

GMT Time Zone designations are defined as follows:

**Table 3-2** GMT Time Zones.

Time Zone	Option
Greenwich Mean Time (GMT)*	Universal, Zulu, GMT+0, UCT, UTC, GMT-0, GMT0, Greenwich, GMT
East of GMT	GMT - x
West of GMT	GMT + x

\* Multiple options denote the GMT time zone. Each of the listed options identifies the same time zone.

x = Number of hours from GMT.

- 5 Choose the appropriate time zone and select **Set**. The *Date/Time* screen displays, [Figure 3-22](#).
- 6 Touch inside each **Time** and **Date** field to set the information. Each time a field is selected, a numeric pad displays for value entry.
- 7 Enter each value and select **Enter** on the numeric pad.
- 8 Select **Set** to save your settings. The *Administration Menu* displays.

## Communications Settings

The *Comm Setup Menu* enables the configuring of the protocols and other settings of the host system. Complete this portion of the game configuration based on the specific jurisdiction and site requirements. To access the *Comm Setup Menu*, complete the following:

- 1 From the *Administration Menu*, select **Setup**.
- 2 Select **Comm Setup**, [Figure 3-26](#).

**Figure 3-26** *Comm Setup Menu*.



### Dual Host Settings

The instructions below provide a generic Dual Host setup, with *Host Comm 1* set to **SAS Primary** and *Host Comm 2* set to **SDS**. Complete this portion of the game configuration based on the specific jurisdiction and site requirements.

- 1 From the *Administration Menu*, select **Setup**.
- 2 Select **Comm Setup**.
- 3 Select **Serial Ports** from the submenu.

The *Serial Comm Setup* screen displays, [Figure 3-27](#).

**Figure 3-27** Serial Comm Setup screen.



- 4 Touch inside the *Host Comm I* field to scroll through available options.

If selecting the **SAS Primary** host protocol, see [Table 3-3](#) through [Table 3-7](#) for reference:

**Table 3-3** Single Host with ticketing.

Host Comm 1	Host Comm 2					
Accounting Host	Ticketing Host	Address	Protocol	Remote Handpay Reset	Resend Handpay Pending	Host Config
ACSC	none	001	SAS	Disabled***	Enabled	Standard, Enhanced, System
Bally - SAS		001	SAS	Disabled***	Enabled	System
Bally - SDS		n/a	SDS	Disabled***	Enabled	SDS Ticketing
CDS - DOS		001	SAS	Disabled***	Enabled	Standard
CDS - Windows OASIS		001	SAS	Disabled***	Enabled	Enhanced
GSI - Crystal Web		001	SAS	Disabled***	Enabled	Enhanced
GSI - Signet (SDI)		001	SAS	Disabled***	Enabled	Standard
IGS		001	SAS	Disabled***	Enabled	Standard, Enhanced
Konami		001	SAS	Disabled***	Enabled	Enhanced
Mikohn		001	SAS	Disabled***	Enabled	Enhanced

**Table 3-4** Single Host without ticketing.

Host Comm 1	Host Comm 2					
Accounting Host	Ticketing Host	Address	Protocol	Remote Handpay Reset	Resend Handpay Pending	Host Config
Acres	none	001	SAS	Disabled***	Enabled	
Bally - SDS		001	SDS	Disabled***	Enabled	
CDS - DOS		001	SAS	Disabled***	Enabled	
CDS - Windows OASIS		001	SAS	Disabled***	Enabled	
GSI - Grips Crystal Web		001	SAS	Disabled***	Enabled	
GSI - Grips Signet (SDI)		001	SAS	Disabled***	Enabled	
IGS		001	SAS	Disabled***	Enabled	
Konami		001	SAS	Disabled***	Enabled	
Mikohn		001	SAS	Disabled***	Enabled	

**Table 3-5** E-Z Pay System.

Accounting Host	Ticketing Host	Note	Address	Protocol	Remote Handpay Reset	Resend Handpay Pending	Host Config
EZ-Pay*	1 - 50 (unique)	SAS	Disabled***	Enabled	Enhanced	EZ-Pay*	1 - 50 (unique)

**Table 3-6** Dual Host Systems - E-Z-Pay.

Accounting Host	Ticketing Host	Note	AcctAddr / Tkt Addr	Protocol	Remote Handpay Reset	Resend Handpay Pending	Host Config
ACSC	EZ-Pay*			None	Disabled***	Enabled	
Bally - SDS		non-promo	None	SDS	Disabled***	Enabled	Basic
Bally - SDS		promo	None	SDS	Disabled***	Enabled	Coupon
IGS				None	Disabled***	Enabled	
Konami				None	Disabled***	Enabled	
Mikohn				None	Disabled***	Enabled	
GSI				None	Disabled***	Enabled	
EDT				None	Disabled***	Enabled	

Table 3-7 Dual Host Systems - E-Z-Pay.

Accounting Host	Ticketing Host	Note	AcctAddr / Tkt Addr	Protocol	Remote Handpay Reset	Resend Handpay Pending	Host Config
Bally - SDS	ACSC	non-promo	1 / 1	SDS/SAS	Disabled***	Enabled	Basic/Enhanced
Bally - SDS	ACSC	promo	1 / 1	SDS/SAS	Disabled***	Enabled	Coupon/Enhanced



NOTE: EZ-Pay is responsible for Ticket-In/Ticket-Out (TITO) only. Accounting Host System is responsible for all other events.

\*\* In general, assign Accounting Host System to Host Comm 1 and Ticketing Host System on Host Comm 2; or, this may be reversed if customer requests.

\*\*\*Unless requested by customer.

- 5 Select **Config** (to the right of the *Host Comm 1* field) to set additional features for SAS. The SAS Setup screen displays, [Figure 3-28](#).

Figure 3-28 SAS Setup screen.

- 6 Select the correct settings by touching inside the available fields and scrolling or toggling through the available options until the correct value is selected. See [Table 3-8](#) for details.

**Table 3-8** *Host Comm I Field definitions.*

SAS	
Slot Accounting System (SAS) is IGT's proprietary communication protocol. SAS allows for three different types of validation in support of ticketing.	
Field/Term	Definition
Address	Game identifier. If using point-to-point communication, this setting is usually 1. If using multi-drop (multi-point) communication, this setting must be assigned by the casino or system administrator.
Validation	<ul style="list-style-type: none"> <li>■ Standard Validation: Ticket out capabilities supported, with the Ticket Validation number created by the machine. The Ticket cannot be inserted into another game, as the system is unable to validate the ticket.</li> <li>■ System Validation: Ticket in/Ticket out capabilities supported, with the Validation number generated by the host.</li> <li>■ Enhanced (Secured) Validation: Ticket in/Ticket out capabilities supported with the Validation numbers generated by the machine and sent to the host.</li> </ul>
Exceptions	Messages sent by the game to the host to report game events.
General Exceptions	Include messages on the general functioning of the game, door openings, Hopper full, and any hardware or software issues.
Status Exceptions	Include messages on the current game status, such as whether the game is in play, tilt condition, idle, or disabled.
Security Exceptions	Include messages that affect game security, such as entering Administrative options, modifying game setup options, or starting or shutting down game play.
Tilt Exceptions	Include tilts encountered by the game.
Remote Handpay Reset	Controls whether the game supports remote handpay reset by the host.
Resend Handpay Pending	Controls whether the game reports handpay pending exceptions every fifteen seconds until handpay information is recorded by the host.

- 7 Select **Save**. The *Serial Comm Setup* screen displays, [Figure 3-27](#).
- 8 Touch inside the *Host Comm II* field to scroll through available options and select the **SDS** host protocol.
- 9 Select **Config** (to the right of the *Host Comm II* field), [Figure 3-27](#), to set additional features for SDS. The *SDS Setup* screen displays, [Figure 3-29](#).

**Figure 3-29** *SDS Setup screen.*



10 Touch inside the *Mode* field to toggle through the available options:

**Table 3-9** *Host Comm II Field definitions.*

SDS	
Slot Data Systems (SDS) is Bally's proprietary communication protocol. Four modes are available for SDS.	
Field/Term	Definition
Basic SDS Mode	Game supports basic SDS Simple Serial protocol event handling. Simple Serial cannot manage multiple games in a slot machine or multiple bet games.
Extended SDS Mode	Game supports SDS Simple Serial protocol event handling plus Extended Simple Serial message support. Extended Simple Serial supports games that allow multiple denominations and/or multiple games in one gaming device, as well as System Cashless and SDS Coupons.
Coupon SDS Mode	Game supports SDS Simple Serial and Extended Simple Serial protocol, plus SDS Coupons Extensions, which is a comprehensive set of features that enable casino operators to issue bar-coded coupons to players as part of their casino marketing.
Ticket SDS Mode	Game supports SDS Simple Serial and Extended Simple Serial protocol, plus SDS Ticket Extensions, which allows for machine ticket printing and redemption.

11 Select **Save**. The *Serial Comm Setup* screen displays, [Figure 3-27](#).

12 Select **Set** to save your Comm settings.

13 At the confirmation screen, select **Yes** to confirm the Comm settings. The *Serial Comm Setup* screen displays, [Figure 3-27](#).

14 Select the **Host Setup** field. The *Host Setup* screen displays, [Figure 3-30](#).

**Figure 3-30** *Host Setup screen.*



15 Touch inside each field to scroll or toggle through the available options until the correct settings are selected.

16 Select **Save**. The *Administration Menu* displays.