name* field and click **Save**.

3.4 Working with Game Types

The following information provides details regarding the setup and maintenance of an IPC configuration's game types.

3.4.1 Importing Game Type Paytables

Game type paytables contain configuration information for the progressive games.

To import a game type paytable:

1. Select *Import Game Type Paytables* from the File menu to open the Import Game Type Paytables File window.
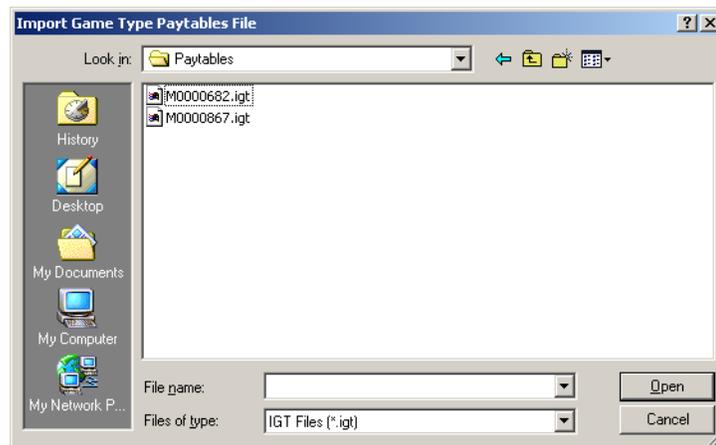
Screen 3-21. Importing a Game Type Paytables File

2. Select a game type paytable file and click **Open** to add the game types to the database.

Note: Importing Game Type Paytables may take several minutes.

3.4.2 Adding and Removing Active Game Types

The active game types determine the paytables available for a configuration.

To activate or inactivate game types:

1. Click **Add/Remove Game Types** in the *Game Types* area of the IGT Progressive Controller EZ Setup window to open the Add/Remove Game Types window.
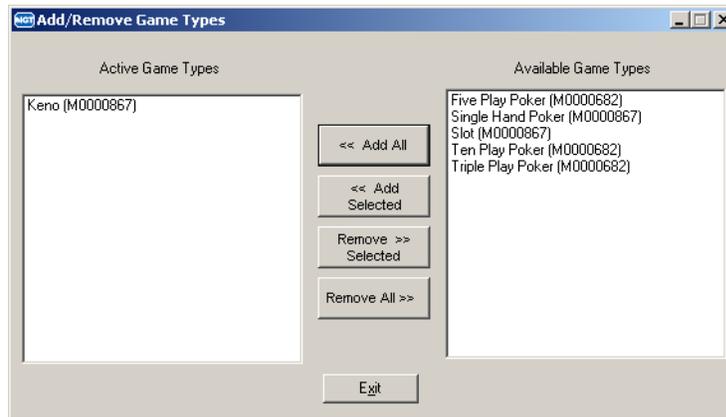
Screen 3-22. Adding / Removing Game Type Paytables

2. Click a game type or press **[CTRL]** to select multiple game types
    and click **Add Selected** or **Remove Selected** to move game types
    between the Active Game Types and Available Game Types
    window areas.

    OR

3. Click **Add All** or **Remove All** to move all the game types
    displayed between the Active Game Types and Available Game
    Types window areas.

---

*Note: Game Types used in a Group Definition of the current
progressive configuration cannot be removed from Active Game Types
before first being removed from the Group Definition (refer to Section
3.5).*

---

4. Click **Exit** to open the IGT Progressive Controller EZ Setup
    window and display the active game types in the *Active Game
    Types* field of the Game Types area.

3.5   Working with Progressive Groups

A progressive group is a grouping of progressive prize levels under a unique name with a defined game type, denomination and winning combination types.

3.5.1   Group Type

An IPC progressive groups' type is determined by assigning a game type (poker, keno, slots, etc.) and the game type's associated paytables to the progressive group.

To assign a game type to a progressive group, click the *Game Type* field to display the active game types and click a game type.

The selected game type determines the paytables displayed in the *Available Paytables* field of the Paytables and Levels area of the Group Definitions window.
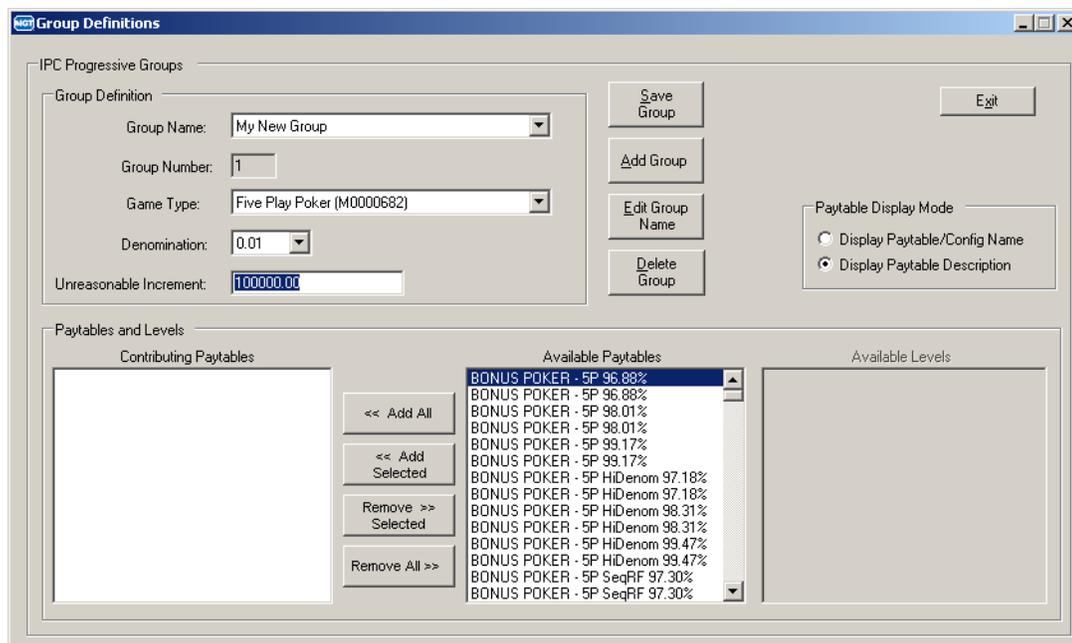
Screen 3-23. Defining a Group

3.5.2 Group Denomination

An IPC progressive group's denomination is determined by assigning a denomination value to the progressive group.

To assign a denomination value to a progressive group, click the *Denomination* field to display the available denominations and click a value (see Screen 3-23).

3.5.3 Unreasonable Increment

An IPC progressive group's unreasonable increment is determined by assigning a meter increment amount in pennies to the progressive group. Upon calculating an unreasonable machine meter increment, the IPC unit displays an unreasonable increment message and ignores the progressive meter increment amount. By setting an unreasonable increment amount IPC operators are notified of machine meter increments greater than a reasonable amount before the increment affects the progressive meter display.

To assign an unreasonable increment value to a progressive group, enter an amount in pennies in the *Unreasonable Increment* field (see Screen 3-23).

3.5.4 Paytable Display Mode

To change the way the paytables in the *Contributing and Available Paytables* fields of the Paytables and Levels area of the Group Definitions window display:

Select the *Display Paytable/Config Name* option button to display the paytable ID code. Refer to the game type's paytable reference documentation to determine the paytable's game name and payback percentage.

OR

Select the *Display Paytable Description* option button to display a descriptive version of the paytable game name and payback percentage.
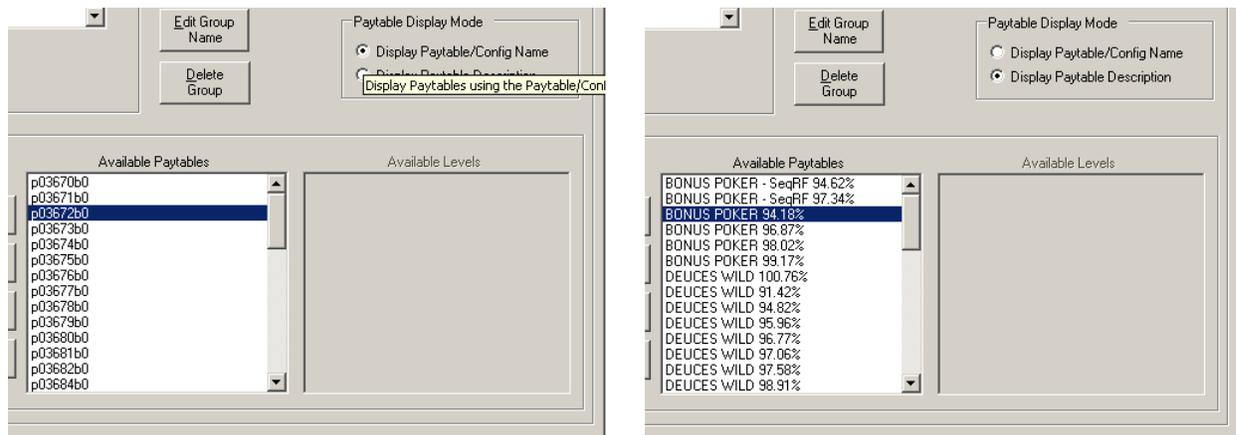
Screen 3-24. Displaying Paytables

3.5.5   Paytable Levels

An IPC progressive group's available progressive levels are determined by assigning compatible paytables to the progressive group. Only paytables with compatible winning combinations can be grouped to create a progressive meter increment. The royal flush is a winning combination in many single- and multi-hand poker games that is not available in keno or slot games.

Available Paytables

1. To view an available paytable's levels of winning combinations, right-click the paytable name in the *Available Paytables* field of the Paytables and Levels area of the Group Definitions window.
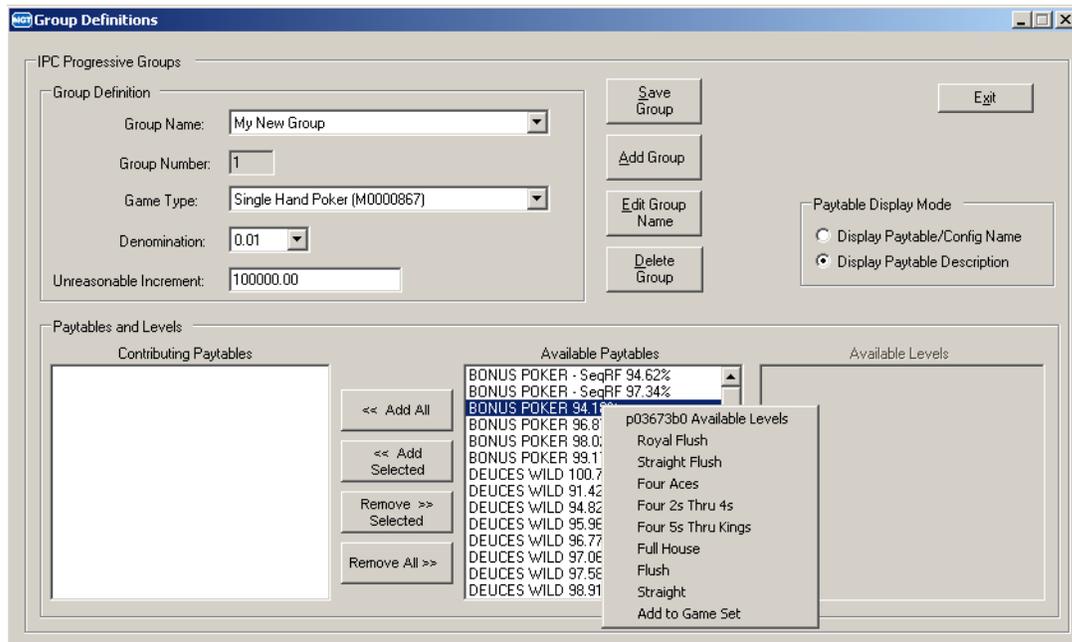
Screen 3-25. Viewing a Paytable's Available Levels

> 2. To select up to two paytable names in the *Available Paytable* field, press **[CTRL]** and right-click on up to two of the selected paytable names to view both available paytables levels of winning combinations.
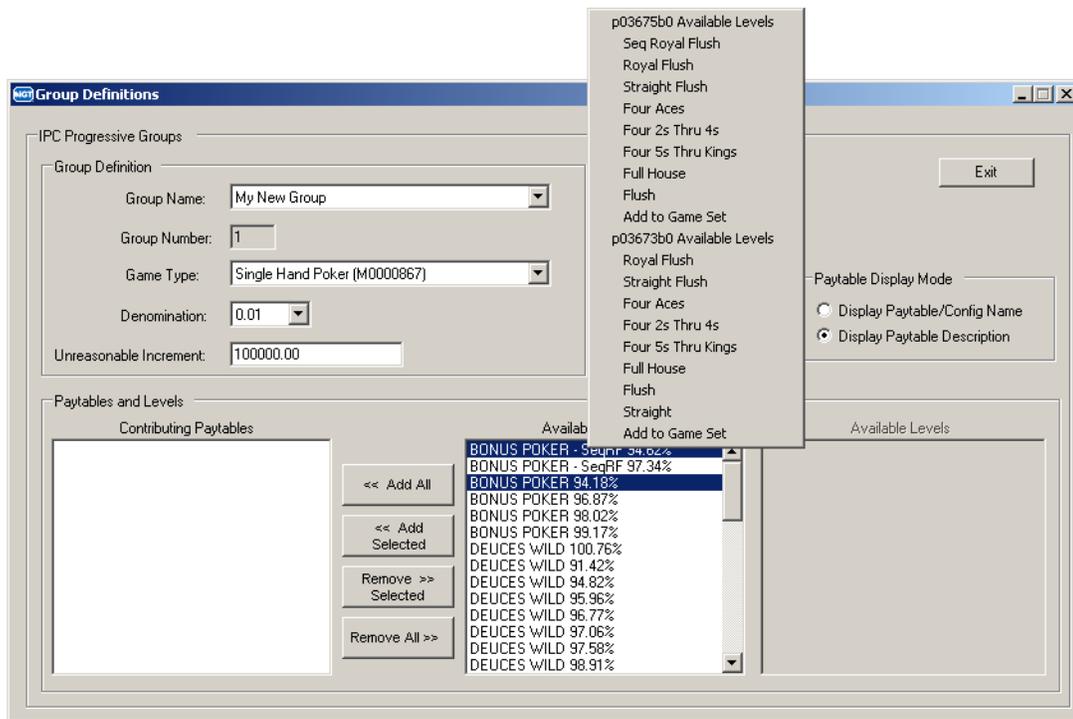
Screen 3-26. Viewing the Available Levels of Two Paytables

Contributing Paytables

To assign or remove paytables from the contributing paytables of the progressive group:

1. Click a paytable name in the *Available Paytable* field or press **[CTRL]** and select multiple paytable names and click **Add Selected** or **Remove Selected** to move paytables between the Available Paytables and Contributing Paytables window areas.
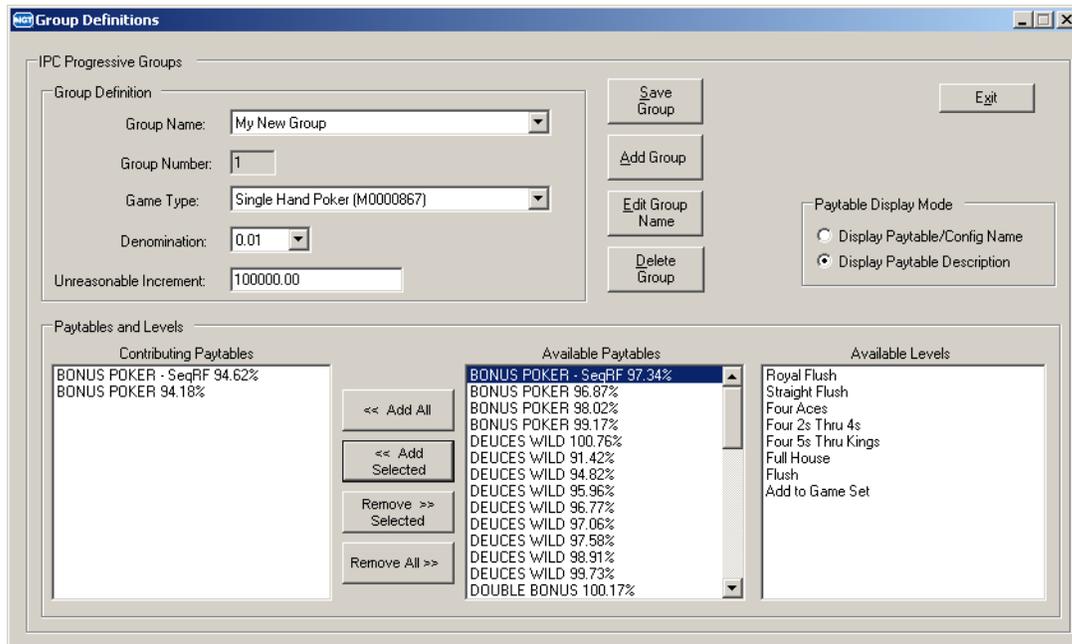
Screen 3-27. Assigning / Removing Paytables

2. Click **Add All** or **Remove All** to move all the paytables displayed between the Available Paytables and Contributing Paytables window areas.

Available Levels

The compatible winning combinations from the paytables displayed in the Contributed Paytables field display in the Available Levels field of the Paytables and Levels area of the Group Definitions window.

3.5.6 Adding, Renaming, Saving and Deleting Progressive Groups

Adding Groups

To define a group:

1. Click **Define Groups** in the *IPC Progressive Groups* area of the IGT Progressive Controller EZ Setup window to open the Group Definitions window.
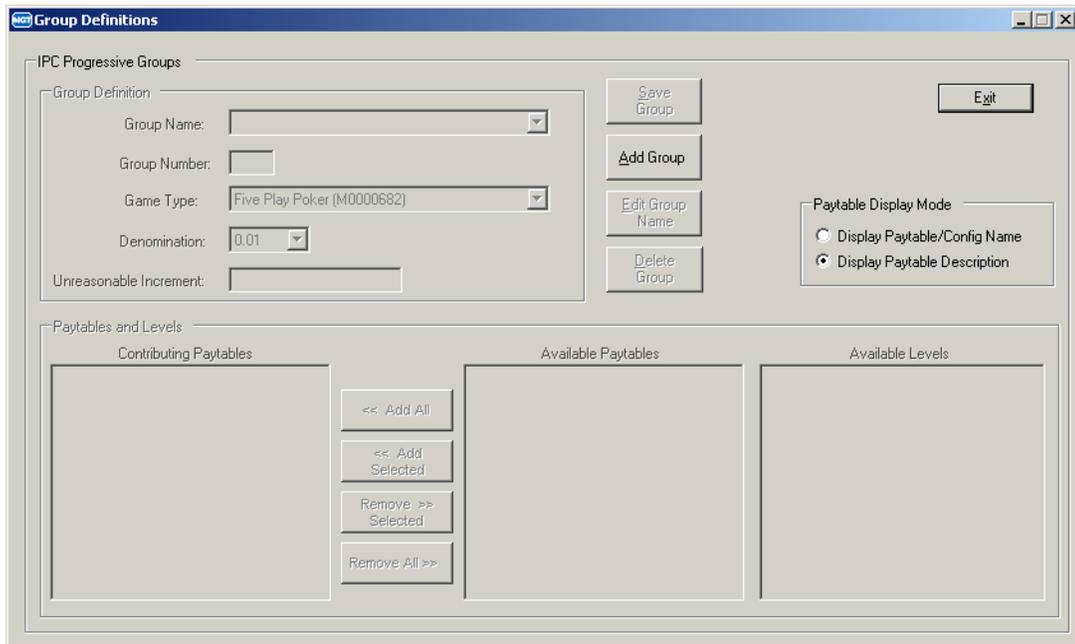
Screen 3-28. Creating New IPC Groups

2. Click **Add Group** to open the Add a New Group window.

Screen 3-29. Naming a New IPC Group

3. Enter a descriptive name for the group in the *New Group Name* field
    and click **OK** to open the Group Definitions window and display
    the group information.
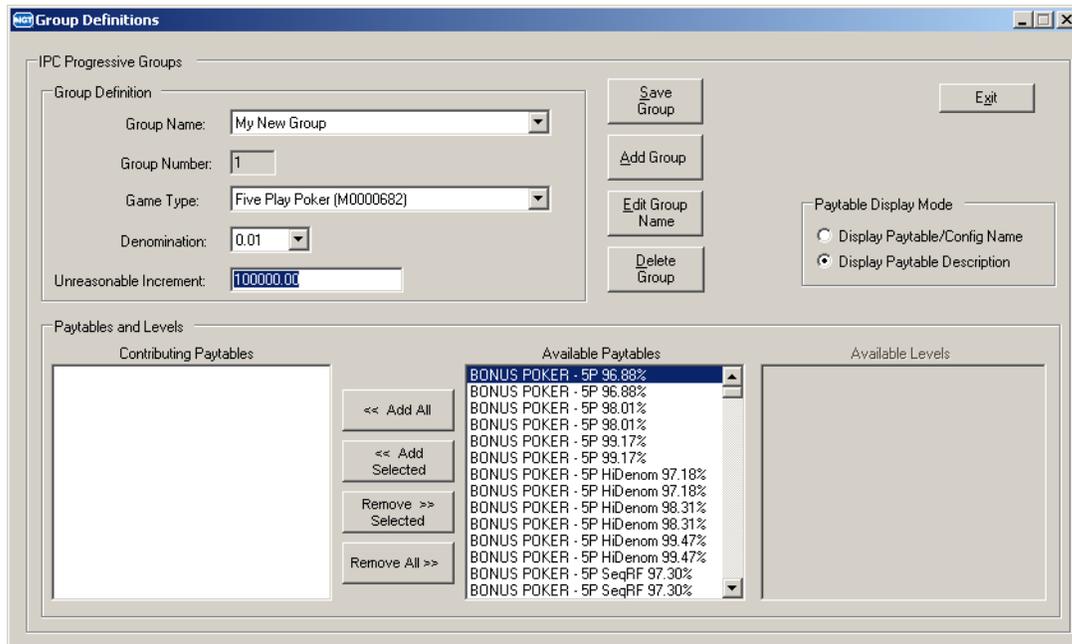
Screen 3-30. Viewing a Group's Definitions

Deleting Groups

To delete a group:

1. Click the *Group Name* field to display the current groups and click a group to delete it (see Screen 3-30).

2. Click **Delete Group** to delete the selected group displayed in the Group Name field and click **Yes** in the Delete Group? window to delete the group.

Editing a Group Name

To edit the name of a group:

1. Click the *Group Name* field to display the current groups and click a group to change its name.

2. Click **Edit Group Name** to open the Edit Group Name window.

Screen 3-31. Editing a Group's Name

3. Edit the descriptive name for the group in the *Group Name* field and click **OK** to open the Group Definitions window and display the group information.

Saving a Group

To save a group:

1. Click the *Group Name* field to display the current groups and click a group to save it.

2. Click **Save Group** to save the selected group displayed in the *Group Name* field.

3.6   Working with Progressive Levels

Progressive levels are the different paytable winning combinations that are compatible across the game type(s) of a progressive group. Each winning combination level is configured with the same maximum prize, base and reset amount and contributes the same percentage of the wager to the progressive pool.

To have a machine's main menu screen display the game types available with progressive wins, the Add to Game Set level must first be configured for each progressive group (refer to Section 3.6.1).

The following sample machine game main menu screen displays the progressive games available (Triple Play™ Deuces Wild, Triple Play™ Double Bonus and Triple Play™ Double Double Bonus) when the 5¢ or 10¢ denomination is wagered.

Screen 3-32. Machine Main Menu

3.6.1   Setting a Progressive Group's Machine Display Level

The Add to Game Set level is a group level which sets a machine's main screen to display the game types available with progressive wins.

To set Add to Game Set level of a progressive group:

1. Select the desired progressive group in the Group Name field of the IPC Progressive Groups area of the IGT Progressive Controller EZ Setup window:
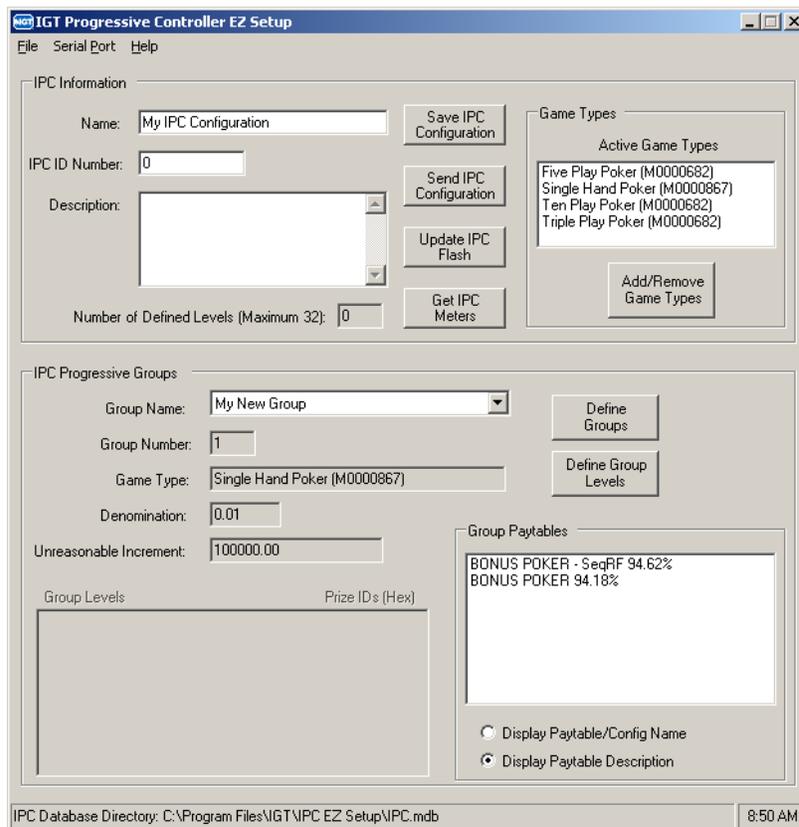
Screen 3-33. Viewing IPC Groups

2. Click **Define Group Levels** to open the Group Level Definitions window and display the progressive group's level settings.

3. Click the *Level* field, and select the Add to Game Set option.

4. Click **Save Level** to save the Add to Game Set level to the *Defined Group* field.
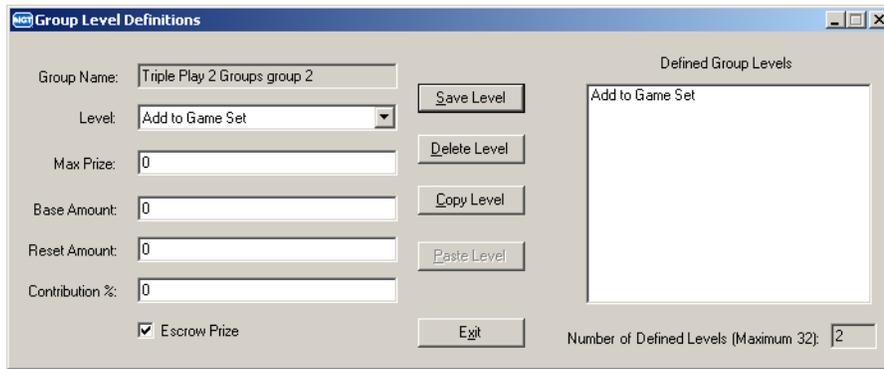
Screen 3-34. Establishing a Group's Add to Game Set Level

5. Click the *Level* field to display the current levels and click a level to to display the level's settings.

3.6.2 Defining the Levels of a Progressive Group

To set the payout level of a winning combination:
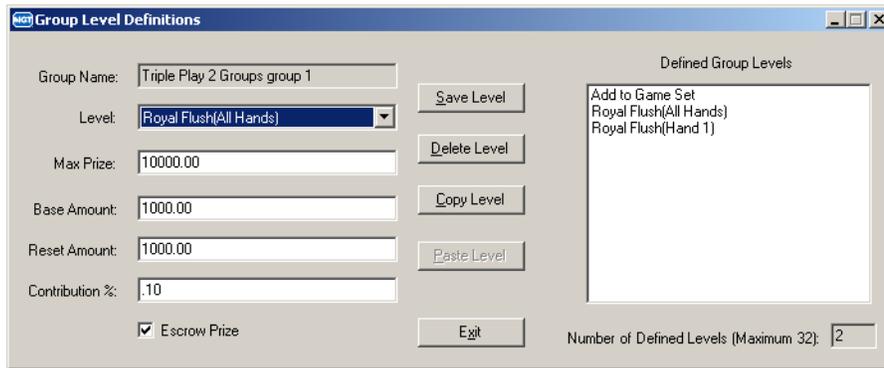
Screen 3-35. Defining a Group's Level Settings

Click in the appropriate field to define the level settings for a progressive group. Refer to Table 3-1 for information regarding the Group Level Definitions fields.

Table 3-1. Group Level Definitions Fields	
Field Name	**Description**
Max Prize	The maximum amount in dollars that the level's progressive prize pays out.
Base Amount	The start amount in dollars of a progressive level's prize payout.
Reset Amount	The amount in dollars the level resets to after a progressive hit.
Contribution %	The percentage amount of each wager contributed to the progressive pool of the level.
Escrow Prize	An on/off setting that adds any contributions in excess of the Max Prize to the value of the level's next reset amount after a progressive hit.

3.6.3   Saving a Level

To save a new level, click **Save Level** to save a level's displayed settings and add the level to the Defined Group Levels field.

To change and save a level's settings:

1. Click a level in the *Defined Group Levels* field to display the level's settings.

2. Select and change the desired settings of the level and click **Save Level** to save a level's new settings.

3.6.4   Deleting a Level

To delete a level:

1. Click a level in the *Defined Group Levels* field to display the level's settings.

2. Click **Delete Level** to remove the level to the *Defined Group Levels* field and delete a level's displayed settings.

3.6.5 Copying a Level

Copying a level is a convenient way to configure many different levels with the same settings. In particular, this is used when setting the individual hands of a multi-hand poker progressive game.

To copy one level's settings for use with another level:

1. Click a level in the *Defined Group Levels* field to display the level's settings.

2. Confirm the settings to be copied are displayed, then click **Copy Level** to copy the displayed settings.

3. Click the *Level* field, and click the level to receive the copied level settings.

4. Click **Paste Level** to paste the copied settings into the displayed level.

5. Confirm the level's new settings, then click **Save Level** to save the level's new settings and add the level to the *Defined Group Levels* field.

3.7 Retrieving IGT Progressive Controller Meter Information

To view the current meters of machines connected to the IGT Progressive Controller:

1. Open the desired progressive configuration in the IGT Progressive Controller EZ Setup window.
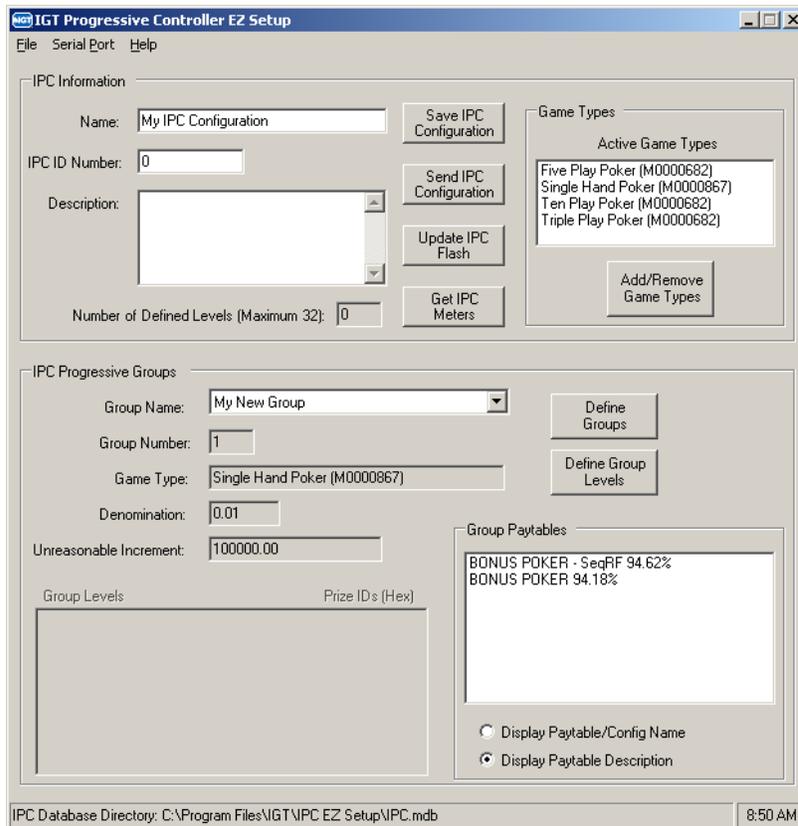
Screen 3-36. Viewing IPC Meters

2. Click **Get IPC Meters** to open the Get IPC Meters window.
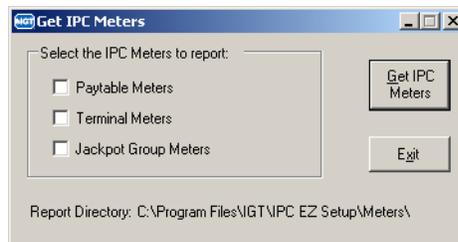
Screen 3-37. Acquiring an IPC's Metered Amounts

3. Check the *Paytable Meters* check box to download:

    • EGM ID

    • Date/Time

    • Meter Map ID

    • Denomination Code

    • Paytable ID

    • Money Wagered

    • Money Won

    • Jackpot

    • Handpays

    • Games Played

    • Max Bet Games Played

    • Bonus Events

4. Check the *Terminal Meters* check box to download:

    • EGM ID

    • Date/Time

    • Meter Map ID

    • Denomination Code

    • Money Wagered

    • Money Won

    • Games Played

    • Coin to Drop

5. Check the *Jackpot Group Meters* check box to download:

    • EGM ID

    • Date/Time

    • Meter Map ID

    • Denomination Code

    • Group ID

- Money Wagered Since Last JP

- Progressive Wins

6. Click **Get IPC Meters** to download the selected meter readings as separate comma-delimited files to the directory displayed at the bottom of the Get IPC Meters window.

Section 4

Troubleshooting and Accessing Help

The IPC EZ Setup software is designed to be easy to use. When you have a question, you have several resources for finding a solution.

The information in this section includes:

- **Section 4.1, Performing Basic Troubleshooting**

- **Section 4.2, Using Online Help**

Note: This guide is intended to assist with common IPC EZ Setup software procedures. For information related to the IPC, refer to the ***IGT Progressive Controller Operator's Guide***. For information related to machine setup, refer to the ***IGT Progressive Controller Game Software Setup*** card.

4.1   Performing Basic Troubleshooting

Table 4-1 is intended to assist with resolving some common IPC EZ Setup software issues.

Table 4-1. Common Issues and Solutions	
Issue	**Solution**
When I select multiple copies of IPC reports, only one copy prints.	Currently, only one report prints at a time. It is necessary to perform printing procedures for each copy of the report you want to print.
When I download a configuration that only includes an Add to Game Set level, I receive a machine error.	Press the **Continue** button on the machine to ignore the error and continue.
I click Send IPC Configuration (or Update IPC Flash) and nothing happens.	Verify the correct serial port has been selected from the IPC EZ Setup Serial Port menu. Verify that the null-modem cable is connected to the computer and the IPC. Verify the RS232 daughter card in the IPC has the following jumpers: E2, E4, E6. The bottom left-most pair of Red/Green LEDs on the IPC flashes when communication is occurring.

4.2   Using Online Help

The IPC EZ Setup software comes with a complete online Help system.

4.2.1   Opening Online Help

To view online Help, click the **Help** menu and select **Help Contents** to open the IGT Progressive Controller EZ Setup Help.
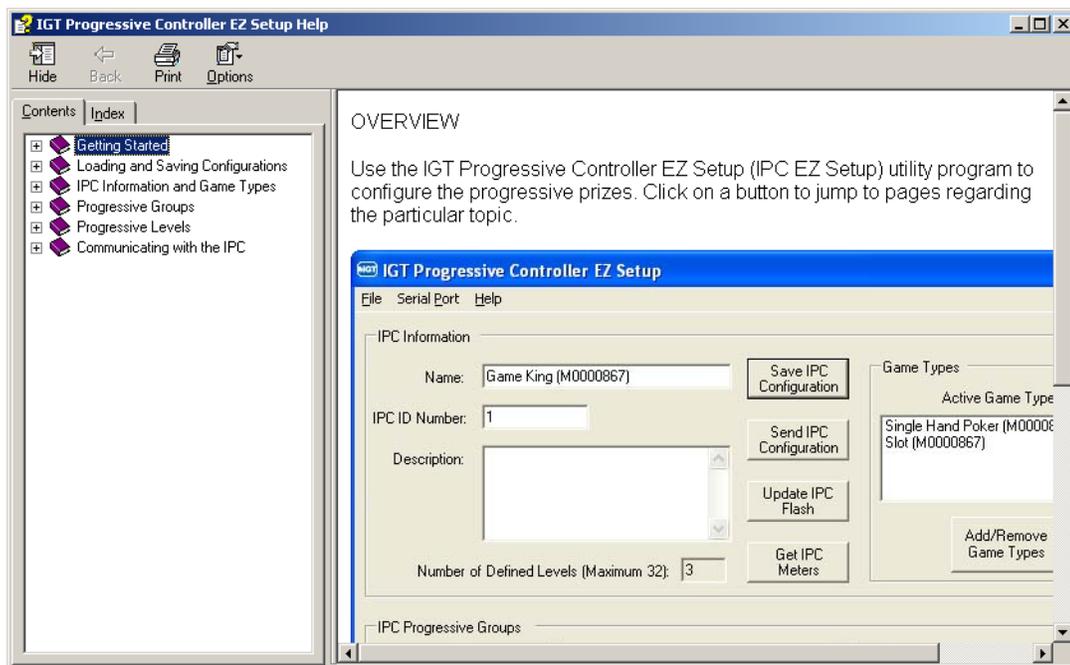
4.2.2   Navigating Online Help

There are a number of ways to navigate through the IGT Progressive Controller EZ Setup Help.

Using the Navigation Bar

- Click **Hide** to hide the navigation bar so only the topic window displays.

- Click **Show** to display the navigation bar.

- Click **Print** to print the topic displayed in the topic window.

- Click **Options** to view more options.

Finding a Topic Using the Contents Tab:

1. Click the Contents tab.

2. Double-click a book to display its related topics.

3. Click a topic to display it in the topic window.

Finding a Topic Using the Index Tab:

1. Click the Index tab to display the index entries.

2. Double-click an index entry to display its related topic in the topic window.

   OR

   Type in a keyword related to what you want to find.

   The program highlights the closest related phrase. Double-click the index entry to display its related topic in the topic window.

4.2.3   Printing Online Help

You can print a single help topic or all the topics contained in a book.

To print a single topic:

1. Click the Contents tab.

2. Click the topic you want to print.

3. Click **Print**.

   The Print Topics dialogue box displays.

4. Click the **Print the selected topic** button.

5. Click **OK**.

   The Print dialogue box displays to allow you to complete the printing process.

To print all the topics in a book:

1. Click the Contents tab.

2. Click the book you want to print.

3. Click **Print**.

   The Print Topics dialogue box displays.

4. Click the **Print the selected headings and all subtopics** button.

5. Click **OK**.

    The Print dialog box displays to allow you to complete the printing
    process.

4.2.4   Exiting Online Help

Click the **X** button in the upper right corner to exit Help.

Related IGT Documentation

Machine Documentation

IGT machine documentation consists of a series of manuals. Each manual addresses different aspects of field service as follows:

- Machine specifications – provide environmental, electrical, dimensional, stand, and lock specifications for IGT machines.

- Machine installation – contains installation instructions for all IGT machines.

- Troubleshooting – contains procedures to diagnose and rectify common problems with hardware components of gaming machines.

- Game software – contains program information required to select options, test, diagnose and record cumulative data.

- Maintenance procedures – provide complete field service instructions, including removal/replacement, maintenance and adjustments, disassembly and assembly, and functional verification, for both optional and standard components.

- Mechanical parts – contain exploded view illustrations and parts lists.

- Electronic diagrams and parts – contain connector overviews, wiring diagrams, board assembly parts lists, and schematics.

Note: IGT machines may be manufactured with components from a third-party vendor. For those components not documented in this manual, contact the component manufacturer directly.

Systems Documentation

IGT systems documentation provides detailed information about systems operation:

- User's guides – furnish information regarding system configuration, operations, and accounting procedures, and provide events lists and report samples.

- System hardware guides – contain system-specific hardware information.

- Quick reference cards – offer easy-to-use instructions about systems hardware and software.

Currently Available Documentation

Refer to the following lists for information about currently available documentation.

Visit the IGT Web site, www.IGT.com, for documentation prices and to view selected documentation online.

All Machine-Related Products

Title	Part Number
• Machine Installation Procedures	821-287-XX
• Troubleshooting Game Machines	821-283-XX

Game King Machines

All Game King Machines

Title	Part Number
• 80960 Tester Operator's Manual	821-333-XX
• Game King Release 3 Software Quick Reference Cards	821-310-XX
• Game King Release 4 Software Quick Reference Cards	821-318-XX
• Game King/Vision Series Peripheral Device Download Procedure	821-198-XX
• Game Software: Game King Products – Release 4	821-321-XX
• Machine Specifications: 80960 Products	821-356-XX

Upright Machines

Title	Part Number
• Electronic Diagrams & Parts: Game King 17" Gaming	821-307-XX
• Electronic Diagrams & Parts: Game King 19" Gaming	821-242-XX
• Electronic Diagrams & Parts: Game King 19" Lottery (w/Printer)	821-237-XX
• Electronic Diagrams & Parts: Game King 13" Gaming	821-246-XX
• Electronic Diagrams & Parts: Game King 19" European Lottery (w/Printer)	821-239-XX
• Machine Specifications: 80960 Products	821-356-XX
• Maintenance Procedures: Game King 17" Upright	821-332-XX
• Maintenance Procedures: Game King/Winner's Choice 19"	821-236-XX
• Maintenance Procedures: Winner's Choice 13"	821-247-XX
• Mechanical Parts: Game King 13" Gaming	821-244-XX
• Mechanical Parts: Game King 17" Upright with Hopper	821-306-XX
• Mechanical Parts: Game King 19" Upright with Hopper or Printer	821-301-XX
• Winner's Choice 19" Field Service Supplement (ARMY)	821-196-XX

Slant-Top Machines

Title	Part Number
• Electronic Diagrams & Parts: Game King 13" Slant-Top Gaming	821-250-XX
• Electronic Diagrams & Parts: Game King 17" Slant-Top Gaming	821-269-XX
• Electronic Diagrams & Parts: Game King 19" Slant-Top	821-302-XX
• Machine Specifications: 80960 Products	821-356-XX
• Maintenance Procedures: Game King 13" Slant-Top	821-266-XX
• Maintenance Procedures: Game King 19" Slant-Top	821-337-XX
• Maintenance Procedures: Vision Series/Game King 17" Slant-Top	821-293-XX
• Mechanical Parts: Game King 13" Slant-Top	821-251-XX
• Mechanical Parts: Game King 17" Slant-Top	821-270-XX
• Mechanical Parts: Game King 19" Slant-Top	821-338-XX

Flat-Top and Drop-in-bar Machines

Title	Part Number
• Electronic Diagrams & Parts: Game King 13" Flat-Top Gaming	821-273-XX
• Machine Specifications: 80960 Products	821-356-XX
• Maintenance Procedures: Game King 13" Flat-Top	821-282-XX
• Mechanical Parts: Game King 13" Flat-Top	821-274-XX

Game King Plus Machines

Title	Part Number
• Electronic Diagrams & Parts: Game King Plus 19" Upright (Preliminary)	821-352-XX
• Machine Specifications: 80960 Products	821-356-XX
• Maintenance Procedures: Game King Plus 19" Upright (Preliminary)	821-353-XX
• Mechanical Parts: Game King Plus 19" Upright (Preliminary)	821-351-XX

Player's Edge-Plus Machines

All Player's Edge-Plus Machines

Title	Part Number
• Game Software: Player's Edge-Plus Products	821-227-XX
• Machine Specifications: 8032 Products	821-357-XX
• Player's Edge-Plus International Software Guide	821-038-XX
• Player's Edge-Plus Video Tester – Euro Supplement	821-289-XX
• Player's Edge-Plus Video Tester Operator's Manual	821-052-XX
• S-Plus/Player's Edge-Plus Electronics Repair Manual	821-126-XX

Upright Machines

Title	Part Number
• Electronic Diagrams & Parts: Player's Edge-Plus 13" IBA	821-231-XX
• Electronic Diagrams & Parts: Player's Edge-Plus 13" Non-IBA	821-232-XX
• Euro Supplement – Player's Edge-Plus 13"	821-193-XX
• Euro Supplement – Player's Edge-Plus 13" with Touchscreen /Hopper	821-264-XX
• Euro Supplement – Player's Edge-Plus 13" with Touchscreen /Printer	821-268-XX
• Euro Supplement – Player's Edge-Plus 19"	821-208-XX
• Euro Supplement – Player's Edge-Plus IBA	821-191-XX
• Euro Supplement – Player's Edge-Plus19" with Touchscreen /Hopper	821-261-XX
• Large Screen Player's Edge-Plus Manual	821-095-XX
• Machine Specifications: 8032 Products	821-357-XX
• Maintenance Procedures: Player's Edge-Plus 13" Upright IBA	821-229-XX
• Mechanical Parts: Player's Edge-Plus 13" IBA	821-230-XX
• Mechanical Parts: Player's Edge-Plus 13" Non-IBA	821-233-XX
• Player's Edge-Plus Brazil Field Service Supplement (Upright)	821-221-XX
• Player's Edge-Plus Dual Monitor Keno (Upright)	821-069-XX
• Player's Edge-Plus Touchscreen Keno Supplement (Upright)	821-092-XX
• Player's Edge-Plus Montana Field Service Supplement (Upright)	821-072-XX

Slant-Top Machines

Title	Part Number
• Electronic Diagrams & Parts: Players Edge-Plus Slant-Top	821-276-XX
• Euro Supplement – Player's Edge-Plus Slant-Top	821-195-XX
• Machine Specifications: 8032 Products	821-357-XX
• Maintenance Procedures: Player's Edge-Plus Slant-Top	821-275-XX
• Mechanical Parts: Player's Edge-Plus Slant-Top	821-277-XX
• Player's Edge-Plus Dual-Monitor Slant-Top Supplement	821-064-XX

Flat-Top and Drop-in-bar Machines

Title	Part Number
• Electronic Diagrams & Parts: Player's Edge-Plus Flat-Top IBA	821-199-XX
• Euro Supplement – Player's Edge Plus Drop-In-Bar	821-263-XX

- Machine Specifications: 8032 Products   821-357-XX
- Maintenance Procedures: Player's Edge-Plus Flat-Top   821-331-XX
- Mechanical Parts: Player's Edge-Plus Flat-Top IBA   821-320-XX
- Player's Edge-Plus Drop-In-Bar Field Service Manual (Flat-Top)   821-158-XX
- Player's Edge-Plus Montana Flat-Top Supplement   821-068-XX

Player's Choice Machines

Title	Part Number
Player's Choice Arcade Bingo – Game Software Guide	821-094-XX
Player's Choice Arcade Field Service Manual (use with 821-077-01)	821-077-00
Player's Choice Arcade Field Service Manual Addendum (use with 821-077-00)	821-077-01
Player's Choice Classic Field Service Manual	821-070-XX
Player's Choice Software Guide (all games)	821-127-XX

S-Plus Machines

All S-Plus Machines

Title	Part Number
Game Software: S-Plus Products	821-206-XX
Machine Specifications: 8032 Products	821-357-XX
S-Plus Diagnostic Card Set	821-154-XX
S-Plus International Software Guide	821-047-XX
S-Plus Stepper Tester – Euro Supplement	821-290-XX
S-Plus Tester Operator's Manual	821-051-XX
S-Plus Tournament Game Set-up Quick Reference Card	821-292-XX
S-Plus/Player's Edge-Plus Electronics Repair Manual	821-126-XX

Upright Machines

Title	Part Number
Electronic Diagrams & Parts: S-Plus Upright IBA	821-204-XX
Electronic Diagrams & Parts: S-Plus Upright Non-IBA	821-225-XX
Euro Supplement – S-Plus IBA	821-189-XX
Machine Specifications: 8032 Products	821-357-XX
Maintenance Procedures: S-Plus Upright Machines	821-203-XX
Mechanical Parts: S-Plus Upright IBA	821-205-XX
Mechanical Parts: S-Plus Upright Non-IBA	821-226-XX
Supplement – Bonus Wheel Machine	821-265-XX

Slant-Top Machines

Title	Part Number
Electronic Diagrams & Parts: S-Plus Slant-Top	821-259-XX
Euro Supplement – S-Plus Slant	821-194-XX
Machine Specifications: 8032 Products	821-357-XX
Maintenance Procedures: S-Plus Slant-Top	821-267-XX
Mechanical Parts: S-Plus Slant-Top	821-258-XX
Totem Pole Supplement	821-272-XX

S-Plus Limited Machines

Title	Part Number
• S-Plus Limited Supplement – Hit the Top	821-312-XX
• S-Plus Limited Supplement – Jewel in the Crown	821-325-XX
• S-Plus Limited Supplement – Little Devil	821-324-XX
• S-Plus Limited Supplement – Pinball	821-305-XX
• S-Plus Limited Supplement – Run For Your Money	821-323-XX
• S-Plus Limited Supplement – Top Dollar	821-311-XX

S2000 Machines

All S2000 Machines

Title	Part Number
• Game Software: Vision Series/S2000 Products – Release 8	821-339-XX
• Machine Specifications: 80960 Products	821-356-XX
• Quick Reference Cards: Vision/S2000 Software Release 8	821-345-XX

S2000 Upright Machines

Title	Part Number
• Electronic Diagrams & Parts: Vision/S2000 Slot Upright	821-340-XX
• S2000-I Field Service Supplement (Upright)	821-354-XX
• Maintenance Procedures: Vision/S2000 Slot Upright	821-294-XX
• Mechanical Parts: Vision/S2000 Slot Upright	821-303-XX
• Top Box Dice Configurations Supplement	821-362-XX

S2000 Slant-Top Machines

Title	Part Number
• Electronic Diagrams & Parts: Vision/S2000 Slot Slant-Top	821-341-XX
• Maintenance Procedures: Vision Series/S2000/Game King 17" Slant-Top	821-293-XX
• Mechanical Parts: Vision/S2000 Slot Slant-Top	821-304-XX

Vision Series Machines

All Vision Series Machines

Title	Part Number
• 80960 Tester Operator's Manual	821-333-XX
• Game King/Vision Series Peripheral Device Download Procedure	821-198-XX
• Game Software: Vision Series/S2000 Products – Release 8	821-339-XX
• Game Software: Vision Series/S2000 Products – Release 9	821-359-XX
• Machine Specifications: 80960 Products	821-356-XX
• Quick Reference Cards: Vision/S2000 Software Release 8	821-345-XX
• Quick Reference Cards? Vision/S2000 Software Release 9	821-361-XX

Upright Machines

Title	Part Number
• Electronic Diagrams & Parts: Vision/S2000 Slot Upright	821-340-XX
• Machine Specifications: 80960 Products	821-356-XX
• Maintenance Procedures: Vision/S2000 Slot Upright	821-294-XX
• Mechanical Parts: Vision/S2000 Slot Upright	821-303-XX

Slant-Top Machines

Title	Part Number
• Electronic Diagrams & Parts: Vision/S2000 Slot Slant-Top	821-341-XX
• Machine Specifications: 80960 Products	821-356-XX
• Maintenance Procedures: Vision Series/S2000/Game King 17" Slant-Top	821-293-XX
• Mechanical Parts: Vision/S2000 Slant-Top	821-304-XX

EZ Pay Products

Title	Part Number
• EZ Pay Hardware Supplement	821-220-XX
• EZ Pay Thermal Printer Quick Reference Cards	821-358-XX

Additional Component Products

Bill Acceptor Products

Title	Part Number
• JCM Tester Training Guide	821-450-XX
• Quick Reference Card, Mars BA-ZT1200	821-342-XX
• World Bill Acceptor Calibration Procedures	821-271-XX
• World Bill Acceptor Field Service Manual	821-256-XX
• World Bill Acceptor Quick Reference Card	821-257-XX

CVT and CCOM Products

Title	Part Number
• CVT Operations Guide (Clerk Validation Terminal)	821-093-XX
• CVT/LCT Field Service Manual (use with supplement 821-108-10 or 821-108-20)	821-108-01
• CVT/LCT Gaming Field Service Supplement (use with 821-108-01)	821-108-20
• CVT/LCT Lottery Field Service Supplement (use with 821-108-01)	821-108-10
• CVT-Plus Field Service Manual	821-255-XX
• CVT-Plus Operator's Guide	821-254-XX
• Euro Supplement – CCOM	821-245-XX
• Euro Supplement – CVT	821-260-XX
• EZ Route CVT Operator's Guide	821-249-XX
• EZ Route CVT-Plus Operator's Guide	821-348-XX
• IGT Progressive Controller Game Software Setup	821-364-XX

All SMART Related Products

Title	Part Number
• SMART Keyboard Template – Club Workstation	821-183-XX
• SMART Keyboard Template – Hard Count	821-181-XX
• SMART Keyboard Template – Jackpot/Hopper Fill	821-180-XX
• SMART Keyboard Template – Security Display	821-179-XX
• SMART Keyboard Template – Soft Count	821-182-XX
• SMART System Training – Accounting & Auditing Manual	821-162-XX
• SMART System Training – Advanced Marketing Workstation Manual	821-167-XX
• SMART System Training – Casino Floor Manager	821-174-XX
• SMART System Training – Club Functions Manual	821-163-XX
• SMART System Training – Club Management Manual	821-164-XX

- SMART System Training – End of Period Manual 821-166-XX
- SMART System Training – Floor Management Manual 821-169-XX
- SMART System Training – Jackpot/Fill Functions Manual 821-168-XX
- SMART System Training – Marketing Manual 821-173-XX
- SMART System Training – MIS Manual 821-172-XX
- SMART System Training – Security Manual 821-165-XX
- SMART System Training – System Configuration Manual 821-159-XX

SMART 2 System Products

Title	Part Number
SMART 2 Quick Reference Card – Jackpot/Fills	821-575-XX
SMART 2 Quick Reference Card – Maintenance	821-576-XX
SMART 2.0.5 Club Manager Flow Guide	821-515-XX
SMART 2.0.5 Club Operator Flow Guide	821-516-XX
SMART 2.0.5 End of Period Flow Guide	821-517-XX
SMART 2.0.5 Gateway Manual	821-520-XX
SMART 2.0.5 Jackpot/Fill Flow Guide	821-518-XX
SMART 2.0.5 SE Guide	821-519-XX
SMART 2.0.5 System Configuration Flow Guide	821-514-XX
SMART 2.0.5 User's Guide	821-512-XX
SMART 2.1.1 Casino Floor Manager User's Guide	821-532-XX
SMART 2.1.1 Club Manager Flow Guide	821-526-XX
SMART 2.1.1 Club Operator Flow Guide	821-527-XX
SMART 2.1.1 End of Period Flow Guide	821-528-XX
SMART 2.1.1 Gateway Manual	821-531-XX
SMART 2.1.1 Jackpot/Fill Flow Guide	821-529-XX
SMART 2.1.1 SE Guide	821-530-XX
SMART 2.1.1 System Configuration Flow Guide	821-525-XX
SMART 2.1.1 User's Guide	821-523-XX
SMART 2.1.3 Update Package, SE Guide	821-533-XX
SMART 2.1.3 Update Package, User/Flow Guide	821-534-XX
SMART 2.5.2 Update Package on CD-ROM	821-578-XX
SMART 2X Club Manager Flow Guide	821-503-XX
SMART 2X Club Operator Flow Guide	821-504-XX
SMART 2X End of Period Flow Guide	821-505-XX
SMART 2X Floor Guide	821-501-XX
SMART 2X Jackpot/Fill Flow Guide	821-506-XX
SMART 2X System Configuration Flow Guide	821-502-XX
SMART 2X System Hardware (replaces 821-513-XX, 821-160-XX, 821-161-XX, 821-170-XX)	821-278-XX
SMART 2X User's Guide	821-500-XX

SMART 3 System Products

Title	Part Number
SMART 3 Quick Reference Cards – Jackpot and Fill	821-542-XX
SMART 3 Quick Reference Cards – System Maintenance	821-543-XX
SMART 3 Stored Value Card (SVC) Reader	821-248-XX
SMART 3 System Hardware Guide (replaces 821-553-XX)	821-574-XX
SMART 3.3 Cashless Supplement to SMART 3 Documentation	821-571-XX

IGS Manuals and Products

Title	Part Number
• IGS V3.4.X CD-ROM (documentation)	821-661-XX
• IGS V3.5.X CD-ROM (documentation)	821-663-XX
• IGS 3S Gateway User Guide	821-662-XX
• IGS Collection on CD-ROM (documentation)	821-660-XX
• IGS Demo CD-ROM (system demonstration)	821-675-XX
• IGS Keyboard Template	821-650-XX
• IGS LED Sticker – Bank Controller	821-314-XX
• IGS Quick Reference Card – ABS/IGS Bonusing Overview	821-317-XX
• IGS Quick Reference Card – GUI Jackpot/Fill by Attendant	821-656-XX
• IGS Quick Reference Card – Jackpot/Fill by Attendant	821-655-XX
• IGS Quick Reference Card – Jackpot/Fill by Coin Bank	821-316-XX
• IGS Quick Reference Card – System Reference Guide	821-313-XX
• IGS Quick Reference Card – Wireless Handheld Device	821-665-XX
• IGS/Acres System Hardware Manual	821-279-XX
• IGS Slot Information Gateway (SIG) User's Guide	821-670-XX
• IGS Real-Time Data Interface (RDI) User's Guide (Preliminary)	821-671-XX
• IGS Table Touch User's Guide Version 1.1	821-676-00
• IGS Table Touch User's Guide Version 1.2	821-676-01
• IGS Data Management Module (DMM) User's Guide Version 1.0	821-669-01
• IGS Data Management Module (DMM) User's Guide Version 2.0	821-669-02

Additional Systems Products

Title	Part Number
• CMS Collection on CD-ROM (Version 3.1-5 documentation)	821-690-XX
• System Maintenance 8s Card	821-657-XX
• System Maintenance 9s Card	821-658-XX

EZ Pay Ticket System Products

Title	Part Number
• EZ Pay Software Cashier Operations Quick Reference Cards	821-691-XX
• EZ Pay Hardware Quick Reference Cards)	821-745-XX
• EZ Pay Hardware Quick Reference Cards – Spanish	821-820-XX
• EZ Pay Overview CD (system demonstration)	821-680-XX
• EZ Pay Floor Operations Quick Reference Cards	821-692-XX
• EZ Pay Software Soft Count Quick Reference Cards	821-693-XX
• EZ Pay Software Quick Reference Cards – Spanish	821-821-XX
• EZ Route CVT Plus Guide	821-348-XX
• EZ Route Quick Reference Cards	821-347-XX
• EZ Pay Ticket System: User's Guide Version 1.3	821-681-XX
• EZ Pay Ticket System: User's Guide Version 1.4.2	821-683-XX
• EZ Pay Ticket System: User's Guide Version 1.5	821-684-XX

Glossary

ABS *Acres Bonusing System™* This is a complete data collection and bonusing system using Acres Gaming, Inc. proprietary technology. It gathers information from a casino's gaming machines and distributes it to third-party slot accounting systems, such as IGS.

AC *Alternating Current* An electric current that reverses its direction at regularly recurring intervals.

access path The procedure used by a database management system to access data stored in a database.

access time The time a computer takes to locate and transfer data to or from storage. Composed of seek time and transfer rate.

Account Control Executive (ACE) This software consists of the processes and databases used to define and maintain configuration details, accounting information and reporting.

Accounting Analysis System (AAS) The computer software system used to provide a database of information. The AAS uses various menu options to create and print reports.

accounting option The software option that displays statistics accumulated in game play, such as the number of coins-in or the number of credits won.

address 1) The unique number assigned to each component of a larger system. 2) In data transmission, a code for a specific terminal.

ADSC *Accounting Data System Communicator* Used with the IGT Wide Area Progressive Security And Accounting System to receive and transmit data between the ADS and CCOM.

agent file A program that performs an information gathering or processing task in the background. This type of program is typically given a very small and well-defined task.

aging period A time period during which information (usually video lottery ticket information) is held in a readily accessible database for verification purposes.

algorithm A procedure for solving a particular mathematical problem in a finite number of steps.

alternating progressive A progressive system in which there are two meters each associated with the top award on the gaming machine(s). One meter is set to a higher base amount than the other. During play on the machine(s), the meters both progress at the same rate and

an arrow, or other indicator, flashes back and forth between the two meters. When the jackpot is ultimately hit, the player wins whichever amount the arrow is indicating.

analog Varying smoothly and continuously over a range, rather than changing in discreet jumps. For example, a 12-hour clock face is an analog device that shows the time of day by continuously changing the position of the clock's hands.

archive 1) To copy programs and data onto an auxiliary storage medium, such as a disk or a tape, for long-term retention. 2) To store data for anticipated normal long-term use. 3) A procedure for transferring image information from an online optical storage medium to an offline medium.

asynchronous Not synchronized by a mutual timing signal or clock.

asynchronous transmission A method of data transmission in which the receiving and sending devices don't share a common timer, and no timing data is transmitted. Each information character is individually synchronized, usually by the start and stop of bits. The time interval between characters isn't necessarily fixed.

ATA *Advance Technology Attachment* ATA cards are used in Vision machines to program the LCD. These programs are responsible for playing sounds and displaying information such as tilt messages and Operator and Attendant Menu options. The Bonus Game Module (BGM) is an ATA card that programs the LCD to perform bonus game functions.

attendant The person who has access to accounting, diagnostics and other attendant functions by turning the attendant key switch on the machine.

attendant menu The menu entered by turning the attendant key switch on a machine which allows access to accounting, diagnostics and other attendant functions. This menu appears on the screen and shows what options are available.

attract mode Visual and/or music options intended to attract players when the machine is in the idle mode.

autobet An option that enables a player to wager the same number of credits as the previous game simply by pressing the Deal-Spin-Start switch.

autocycle The machine automatically cycles through each test without operator or attendant intervention.

autohold   An option that, when selected in the self test mode, automatically holds suggested winning combinations of cards and displays a HELD message above the cards in a game.

award insert   A separate piece of glass or film used when the exterior glass panel has an opening for an award insert, such as "4000 coins."

axiohm printer   A small, thermal printer utilizing 62 mm (2.5) paper to print both receipts and reports off of the CVT, the cashier, and the audit station. It prints at a rate of 50 mm (2) per second.

background color   The screen color surrounding the game elements and the game-related information.

backup   1) A term pertaining to procedures or standby equipment available for use in the event of failure or overloading of the normally used procedures or equipment. 2) To make a copy of a program or data in case the original is lost, damaged or otherwise inaccessible.

bank controller   Data condenser; responsible for communication between DCNs and other system components.

banner   A setup or downloadable message which is scrolled across the main menu screen to attract or inform a player.

bar machines   A collective term referring to slant-top and bar top machines, as opposed to upright machines.

bar top   A type of machine designed for installation in a horizontal bar counter-top or contained in a bar cabinet. The game is viewed from above the machine while the player is typically seated.

barcode scanner   *See handheld terminal.*

base amount   The starting amount for a progressive jackpot which is also the amount that is displayed after the progressive is hit.

battery backup   Auxiliary power provided to a computer so that volatile information is not lost during a power failure.

battery-backed RAM   A RAM chip with a built-in battery for preserving the contents if machine power is turned off.

baud   A unit of data transmission speed.

belly glass   The lower glass on the door of some machines that shows the denomination, paytable or game theme.

Bet Down   A screen button that, when touched, decrements the number of credits wagered toward a game and returns them to the credit meter. If the button remains touched, the bet will continue to decrement at a determined rate until the bet reaches one.

Bet Max (Bet Five, etc.)   A player panel switch or screen button that wagers either the maximum number of credits the machine will accept or, if insufficient credits exist, all remaining credits.

Bet One   A player panel switch or screen button that wagers one credit each time it is pressed.

Bet Up   A screen button that, when touched, increments the number of credits wagered toward a game and decrements them from the credit meter. If the button remains touched, the bet will continue to increment at a determined rate until the bet reaches maximum coins-in or the credit meter reaches zero.

bill acceptor   *(same as bill validator)* Optional assembly that accepts valid paper bills and causes the host machine to either dispense change or issue credits.

bill acceptor pay mode   The available options are credit only (pays only in the form of credits), player initiated (pays either credits or cash depending on the player initiated selection) and noncredit.

bill validator   *(same as bill acceptor)* Optional assembly that accepts valid paper bills and causes the host machine to either dispense change or issue credits.

bill validator door   The door which prevents access to the bills accumulated by the bill validator.

binary   Characterized by having two different components or by having only two alternatives or values available.

binary system   1) A number system that uses only 0 and 1 as digits. 2) The representation of numbers in the base-2 system, using only the two digits 0 and 1. A single binary digit – a 0 or a 1 – is called a *bit*.

bit   A contraction of binary digit. The smallest unit of information that a computer can hold. The value of a bit is either 1 or 0.

bit rate   The speed at which bits are transmitted, usually expressed as bits per second or bps.

BITBLITZ   IGT proprietary designed video controller on the processor board which provides unmatched speed, resolution and animation capabilities.

bonus   An adjustment built into the paytable of a gaming machine to pay the player additional coins for a given win as a reward for playing the maximum coins. For example, on a three coin multiplier game, a particular combination might pay 100 coins with one coin played, 200 coins with two coins played, and 500 coins with the maximum of three coins played. The 500 coin pay in this case contains a 200 coin bonus for playing with the maximum coins.

Bonus button   Used for interaction with ABS. Allows the player to confirm receipt of bonus.

bonus pay   Expanded pay for top awards won with maximum coins bet, greater than a linear multiple of the wager. If the top award multiplier (number of coins paid per coin bet) is 300 for one to four coins bet, it might be 900 for five (max) coin bet. *See **multiplier pay**.*

bonus server   Microcomputer used for bonusing applications.

boot   *(same as power up)* To start up a computer.

bps (bits per second)   *(same as bit rate)* The speed at which bits are transmitted, usually expressed as bits per second or bps.

browse   An option in various menus that allows the user to view data in a file without changing the information.

buffer   1) An area of memory set aside for the specific purpose of holding data until it is needed. 2) A holding area of the computer's memory where information can be stored by one program or device and then read at a different rate by another.

bus   1) A path along which information is transmitted electronically within a computer. 2) An electrical or electronic connection between devices.

bus specification   The specification describing the physical characteristics of the bus and the protocol that governs the use of the bus.

buy-a-pay   A type of game in which the player buys various paying combinations by playing more coins. Usually, buy-a-pay games will pay their top award only if the maximum coins have been played.

byte   A unit of information consisting of eight bits.

cabinet   The exterior, laminated wood shell that surrounds the metal enclosure on some machines.

cage   A secure area in a casino used to handle and store large amounts of money.

cancel   1) A keyboard operation that deletes the line currently being typed. 2) To end a task before it is completed.

candle   *See **Service Light**.*

CAP *Color Attribute PROM*   Contains color definitions used to build images on the screen during each phase of a video game.

card   1) A printed-circuit board that plugs into one of the computer's expansion slots, allowing the computer to use one or more peripheral devices such as disk drives. 2) A printed-circuit board or card connected to the bus in parallel with other cards.

card box (Player Tracking or PT unit)   The card box (PT unit) has a card reader that scans a member's card and sends the card ID number to the system so the records can be accessed. It also has a display unit to greet the member, show points, etc.

card cage   A sealed box in the machine that houses the programmed information for the game type being played. It requires a key to access it. This is also called the lower module.

card reader   This is basically a player tracking input function although LEDs (ERR and OK) are available as outputs for a reader without a display. There are currently two different types of cards and card readers: 1) The Hollerith type that uses a card with punched holes for encoding and a reader utilizing LEDs and phototransistors to read it. 2) The mag stripe that uses a card with up to three magnetically encoded tracks and a reader equipped with a magnetic head to read card data.

carousel   A collection of machines with a common jackpot linked together via fiber-optic cables in one specific area or location.

cash out   A switch that converts machine credits to cash or payable vouchers. The Cash Out switch on the player panel activates this machine function.

cash slip   A printed ticket from a video lottery terminal (VLT) that is redeemed for cash in lieu of direct payment as with a gaming machine.

Cathode Ray Tube (CRT)   An electronic tube with a screen, such as a television picture tube, upon which information can be displayed.

CC *Cluster Controller*   1) A down-line processor that collects data from a number of machines, then transmits concentrated data over a single communications channel. 2) A communication device that stores, validates and forwards accounting and security data to the central system. The most common cluster controllers are CVTs, LCTs, and LCOMs. 3) An intelligent communications device at a remote site that is responsible for polling the machines.

CCITT *Consultative Committee on International Telegraphy and Telephony*   An international committee that sets standards and makes recommendations for international communication.

CCOM *Casino Communicator*   Used with all wide area progressive systems, such as Megabucks® or Quartermania® systems.

central computer   The central processor located at a central site.

Central Computer System (CCS)   In linked games, monitors game machine operation and collects accounting and security information.

Central Processing Unit (CPU)   The brain of the computer; the microprocessor that performs the actual computations in machine language.

central site   The physical place where the central system is located.

central system   The hardware at the central site, along with the software used to operate and control the retail sites.

CFE *Communications Front-End*   1) A processor on the network that is between the Real Time System's processor and the cluster controllers at the remote site. The CFE is responsible for communicating with and polling the cluster controllers. When it is polled by the real time system it responds with the data gathered from the CCs. 2) A computer system that controls the transfer of data from the cluster controller to the central system.

CG *Character Generator* chip.   A character generator chip located on a processor board that generates images on video monitors.

character   Any symbol that has a widely understood meaning and thus can convey information. Some characters include letters, numbers and punctuation.

checksum   The result of an arithmetic operation on the number of bits in a sequence, used to verify the integrity of game data in the EPROM.

circuit board   A board containing embedded circuits and an attached collection of integrated circuits (chips).

circuitry   A network of wires, chips, resistors and other electronic devices and connections.

CISC *Complex Instruction Set Computer*   A type of central processing unit found in the majority of personal computers. It requires several clock pulses to complete one instruction.

Clerk Validation Terminal (CVT)   A cluster controller that has a keyboard and the ability to print sales reports. The cluster controller stores the data collected from the machines located at a particular location. Used by a cashier to validate printed cash-out tickets (for lottery games) prior to cash redemption.

Clerk Validation Terminal Plus (CVT-Plus)   A cluster controller having an 80960 processor and a keyboard (as opposed to the original CVT's 8032 processor, keyboard, and built-in printer). The cluster controller stores the data collected from the machines located at a particular location. Used by a cashier to validate printed cash-out tickets (for lottery games) prior to cash redemption.

clock   1) A timing device that generates the basic periodic signal used to control the timing of all operations in a computer. 2) A device that records the progress of real time, or some approximation of it, and whose contents are available to a computer program.

clock chip   A special chip in which parameter RAM and the current setting for the date and time are stored. This chip is powered by a battery when the system is off, thus preserving the information.

clock speed   The rate at which a microprocessor executes instructions.

Cluster Controller (CC)   1) A down-line processor that collects data from a number of machines, then transmits concentrated data over a single communications channel. 2) A communication device that stores, validates and forwards accounting and security data to the central system. The most common cluster controllers are CVTs, LCTs, and LCOMs. 3) An intelligent communications device at the remote site that is responsible for polling the machines.

CMOS memory *Complementary Metal Oxide Semiconductor memory*   RAM chips used to store data for most IGT games. These can also come in a package with a built-in battery to preserve the contents if machine power is lost. *See **Battery-Backed RAM***.

coaxial cable   A special type of communications cable that permits transmission of data at high speed. Usually employed by local networks.

coin comparitor   An electronic coin acceptor mechanism that receives and validates coins deposited in the machine. A coin comparitor uses a sample coin against which incoming coins are compared for validity.

coin drop box   The container in the bottom of the cabinet that catches and holds coins from the coin-in assembly.

coin drop-box sensor switch   This switch monitors the number of times the drop (cash) door is opened.

coin tray   Metal tray on a machine where coins are paid out or returned.

coin-in   Coins wagered. The coin-in assembly receives, verifies, counts and appropriately routes coins deposited in the machine. The coin-in meters (mechanical and software) accumulate total coin-in numbers.

coin-out   Coins or credits won and paid, or credits won and wagered. The coin-out meters (mechanical and software) accumulate total coin-out numbers.

collective remote candle   Several machines connected to one candle.

communication   1) The flow of information from one point (the source) to another (the receiver). 2) The act of transmitting or making known. 3) The process by which information is exchanged between individuals through the use of a commonly accepted set of symbols.

communication mode   An operating state in which a serial card or port is prepared to exchange data and signals with a modem or other type of data communication equipment (DCE).

communication system   Any one of several system configurations linking machines and a control device (LCOM, CVT or modem) via fiber-optic cables to a central computer for the purpose of gathering accounting data.

communications channel   The physical means of connecting one location or device to another for the purpose of transmitting and receiving data. Coaxial cables, fiber optics, microwave signals, telephone lines and satellite communications all serve as communication channels.

Communications Front-End (CFE)   1) A processor on the network that is between the Real Time System's processor and the cluster controllers at the remote site. The CFE is responsible for communicating with and polling the cluster controllers. When it is polled by the real time system it responds with the data gathered from the CCs. 2) A computer system that controls the transfer of data from the cluster controller to the central system.

communications protocol   A set of communication rules that provides for error checking between devices and ensures that transmitted data are not lost.

concentrator   Data control switch to route data flow to/from the slot bank(s) and bonus server, and to/from the slot bank(s) to IGS.

configuration   1) A general-purpose computer term that can refer to the way a computer is set up. 2) The total combination of hardware components that make up a computer system. 3) The software settings that allow various hardware components of a computer system to communicate with one another.

configuration workstation   Console for ABS and the only user interface with the system; configures parameters for ABS.

configure   To change software or hardware actions by changing settings.

contribution   The percentage of total play into a machine that is applied to the progressive jackpots and reserve funds. The number is divided by all locations on line based on the amount of play per each game at that location.

control character   A non printing character that controls or modifies the way information is printed or displayed.

controlling central agency   The entity that has full responsibility for the operation and maintenance of the gaming system.

coprocessor   An auxiliary processor that is designed to relieve the demand on the main processor by performing a few specific tasks.

CPU *Central Processing Unit*   The major component of a computer system with the circuitry to control the interpretation and execution of instructions.

CRC *Cyclic Redundancy Check*   Signals, sent between microprocessor devices, to prevent tampering or incorrect data being sent.

credit   One credit is equal to the denomination of the game being played. Games are played using credits for ease of displaying the amount bet and won.

credit limit   The maximum number of credits the machine will accumulate before causing either a hopper-pay, handpay or cashout ticket situation.

credit play   Allows all awards, except the top award and handpays, to accumulate on the Credits display rather than dispensing from the hopper. Some game versions allow player-selected credit or noncredit play.

credits cancelled   Credits handpaid (but not won), that are cashed out of the credit meter. These credits could come from either a coin-in or a bill acceptor.

credits collected   The sum of credits won and credits cancelled that are paid out during cashout.

Cross Validation Unit (XVU)   A device that allows several clerk validation terminals (CVTs) to share ticket data so that patrons can redeem tickets at any other system-linked CVT or machine.

CRT *Cathode-Ray Tube*   An electronic tube with a screen, such as a television picture tube, upon which information can be displayed.

current contribution amount   The value of the prize contribution at the current point of time.

cursor   1) The moving, sliding, or blinking symbol on a CRT screen that indicates where the next character will appear. 2) A symbol displayed on the video monitor in the self test mode indicating where the user's next action will take effect.

CVT *Clerk Validation Terminal*   A cluster controller that has a keyboard and the ability to print sales reports. The cluster controller stores the data collected from the machines located at a particular location. Used by a cashier to validate printed cash-out tickets (for lottery games) prior to cash redemption.

CVT-Plus *Clerk Validation Terminal Plus*   A cluster controller having an 80960 processor and a keyboard (as opposed to the original CVT's 8032 processor, keyboard, and built-in printer). The cluster controller stores the data collected from the machines located at a particular location. Used by a cashier to validate printed cash-out tickets (for lottery games) prior to cash redemption.

DACOM *Dutch Asynchronous Communication System*   A data collection system used only in Holland.

daisy chain   A colloquial term for a group of devices connected to a host device, where the first device in the chain is connected to the host, the second device is connected to the first and the third device is connected to the second, and so on. To link together sequentially.

data   Information.

data bits   In the stream of bits being sent from a computer to a peripheral device or another computer, the bits that contain meaningful information.

data bus   The path along which general information is transmitted within the computer.

data byte   The bytes that contain meaningful information in the stream of bytes sent from the computer to a peripheral device or another computer.

data communications   1) The movement of encoded information by means of electrical transmission systems. 2) The entire process and science of enabling digital devices, such as computers, to communicate with each other.

data encryption   A coding technique used to secure sensitive data by mixing or jumbling the data according to a predetermined format.

database   A collection of information organized in a form that can be readily manipulated and sorted by a computer user.

database management system   A software system for organizing, storing, retrieving, analyzing and modifying information in a database.

day meters   The data resulting from the last daily poll of the machines. They provide the data on the number of games played and won, dollars played and won, and other critical information.

DC *Direct Current*   An electric current flowing in one direction.

DCN *Data Collection Node*   An electronic circuit board connected to each game in the Acres Bonusing System™. It handles communication between the host and machine, receives bonus promotions from bonus servers, and sends bonus-related information to bonus servers, concentrator and host.

DCS *Data Communication System*   One of several optional communication systems whereby the machine sends selected data to an external accounting device.

DCU *Data Collection Unit*   A device capable of collecting and storing information (real-time data) from up to 32 card boxes. It also receives data and messages from the FEC for transfer to the card boxes.

decimal number   A numeral, usually of more than one digit, representing a sum in which the quantity represented by each digit is based on a radix of 10. The digits used are 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

decimal system   The commonly used form of number representation, in which numbers are expressed in the base-10 system, using the ten digits 0 through 9.

default   A value, action, or setting that a computer system assumes, unless the user gives an explicit instruction to the contrary.

degauss   To correct video display discoloration by neutralizing the magnetic field of a video monitor using a special degaussing tool.

delete   1) To remove or eliminate, as to erase data from a field or to eliminate a record from a file. 2) A method of erasing data.

denomination   A factor that determines the monetary value of one unit of credit.

diagnostics   The mode in which the machine can be tested for module replacement. Tests for I/O (input/output), peripherals, display devices, and other hardware may be included.

dialog box   A window that appears over the main screen to provide information to the user or to request information from the user. The dialog box normally requires a response or acknowledgment from the user.

digital   Represented in a discrete (noncontinuous) form, such as numerical digits or integers.

Digital-to-Analog Converter (DAC)   A device that converts quantities from digital to analog form.

DIP switch *Dual In-line Package switch*   A small switch that can be manually set for one of two different values (usually on or off). DIP switches are used on PC boards for setting up various machine configurations.

disable   When machines are disabled, games cannot be played, but security event information is still communicated to the central computer.

disk   A flat, circular, magnetic surface, serving as a medium for storing information.

Disk Operating System (DOS)   An operating system whose principal function is to manage files and communicate with one or more drives.

display   A general term to describe what is seen on the screen of the display device of a computer.

display board   This is the player tracking output accessory to the SMIB logic board. It contains an encased vacuum fluorescent display, the driver and negative power supply for the display, a VIP light, a display control chip and a connection to the logic board.

diverter   The portion of the coin-in assembly that channels coins to either the hopper or the drop box.

double up   An extended game play available to the player to double his current winnings.

download   To transfer files or information from one computer to another, or from a computer to a peripheral device such as a printer.

drop   Coins or bills in the drop box.

drop box   The container in the bottom of the cabinet that catches and holds coins when the hopper is full. In bill acceptors, the lower compartment where bills are deposited.

drop door   The door normally on the bottom of the machine or in the stand which prevents access to the coin drop.

drop-door sensor switch   Monitors the number of times the drop (cash) door is opened.

drop hold percentage   Also referred to as coin room percentage. Expression used in some casinos to denote what percentage of the total drop of a gaming machine is money actually won. Calculated as follows:

Total Drop - (Fills + Jackpots)

Total Drop

dual-monitor module   Optional video monitor assembly made to attach to and work with a video machine.

DUART/UART *Dual Universal Asynchronous Receiver/ Transmitter and Universal Asynchronous Receiver/ Transmitter*   A communication IC that can interface between a microprocessor and a serial channel.

E-Squared   *See EEPROM*.

EEPROM *Electrical Erasable Programmable Read-Only Memory*   Many IGT machines utilize an EEPROM chip on the motherboard to store backup game data.

EGM *Electronic Gaming Machine*   A gaming machine that collects and dispenses credits, and houses the games. This term is also synonymous with VGM, VGD, VLT, machine and gaming machine.

EISA *Extended Industry Standard Architecture*   A 32-bit wide bus architecture designed for PCs that supports multiprocessing and uses either an Intel 80386, 80486, or Pentium microprocessor.

Electronic Funds Transfer (EFT)   A cashless method of paying for goods or services. Electronic signals between computers are used to adjust the accounts of the parties involved in a transaction. Commonly used to make periodic payments, such as insurance premiums.

enable   To activate, usually with a software command.

enclosure   The metal body that houses internal machine components. The enclosure is often installed in a cabinet.

encryption   The password used to encrypt a message in communications.

End of Day (EOD)   *See End of Period*.

End of Period (EOP)   A period of time after which game play, coin-in, coin-out and other gaming performance parameters are verified to provide operational control and management information.

enrollment   The process of qualifying a component for participation in a network.

Enter key   A key that confirms an entry or sometimes a command.

EPROM *Erasable Programmable Read-Only Memory*   A non-volatile medium for program instructions. Game programs and video graphics are stored on EPROMs.

error   A data processing problem. The machine enters the tilt mode, an error message displays and game play is suspended until the problem is corrected.

escalator   In slant-top and bar top machines, the part of the hopper that carries coins up to the coin tray.

ESD *Electrostatic Discharge*   The discharge of electrical energy that occurs when a charged body comes into close proximity to an object of lesser or opposite charge.

Ethernet   A high-speed local area network that consists of a cable technology and a series of communication protocols.

Ethernet cable systems   A system of high-performance coaxial cables widely used in the communications industry.

Eurocredit   A coin-in/credit system used in some gaming machines that allows the player to insert coins over and above the maximum number that is playable on a per-game basis. There is an operator-selectable maximum credit limit on the Eurocredit machines and players can insert coins at their discretion until this limit is reached. Eurocredit machines are most popular in casinos outside the U.S.

Euro noncredit   A credit mode where once the maximum bet is reached, all inserted coins are accumulated as credits in the credits meter up to the credit limit. Any single win greater than the hopper limit is hand paid. All other wins are paid from the hopper to the coin tray. The credit limit is set in self test.

event log   Allows an operator or attendant to view metered events recorded by the machine.

exception log   A paper record of all reported abnormal events generated on a wide area progressive system.

exception message   A message that is printed on the exception printer for any abnormal conditions that cause status to alter from normal.

expanded paytable glass   The lower glass on a machine that shows an extension of the upper glass paytable.

expanded reel   The term used to describe an electronic slot machine in which the number of reel stops in the computer program is greater than the number of stops on the actual reels of the slot machine.

extended industry standard architecture (EISA)   A 32-bit wide bus architecture designed for PCs that supports multiprocessing and uses either an Intel 80386, 80486, or Pentium microprocessor.

EZ Pay   System which allows ticket validation at the electronic gaming machine (EGM), clerk validation terminal (CVT), and cashier's window.

FAT *File Allocation Table*   The table that the operating system (OS) uses to locate files on a disk.

FCON *Fiber Converter*   An electronic device that converts fiber-optic light signals to electrical signals for 4-wire transmission.

FEC *Front-End Controller*   A dedicated computer that polls machine data from the DCUs for transfer to the Transaction Processor (TP). It also sends information from the TP back through the DCUs to the card boxes. All messages and data, whether received or sent by the FEC, must be in RS-232 computer readable code.

fiber optics   The transmission of information with light energy as the transmission carrier and plastic or glass as the medium.

fiber-optic cable   A transmission medium that carries pulses of light over strands of glass. Fiber optics can carry hundreds of millions of bits per second over thousands of miles. Since the glass fibers are carrying light, they do not receive outside interference and do not lose appreciable strength. Fiber-optic transmission reduces errors in transmission. A fiber-optic cable contains two glass strands. Each strand or fiber is covered in a sheath made of plastic.

fiber-optic interface board   Any one of several optional PC boards that convert electronic digital data to light for fiber-optic transmission.

Fiber T   A device for branching fiber-optic communication runs or amplifying a fiber run that exceeds 80 feet.

field   A single piece of information, the smallest unit normally manipulated by a database management system. A record is made up of one or more fields.

Field Service Manual (FSM)   An IGT service publication covering machine hardware, including: installation, maintenance, troubleshooting, disassembly and assembly, parts lists, wiring diagrams and schematics.

field service supplement   An IGT service publication that describes hardware and software specific to a certain machine or jurisdiction.

file   Any named ordered collection of information stored on a disk.

File Allocation Table (FAT)   The table that the operating system (OS) uses to locate files on a disk.

filename   The name that identifies a file.

fill   Coins that are added to the hopper of a gaming machine that has become empty as a result of player wins.

firmware   Programs stored permanently in read-only memory (ROM).

FLASH   Also referred to as programmable and erasable read-only memory which is a device that allows data to be rewritten.

flash card   A credit card-sized memory device used in the LCD unit for bonus game and attract message storage.

floppy disk   A disk made of flexible plastic, as opposed to a hard disk made of metal.

fluorescent flasher   Controls the fluorescent lights on the machine that indicate the player is in bonus mode.

format   1) The form in which information is organized or presented. 2) The general shape and appearance of a printer's output. 3) To divide a disk into tracks and sectors where information can be stored.

frequency   The number of complete cycles transmitted per second, usually expressed in hertz.

full-duplex communication   A method of data transmission where two devices transmit data simultaneously. This method allows the receiving device to echo back each character of the message as it is received.

function keys   Specially designed keys that, when pressed, initiate a function on a computer keyboard, word processor or graphics terminal.

funding entity   The entity that accounts for and finances a prize amount.

game   A program designed to offer a player chances to win prizes by betting some unit of credit of the correct denomination. There can be several games in one machine.

game closed mode   In linked games, describes suspension of normal game play by the central computer system.

game code   The second half of the model code; it refers to which game type is represented by glass or software (i.e., Joker Poker = XX65.)

Game King® machine   IGT Class III video gaming device powered by the Intel® 80960 processor. Firmware options include multi-game or single game themes. Available in bar top, slant top, and upright models.

game play mode   The operational mode that exists when the machine is functioning properly and a customer is playing a game.

game speed   The pace at which a game is played. This may be set by a player or an operator in the setup mode.

ghost   A stop on a slot reel which does not contain a slot symbol.

gigabyte (GB)   A unit of measurement equal to 1024 megabytes.

group   A set of progressive prizes with a reserve fund. The prizes all have the same base denomination and funding entity.

half-duplex communication   A way of communicating between one computer and another computer, or a peripheral device in which data can only be sent or received, not both at one time.

hand   In video poker games, one set of five cards. A standard poker game consists of an original hand, and after the player keeps or rejects cards, a final hand. Wins or losses are based on the final hand.

handpay   Money award paid by an attendant rather than being dispensed by the machine.

handheld terminal   *(same as wand or scanner)* A portable device used to read machine data and then download the information to a computer.

handle pulls   The total number of pulls of the machine handle. Also known as games played.

hard count   The counting of money generated by gaming operations in the form of coins.

hard drop   The controlled process of removing coins from gaming machines.

hard meters   An internal accounting system that is displayed on mechanical meters on all video and reel gaming machines. These meters are not resettable, i.e. they are at zero when the machine is built and they continue to count the cumulative number of coins in, out, etc. throughout the life of the machine.

hertz (Hz)   An expression used to describe the frequency of the power line voltage supplied to the gaming machine, e.g., 50 hertz, 60 hertz.

hexadecimal system   The representation of numbers in the base-16 system using the ten digits, 0 through 9, and the six letters, A through F.

hit frequency   A term used to describe the average frequency at which winning game outcomes will occur on a gaming machine. It is calculated by dividing the number of individual hits, or winning games, by the number of possible game outcome combinations.

Hold   The physical button on video poker machines that, when pressed, allows the player to keep cards in a poker game.

hold percentage   The percent of coins played that are retained or won by the gaming machine. It is calculated by subtracting the payback percentage from 100 percent.

holeywheel hopper   A type of hopper mechanism, initially developed for large, heavy coins, that uses a punched rotating wheel to collect coins from the hopper bowl, and separate them from the other coins for transport to the eject area.

hopper   An assembly inside the machine that receives, holds and dispenses coins. When the hopper is full, coins are diverted to the drop box.

hopper probe   A simple electromechanical sensing element located in the coin hopper. When the coin mass in the hopper bowl reaches and touches the hopper probe, a signal is sent to the microcomputer indicating that the hopper is full. *See diverter.*

host computer   1) A central processing unit that provides the computing power for the remote terminals and peripheral devices connected to it. 2) The computer that is in charge during a telecommunications or local area network session. 3) The central controlling computer in a network of computers.

host machine   A machine used in conjunction with another assembly that cannot stand alone, such as a dual-monitor module or a bill acceptor.

hybrid   A term utilized by phone companies to define the unit in telephone rooms where a phone company circuit ends and the in-house wiring begins.

IBA *Imbedded Bill Acceptor*   The bill acceptor is considered imbedded whether it is in a cabinet or top box format. *See bill acceptor.*

icon   1) A symbol that graphically represents an object, a concept, or a message. 2) A pictorial representation of a software function.

idle mode   The condition that exists when a game is not being played and no credits exist on the credit meter.

IGS *IGT Gaming Systems*   A comprehensive group of casino management products used by gaming sites for accounting and player tracking purposes.

IGT Progressive Controller *IPC*   A progressive controller that has the ability to control up to 32 progressives on a bank of up to 63 local IGT game machines.

initialize 1) To set to an initial state or value in preparation for some computation. 2) To prepare a blank disk to receive information by organizing its surface into tracks and sectors *(format)*.

input The introduction of data from an external storage medium into a computer's internal storage unit.

input/output (I/O) The inputs and outputs of a machine. Typically, inputs are from switches, etc., and outputs are to lamps, etc.

insert A separate piece of glass or film that contains information not printed on the exterior glass panel. This can be award amounts, a paytable, or other important information.

Intel 8032 Microprocessor The microprocessor used in certain SMART System floor devices, SMIB, DCU, and SMART card reader, as well as the CVT, S-Plus and PE-Plus machines.

interface 1) The point at which independent systems or device groups interact. The devices, rules or conventions by which one component of a system communicates with another. 2) The part of a program that defines constants, variables, and data structures, rather than procedures. 3) The equipment that accepts electrical signals from one part of a computer system and renders them into a form that can be used by another part. 4) Hardware or software that links the computer to a device. 5) To convert signals from one form to another and pass them between two pieces of equipment.

interface card A card that handles the interface (or connection) between the computer and a particular peripheral device.

IPT *Imbedded Player Tracking* Enables the owner/operator to identify and gather information about playing patterns on individuals through the use of customer membership cards.

jackpot reset switch *(same as reset switch)* A key-activated switch that: (a) enables option selections within some self test pages; (b) enters and advances through the statistical data mode; and (c) resets the machine's internal progressive parameters (as applicable) after a jackpot.

Java™ A cross-platform, object-oriented programming language developed by Sun Microsystems.

jurisdiction An authority within which all gaming regulations are governed.

K *(same as kilobyte)* A unit of measurement consisting of 1024 bytes. K can also stand for the number 1024 in which case Kbyte is used for kilobyte.

Kbyte *(same as kilobyte)* A unit of measurement consisting of 1024 bytes. K can also stand for the number 1024 in which case Kbyte is used for kilobyte.

kilobyte (K) A unit of measurement consisting of 1024 bytes. K can also stand for the number 1024 in which case Kbyte is used for kilobyte.

kilohertz (kHz) A unit of measurement of frequency, equal to 1,000 hertz.

LAN *Local Area Network* A group of computers connected for the purpose of sharing resources.

LCD *Liquid Crystal Display* A color active-matrix display similar to a laptop personal computer. This display is located in the top box and is used for bonus games, custom attract messages and a variety of diagnostic and setup displays.

LCT *Local Communication Terminal* A cluster controller that collects data from machines and transmits it to a central computer.

LED *Light Emitting Diode* An electronic component that glows when supplied with a specified voltage, commonly used in digital displays and as status indicators.

light box A plastic bracket containing fluorescent lights to illuminate the display glass.

light pen A device used to make game selections directly on the screen in some video games, such as keno.

line lights The payline lamps located adjacent to the pay lines in the reel glass of a multi-line slot machine. As coins are inserted, the lamps light in sequence, indicating the paylines that are activated.

line up A type of game that utilizes spinning slot reels or a video simulation of reels. A win occurs when reel symbols line up in a specified manner.

link Two or more machines that are connected to a progressive meter.

link/standalone progressive Link progressive applies when the machine is connected in series with a group of machines and also connected to a progressive controller. When correctly installed and active, the current progressive top awards are the same for all machines in that link. Standalone progressive applies when the machine is not connected in any way to other machines. Internal progressive amounts must be set for each machine.

live system A computer that runs the wide area progressive games and displays the main system window.

Local Area Network (LAN) A group of computers connected for the purpose of sharing resources.

Local Area Progressive (LAP) A group of prizes that is paid by a funding entity other than the controlling central agency.

lockout   A solenoid device for disallowing coin or token acceptance.

lockup   This situation occurs during some tilt and error conditions. Game play is suspended but self test and statistical data modes are operational.

log in   *(same as log on)* To sign-in on a computer.

log off   *(same as log out)* 1) To stop using the computer. 2) The process of signing off the system.

log on   *(same as log in)* To sign-in on a computer.

log out   *(same as log off)* 1) To stop using the computer. 2) The process of signing off the system.

logic door   An electronics cage and lock which prevent access to the main processor board. *See card cage.*

lottery   A jurisdiction in which some form of gambling is allowed, but typically more restricted than gaming jurisdictions. A system usually connected to a central computer via a communication system.

loud bowl   A large coin tray designed to resound loudly as coins are paid out.

lower module   A removable assembly within the machine. The chassis houses the power supply, motherboard, processor board, connector panels and various optional assemblies or PC boards.

LSAMS *Lottery Security, Accounting, Management System* One of IGT's lottery systems, including the communication protocol from the CS (central computer) to the CC (Cluster Controller) and from the CC to the machine.

machine   A gaming machine. This term is also synonymous with EGM, gaming machine, VGD, VGM and VLT. Sometimes a lottery terminal.

machine address   *(same as polling address)* A unique hexadecimal number resident on a processor board or communication board, and used by some accounting and communication systems for machine identification.

machine door   On machines, the main access door typically contains the player switches and/or other input devices, coin entry, key lock and various other assemblies.

main door   The door on the front of the machine which prevents access to the printer, hopper, front panel switches and other operator accessible items.

main menu   In a video game or software program, an initial selection screen where the player or operator chooses which game to play or portion of the program to run.

master file   Data stored in a computer system concerning relatively stable information such as machine serial numbers and denominations or personal data on club players for a player tracking system.

max bet   *(same as max coin)* The maximum number of coins or credits the game will accept for a single play.

max coin   *(same as max bet)* The maximum number of coins or credits the game will accept for a single play.

max hopper pay   The determined amount of coins that the hopper will pay out before a handpay is needed. Should correspond with the amount that appears on the glass insert.

max pay   *(same as max win)* The highest award on the game paytable.

max win   *(same as max pay)* The highest award on the game paytable.

megabyte (MB)   A unit of measurement equal to 1024 kilobytes, or 1,048,576 bytes.

megahertz (MHz)   A measure of transmission frequency equal to one million hertz.

memory   A hardware component of a computer system that can store information for later retrieval.

memory location   A unit of main memory that is identified by an address and can hold a single item of information of a fixed size.

menu item   A choice in a menu, usually a command to the current application.

meters   Counters. IGT machines utilize both mechanical and software meters to collect game play data. Hardware meters collect lifetime totals and cannot be reset. Software meters are displayed in the statistical data mode, and can be reset to zero.

microprocessor   An integrated circuit on the computer's main circuit board. The microprocessor carries out software instructions by directing the flow of electrical impulses through the computer.

MIDI *Musical Instrument Digital Interface*   An industry standard for music being produced digitally.

mix   The game types (poker, keno, reel slots, etc.), configurations (upright, slant-top, or bar top machines), and denominations on the casino floor. An empirical ratio adjusted continuously by slot management.

mode   An operational state of the machine. IGT machines typically have five modes: game play, idle, statistical data, self test and tilt.

modem   *(acronym for modulator/demodulator)* A device that provides communication capabilities between pieces of computer equipment over common telephone lines.

monitor   A display device similar to a television screen used in video games to receive and display game and service information.

monitor mask   A molded plastic frame that surrounds the outside edges of the video monitor (or monitors) and enhances the screen display by reducing glare and light reflections from inside the machine.

Montana-style credit   A credit mode where all inserted coins are directed to the credits meter up to the credit limit. In order to place a bet toward the next game, the player must play a credit. A win that would cause the credits meter to exceed the credit limit is hopper paid. If this hopper pay amount is greater than the hopper limit, the amount is hand paid. All other wins are paid to the credits meter. The credit limit is set in self test. Anytime when coins are inserted, the player must play at least one game before they are allowed to cash out the accumulated credits.

motherboard   A PC board on the lower module that acts as an interface between the processor board and the electrical machine assemblies.

MS-DOS *Microsoft Disk Operation System*   An operating system that governs the IBM PC and compatible computers.

multi-coin game   Allows the player the opportunity to increase the amount awarded by increasing the amount wagered.

multi-denomination gaming   A type of gaming that allows players to choose the value of each credit they wager from a denomination set configured by the operator.

multi-line game   Allows the player the opportunity to play multiple paylines on reel slots by increasing the amount wagered.

multiple level progressives   Progressive amounts added to second, third, etc., pay levels and displayed. Limited only by machine program capability.

multiplier pay   Each win amount is a linear multiple of the number of coins or credits bet. *See bonus pay*.

multiplexer (MPX or MUX)   A device that allows several communications lines to share one computer data channel.

NETPLEX   An IGT proprietary multidrop serial communication link between the processor and all installed peripheral devices used to transfer information and allow control of peripherals.

network   1) The result of two or more computers being connected to allow them to share the same software and information. 2) A system of interconnected computers and terminals.

network administration   Management of software and hardware that connects computers in a network.

network administrator   The person responsible for setting up and maintaining a network.

Nevada-style credit   A credit mode where coins may only be inserted up to the maximum bet amount. Any single win greater than the hopper limit is hand paid. All other wins are paid to the credits meter up to the maximum hopper setting.

Nevada-style noncredit   A credit mode in an S-Plus International game where coins may only be inserted up to the maximum bet amount. Any single win greater than the hopper limit is hand paid. All other wins are paid from the hopper to the coin tray.

node   1) Any terminal, computer, or peripheral in a computer network. 2) The connecting point on a component, printed circuit board, or logic element where electrical connections can be made.

noncredit mode   The machine will accept no more than the max bet allowed per game, and all wins are paid out in coins or by an attendant at the time of the win. If a bill acceptor is present, it functions as a changer only.

noncredit play   The machine will accept no more than the max bet allowed per game, and all wins are paid out in coins or by an attendant at the time of the win. If a bill acceptor is present, it functions as a changer only.

note acceptor   *(same as note validator)* Optional assembly that accepts valid paper notes and causes the host machine to either dispense change or issue credits.

note acceptor pay mode   The available options are credit only (pays only in the form of credits), player initiated (pays either credits or cash depending on the player initiated selection), and noncredit.

note validator   *(same as note acceptor)* Optional assembly that accepts valid paper notes and causes the host machine to either dispense change or issue credits.

note validator door   The door which prevents access to the notes accumulated by the note validator.

NT File System (NTFS)   A type of system used by the Windows NT operating system that organizes and keeps track of files.

NTFS *NT File System*   A type of system used by the Windows NT operating system that organizes and keeps track of files.

NTSC decoder board   An optional PC board that allows video machines to display an NTSC (National Television Standards Committee) signal. DIP switches on the board allow various configurations.

nudge   The reels in this slot game move up or down one symbol when a nudge symbol hits. Examples of a nudge game are Slam Dunk, Balloon Bars and Knock Down.

ODBC *Open Database Connectivity*   A standard database access method developed by Microsoft that makes it possible to access any data from application, regardless of which database management system (DBMS) is handling the data.

ODBC DSN *Open Database Connectivity Data Source Name See also* **ODBC** *or* **Open Database Connectivity***.* The name of the source directory from which data is taken.

offline   Not currently communicating with host system.

online   Communicating with host system.

Open Database Connectivity (ODBC)   A standard database access method developed by Microsoft that makes it possible to access any data from any application, regardless of which database management system (DBMS) is handling the data.

operator   A machine operator, owner, service technician or any other person with access to the interior of the machine by opening the front door.

operator menu   The menu entered by pressing the test switch with the main door open that allows access to accounting, diagnostics, setup and other operator functions. This menu has an on screen display that shows what options are available.

operator selectable   A value or option that is selectable only by the operator from the operator menu. The default value is one selected at machine configuration.

optic sensor   An electronic device used to sense mechanical motion and provide an electrical signal of this motion to the microcomputer system. In most of the optic devices used throughout IGT products, there is an infrared (invisible) light source that emits a beam of light on a phototransistor. The device is strategically placed in the machine so that the mechanical motion which is being sensed will block the light path, thus causing a signal change in the output of the phototransistor.

optical coin detection   The technique of validating coins being put in or being paid out of a gaming device using optical detectors.

optimum   A calculated payout percentage range for a poker game assuming an optimum (skilled) play strategy for each and every hand.

optimum player return   The theoretical payback percentage on a poker machine being played according to the best case strategy for each and every hand.

ordered royal flush   A poker game hand consisting of a royal flush positioned from left to right on the screen.

OTP *One-Time Programmable*   A memory device that only allows information to be loaded once and must be replaced if a change is needed. *See* **ROM***.*

out of service mode   The machine is rendered inoperable without turning the power off.

output   1) Data transferred from a computer's internal storage unit to some storage or output device. 2) The final result of data that have been processed by the computer.

page   In video games, one full screen display of information as presented in the self test and statistical data modes.

parallel interface   A personal computer interface that uses a multiple-path communication line, often used for printer connection.

partial pay   A predetermined number of coins that is paid to the player from the machine coin hopper upon hitting a jackpot. The balance of the jackpot is paid by an attendant. The number of coins paid in the partial pay is usually operator selectable.

partitioned software   A slot machine architecture in which the machine's software program is broken down into two separate sections and stored in two separate memories. The overall machine operation instructions are stored separately from the reel strip and paytable information.

password   A special word, code or symbol that must be presented to the computer system to gain access to its resources. Used for identification and security purposes.

paytable   A chart of pay amounts as a function of each winning combination and number of coins or credits bet.

paytable glass   The top and/or bottom glass that shows the paytable for that machine.

paytable insert   A separate piece of glass or film used when the exterior glass has a grid printed on it, but needs an additional paytable insert behind it representing the paytable.

payback percentage   The amount of money the player is expected to win divided by the amount of money played over a long period of time, expressed as a percentage. On games where there is a bonus pay on jackpots won with maximum coins played, the payback percentage will vary slightly, depending on how may coins per game are played.

payout   An award from a game.

PCON *Plastic Fiber Universal Converter*   A SMART System accessory that converts fiber-optic light signals from the DCUs to RS-232 computer readable code for the FEC. It also converts signals the other way (RS-232 to light).

peripheral An intelligent input/output device connected to the machine such as a touchscreen, a printer, or a bill validator that communicates to the main processor via cables and proprietary interface software.

PEROM *Programmable and Erasable Read-Only Memory* A device that allows data to be rewritten *(same as FLASH).*

Personal Computer-Slot Accounting System (PC-SAS) A data collection package that involves machines linked together via fiber optics.

physical coins-in The number of actual coins physically deposited into a game (differentiated from coin-in, which can be either a coin or a credit that is wagered).

physical stop The actual places where the spinning reel can stop. There is a stop for each symbol shown on the reel strip.

pinwheel A rotating steel disc used in coin hoppers to dispense coins. Small metal pins or raised points located along the outer circumference of the pinwheel provide individual pockets where coins can ride along as the pinwheel rotates. As the coins reach the exit point of the hopper, they are stripped off the pinwheel by the hopper knife.

Play Max *(same as Play X)* A screen button or a physical button. The Play Max function bets the maximum number of credits allowed provided there are enough credits on the credit meter.

Play X *(same as Play Max)* A screen button or a physical button. The Play Max function bets the maximum number of credits allowed provided there are enough credits on the credit meter.

player digital display In reel slot machines, game information is presented as an LED digital display through windows on the slot glass.

player panel switch *(same as player switch)* An input switch that communicates player selections to the processor board. Some player switches also have functions in self test and statistical data modes.

player selectable credit A gaming machine feature that allows the player to play the machine in either credit or noncredit mode.

player server Controls displayed messages that go to the vacuum fluorescent display.

player switch *(same as player panel switch)* An input switch that communicates player selections to the processor board. Some player switches also have functions in self test and statistical data modes.

Player Tracking System (PTS) A data collection package that enables the owner/operator of IGT machines to identify and gather information about players via ID cards and readers.

Player's Edge-Plus® machine IGT Class III video gaming device powered by the Intel® 8032 processor. This machine is no longer manufactured by IGT. Parts and service are available on a limited basis.

poll 1) An electronic request for information, usually from a central PC or other computer to various peripheral devices. 2) The process of gathering the meter information from each game and reporting it to the central computer.

polling address *(same as machine address)* The address to which the machine responds during communication.

pop-up menu A menu that appears on the screen anywhere other than in the standard menu bar location.

port The connection that allows communication between a digital system on a PC board and an external device.

power supply A circuit that supplies the DC voltages required for the operation of an electronic system. Usually a power supply will convert AC line voltage to the needed DC voltage for a particular system.

printed-circuit board A hardware component of a computer or other electronic device, consisting of a flat, rectangular piece of rigid material, commonly fiber glass, to which integrated circuits and other electronic components are connected.

printed ticket Some machines utilize a ticket printer rather than a coin hopper. When a win occurs and the player presses the Collect Winnings switch, a printed ticket dispenses from the machine and can then be redeemed for cash.

prize amount An amount of money that can be won by playing a game. This could be a fixed amount or in the case of a progressive prizes, an amount that increases based on player activity.

prize base The initial prize amount for a progressive prize.

prize base reset This value replaces the prize base value when a progressive prize is won.

prize base revert When a progressive prize is hit this value is copied to the prize base reset. This allows for a lower prize base reset when prizes are hit close together.

prize cap The absolute maximum dollar amount that a prize amount can reach.

prize contribution Each progressive prize has a contribution percentage associated with it. This factor is applied to each unit of credit played on the games associated with the progressive prize. The resulting contribution amount is used to increment the prize amount.

prize maximum The highest amount a prize can reach.

prize maximum boost   The maximum dollar amount a prize amount can grow during a 24-hour period.

probability   A number expressing the likelihood of an occurrence of a specific event.

processor   The hardware component of a computer that performs the actual computation by directly executing instructions represented in machine language and stored in main memory.

processor board   The printed circuit board assembly in IGT gaming machines that contains all of the microcomputer system circuitry, and sometimes the interface circuitry associated with the game inputs and outputs.

Programmable Read-Only Memory (PROM)   A type of ROM device that is programmed after fabrication, unlike ordinary ROM devices, which are programmed during fabrication.

progressive   A system of pooling a fraction of each wager into a cumulative fund that is available for a top-pay win. A game that increments the prize amount based on player participation. The three kinds of progressives are wide area, local area, and standalone.

progressive controller   Controls all progressive functions in a progressive link system (several machines linked together to increment progressive totals equally).

progressive meter   A display meter, linked to the progressive machine(s), that shows the potential prize amounts.

PROM *Programmable Read-Only Memory*   Memory that can be programmed by electrical pulses. Once programmed, it is read-only.

protocol   Generically the communication standard between two serial devices. Often used to reference the type of security, accounting and management systems that the machine is designed to communicate with.

PRTS *Progressive Real Time System*   This is the live or active system. It is in constant communication with all the devices that make up the online progressive system. The main communications interface of the PRTS is the system window.

PSR *Program Summary Report*   A three or four page report that describes the features, capabilities, self test pages and statistical data information for a game's program version.

PTS *Player Tracking System*   A data collection package that enables the owner/operator to identify and gather information about players via ID cards and readers.

pull-down menu   A menu, usually used as an extension to the menu bar, that is hidden until you move the pointer to its title and press the mouse button.

QUART *Quad Universal Asynchronous Receiver Transmitter*   A communication device that provides four independent full-duplex asynchronous receiver/transmitter channels in one single package.

RAID *Redundant Array of Independent (or Inexpensive) Disks*   A type of disk drive that uses two or more drives in tandem for performance and fault tolerance (the system's ability to respond to an unexpected hardware/software failure.) The following RAID levels provide: Level 0: data striping (spreading out blocks of each file across multiple disks) but no redundancy. This improves performance but does not deliver fault tolerance. Level 1: disk mirroring. Level 3: same as Level 0, but reserves one dedicated disk to be used for error correction data. This level provides good performance and some level of fault tolerance. Level 5: data striping (at the byte level) and also stripe error correction information. This results in superior performance and good fault tolerance.

RAM *Random Access Memory*   A memory into which the user can enter information (write) and extract information (read). It is the working memory of the computer as well as the backup memory of game information that is stored in the CMOS RAM chip on the processor board.

random   A sample drawn from a population so that each member of the population has an equal chance of being drawn.

Random Access Memory (RAM)   Volatile, digital, read/write memory that can easily have its bit pattern changed.

RBP *Rapid Bonus Progressive*   A progressive configuration that can increment and pay on up to six levels of winning combinations, rather than just the top and second levels.

Read-Only Memory (ROM)   Memory whose contents can be read but not changed; used for storing firmware.

real time   A term describing online computer processing systems that receive and process data quickly enough to produce output to control, direct, or affect the outcome of an ongoing activity or process.

real time clock   An optional battery-backed clock on the processor board used by some games.

Redundant Array of Independent (or Inexpensive) Disks (RAID)   A type of disk drive that uses two or more drives in tandem for performance and fault tolerance (the system's ability to respond to an unexpected hardware/software failure.) The following RAID levels provide: Level 0: data striping (spreading out blocks of each file across multiple disks) but no redundancy. This improves performance but does not deliver fault tolerance. Level 1: disk mirroring. Level 3: same as Level 0, but reserves on dedicated disk to be used for error correction data. This level provides good performance and some level of fault tolerance. Level 5: data striping

(at the byte level) and also stripe error correction information. This results in superior performance and good fault tolerance.

reel strip   A plastic strip with a set of symbols on a slot reel.

reel strip list   Provides exact paytable information and symbol alignment on each reel, and is shipped with the machine or with new reel program orders.

Reel Touch Bingo™ Series machine   IGT Class II gaming device powered by the Intel® 80960 processor. May be configured for either a touchscreen video monitor or spinning reels. A touchscreen LCD is included in the top box. Available in upright model only.

Reel Touch™ Series machine   IGT Class III spinning reel gaming device powered by the Intel® 80960 processor. Includes touchscreen LCD located in the top box. Available in upright model only.

replicated install   During the server configuration process, SmartStart gives the user the option of creating a "Replicated Install" diskette which allows the user to save configuration information into "profiles," which can then be used over and over to accelerate the installation process.

reserve fund   This account is used by the funding entity to accumulate prize contributions to pay for the prize base. As prize amounts are won, the prize base reset is used to decrement the amount.

reset amount   The starting amount for a progressive jackpot which is also the amount that is displayed after the progressive is hit.

reset switch   A key-activated switch that: enables option selections within some self test pages; enters and advances through the statistical data mode; and resets the machine's internal progressive parameters (as applicable) after a jackpot.

retail site   An establishment where gaming machines are played. This term is also synonymous with location, venue, and retail location.

RFA *Resident Flash Array*   This is an onboard flash memory for the Vision LCD operating system that needs periodic updating to function with new releases of the bonusing game software.

RISC *Reduced Instruction Set Computer*   A type of central processing unit that usually has a smaller number of instructions that can be completed in 1-2 clock pulses.

ROM *Read-Only Memory*   Memory whose contents can be read but not changed; used for storing firmware.

royal flush   A poker game hand consisting of a 10, Jack, Queen, King, and Ace of the same suit.

RS-232   A common standard for serial data communication interfaces.

RS-232 cable   Any cable that is wired in accordance with the RS-232 standard.

RS-422   A standard for serial data communication interfaces, different from the RS-232 standard in its electrical characteristics and in its use of differential pairs for data signals.

RS-485   The electrical interface for a high-speed serial port.

RTS *Real Time System*   The software which controls the collection of data from the CVT.

S2000™ machine   IGT Class III spinning reel gaming device powered by the Intel® 80960 processor. This machine is available in a 3-reel slant top, and 3- or 5-reel upright models.

S2000™ Barcrest Series machine   IGT Class III spinning reel gaming device featuring a Barcrest top box fitted on an S2000™ base machine. Powered by the Intel® 80960 processor. Available in an upright model only.

S2000™ Bonus Reel Series machine   IGT Class III spinning reel gaming device powered by the Intel® 80960 processor. Includes three conventional spinning reels and one bonus reel. Available in upright model only.

S-Plus™ machine   IGT Class III spinning reel gaming device powered by the Intel® 8032 processor. This machine is no longer manufactured by IGT. Parts and service are available on a limited basis.

S-Plus™ Limited machine   IGT Class III spinning reel gaming device featuring a Barcrest top box fitted on an S-Plus™ base machine. Powered by the Intel® 8032 processor. No longer manufactured by IGT. Parts and service are available on a limited basis.

SAMS *Security Accounting Management System*   A system that provides a secure environment to operate electronic gaming devices at a remote location using a cluster controller for communications with the EGMs.

SAS *Slot Accounting System*   A data collection and accounting package developed by IGT. Data on machine activity is transmitted to a controller which, in turn, transmits the collected data to a computer.

scanner   *See* **handheld terminal**.

schematic   An abstract representation of a complex device or concept, such as an electrical schematic.

screen button   The graphical representation of a button drawn on the video screen simulating the function of a physical button when the screen is touched within the screen button boundary.

scrolling   The vertical or horizontal movement of information (text or graphics) on a display screen in order to display additional information.

SDS™ *Slot Data System*   An accounting system product of Bally Gaming Systems®.

self test mode   The software mode that allows processor board input and output tests and enables option selections.

self test switch   A service control switch that enters and advances through the self test mode, and enables data transfer between the CMOS RAM and EEPROM chips.

Semi-Euro credit   A credit mode where coins may only be inserted up to the maximum bet amount. Any single win greater than the hopper limit is hand paid. A win that would cause the credits meter to exceed the credit limit is hopper paid. All other wins are paid to the credit meter. The credit limit is fixed at 9999.

SENET *Synchronous Expansion Network*   An IGT proprietary I/O controller capable of handling 256 inputs and 256 outputs (switches, lamps). An auxiliary multiplexed channel providing 2,048 additional outputs.

serial communication   Data communicated over a single-path communication line, one bit at a time.

serial interface   An interface driver that controls communication via serial ports, between application and serial peripheral devices.

serial number   The machine serial number which is stamped into the serial number tag on the outside of the machine.

server   A network computer or device that manages the network's resources. Servers are often dedicated (they perform only their server tasks.) However, on multiprocessing operating systems, a single computer can simultaneously execute several programs. In this case, the server would refer to the program that is managing the network's resources rather than the entire computer.

service light (candle)   A light assembly that mounts either on top of the machine or in a remote location and indicates various machine modes and game conditions. Most service lights have two or more stages, or sections, stacked vertically.

seven-segment display   An LED display device that is composed of seven separate straight bars of light that displays the digits 0 to 9 when the appropriate bars are illuminated.

shelf wheel   A round metal disc attached to the hopper pinwheel. The shelf wheel works with the pinwheel to position coins for ejection.

side eject hopper   The standard type hopper in most upright gaming machines that ejects coins in a sideward direction.

Simple Network Management Protocol (SNMP)   A set of protocols used to manage complex networks by sending messages, protocol data units (PDUs), to different parts of a network. SNMP-compliant devices, known as agents, store data about themselves in Management Information Bases (MIBs). When requested, agents send their MIBS, which report whether a device is functioning properly, to the SNMP requesters.

single/double progressive   Refers to the progressive operations of one or two top awards. Single progressive allows only the top award to be progressive. Double progressive allows the top two awards to be progressive.

SIS *Slot Information System*   A data collection package that enables the owner/operator of machines to keep information on players, as well as accounting information and statistical information related to machine events.

site   An establishment where gaming machines are played. This term is also synonymous with location, venue, retail site, and retail location.

site ID   A number used by the system to identify a location data record based on the ADSC, modem and CCOM numbers.

slant-top   A type of machine with a slanted top from which the game is viewed while the player is typically seated.

slave monitor board   A processor board that controls the video functions of the upper monitor in a dual-monitor machine or module.

slot game   A type of machine that utilizes spinning slot reels or a video simulation of reels. A win occurs when reel symbols line up in a specified manner.

slot handle   An optional handle located on the right side of a slot machine. Pulling the handle after a wager causes the reels to spin.

Slot Information System (SIS)   A data collection package that enables the owner/operator of machines to keep information on players, as well as accounting information and statistical information related to machine events.

slot reel   The part of a slot machine that holds one reel strip and spins. Machines generally have three or more independent slot reels.

SMART card reader   A device, connected to a workstation computer, that reads player or employee cards and allows access to player or employee records for display or update.

SMART System *Slot Marketing And Revenue Tracking System*   Modular system that is capable of providing player tracking, automating the accounting of a slot department, strengthening casino slot security and defining marketing targets.

SmartStart   The XVU server configuration process is guided by Compaq's SmartStart®, a graphical interface program. This program prepares the system for the loading of Microsoft's Windows NT Server and its service pack. Next, SmartStart prompts for the loading of Microsoft's SQL Server 7 and its service pack, and finally the EZ Pay Ticket System is installed.

SMIB *Slot Machine Interface Board*   A device containing logic and interface boards inside the card box or gaming machine. These boards store machine data until polled by the DCU.

SNMP *Simple Network Management Protocol*   A set of protocols used to manage complex networks by sending messages, protocol data units (PDUs), to different parts of a network. SNMP-compliant devices, known as agents, store data about themselves in Management Information Bases (MIBs). When requested, agents send their MIBs, which report whether a device is functioning properly, to the SNMP requesters.

soft count   The counting of paper currency and financial instruments (e.g., markers) generated by gaming operations.

soft drop   The controlled process of removing bills from bill acceptors located in gaming machines.

soft meter   An internal accounting system that can be displayed on the screen of a video machine, or in the coin window on a reel slot machine. The signals that increment or drive the hard meters are derived from the soft meter data, and the soft meters can be reset to zero.

solenoid   An electromagnetic device used to convert electrical energy into mechanical energy. The solenoid consists of a coil which, when energized, becomes a magnet. The magnet then causes a metal component to move in order to activate a mechanical device.

spectrum display   A dot-matrix, multi-color display device used to display the amounts in a progressive system.

split pay   An option that makes it possible to divide the game's cash-out amount between the hopper and the printer.

SQL *Structured Query Language*   A standardized query language that allows a user to request information from a database.

SSR *Solid State Relay*   A relay built primarily from integrated circuits and other electronic systems containing no moving parts as part of their prime functions.

stand   The wood or metal base, housing the drop box, to which a standard upright machine is attached.

standalone progressive   A progressive game played for a prize amount that can only be won on one machine.

Standard Euro credit   A credit mode where once the maximum bet is reached, all inserted coins are accumulated as credits in the credits meter up to the credit limit. A win that would cause the credits meter to exceed the credit limit is hopper paid. If this hopper pay amount is greater than the hopper limit, the amount is hand paid. All other wins are paid to the credits meter. The credit limit is set in self test.

statistical data mode   The software mode that displays statistics accumulated in the game play mode, such as the number of coins in or the number of credits won.

stepper motor   A motor used for precision motion control. Stepper motors rotate by applying a pulsed voltage to their windings. Each pulse causes the stepper motor shaft to rotate only a few degrees.

straight flush   A poker game hand consisting of five cards of the same suit with consecutive values.

Structured Query Language (SQL)   A standardized query language that allows a user to request information from a database.

subdirectory   A directory within a directory.

super cap   The large capacitors, C14 (.22F) on the SMIB logic board, and C26 (.47F) on the DCU board, which act as battery backup to RAM. They can maintain RAM up to seven days.

synchronous   Two or more procedures occurring at the same time controlled by a mutual timing signal or clock.

synchronous transmission   A data transmission in which the bits are transmitted at a fixed rate. The transmitter and receiver both use the same clock signals for synchronization.

tape backup   A mechanism that reads and writes information on magnetic tape to provide a copy of user's data in case of an accident.

telecommunication   Transmitting information in a telegraphic or telephonic manner by line or radio transmission.

Telltale-Plus   The circuitry which allows the machine to determine if any of the high security doors, including the main door, and processor board on the machine were opened while the power was turned off.

terminal   The main console (keyboard and screen) of a system.

terminator   A component used at the end of a daisy-chain cable run to complete the circuit.

theoretical hold   The percentage of each credit that the machine will keep as gross profit.

tilt   An error in machine operation that suspends game play. Tilts can be caused by hardware or software problems and must be corrected before game play can continue.

Token credit   A credit mode only available when the appropriate set chip has been used to select the credits per coin (token) amount. By selecting a nonzero number for the credit amount, the token credit mode can be selected in self test, while selecting a zero disables the credit mode. If the game was in token credit mode before using the set chip to change the credit amount to zero, the game defaults to Montana-style credit mode when powered up. (Refer to Montana-style credit.)

top box   An enclosed area at the top of the machine that typically contains a light box and display glass, a candle and/or various optional assemblies.

top glass   A silkscreened piece of glass that fits into the top part of a game and usually shows the paytable.

top panel   The main machine door on bar top and slant-top machines. The top panel typically contains the player switches and/or other player input devices, coin entry, coin tray, video or slot glass and other components.

touch panel   A player input device on some video games, such as touch-panel keno. When the player touches a designated area on the panel, a corresponding area on the video screen is activated.

touchscreen   A video monitor that also acts as an input device by the action of touching specific locations of the screen to perform some activity or action.

touchscreen button   The graphical representation of a button drawn on the screen simulating the function of a physical button when the screen is touched within the screen button boundary.

Transaction Processor Engine (TPE)   A set of programs that monitor and control the machines and are responsible for coordinating prize amounts, accumulating group meters, gathering game meters data and ensuring the integrity of the system.

translator   Compatibility buffer between ABS and IGS.

Transistor-Transistor Logic (TTL)   1) A family of integrated circuits having bipolar circuit logic. 2) A standard for interconnecting such circuits, which defines the voltages used to represent logical 0s and 1s.

twisted-pair wire   A type of wire that is made up of a pair of insulated copper wires twisted around each other to equalize, and therefore negate, outside electromagnetic interference. There are two varieties shielded twisted pair and unshielded twisted pair.

UART/DUART *Universal Asynchronous Receiver/ Transmitter and Dual Universal Asynchronous Receiver/ Transmitter*   These are integrated circuits that are used to communicate data from gaming machines to various accounting and security systems. The UART is a single device, i.e., one per package. The DUART is a dual device, i.e., two per package.

unit of credit   One unit of credit is equivalent to one unit of the base denomination associated with the game.

upright machine   A type of machine that stands erect, usually attached to a stand. The machine door is hinged on the side and the game is viewed from the front.

Vacuum Fluorescent Display (VFD)   A small graphic display used to convey game play, diagnostic, status and other messages to the player, attendant or operator.

VBatt   Battery voltage.

Version 1 CVT   The term used to refer to CVTs that are connected to video/reel machines with hoppers.

Version 2 CVT   The term used to refer to CVTs that are connected to video/reel machines with ticket printers.

VGD *Video Gaming Device*   A gaming machine. This term is also synonymous with EGM, machine, gaming machine, VGM and VLT.

VGM *Video Gaming Machine*   A gaming machine. This term is also synonymous with EGM, machine, gaming machine, VGD and VLT.

video monitor   A display device similar to a television screen used in video games to receive and display game and service information.

Vin   Voltage in.

virtual reel   The term used for electronic slot machines in which the number of reel stops in the computer program is greater than the number of stops on the actual reels of the machine.

Vision Series® machine   IGT Class III spinning reel machine powered by the Intel® 80960 processor. Includes LCD located in the top box. Available in slant top and upright models.

VLT *Video Lottery Terminal*   A type of game that is connected to a central computer system via a communications system. Video lottery customers often receive payment in the form of printed tickets that can be redeemed for cash.

voucher   A printed ticket from a video lottery terminal (VLT) which is redeemed for cash in lieu of direct payment as with a gaming machine.

Vout   Voltage out.

WAN *Wide Area Network*   A network of geographically distant computers and terminals.

wand   *See handheld terminal*.

WAP System *Wide Area Progressive System*   A group of progressive games that are played for a prize amount funded by the controlling agency. Refers to games such as Megabucks® and Quartermania®.

Wide Area Network (WAN)   A network of geographically distant computers and terminals.

win   Usually refers to the dollar value of a gaming machine's hold percentage. It is calculated by multiplying the coin-in value in dollars times the hold percentage.

window   A portion of the video display area dedicated to some specified purpose. Special software allows the screen to be divided into multiple windows that can be moved around and made bigger or smaller. Windows allow the user to treat the computer display screen like a desktop where various files can remain open simultaneously.

workstation   1) An individual work area that includes one or more devices on a network 2) A node through which a user can access a server or other nodes.

XVU *Cross Validation Unit*   A device that allows several clerk validation terminals (CVTs) to share ticket data so that patrons can redeem tickets at any other system-linked CVT or machine.

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