

User Guide: Quick Reference

AVP Operating System Software

Family 014 (Version 1.4)



For use with the following base operating systems:

AVP014-00330 - AVP014-00xxx (AI014-090 - AI014-xxx)

This Quick Reference User Guide to the AVP Operating System contains brief descriptions of common AVP functions and features. Refer to the following documentation in the IGT Knowledge Base for additional information.

- AI014-xxxpsr
- User Guide AVP Operating System 014
- How-To Guide

Contact IGT Customer Service for additional information: telephone 1-866-777-8448, FAX 1-888-999-0668, or e-mail CSfaxLV@IGT.com.

Menu Access

Attendant Menu

Turn the Reset Key.

Operator Menu

Open the Main Door and press the Test Switch.

eKey Menu

Open the door. Unlock the Processor Board (Brain Box) door. Remove the USB Security Plate, if present, and insert the appropriate eKey into the USB connector.

NOTE: The eKey must be left in the USB connector while accessing the eKey security level; the machine exits the menu if the eKey is removed.

Main Menu

Accounting

Provides access to machine master and period meters, game accounting, security, and tilt information.

History

Recalls the last 10 or more games played on the machine, beginning with the most recently completed game.

Logs

Provides records of specific events that occur during machine operation, including dates, time stamps, and associated information.

Out of Service

Allows Out of Service mode to be enabled or disabled.

Setup

Provides configuration options for attract, cash handling, communication, game, machine, and main menu setup, including bank limits, bill and coin-related devices, protocol settings, clock settings, and machine sound volumes.

Support	Provides support to run diagnostic tests, export machine data, unlock and copy Player ID records, calibrate the touch screen, and verify program components.
Version	Provides support to report version numbers and perform cyclic redundancy check (CRC) calculations.

Options by Topic

Some options are unavailable when a game is in progress, credits are accumulated, or the machine is in a handpay condition. All options accessible with eKey000005 can also be accessed with eKey000007.

Accounting	<p>To view accounting information, touch Accounting and the desired sub-menu.</p> <p>Bill Accounting: Displays Master and Period values for the number of bills accepted by the bill validator.</p> <p>Cash/Credit Accounting: Displays Denomination accounting, Game accounting, and Master and Period accounting values. Denomination accounting contains the amount played and won for each denomination. Game accounting contains the amount played and won, the hold percentages for the game family, and game ID number for each game. The Master and Period accounting values display the games played and won, coins and bills in, drop, voucher accounting, and EFT transactions for the respective meter.</p> <p>Progressive Accounting: Displays, for each progressive type, the progressive hits per level and amount paid for each progressive level.</p> <p>Security Accounting: Displays the number of times each door was opened and closed, games played since the door was open, and games since the last power reset.</p> <p>Tilt Accounting: Displays the number of coin and bill jams, hopper coin jams, hopper-empty tilts, touch screen tilts, bill validator errors, recoverable errors, mechanical meter disconnects, and unexpected process terminations.</p>
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Accounting-Unit Denomination

To view the denomination for accounting units, access the Operator Menu and touch Setup > Cash Handling > Devices to view the Coin Devices Setup page. To change the denomination for accounting units from cold power-up, first choose new player denominations divisible by the desired accounting unit by touching the edit box next to DENOMINATIONS AVAILABLE TO PLAYER. Deselect the player denomination that corresponds to the current accounting unit denomination. Then select the new accounting unit denomination by touching the edit box next to ACCOUNTING DENOMINATION.

NOTE: The accounting-unit denomination cannot be changed after saving and exiting the Coin Devices Setup page.

AFT	To select a protocol to transfer funds, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to an AFT transfer option. Use eKey000005 and touch Setup > Communication > Protocol, Next, and the Advanced icons next to AFT transfer options to enable AFT, AFT ticket transfer, and AFT receipt printing. Con-
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figure additional options by touching the Advanced icons next to the AFT transfer options:

Registration Setup: Registration and point-of-sale (POSID) numbers will be supplied by the host system. Touch START REGISTRATION to begin a download.

Asset Number: An asset number is required for all AFT transfers.

External Bonus Win Limit: AFT external bonus win transfers cannot exceed this amount.

Partial Transfers: If set to YES, this option allows partial amount transfers.

Okay to Transfer to Ticket: If set to YES and the printer is enabled, this option allows AFT transfers directly to a voucher.

Okay to Print Transfer Receipts: If set to YES and the printer is enabled, this option allows AFT transfers which require a receipt.

Asset Number

To assign an asset number to the machine for the AFT system, use eKey000005 and touch Setup > Communication > Protocol, Next, and the Advanced icon next to the AFT transfer options.

Attract Mode Options

Configure attract mode options by accessing the Operator Menu and touching Setup > Attract.

Game Attracts: To enable game-specific attracts, access the Operator Menu and touch Setup > Attract > Game and the edit box next to ENABLE GAME-SPECIFIC ATTRACTS. To set the attract options for the individual themes, touch the edit box next to THEME-SPECIFIC ATTRACT OPTIONS.

Attract Cycling: To set the amount of time before the attracts appear, access the Operator Menu and touch Setup > Attract > Game and the edit box next to MINUTES TO WAIT BEFORE ENTERING ATTRACT MODE. To set the amount of time between displayed attracts while in attract mode, touch the edit box next to MINUTES TO WAIT BETWEEN DISPLAY ATTRACTS.

New Game Attract: To set the number of days to display the New Game attract after installing a theme, access the Operator Menu and touch Setup > Attract > Game and the edit box next to DAYS TO DISPLAY NEW GAME ATTRACT.

Game Cycling: To enable or disable automatic cycling through enabled games when the machine is idle, access the Operator Menu and touch Setup > Attract > Game Cycle and the edit box next to ENABLE GAME CYCLING.

Main Menu Idle Time: To set the amount of time the machine remains idle before the main menu appears, access the Operator Menu and touch Setup > Attract > Game Cycle and the edit box next to IDLE TIME BEFORE ENTERING THE MAIN MENU (SECONDS). To set the amount of time the machine will remain idle before the main menu exits, touch the edit box next to IDLE TIME IN MAIN MENU BEFORE EXITING (SECONDS).

More Games Advertisement: To select which monitor displays the More Games advertisement, access the Operator Menu and touch Setup > Attract > More Games Ad and the edit box next to MORE GAMES ADVERTISEMENT BANNER MONITOR/MODE. To select whether the More Games advertisement appears when money is inserted into the machine, touch the edit box next to DISPLAY MORE GAMES ADVERTISEMENT AFTER MONEY IN.

- Autohold** If this option is enabled, poker games hold possible winning combinations of cards and HELD appears by the cards. To allow Autohold to be enabled, use eKey000005 and touch Setup > Game > General Options and the edit box next to AUTOHOLD SUPPORTED IN THIS JURISDICTION. To enable Autohold, access the Operator Menu and touch the edit box next to ENABLE AUTOHOLD.
- Autoplay** If this option is enabled, the machine allows the player to play games automatically. To allow the player to start autoplay, use eKey000005 and touch Setup > Game > General Options and the edit box next to WHO CAN START AUTOPLAY.
- Background Color** To set the background color for poker or keno games, access the Operator Menu and touch Setup > Game > Enable/Disable, the Poker or Keno theme type, a poker or keno theme, and the edit box next to BACKGROUND COLOR.
- Bell Setup** To configure the bell rings on door openings and/or closings, use eKey000005 and touch Setup > Machine > Bell.
- Bill Rejection Limit** To set the number of consecutive times a bill can be rejected before the change lamp lights, access the Operator Menu and touch Setup > Cash Handling > Devices, Next twice, and the edit box next to SOFT TILT IF THIS MANY CONSECUTIVE ITEMS ARE REJECTED BY THE BILL VALIDATOR.
- Bill Validator Setup** **Enabling the Validator:** To enable or disable the bill validator, access the Operator Menu and touch Setup > Cash Handling > Devices, Next twice and the edit box next to PHYSICAL BILL VALIDATOR DEVICE ENABLED. **Host Control:** To select which host controls the bill validator setup, access the Operator Menu and touch Setup > Communication > Protocol > Next and the edit box next to BILL VALIDATOR SETUP. **Tilt Setup:** Allows the operator to configure tilt settings. From the Operator Menu, touch Setup > Cash Handling > Devices and Next twice to access the Bill Validator Setup page. **Bills Accepted:** To allow the bill validator to accept bills, access the Operator Menu and touch Setup > Cash Handling > Devices, Next twice, and the edit box next to BILL VALIDATOR ACCEPT BILLS. To select which bill denominations are accepted by the bill validator, access the Operator Menu and touch Setup > Cash Handling > Devices and Next three times to access the Bills Accepted Setup page.
- Button Panel Setup** To configure the mechanical button behavior, access the Operator Menu and touch Setup > Machine > Button Panel. To select the mechanical button configuration, use eKey000005 and touch Setup > Game > Enable/Disable. Touch a theme type, a game theme, and the edit box next to EASY BET ENABLED.
NOTE: The mechanical button configuration option may not be available depending on the game configuration or payable selected.
- Candle** From the Operator Menu, touch Setup > Machine > Candle. **Number of Candle Stages:** Default is a two-stage candle. On a two-stage candle, the top level signifies a tilt/change condition, the bottom

level signifies a door-open condition, and both levels flashing signify a handpay condition. On a three-stage candle, the top level signifies a handpay condition, the middle level signifies a door-open condition, and the bottom level signifies a change/tilt condition. On a four-stage candle, the top level signifies a handpay condition, the second (from top) level signifies a request for change/service, the third (from top) level signifies a tilt condition, and the bottom level signifies a door-open condition.

Game Complete Timeout (Seconds): Set the amount of time after a game completes and the main door is opened until the candle flashing stops.

Remote Configuration Indication: Determine whether the candle is used to indicate remote configuration in progress.

Card Reader

To enable a magnetic stripe card reader or player tracking ticket reader and configure player tracking ticket reader options, access the Operator Menu and touch Setup > Machine > Card Reader.

Card Size

To set the card size for poker games, if supported, access the Operator Menu and touch Setup > Game > General Options and the edit box next to POKER CARD SIZE.

Cash In Options

Credit Limit: Determines the maximum number of credits that can be accumulated. From the Operator Menu, touch Setup > Cash Handling > Limits and the edit box next to MACHINE'S CREDIT LIMIT.

Coins and Bills: Determine the maximum number of credits that can be accumulated. From the Operator Menu, touch Setup > Cash Handling > Limits and the edit box next to CASH IN LIMIT FOR COINS AND BILLS.

Non Cash In Limit: Determine the maximum monetary limit for funds transfers and vouchers. From the Operator Menu, touch Setup > Cash Handling > Limits and the edit box next to NON CASH IN LIMIT.

NOTE: The NON CASH IN LIMIT is only in effect when the OTHER DEVICES limit is set to NON CASH IN LIMIT.

Other Devices: Determine the maximum monetary limit from other devices. Use eKey000005 and touch Setup > Cash Handling > Limits and the edit box next to CASH IN LIMIT FOR OTHER DEVICES (E.G. AFT, VOUCHERS) LIMITED BY.

Transfer to Ticket: Determine the maximum amount allowed to transfer to a ticket or voucher. Use eKey000005 and touch Setup > Cash Handling > Limits and the edit box next to TRANSFER TO TICKET LIMIT.

Cash Out Setup

Enabling the Hopper: From the Operator Menu, touch Setup > Cash Handling > Limits, Next twice, and the edit box next to HOPPER ENABLED.

NOTE: The hopper can only be enabled if a secure count hopper is installed.

Setting the Hopper Limit: Amounts divisible by the hopper limit are paid from the hopper. When amount are not divisible by the hopper limit, coins are paid from the hopper and partial pays are paid by handpay or ticket. To determine the maximum amount paid from the hopper when tickets or vouchers are unavailable, access the Operator Menu and touch Setup > Cash Handling > Limits, Next twice, and the edit box next to MAXIMUM HOPPER PAYOUT (WITHOUT CASH OUT VOUCHERS). To determine the maximum amount paid from the hopper when tickets or vouchers are available, touch Setup > Cash Handling > Limits, Next twice, and

the edit box next to MAXIMUM HOPPER PAYOUT (WITH CASH OUT VOUCHERS).

Coin-Pay Limit: This limit determines the amount paid from the hopper before a ticket is issued. From the Operator Menu, touch Setup > Cash Handling > Limits, Next twice, and the edit box next to IF PRINTING A CASH OUT VOUCHER PAY THIS MUCH FROM THE HOPPER FIRST.

Special Partial Pay: When PAY COIN PORTION OF HAND PAYS FROM HOPPER is set to YES, the hopper pays amounts less than a dollar, making the handpay an even dollar amount. From the Operator Menu, touch Setup > Cash Handling > Limits and Next twice to access the Cash Out Limits Setup page.

Cancelled Handpays: To set the maximum handpay amount that can be cancelled, use eKey000005 and touch Setup > Cash Handling > Limits, Next twice, and the edit box next to MAXIMUM HANDPAY THAT CAN BE CANCELLED (0 TO DISABLE).

Cancellable Handpay Timeout: To set the maximum time a cancellable handpay is displayed before it is automatically cancelled and returned to the game, access the Operator Menu and touch Setup > Cash Handling > Limits, Next twice, and the edit box next to CANCELLABLE HANDPAY TIMEOUT IN SECONDS (0 TO NEVER TIMEOUT).

Maximum Handpay Displayed: This limit determines the maximum handpay amount that will be displayed to the player on the handpay message. Use eKey000005 and touch Setup > Cash Handling > Limits, Next twice, and the edit box next to MAXIMUM HANDPAY DISPLAY TO THE PLAYER.

Maximum Cash Out Amount: If PRINT VOUCHERS is set to YES, the MAXIMUM CASH OUT VOUCHER AMOUNT (0 FOR NO LIMIT) can be set. Partial pays will be paid by a handpay. Use eKey000005 and touch Setup > Cash Handling > Limits and Next twice to access the Cash Out Limits Setup page.

NOTE: This option is not supported if the amount is set to zero.

Cash Out Options: The operator can configure which cash out options are available to the player while the machine is disabled. From the Operator Menu, touch Setup > Cash Handling > Limits, Next twice, and the edit box next to CASH OUT BEHAVIOR WHILE TERMINAL DISABLED.

Celebration Animation: To enable the dollar sign shower animation during ticket printing, access the Operator Menu and touch Setup > Game > General Options and the edit box next to CASHOUT CELEBRATION ANIMATION ENABLED.

Certificate Management

To generate Certificate Signing Requests, import and remove certificates, and view certificate information, access the Operator Menu and touch Setup > Communication > Certificate Management.

NOTE: G2S protocol must be disabled in order to change any Certificate Management settings. Certificate Management is available only when using an IGT sbX system.

Clock

To set the time, date, and time zone on the real-time clock (RTC), access the Operator Menu and touch Setup > Machine > Clock. To configure the clock through a communication protocol, access the Operator Menu and touch Setup > Communication > Protocol and Next.

NOTE: If the time and date are set through a communication protocol, local RTC settings are ignored.

Coin Acceptor Options

To enable/disable the coin acceptor, select a denomination, and configure coin-drop options. Use eKey000005 and touch Setup > Cash Handling > Devices to access the Coin Devices Setup page.

NOTE: The coin acceptor denomination cannot be changed after saving and exiting the Coin Devices Setup page.

Coin-Pay Limit

This limit determines the amount paid from the hopper before a ticket is issued. From the Operator Menu, touch Setup > Cash Handling > Limits, Next twice, and the edit box next to IF PRINTING A CASH OUT VOUCHER, PAY THIS MUCH FROM THE HOPPER FIRST.

Comm Board Type

To select a comm board for each protocol, access the Operator menu and touch Setup > Communication > Protocol. Configure additional options by touching the ADVANCED icon next to each protocol.

Credit Limit

Determines the maximum number of credits that can be accumulated. From the Operator Menu, touch Setup > Cash Handling > Limits and the edit box next to MACHINE'S CREDIT LIMIT.

Denomination Options

Accounting Units: To view the denomination for the accounting unit, access the Operator Menu and touch Setup > Cash Handling > Devices and the edit box next to ACCOUNTING DENOMINATION.

This accounting-unit denomination cannot be changed after saving and exiting the Coin Devices Setup page.

Limit Denominations: To restrict the denomination selection for the SAS host to the accounting denomination set for the machine, access the Operator Menu and touch Setup > Cash Handling > Devices and the edit box next to ENFORCE SAS LIMIT ON 'DENOMINATIONS AVAILABLE TO PLAYER'.

NOTE: Set this option to NO when the G2S protocol is enabled.

Player Denominations: To enable denominations to be available for the selected paytables, use eKey000005 and touch Setup > Cash Handling > Devices and selection denominations in the edit box next to DENOMINATIONS AVAILABLE TO THE PLAYER.

Default Denomination: This is the denomination the machine selects when it enters idle mode. To set the default denomination, access the Operator Menu and touch Setup > Cash Handling > Devices and the edit box next to DEFAULT PLAYER DENOMINATION.

NOTE: If the player-selectable denominations are changed and the default denomination is not included in that set, the machine changes the default denomination to the lowest denomination in the set.

Hard Meter Denomination: Select the denomination used for hard meters by using eKey000005 and touching Setup > Cash Handling > Devices and the edit box next to HARD METER DENOMINATION.

Coin Acceptor: Select a denomination for the coin acceptor by using eKey000005 and touching Setup > Cash Handling > Devices and the edit box next to COIN ACCEPTOR 1 DENOMINATION.

NOTE: The coin acceptor denomination cannot be changed after saving and exiting the Coin Devices Setup page.

Diverter: Options are drop on hopper full, always hopper, and always drop. Use eKey000005 and touch Setup > Cash Handling > Devices and the edit box next to DIVERTER 1 BEHAVIOR.

Hopper Denomination: Select a hopper denomination by using eKey000005 and touching Setup > Cash Handling > Devices and the edit box next to HOPPER'S DENOMINATION.

NOTE: The hopper denomination cannot be changed after saving and exiting the Coin Devices Setup page.

Diagnostics

To use diagnostic functions, access the Attendant or Operator Menu and touch Support > Diagnostic and the desired sub-menu.

Comm Analyzer: Displays the status of all serial communication channels.

Device: Tests the machine devices.

- **Button & Switch:** Tests the player panel switches, reset key switches, door function, candle lamps, diverter, and handle solenoid.
- **Cash Handling:** Tests the hopper, coin acceptor, bill validator, printer, or card reader.
- **Display:** Verifies the monitor color purity and alignment and displays general information and timing for each monitor.
- **Feature Self-Test:** Runs a self-test on available devices and features.
- **Joystick:** Tests available pointing devices.
- **Light Bezel:** Tests colors and patterns for the bezel lights.
- **Network:** Configures and tests the Ethernet port. Touch Next to run a ping test.
- **Speakers:** Tests up to 6 connected speakers.

Game: Tests the games installed on the machine.

- **Evaluation:** Test paytables or reel strips.
- **Paytable:** Test paytables.

System Monitor: Displays machine voltage, temperature, fan speed, and battery voltage.

Digital Glass Setup

To configure which denominations display the pays as currency on the digital glass for Stepper games, use eKey000005 and touch Setup > Game > Enable/Disable, a theme type, a game theme, and the edit box next to SHOW GLASS PAYS AS CURRENCY. To select whether the digital glass displays paytables or the game theme, access the Operator Menu and touch Setup > Game > Enable /Disable, a theme type, a game theme, and the edit box next to STATIC PAYTABLE.

Double-Up

Allowing Double-Up: To allow double-up, use eKey000005 and touch Setup > Game > General Options and the edit box next to ALLOW DOUBLE UP IN THIS JURISDICTION.

Enabling Double-Up: To enable double-up, access the Operator Menu and touch Setup > Game > Enable/Disable, a theme type, a game theme, the edit box next to DOUBLE UP, a payable icon, and the edit box next to DOUBLE UP ENABLED.

Game Selection: To select the double-up type, access the Operator Menu and touch Setup > Game > Enable/Disable, a theme type, a game theme, and the edit box next to DOUBLE UP, a payable icon, and the edit box next to DOUBLE UP TYPE.

Double-Up Limit: Determines the maximum amount of money that can be won during double-up game play. Use eKey000005 and touch Setup > Game > General Options and the edit box next to DOUBLE UP LIMIT (ALL GAMES).

Max Cycles: Determines the maximum number of times a double-up game can be played. Use eKey000005 and touch Setup > Game > General Options, and the edit box next to DOUBLE UP MAX CYCLES (ALL GAMES).
NOTE: This option may not be available depending on the game configuration or paytable selected.

Easy Bet Setup

To restrict bets to predetermined levels and force a minimum bet, use eKey000005 and touch Setup > Game > Enable/Disable. Select a theme type and game theme and touch the edit box next to EASY BET. Bet levels and configurations are determined by the maximum bet for the game.
NOTE: This option may not be available depending on the game configuration or paytable selected.

EFT

To select which protocol controls EFT, access the Operator Menu and touch Setup > Communication > Protocol and Next.

Extensible Funds Transfer

To allow games to add or remove cashable player funds from the machine or to set the maximum amount of individual transfers, use eKey000005 and touch Setup > Cash Handling > Devices and Next four times.

EZ Pay

To select a communication protocol, port, and address, access the Operator Menu and touch Setup > Communication > Protocol. Configure additional options by touching the ADVANCED icon next to each protocol.

G2S Communications

To view or select the G2S protocol, maximum hosts allowed, machine ID, product ID, machine protocol, machine IP, machine port, host network ID, host protocol, host address, and host path, access the Operator Menu and touch Setup > Communication > Protocol and the ADVANCED icon next to G2STRANSSPORTG2S.

Legacy Meter Change: If set to REQUIRED, the G2S protocol cannot be used to install or uninstall packages, change denominations, or change themes without approval from the protocol that controls Legacy Meter Change. Touch Setup > Communication > Protocol, the ADVANCED icon next to G2STRANSSPORTG2S, and the edit box next to PROTOCOL THAT CONTROLS LEGACY METER CHANGE SETTING. To allow remote changes when a host is not available, this setting must be changed to NOT REQUIRED.

Door Closure/Restart Message Idle Requirement: If DOOR STATUS DISALLOWS MACHINE IDLE STATE is set to NOT REQUIRED, a main door closure message does not put the machine into a non-idle state. Touch Setup > Communication > Protocol and the ADVANCED icon next to G2STRANSSPORTG2S.

Post Configuration Delay: To set the amount of time the machine disallows game play following a remote option change, touch Setup > Communication > Protocol, the ADVANCED icon next to G2STRANSSPORTG2S, and the edit box next to POST CONFIGURATION DELAY IN MINUTES.

Override DHCP Config: If set to YES, the machine IP address must be set manually. Touch Setup > Communication > Protocol, the ADVANCED icon

next to G2STRANSPORTG2S, and the edit box next to OVERRIDE DHCP CONFIG.

Bonusing: To enable G2S bonusing, use eKey000005 and touch Setup > Communication > Protocol, the ADVANCED icon next to G2STRANSPORTG2S, and the edit box next to G2S BONUSING ENABLED.

NOTE: G2S Protocol must be disabled in order to change any of the above settings.

Remote Configuration: To select which protocol controls remote configuration, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to REMOTE CONFIGURATION.

Downloads: To select which protocol controls downloads, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to DOWNLOAD.

Wagering Account Transfer: To enable funds transfers over G2S, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to WAT. To allow funds transfers to the host, touch the ADVANCED icon next to WAT.

Game Language

To select game languages for games that support multiple languages, use eKey000005 and touch Setup > Game > Enable/Disable, and the edit box next to LANGUAGE.

Game Selection

Use eKey000005 and touch Setup > Game > Enable/Disable, a theme type, and a game theme.

Enabling Paytable(s): Touch the edit box next to ENABLE, select a payable, and touch the ENABLE SELECTED GAME button. More than one payable may be selected.

NOTE: Only one game theme should be enabled at one time on Stepper mechanical reel machines.

Select a Denomination: Touch the edit box next to ENABLE and select a payable. To associate a payable to each denomination, select denominations in the DENOMINATION CONFIGURATION box. Each denomination can have only one payable assigned.

Set a Max Bet: To set a maximum bet per theme or per enabled payable, touch the edit box next to MAXIMUM BET.

NOTE: The max bet selected may limit the denominations available.

NOTE: Per-game max bet configuration may not be available depending on the game configuration or payable selected.

MegaJackpot System ID: Set the system ID in the edit box next to MEGAJACKPOT ID.

NOTE: This setting is not configurable for non-MegaJackpot games.

NOTE: The MegaJackpot system ID cannot be changed once saved.

Game Speed

To set the game speed for poker or keno games or to allow the player to set the game speed, access the Operator Menu and touch Setup > Game > Enable/Disable, the Poker or Keno theme type, a poker or keno theme, and the edit box next to SPEED.

Handpay Receipts

When PRINT VALIDATION RECEIPTS is set to YES, accounting receipts are printed after handpays are cleared. Use eKey000005 and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT.

Handpay Options

Remote Handpay Reset: To allow remote handpay resets, use eKey000005 and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to HANDPAY RESETS. Set ENABLE ATTENDANT CONTROLLED RESET TO CREDITS (W2G) to NO by accessing the Operator Menu, touching Setup > Cash Handling > Limits, and Next once. To select which communication protocol allows the operator to remotely reset the machine from the host after a handpay condition, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to HANDPAY RESETS.

Jackpot to Credits: To allow jackpots to be reset to credits, use eKey000005 and touch Setup > Communication > Protocol, Next, and the edit box next to HANDPAY RESETS.

Maximum Handpay Reset: To set the maximum handpay amount that may be reset to credits, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the Advanced icon next to HANDPAY RESETS.

Lower Jackpot Limit: Any single win equal to or greater than the lower jackpot limit locks up the machine and the screen displays a handpay message. From the Operator Menu, touch Setup > Cash Handling > Limits, Next once, and the edit box next to FORCE HANDPAY OF WINS AT OR ABOVE THIS AMOUNT (0 TO DISABLE).

Fractional Amounts: To allow a handpay of less than the hopper denomination, use eKey000005 and touch Setup > Cash Handling > Devices and the edit box next to ALLOW HANDPAY OF CASHOUT AMOUNT LESS THAN HOPPER'S DENOMINATION (ALLOWS HOPPER'S DENOMINATION TO EXCEED GAME DENOMINATIONS). To require the player to play the remainder, touch the edit box next to FORCE CUSTOMERS TO PLAY OFF CREDITS BELOW THE HOPPER'S DENOMINATION.

NOTE: These options are only available when validation is disabled and a hopper is installed.

Secure Handpay (EZ-Route): If SECURE HANDPAY ENABLED is set to YES, a handpay notification is sent to the host every 15 seconds until the host requests the handpay information. If this option is disabled, the machine sends only one notification. Access the Operator Menu and touch Setup > Communication > Protocol and the ADVANCED icon next to SERIALSAS.

Validation: If validation is set to ENHANCED and VALIDATE HANDPAYS is set to YES, the SerialSAS system is notified of the handpay and a machine-generated validation number validates it. Use eKey000005 and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT.

Bell Rings: To enable bell rings on handpays, access the Operator Menu and touch Setup > Machine > Bell.

History

The last 10 or more games played on the machine are available for recall, beginning with the most recently completed game.

Hopper Options

Use eKey000005 to access denomination options.

Enabling the Hopper: Touch Setup > Cash Handling > Limits, Next twice, and the edit box next to HOPPER ENABLED.

NOTE: The hopper can only be enabled if a secure count hopper is installed.

Selecting a Denomination: To select a hopper denomination, touch Setup > Cash Handling > Devices to access the Coin Devices Setup page.
NOTE: The hopper denomination cannot be changed after saving and exiting the Coin Devices Setup page.

Fractional Amounts: To allow a handpay of less than the hopper denomination, touch Setup > Cash Handling > Devices and the edit box next to ALLOW HANDPAY OF CASHOUT AMOUNT LESS THAN THE HOPPER'S DENOMINATION (ALLOWS HOPPER'S DENOMINATION TO EXCEED GAME DENOMINATIONS). To require the player to play the remainder, touch the edit box next to FORCE CUSTOMERS TO PLAY OFF CREDITS BELOW THE HOPPER'S DENOMINATION.

NOTE: These options are only available when validation is disabled and a hopper is installed.

Hopper Limit

Amounts divisible by the hopper limit are paid from the hopper. When amounts are not divisible by the hopper limit, coins are paid from the hopper and partial pays are paid by handpay or ticket.

When Vouchers are Unavailable: To determine the maximum amount paid from the hopper when tickets or vouchers are unavailable, access the Operator menu and touch Setup > Cash Handling > Limits, Next twice, and the edit box MAXIMUM HOPPER PAYOUT (WITHOUT CASH OUT VOUCHERS).

When Vouchers are Available: To determine the maximum amount paid from the hopper when tickets or vouchers are available, access the Operator menu and touch Setup > Cash Handling > Limits, Next twice, and the edit box next to MAXIMUM HOPPER PAYOUT (WITH CASH OUT VOUCHERS).

Idle Mode Setup

The operator can determine which game is displayed while the machine is idle. If no game is selected, the machine displays the Main Menu. From the Operator Menu, touch Setup > Game > Enable/Disable, a theme type, a game theme, and the edit box next to DEFAULT THEME.

Jackpot to Credit

Determines the authorization level required to reset eligible jackpots to the credit meter. To allow attendant authorization, access the Operator Menu and touch Setup > Cash Handling > Limits > Next once, and the edit box next to ENABLE ATTENDANT CONTROLLED RESET TO CREDITS (W2G). To allow system authorization, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the Advanced icon next to HANDPAY RESETS.

NOTE: This does not include the progressive award.

Jackpot Limits

Lower Jackpot Limit: Any single win equal to or greater than this limit locks up the machine and the screen displays a handpay message. From the Operator Menu, touch Setup > Cash Handling > Limits, Next once, and the edit box next to FORCE HANDPAY OF WINS AT OR ABOVE THIS AMOUNT.

Upper Jackpot (W-2G) Limit: If the dollar amount of a single win is less than the upper jackpot limit, it is eligible for the jackpot to credit feature. From the Operator Menu, touch Setup > Cash Handling > Limits, Next once, and the edit box next to MAXIMUM HANDPAY THAT MAY BE RESET TO CREDITS (W2G LIMIT).

Let It Ride Limit

Wagers are allowed to ride up to or equal to the Let It Ride limit for blackjack games. To set the maximum limit, use eKey000005 and touch Setup > Game > Theme-Specific > Blackjack > [Blackjack Theme Name] > Let It Ride Limit.

Licensing Manager

To allow game play, a valid Game Theme license dongle must be inserted in any available non-secure USB port. To view information about license dongles, access the Operator Menu and touch Version > License > Dongle. To view all allocated licenses by the AVP System and information about each license, access the Operator Menu and touch version > License > Acquired.

NOTE: The time, date, and time zone on the real-time clock must be current for the license to be recognized.

Logs

To view log information, touch Logs and the desired sub-menu.

Event Logs: To view event logs, touch Logs > Events.

- All Events: The program default displays all events; however, one or more event categories can be selected for viewing, leaving all non-selected events off the display list. To deselect specific event categories, touch Logs > Events > All Events, the FILTER EVENTS button, and the event icon to be disabled. Event type groupings for this program are:

Option	Description	Option	Description
Attract	Attract mode activity	Media Display	Media display events
Bank	Money transactions such as cash in, cash out, bet and win	Menu	Menu access events
Cash Device	Status of cash-in and cash-out devices	Peripheral	External device tilts and events
Cash In	Player cash-in events	Progressive	Progressive events
Cash Out	Player cash-out events	Protocol	Active protocol and protocol-specific errors
Configuration	Configuration change events	Security	Door and device access events
EFT In	Electronic funds transfer events	System	System activity events
Error	Error events	Tilt	Created and cleared tilts
Game	Game activity events		

- **Bill In:** Displays information about bills accepted through the bill validator.
- **Cash Out:** Displays a history of player cash outs.
- **Download:** Displays a history of downloaded games.
- **Errors and Tilts:** Displays a history of tilts and corrections.
- **Extensible Transfers:** Displays a history of extensible funds transfers.
- **Handpay:** Displays a history of handpays.
- **Media Display:** Displays a history of media display changes and activity.
- **Progressive Wins:** Displays a history of progressive events.
- **Transfer In:** Displays information about transfers from the host system.
- **Transfer Out:** Displays information about transfers to the host system.
- **Voucher In:** Displays information about vouchers accepted through the bill validator.
- **Voucher Out:** Displays information about vouchers printed.

Protocol Information: To view information about the protocol and client, touch Logs > Protocol Information.

System Logs: To view system activity and errors, touch Logs > System.

Machine Data Export

The operator can transfer a summary of the system and host information to a PC using a USB drive. Options are All, Comms, Devices, Host Systems, Licenses, Meters, Packages, Processes, and Progressive Meters. To begin the transfer, access the Operator Menu and touch Support > Machine Data Export > Options. Select which information to transfer and touch OK and START.

NOTE: If multiple USB drives are inserted, data writes to the first drive inserted.

Main Menu Setup

To set the appearance of the main menu and to select the digital glass displayed during game or denomination selection, access the Operator Menu and touch Setup > Main Menu. To view the main menu selections, access the Attendant Menu and touch Setup and Main Menu.

Main Menu Style: To select the appearance of the main menu displayed to the player during game or denomination selection, touch the edit box next to MAIN MENU STYLE.

Custom Glass: When GAME SHOULD USE MAIN MENU'S DIGITAL GLASS is set to NO, custom digital glass images appear when the main menu is displayed. To select the digital glass image that appears when the main menu is displayed, touch the edit box next to DIGITAL GLASS GRAPHIC.

NOTE: Feature Install Package FI014-DG-xxxxxx-xx is required to enable additional custom digital glass.

Themes Per Page: To select the number of game themes available to the player on each main menu page, touch the edit box next to THEMES DISPLAYED PER PAGE.

Game Tabs: To create a tab on the main menu for each type of game play, touch the edit box next to GAME TAB 1, GAME TAB 2, and GAME TAB 3.

Advertise Progressive Text: To display PROGRESSIVE or JACKPOT on the main menu when a progressive value is not displayed, access the Operator Menu and touch Setup > Main Menu and the edit box next to TEXT USED TO ADVERTISE PROGRESSIVE. To select the message that appears on the spectrum display when the award amount does not fit,

access the Operator Menu and touch Setup > Game > General Options and the edit box next to WHAT TO DISPLAY ON SPECTRUM WHEN AMOUNT DOES NOT FIT.

Main Menu Digital Glass: When GAME SHOULD USE MAIN MENU'S DIGITAL GLASS is set to YES, games are forced to use the digital glass used in the player main menu. Game theme or paytable glass will not be displayed. Access the Operator Menu and touch Setup > Game > General Options.

Maximum Bet, Game-Specific

For a single theme, to select the maximum number of credits that can be wagered per game, use eKey000005 and touch Setup > Game > Enable/Disable, a theme type, a game theme, and the edit box next to MAXIMUM BET.

Maximum Bet, Machine-Wide

For the machine, to select the maximum amount that can be wagered per game, use eKey000005 and touch Setup > Cash Handling > Limits, Next once, and the edit box next to MACHINE MONETARY BET LIMIT (EXCLUDING DOUBLE-UP).

Maximum Bet Bonus

To select the minimum wager that qualifies for the maximum bet bonus, use eKey000005 and touch Setup > Game > Enable/Disable, the Poker theme type, a poker theme, and the edit box next to MAXIMUM BET.

Media Display Setup

To configure the service window, digital glass, play area, or player banner with a Media Display, access the Operator Menu and touch Setup > Media Display.

MegaJackpot System ID

For MegaJackpot games, the MegaJackpot system ID must be configured. To set the system ID, use eKey000005 and touch Setup > Game > Enable/Disable.

NOTE: This setting is not configurable for non-MegaJackpot games.

NOTE: The MegaJackpot system ID cannot be changed once saved.

Meters

Bill Stacker: Open the bill validator drop door and touch Accounting > Bill, Next, and the CLEAR BILLS IN STACKER button.

Clear Period Meters: Open the coin or bill validator drop door and touch Accounting > Cash > Period Meters and the CLEAR PERIOD METERS button.

Hard Meters: To select the denomination used for hard meters, use eKey000005 and touch Setup > Cash Handling > Devices and the edit box next to HARD METER DENOMINATION.

Minimum Wager

To set the minimum wager required per denomination before a poker or keno game is playable, use eKey000005 and touch Setup > Game > Theme Specific > the poker or keno theme type, a game theme, and Minimum bet. If more than one minimum wager is selected for a game, the machine defaults to the highest value.

NOTE: This option may not be available depending on the game configuration or paytable selected.

Monetary Display

To configure the way monetary values appear on Video player screens, use eKey000005 and touch Setup > Cash Handling > Monetary Type. Set the Native Monetary Type to BLANK if the required currency is not listed. Verify bill denominations by accessing the Operator Menu and touching Setup > Cash Handling > Devices and Next three times to access the Bills Accepted Setup page.

NOTE: The monetary type cannot be changed after saving and exiting the Monetary Type Setup page.

Credit Meter Display: If set to CURRENCY, the Video credit meter displays cash once the credits have dropped to zero. The meter displays cash until the player adds credits and toggles the display by touching the meter. Use eKey000005 and touch Setup > Cash Handling > Monetary Type and the edit box next to DEFAULT BEHAVIOR FOR CREDIT METER DISPLAY.

Network Communications

To set up the network options including Machine IP address, Default gateway, Netmask, Broadcast address, Name Server (DNS) 1, and Name Server (DNS) 2, or to view the machine MAC address, use eKey000005 and touch Setup > Communication > Network. To automatically detect network settings, touch the checkbox next to AUTO DETECT NETWORK SETTINGS.

Out-of-Service Mode

Allows the attendant to render the machine inoperable without turning the power off. If credits are accumulated, the attendant cannot place the machine into the out-of-service mode. To enable or disable the out-of-service mode, to allow remote configuration, or to allow remote configuration and download when door/restart status icons are visible, access the Attendant or Operator Menu and touch Out of Service.

Player Context

To unlock player context records and to reprint player context tickets, access the Operator Menu and touch Support > Player ID.

NOTE: The G2S protocol must be enabled to access the Player ID screen.

Player Lockout Setup

Hardware player lockout can be enabled from the Operator Menu for the first time; subsequent changes require the use of eKey000005. To configure player lockout options, access the Operator Menu and touch Setup > Machine > Player Lockout.

Printer Options

Enable/Disable the Printer: To enable the printer, set up the voucher options. Access the Operator Menu and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT.

Tilt Setup: Allows the operator to configure printer tilt settings. From the Operator Menu, touch Setup > Cash Handling > Devices, Next once, and the edit box next to PAPER LOW TILT TYPE.

Progressive Capability

View the progressive settings by accessing the Operator Menu and touching Setup > Progressive. Use eKey000005 and touch Setup > Progressive > Levels to configure progressive capabilities. Use eKey000005 and touch Setup > Progressive > Stand-Alone to configure standalone progressive capabilities.

NOTE: Progressive capability may not be available depending on the game and secure boot ROM installed.

Advertise Progressive: To display PROGRESSIVE or JACKPOT on the main menu when a progressive value is not displayed, access the Operator Menu and touch Setup > Main Menu and the edit box next to TEXT USED TO ADVERTISE PROGRESSIVE.

Progressive Rounding: To round progressive amounts and award an even accounting denomination, use eKey000005 and touch Setup > Progressive > Levels and the edit box next to PROGRESSIVE WIN ROUNDING.

Progressive Communications

To select which host protocol controls the progressive options, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to PROGRESSIVE. Configure additional options by using eKey000005 and touching the ADVANCED icon next to PROGRESSIVE:

NOTE: When selecting the host protocol, only select G2STRANSPORTG2S when an AVP Bonus System Controller (ABSC) host is connected.

Progressive Group Number: To set the progressive group number, touch the edit box next to SAS PROGRESSIVE GROUP.

Link Down: To allow game play while the progressive link is down, touch the edit box next to ALLOW GAME PLAY WHILE SAS PROGRESSIVE LINK DOWN.

Award Display: To display the progressive amount on the machine, touch the edit box next to DISPLAY SAS PROGRESSIVE AMOUNTS.

Combine Progressive Prizes: To combine progressive prizes and payable wins into one handpay tilt and display only the payable win, access the Operator Menu and touch Setup > Communication > Protocol, Next, the ADVANCED icon next to PROGRESSIVE, and the edit box next to COMBINE PROGRESSIVE PRIZES WITH NO AMOUNT AND PAY TABLE WIN HAND PAYS (MACHINE WIDE SETTING). This option should be set to YES only in jurisdictions that run the South African GRIPS system or use AFT to cash out wins to the system.

Promotional Tickets

Print promotional tickets/vouchers when PRINT VOUCHERS FOR RESTRICTED PROMOTIONAL AMOUNTS is set to YES. Access the Operator Menu and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT.

Protocol Limits

To set the protocol-specific, configurable limits, use eKey000005 and touch Setup > Communication > Protocol Limits, a protocol, and a client.

Remote Verification

To allow remote verification, access the Operator Menu and touch Support > Verify. Select a protocol and touch OK and START.

Remove Packages

To remove game packages, use eKey000005 and touch Setup > Game > Manage Packages.

NOTE: If G2S is enabled, this option is only available when Legacy Meter Change is set to REQUIRED and the protocol that controls LEGACY METER CHANGE is set.

SAS Communications

To select the SAS protocol, port, and address, access the Operator Menu and touch Setup > Communication > Protocol. Configure additional options by touching the ADVANCED icon next to SERIALSAS:

Comm Board Type: Select the type of protocol communication board.

Inter-Byte Timing: If ENABLE INTER-BYTE TIMEOUT is set to YES, messages are ignored if gaps between message bytes are greater than five milliseconds. Disable this option for slower player-tracking devices and hosts. Set the minimum response time (in milliseconds) by touching the edit box next to MINIMUM RESPONSE TIME IN MILLISECONDS.

Shut Down and Enable Control Allowed: If set to YES, the machine can be shut down or enabled by the SAS host.

Individual Game Enable Change Allowed: If set to YES, individual games can be enabled or disabled by the SAS host.

Secure Handpay (EZ-Route): If SECURE HANDPAY ENABLED is set to YES, a handpay notification is sent every 15 seconds until the host requests the handpay information. If this option is disabled, the machine sends only one notification.

Game Play Exceptions: If EXCEPTION FILTER (EXCEPTIONS REMOVED) is set to GAME PLAY, non-critical game play events, such as game has started and game has ended, are not reported to the SAS host.

Enable/Disable Sound: If HOST SOUND SETUP ENABLED is set to YES, the host can enable/disable sounds.

ROM Signature Includes Packages on Writeable Media: If set to BY FILENAME or BY CERTIFICATE, the SAS ROM signature poll verifies content stored in package directories on the hard disk in addition to the ROM chips.

Disable Conditions: If set to YES, the machine disables if the link to host is down, if the link to host is inactive, if the security buffer is full, or until the host enables the machine after system start.

Nack Count: Select the maximum number of negative acknowledgements that can be received before the machine is disabled by touching the edit box next to DISABLE MACHINE IF NACK COUNT REACHES (0 = NEVER).

Enable/Disable Bill Validator: If PHYSICAL BILL VALIDATOR DEVICE ENABLED is set to YES and a host is selected, the host can enable/disable the bill validator. To enable or disable the bill validator, access the Operator Menu and touch Setup > Cash Handling > Devices, Next twice, and the edit box next to PHYSICAL BILL VALIDATOR DEVICE ENABLED. To select which host controls the bill validator setup, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to BILL VALIDATOR SETUP.

Legacy Meter Change: When this option is enabled, the machine notifies the SAS host of any pending changes to the machine meter map. This allows the slot accounting system to make an orderly transition to the new meter map. To enable the legacy meter support, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to LEGACY METER CHANGE.

Exchange Rate: To allow foreign currency to be accepted at the current exchange rate, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to EXCHANGE RATE. To require player approval of the exchange rate, touch the ADVANCED icon and the edit box next to ASK PLAYER TO APPROVE EXCHANGE RATE.

NOTE: To enable the exchange rate function, the SAS host must support currency conversion, the non-native monetary types must be enabled, the service window must be set to Currency Conversion, and the bill validator must support the non-native currencies.

Legacy Bonusing: To enable pre-AFT style bonusing, use eKey000005 and touch Setup > Communication > Protocol, Next, and the edit box next to LEGACY BONUSING.

SAS Game Play Exceptions

If EXCEPTION FILTER (EXCEPTIONS REMOVED) is set to GAME PLAY, non-critical game play events, such as game has started and game has ended, are not reported to the SAS host. From the Operator Menu, touch Setup > Communication > Protocol and the ADVANCED icon next to a communication protocol.

Serial Number

This number should match the number on the serial ID tag attached to the outside of the machine. To set the machine serial number, access the Operator Menu and touch Setup > Machine > Serial Number and the edit box next to CABINET SERIAL NUMBER.

NOTE: The serial number cannot be changed once saved.

Asset Number: The machine asset number can be set from the Operator Menu the first time; subsequent changes require the use of eKey000005. To set the machine asset number, touch Setup > Machine > Serial Number and the edit box next to CABINET ASSET NUMBER.

Floor Location: The machine floor location can be set from the Operator Menu the first time; subsequent changes require the use of eKey000005. To set the floor location, touch Setup > Machine > Serial Number and the edit box next to MACHINE FLOOR LOCATION.

Model: To set the machine model, use eKey000005 and touch Setup > Machine > Serial Number and the edit box next to CABINET MODEL.

Site Information

To store the site name and address that is printed on vouchers, access the Operator Menu and touch Setup > Communication > Site ID.

NOTE: If site information is supplied by the EZ Pay system, this option should not be used.

Sound Options

Game Volume: To set the volume on the game sounds and attract mode, or to allow the player to set the volume on the game sounds, access the Operator Menu and touch Setup > Machine > Volume.

System Volume: To set the volume on security alarms, system sounds, and tilts, access the Operator Menu and touch Setup > Machine > Volume.

Host Enable/Disable: If HOST SOUND SETUP ENABLED is set to YES, the host can enable/disable sounds. From the Operator Menu, touch Setup > Communication > Protocol and the ADVANCED icon next to SERIALSAS.

Special Partial Pay

When PAY COIN PORTION OF HAND PAYS FROM HOPPER is set to YES, the hopper pays amounts less than a dollar, making the handpay an even dollar amount. From the Operator Menu, touch Setup > Cash Handling > Limits and Next twice.

Split Pay

Pay outs can be divided between the hopper and a ticket. From the Operator Menu, touch Setup > Cash Handling > Limits, Next twice, and the edit box next to IF PRINTING A CASH OUT VOUCHER, PAY THIS MUCH FROM THE HOPPER FIRST.

Touch Screen Calibration	Calibrate and test the touch screen controller. If the monitor has been adjusted, the operator must recalibrate the touch screen. From the Attendant or Operator Menu, touch Support > Touch Calibration and turn the reset key. To bypass the menu system, turn the reset key three times.
Tournament Capability	<p>Enabling Tournament Mode: If credits are not accumulated, access the Attendant or Operator Menu and touch Setup > Game > Tournament and the edit box next to MODE.</p> <p>Configure Tournament Game: To select the tournament game, access the Attendant or Operator Menu and touch Setup > Game > Tournament and the edit box next to TOURNAMENT GAME.</p> <p>Tournament Options: Options include whether tournament play is time-only, credit-and-time, or credit-only by entering the hours, minutes, seconds, and/or credit amounts. After the main door is closed, the selected game is ready for tournament play.</p> <p>Reset Tournament Game: To reset the tournament game once finished, turn the reset key and press the Deal/Draw button or access the Attendant or Operator Menu and touch Setup > Game > Tournament and Reset Session.</p> <p>Turn Off Tournament Game: To turn off tournament mode and return to regular play, turn the Jackpot key and press the Cash Out button or access the Attendant or Operator Menu and touch Setup > Game > Tournament and the edit box next to MODE.</p> <p><i>NOTE: Tournament options may not be available depending on the game configuration or payable selected.</i></p>
Type 25B Communications	<p>To select the Type 25B protocol, access the Operator Menu and touch Setup > Communication > Protocol. Configure additional options by touching the ADVANCED icon next to SERIALTYPE25B:</p> <p>Comm Board Type: Select the type of protocol communication board.</p> <p>Inter-Byte Timing: Set the minimum response time (in milliseconds) by touching the edit box next to MINIMUM RESPONSE TIME IN MILLISECONDS.</p>
USB Spectrum Setup	To set the USB spectrum text color, numeric alignment, and transition mode, access the Operator Menu and touch Setup > Machine > USB Spectrum.
Validation	<p>To select a communication protocol, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the edit box next to VOUCHER IN/OUT. Configure additional options by using eKey000005 and touching Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT:</p> <p>Enhanced Validation: Select this option when the EZ Pay system is used to validate vouchers and handpays. Touch the edit box next to VALIDATION STYLE. Select Enhanced.</p> <p>System Validation: Select this option when a non-EZ Pay, secure system is used to validate vouchers. Touch the edit box next to VALIDATION STYLE. Select System.</p> <p>Secure Standard Validation: Select this option when not using EZ Pay or other secure validation system but a SAS host is available. The</p>

machine will not print tickets if the validation buffer is full. Touch the edit box next to VALIDATION STYLE. Select Secure Standard.

Standard Validation: Select this option when not using EZ Pay or other secure validation system. Touch the edit box next to VALIDATION STYLE. Select Standard.

Version

To view version information, access the Attendant or Operator Menu, touch Version, and the desired sub-menu.

Device: Displays the version and CRC of device firmware. Touch Next, enter a starting seed value and address, and touch Calculate.

License: To view information about licenses allocated by the AVP System, touch Version > License > Acquired. To view information about license dongles, touch Version > License > Dongle.

Packages: To view game image file CRC, MD5, or SHA1, touch Version > Packages > Game, enter a starting seed value and address, select an algorithm, and touch Calculate. To view system image file CRC, MD5, SHA1, touch Version > Packages > System, enter a starting seed value and address, select an algorithm, and touch Calculate.

Paytable: Displays the paytable ID, paytable CRC, and configuration CRC. To set a starting seed value, touch Set Seed and Calculate.

Protocol: Displays the protocol version.

Voucher Options

To configure voucher options, access the Operator Menu and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT.

Voucher Acceptance: When ACCEPT VOUCHERS is set to YES vouchers will be accepted even if the printer is unavailable.

Reject Vouchers: If ACCEPT VOUCHERS is set to YES and REJECT VOUCHERS WORTH LESS THAN ONE CREDIT is set to YES, vouchers worth less than one current game denomination are rejected.

Print Vouchers: Print vouchers when PRINT VOUCHERS is set to YES.

Promotional Tickets/Vouchers: Print promotional tickets/vouchers when PRINT VOUCHERS FOR RESTRICTED PROMOTIONAL AMOUNTS is set to YES.

Foreign Vouchers: Print foreign vouchers when PRINT VOUCHERS FOR FOREIGN RESTRICTED AMOUNTS is set to YES.

Validate Handpays: If VALIDATION STYLE is set to ENHANCED and VALIDATE HANDPAYS is set to YES the system is notified of the handpay and a machine-generated validation number validates it. Use eKey000005 and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT.

Print Validation Receipts: Print validation receipts when PRINT VALIDATION RECEIPTS is set to YES. Use eKey000005 and touch Setup > Communication > Protocol, Next, and the ADVANCED icon next to VOUCHER IN/OUT.

Voucher Escrow Time: If the G2S protocol is enabled, the maximum amount of time a voucher may remain in escrow before it is rejected can be set. Touch the edit box next to MAXIMUM TIME EGM SHOULD ESCROW A VOUCHER IN SECONDS.

Win Setup

Maximum Wager: To select the maximum amount that can be wagered per game, use eKey000005 and touch Setup > Cash Handling > Limits,

Next once, and the edit box next to MACHINE MONETARY BET LIMIT (EXCLUDING DOUBLE-UP).

Lower Jackpot Limit: Any single win equal to or greater than this limit locks up the machine, and the screen displays a handpay message. From the Operator Menu touch Setup > Cash Handling > Limits, Next once, and the edit box next to FORCE HANDPAY OF WINS AT OR ABOVE THIS AMOUNT.

Jackpot to Credit (W-2G): Determines the authorization level required to reset eligible jackpots to the credit meter. To allow attendant authorization, access the Operator Menu and touch Setup > Cash Handling > Limits, Next once, and the edit box next to ENABLE ATTENDANT CONTROLLED RESET TO CREDITS (W2G).

NOTE: This does not include the progressive award.

Upper Jackpot (W-2G) Limit: If the dollar amount of a single win is less than the upper jackpot limit, it is eligible for the jackpot to credit feature. From the Operator Menu, touch Setup > Cash Handling > Limits, Next once, and the edit box next to MAXIMUM HANDPAY THAT MAY BE RESET TO CREDITS (W2G LIMIT).

Maximum Mid Game Bets Against Guaranteed Wins: To enable mid-game bets against guaranteed wins and to select the maximum amount that can be wagered, access the Operator Menu and touch Setup > Cash Handling > Limits, Next once, and the edit box next to MAXIMUM MID GAME BETS AGAINST GUARANTEED WINS (0 TO DISABLE).

Mid Game Bets Count Toward Max Bet Per Game: To select whether or not mid-game bets count toward the max bet per game, access the Operator Menu and touch Setup > Cash Handling > Limits, Next once, and the edit box next to MID GAME BETS COUNT TOWARD MAX BET PER GAME.