

SafeRAM™ Clear

A SafeRAM™ Clear erases information stored within battery-backed random access memory (RAM). A Complete SafeRAM™ Clear is essential before the first use, when EPROMs are changed, or if game memory becomes corrupted.

There are three levels of SafeRAM™ Clear:

Complete - Erases and reformats SafeRAM™. Game options are restored to factory default. All counters (soft meters) reset to zero.

Full - Resets all counters to zero except the SafeRAM™ Clear counters. Game options are restored to factory default.

Partial - Zeros all counters except SafeRAM™ Clear. All game configurations defined by DIP switches, jumper selections, and game options are preserved.

SafeRam™ Clear EPROMs with the corresponding Mains. Replace MPU Assembly and switch machine power ON. The machine will enter a Reel Calibration procedure whereby the home position is recorded in SafeRAM™. For tilt-free operation it is important that the procedure completes without interruption.



Note: If Market Code = 12, the MPU TEST button is inactive. A second keyswitch provides TEST functions.



Note: SafeRAM™ Clear EPROMs are required. Contact your Bally Gaming and Systems Distributor for part #ME9X0001-9 (set of two).

SafeRAM™ Clear Procedure

For a Complete, Full, or Partial SafeRAM™ Clear, turn the machine power OFF. Unlock and remove the MPU Assembly. Remove the Main EPROMs from U12 and U15 and replace them with the corresponding Clear Chips. Upon ensuring that the MPU Assembly is firmly seated into the Backplane Board, turn the machine power ON while depressing the appropriate buttons.

Complete - Press and hold the PSEUDO COIN and TEST buttons, then switch power ON. When the message **CH C** displays in WIN PAID, release the PSEUDO COIN and TEST buttons. The **CH C** message is followed by **CL C**.

Full - Press and hold the PSEUDO COIN button, then switch power ON. When the message **CH F** appears in WIN PAID, release the PSEUDO COIN button. The **CH F** message is followed by **CL F**.

Partial - Switch power ON. The message **CH P** displays in WIN PAID. The **CH P** message is followed by **CL P**.

If an error was detected during SafeRAM™ Clear as designated by **E C**, **E F**, **E P** in WIN PAID, repeat the operation.

Upon a successful SafeRAM™ Clear, the button and tower lamps flash. Switch power OFF and replace the

Switch Functions

The buttons on the Players Panel and on the MPU Assembly have multiple uses.

ProSlot® 5500 Switch Functions		
Switch	Location	Function
CHANGE	Main Door	- Activate Change Lamp - Restart or Activate some tests - Exit time and date setting after SafeRam™ Clear
CASH / CREDIT	Main Door	- Cashout Credits - Select Credit Mode on / off
BET ONE	Main Door	- Wagers 1 credit - Select Previous Option
SPIN	Main Door	- Spin Reels - Pause test display - Pause meter display - Change Options
BET MAX	Main Door	- Wagers maximum credits - Select next option, meter, or game
AUDIT KEYSWITCH (Upright Model)	Right Side of Machine	- Displays Bookkeeping Meters - Releases jackpot lockup - Triggers some Output Tests
AUDIT KEYSWITCH (Slant Top Model)	Front Panel, Above Door	- Same as above
2 ND KEYSWITCH	Near Audit Keyswtdh	-Selects between Revenue or Tournament game -Same as TEST (Market 12) -Adds or removes credits (International)
TEST	MPU Assembly	- Selects Tests or Function - Activates next Test or Function - Selects level of SafeRam™ clear
COIN MECH	MPU Assembly	- Enable or Disable coin acceptor and bill acceptor
PSEUDO COIN	MPU Assembly	- Simulates Coin In while main door is open - Select Next Option - Selects a level of SafeRam™ Clear
RESET	MPU Assembly	- Releases a machine tilt - Exits Test and Diagnostics
VOLUME	MPU Assembly	- Adjusts the level of sound