



Section 1

Introduction

IGT field service documentation consists of series of manuals. Each manual addresses a different aspect of field service and is designed to be used in conjunction with other standalone manuals related to maintenance, installation, game software, troubleshooting, electronics and parts. Manuals are tailored for product group or, in some cases, product models. Refer to the About Field Service Documentation in the front of this manual for a graphic representation of the manual series.

Each manual contains the following information to assist the reader in making the best use of IGT documentation:

- **About Field Service Documentation** – is included at the front of each manual, and includes a graphic representation of the IGT field service manual series.
- **Related Documentation and Related Videotapes** – appears at the front of each manual and lists other books and videotapes that should be used in conjunction with this manual.
- **Glossary** – appears at the back of each book and lists terms and acronyms commonly used in IGT documentation.
- **Index** – is included at the back of each manual and consists of topics listed alphabetically to assist the reader in finding information quickly and easily.

This manual provides game software information for Vision Slot machines. Subjects covered in this manual include information required to select options, test, perform machine diagnostics and record cumulative data. The content of this manual includes:

- **Section 1, Introduction** – briefly describes the contents of the manual and game software features, menu and game options.



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- **Section 2, Program Software Menus** – covers the use of operator and attendant menus to perform diagnostics, view machine information, clear period meters, and perform set-up procedures.
- **Section 3, IC Chip and Flash Memory Card Procedures** – describes procedures to exchange IC computer chips, to use the restricted access key chip to set up bonus games or other high security game options, and the flash memory cards used in the LCD unit.
- **Section 4, Functional Verification** – describes procedures to confirm proper game play functions.
- **Glossary** – defines terms commonly used in IGT service manuals.
- **Index** – alphabetically lists the various topics and page numbers for quick reference.

Information in this section includes:

- **Section 1.1, Software Overview** – summarizes game program software characteristics.
- **Section 1.2, Game Operating Modes** – describes the various operating modes available in Vision Slot machines.
- **Section 1.3, Player Information Displays** – describes and illustrates the various information displays present in Vision Slot machines.
- **Section 1.4, Menu Options** – explains the various menu choices available in Vision Slot software, and identifies access for attendants and operators.
- **Section 1.5, Program Options** – includes an overview of software functions common to Vision Slot games.

1.1 Software Overview

Vision Slot game programs have similar characteristics, including:

- Operational modes such as idle, game play, self test, statistical data, tilt and out of service
- Player panel switches that illuminate or appear on the screen when their function is relevant during game play, testing and diagnostics
- Software-enabled options, such as game speed, visual and/or attract modes, sound volume, and background color
- Game options, such as on-screen viewing of accounting, diagnostics, play history, event logs, modify meters, setup, game tests, and out of service
- Built-in diagnostic capabilities, with both automatic software review and technician-controlled diagnostic steps that allow the testing of player switches, hopper, coin acceptor, bill acceptor, access door switches, and sound effects
- Test routines for quick diagnostics and problem resolution

Information about any diagnostic or set-up option not documented in this manual may be obtained by requesting a copy of the PSR (program summary report) for a specific game version (number on game chip). PSRs may be obtained from IGT's Product Information Network listed in the front section of this manual, or from IGT Customer Service.

Note: *A variety of game program software is compatible with the Vision Slot machine. In addition, Vision Slot machines support a variety of optional components that may affect game play and alter the machine's physical configuration, such as player panel switches. Specific procedures and screen displays may vary depending upon the game type and physical configuration of the machine(s).*

Specific screen displays and software options may vary depending upon the jurisdiction involved as well. The information presented in this section is common to most jurisdictions. The illustrations and tables provided represent typical software functions.





1.2 Game Operating Modes

Vision Slot game software operates in five modes:

Game Play Mode

The game play mode is the normal operating mode; the game is functioning properly and a person is actively playing the game.

Idle Mode

The idle mode is the condition that exists when the machine is functioning properly but is not actively being played.

Menu Mode

This diagnostic/setup mode allows an attendant or technician to examine statistical data, check and change settings or options, enter setup and option information, validate and verify previous game outcomes, and/or exercise the machine hardware to either verify proper operation or isolate a problem.

Tilt Mode

The tilt mode is a condition that exists when a machine malfunction occurs, such as a sequence error or a coin-in tilt, and game play is locked up until a technician checks the machine.

Out Of Service/Reserved Mode

The out of service mode is used by a technician to suspend machine operation for the purpose of conducting a repair, to suspend game play for special events, or to reserve a machine for a player.

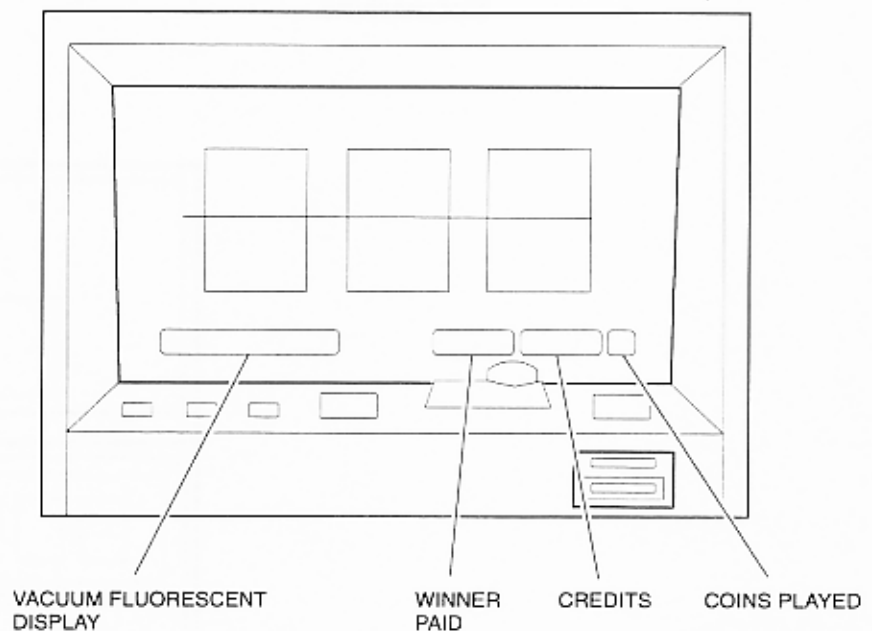
1.3 Player Information Displays

A variety of displays are used in the Vision Slot machine to communicate information to players and operators. Seven-segment digital LED displays and a vacuum fluorescent alphanumeric display are always present in the machine. Additional displays include a liquid crystal display in the top box or a service light (candle).

1.3.1 Seven-Segment Displays

Spinning reel Vision Slot machines show coins played, credits and winner paid amounts on seven-segment digital displays located on the reel glass.

Figure 1-1 shows the locations of all the displays on the reel glass of Vision Slot spinning reel machines.



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Figure 1-1. Reel Glass Information Displays.



1.3.2 Vacuum Fluorescent Display (VFD)

The fluorescent dot matrix display on the reel glass of Vision Slot machines (see Figure 1-1) indicates various alphanumeric game messages, player prompts, tilt messages, menu choices, operator and technician-requested information, hand pay messages, and bonus game coin amounts.

1.3.3 Liquid Crystal Display (LCD)

The liquid crystal display located in the top box is a device that receives signals from the processor for display. Animated bonus game graphics, technician software menu trees, service messages and diagnostic flag signals can be displayed on this monitor. This display is not an interactive touchscreen device, and should never be touched.

Figure 1-2 shows the location of the LCD in a typical upright Vision Slot machine.

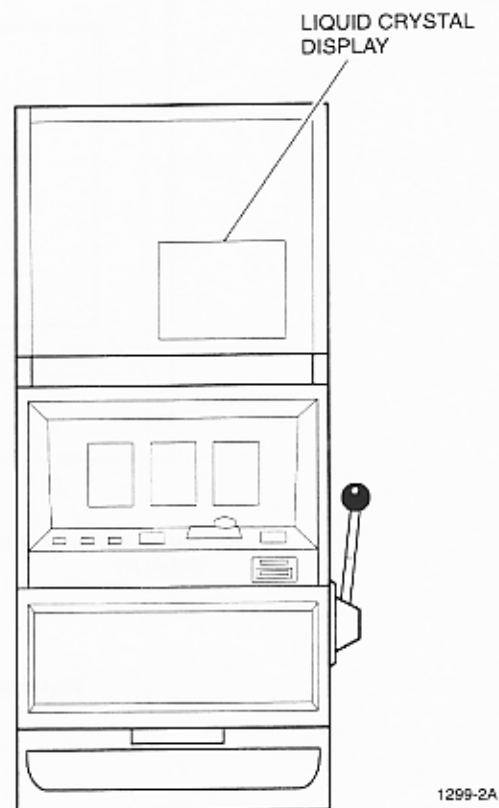


Figure 1-2. Liquid Crystal Display Location.

1.3.4 Service Light (Candle)

The optional IGT service light located on the top of the machine enclosure indicates various modes or game conditions when the machine power is on. Refer to the *Troubleshooting: Game Machines* manual (p/n 821-283-00) for typical messages that a service light communicates.





1.4 Menu Options

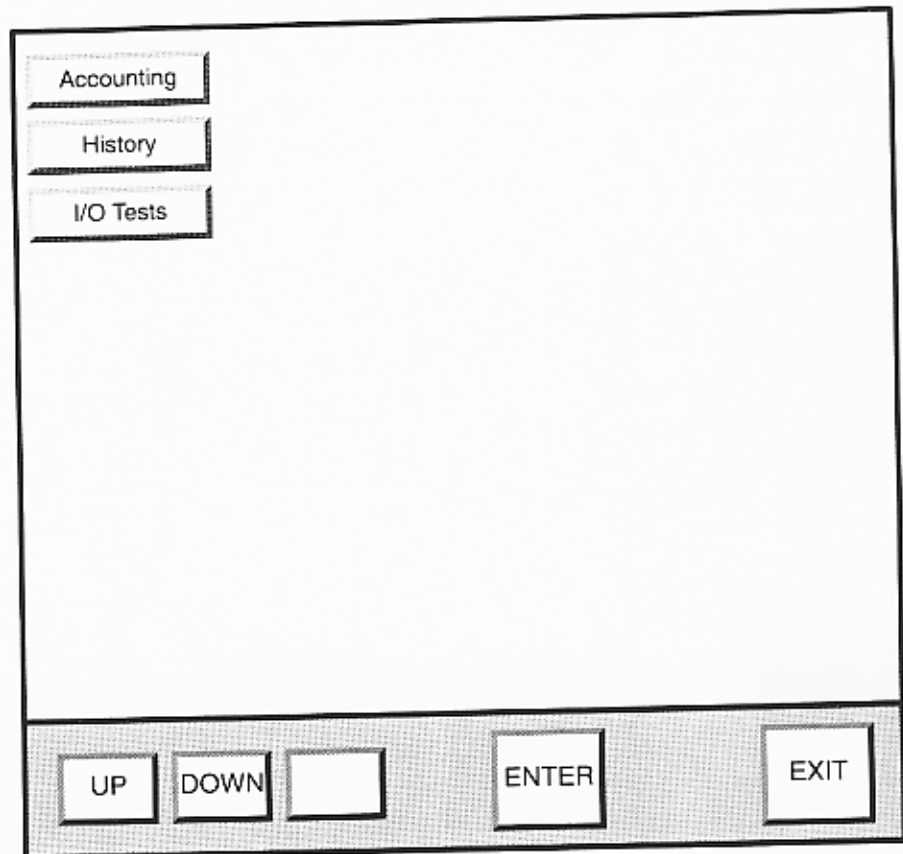
This section describes the information available to the operator or attendant, and how the Operator and Attendant menus function.

An operator is the machine operator, owner, service technician or any other person with access to the interior of the machine.

The attendant is the person who has access to machine information by turning the reset key on the outside of the machine.

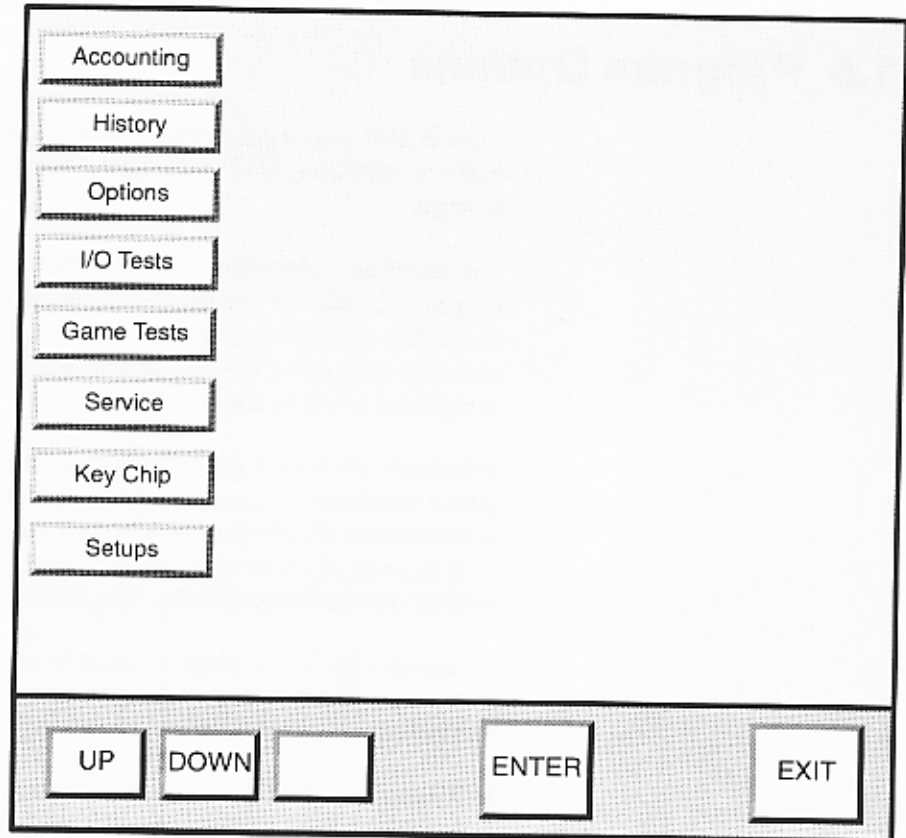
Note: *The attendant does not have access to the interior of the machine.*

The Operator and Attendant menus are similar, except for the method used to enter them and the lockout of the attendant from certain high security options. Compare Figure 1-3, Attendant Menu, and Figure 1-4, Operator Menu, to see the similarities and differences between these functions. Table 1-1 compares top level menu options and access for attendants and operators.



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Figure 1-3. Attendant Menu.



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Figure 1-4. Operator Menu.

Table 1-1 Attendant/Operator Access Matrix		
	Attendant Menu	Operator Menu
Option	Access through reset key switch.	Access through operator switch on processor tray.
Accounting	X	X
History	X	X
Options		X
I/O Tests	X*	X
Game Tests		X
Service		X
Key Chip		X**
Setups		X

* Partial access only.
 ** A view only menu, unless a key chip procedure is followed for setup of options contained within this menu.



1.5 Program Options

Vision Slot game programs have eight basic options: accounting, history, options, I/O tests, game tests, out of service, key chip and setups.

Accounting – describes the on-screen accounting information displays available for the machine and individual games. Also provides the operation required to clear machine period meters, track security and error events, and display version numbers of various programs used in the machine.

History – provides game history information displayed to verify game outcome and resolve player disputes, and machine history information displaying recent games played on the machine in the chronological order they were played. Also provides history information for security events, tilts, bills in, and EFT transactions.

Options – includes steps available to set machinewide preferences, game-specific preferences, attract sequences, and communication setup (e.g., IGT SAS, WAMM Address and channel, etc.).

I/O Tests – provides access to diagnostic routines for all inputs and outputs for the purpose of testing various displays and features in the machine.

Game Tests – includes the options available to test game pay tables and to verify reel strip stops.

Service – displays “Out of Service” on the LCD to render a machine inoperative without turning the power off.

Key Chip – includes setup/enable routines for the highest security level access functions, including denomination selection, game selection, and bonus game selection, configuration and setup.

Setups – includes information for version and error logs, enabling routines for attract sequences, background and win accumulations, and performing video diagnostics.