

Index

B

- Bill Acceptor Setup, 2-26
- Bill Acceptor Test, 2-30
- Bonus Game Configuration. *See* Key Chip Options
- Bonus Game Selection. *See* Key Chip Options
- Bonus Game Setup. *See* Key Chip Options
- Bonus Theme Setup, 2-27

C

- Candle. *See* Player Information Displays
- Communication Setup, 2-26
- Customer Services, vi

D

- Denomination Change. *See* Key Chip Options
- Documentation, Related Videotapes, v

E

- Entering the Operator and Attendant Menus, 2-4

F

- Flash Memory Cards, 3-6
 - Installation, 3-7
 - Programming, 3-8
 - Removal, 3-6
 - Vision Builder Software, 3-8

G

- Game Operating Modes, 1-4
 - Game Play Mode, 1-4
 - Idle Mode, 1-4
 - Menu Mode, 1-4
 - Out Of Service/Reserved Mode, 1-4
 - Tilt Mode, 1-4
- Game Selection. *See* Key Chip Options
- Game Tests, 2-31
 - Pay Table, 2-32
 - Reel Strip, 2-32

H

- History
 - Bill-In, 2-21
 - EFT, 2-22
 - Game, 2-20
 - Handpay, 2-22
 - Main Event, 2-20
 - Progressive, 2-22
 - Security, 2-20
 - State, 2-22
 - Tilt, 2-21
- History Option, 2-19
- Hotlines (Customer Services), vi

I

- I/O Tests, 2-28
 - Bill Acceptor, 2-30
 - Cfg Netplex, 2-30
 - Dot Matrix, 2-30
 - Hopper, 2-30
 - Inputs, 2-29
 - Outputs, 2-29
 - Seven-Segment, 2-30
 - Sound, 2-30
- IC Chip Replacement, 3-2
 - Installation, 3-3
 - Removal, 3-2
- Introduction, 1-1

K

- Key Chip Option, 2-32
- Key Chip Options
 - Bonus Game Configuration, 2-34
 - Bonus Game Selection, 2-34
 - Bonus Game Setup, 2-34
 - Country/Symbol, 2-35
 - Denomination, 2-33
 - EFT Control, 2-35
 - Game Selection, 2-33
 - Machine Type, 2-35
 - Progressive, 2-34
- Key Chip Procedure, 3-5

L

- LCD. *See* Player Information Displays
- LCD Operating System, Updating, 3-9
- LED Displays, 1-5
- Liquid Crystal Display. *See* Player Information Displays

M

- Machine Option Setup, 2-24
- Menu Options, 1-8
 - Attendant Menu, 1-8
 - Operator Menu, 1-8
- Menus. *See* Menu Options
- Meters
 - Bonus Accounting, 2-15
 - Error Accounting, 2-17
 - Game Accounting, 2-15
 - Progressive Accounting, 2-18
 - Security Accounting, 2-16
 - Terminal Accounting, 2-6

N

- Navigating in Menus, 2-2

O

- Operator and Attendant Menu Options, 2-5
 - Accounting, 2-5
 - Bill Acceptor Setup, 2-26
 - Bonus Theme Setup, 2-27
 - Communication Setup, 2-26
 - Download, 2-27
 - Game Tests, 2-31
 - History Option, 2-19
 - I/O Tests, 2-28
 - Key Chip, 2-32
 - Machine Option Setup, 2-24
 - Options Selections, 2-23
 - Service, 2-32
 - Setups, 2-35
 - Sound Setup, 2-25
- Options Setup, 2-23

P

- Parts Ordering (Customer Services), vi
- Pay Table Change. *See* Key Chip Options
- Pay Table Test, 2-32
- Player Information Displays, 1-5
 - Liquid Crystal Display (LCD), 1-6
 - Service Light (Candle), 1-7
 - Seven-Segment Displays, 1-5
 - Vacuum Fluorescent Display (VFD), 1-6
- Player Panel to LCD Correlation, 2-3
- Product Information Network, vi
- Program Options, 1-10
- Program Software Menus, 2-1
- Program Software Submenus, 2-4
- Program Summary Report, 1-3
- PSR. *See* Program Summary Report



R

Reel Strip Test, 2-32

S

Service Light. *See* Player Information

Displays

Service Option, 2-32

Setup, 2-23

Setups Option, 2-35

Attract, 2-37

Custom, 2-38

Live Video, 2-37

Logs, 2-36

Timer, 2-38

Video Tests, 2-38

Software Overview, 1-3

Sound Setup, 2-25

SS EPROM Installation, 3-4

Support Calls (Customer Services), vi

T

Technical Support (Customer Services), vi

V

Vacuum Fluorescent Display . *See* Player
Information Displays

Version Accounting, 2-18

VFD. *See* Vacuum Fluorescent Display

Videotapes, v

Vision Builder Software, 3-8