TEST T11: OPTIONSTEST

Summary keyboard

[T] [1][1][=] access to the "OPTIONSTEST"

[Q] end of test
selection OPTIONS family
[+] Increment OPTION address
decrement OPTION address
[-] decrement OPTION address
[M] [x] [x][=] direct access to a variable
complement to the variable of TRIP type
[x][x] ...[=] modification of the variable of STEPPER type
[A][x][x][x][x] introduction secret code modification OPTIONS
[A][x][x][x][x][x][x][x][x]

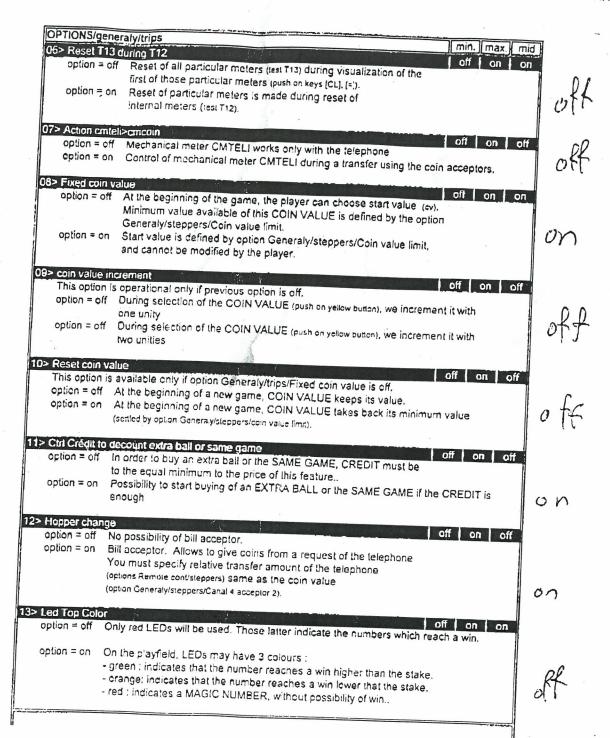
[A][x][x][x][x][x][x][x][x]

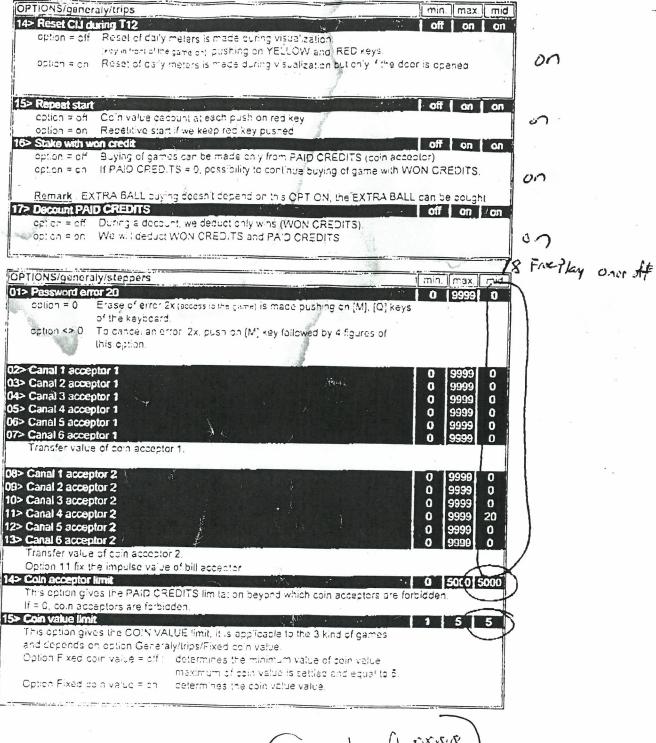
WAYNE

OPTIONS/gener		
option = off	A CONTRACT OF THE CONTRACT OF	Le
option = on	Decount will be done with the telephone. CREDIT decount if, at power on, we move the MANUAL LIFTER. Decount with the telephone always possible.	014
02> Memory tilt	off on off	
option = aff option = on	At power on, the game starts with a TILT (both lamps of the lift are lift). The game starts again in the same state it has before the cut. The control of the TILT is made at power off, if a TILT occured during a cut of the game, this latter starts in a TILT mode.	off
03> Shutter with	1 sw. off on off	
option = off	Gestion of the shutter panel is done by 2 optos. Two well defined positions are possible: - the shutter panel is opened (balls are falling) - the shutter panel is closed (balls stay on the playfield).	Af
oplion = on	Gestion of the shutter panel is done by 1 opto. Only one well defined position is possible: the shutter panel is always close, when balls fall, the shutter panel opens up and closes itself directly.	011
04> Display ball e		
	No display of error code during an anomaly of counting balls.	00
option = on	Display of an error code during an anomaly of counting balls. Erase of this error requires the technician's intervention.	at
	(canned the keyboard and push on keys [M] [Q]).	U!)
05> Security extra	ction ball off on on	
option = off	No security on extraction of a ball.	
**********	The control of the number of balls is always active.	
no = ncitoo	If we take a ball off a hole of the playfield, the TILT lamp lights, and the game can display an error code (depends on previous option).	00

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14:46 2

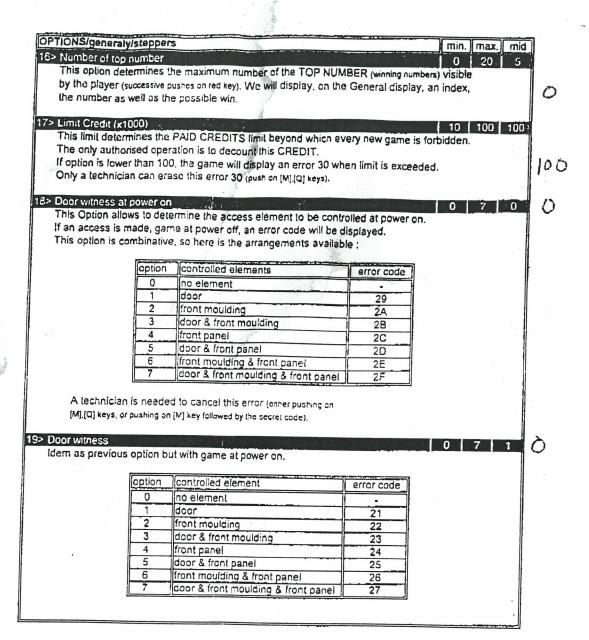


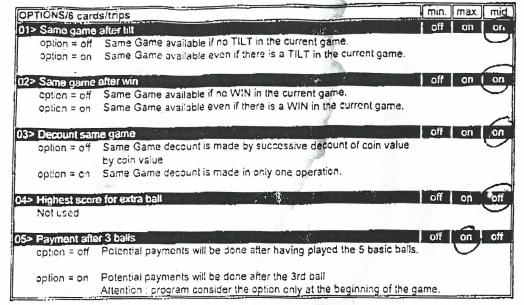


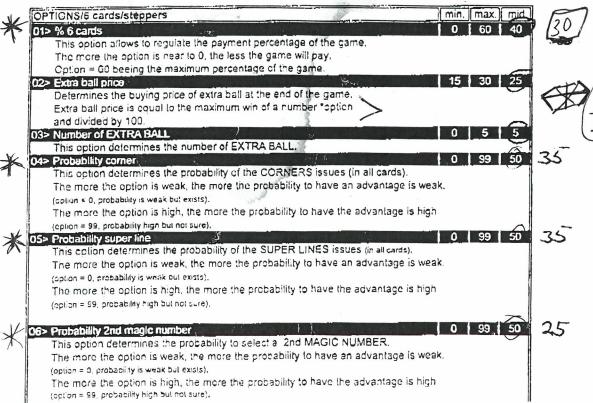
Passend = A Exma

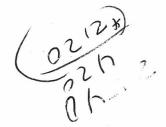
P. 05

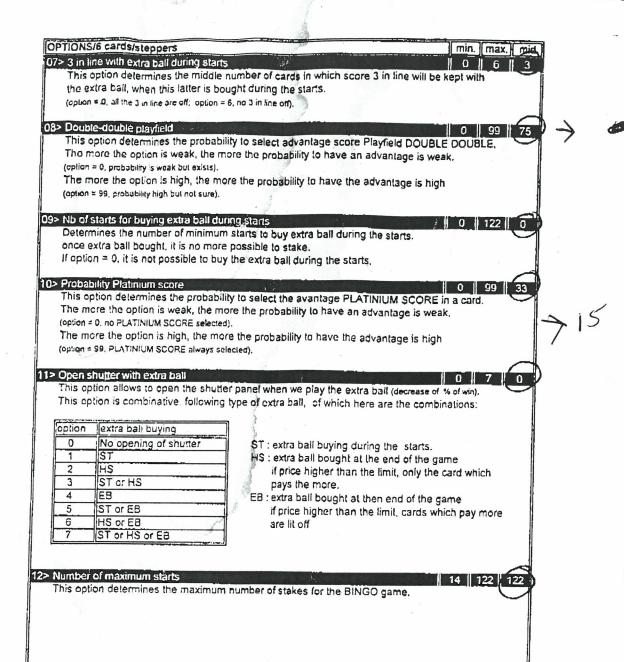
14:41 :

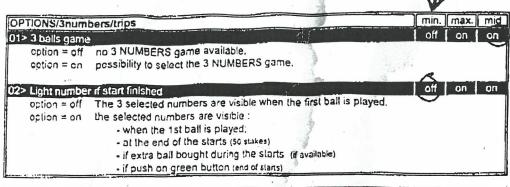


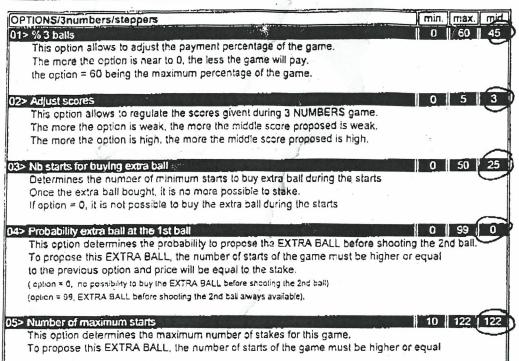


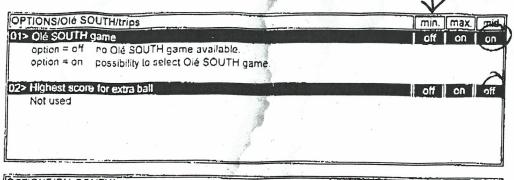


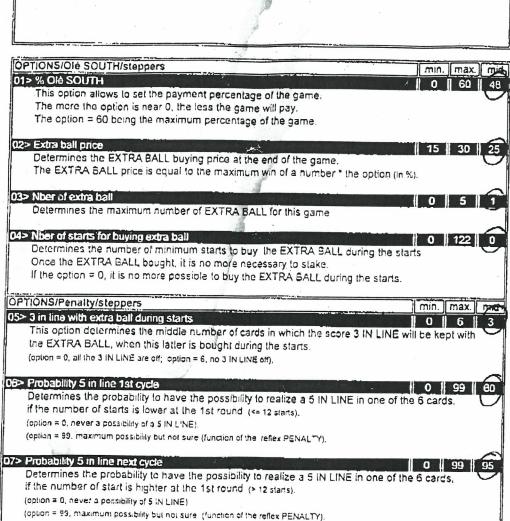












08> Open strutter with extra ball

This option allows to open the shutter panel when we play the EXTRA BALL (decrease of % of win).

This option is combinative, following type of EXTRA BALL, of which here are the combinations:

aption	extra ball buying	=
0	no shutter panel opening	=
1	ST	
2	HS	
3	ST or HS	
4	EB	-
5	ST or EB	-
6	HS or EB	1
7	ST or HS or EB	7

ST : extra ball buying during the starts.

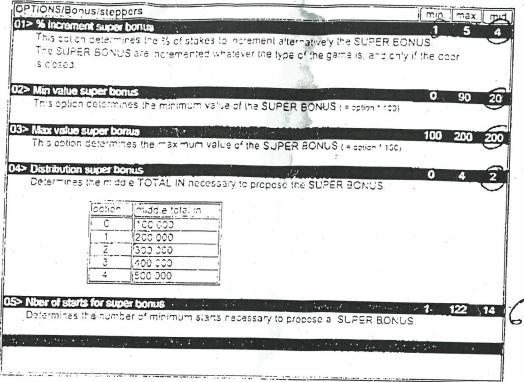
HS : extra ball bought at the end of the game if price higher than the limit, only the card which pays the more.

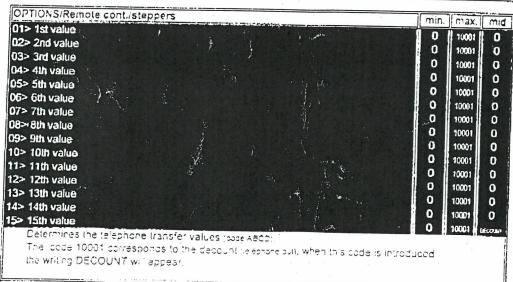
EB : extra ball bought at then end of the game
if price higher than the limit, cards which pay more
are lit off

09> Number of maximum starts

Determines the maximum number of stakes for this game,







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