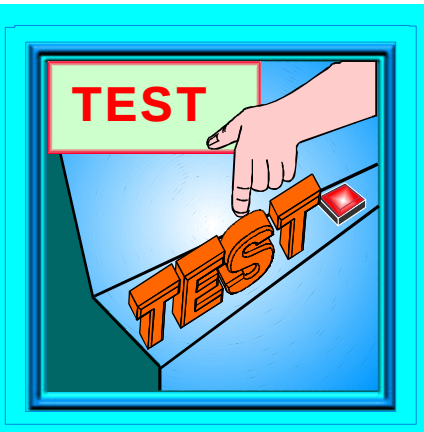
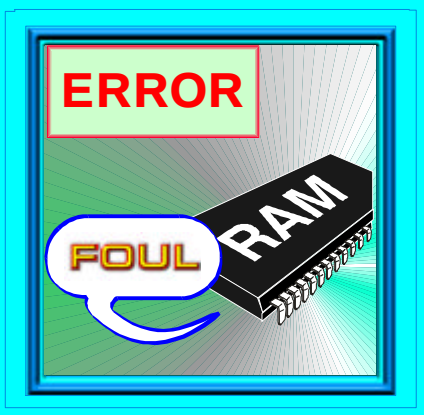
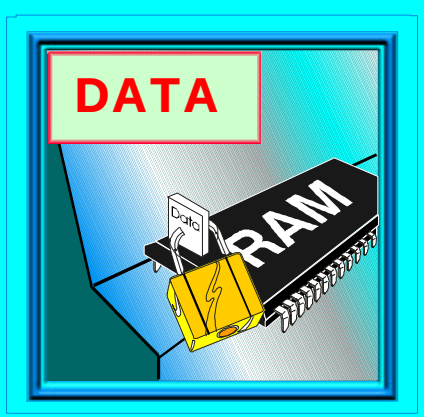
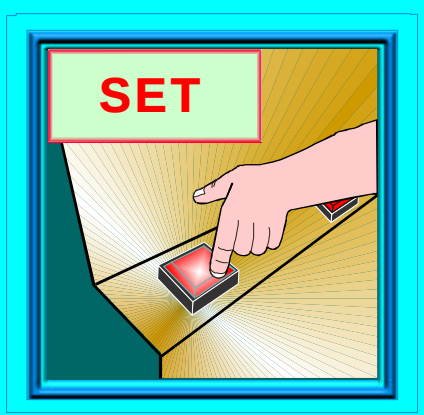
SERVICE - MENU

V.002







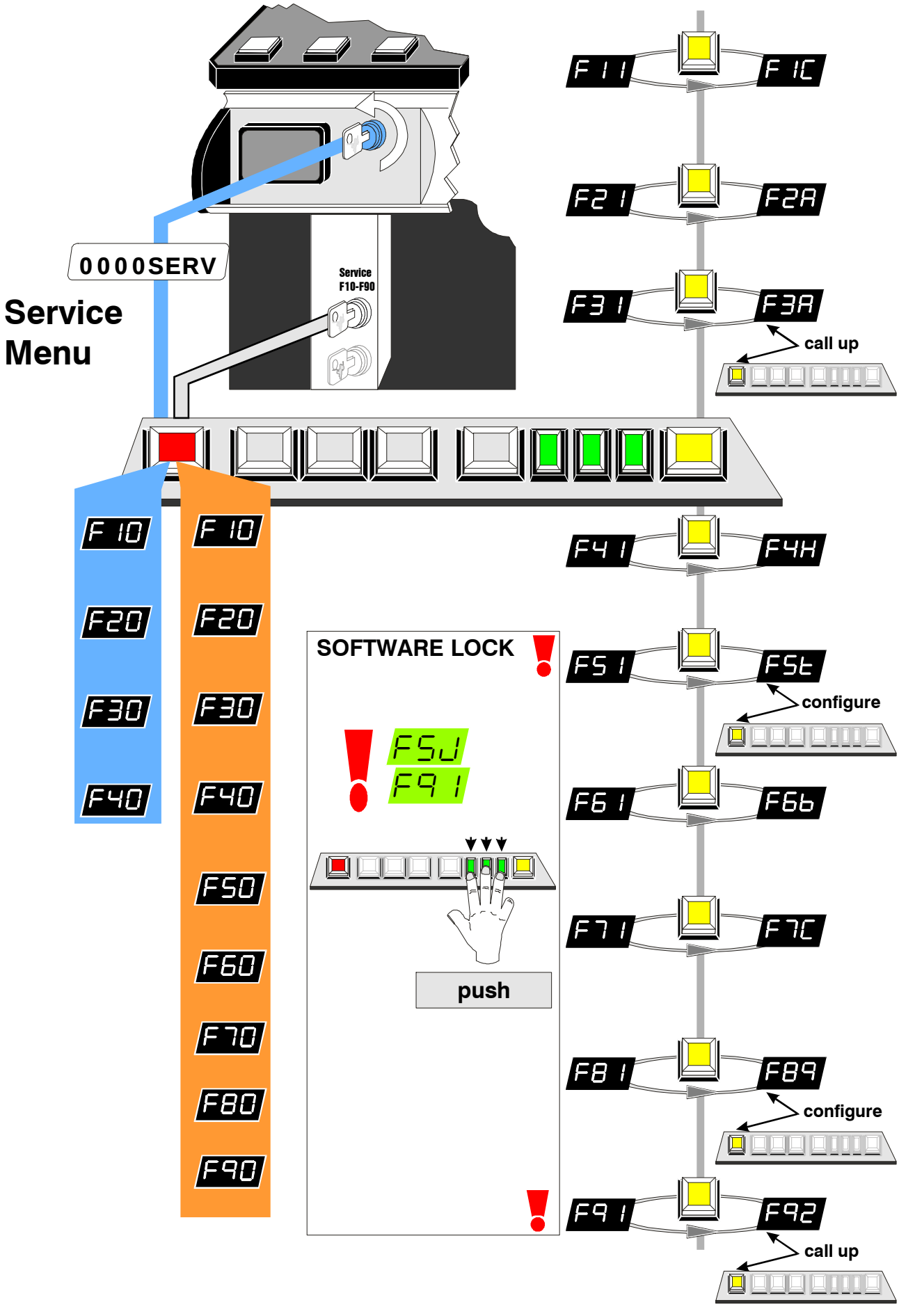


STELLA INTERNATIONAL

A member of the Gauselmann Group

Service Menu - Manual Eastern Europe (english)

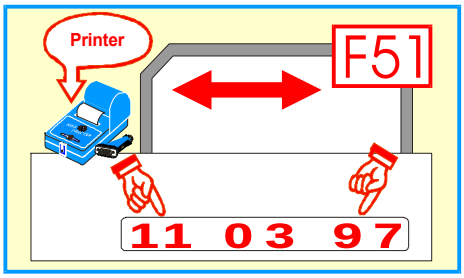
SERVICE MENU



Date of last cash-out

Date on which data has been erased in Menu F 51 or data has been printed out is stored in this menu.

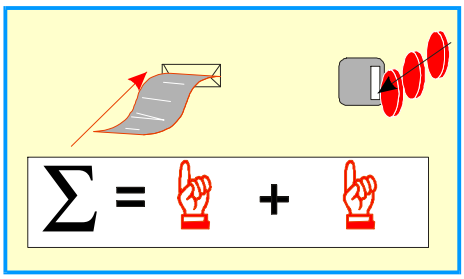
day, month, year



Total insertions

Amounts (bills and coins) insertion during accounting-period are displayed in units.

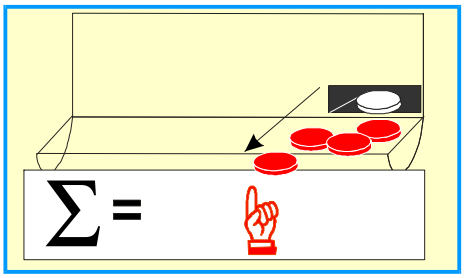
∑ in game units



Total payout

Date on which data has been erased in Menu F 51 or data has been printed out is stored in this menu.

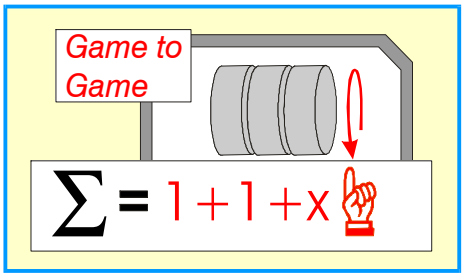
∑ in game units



Total number of games

Games played during accounting-period are displayed .

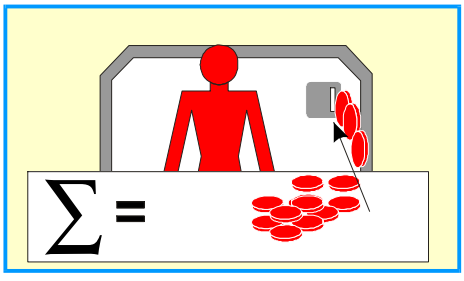
∑ Sum



Total refills

Sum entered in refill programme during accounting-period.

∑ in game units

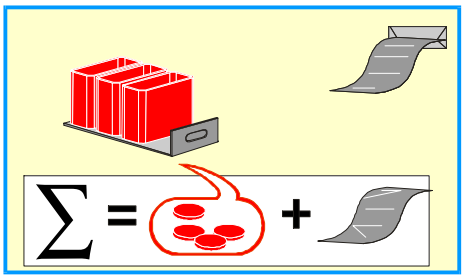


STELLA INTERNATIONAL

Total cash

Sum registered during accounting-period.
Registration of specific coins see F71 - F76.
Registration of specific bills see F77 - F7C.

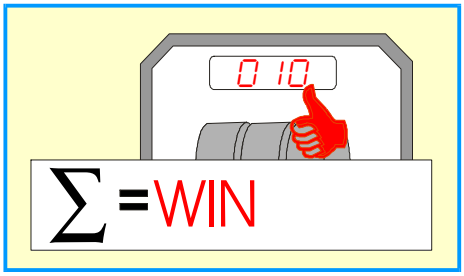
∑ in game units



Total wins

Games won during accounting-period.

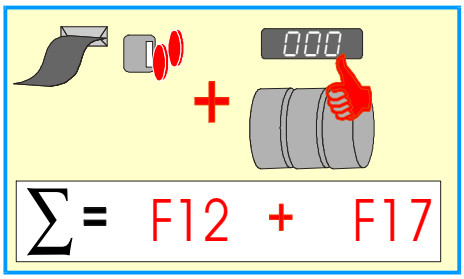
∑ in game units

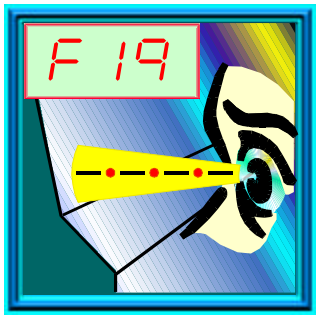


Total bets

Sum of credits wagered during accounting-period.

∑ in game units

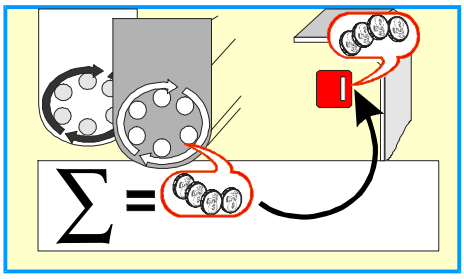




Sum of hopper variances

Total hopper variances registered between hopper discharge and hopper refill during accounting-period.

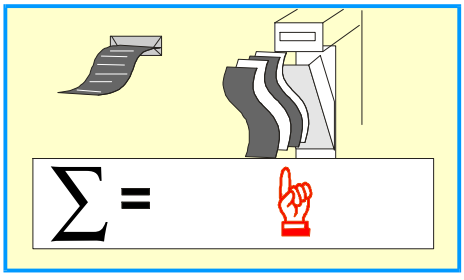
∑ in game units



Banknote stacker

Notes registered during accounting-period.

∑ in game units

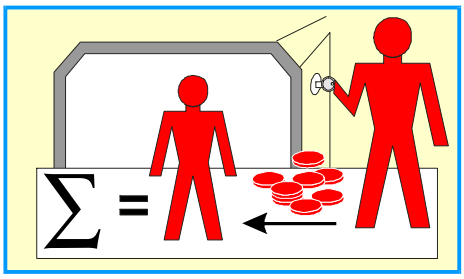


Menu F 10 current game statistics

Handpay

Amounts paid “by hand” during accounting-period.

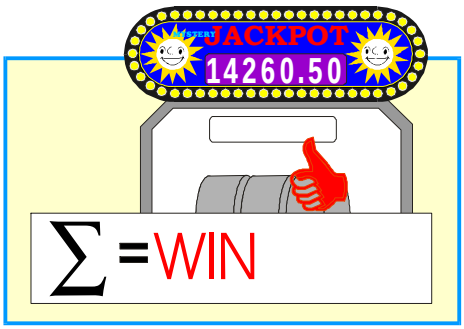
∑ in game units



Sum of jackpot wins

Sum of jackpot wins during accounting-period.

∑ in game units

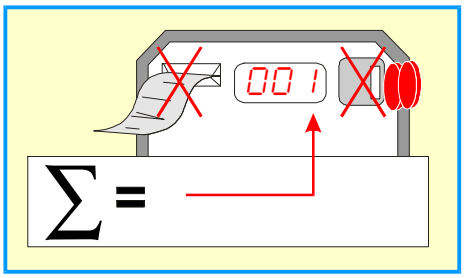


Menu F 20 game parameters

Coin insertion limit

Credit can be accumulated by the player with either coins or bills, only until the coin insert limit (see in F56) is reached.

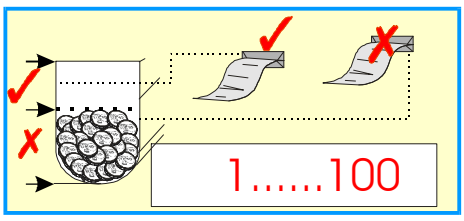
∑ Single coin / Multi coin



Note acceptance limit

Note acceptance is disabled when the coin level in the hopper has dropped below the preset note acceptance limit. (Set in menu F5b)

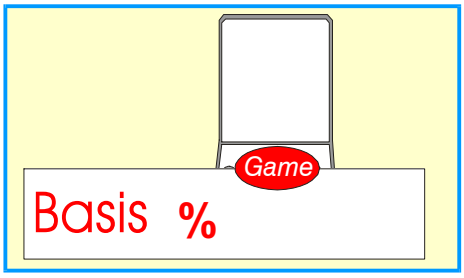
∑ in game units



Target win ratio (basic game)

Preset win ratio for the game is displayed.

∑ in %

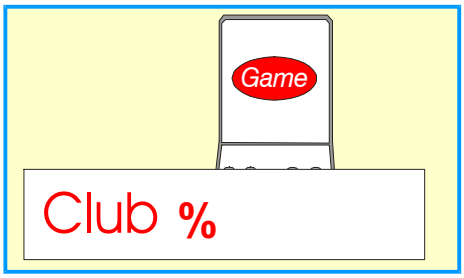


STELLA INTERNATIONAL

Target win ratio (club game)

Preset win ratio for the game is displayed.

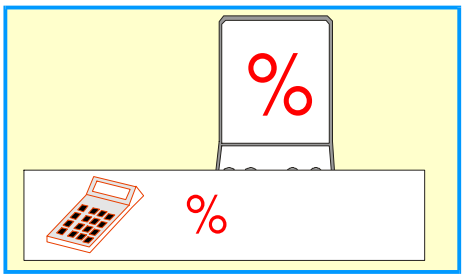
Σ in %



Calculated payback %

Displays the current payback %, calculated internally.

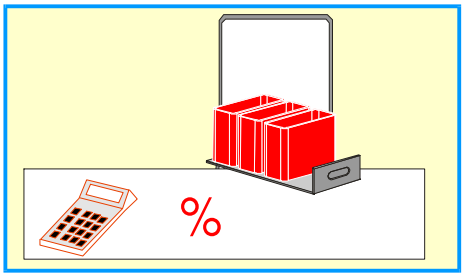
Σ in %



Cash Box %

Displays the calculated current cash box %.

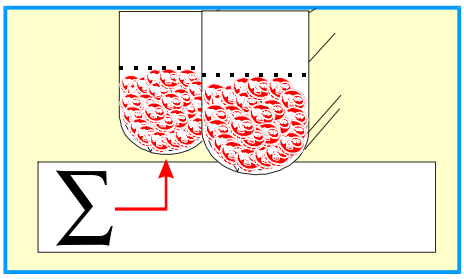
Σ in %



Total sum hopper 1

Displays the current quantity of coins in hopper 1.

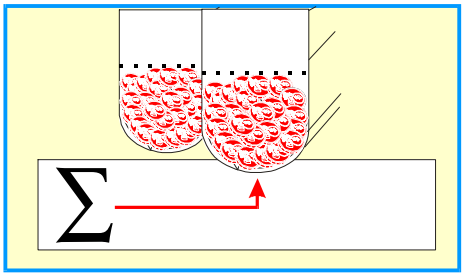
Σ Quantity of coins



Total sum hopper 2

Displays the current quantity of coins in hopper 2.

Σ Quantity of coins

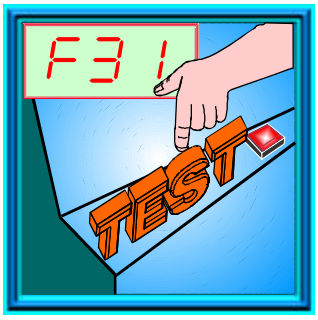


Menu F 20 game parameters

not available

not available

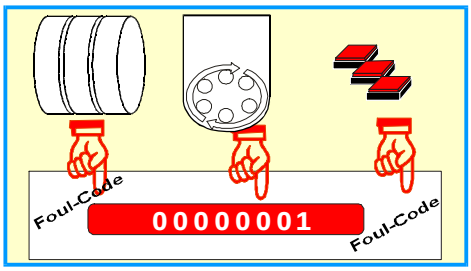
Menu F 30 test programs

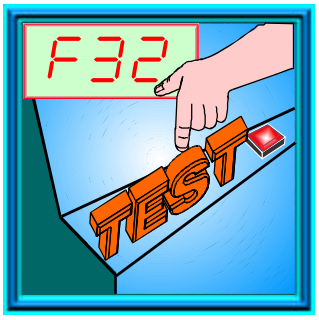


Foultest

Checks optics and buttons. If error, a code will be shown on the display / monitor.

Error code see game specific manual

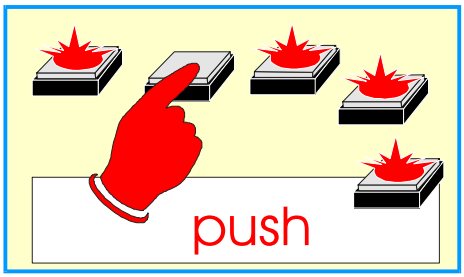


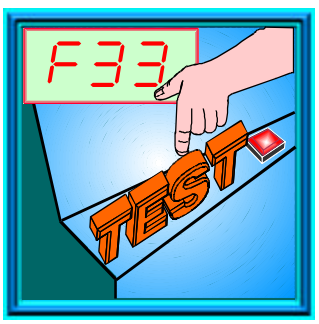


Button test (manual)

Is there a correct button function recognized by the CPU, the lamp will be switched off.

Visual test

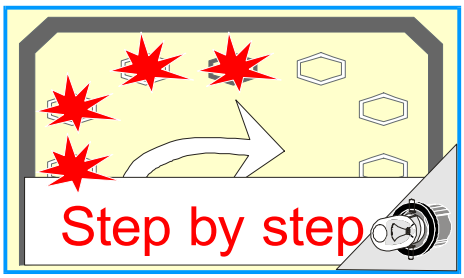




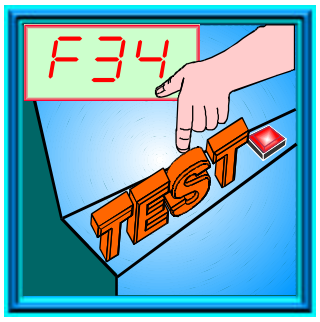
Lamp test (slow)

All lamps will be activated one after the other.

Visual test



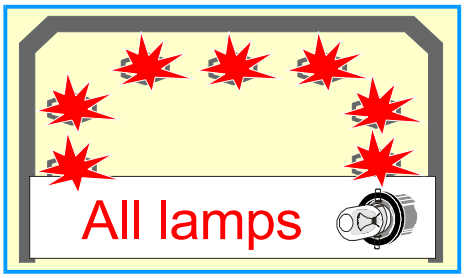
STELLA INTERNATIONAL

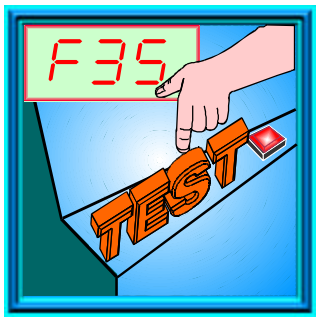


Lamp test (fast)

All lamps will be activated together.

Visual test

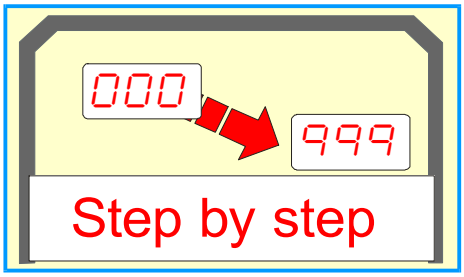


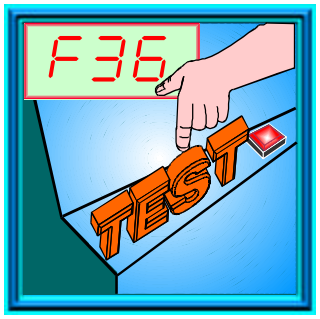


Display test

All segments will be activated separately.

Visual test

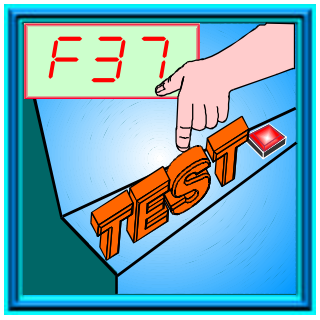




Sound test

The sound level can be adapted to the requirement of the machine site.

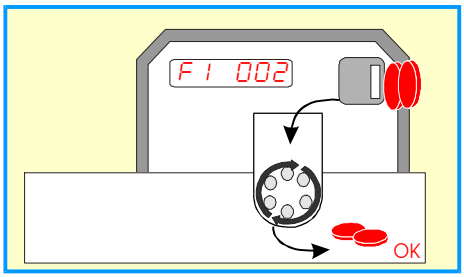
Acoustic test

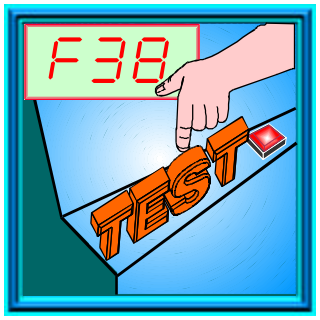


Coin acceptance test

All coins trails can be tested.

Coins which go to the cashbox cannot be paid out.



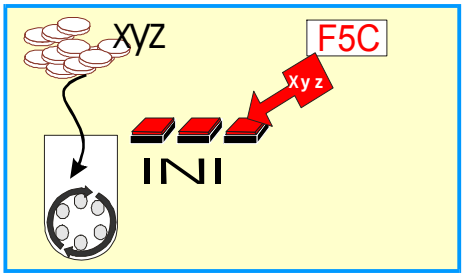


Hopper initialisation

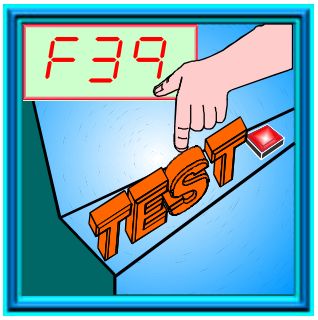
The value which is adjustable in menu F5C will be set to the CPU. The hopper must be filled with the same value by hand.

If this step not active - see F5J

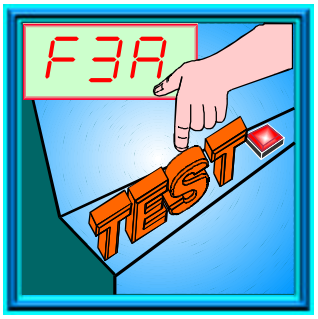
Software - lock see first page for access



Menu F 30 test programs



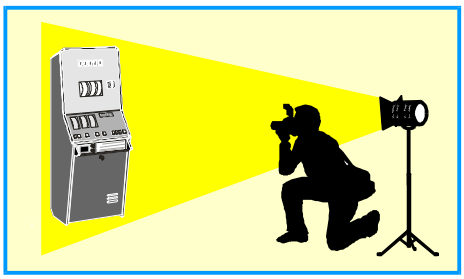
not available



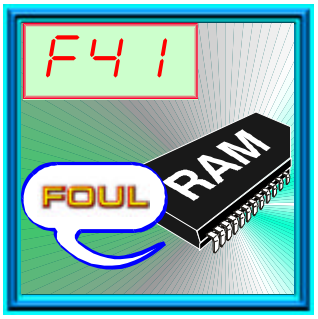
Photograph Mode

All lamps will be illuminated, the reels stopped in anyone win combination and a coin value is shown in the display.

This mode re-entered automatically.



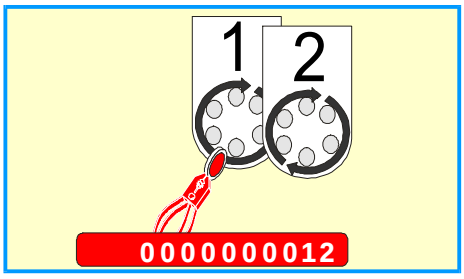
Menu F 40 errors

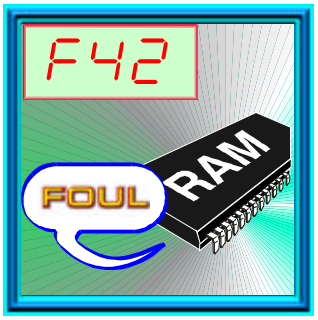


Foul hopper 1

Jammed coins during the payout process will be shown in this menu step.

Sum of erorrs between clearance period.

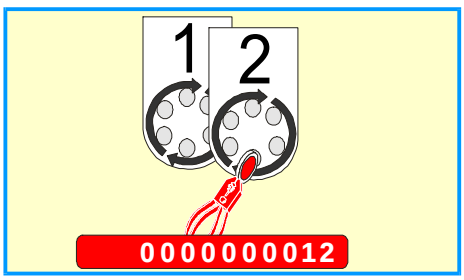




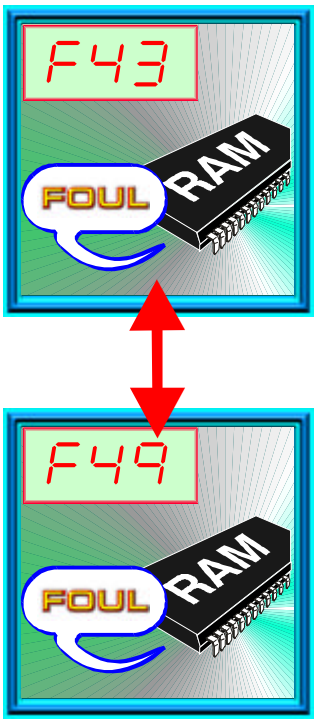
Foul hopper 2

Jammed coins during the payout process will be shown in this menu step.

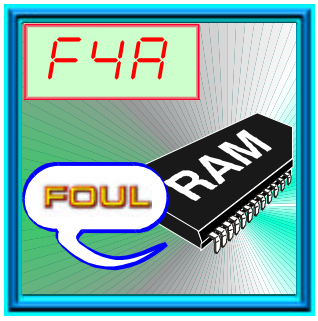
Sum of erorrs between clearance period.



STELLA INTERNATIONAL



not available



F4b
F4C
F4d
F4E
F4F

Foul motor 1-6

The number of motor depends on the game system.

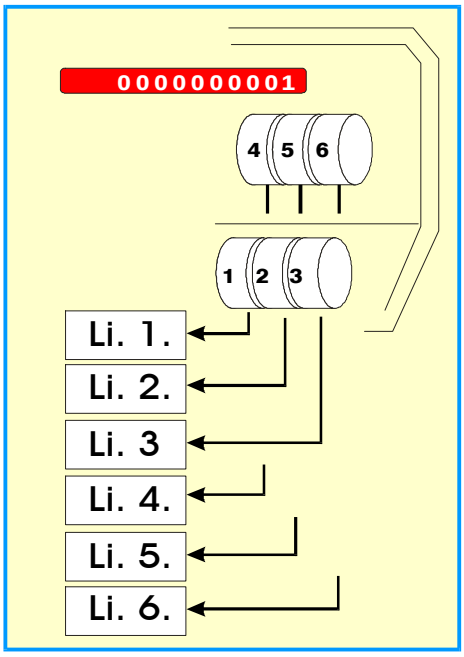
If there should exist only one reel unit the menu steps

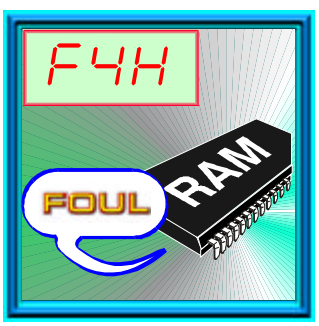
F4A (Optic 1)
F4b (Optic 2)
F4C (Optic 3)

will be used.

Errors of the motor optic will be rigistered.

Sum of erorrs between clearance period.



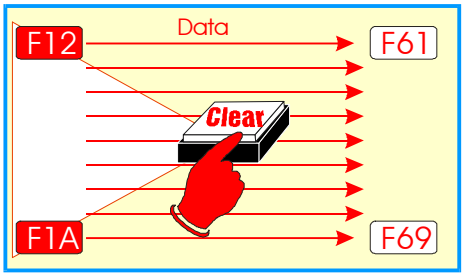


not available

Clear Data in F 10

Current statistical data in menu F 10 will be cleared. Data is automatically transfered to permanent meters. Data is also cleared after print.

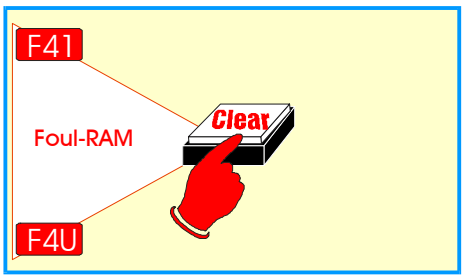
Cash collection



Clear Data in F 40

Errors registered to memory above F 40 will be cleared.

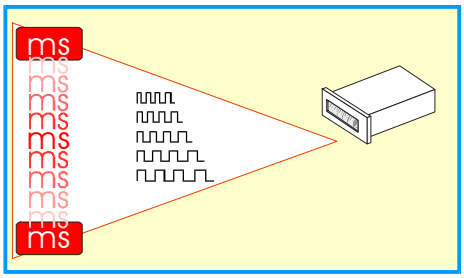
Check errors before clearance.



Counter Pulse

Pulse with for counters can be adjusted (ms).

Advantage with long sequences.

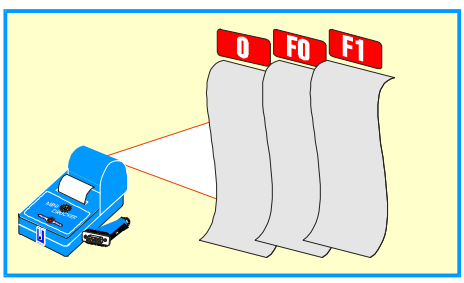


not available

Set printout type

0 = statistic printout
F0 = printout permanent meters
F1 = copy of last statistic printout

Applies only to printout

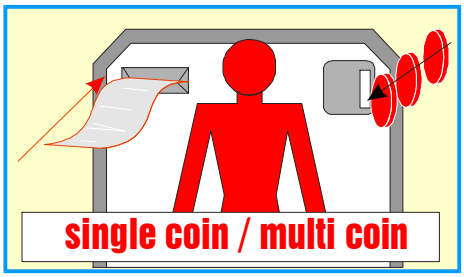


STELLA INTERNATIONAL

Coin acceptance limit

In this routine the coin acceptance limit can be set to either single or multi coin.

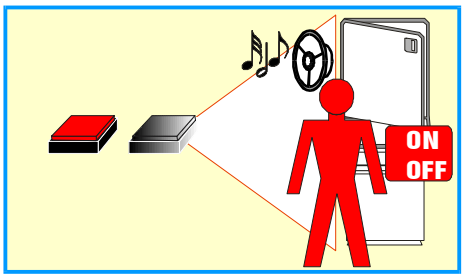
Single coin / Multi coin



Service alarm

With this security routine active the "10´up" button must be keyed prior to opening the door.

See user manual

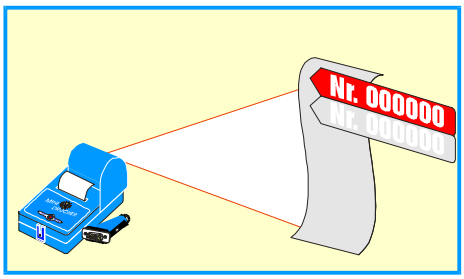


not available

Location number

In order to identify the location, a number can be set in this routine.

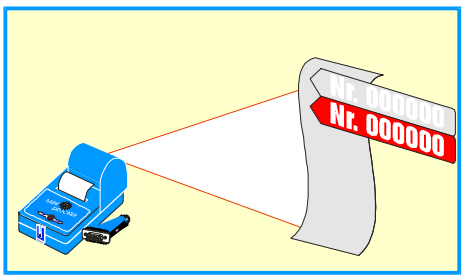
Number appears on printout.



Machine number

In order to identify the location, a number can be set in this routine.

Number appears on printout.

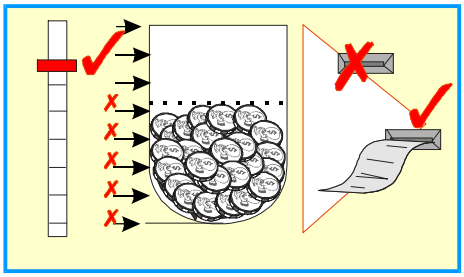


Note acceptance limit

Note acceptance is denied when the amount of coins in hopper/tubes is less than set value.

Only for machines with note acceptor.

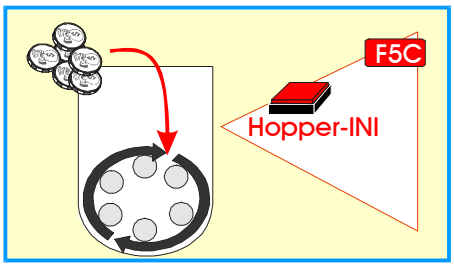
Displayed in local currency values.



Hopper initialisation value

In this routine the hopper initialisation value can be adjusted. This value will be set by the hopper initialisation (F38 or F5J).

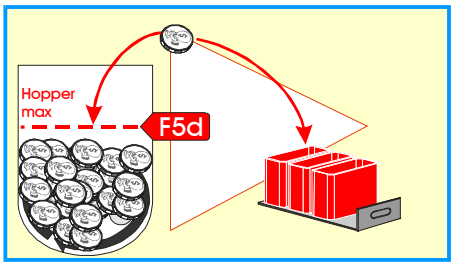
Displayed in local currency values.



Hopper max value

When value set here is reached, all further coins entered will be directed to the cash box.

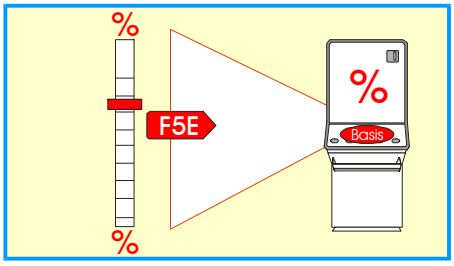
Values displayed



Win ratio (basic game)

The achieveable win ratio will be set here.

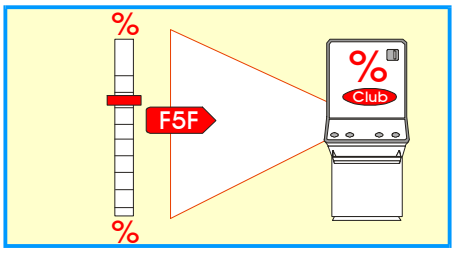
Country specific



Win ratio (club game “4+1”)

The achieveable win ratio will be set here.

Country specific

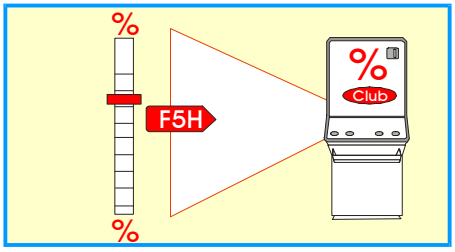


STELLA INTERNATIONAL

Win ratio (club game “BIG DEAL”)

The achieveable win ratio will be set here.

Country specific

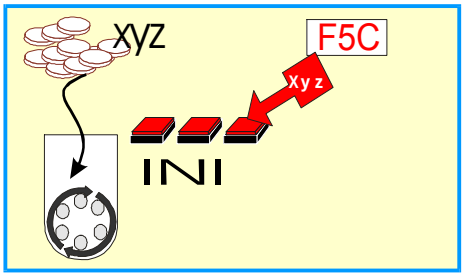


Hopper initialisation

The value which is adjustable in menu F5C will be set to the CPU. The hopper must be filled with the same value by hand.

Where this routine is inactive - see F38.

Software - lock by security buttons

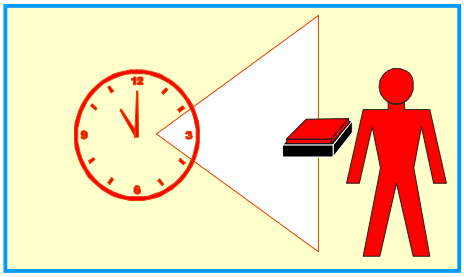


not available

Display time

This routine calls up the real time clock. Time is shown on printout.

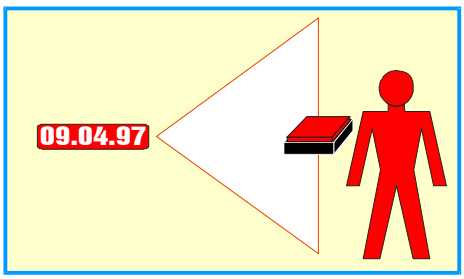
Number appears on printout.

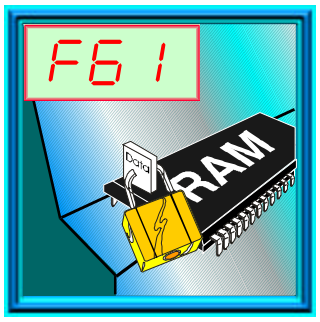


Display date

This routine calls up the date stamp. Date is shown on printout.

Number appears on printout.

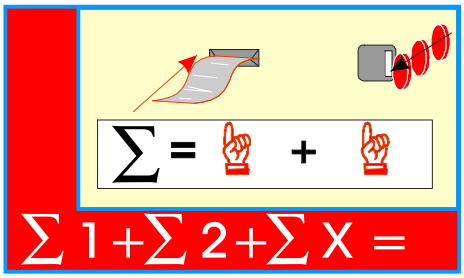


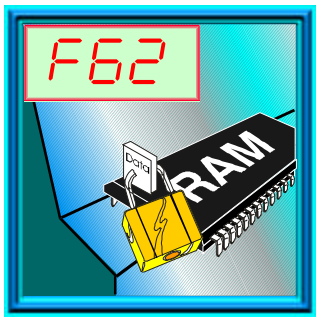


Sum of entered coins

Values as shown on permanent meter are displayed.
Memory cannot be cleared.

∑ in game units

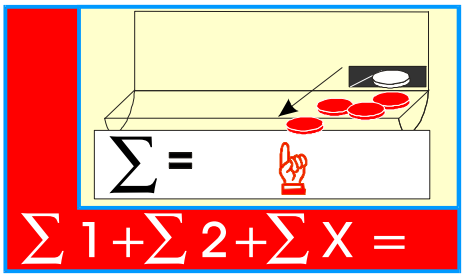


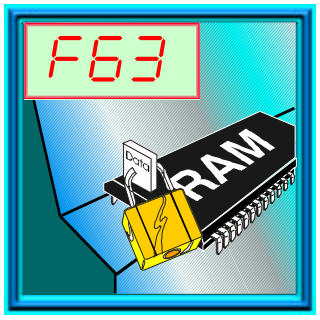


Total payout

Values as shown on permanent meter are displayed.
Memory cannot be cleared.

∑ in game units

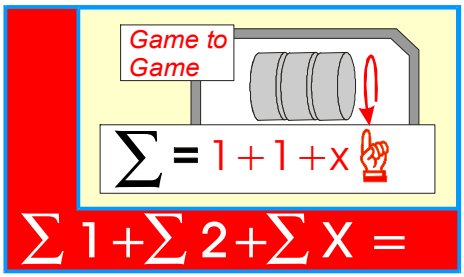


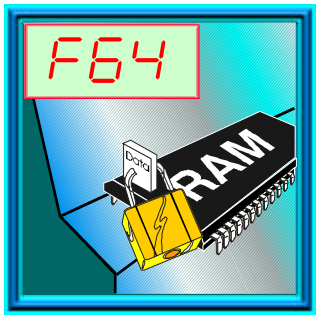


Total number of games

Sum of games played (permanent meters) is displayed.
Memory cannot be cleared.

∑ Number of game

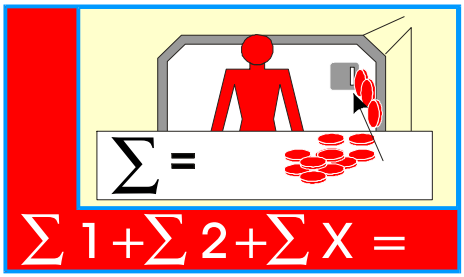


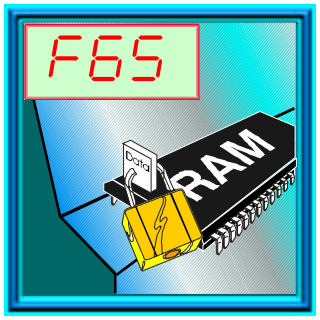


Total refills

Sum entered in refill routine.
Permanent meters are displayed.
Memory cannot be cleared.

∑ in game units

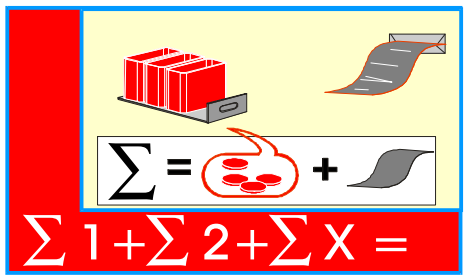




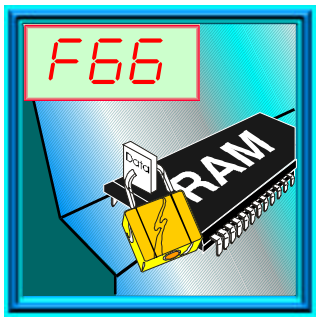
Total cash

Amount of cash box.
Permanent meters are displayed.
Memory cannot be cleared.

∑ in game units



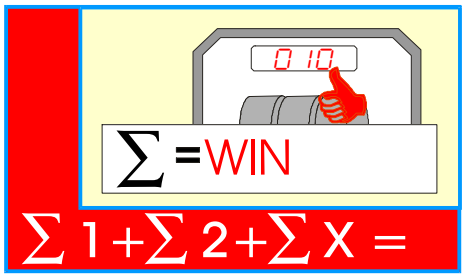
STELLA INTERNATIONAL

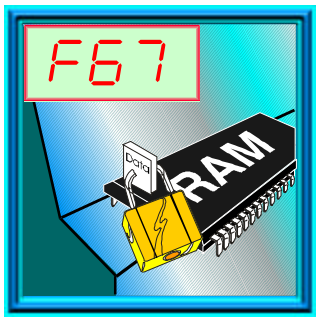


Total wins

Amount of games won.
Permanent meters are displayed.
Memory cannot be cleared.

Σ in game units

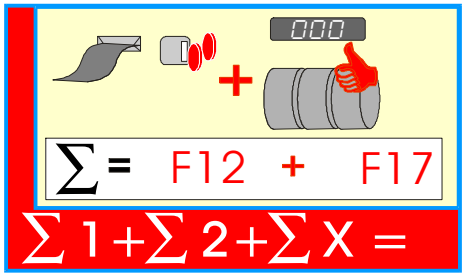


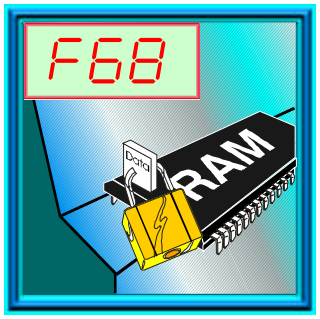


Total bets

Sum of wagered credits.
Permanent meters are displayed.
Memory cannot be cleared..

Σ in game units

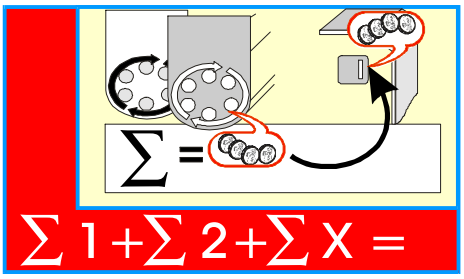


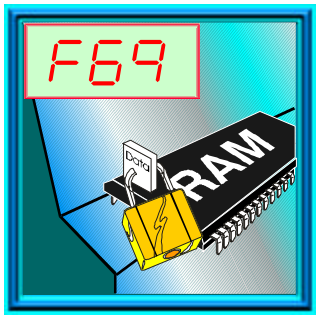


Sum of hopper variances

Total hopper variances registered between hopper discharge and hopper refill.
Permanent meters are displayed.
Memory cannot be cleared.

Σ in game units

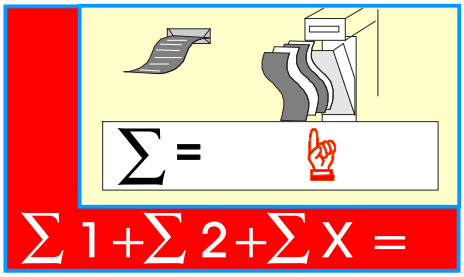


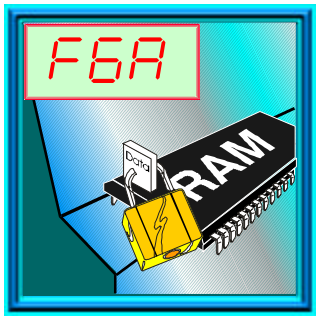


Banknote stacker

Value of registered notes.
Permanent meters are displayed.
Memory cannot be cleared.

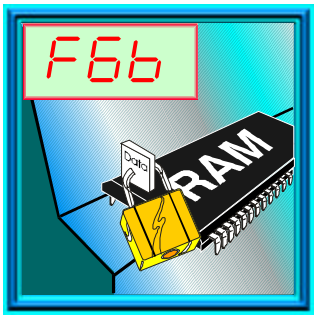
Σ in game units





not available

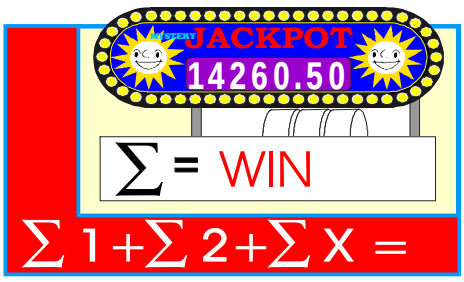
Menu F 60 permanent meters



Sum of jackpot wins

Total sum of jackpot wins.
Permanent meters are displayed.

∑ in game units



Menu F 70 bookkeeping data

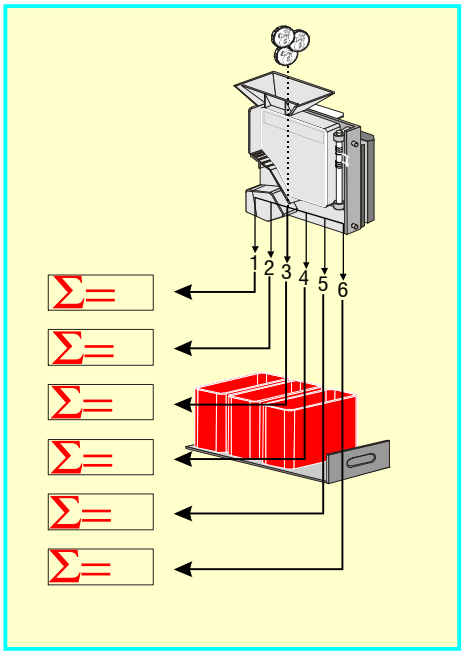
F72
F73
F74
F75
F76

Coin validator channel 1 to 6

Sum of accepted coins will be shown in the following routines:

F 71	(Coin channel 1)
F 72	(Coin channel 2)
F 73	(Coin channel 3)
F 74	(Coin channel 4)
F 75	(Coin channel 5)
F 76	(Coin channel 6)

∑ of coins



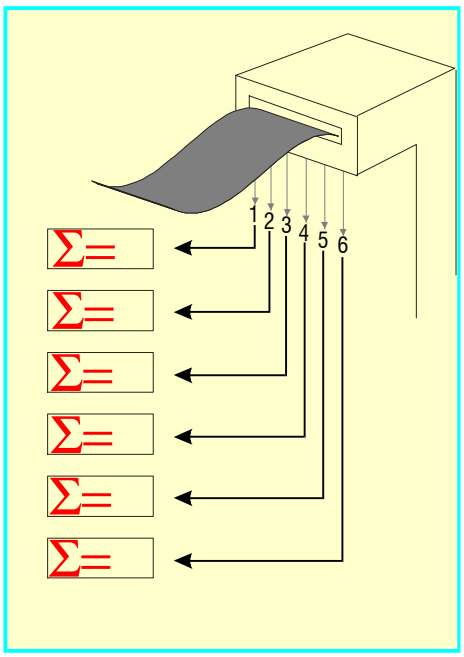
F78
F79
F7A
F7b
F7C

Note validator channel 1 to 6

Sum of accepted notes will be shown in the following routines:

F 77	(Note channel 1)
F 78	(Note channel 2)
F 79	(Note channel 3)
F 7A	(Note channel 4)
F 7b	(Note channel 5)
F 7C	(Note channel 6)

∑ of notes



STELLA INTERNATIONAL

F82
F83
F84
F85
F86

Coin validator channel lock

F 81 = ON, Channel 1 locked

F 82 = ON, Channel 2 locked

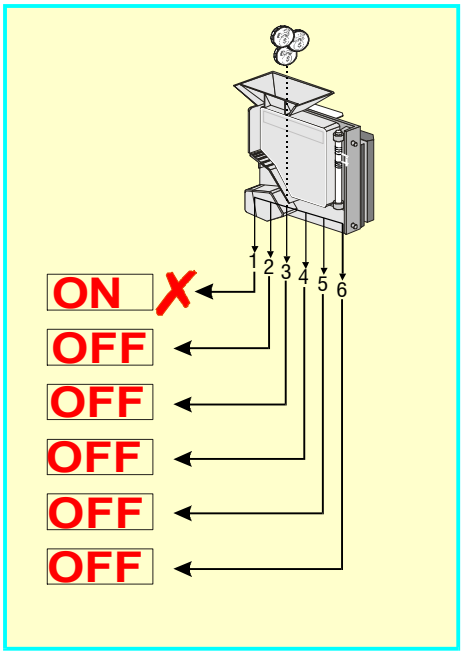
F 83 = ON, Channel 3 locked

F 84 = ON, Channel 4 locked

F 85 = ON, Channel 5 locked

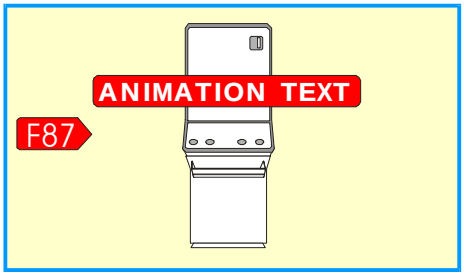
F 86 = ON, Channel 6 locked

See user manual



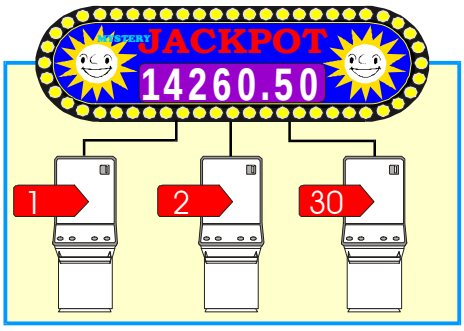
Animation text

In this routine a specific animation text can be set.



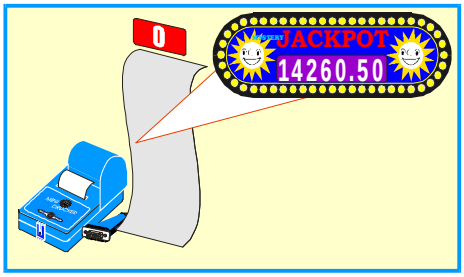
Jackpot number

If the machine is linked to a jackpot system the jackpot number must be set in this routine.



Jackpot printout

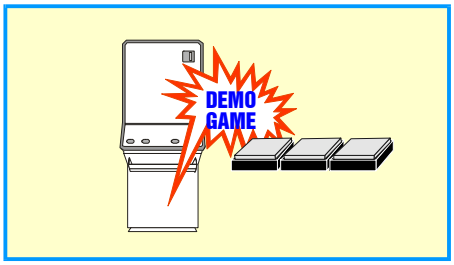
If the machine is linked to a jackpot system a special jackpot statistics can be included in the printout.



Demo mode

If a demo mode function should exist, it will be possible to activate in this routine.
Software - lock by security buttons.

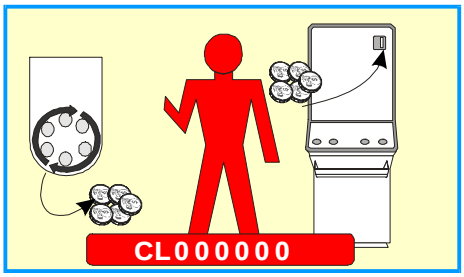
Country specific



Hopper discharge

Hopper discharge can be startet in this routine. Same value must be filled up in the refill mode, otherwise there is a hopper variances shown in the routine F 19.

Start with payout button.



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Notes