

S300

USER'S MANUAL



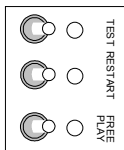


USER'S MANUAL

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1. SERVICE SWITCHES

The **Service Switches** (**TEST**, **RESTART** and **FREE-PLAY**) facilitate selection of the **operation mode** and the **initialization of the machine**. They are on the *Driver Door PCB*.



2. INITIALIZATION

Restart

The **RESTART** operation (also known as **initialization**) consists of resetting the machine's RAM memories to zero.

To RESTART the machine, follow the steps outlined below:

- 1) Open the main door.
- 2) Turn off the machine.
- 3) **Turn the machine on** with the **RESTART switch engaged**. The machine will display the message **Ini** followed by a code that indicates the result of the initialization (see **Table 1**).
- 4) Close the door.

Reset Factory

The **Reset Factory** procedure consists of the **complete initialization** of the machine. All electronic meters are reset and the configuration parameters take default values, according to the machine's **country code**. The **Reset Factory** operation can only be carried out if allowed by the **country code**, and if the **Fac Reset** parameter is activated.

To carry out a Reset Factory, follow the steps outlined below:

- 1) Open the main door.
- 2) Turn off the machine.
- 3) Engage the **ELECT** lock.
- 4) **Turn the machine on** with the **RESTART switch engaged**. The machine will display the message **Ini** followed by a code that indicates the result of the initialization (see **Table 1**).
- 5) Disengage the **ELECT** lock and close the door.

MESSAGE	C217 ^(*)	C218 ^(*)	DESCRIPTION
Ini_ _	C_OK	_ _	Incident-free initialization
Ini - R1 _	R1 _	R1 _	Recuperation of an electronic meter in E2PROM by resetting.
Ini - R12 _	R12 _	R12 _	Recuperation of all electronic meters in E2PROM by resetting.
Ini - RF_ A	RF_A	RF_A	Reset of E2PROM and RAM (Reset factory) memories. The machine is configured with the parameters predefined in factory.
Ini - RF_ I	RF_ I	RF_ I	Reset of the E2PROM memory by a memory address (Incremental Reset factory).

Table 1. Initialization result.

(*) The result of the last initialization performed is recorded in the **Electronic Meters C217** and **C218**.

3. OPERATION MODES

Play operation mode

This is the standard operation mode. The service switches (**FREE PLAY** and **TEST**) must be disengaged and the three associated LED displays must appear off.

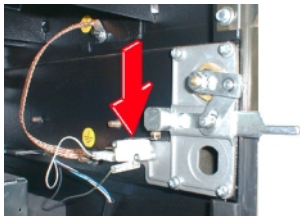
In order for the machine to operate correctly **all doors must be closed**.

Free-Play operation mode

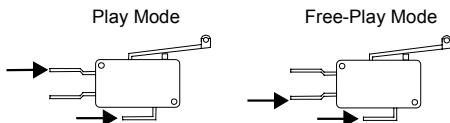
The *Free-Play* operation mode permits **demonstrations** of the game without the need to enter credits. The machine operates as if it were in *Play Mode*, only without paying out the prizes.

To activate the **Free-Play** Mode, follow the steps outlined below:

- 1) Open the main door.
- 2) Engage the **FREE-PLAY** service switch.
- 3) Turn off the machine.
- 4) Change the **microswitch** connection on the main door to *Free-Play Mode*. **If this step is not taken, the main door cannot be closed in *Free-Play mode*.**



- 5) **RESTART** the machine.
- 6) Close the main door.



To disengage the **Free-Play** Mode, follow the steps outlined below:

- 1) Open the main door.
- 2) Disengage the **FREE-PLAY** service switch.
- 3) Turn off the machine.
- 4) Connect the micro cables on the door in *Play Mode*.
- 5) **RESTART** the machine.
- 6) Close the main door.

Automatic operation mode

In the *Automatic* operation mode, the machine **automatically launches games** without **interruption**, that is, without a need to press the machine's buttons.

To activate the **Automatic Mode**, follow the steps outlined below:

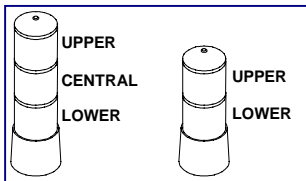
- 1) Open the main door.
- 2) Engage the **TEST** service switch.
- 3) Turn off the machine.
- 4) **RESTART** the machine.
- 5) Disengage the **TEST** service switch.
- 6) Close the main door.

To disengage the **Automatic Mode** follow the steps outlined below:

- 1) Open the main door.
- 2) Turn off the machine.
- 3) **RESTART** the machine.
- 4) Close the main door.

4. CANDLE

The candle is configured through the **SignPost** parameter of the **T.19.1Parameters** phase (reels) or **Signpost mode** in the **Parameters edition** menu (video).



One of its functions is to notify the attendant when players press the **CALL ATTENDANT** button. This signal depends on the *country code* (service meter **C203**):

COUNTRY CODES 01C & 31 A	OTHER COUNTRY CODES
The candle comes on and remains on until the ATTENDANT button is pressed again.	The candle comes on and remains on while the button is pressed.

STANDARD			
MESSAGE	LOWER BODY	CENTRAL BODY	UPPER BODY
No credits	OFF	OFF	OFF
Credits	OFF	OFF	OFF
Remote notification	FLASH	FLASH	FLASH
Attendant	ON	OFF	OFF
Test Mode	ON	OFF	OFF
Automatic Payment	OFF	OFF	OFF
Manual Payment	OFF	OFF	ON
Jackpot Payment	OFF	OFF	ON
Door Open	OFF	FLASH	OFF
Out of Order	OFF	ON	OFF

HOLLAND-0		
MESSAGE	LOW. B.	UP. B.
No credits	OFF	OFF
Credits	OFF	OFF
Remote notif.	FLASH	FLASH
Attendant	OFF	ON
Test Mode	OFF	ON
Auto. Payment	OFF	OFF
Man. Payment	FLASH	OFF
Jack. Payment	FLASH	OFF
Door Open	OFF	ON
Out of Order	FLASH	OFF

CANWCLC-0		
MESSAGE	LOW. B.	UP. B.
No credits	OFF	OFF
Credits	OFF	OFF
Remote notif.	OFF	OFF
Attendant	OFF	ON
Test Mode	OFF	OFF
Auto. Payment	OFF	OFF
Man. Payment	OFF	FLASH
Jack. Payment	OFF	FLASH
Door Open	FLASH	FLASH
Out of Order	OFF	OFF

CANHOLC-0		
MESSAGE	C. INF.	C. SUP.
No credits	OFF	OFF
Credits	OFF	OFF
Remote notif.	FLASH	FLASH
Attendant	OFF	ON
Test Mode	OFF	ON
Auto. Payment	OFF	OFF
Man. Payment	FLASH	FLASH
Jack. Payment	FLASH	FLASH
Door Open	FLASH	OFF
Out of Order	OFF	FLASH

HOLLAND-1		
MESSAGE	LOW. B.	UP. B.
No credits	OFF	OFF
Credits	OFF	OFF
Remote notif.	FLASH	OFF
Attendant	OFF	ON
Test Mode	FLASH	OFF
Auto. Payment	OFF	OFF
Man. Payment	FLASH	OFF
Jack. Payment	FLASH	OFF
Door Open	FLASH	OFF
Out of Order	FLASH	OFF

SWITZER.0			
MESSAGE	LOW. B.	CENTRAL B.	UPPER BODY
No credits	OFF	OFF	ON
Credits	ON	OFF	OFF
Remote notif.	FLASH	FLASH	FLASH
Attendant	OFF	FLASH	OFF
Test Mode	OFF	OFF	OFF
Auto. Payment	OFF	OFF	OFF
Man. Payment	OFF	FLASH	OFF
Jack. Payment	OFF	FLASH	OFF
Door Open	OFF	ON	OFF
Out of Order	OFF	FLASH	OFF

5. METERS

The machine has two meter systems: **electromechanical** (or **external meters**) and **electronic** (or **internal meters**).

Electromechanical (or external) meters

Electromechanical meters offer direct reading of the following variables:

STANDARD CONFIGURATION					
Entries	Outputs	Manual Prizes	Winings	Games	Bills

01234567 | 01234567 | 01234567 | 01234567 | 01234567 | 01234567

Entries	Winings	Outputs	Manual Prizes	Games	---
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FRENCH CONFIGURATION

ENTRIES

Credits played.

OUTPUTS

Credits paid as prizes **without** accounting for those paid out **manually**.

MANUAL PRIZES

Credits paid **manually** as prizes.

WINNINGS

Credits won (coins in winnings dropbox + bills in stacker).

GAMES

Games played.

BILLS

Credits entered as bills.

$$\text{PAYOUT PERCENTAGE} = \frac{100 \times (\text{OUTPUTS} + \text{MANUAL PRIZES})}{\text{INPUTS}}$$

Electronic (or internal) meters

Electronic meters record variables relative to the machine's **revenue, games** and **status**. According to the time recorded, they can be divided into:

a) Total Meters

These record the operation of the machine in **Real Play** (not in *Free Play* or *Automatic* modes) **since the last Reset Factory made**.

b) Partial Meters

These record **partial operation periods** in any play mode (**Normal, Free Play and Automatic**). They are initialized at 0 when a *RESTART* or *Reset Factory* is carried out.

To view the electronic meters, engage the ELECT lock.

General accounting and coin management meters (Total/Partial Account)

These record information relative to credits played, prize-winning credits, credits to the dropbox, coins entering, paid out, to the dropbox, etc.

Number	Description
C0001	Credits played
C0002	Awarded winning credits
C0003	Manually-paid credits
C0004	Credits to dropbox
C0005	Credits for manually-paid prizes
C0006	Credits for automatically-paid prizes
C0007	Games played
C0008	Credits cancelled
C0010	Bill credits to dropbox
C0011	Credits of the external bill acceptor to dropbox
C0012	Prize-winning games
C0013	Promotional credits loaded from the HOST (SAS)
C0014	Credits played with card (GEMPLUS)
C0015	Credits dumped to card (GEMPLUS).
C0016	Non-cashable credits loaded from the HOST (SAS).

Number	Description
C0017	Cashable credits loaded from the HOST (SAS).
C0018	Credits dumped to HOST (SAS).
C0020	Coins inserted in play (coin 1)
C0021	Coins inserted in play (coin 2)
C0026	Coins paid in play (hopper)
C0030	Coins to dropbox in play (coin 1)
C0031	Coins to dropbox in play (coin 2)
C0036	Coins dispensed for change (hopper) ⁽²⁾
C0040	Coins to hopper in Play mode
C0041	Coins to hopper in Test mode
C0043	Coins to hopper by direct refilling
C0044	Coins paid by hopper (in play) ⁽³⁾
C0045	Coins discharged
C0046	Coins dispensed by hopper error
C0047	Coins available in hopper
C0048	Coins discharged by hopper test
C0070	Bills 1 inserted in play
C0071	Bills 2 inserted in play
C0072	Bills 3 inserted in play
C0073	Bills 4 inserted in play
C0074	Bills 5 inserted in play
C0075	Bills 1 inserted in test
C0076	Bills 2 inserted in test
C0077	Bills 3 inserted in test
C0078	Bills 4 inserted in test
C0079	Bills 5 inserted in test
C0080	Balance of coins in hopper test
C0085	Coins to dropbox in test (coin 1)
C0086	Coins to dropbox in test (coin 2)
C0096	Bills inserted during voltage fault (not converted to credits)
C0097	Bills with code detected by stacker ≠ from that detected by validator
C0098	Bills inserted and not recognized (voltage fault, etc.)
C0099	Bills selector protocol error
C1000	Bills 6 inserted in play
C1001	Bills 7 inserted in play
C1002	Bills 8 inserted in play
C1003	Bills 6 inserted in test
C1104	Bills 7 inserted in test
C1005	Bills 8 inserted in test

Number	Description
C1010	Manually-paid credits in play (within game)
C1011	Reply from C-0001, but can be externally reset
C1012	Reply from C-0002, but can be externally reset
C1020	Simple deductible bonus credits
C1021	Simple non-deductible bonus credits
C1022	Simple wager bonus credits
C1023	Deductible multiplier bonus credits
C1024	Non-deductible multiplier bonus credits

(1) *Secondary meter. Its value is calculated from other meters.*

(2) *Change: return of coins if the number of credits is higher than the maximum allowed when a bill is entered.*

(3) *It also registers the coins incorrectly dispensed due to a fault in the disburser's braking system.*

Technical Service meters

These record information on the model of the machine, return percentage, error lists, number of times the doors have been opened, etc.

Number	Technical service meter description
C0200	Machine model
C0201	SMD (game)
C0202	System version
C0203	Country code
C0204	Revision code
C0205	Memory B Checksum
C0206	Theoretical percentage
C0207	Hours of operation
C0208	Mode of play
C0209	Restarts (total)
C0210	Manual restarts
C0211	Pulses to electromechanical meters in test
C0212	Memory B checksum
C0213	Memory A checksum
C0214	Administrative number of machine
C0215	Number of times the upper or main door has been open
C0216	Number of times the revenue door has been open
C0217	Last restart code (RESTART) ⁽²⁾
C0218	Last recuperation code E2PROM ⁽²⁾

Number	Technical service meter description
C0219	Machine denomination
C0220	Credits available to play
C0221	Credits pending payment
C0223	Last manual payment
C0224	Last credits inserted (key credits mode)
C0225	Manual jackpot prize credits
C0226	Manual non-jackpot prize credits
C0227	Manual external jackpot (link) prize credits
C0228	Number of maximum prizes appearing
C0230	Games played since the last connection to the mains
C0231	Games played since the last time the door was closed
C0232	Number of times rack door opened
C0233	Number of times bill selector door opened
C0234	Number of times front door opened
C0240	Communication error with INMAQ PCB.
C0241	10 consecutive communication errors with the INMAQ PCB (FALL A0)
C0242	Internal error with INMAQ PCB
C0243	10 consecutive internal errors with the INMAQ PCB (FALL A1)
C0244	Lack of communication between INMAQ and Host
C0245	1000 consecutive lacks of communication between INMAQ and Host (FALL A2)
C0246	INMAQ PCB resets made from each specific protocol
C0247	HW incoherence errors in communications with through COM3
C0248	SW incoherence errors in communications with through COM3
C0250	Reel 1 out of order
C0251	Reel 1 synchronism fault
C0253	Reel 2 out of order
C0254	Reel 2 synchronism fault
C0256	Reel 3 out of order
C0257	Reel 3 synchronism fault
C0259	Reel 4 out of order
C0260	Reel 4 synchronism fault
C0270	Machine error code (last)
C0271	Machine error code (last)
C0272	Machine error code (last)
C0273	Machine error code (last-1)
C0274	Machine error code (last-1)
C0275	Machine error code (last-1)
C0276	Machine error code (last-2)

Number	Technical service meter description
C0277	Machine error code (last-2)
C0278	Machine error code (last-2)
C0279	Machine error code (last-3)
C0280	Machine error code (last-3)
C0281	Machine error code (last-3)
C0285	Last error code SAT 75.
C0289	Number of times stacker removed
C0290	Bill inserted (last)
C0291	Bill inserted (last-1)
C0292	Bill inserted (last-2)
C0293	Bill inserted (last-3)
C0294	Bill inserted (last-4)
C0300	Current internal configuration (country code)
C0301	Default internal configuration (country code)
C0302	Microswitch hardware (SWA, SWB)
C0303	Microswitch bank 1 in E2PROM
C0304	Microswitch bank 2 in E2PROM
C0305	Microswitch bank 3 in E2PROM
C0306	Microswitch bank 4 in E2PROM
C0307	Microswitch bank 5 in E2PROM
C0308	Microswitch bank 6 in E2PROM
C0309	Microswitch bank 7 in E2PROM
C0310	Microswitch bank 8 in E2PROM
C0311	Microswitch bank 9 in E2PROM
C0312	Microswitch bank 10 in E2PROM
C0313	Microswitch bank 11 in E2PROM
C0314	Microswitch bank 12 in E2PROM
C0320	Internal coin selector tokenization (Credits per coin)
C0321	External coin selector tokenization (Credits per coin)
C0330	PIC identification
C0331	PIC identification
C0332	Days programmed. Initialized with register 16 when RSI reading made.
C0333	Days remaining
C0334	Hours remaining (12xC0333). Hours of machine operation.

⁽¹⁾ Secondary meter. Calculated from other meters.

⁽²⁾ See Table 1.

Multigame Total/Partial Meters

These record information relative to each particular game (playing data, credits played, prize winners, games played, etc.).

Number	Description
C4000	Game model 1
C4001	Game profile 1
C4002	Game definition version 1
C4003	Game number within multigame
C4004	Game 1 theoretical rate
C4005	Maximum bet programmed for game 1
C4006 to C4009	Reserved for game 1
C4010	Credits played in game 1
C4011	Prize-winning credits in game 1
C4012	Prize-winning credits, paid manually in game 1
C4013	Games played in game 1
C4014	Prize-winning games played in game 1
C4015	Cancelled credits paid manually in game 1
C4016	Progressive prize-winning credits in game 1 (aut+man)
C4050	Tournament games (Partial only indicates last tournament)
C4051	Games won in tournament (Partial only indicates last tournament)
C4052	Credits played in tournament (Partial only indicates last tournament)
C4053	Prize-winning credits in tournament (Partial only indicates last tournament)
C4054 to C4099	Reserved for game 1
C4100 to C5999	Space for 19 more games, with the same structure as game 1

Jackpot Meters (Buffer Meters)

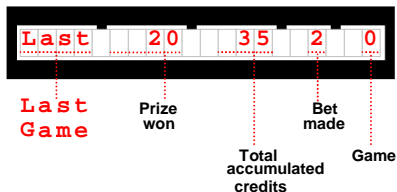
These record the **last 10 jackpots hit**. For each jackpot, the **jackpot number**, the **credits paid** and the **total credits played** up to that time are stored.

Number	Jackpot meter description
__ 1 _ 1 / C0370	Jackpot number (last jackpot appearing)
__ 1 _ 2 / C0380	Credits paid
__ 1 _ 3 / C0390	Total credits played
__ 2 _ 1 / C0371	Jackpot number (penultimate jackpot appearing)
__ 2 _ 2 / C0381	Credits paid
__ 2 _ 3 / C0391	Total credits played
__ 3 _ 1 / C0372	Jackpot number (antepenultimate jackpot appearing)
__ 3 _ 2 / C0382	Credits paid
__ 3 _ 3 / C0392	Total credits played
__ 4 _ 1 / C0373	Jackpot number (fourth jackpot appearing in reverse order)
__ 4 _ 2 / C0383	Credits paid
__ 4 _ 3 / C0393	Total credits played
__ 5 _ 1 / C0374	Jackpot number (fifth jackpot appearing in reverse order)
__ 5 _ 2 / C0384	Credits paid
__ 5 _ 3 / C0394	Total credits played
__ 6 _ 1 / C0375	Jackpot number (sixth jackpot appearing in reverse order)
__ 6 _ 2 / C0385	Credits paid
__ 6 _ 3 / C0395	Total credits played
__ 7 _ 1 / C0376	Jackpot number (seventh jackpot appearing in reverse order)
__ 7 _ 2 / C0386	Credits paid
__ 7 _ 3 / C0396	Total credits played
__ 8 _ 1 / C0377	Jackpot number (eighth jackpot appearing in reverse order)
__ 8 _ 2 / C0387	Credits paid
__ 8 _ 3 / C0397	Total credits played
__ 9 _ 1 / C0378	Jackpot number (ninth jackpot appearing in reverse order)
__ 9 _ 2 / C0388	Credits paid
__ 9 _ 3 / C0398	Total credits played
__ 10 _ 1 / C0379	Jackpot number (tenth jackpot appearing in reverse order)
__ 10 _ 2 / C0389	Credits paid
__ 10 _ 3 / C0399	Total credits played

6. SUMMARY OF MOST RECENT GAMES

Reels

- Engage the **REST** lock. A rotation of the reels will be automatically produced, stopping on the last combination obtained.



The digit furthest to the right shows the game number, counting in reverse order. In other words, the last game is given number **0**, the penultimate **1**, and so on, up to **9**.

- START** to view the **previous** game.
- BET** to view the **next** game.
- To return to **play** mode, withdraw the key from the **REST** lock.

Video

- Engage the **REST** lock. On the monitor, the information relative to the *credit system* is shown. To view the rest of information on the last ten games:

Previous/next game

It switches between the information relative to **Syst Crd** and the specific game, for example **Vslot**.

Previous/next page

This changes the page on the screen relative to the specific game.

Previous/next dealt

This changes the dealt.

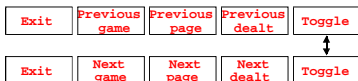
IMPORTANT: The last game played is number **0**.

- To return to **play** mode, withdraw the key from the **REST** lock.

```

10 LAST GAME RESULTS (Real Play)[REST KEY]
Game: Crd. Syst   Page:1/1   Dealt:0

Game..... 2
Credits - Start of Dealt ... 9
Credits before payout ... 9
Payout ..... 0
Cancelled credits ..... 0
Last credits cancelled ... 0
    
```



7. INSTRUCTIONS FOR CASINO ATTENDANTS

Following are the steps to be taken by casino attendants when deemed appropriate or in the event of a contingency indicated by the machine. The periodicity of these actions is defined by the degree of machine usage, and therefore should be established based on the specific experience of each casino, with the aim to interrupt the machine's operation during gaming hours as little as possible.

Manual prize pay-out

Associated parameters:

Mx.AutPay	Automatic payment limit (prizes or credit cancellation).
Drop	Fixed amount of coins paid through the hopper.
Mp Module	Manual payment module.
HandPayPrize	Value as of which prizes are paid manually.

Associated meters:

C0005, C0105 Credits of prizes paid manually.

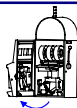
- 1) **Take note of the amount to pay out.**
- 2) Release the machine by engaging the lateral **REST** key.

Refilling coins in hopper

In order for the revenue meters associated to the hopper to display the correct quantities, refilling must be carried out by the following steps. It is recommended to refill with the same quantity at all times (200 by default).

REFILLING COINS IN HOPPER

- 1) Open the main door.

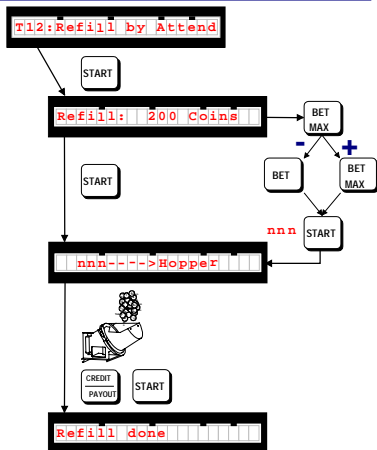


- 2) Select the **TEST** operating mode.



- 3) Complete the phase
T12: Refill by Attend
Atend (reels) or
Refill by attendant
 (video).

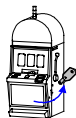
It is important that a quantity of coins equal to that defined in the phase be deposited so that the meters display real quantities.



- 5) Select the **PLAY** operating mode or perform a **RESTART** if **RED18** or **SAT 01** appeared.

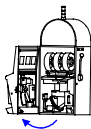


- 6) To conclude the process, **close the main door**.

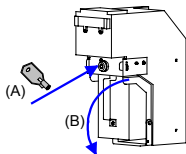


Collecting from bill validator

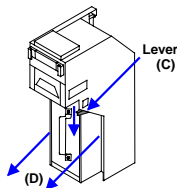
- 1) **Open the main door.**



- 2) Open the **lock** of the *stacker* (A), turning the key one quarter turn clockwise, and **recline** the *stacker* lock support downward (B).



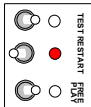
- 3) **Move** the *stacker fastening lever* downward (C). It is next to the right upper guide. Then **pull** the *stacker* out, holding it by the handle (D).



- 4) Insert the empty *stacker*. At the end of the stroke, it must be pushed upward until the *fastening lever* is engaged.

- 5) Raise the *stacker* lock support (B) and lock it.

- 6) Take note of the **partial electronic meters associated with bill revenue (ELEC side key)** and **RESTART** the machine (reset the partial meters). Finally, **close the main door**.



Collecting from dropbox

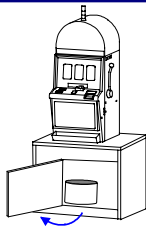
Meters associated with collecting from the coin dropbox:

C0030, C0130 Coins to dropbox in play (coin 1)

C0031, C0131 Coins to dropbox in play (coin 2)

COLLECTING FROM THE DROPBOX

- 1) **Open** the door of the base or stand.



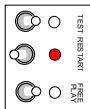
- 2) **Empty** the winnings container.

- 3) Put the winnings container back into place.

- 4) **Close** the door of the stand.

- 5) Take note of the values on the **electronic meters associated with collection from the coin dropbox** (use the lateral **ELEC** key).

- 6) Finally, it is recommended to **RESTART** the machine in order to **initialize** the partial meters.



Manually entering credits

Associated parameters:

Cred. Only / [CO] Crd. Only

Credits without coins. Mode of play in which credits can be entered by key (attendant). In this case, prizes must be paid out by attendant.

[Co]Mx.Lo / [CO] Mx. Load

Purchase limit in case of Credits without coins enabled.

MANUAL ENTERING CREDITS

1) Engage the lateral **REST** key.

2) Using the buttons, select the number of credits desired according to:

START	1 credit
BET MAX	10 credits
BET	100 credits
CREDITS/PAY-OUT	Validates the number of credits. Also allows cashing in of credits.

3) Withdraw the lateral **REST** key.

Restocking paper in pay-out printer

Out of order associated: SAT B1.

1) **Open the main door.**

2) Replace the empty paper roll with a new one.

3) *ITHACA printer only:*

- Press **FEED** (on the printer) until the paper passes the paper output sensor.
- Press the printer **TEST** lever.

4) Press **RESTART**.

5) **Close the main door.**

8. OUT OF ORDER AND OTHER WARNINGS

COD.	DESCRIPTION
SAT 01	Second warning due to lack of coins in hopper.
SAT 02	Hopper outlet microswitch permanently activated.
SAT 03	Extra coins let out at the end of payment.
SAT 04	Outlet microswitch permanently deactivated.
SAT 05	Coins let out with hopper shut off.
SAT 06	Automatic pay-out interrupted, recoverable by hopper.
SAT06C	Liquidation of available credits can be performed by hopper.
SAT 07	Pay-out interrupted, not recoverable by hopper.
SAT 08	Manual pay-out interrupted.
SAT08C	Cancellation of available credits. Can be performed by attendant.
SAT 09	Hopper disconnected.
RED 10	Checksum error of partial meters.
SAT 11	Modification of normal game to semi-automatic or vice versa.
RED 12	RAM fault.
SAT 13	Checksum error in EPROM.
SAT 15	Modification of microswitches in control PCB.
SAT 16	Modification of E2PROM microswitches.
RED 18	First warning due to lack of coins in hopper.
SAT 20	Illegal entry of coins.
FALL20	Irregularity in coin selector.
FALL21	First warning due to lack of coins in hopper.
FALL22	Third warning due to lack of coins in hopper.
FALL26	Hopper coin outlet microswitch always activated.

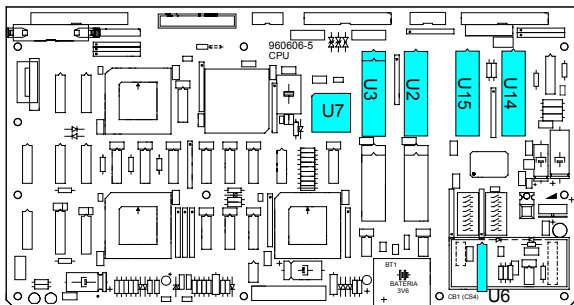
COD.	DESCRIPTION
FALL27	Extra coins let out at the end of payment.
FALL28	Hopper coin outlet microswitch always deactivated.
RED 30	Communication error between reels PCB and control PCB.
RED 31	Internal error in reels PCB.
RED 32	Game synchronism detection error (reels).
RED 38	Second warning due to lack of coins in hopper.
SAT 40	Lack or fault in access to totalizator meters.
SAT 41	Lack or fault in access to the E2PROM.
SAT 42	Lack or fault in access to internal clock.
SAT 43	Data coherence error in totalizator meter.
SAT 44	Data coherence error in E2PROM.
SAT 45	Data coherence error in clock.
SAT 46	Writing error in totalizator meters.
FALL46	Incorrect reading of totalizator meters.
SAT 47	Writing error in the E2PROM.
FALL47	Incorrect reading of E2PROM.
SAT 48	Totalizator meters incompatible with memory version.
SAT 49	E2PROM incompatible with memory version.
SAT 50	Totalizator meters incompatible with machine.
SAT 51	Illegal definitions of the E2PROM meters.
RED 52	Erroneous data in the E2PROM.
FALL55	Sound not programmed.

COD.	DESCRIPTION
FALL56	Operational error in the OKI.
SAT 57	Country code modified.
SAT 58	SMID modified.
FALL61	Stacker full. Bill validator disconnected (JCM-Parallel).
FALL62	Bill validator. Abnormal intake of bills.
FALL63	Bill validator inhibited by capacity limit.
SAT 64	Bill validator without stacker (JCM-RS232)
FALL65	Fault in bill validator when pulses received (JCM-Pulses, CBV-pulses).
SAT 66	Unidentified bill (JCM-Pulses).
SAT 67	Communication fault in bill validator (JCM-pulses, JCM-RS232, CBV-RS232)
FALL 68	5 bills rejected consecutively (JCM-Parallel, JCM-RS232).
SAT 70	The Mikohn centralizer does not respond to the prize obtained.
SAT 71	Fault in attaining value of coins in progressive jackpot
SAT 72	Mikohn system disconnection.
SAT 73	Collective jackpot parameters modified.
SAT 75	Check configuration of progressive jackpot.
SAT 76	Host-type jackpot selected. Centralizer (INMAQ) undefined.
SAT 81	Fault in electromechanical meter CR1.
SAT 82	Fault in electrom. meter CR2.
SAT 83	Fault in electrom. meter CR3.
SAT 84	Fault in electrom. meter CR4.
SAT 85	Fault in electrom. meter CR5.
SAT 86	Fault in electrom. meter CR6.
FALLA0	Communication error between machine and INMAQ PCB.
FALLA1	Internal error in the INMAQ PCB.

COD.	DESCRIPTION
FALLA2	Communication error between the INMAQ PCB and external device.
SAT A2	No communication between the INMAQ PCB and Host.
FALLA3	Incompatible protocols between machine and INMAQ PCB.
FALLA4	Error related to protocol installed in the INMAQ PCB.
SAT A5	Transaction error between Host and machine
SAT B0	Pay-out printer. Internal error.
SAT B1	Pay-out printer. Refill paper.
SAT B2	Pay-out printer. Disconnected during print-out.
SAT B3	Pay-out printer. Printer not detected.
SAT B4	Administrative number is 0.
SAT B5	Mandatory configuration parameters not programmed (denom., tokenization, ...).
SAT B6	Touch-screen controller not detected.
SAT BF	Configuration phase modified, reinitialization necessary.
SAT D0	Bill validator PnP phase must be programmed.
SAT D1	Plug & Play not available in bill validator.
SAT D2	Error: values of Bill Plug & Play phase do not coincide with bill validator memory.
SAT D3	Plug & Play phase programming completed.
SAT D4	Country code incompatible with bill validator PnP.
SAT D5	Plug & Play Coin selector not programmed.
SAT D7	Changes in the Test & Play data stored (denom. modified).
SAT D8	Test & Play programming completed

9. CHANGING THE MEMORY VERSION

Before installing certain versions of memory (for example changing to an updated version that supports *tokenization*), it is necessary to install temporary erase memories (**ERASE**) and follow the instructions given by the machine. Contact the **After-Sales Service** of **UNIDESGA GAMING** for the proper memories and the specific instructions for installation if they exist.



U7	U2	U3
PD 01	1024 kb (8 Mbits)	1024 kb (8 Mbits)
PD 03	512 kbytes (4 Mbits)	512 kbytes (4 Mbits)
PD 08	1024 kb (8 Mbits)	

U6	U14	U15
PAT 062	512 kbytes (4 Mbits)	512 kbytes (4 Mbits)
PAT063	1024 kb (8 Mbits)	

NOTES

UNIDESA GAMING reserves the right to modify the present user's manual, without prior notification.

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