

TEST T11: OPTIONSTEST

Wayne

Summary keyboard

[T] [1] [1] [=]	access to the "OPTIONSTEST"
[Q]	end of test
[XY]	selection OPTIONS family
[+]	Increment 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]	modification secret code

[x] = figures from 0 to 9

OPTIONS/general/trips		min.	max.	mid.
01> Deduction power on		off	on	on
option = off	No CREDIT decout at power on. Decout will be done with the telephone.			
option = on	CREDIT decout if, at power on, we move the MANUAL LIFTER. Decout with the telephone always possible.			
02> Memory tilt		off	on	off
option = off	At power on, the game starts with a TILT (both lamps of the tilt are lit).			
option = on	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 occurred during a cut of the game, this latter starts in a TILT mode.			
03> Shutter with 1 sw.		off	on	off
option = off	Gestion of the shutter panel is done by 2 optcs. Two well defined positions are possible : - the shutter panel is opened (balls are falling) - the shutter panel is closed (balls stay on the playfield).			
option = 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.			
04> Display ball error		off	on	off
option = off	No display of error code during an anomaly of counting balls.			
option = on	Display of an error code during an anomaly of counting balls. Erase of this error requires the technician's intervention, (connect the keyboard and push on keys [M] [Q]).			
05> Security extraction ball		off	on	on
option = off	No security on extraction of a ball. The control of the number of balls is always active.			
option = on	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).			

Turn on for
knock off

off

off

off

off

on

OPTIONS/generaly/trips		min.	max.	mid.
06> Reset T13 during T12		off	on	on
option = off	Reset of all particular meters (test T13) during visualization of the first of those particular meters (push on keys [CL], [=]).			
option = on	Reset of particular meters is made during reset of internal meters (test T12).			
07> Action cmteli>cmcoin		off	on	off
option = off	Mechanical meter CMTTEL works only with the telephone			
option = on	Control of mechanical meter CMTTEL during a transfer using the coin acceptors.			
08> Fixed coin value		off	on	on
option = off	At the beginning of the game, the player can choose start value (cv). Minimum value available of this COIN VALUE is defined by the option Generaly/steppers/Coin value limit.			
option = on	Start value is defined by option Generaly/steppers/Coin value limit, and cannot be modified by the player.			
09> coin value increment		off	on	off
This option is operational only if previous option is off.				
option = off	During selection of the COIN VALUE (push on yellow button), we increment it with one unity			
option = on	During selection of the COIN VALUE (push on yellow button), we increment it with two unities			
10> Reset coin value		off	on	off
This option is available only if option Generaly/trips/Fixed coin value is off.				
option = off	At the beginning of a new game, COIN VALUE keeps its value.			
option = on	At the beginning of a new game, COIN VALUE takes back its minimum value (setled by option Generaly/steppers/coin value limit).			
11> Crti Crédit to decount extra ball or same game		off	on	off
option = off	In order to buy an extra ball or the SAME GAME, CREDIT must be to the equal minimum to the price of this feature..			
option = on	Possibility to start buying of an EXTRA BALL or the SAME GAME if the CREDIT is enough			
12> Hopper change		off	on	off
option = off	No possibility of bill acceptor.			
option = on	Bill acceptor. Allows to give coins from a request of the telephone You must specify relative transfer amount of the telephone (options Remote cont/steppers) same as the coin value (option Generaly/steppers/Canal 4 acceptor 2).			
13> Led Top Color		off	on	on
option = off	Only red LEDs will be used. Those latter indicate the numbers which reach a win.			
option = on	On the playfield, LEDs may have 3 colours : - green : indicates that the number reaches a win higher than the stake. - orange: indicates that the number reaches a win lower that the stake. - red : indicates a MAGIC NUMBER, without possibility of win..			

off

off

on

off

off

on

on

off

OPTIONS/general/trips		min	max	mid
14> Reset CII during T12		off	on	on
option = off Reset of daily meters is made during visualization.				
option = on Reset of daily meters is made during visualization but only if the door is opened				
15> Repeat start		off	on	on
option = off Coin value account at each push on red key				
option = on Repetitive start if we keep red key pushed				
16> Stake with won credit		off	on	on
option = off Buying of games can be made only from PAID CREDITS (coin acceptor)				
option = on If PAID CREDITS = 0, possibility to continue buying of game with WON CREDITS.				
Remark EXTRA BALL buying doesn't depend on this OPT ON, the EXTRA BALL can be bought				
17> Decount PAID CREDITS		off	on	on
option = off During a decount, we deduct only wins (WON CREDITS).				
option = on We will deduct WON CREDITS and PAID CREDITS				

on

on

on

on

18 Free Play once off

OPTIONS/general/steppers		min	max	mid
01> Password error 20		0	9999	0
option = 0 Erase of error 2x (access to the game) is made pushing on [M], [Q] keys of the keyboard.				
option <> 0 To cancel an error 2x, push on [M] key followed by 4 figures of this option.				
02> Canal 1 acceptor 1		0	9999	0
03> Canal 2 acceptor 1		0	9999	0
04> Canal 3 acceptor 1		0	9999	0
05> Canal 4 acceptor 1		0	9999	0
06> Canal 5 acceptor 1		0	9999	0
07> Canal 6 acceptor 1		0	9999	0
Transfer value of coin acceptor 1.				
08> Canal 1 acceptor 2		0	9999	0
09> Canal 2 acceptor 2		0	9999	0
10> Canal 3 acceptor 2		0	9999	0
11> Canal 4 acceptor 2		0	9999	20
12> Canal 5 acceptor 2		0	9999	0
13> Canal 6 acceptor 2		0	9999	0
Transfer value of coin acceptor 2.				
Option 11 fix the impulse value of bill acceptor				
14> Coin acceptor limit		0	5000	5000
This option gives the PAID CREDITS limit on beyond which coin acceptors are forbidden.				
If = 0, coin acceptors are forbidden.				
15> Coin value limit		1	5	5
This option gives the COIN VALUE limit, it is applicable to the 3 kind of games and depends on option General/trips/Fixed coin value.				
Option Fixed coin value = off determines the minimum value of coin value				
maximum of coin value is settled and equal to 5.				
Option Fixed coin value = on determines the coin value value.				


Password = A 2222

OPTIONS/general/steppers			min.	max.	mid																											
16> Number of top number			0	20	5																											
<p>This option determines the maximum number of the TOP NUMBER (winning numbers) visible by the player (successive pushes on red key). We will display, on the General display, an index, the number as well as the possible win.</p>																																
17> Limit Credit (x1000)			10	100	100																											
<p>This limit determines the PAID CREDITS limit beyond which every new game is forbidden. The only authorised operation is to decount this CREDIT. If option is lower than 100, the game will display an error 30 when limit is exceeded. Only a technician can erase this error 30 (push on [M],[Q] keys).</p>																																
18> Door witness at power on			0	7	0																											
<p>This Option allows to determine the access element to be controlled at power on. If an access is made, game at power off, an error code will be displayed. This option is combinative, so here is the arrangements available :</p> <table border="1"> <thead> <tr> <th>option</th> <th>controlled elements</th> <th>error code</th> </tr> </thead> <tbody> <tr><td>0</td><td>no element</td><td>-</td></tr> <tr><td>1</td><td>door</td><td>29</td></tr> <tr><td>2</td><td>front moulding</td><td>2A</td></tr> <tr><td>3</td><td>door & front moulding</td><td>2B</td></tr> <tr><td>4</td><td>front panel</td><td>2C</td></tr> <tr><td>5</td><td>door & front panel</td><td>2D</td></tr> <tr><td>6</td><td>front moulding & front panel</td><td>2E</td></tr> <tr><td>7</td><td>door & front moulding & front panel</td><td>2F</td></tr> </tbody> </table> <p>A technician is needed to cancel this error (either pushing on [M],[Q] keys, or pushing on [M] key followed by the secret code).</p>						option	controlled elements	error code	0	no element	-	1	door	29	2	front moulding	2A	3	door & front moulding	2B	4	front panel	2C	5	door & front panel	2D	6	front moulding & front panel	2E	7	door & front moulding & front panel	2F
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19> Door witness			0	7	1																											
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7	door & front moulding & front panel	27																														

OPTIONS/6 cards/trips		min.	max.	mid
01> Same game after tilt	option = off Same Game available if no TILT in the current game. option = on Same Game available even if there is a TILT in the current game.	off	on	on
02> Same game after win	option = off Same Game available if no WIN in the current game. option = on Same Game available even if there is a WIN in the current game.	off	on	on
03> Decount same game	option = off Same Game decount is made by successive decount of coin value by coin value option = on Same Game decount is made in only one operation.	off	on	on
04> Highest score for extra ball	Not used	off	on	off
05> Payment after 3 balls	option = off Potential payments will be done after having played the 5 basic balls. option = on Potential payments will be done after the 3rd ball Attention : program consider the option only at the beginning of the game.	off	on	off

OPTIONS/6 cards/steppers		min.	max.	mid
01> % 6 cards	This option allows to regulate the payment percentage of the game. The more the option is near to 0, the less the game will pay. Option = 60 being the maximum percentage of the game.	0	60	40
02> Extra ball price	Determines the buying price of extra ball at the end of the game. Extra ball price is equal to the maximum win of a number * option and divided by 100.	15	30	25
03> Number of EXTRA BALL	This option determines the number of EXTRA BALL.	0	5	5
04> Probability corner	This option determines the probability of the CORNERS issues (in all cards). The more the option is weak, the more the probability to have an advantage is weak. (option = 0, probability is weak but exists). The more the option is high, the more the probability to have the advantage is high (option = 99, probability high but not sure).	0	99	50
05> Probability super line	This option determines the probability of the SUPER LINES issues (in all cards). The more the option is weak, the more the probability to have an advantage is weak. (option = 0, probability is weak but exists). The more the option is high, the more the probability to have the advantage is high (option = 99, probability high but not sure).	0	99	50
06> Probability 2nd magic number	This option determines the probability to select a 2nd MAGIC NUMBER. The more the option is weak, the more the probability to have an advantage is weak. (option = 0, probability is weak but exists). The more the option is high, the more the probability to have the advantage is high (option = 99, probability high but not sure).	0	99	50

30

4 in 4 line


$$\frac{8, 14}{20, 40}$$

35

35

25

(0212*)
 02h
 0h

OPTIONS/6 cards/steppers		min.	max.	mid.
07> 3 in line with extra ball during starts		0	6	3
<p>This option determines the middle number of cards in which score 3 in line will be kept with the extra ball, when this latter is bought during the starts. (option = 0, all the 3 in line are off; option = 6, no 3 in line off).</p>				
08> Double-double playfield		0	99	75
<p>This option determines the probability to select advantage score Playfield DOUBLE DOUBLE. The more the option is weak, the more the probability to have an advantage is weak. (option = 0, probability is weak but exists). The more the option is high, the more the probability to have the advantage is high (option = 99, probability high but not sure).</p>				
09> Nb of starts for buying extra ball during starts		0	122	0
<p>Determines the number of minimum starts to buy extra ball during the starts. once extra ball bought, it is no more possible to stake. If option = 0, it is not possible to buy the extra ball during the starts.</p>				
10> Probability Platinum score		0	99	33
<p>This option determines the probability to select the advantage PLATINIUM SCORE in a card. The more the option is weak, the more the probability to have an advantage is weak. (option = 0, no PLATINIUM SCORE selected). The more the option is high, the more the probability to have the advantage is high (option = 99, PLATINIUM SCORE always selected).</p>				
11> Open shutter with extra ball		0	7	0
<p>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:</p>				
option	extra ball buying			
0	No opening of shutter			
1	ST			
2	HS			
3	ST or HS			
4	EB			
5	ST or EB			
6	HS or EB			
7	ST or HS or EB			
		<p>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</p>		
12> Number of maximum starts		14	122	122
<p>This option determines the maximum number of stakes for the BINGO game.</p>				

↓

OPTIONS/3numbers/trips		min.	max.	mid
01> 3 balls game		off	on	on
option = off no 3 NUMBERS game available. option = on possibility to select the 3 NUMBERS game.				
02> Light number if start finished		off	on	on
option = off The 3 selected numbers are visible when the first ball is played. option = on the selected numbers are visible : <ul style="list-style-type: none"> - when the 1st ball is played; - at the end of the starts (50 stakes) - if extra ball bought during the starts (if available) - if push on green button (end of starts) 				

OPTIONS/3numbers/steppers		min.	max.	mid
01> % 3 balls		0	60	45
This option allows to adjust the payment percentage of the game. The more the option is near to 0, the less the game will pay. the option = 60 being the maximum percentage of the game.				
02> Adjust scores		0	5	3
This option allows to regulate the scores givent during 3 NUMBERS game. The more the option is weak, the more the middle score proposed is weak. The more the option is high, the more the middle score proposed is high.				
03> Nb starts for buying extra ball		0	50	25
Determines the number of minimum starts to buy extra ball during the starts Once the extra ball bought, it is no more possible to stake. If option = 0, it is not possible to buy the extra ball during the starts				
04> Probability extra ball at the 1st ball		0	99	0
This option determines the probability to propose the EXTRA BALL before shooting the 2nd ball. To propose this EXTRA BALL, the number of starts of the game must be higher or equal to the previous option and price will be equal to the stake. (option = 0, no possibility to buy the EXTRA BALL before shooting the 2nd ball) (option = 99, EXTRA BALL before shooting the 2nd ball always available).				
05> Number of maximum starts		10	122	122
This option determines the maximum number of stakes for this game. To propose this EXTRA BALL, the number of starts of the game must be higher or equal				

OPTIONS/Olé SOUTH/trips min. max. mid

01> Olé SOUTH game off on on
 option = off no Olé SOUTH game available.
 option = on possibility to select Olé SOUTH game.

02> Highest score for extra ball off on off
 Not used

OPTIONS/Olé SOUTH/steppers min. max. mid

01> % Olé SOUTH 0 60 48
 This option allows to set the payment percentage of the game.
 The more the option is near 0, the less the game will pay.
 The option = 60 being the maximum percentage of the game.

02> Extra ball price 15 30 25
 Determines the EXTRA BALL buying price at the end of the game.
 The EXTRA BALL price is equal to the maximum win of a number * the option (in %).

03> Nber of extra ball 0 5 1
 Determines the maximum number of EXTRA BALL for this game

04> Nber of starts for buying extra ball 0 122 0
 Determines the number of minimum starts to buy the EXTRA BALL during the starts.
 Once the EXTRA BALL bought, it is no more necessary to stake.
 If the option = 0, it is no more possible to buy the EXTRA BALL during the starts.

OPTIONS/Penalty/steppers min. max. mid

05> 3 in line with extra ball during starts 0 6 3
 This option determines the middle number of cards in which the score 3 IN LINE will be kept with the EXTRA BALL, when this latter is bought during the starts.
 (option = 0, all the 3 IN LINE are off; option = 6, no 3 IN LINE off).

06> Probability 5 in line 1st cycle 0 99 60
 Determines the probability to have the possibility to realize a 5 IN LINE in one of the 6 cards.
 if the number of starts is lower at the 1st round (<= 12 starts).
 (option = 0, never a possibility of a 5 IN LINE).
 (option = 99, maximum possibility but not sure (function of the reflex PENALTY).

07> Probability 5 in line next cycle 0 99 95
 Determines the probability to have the possibility to realize a 5 IN LINE in one of the 6 cards.
 if the number of start is higher at the 1st round (> 12 starts).
 (option = 0, never a possibility of 5 IN LINE).
 (option = 99, maximum possibility but not sure (function of the reflex PENALTY).

08> Open shutter with extra ball 0 7 0
 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 :

option	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
7	ST or HS or EB

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 12 122 122
 Determines the maximum number of stakes for this game.

OPTIONS/Bonus/steppers		min	max	mid
01> % increment super bonus	This option determines the % of stakes to increment alternatively the SUPER BONUS. The SUPER BONUS are incremented whatever the type of the game is, and only if the door is closed.	1	5	4
02> Min value super bonus	This option determines the minimum value of the SUPER BONUS (= option * 100)	0	90	20
03> Max value super bonus	This option determines the maximum value of the SUPER BONUS (= option * 100)	100	200	200
04> Distribution super bonus	Determines the middle TOTAL IN necessary to propose the SUPER BONUS.	0	4	2

option	middle total in
0	100 000
1	200 000
2	300 000
3	400 000
4	500 000

05> Nbr of starts for super bonus		1	122	14
Determines the number of minimum starts necessary to propose a SUPER BONUS.				

OPTIONS/Remote cont./steppers		min.	max.	mid
01> 1st value		0	10001	0
02> 2nd value		0	10001	0
03> 3rd value		0	10001	0
04> 4th value		0	10001	0
05> 5th value		0	10001	0
06> 6th value		0	10001	0
07> 7th value		0	10001	0
08> 8th value		0	10001	0
09> 9th value		0	10001	0
10> 10th value		0	10001	0
11> 11th value		0	10001	0
12> 12th value		0	10001	0
13> 13th value		0	10001	0
14> 14th value		0	10001	0
15> 15th value		0	10001	0

Determines the telephone transfer values (code ABCD).
The code 10001 corresponds to the discount telephone call, when this code is introduced the writing DECOUNT will appear.