# Atronic

great games ... people

Definitions

In Atronic V... ashline machines ... ferent game systems and v...s can be used.
By checkin... code of a specific software the version and d...ncies between m...in software, paytable, grap... tware, security G...L and sound software can ...ntified. Version o... paytable, graphic software, ...ty GAL and sou...d software must match the ... oftware. (All codes are displayed during power ... ne audit and the service menu and is printed on ... PROM together with the parts number.)

Version
(he... Reels)

Graphic
(here: Version A)

Manufacturer ID

H5__-A---01-B

N HOTS-A-A-CA

St...
Devolo...
(here: "...

Country
If not shown, thi...
version is no...
country...

...stem
...otShot)

Graphic
(here: Version A)

Software...
(here: Ver...)

Machin...
(here:...)

Payta...
(here: Ver...A)

N-05-AC-A03

State ... anuf. ID
Devolopm...
(here: "N-L...

...A-1...-A

...am...
(he...
5 R...

HOSH S

...ystem
...: HotSh...

Machine...
(here:...)

HOTSAA A

...System
...ere: HotShot)

Graphic
(here: Verion A)

Pay...
(here: Vers...)

...t 99
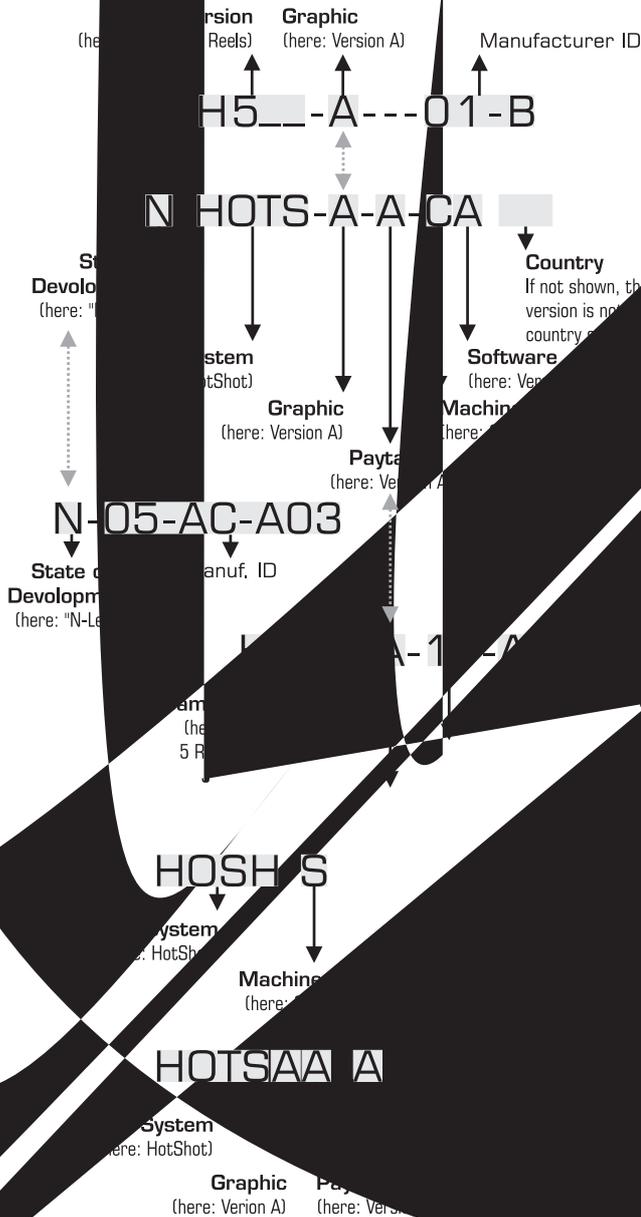
Software

Location

The game specific software is located on different boards:
- The main software on the Masterboard, socket U2
- The paytable on the Masterboard, socket U6
- The security GAL on the Masterboard, socket U35
- The Graphic software on the Graphicbaord, sockets U8 to U15
- The Comm software on the Commboard, socket U3
- The Sound software on the Soundboard, socket U18 to U21
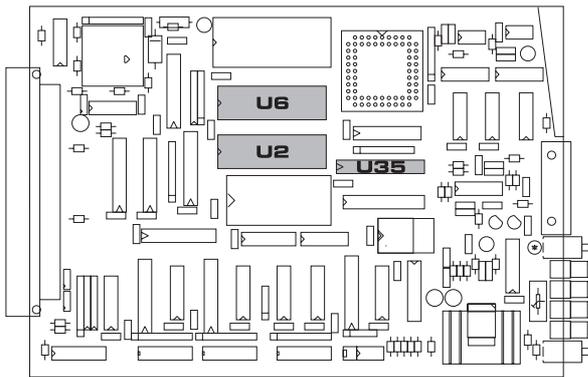
Master Board
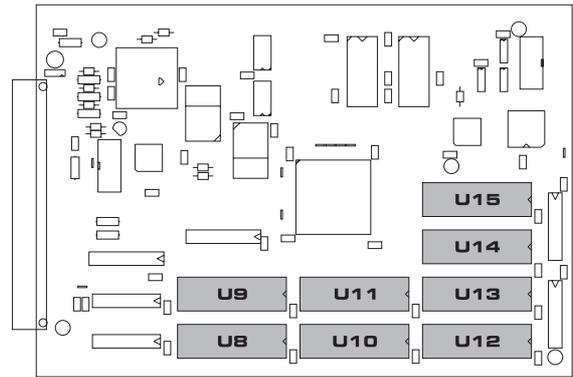
Graphic Board
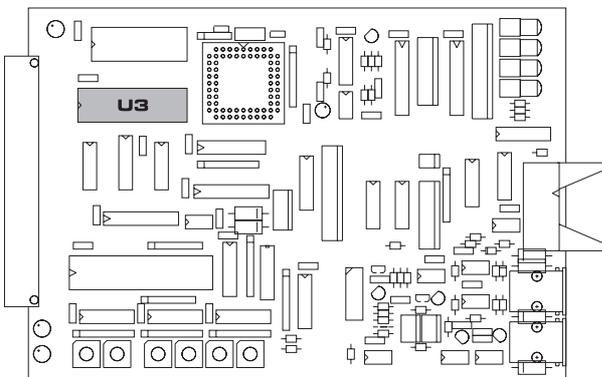
Comm Board
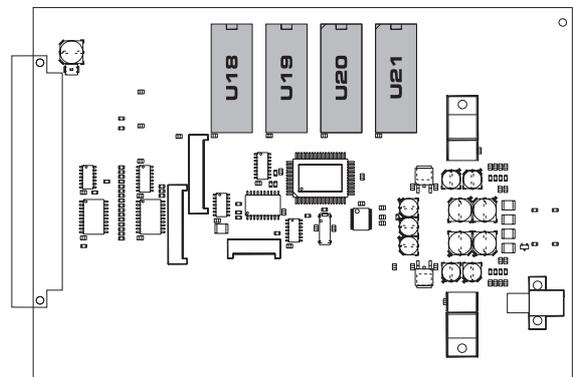
Sound Board

Basic Software Setup

After a new software has been installed or after a RAM reset, a basic setup is required.

Procedure

During the first power up the following message will be displayed:

MEMORY IS RESET - NEW GAME TYPE

or

MEMORY AND PC SETUP ARE RESET

or

RAM ERROR

- Press and hold the red reset switch on the masterboard until an acoustic signal sound (approx. 10 seconds).
- A menu is displayed on the monitor (select item with lit buttons, cash out button confirms selection):

SET COIN VALUE

- Select the desired denomination (value of accepted coin or token).

SET IN-MULTIPLIER

- Select the desired multiplier (number of credits per coin or token). A specific value can be set by selecting *** and enter a value between 1 and 99.

SET TOKENISATIONSTRING FOR ON SCREEN DISPLAY

- Select the desired denomination code. A specific code can be set by selecting *** and change the String in the menu.

PREVIEW FOR TOKENISATIONSTRING FOR ON SCREEN DISPLAY

- Confirm the preview or change the tokenisationstring as desired.

Example:
Accepted coin is 2 Euro and gives 5 credits.

Set coin value = 2

Set in-multiplier = 5

Set string = EUR

Displayed textbox wil be:

2.00 EUR BUYS 5 CREDITS

Software

SET WIN PAYOUT LIMIT?

- The win payout limit can be enabled or disabled. When enabled and a win exceeds the limit, the amount over the limit will be hand paid.

WIN PAYOUT LIMIT

- Select the desired limit (between 100 and 1000 credits).

MECHANICAL METER 2

- The following meter modes are available:
  - CREDITS WON (sum of all credits won)
  - COIN OUT (sum of all won credits played + sum of won credits paid via hopper + sum of won credits paid to card)

MECHANICAL METER 3

- The following meter modes are available:
  - DROP WITH BILLS
  - DROP WITHOUT BILLS

MECHANICAL METER 5

- The following meter modes are available:
  - GAMES
  - BILLS IN CREDIT
  - BILLS IN CURRENCY

SET CREDITLIMIT

- Select desired credit limit (max. credits)

SET BILL ACCEPTOR TYPE

- The following bill acceptor types are selectable:
  - CBV IVO
  - CBV V2 (IBS, IDS)
  - JCM

SETUP SUMMARY

- All selections are displayed and in case of a wrong selection the whole procedure can be repeated. To confirm the setup press the cash out button.

Note:
Meter 1 and 4 are not programmable, meter 6 will be automatically set to:
- *JACKPOT (if meter 2 is set to CREDITS WON)*
- *HAND PAID (if meter 2 is set to COIN OUT)*

Note:
After confirming the Setup Summary the machine enters automatically the paytable configuration (Config Key).
If a bill validator is installed, the machine has to be restarted after the paytable configuration.

Configuration Key Cashline

The Configuration Key enables the Operator to select a specific percentage from a range of Paytables selectable from one EPROM.

General Information

The PAYTABLE EPROM, located at U6 on Main Board, is replaced with the Config Key EPROM and then powered up. After the Power up, the Main Software interprets the Config Key and initialises the RAM, so that the Config Key is installed. The Main Software will then start a special Configuration Setup, which enables the Operator to select a specific Paytable version. One physical EPROM, will contain all the Paytable versions for one game type.

Hardware Handling

1. Power down machine
2. Remove the PAYTABLE EPROM from location U6 on the Mainboard
3. Insert the Config Key EPROM into location U6
4. Power up machine
5. A message will be displayed on the Monitor: Config EPROM detected. Restart with original Paytable (U6).
6. Power down machine
7. Remove Config EPROM from location U6 and replace with PAYTABLE EPROM.
8. Power up machine

During the Powering up process the Software will check if the RAM was initialised by the insertion of a Config Key. If the check proves valid the Software will start the special Configuration Setup.

Setup procedure for selection of the Paytable version.

Video Slot

1. Reel-Setup
Depending on which versions are available in the paytable EPROM, a list will be displayed on the Monitor and the Operator can choose his version.
- 3 Reels
- 5 Reels

2. Lines
Depending on the number of Reels the Operator has chosen, and the versions available in the paytable EPROM, a list will be displayed on the Monitor and the Operator can choose his version.
- 1 Line
- 3 Lines
- 5 Lines
- 9 Lines

3. Credits Bet per Line
Depending on the selections made above and the versions available in the paytable EPROM, a list will be displayed on the Monitor and the Operator can choose one of those, which fulfil the conditions for the Maxbet Limit. (The Maxbet Limit is set for a certain paytable.)

The number of **lines** multiplied with the number of **credits per line** multiplied with the **credit value** must not exceed the **Maxbet Limit.**

Examples: Maxbet Limit = **25**$

9 lines x **5** credits per line x **0,25**$ credit value = **11.25**$ Maxbet is a valid selection.

5 lines x **10** credits per line x **1**$ credit value = **50**$ Maxbet is invalid, selection not possible.

4. Percentage
Depending on the selections made above and the versions available in the paytable EPROM, a list will be displayed on the Monitor and the Operator can choose the required Percentage.

Note:
The credit value is defined by the coin value in the basic machine setup and the coin and bill values in PC Setup.

5. Summary

After completion of the configuration, a summary will be displayed on the Monitor and the Operator can confirm or reject the settings. By rejection the procedure will automatically restart from Point 1.

Video Poker

1. Type

Depending on the Poker types available in the paytable EPROM, a list will be displayed and the Operator can choose the appropriate version.

DRAW POKER
JOKER POKER
BONUS POKER
DEUCES WILD
TWO JACKS WILD

2. MaxBet

Depeding on the selection made above and the versions available in the paytable EPROM, the Operator can choose the MaxBet, which fulfils the conditions for Maxbet Limit. (The Maxbet Limit is set for a certain paytable.)

5
10
20

3. Select

Depending on the selections made above and the versions available in the paytable EPROM, a list of Paytables will be displayed on the Monitor and the Operator can choose his version.

4. Summary

After completion of the configuration, a summary will be shown and the Operator can confirm or reject the settings. By rejection the Setup will automatically restart from Point 1.

Software

Information stored in the RAM in case of a Configuration change

1. The master meters in STATISTICS, reached via Audit Key, remains unchanged.

2. An additional Menu will be introduced to store the last 10 configurations:
   a) Date/Time of configuration
   b) Config Key EPROM Version
   c) Change: Old Paytable => New Paytable
   d) Statistical Data:

   Credits Wagered: Total number of credits which have been Bet.

   Credits Won: Total number of credits which have been Won.

   Coins Out: Total number of Credits which were Bet, plus the Credits which were paid out by the Hopper and also the Credits which were won and paid by Cashless .

   Hand Paid Won: Total number of Win Credits which have been Handpaid. (Including Jackpots).

   True In: Total number of Credits from inserted Coins, Bills and Key Credits.

   True Out: Total number of Credits paid out by Hopper.

   Hand Paid: Total value of Credits which have been Handpaid, including Jackpot. (Except Progressive Jackpot)

   Jackpot Wins: Total value of Jackpot Payouts.
   Jackpot Hits: Total number of Jackpot events.
   Games Played: Total number of Games played.

3. RAM Reset
   In the case of the RAM RESET, message all the Changed Data will be cleared.

Software

Error Messages

1. Paytable EPROM Error
This message will be shown when the wrong Paytable is installed after the Config Key was initialised. The machine LOCKS UP. Install the correct Paytable EPROM.

2. Config CRC Error
This message will be shown when the checksum of the Config Key Data is not correct. Repeat the routine with the Config Key EPROM.

Software

PC Setup

The Atronic Video Slots are Programmed in Production prior to shipment and all the settings are programmed according to their Customer Specific requirements.

At some time in the future, due to additional Hardware installation, Updated Software, installing a link progressive or Fault correction by the Operator, it may be necessary to re-program these options in the machine through PC-Setup in the Service Menu, using the CNF10EB program.

The PC-Setup CNF10EC program is used to select the specific option that is required by the operator. The following Main Menu indicates the Sub Menus which when individually selected will allow you to set your specific requirements according to the procedure.

PC-Setup allows to change the hardware configuration, coin and bill values, set software switches and limits and select texts for the ticket printer.

The following equipment and parts are necessary in order to use PC-Setup with the Atronic Machine.

Part-No   Nomenclature
65503172   CNF10EB (complete kit)
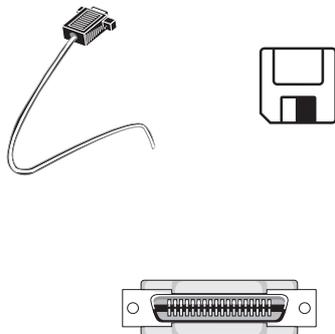
Note:
Indicated on the bottom left hand corner is the specific program used for that particular game.

Software

Software Installation

- Install CNF10EB program onto your Hard drive or use the disks provided on A: drive, the program should be operated in DOS mode, the Laptop should be powered Down after installing the program.
- Connect the Dongle G/E 0300 onto the Printer port
- Power up Laptop and start the Laptop in DOS mode.
- Select the directory in which the program is installed and start the program.

The following Main Menu will appear on your Laptop screen:

```
ATRONIC CASINO TECHNOLOGY
      VERSION: CNF10EC
---------------------------
HARDWARE  CONFIGURATION
COIN VALUES
BILL VALUES
SOFTWARE SWITCHES/LIMITS
TICKET PRINTER
---------------------------
EXIT                     F10
```
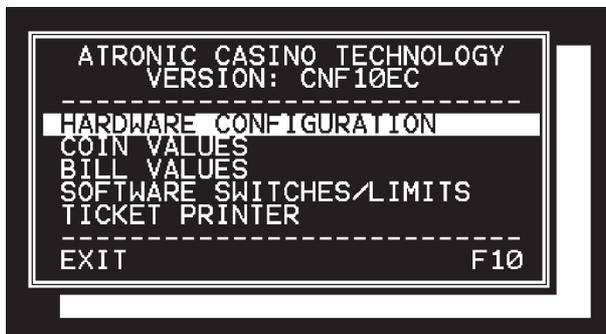
Connection

- Open machine Main Door
- Connect the PC Setup cable to the RS232 connector on the Master Board and then connect the other end to the Laptop computer.
- Press the Green Service Switch on the Master Board to enter the Main Menu on the machine.
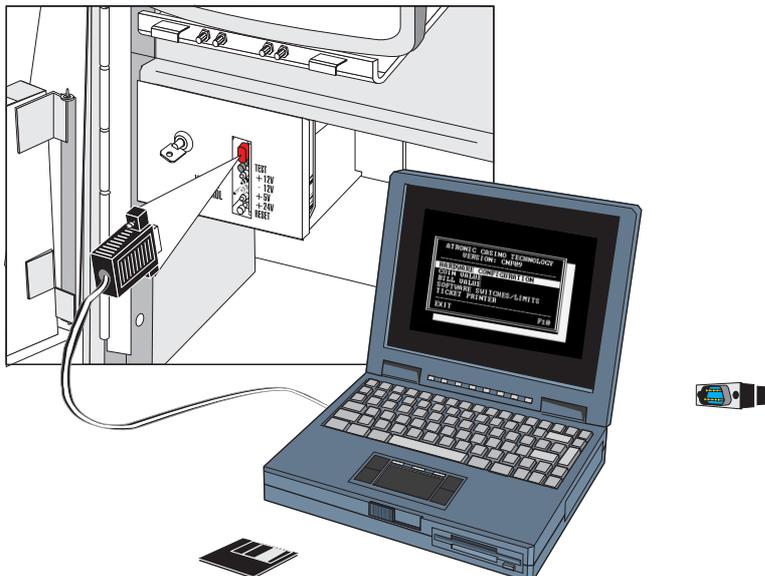
Software

Transmission

To transfer data, the same item (e.g. hardware config-
uration) has to be selected both on the machine and
the PC.

- Select PC-SETUP in the machines service menu.
- Highlight the desired routine in the machines ser-
  vice menu.
- Enter the same routine in the configuration pro-
  gram on the PC (highlight the desired routine with
  the cursor keys and enter with the return key).

Transfer is initiated by pressing the center lit button
on the button panel (the following message will be dis-
payed)

> **START TRANSMISSION ON PC**

and immediatly pressing the appropriate key on the PC
(F1: receive data, F2: send data).

After sending configuration data to the machine, the
current and the new machine configuration will be dis-
played on the monitor.

It is recommended to download the current machine
configuration first before changing settings and send-
ing them back to the machine.
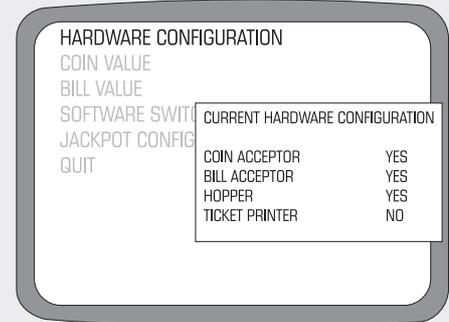
Note:
*When the connection between
the machine and the PC can't
be established, the following
message will be displayed:*
COMMUNICATION ERROR

Software
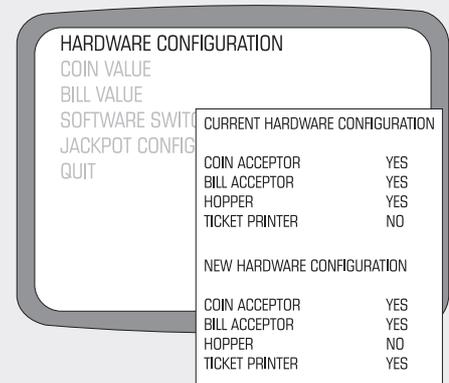
Settings

Hardware Configuration

```
┌──────────────[ CNF10EC ]──────────────┐
│          Atronic Casino Technology     │
│           Hardware Configuration       │
│                                        │
│        COIN ACCEPTOR        │NO │      │
│                                        │
│        CBV BILL ACCEPTOR    NO         │
│                                        │
│        HOPPER               NO         │
│                                        │
│        TICKET PRINTER       NO         │
│                                        │
│                                  EXIT  │
│  RCV   SEND                            │
│   F1    F2    F3   F4   F5   F6   F7   F8   F9   F10 │
└────────────────────────────────────────┘
```
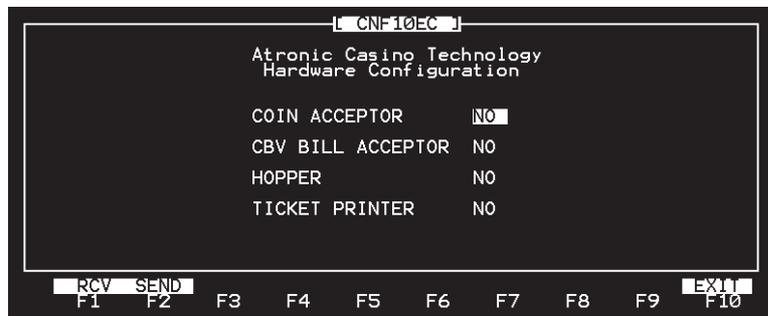
This routine allows to configure the machine according to the actual installed hardware like coin and bill acceptor, hopper and ticket printer.

Coin Values

```
┌──────────────[ CNF10EC ]──────────────┐
│          Atronic Casino Technology     │
│                Coin Values             │
│     COIN VALUE:    CHANNEL 1    │  1 │ │
│                    CHANNEL 2       1   │
│                    CHANNEL 3       1   │
│                    CHANNEL 4       1   │
│                    CHANNEL 5       1   │
│                    CHANNEL 6       1   │
│   IN-MULTIPLIER:  1    TOKENISATION STRING: 1.00 EUR │
│                                        │
│     NOTE    : If only one COIN VALUE is needed, │
│               all channels MUST be set to desired value! │
│     WARNING : Changing the IN-MULTIPLIER causes │
│               a reset of all bookkeeping data ! │
│  RCV   SEND                      EXIT  │
│   F1    F2    F3   F4   F5   F6   F7   F8   F9   F10 │
└────────────────────────────────────────┘
```
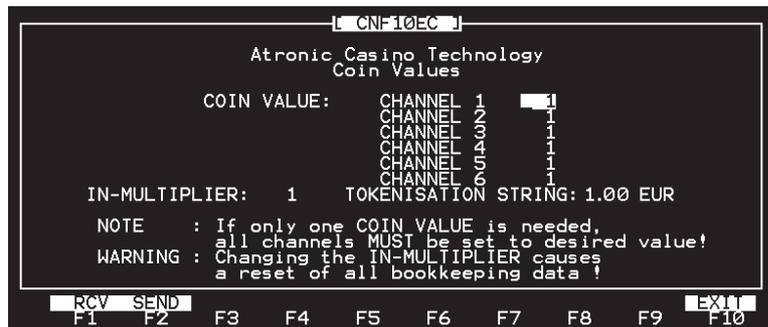
This routine allows to set the credits per coins. With coin comparitors which accept only one type of coin (e.g. CC16) all channels have to be set to the same value.

Additionally an "In-Multiplier" can be set. Credits from accepted **coins and bills** are multiplied by this value.

Edit the tokenisation string to change the denomination code. Changing the denomination value doesn't affect the machines coin value!

Changing the machines coin value requires a RAM reset!

HARDWARE CONFIGURATION
COIN VALUES
BILL VALUES
SOFTWARE SWITCHES / LIMITS
TICKET PRINTER
JACKPOT CONFIGURATION
QUIT   CURRENT HARDWARE CONFIGURATION
COIN ACCEPTOR   YES
CBV BILL ACCEPTOR   YES
HOPPER   YES
TICKET PRINTER   NO
USE PC PROGRAM "CNF09" FOR PROGRAMMING
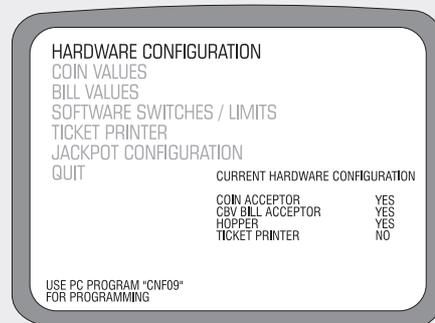
Note:
Hopper and ticket printer can't be selected at the same time, only one payout medium is possible.

HARDWARE CONFIGURATION
COIN VALUES
BILL VALUES
SOFTWARE SWITCHES / LIMITS
TICKET PRINTER
JACKPOT CONFIGURATION
QUIT   CURRENT IN-MULTIPLIER: 1
CURRENT COIN VALUES
channel 1: 1
channel 2: 1
channel 3: 1
channel 4: 1
channel 5: 1
channel 6: 1
USE PC PROGRAM "CNF09" FOR PROGRAMMING

Note:
Changing the in-multiplier causes a reset of all bookkeeping data!

Software

Bill Values

```
┌─────────────[ CNF 10EC ]─────────────┐
│         Atronic Casino Technology      │
│               Bill Values              │
│     BILL TXT CODE VALUE      BILL TXT CODE VALUE │
│  1:    1 $  01      1    8:   200 $  C8    200   │
│  2:    2 $  02      2    9:                      │
│  3:    5 $  05      5   10:                      │
│  4:   10 $  0A     10   11:                      │
│  5:   20 $  14     20   12:                      │
│  6:   50 $  32     50   13:                      │
│  7:  100 $  64    100   14:                      │
│                                                 │
│   RCV  SEND  LOAD  SAVE               EXIT      │
│   F1   F2    F3    F4   F5   F6   F7   F8   F9   F10 │
└─────────────────────────────────────────────────┘
```

This routine allows to set the credits per each different bill.
Note: All values are multiplied by the "In-Multiplier" which is set in the "coin values" menu.

Software Switches / Limits

```
┌─────────────[ CNF 10EC ]─────────────┐
│         Atronic Casino Technology      │
│          Software Switches / Limits    │
│                                        │
│   Additional Jackpot ........ onality  │
│   KEY MODE          ┌──────────┐       │
│                     │ NONE     │       │
│   Limits            │ KNOCK OFF│       │
│   WIN LIMIT         │ REMOTE   │       │
│   KEY OFF LIMIT     └─ 400000 ─┘       │
│                                        │
│   Progressive Jackpot Meter Mode       │
│   METER COUNTS          HITS           │
│                                        │
│   RCV  SEND                      EXIT  │
│   F1   F2   F3   F4   F5   F6   F7   F8   F9   F10 │
└─────────────────────────────────────────────────┘
```
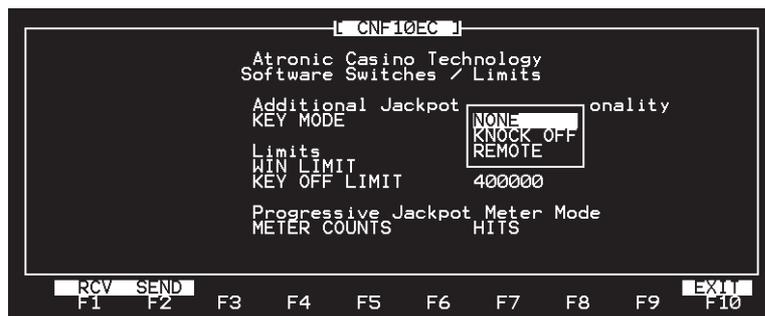
This routine allows the definiton of additional functions for the Jackpot Key, to enable or disable the win limit, to set a key off limit and to set the Jackpot Meter mode.

Key Modes: None
                Knock Off
                Remote

Meter Counts: Hits
                Value


```
HARDWARE CONFIGURATION
COIN VALUES
BILL VALUES
SOFTWARE SWITCHES / LIMITS
TICKET PRINTER
JACKPOT CONFIGURATION
QUIT              CURRENT BILL VALUES

                  bill   cbv-code   value
                  $ 1      01         1
                  $ 5      05         5
                  $ 10     0A        10
                  $ 20     14        20
                  $ 50     32        50
                  $ 100    64       100

USE PC PROGRAM "CNF09"
FOR PROGRAMMING
```

```
HARDWARE CONFIGURATION
COIN VALUES
BILL VALUES
SOFTWARE SWITCHES / LIMITS
TICKET PRINTER
JACKPOT CONFIGURATION
QUIT          CURRENT SOFTWARE SWITCHES / LIMITS

              ADD: JP_KEY FUNCTION    REMOTE
              WIN LIMIT               OFF
              CREDIT LIMIT            400000

USE PC PROGRAM "CNF09"
FOR PROGRAMMING
```

Note:
In some software versions for certain jurisdictions a "Win Limit" is implemented. If enabled, a win exceeding the win limit causes the machine to lock up and the win has to be hand paid.

Ticket Printer

```
┌─────────────────────┤ CNF10EC ├──────────────────────┐
│              Atronic Casino Technology                │
│                    Ticket Printer                     │
│                                                       │
│  Line Text                                  Attribute │
│    1   Validation Number is: [VAL-NR]       [B][U][W] │
│    2   [********** DOLLARS IN WORDS **********]  [B][U][W] │
│    3   [E. DATE/TIME]                       [B][U][W] │
│    4                                        [B][U][W] │
│    5                                        [B][U][W] │
│    6                                        [B][U][W] │
│                                                       │
│                                                       │
│       ┌─────────────────────────────────────────┐    │
│       │SEND  LOAD  SAVE  NORM  BOLD ULINE  WIDE FIELD  EXIT│
│    F1  F2    F3    F4    F5    F6   F7      F8   F9    F10 │
└───────────────────────────────────────────────────────┘
```
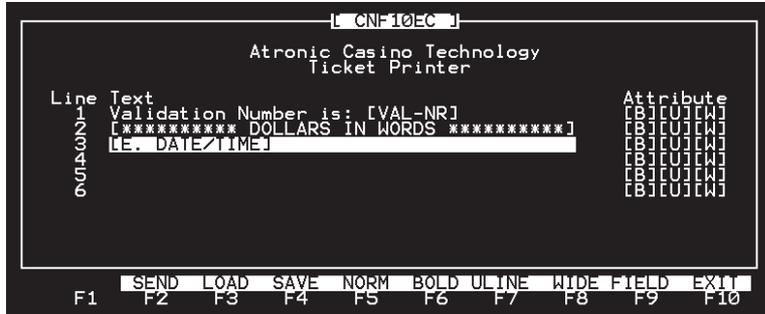
This routine allows the definition of ticket texts issued by the ticket printer.
Dynamic values can be inserted into the text by pressing the "F9" key and selecting the appropriate value.
The text attributes of a single line can be changed with the "F5"-"F8" keys.

Jackpot Configuration

The Jackpot settings can be configured with the CNFA03 software.

TICKET PRINTER
JACKPOT CONFIGURATION

USE PC PROGRAM "CNF09"
FOR PROGRAMMING
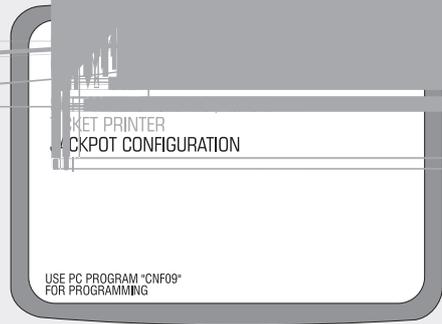
additional
information ➤ **See section "A-Link"**

Interface Cable RS232

SUB-D- male connector   SUB-D- female connector

9 8 7 6   *Solderside*   6 7 8 9

```
1  x                    x  1
2   ╲                  ╱    2
3    ╲────────────────╱     3
4  x                    x  4
5  ────────────────────    5
6  x                    x  6
7   ╲                  ╱    7
8    ╲────────────────╱     8
9  x                    x  9
```

RS 232 Interface cable

Soft
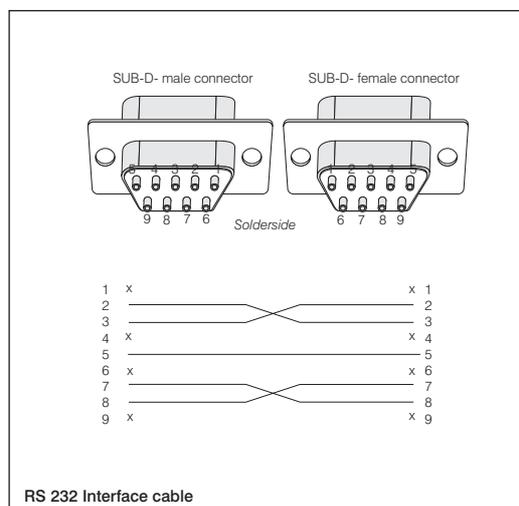
Clear Memory - RAM Reset

To clear the memory, including PC-Setup and all statistic data, execute the following steps:

- Switch off power

- Exchange EPROM U2 with CLEAR-EPROM RRES_XX
  - Remove Masterboard from Logicbox
  - Remove EPROM U2 carefully out of socket
  - Insert CLEAR-EPROM into same socket
  - Insert Masterboard into Logicbox

- Turn on power

- Wait approx. 10 seconds (audible signal)

- Switch off power

- Exchange CLEAR-EPROM with original EPROM U2 in the same way as stated above

- Turn on power
  An error message RAM ERROR will be displayed

- Press and hold the red reset switch for approx. 5 seconds (audible signal)

- Carry out basic software setup

- Select paytable

> **Note:**
> *All statistic data (Audit Menu- Statistics)
> are set to 0 (zero).*
> *All machine settings (PC-Setup, Menu Setup) are reset to factory settings.*
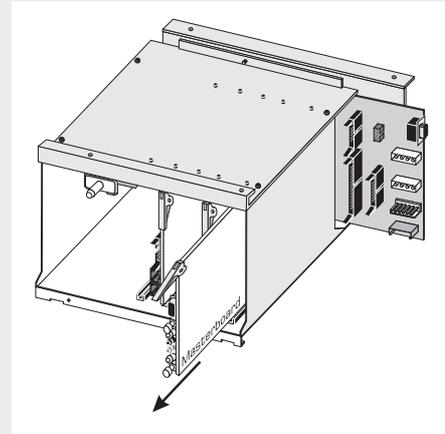

Remove Masterboard

Exchange EPROM

Software

DIP-Switch Settings
Video Slot

ON
OFF

DIP-Switch 1
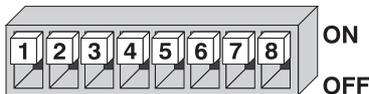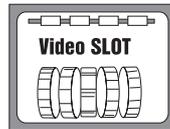
1	2	3	4	5	6	7	8	Function
X								Not used
	ON							Refill if hopper is empty, payout continues when main door is closed
	OFF							Handpay if hopper is empty
		OFF	OFF					When over max. hopper payout, hopper pays out the amount of the adjusted max. hopper payout value, then handpay
		OFF	ON					When over max. hopper payout, no payout, only handpay
		ON	OFF					When over max. hopper payout, hopper pays down to the next hundred, then handpay
				X				Not used
					X			Not used
						ON	ON	Inserted coins go to the BET/IN meter until MAXBET coins, autostart feature can be selected via DIP-Switch 2/2
						OFF	ON	Inserted coins go to the BET/IN meter until MAXBET coins, additional coins are counted on the CREDITS meter, autostart is not available
						OFF	OFF	Inserted coins go to the CREDITS meter, IN meter is not displayed, autostart is not available

DIP-Switch 2

1	2	3	4	5	6	7	8	Function
ON								Immediate payout
OFF								Wins go to CREDITS meter
	ON							Autostart enabled
	OFF							Autostart disabled
		ON						If hopper jammed: clear hopper; payout continues when main door is closed
		OFF						If hopper jammed: clear hopper; execute handpay
			ON					Operating mode with bill acceptor
			OFF					Operating mode without bill acceptor
				ON				Progressive mode
				OFF				Non progressive mode
					X			Not used
						ON		After each game, the (MAX)BET button must be activated to start the next game
						OFF		By pressing the START button the following game will be played with the last bet
							ON	Toplight with 2 lamps
							OFF	Toplight with 3 lamps

DIP-Switch 3

1	2	3	4	5	6	7	8	Function
X								Not used
	X							Not used
		X						Not used
			X					Not used
				X				Not used
					X			Not used
						ON		Lock of machine in case of a coin diverter error
						OFF		No lock of machine in case of a coin diverter error
							ON	Bill changer mode
							OFF	Normal function of bill acceptor

Note:
DIP-Switches for a standard game system are shown. Differnet games may have different or additional settings. See software sheets for a specific game.

Software