

# 4

## **Configuring the Slot Machine**

This chapter provides information and instructions for configuring

- ◆ the machine
- ◆ money
- ◆ games
- ◆ the network
- ◆ progressives

It also provides information on setting player tracking parameters.

## Overview

To configure the Silicon Gaming slot machine to the operational requirements of the casino, you use the graphic interface of the Machine Management System (MMS). Five online Configuration pages are provided:

- ◆ Machine Configuration
- ◆ Money Configuration
- ◆ Game Configuration
- ◆ Network Configuration
- ◆ Progressive Configuration

These pages enable you to set up and customize the configuration of the slot machine. The following sections describe the options on each of the five pages and how to select them. The *MMS Quick Reference* contains the graphic displays of the pages.

## Configuring the Machine

Using the MMS and the Machine page within the Configuration page, you can do the following:

- ◆ Set up the machine ID information
- ◆ Set the date and time
- ◆ Accelerate the candle blink rate
- ◆ Disable the candle flash
- ◆ Set the out-of-service parameters
- ◆ Set the volume
- ◆ Set the door alarm

For each of the above tasks, perform the following steps:

1. Invoke the MMS and access the Configuration page. Refer to "Invoking the MMS" on page 2-23.
2. Touch the Machine tab at the top of the screen.
3. Perform the appropriate section below.
4. Exit the MMS. Refer to "Exiting the MMS" on page 2-25.

## Setting Up the Machine ID Information

The machine ID information is displayed at the top of the Machine Configuration page.

To enter or modify the Machine ID information, perform the following steps:

1. On the Machine Configuration page, locate the *Machine ID* parameters shown in Figure 4-1.

Figure 4-1 Machine ID Parameters

Machine ID		Current Settings
Jurisdiction	TYPE_A	▲
Peripheral Memory Board ID	32.113.140.1.0.0	
GPIO Board ID	16.91.127.19.0.0	
Floor Bank Number	0	○
Floor Location Number	556560	○
Machine Number	R5530	○ ▼

Table 4-1 describes each of the parameters in Figure 4-1. To view the parameter not shown, touch the up- and down-arrows in the scroll box

Table 4-1 Machine ID Parameters

Jurisdiction	This displays the gaming control jurisdiction where the slot machine is located, indicated by the 'Type_x' format. This is a read-only field.
Peripheral Memory Board ID	This displays the identification number of the peripheral memory board resident in the slot machine. This is a read-only field.
GPIO Board ID	This displays the identification number of the GPIO board resident in the slot machine. This is a read-only field.
Floor Bank Number	This identifies the bank or carousel number the machine is installed in. This information is used to support processing jackpot and fill transactions.
Floor Location Number	This identifies the location of the bank or carousel in the casino the machine is installed in.
Machine Number	This identifies the actual number of the machine within a given bank or row. It is used by operations personnel for accounting and surveillance purposes. This information is also used to support processing jackpot and fill transactions.
Machine Serial Number	Identifies the machine serial number as set by the manufacturing group. The number is located on the side of the machine and is in the format SG xxxxx, in which xxxxx represents a number from 40000 to 99999. The number is stored in the configuration EEPROM and can only be modified by entering a command from the service port.

2. Touch the screen button for the parameter you want to enter or modify. The alphanumeric keypad as shown in Figure 4-2 on page 4-4 is displayed.



 **Note:** The jurisdiction, peripheral memory board ID, and GPIO board ID cannot be changed.

Figure 4-2 Alphanumeric Keypad



3. Type the parameter value.
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the **Network Configuration** page, touch the *Accept* button.
4. Repeat for each parameter you wish to edit.



## Setting the Date and Time

 **Note:** If the machine is on a Silicon gaming WAPS network, the date and time are automatically synchronized with the central server and you cannot change them.

To modify the date or time of the machine, perform the following steps:

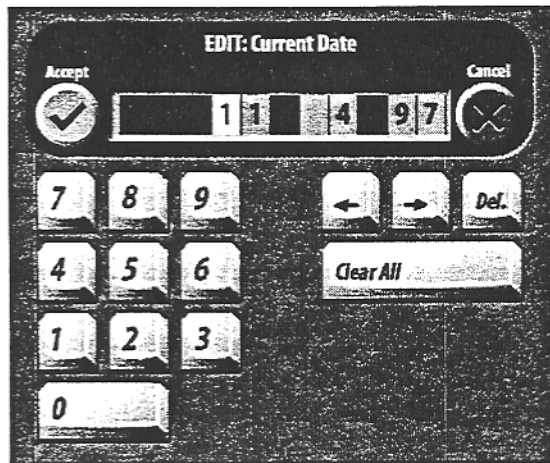
1. On the **Machine Configuration Page**, locate the date and time edit buttons shown in Figure 4-3.

Figure 4-3 Date and Time Parameters

Date & Time		Edit
Current Date	8-21-98	
Current Time	10:23:45a	
Daylight Savings	<input checked="" type="checkbox"/> Enable	

2. Touch the *Edit* button for *Current Date* or *Current Time*. A keypad is displayed on the screen.

Figure 4-4 Date Keypad



3. Type the parameter value.
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the **Network Configuration** page, touch the *Accept* button.
4. If installing the machine in an area that has Daylight Savings, verify the Daylight Savings option is enabled.

### Setting the Accelerating Candle Flash

If the accelerating candle-blink rate feature is enabled, the candle flashes at an accelerated rate with the passing of time. The rate of the flash indicates the length of time the player has been waiting for service.

To set or unset the feature, access the **Machine Configuration** page and touch the check box for *Accelerating Candle-Blink Rate Feature*. See Figure 4-5.

Figure 4-5 Accelerating Candle Blink Rate Parameter



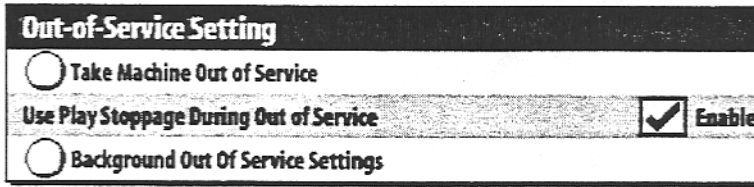
### Setting Out-of-Service Parameters

**Note:** To take a machine out of service or put a machine back in service, see "Placing the Machine In and Out of Service" on page 6-2.

To set the out-of-service settings, perform the following steps:

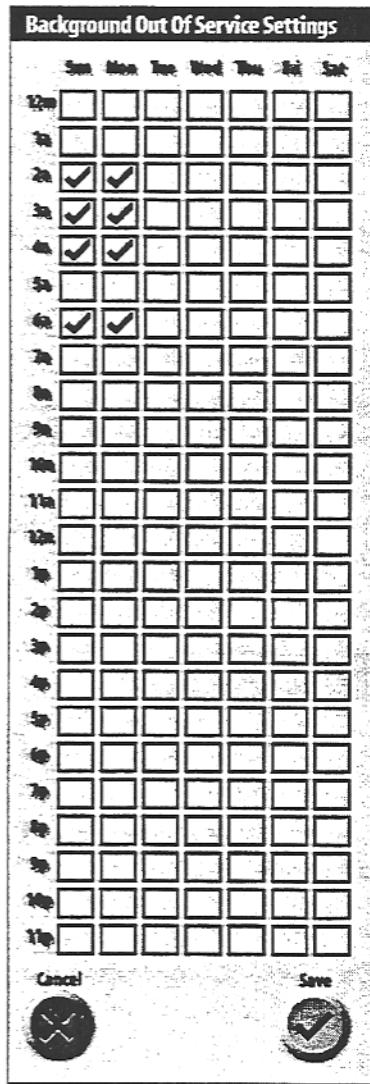
1. On the **Machine Configuration** page, locate *Out of Service Setting* shown in Figure 4-6 on page 4-6.

Figure 4-6 Out-of-Service Settings




2. To enable entertainment while the machine is out of service, touch the checkbox to the right of *Use Play Stoppage During Out of Service*.
3. To set times when the machine automatically goes into the background out-of-service mode, touch the button to the left of *Background Out of Service Settings*. A calendar week similar to the one shown in Figure 4-7 is displayed.

Figure 4-7 Background Out Of Service Settings




4. Touch the checkbox for each time and day you want the machine out of service.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the **Machine Configuration** page, touch the *Accept* button.

 **Note:** When a machine is automatically put in the background out of service mode, you can put it back in service by going to the Background Out of Service Settings dialog box and unchecking the time.

## Setting the Volume

Ambient noise is a natural component of the casino environment. To ensure that the sounds coming from the slot machine are clear and distinctive when someone is playing the machine on the casino floor, you must set the audio levels of the music, sound effects, and dialog within a specific dynamic range. If you set the overall sound level properly, sound that is clear to a player close to the machine rapidly drops below the "floor noise" as the player's distance from the machine increases. Setting the proper sound level ensures that players enjoy the sound from their machines without distraction from the sounds of other machines.

 **Note:** The loudest sounds produced by the slot machine occur during award and bonus celebrations. These are times to attract attention.

To set the various volume levels, perform the following steps:

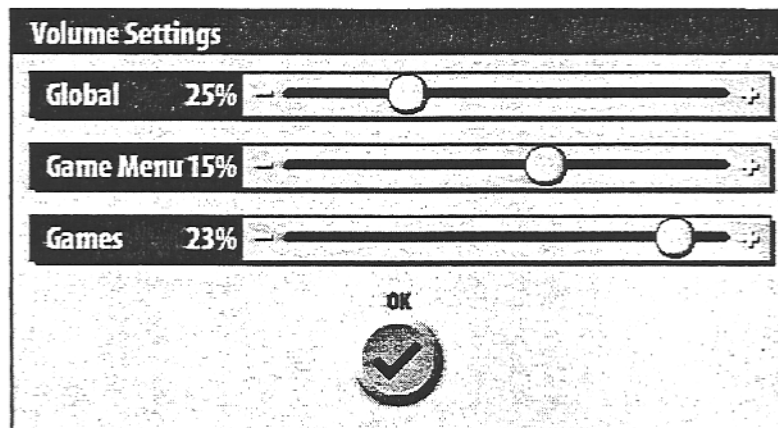
1. On the **Machine Configuration** page, touch the *Volume Settings* button shown in Figure 4-8.

Figure 4-8 Volume Settings Button



The volume settings are displayed as shown in Figure 4-9.

Figure 4-9 Volume Settings



2. Touch and drag the sliders for each of the three types of sound:
  - ◆ *Global* is the overall volume level of sound coming from the slot machine.
  - ◆ *Game Menu* is the volume for the Game Menu, relative to the global volume level.
  - ◆ *Games* is the volume level of sound for each game, relative to the global volume level.
3. Touch the *OK* button to store the volume levels selected.

## Setting the Door Alarm

To set an alarm that sounds when the door is open, perform the following steps:

1. On the **Machine Configuration** page, locate the door alarm setting shown in Figure 4-10.

Figure 4-10      Door Alarm Setting



2. Touch the *Enable* checkbox until a check mark is displayed.
3. Touch and drag the slider to adjust the volume of the alarm.

## Configuring Money

Using the MMS and the **Money** page within the **Configuration** page, you can

- ◆ view and change the coin denomination for the machine
- ◆ configure the bill acceptor
- ◆ configure the coin acceptor
- ◆ set the hopper, ticket, and credit limits

To do the above tasks, perform the following steps:

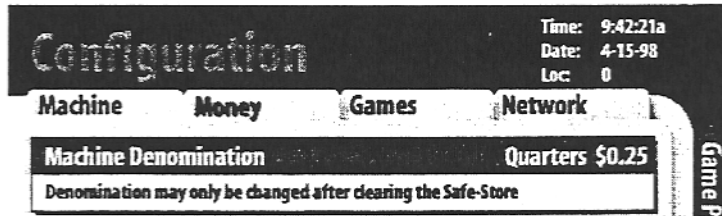
1. Invoke the MMS and access the **Configuration** Page. Refer to "Invoking the MMS" on page 2-23.
2. Touch the **Money** tab at the top of the screen.
3. Perform the appropriate section below.
4. Exit the MMS. Refer to "Exiting the MMS" on page 2-25.



## Viewing and Changing Machine Denomination

The current coin denomination for the machine is displayed at the top of the Money Configuration page as shown in Figure 4-11.

Figure 4-11 Machine Denomination



If the slot machine contains a coin acceptor, you can configure the slot machine to accept a different coin denomination. The new configuration changes the credit value of wagers in games and determines the coins that the machine will accept. To perform a denomination change, you must

- ◆ replace coin hardware
- ◆ set new money parameters in the MMS
- ◆ perform a full SafeClear

For more information, see "Changing the Coin Denomination" on page 10-22.

## Configuring the Bill Acceptor

The bill acceptor configures Cyclic redundancy Check (CRC) verification options, how bills are applied to credits, and what bills are accepted.

To enable and configure the bill acceptor, perform the following steps:

1. On the Money Configuration page, locate the bill acceptor setting shown in Figure 4-10.


Figure 4-12 Bill Acceptor Disabled



2. Touch the *Enable* checkbox until a check mark is displayed. The *Bill Acceptor* parameters are displayed as shown in Figure 4-13 on page 4-10.

Figure 4-13 Bill Acceptor Parameters

Bill Acceptor		<input checked="" type="checkbox"/> Enable
Bill Acceptor Installed	MARS, UNKNOWN, Model 1, Rev 19	
CRC Verification Test		<input checked="" type="checkbox"/> Enable
Current CRC	0x0000	
Force Accepted Bills to Credits		<input checked="" type="checkbox"/> Enable
Accept \$1 Bills		
Accept \$2 Bills		
Accept \$5 Bills		<input checked="" type="checkbox"/> Enable
Accept \$10 Bills		<input checked="" type="checkbox"/> Enable
Accept \$20 Bills		<input checked="" type="checkbox"/> Enable
Accept \$50 Bills		<input checked="" type="checkbox"/> Enable
Accept \$100 Bills		<input checked="" type="checkbox"/> Enable

 **Important:** If the *Disabled: Failed CRC Verification* message is displayed, proceed to “Changing the Current CRC Reference Value” on page 4-10.

3. Make the desired changes to the parameters as described in Table 4-2.

Table 4-2 Bill Acceptor Parameters

CRC Verification Test	When checked, the system executes the bill acceptor CRC verification test and whenever it is required during normal operation. The test compares the CRC value reported by the bill acceptor and the value for <i>Current CRC</i> .  Until the value for <i>Current CRC</i> matches the CRC of the bill acceptor, no other fields are displayed for the bill acceptor. Once the CRC test is passed, the bill acceptor remains disabled until the operator enables it.  <i>Note:</i> For some jurisdictions, this test is always enabled.
Current CRC	This is an editable reference value for the CRC verification test. The CRC value is a zero-padded, four-digit hexadecimal number preceded by <i>0x</i> . The CRC values for bill acceptors are provided by Silicon Gaming. To edit the CRC value, see “Changing the Current CRC Reference Value” on page 4-10.
Force Accepted Bills to Credits	This option forces all accepted bills to be applied to credit rather than having the machine provide change.
Accept \$1–\$100 Bills	This option configures the machine to accept or reject the following currencies: \$1, \$2, \$5, \$10, \$20, \$50, and \$100. Bill denominations lower than the credit value are automatically rejected. For example, on a \$5 credit machine, \$1 and \$2 bills are returned to the player.

### Changing the Current CRC Reference Value

You must change the CRC value if


- ◆ the firmware value is incorrect (causing the *Disabled: Failed CRC Verification* message to display)
- ◆ the bill acceptor firmware has changed (causing the verification test to fail)
- ◆ the configuration EEPROM or the peripheral memory board is replaced

To change the CRC value, perform the following steps:

1. Open the electronics box door. For the procedure, see "Opening the Electronics Box Door" on page 2-11.
2. Invoke the MMS as described in "Invoking the MMS" on page 2-23 and display the **Money Configuration** page.

The *Disabled: Failed CRC Verification* message is displayed and the bill acceptor is disabled. Until the value for *Current CRC* matches the CRC of the bill acceptor, no other fields are displayed for the Bill Acceptor section. Once the CRC test passes, the bill acceptor remains disabled until the operator enables it.

3. Touch the *Edit* button for *Current CRC*.

 *Note:* The *Edit* button is only available if the electronics box door is open when the MMS is launched and the verification test has failed.

4. On the keypad, touch the *Clear All* button and then enter the correct CRC reference value (in hexadecimal).
5. When you have finished entering the information, touch the *Accept* button.
6. Re-enable the bill acceptor by touching the *Bill Acceptor Enabled* checkbox.

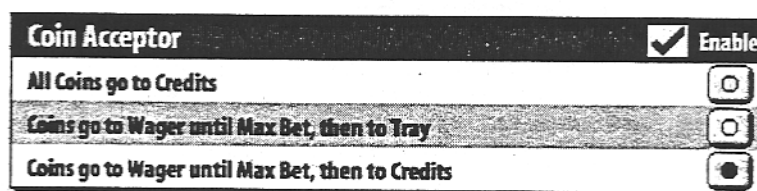
## Configuring the Coin Acceptor

The coin acceptor can be enabled and configured for coin acceptance, or it can be disabled.

To configure the coin acceptor, perform the following steps:

1. On the **Money Configuration** page, locate the coin acceptor settings shown in Figure 4-14.

Figure 4-14 Coin Acceptor Settings



2. To enable the machine to accept coins, touch the checkbox to the right of *Coin Acceptor* until a check mark is displayed.
3. To configure the application of coins to the wagers or credits, refer to Table 4-3 and touch the radio button for the desired option. You may select only one option.

Table 4-3 Coin Acceptor Parameters

All Coins go to Credits	This applies all coins to credits.
Coins go to Wager until Max Bet, then to Tray	This puts all coins into the wager until the maximum wager for the game is reached. Then all coins are returned via the coin tray.
Coins go to Wager until Max Bet, then to Credits	This puts all coins into the wager until the maximum wager for the game is reached. Then all coins are applied to credits.

## Setting Hopper, Ticket, and Credit Limits

To set hopper, ticket, and credit limits, perform the following steps:

1. On the Money Configuration page, locate the hopper and credit limits settings shown in Figure 4-15.

Figure 4-15 Hopper, Ticket, and Credit Limit Parameters

Hopper & Credit Limits	Current Settings
Credit Limit (coins)	99999 <input type="text"/>
Jackpot Hopper Limit (coins)	400 <input type="text"/>
Cash-Out Hopper Limit (coins)	400 <input type="text"/>
Tax Threshold (dollars)	1200 <input type="text"/>
Hand Pay Total Amount If Above Hopper Limit	<input checked="" type="checkbox"/> Enable


 **Note:** The type of limits and whether they use coin/dollar accounting vary depending on jurisdiction and whether the system has a hopper or ticket printer installed. Also, depending on the jurisdiction, some limits may be read only; that is, no edit buttons will be displayed for the limits.

Table 4-3 describes the *Hopper & Credit Limits* parameters. Some of these parameters are shown in Figure 4-15.


 **Note:** Hopper and credit limits have different parameters, depending on the jurisdiction.

Table 4-4 Hopper and Credit Limits Parameters

Credit Limit (coins/dollars)	This is the maximum amount in dollars or number of credits that can be accumulated to the credit meter. If currency is inserted after the credit limit is reached, the bill is returned.
Jackpot Hopper Limit (coins)	This is the maximum amount of coins that can be paid out of the hopper for a jackpot. When the jackpot exceeds the hopper limit, coins are paid out of the hopper up to the limit and a jackpot hand-pay event is triggered. This event triggers a service call and initiates the appropriate play stoppage sequence. A slot attendant must then hand pay the balance.
Cash-Out Hopper Limit (coins)	This is the maximum number of coins that can be cashed out of the machine at one time. If the number of credits exceeds this limit, the number of coins out to the limit are paid out of the hopper and a cash-out hand pay event is triggered. This event triggers a service call and initiates the appropriate play stoppage sequence. A slot attendant must then hand pay the balance.
Tax Threshold (dollars)	This is the maximum jackpot that can be won without requiring the casino to report the amount to the IRS for tax purposes. When the jackpot award exceeds this amount, the entire award is hand paid. This field is read-only.
Minimum Cashout (dollars)	This dollar value is the least amount of money that the machine will allow a player to cash-out. If the player has less money than is on the machine, the machine ignores the <i>Cash/Credit</i> button. The player must wager and play the money.
Maximum Cashout (dollars)	This dollar value is the most amount of money that the machine will cash-out with each press of the <i>Cash/Credit</i> button. If a player has more money than this value on the machine, the player must press the <i>Cash/Credit</i> button multiple times to cash out completely.

Table 4-4 Hopper and Credit Limits Parameters

Maximum Ticket (dollars)	This dollar value is the most money that can be printed on a single ticket. If this limit is below the <i>Maximum Cash-Out</i> setting, multiple tickets are printed when the <i>Cash/Credit</i> button is pressed. If this limit is above the <i>Maximum Cash-Out</i> setting, this setting is ignored.
Maximum Cashin (dollars)	This dollar value controls when the money devices are disabled. If a player inserts a bill and it takes them over this limit, the bill is rejected. If the machine credits have reached a point where the smallest enabled bill would take it over this limit, then the bill acceptor is disabled. If this limit is greater than the credit limit, this value is ignored and the credit limit is used.
Hand Pay Total Amount if Above Hopper Limit	This setting determines that a hand pay of the entire amount is required if it exceeds the <i>Jackpot Hopper Limit</i> . No coins would be paid from the hopper.

2. Touch the button for the parameter you want to enter or modify. An alphanumeric keypad is displayed.
3. Type the parameter value.
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the *Network Configuration* page, touch the *Accept* button.
4. Repeat for each parameter you wish to edit.


## Configuring Games

Using the MMS and the **Games** page within the **Configuration** page, you can

- ◆ enable entertainment animation or video segments for display during play stoppage
- ◆ edit game play options
- ◆ edit configurable options for a game
- ◆ edit game menu options (such as help, icon positions, and idle conditions)

To perform the above functions, perform the following steps:

1. Invoke the MMS and access the **Configuration** page. Refer to "Invoking the MMS" on page 2-23.
2. Touch the **Games** tab at the top of the screen.
3. Perform the appropriate section below.
4. Exit the MMS. Refer to "Exiting the MMS" on page 2-25.

 **Important:** You can make changes to the configuration of a game only if the game is idle and there are no credits on the machine when you enter the MMS.

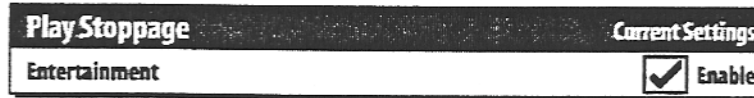
### Enabling Play Stoppage Entertainment

When a play stoppage event occurs, the error explanation automatically displays on the screen as stoppage entertainment. These segments run while the player waits for a service technician to respond to the service call.

To enable the play stoppage entertainment animation, perform the following steps:

1. On the Games Configuration page, locate *Play Stoppage*, shown in Figure 4-16.

Figure 4-16 Top of Games Configuration Page



2. Touch the *Enable* checkbox to the right of *Entertainment* until a check mark is displayed.

## Enabling Game Play Options

The game mix is the set of games loaded into the machine that can be enabled. On multigame machines, you can enable up to six games. In a single-game machine, only one game can be enabled, and the Game Menu is not displayed.

You enable the games from the *Game Play Options* scroll box in the Games Configuration page.

To enable games, perform the following steps:

1. Perform a full SafeClear of the machine. See "Performing a SafeClear" on page 2-25.
  - Important:** A full SafeClear disables all enabled games and also resets all game and machine statistics. Disabling games or modifying game options does not require a SafeClear.
2. Invoke the MMS and access the Games Configuration page. Refer to "Invoking the MMS" on page 2-23.
3. From the *Game Play Options* scroll box, select up to six games by touching the *Enabled* checkbox next to the game title. See Figure 4-17.

Figure 4-17 Game Play Options Scroll Box

Game Play Options		Edit Options and Enable up to 4 Games		
Edit	Enabled	Game ID	Type	Hold
<input type="radio"/> Big Win 4X4XCM	<input checked="" type="checkbox"/>	803-0013-001	Reel	9.00% ↑
<input type="radio"/> Big Win 4X4XCM	<input type="checkbox"/>	803-0013-002	Reel	11.01%
<input type="radio"/> U.S. Mint 3cb	<input checked="" type="checkbox"/>	803-0011-001	Reel	14.84%
<input type="radio"/> U.S. Mint 2cb	<input type="checkbox"/>	803-0011-002	Reel	12.17%
<input type="radio"/> Fort Knox 3cm	<input type="checkbox"/>	803-0002-001	Reel	6.47%
<input type="radio"/> Fort Knox 3x3cm	<input checked="" type="checkbox"/>	803-0002-003	Reel	7.09% ↓

For a single-game machine, you can only enable one game.

- Note:** To modify options for the game, touch the *Edit* button, if available, next to the game. For information, see "Configuring Game Options" on page 4-15.

- To complete the operation, exit the MMS. Refer to "Exiting the MMS" on page 2-25. The enabled games are displayed on the Game Menu. For a single-game machine or when the machine is in Featured Game mode, the game is loaded and displayed.

**Important:** If you enter the MMS from the game and you change the game configuration, when you leave the MMS, the machine restarts the game. The screen is black while the game is reloaded and restarted.

### Configuring Game Options

Each game has its own configurable options. These options vary for each game and are not described here.

To change a game's configuration, perform the following steps:

- On the Game Configuration page, locate the *Game Play Options* scroll box shown in Figure 4-17.
- Touch the *Edit* checkbox next to the name of the enabled game. A paragraph of configurable aspects of the game is displayed at the bottom of the page. An example is shown in Figure 4-18.

Figure 4-18 Sample Game Options

PB 5c Jack Better Configuration	
Game Denomination	0.05 <input type="radio"/>
Maximum Wager	0.25 <input type="radio"/>
Bonus/Progressive Threshold	0.25 <input type="radio"/>
Automatically start game on max bet	<input type="checkbox"/> Enable
Flash winning cards after deal	<input checked="" type="checkbox"/> Enable
Auto-hold winning cards	<input checked="" type="checkbox"/> Enable
Auto-hold best cards	<input checked="" type="checkbox"/> Enable

- Make any necessary changes to the game.

### Setting Game Menu Help Options

To set up Help for the Game Menu, perform the following steps:

- On the Games Configuration page, touch the *Game Menu Edit* button on the top of the page. See Figure 4-19.

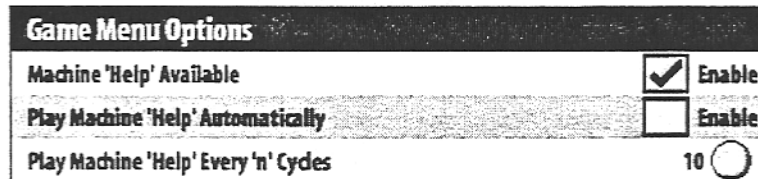
Figure 4-19 Game Menu Edit Button



The game menu options are displayed.

- Locate the Game Menu help options.

Figure 4-20 Game Menu Help Options



3. Touch the checkbox to the right of *Machine 'Help' Available* until a check mark is displayed.  
When Help is enabled and the player is in the Game Menu, the Help icon is displayed in the lower-left corner of the screen. The player can access help by touching the icon. When Help is disabled, no icon is displayed.
4. To enable playing the online Help sequence whenever the machine is idle for a specified number of icon animation cycles, touch the *Enable* checkbox to the right of *Play Machine 'Help' Automatically* until a check mark is displayed.
5. To indicate the number of cycles the machine must be idle before launching the Help sequence, touch the button to the right of *Play Machine 'Help Every 'n' Cycles*. An edit dialog box is displayed.
6. Type the number of cycles.
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the **Games Configuration** page, touch the *Accept* button.



*Note:* A cycle is one iteration of all icons in sequence on the Game Menu.

## Changing Icon Position and Animation Sequence

To change icon positions on the Game Menu, perform the following steps:

1. On the **Games Configuration** page, touch the *Game Menu Edit* button on the top of the page.

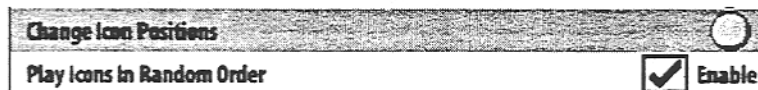
Figure 4-21 Game Menu Edit Button



The game menu options are displayed.

2. Locate the icon options.

Figure 4-22 Icon Options



3. Touch the button to the right of *Change Icon Positions*. A screen showing the current Game Menu icons is displayed.



4. Touch an icon and drag it to the desired position.
5. Continue touching and dragging icons until they are arranged as desired.
6. To return to the **Games Configuration** page, touch the *Exit to MMS* button on the lower-right corner of the screen.
  - ◆ To make the icons animate in random order, touch the checkbox to the right of *Play Icons In Random Order* until a check mark is displayed in the checkbox.
  - ◆ To make the icons animate in the sequence that they're displayed on the Game Menu, touch the checkbox until the check mark clears.

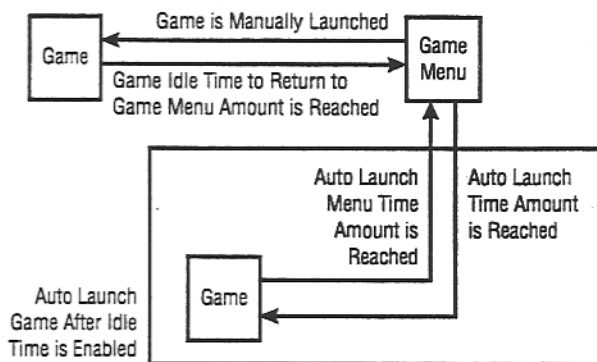
### Configuring Idle Conditions

A game is idle when it has completed a proposition, it is not waiting for player input, and there are no credits on the machine. When an idle condition continues after a specified idle time, the machine can be configured to

- ◆ return to the Game Menu
  - ◆ automatically launch a random game, featured game, or the next game in Game Menu sequence since the last game was automatically launched.
- 🔥 *Note:* Idle conditions and events work differently depending on whether you have specified a featured game. For more information on featured games, see "Enabling Featured Game Mode" on page 4-18.

Figure 4-23 describes the idle conditions and their relations to the configurable parameters.

Figure 4-23 Game Idle Conditions



To set the idle conditions, perform the following steps:

1. On the **Games Configuration** page, touch the *Game Menu Edit* button on the top of the page. See Figure 4-24.

Figure 4-24 Game Menu Edit Button



The *Game Menu* options are displayed.

2. Locate the game idle options shown in Figure 4-25.

Figure 4-25 Game Idle Options

Game Idle Time To Return To Game Menu	05:00	<input type="radio"/>
Auto Launch Game After Idle Time	<input checked="" type="checkbox"/>	Enable
Auto Launch Idle Time Amount	10:00	<input type="radio"/>
Auto Launch Return To Game Menu Time Amount	01:00	<input type="radio"/>
Auto Launch Random Game	<input checked="" type="checkbox"/>	Enable

3. Make changes to the following parameters as needed by touching the appropriate button

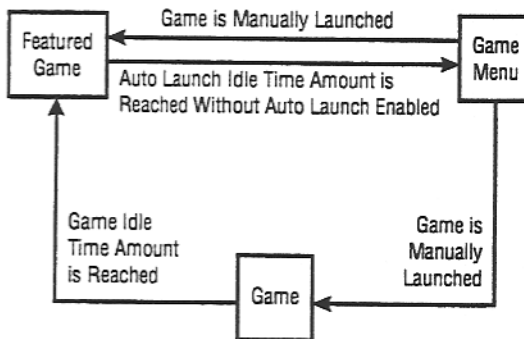
Table 4-5 Game Idle Conditions

Game Idle Time to Return To Game Menu	This option sets the length of time before the machine returns to the Game Menu from a game that is idle and manually launched.
Auto Launch Game After Idle Time	This option enables or disables the machine to automatically launch games, in the sequence that they appear in the Game Menu, after the period specified in the <i>Auto Launch Idle Time Amount</i> field elapses.
Auto Launch Idle Time Amount	This option sets the length of time the machine waits before automatically launching a game from the Game Menu.
Auto Launch Return To Game Menu Time Amount	This option sets the length of time the system waits in an idle, automatically launched game before returning to the Game Menu.
Auto Launch Random Game	This option enables or disables the launching of a random game after the period specified in the <i>Auto Launch Idle Time Amount</i> field elapses.

### Enabling Featured Game Mode

Featured game mode allows the slot machine to automatically launch a featured game when the machine is idle. Figure 4-26 describes the idle conditions and their relation to the configurable parameters when featured game mode is enabled.

Figure 4-26 Idle Conditions during Featured Game Mode



To designate a featured game, perform the following steps:

1. On the Games Configuration page, touch the *Game Menu Edit* button on the top of the page. See Figure 4-27.

Figure 4-27 Game Menu Edit Button



The *Game Menu* options are displayed.

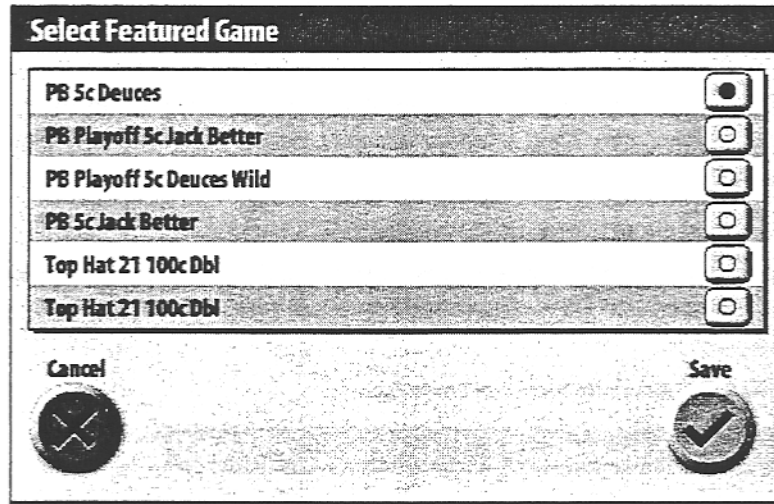
2. Locate the featured game mode options shown in Figure 4-28.

Figure 4-28 Featured Game Mode Options



3. To enable featured game mode, touch the checkbox to the right of *Featured Game Mode*.
4. To display a list of enabled games that can be set as a featured game, touch the button to the right of *Select Featured Game*.
5. Touch the radio button to the right of the game you want to feature. The center of the button turns black. See Figure 4-29.


Figure 4-29 Featured Game Selection Dialog Box



- ◆ To exit without changing the featured game, touch the *Cancel* button.
  - ◆ To save your choice and return to the *Game Configuration* page, touch the *Save* button.
6. Refer to Table 4-6 and make changes to the following parameters as needed by touching the appropriate button.

Table 4-6 Featured Game Mode Conditions

Game Idle Time to Return To Game Menu	This option sets the length of time before the machine returns to the featured game from a manually launched game.
Auto Launch Idle Time Amount	This option sets the length of time the machine remains in the Game Menu before automatically launching the featured game.

-  **Note:** The *Auto Launch Game After Idle Time*, *Auto Launch Return to Game Menu Time Amount*, and *Auto Launch Random Game* options are ignored when featured game mode is enabled.

## Configuring the Network

Using the MMS and the **Network** page within the **Configuration** page, you can configure

- ◆ the service port
- ◆ slot accounting
- ◆ the Ethernet

To perform the above functions, perform the following steps:

1. Invoke the MMS and access the **Configuration Page**. Refer to “Invoking the MMS” on page 2-23.
2. Touch the **Network** tab at the top of the screen.
3. Perform the appropriate section below.
4. Exit the MMS. Refer to “Exiting the MMS” on page 2-25.

### Configuring the Service Port

To use the service port, you must configure it with the correct communication parameters for your connecting serial device. For more information, see “Using the Service Port” on page 5-10.

To set service port parameters, perform the following steps:

1. On the **Network Configuration** page, touch the *Enable* checkbox to the right of *Service Communication Port*. The parameters are displayed as shown in Figure 4-30.

Figure 4-30 Service Communication Port Parameters

Service Communication Port		<input checked="" type="checkbox"/> Enable
Port Number	7	<input type="radio"/>
Timeout in seconds	900	<input type="radio"/>
Encryption		<input type="checkbox"/> Enable
Baud Rate	19200	<input type="radio"/>

Table 4-7 describes each of the parameters in Figure 4-30.

Table 4-7 Service Communication Port Parameters

Port Number	This indicates the serial port to use as the commission service port. Select a port between 0 and 8. The default is 7.
Timeout in seconds	This option sets the time elapsed since the last communication before the machine automatically logs out of the service port.
Encryption	This option is currently unused.
Baud Rate	This option sets the baud rate (bits per second) of the service port. Select one of the following baud rates: 1200, 9600, or 19200.

2. Make changes to the parameters as needed by touching the button to the right of the parameter and using the keypad to change the setting.

### Configuring Slot Accounting

The slot accounting parameters enable you to configure communication with the casino network.

To set slot accounting parameters, perform the following steps:

1. On the Network Configuration page, touch the *Enable* checkbox to the right of *Slot Accounting*. The *Slot Accounting* parameters are displayed as shown in Figure 4-31.

Figure 4-31 Slot Accounting Parameters

Slot Accounting		<input checked="" type="checkbox"/> Enable
<input type="button" value="G"/> Communication Port Number	8	<input type="button" value="G"/>
<input type="button" value="G"/> Communication Port Baud Rate	9600	<input type="button" value="G"/>
Network Type	NONE	<input type="button" value="G"/>
<input type="button" value="G"/> DCN Type	DCN	<input type="button" value="G"/>
<input type="button" value="G"/> Protocol Level	1	<input type="button" value="G"/>
Network Sub Type	NONE	<input type="button" value="G"/>
Network Address	1	<input type="button" value="G"/>

2. Make changes to the parameters as needed by touching the button to the right of the parameter and using the keypad to change the setting.

For nonDCN networks, set the network parameters (with the exception of the *Network Type* parameter) to the same values regardless of the network manufacturer. Refer to Table 4-8 for the correct settings.

Table 4-8 Network Parameter Values

Network Parameter	Setting
C3 Protocol	Enabled
C3 Communication Port Number	8
C3 Communication Port Baud Rate	9600
Network Type	(Network dependent. See Table 4-9.)
C3 DCN Type	Not used
C3 Protocol Level	8.00
Network Sub Type	None
Network Address	1

For DCN networks, set the network type based on the network manufacturer. All other parameters are ignored. For valid network types, see Table 4-9

Table 4-9 Network Types

Manufacturer	Network Type
CDS	CDS-SAS
Bally	BALLY-ESSP
IGT	IGT-SAS or IGT-PT95
GSI	IGT-SAS
MGM EFT	MGM-SAS
Caesars EFT	EFT-SAS
Mikohn	MGM-SAS
Acres Rio	MGM-SAS

## Configuring the Ethernet

To connect a machine to Silicon Gaming's Wide Area Progressive Network (WAPS), you must configure the Ethernet settings for the network.

**Important:** Before invoking the MMS to edit Ethernet settings, you must open the electronics box. Slot machines that are connected to WAPS have a tamper-proof seal that prevents you from opening this door. Do not break the seal unless you are an authorized Silicon Gaming field engineer.

To configure the Ethernet, perform the following steps:

1. On the Network Configuration page, locate the *Ethernet* parameters shown in Figure 4-32.

Figure 4-32 Ethernet Parameters

Ethernet	Current Settings
Playpoint IP Address	10.10.60.172
Subnet Mask	255.255.255.0
Gateway IP	0.0.0.0

Table 4-10 describes each of the parameters in Figure 4-32.

Table 4-10 Ethernet Parameters

Playpoint IP Address	This option displays an editing keypad to set the Internet Protocol (IP) address for the machine. This value is determined by Silicon Gaming before the installation of the machine. This value is in the form of <i>xxx.xxx.xxx.xxx</i> .
Subnet Mask	This option displays an editing keypad to set the subnet mask for the machine. This value is determined by Silicon Gaming before the installation of the machine. This value is in the form of <i>xxx.xxx.xxx.xxx</i> .
Gateway IP	This option displays an editing keypad to set the IP address for a gateway computer (if applicable). This value is determined by Silicon Gaming before the installation of the machine. This value is in the form of <i>xxx.xxx.xxx.xxx</i> .

- To set the parameters, touch the button to the right of the parameter. An editing keypad is displayed, such as the one shown in Figure 4-33.

Figure 4-33 IP Address Editing Keypad



- Type the parameter value.
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the **Network Configuration** page, touch the *Accept* button.
- Repeat steps two and three for each parameter you wish to edit.

## Configuring the Progressive Interface

To configure the machine to support progressive awards, use the **MMS Progressive Configuration** page. You can configure a progressive link and then configure a game to use the progressive link.

To do the above tasks, perform the following steps:

- Invoke the MMS and access the **Configuration Page**. Refer to "Invoking the MMS" on page 2-23.
- Touch the **Progressive** tab at the top of the screen.

3. Perform the appropriate section below.
4. Exit the MMS. Refer to "Exiting the MMS" on page 2-25.



## Configuring Progressive Links

There are three types of links:

- ◆ WAPS
- ◆ Reg14
- ◆ Standalone controller (SC)

Link Settings are displayed on the **Progressive Configuration** page as shown in Figure 4-34.

Figure 4-34 Link Settings Parameters

Link Settings		
Edit Link	Protocol	Status
<input type="radio"/> SGI-WAPS-1	SG_WAP-P	Initialized 
<input type="radio"/> SGI-REG14	SG_REG14-P	Initialized
<input type="radio"/> SGI-SC-1	SG_SAP-P	Link Up
<input type="radio"/> SGI-SC-2	SG_SAP-P	Link Up
<input type="radio"/> SGI-SC-3	SG_SAP-P	Link Up
<input type="radio"/> SGI-SC-4	SG_SAP-P	Link Up 



For information on a specific link, refer to "Configuring a WAPS Link" on page 4-24, "Configuring a Reg14 Link" on page 4-25, or "Configuring a Standalone Controller (SC) Link" on page 4-26.

### Configuring a WAPS Link

To configure for WAPS, perform the following steps:

1. Locate link settings on the **Progressive Configuration** page and touch the *Edit* button to the left of the SGI-WAPS-1 link. The WAPS parameters are displayed as shown in Figure 4-35.

Figure 4-35 WAPS Parameters

SGI-WAPS-1 Configuration	
Local Area Controller IP Address	10.10.61.253 
Network Encrypt Key	

2. To set the address the machine will use to access the local area controller, touch the button to the right of *Local Area Controller IP Address*. An editing keypad is displayed, such as the one shown in Figure 4-36.



Figure 4-36 Local Area Controller IP Address Editing Keypad



3. Type the IP address for the machine (as provided by the SGI WAPS project team).
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the address and return to the *Progressive* page, touch the *Accept* button.
4. To establish a security key for network encryption, touch the button to the right of *Network Encrypt Key*. The machine contacts the central server, via the local area controller, and establishes a security key for network encryption.

### Configuring a Reg14 Link

To configure for Reg14, perform the following steps:

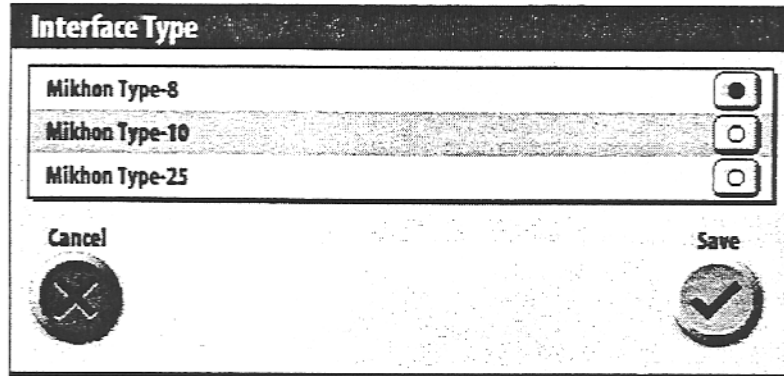
1. Locate the link settings on the *Progressive Configuration* page and touch the *Edit* button to the left of the SGI-REG14 link. The Reg14 parameters are displayed as shown in Figure 4-37.

Figure 4-37 SGI-Reg14 Parameters



2. To set the interface for the external progressive controller, touch the button to the right of *Interface Type*. The interface type settings shown in Figure 4-38 are displayed.

Figure 4-38 Interface Type Settings



The machine supports Mikohn Type-8, Type-10, and Type-25 interfaces to the external progressive controller. The communication ports for these interfaces are located on the Hubble board.

3. Touch the button to the right of the desired interface.
  - ◆ To cancel your selection and return to the **Progressive Configuration** page, touch the *Cancel* button.
  - ◆ To save your selection and return to the **Progressive Configuration** page, touch the *Save* button.
4. To set the slot machine ID number, touch the button to the right of *Slot Machine ID Number*. An editing keypad is displayed. Valid numbers are from 1 to 32.

### Configuring a Standalone Controller (SC) Link

The SC is a progressive link internal to the machine. It is used to support progressive awards on a single machine. You can use up to eight links. You can modify the standalone controller settings at any time.

To configure for the SC, perform the following steps:

1. Locate the link settings on the **Progressive Configuration** page and touch the button to the left of the link setting for SGI-SC-x. The x is the link number from 1 to 8. The parameters for the SC are displayed as shown in Figure 4-39.

Figure 4-39 Standalone Controller Parameters

SGI-SC-1 Configuration	
Award Amount (dollars)	2500.00 <input type="text"/>
Max Award (dollars)	10000.00 <input type="text"/>
Reset Amount (dollars)	2500.00 <input type="text"/>
Contribution (percentage)	0.10 <input type="text"/>
Escrow (dollars)	0.00 <input type="text"/>

Table 4-11 describes each parameter in Figure 4-39.

Table 4-11 SC Parameters

Award Amount (dollars)	This option sets the current award value for the link's progressive award (up to \$100,000).
Max Award (dollars)	This option sets the maximum award available (up to \$100,000).
Reset Amount (dollars)	This option sets the base or reset value for the link's progressive award (up to \$100,000).
Contribution (percent)	This option sets the percent of contribution from wagers that goes to fund the progressive award (up to 1.00 or 100%).
Escrow (dollars)	This option allows the user to change the current escrow amount. The escrow is the total amount of contribution money collected beyond the maximum award.

2. To set the parameters, touch the button to the right of the parameter. An editing keypad, like the one in Figure 4-40, is displayed.

Figure 4-40 Edit Keypad for Maximum Award



3. Type the parameter value.
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the **Progressive Configuration** page, touch the *Accept* button.
4. Repeat for each parameter you wish to edit.

## Configuring Progressive Games

To enable a game for progressive awards and configure award options, perform the following steps:

1. On the Progressive Configuration page, locate the game settings shown in Figure 4-41.


Figure 4-41 Game Settings

Game Settings			
Edit	Game	Game ID	Status
<input type="radio"/>	Big Win 4X4XCM	803-0013-001	Disabled
<input type="radio"/>	Big Win 4X4XCM	803-0013-002	Disabled
<input type="radio"/>	U.S. Mint 3cb	803-0011-001	Disabled
<input type="radio"/>	U.S. Mint 2cb	803-0011-002	Disabled

2. Touch the *Edit* button to the left of the game. Configuration options for the game are displayed near the bottom of the screen, as shown in Figure 4-42.

Figure 4-42 Configuration Options Example


PB 5c Jack Better Progressive Configuration	
Enable Progressives	<input checked="" type="checkbox"/> Enable
Award Configuration	<input type="radio"/>

 *Note:* Games on the WAPS network are automatically enabled for progressives.


3. To enable progressive capability for a game, touch the *Enable* checkbox.
4. To assign the game to a link and level, touch the *Award Configuration* button. The Poker award configuration parameters are displayed as shown in Figure 4-43.

Figure 4-43 Award Configuration Example

Poker Award Configuration		
Award	Link	Level
One Hundred Dollar Bill	<input type="radio"/> SGI-WAPS-1	0 <input type="radio"/>
Seven Seven Seven	<input type="radio"/> SGI-WAPS-1	1 <input type="radio"/>
Dollar Signs	<input type="radio"/> SGI-WAPS-1	2 <input type="radio"/>

OK  


The link defines how the game is networked to the progressive award. The link level indicates the award level for the link. 0 is the first or top progressive level.

 *Note:* The game determines whether multiple link levels are available.

5. Touch the *Link* button. A list of links is displayed.
6. Touch the radio button for the desired link.
7. Touch the *OK* button.
8. Touch the *Level* button. An edit keypad is displayed.
9. Type the desired award level (from 0 to 7).
  - ◆ To clear the current entry, touch the *Clear All* button.
  - ◆ To exit without saving the data, touch the *Cancel* button.
  - ◆ To save the data and return to the previous dialog box, touch the *Accept* button.
10. Repeat for each award you wish to edit.

