

Bally EVO SAFE RAM CLEAR

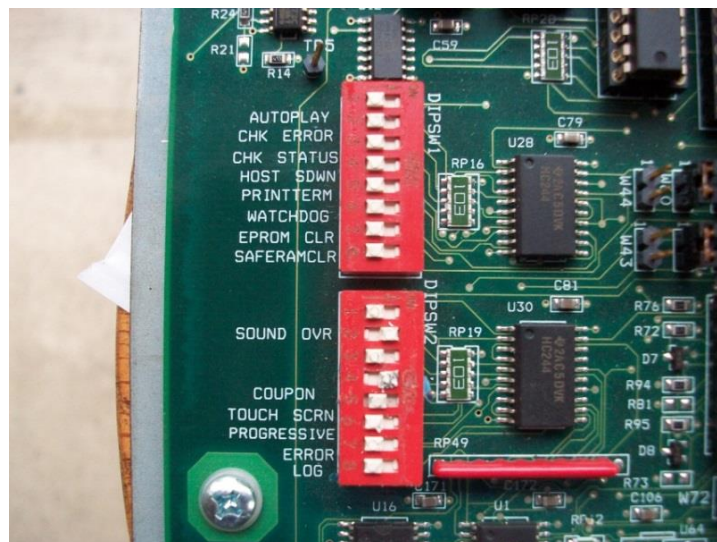
A SAFE RAM CLEAR is done when the MAIN eproms are replaced or the game memory becomes corrupt. **IMPORTANT!!! MAKE SURE MACHINE IS POWERED OFF WHEN REMOVING MPU TRAY !!!!** Remove the MPU board by sliding it straight out. Locate socket P9—U85 and insert SAFE RAM CLEAR eprom (V7S1000CLEAR-02) in it. **IMPORTANT!! Make sure notch on chip matches notch on socket.** Check to make sure none of the pins were bent when inserting it into the socket.

1. Set SW1 switch 8 to ON position for SAFE RAM CLEAR (See Picture to locate switch).
2. Make sure all SW1 and SW2 settings are correct as they will take effect when RAM is cleared. **You cannot change a setting later without doing another RAM CLEAR.** See below for switch options for machine in PLAY mode.

Switch Functions SW1/SW2

DIPSW1	DIPSW2
<u>Level Description</u>	<u>Level Description</u>
1 ON Autoplay	N/A Reserved
2 ON Ignore Checksum	ON Deluxe Sound**
3 ON Show State Status	N/A Reserved
4 ON Host Override	ON Enable 12 Button Deck**
5 ON Printer/Hopper Override	ON Bill to Tray Option
6 ON Watchdog Override	ON Touchscreen Not Installed
7 ON EEPROM Clear	ON Enable Progressive Change
8 ON SafeRAM™Clear	ON Show Error Log

Usually all switches in play mode **are off except for SW2-2 and SW2-4. These are set on if you have the Deluxe sound system and are using a 12 button deck. If you are using a regular 5 button deck switch SW2-4 must be set to off. Again you cannot change these settings after the game is setup except by doing a RAM CLEAR.

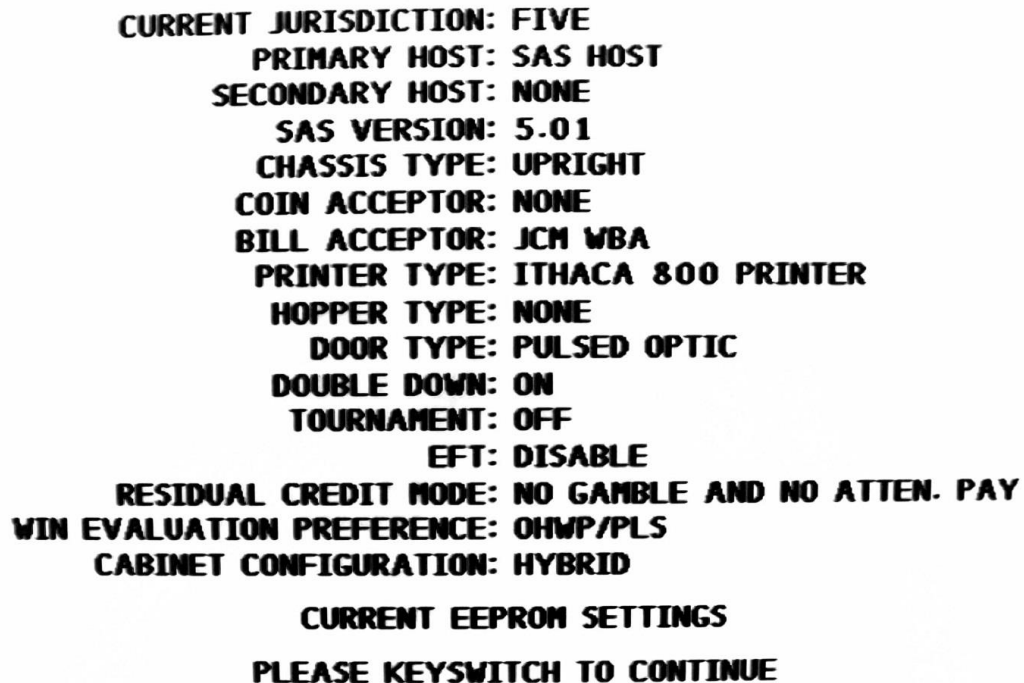


Switch Banks SW1 and SW2 in Play Mode

NOTE: SW2-2 and SW2-4 are set ON in this picture

SAFE RAM CLEAR PROCEDURE:

3. Place tray back in slot and switch on slot and allow the machine to boot up in RAM CLEAR mode. After a few minutes (seems like a long wait sometimes) a screen will appear showing the information in the picture below. Your information may vary according to how the slot was initially set up. For instance, if you don't have a printer it will say NO PRINTER, etc.



The screenshot shows a screen with a blue border containing the following text:

CURRENT JURISDICTION: FIVE
PRIMARY HOST: SAS HOST
SECONDARY HOST: NONE
SAS VERSION: 5.01
CHASSIS TYPE: UPRIGHT
COIN ACCEPTOR: NONE
BILL ACCEPTOR: JCM WBA
PRINTER TYPE: ITHACA 800 PRINTER
HOPPER TYPE: NONE
DOOR TYPE: PULSED OPTIC
DOUBLE DOWN: ON
TOURNAMENT: OFF
EFT: DISABLE
RESIDUAL CREDIT MODE: NO GAMBLE AND NO ATTEN. PAY
WIN EVALUATION PREFERENCE: OHWP/PLS
CABINET CONFIGURATION: HYBRID

CURRENT EEPROM SETTINGS
PLEASE KEYSWITCH TO CONTINUE

4. After you turn the reset key you will be asked to remove the RAM CLEAR chip and reset SW1 switch 8 to off. **CAUTION You must turn the slot off to remove the MPU to do this.** Permanent damage to the slot will result if you do not power down.
5. Reseat the MPU board after removing the RAM CLEAR chip and resetting switch 8 to off. Make sure it is plugged in correctly.
6. Power slot on and slot will begin its initial setup mode. Again, it will take a few minutes for the slot to boot
7. Follow the EVO Module 2 manual setup procedure to finalized slot setup. Once this is done you should get a screen and the slot will be in DEMO mode. In DEMO mode money cannot be inserted for credits. To change to normal operating mode you must setup the **HOST configuration** of the slot. **You get to this screen by opening slot door and turning reset key.**

8. Find the HOST configuration screen button and press it. You will be asked to enter a Terminal ID number and a serial number. I set my machine to ID number 1 and serial number 123456. Enter the number one on the screen and press the CR button on the screen keypad. Enter your serial number and once you do screen automatically will go to settings screen. Make choices needed for your setup. Most all the settings are done by using the touch screen. I set my slot to the settings seen in the screen below.

TERMINAL ID NUMBER	: 001
SERIAL NUMBER	: B7-123456
HOST MODE	: EFT DISABLED
HOST TYPE	: STANDARD
HOST BONUSES	: DISABLE
PROGRESSIVE	: DISABLE
VALIDATION TYPE	: NONE
REMOTE HANDPAY RESET	: DISABLE
PRINT HANDPAY RECEIPT	: DISABLE
HANDPAY EXCEPTION	: UNSECURE
COMM LOSS TILT	: DISABLE
JRCH CONTROL	: SAS

9. Once these settings are made confirm them and screen will go back to setup screen. Make choices correctly on this the first time as these CANNOT be changed without doing a RAM CLEAR again.
10. I also set the HOPPER/CREDITS limits so machine will accept money. I am running a penny denomination on my machine so I set my limits to the MAX payout of the game installed. Remember the settings are for COINS and not dollars.
11. I also set the Time and Date.
12. Close the door on the slot and your ready to play.
13. Please take note that the three micro switches in the slot must be in Play(lockdown) mode before the slot will operate. One is located on CD door, one for the computer tray lock, and one for the MPU logic board tray lock. If you slot has locks then all must be in LOCKED position. If you are not using locks the microswitches must be changed to simulate the locked position. Simply remove the jumper on the back of the microswitch and place it on the other terminal. Some of the switches are open and some closed but this is the easiest solution to (de)activating these if the locks are missing or not used.