

Main Memory Operations

Each machine must be configured prior to use. This is normally performed on installation. The machine generally does not require further configuration unless there is a major failure in the memory of the machine.

The following procedure enables corrective action for a variety of situations where a machine system error or memory fault occurs.

1. If desired, first record meter information as described in the procedure *System Error*, next.
2. Clear the NVRAM.
3. Then either:
 - reload the existing configuration from EEPROM, or
 - perform a Full Configuration to implement a new set up.
4. If you perform a Full Configuration, you must copy from NVRAM to EEPROM to ensure the new configuration is backed up.

Note: These procedures reset all soft meters.

Currency/Paytable Style Selection Screen

Audit Mode

Currency Selection

Currency Symbol
Dollar

Paytable Style Selection

Paytable Style
Static_Paytable

Save

[COLLECT] - Select Current Item
 Save - Save Current Setup

[GAMBLE] - Previous Item
 [TAKEWIN] - Next Item

Note: *Paytable Style Selection* is only available when it is define in the game.

Full Machine Configuration Screen

Audit Mode

Machine Configuration Setup

| | |
|----------|-----------------|
| Currency | Paytable Style |
| Dollar | Static_Paytable |

Machine Identification

| | |
|-------------------------|------------------------|
| Machine Poll Address | 000 |
| Machine Serial Number | AG000000 |
| Hopper Collect Limit | (\$) 0030 |
| Hopper Refill Amount | (\$) 0200 |
| Printer Collect Limit | (\$) 0000 |
| Token Value | (\$) 0.25 |
| Large Win Handpay Limit | Unlimited (\$) 0000000 |
| Credit In Limit | Unlimited (\$) 0000000 |

Game Initiation

Bet Initiated game play with Gamble

Game Configuration

| | |
|----------------|------------------------------------|
| Game Selection | Fortune Fever |
| Bet Profile | \$0.01 20L var 99 88.04% |
| | Bet[1,2,5,10,50] Line[1,3,5,10,20] |

Hardware Setup

| | |
|-----------------------|---------|
| Coin Validator Fitted | Condor |
| Bill Validator Fitted | JCM |
| Hopper Fitted | Cyclone |
| Printer Fitted | NO |

SAS Configuration Items.

| | |
|--------------------------|-----|
| Electronic Fund Transfer | YES |
| Legacy Bonusing | YES |

Validation Configuration Sub Menu

Miscellaneous Configuration Items.

| | |
|-----------------|-----|
| RESERVE Enabled | YES |
| Host Fitted | YES |

Tower Light Configuration Sub Menu

Save Exit

-

| | |
|----------------------------------|---------------------------|
| [COLLECT] - Select Current Item | [GAMBLE] - Previous Item |
| Save - Save Current Setup | [TAKEWIN] - Next Item |

System Error

When a System Error occurs, the machine attempts to display its stored data so that you can write it down.

Note: The following procedure assumes that the screen is displaying a “System Error” message. The screen shown below should automatically appear.

If the system is able to read the metering information from its memory, it displays the screen below. Green digits are those the machine is sure are correct; digits that are blue are very likely wrong.

5. Hold SECURE and COLLECT for 5 seconds. Skip to Step 19 in the section *Clear NVRAM* below.

The SECURE switch is the furthest to the right of the three pushbuttons on the Main Board.

Metering Information Screen

Audit Mode

Metering Information

| Meter Name | Total Value | Periodic Value |
|----------------------------|-------------|----------------|
| TOTAL COINS IN(\$) | 3913.80 | 3913.80 |
| TOTAL COINS OUT (\$) | 3590.76 | 3590.76 |
| HAND PAID C/C (\$) | 0.00 | 0.00 |
| COINS TO DROP (\$) | 0.00 | 0.00 |
| COIN ACC. CREDIT (\$) | 0.00 | 0.00 |
| HOPPER PAID (\$) | 0.00 | 0.00 |
| PROGRESSIVE (\$) | 0.00 | 0.00 |
| BILLS ACC. CREDIT (\$) | 0.00 | 0.00 |
| E. TRANSFER IN (\$) | 0.00 | 0.00 |
| E. TRANSFER OUT (\$) | 0.00 | 0.00 |
| TOTAL DROP (\$) | 0.00 | 0.00 |
| MONEY OUT (\$) | 0.00 | 0.00 |
| GAMES SINCE LAST POWERUP | 0 | |
| GAMES SINCE LAST DOOR OPEN | 0 | |
| GAMES PLAYED (STROKE) | 1196 | |

All Meters are good.

Good Meter Digit Colour: This Text Colour (Green)

Corrupted Meter Digit Colour: This Text Colour (Dark Blue)

Press [SECURE] and [COLLECT] for 5 seconds to clear NVRAM.

OR: Restart Machine To Cancel NVRAM Clear Action.

Clear NVRAM

You need to clear the NVRAM only for a major fault (e.g. System Error) or to change the game type.

6. Unlock and open the Main Door to gain access to the Logic Cage.
7. Power down the EGM.
8. Break and remove the security tag seal and unlock the Logic Cage. Open the door by pulling it forward.
9. Remove the Main Board.
10. Turn on DIP switch 1.
11. Replace the Main Board.
12. Power up the EGM (middle LED on Main Board will flash).
13. Wait 10 seconds.
14. Power down the EGM.
15. Remove the Main Board.
16. Turn DIP Switch 1 off.
17. Replace the Main Board.
18. Power up EGM.
19. If a message 'EEPROM Data is available' appears, you have two options: To restore the previous configuration, continue at the next step. To perform a Full Configuration, skip to step 23.

If the message 'EEPROM Data is available' **does not** appear, perform a Full Configuration (that is, skip to step 23).

Copy from EEPROM

The EEPROM is the backup memory of the machine. A data transfer from the EEPROM to the NVRAM is required after an NVRAM reset if you are **not** going to perform a full configuration.

With the Configuration Mode screen displayed following a NVRAM Reset:

20. To copy from EEPROM to NVRAM, you have to turn the audit key to the reset position and press the COLLECT button at the same time for three seconds.
21. Follow the on-screen prompts.
22. Skip to step 34.

Full Machine Configuration

Note: This procedure clears the backup configuration data from the EEPROM, and all soft meters. Use this procedure to perform a Full Configuration:

23. To select Full Configuration press and hold the SECURE switch (furthest to the right of the three pushbuttons on the Main Board) and the COLLECT button on the Button Panel for five seconds.
24. The machine will now display the Machine Configuration Page with all items enabled.
25. To scroll the options use the GAMBLE (scroll up) and TAKEWIN (scroll down) buttons.
26. To select an option to change, press COLLECT. The highlight changes colour.
27. To change a field use GAMBLE or TAKEWIN to scroll the list of available settings.
28. To enter a change press COLLECT, or to discard the change press RULES.
29. Repeat the above steps to change the remaining fields as desired.
30. When you complete Machine Configuration, scroll to the Save option.
31. To save the changes press COLLECT (to discard all changes press RULES).
32. A green message "Data Saved to EEPROM Correctly." should appear. If it doesn't, the Main Board is faulty.
33. To exit Machine Configuration scroll to the Exit option and press COLLECT.

The revised configuration data is saved to NVRAM and automatically copied to the EEPROM for it to be available as a backup.

Finishing

34. Re-install, lock and re-seal the Logic Cage Door.
35. Close and lock the Main Door.
36. Configuration resets the Sound Volume to a default value: remember to reset this to the desired value as described in *Sound System Setup* in the *Operator's Manual*.