

**X-SERIES
CCU MODEL 5
OPERATION MANUAL
VERSION 1.01**



GLOBAL GAMING INDUSTRIES PTY. LTD.

ABN 47 002 963 313

UNIT 3 19-21 BOURKE ROAD, ALEXANDRIA NSW 2015 AUSTRALIA

PO BOX 6158 SOUTH SYDNEY BUSINESS CENTRE, ALEXANDRIA NSW 2015 AUSTRALIA

PHONE: 61 (02) 8394 6000 FAX: 61 (02) 9699 4777

WEBSITE: www.globalgaming.com.au

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1. DESCRIPTION

The X-SERIES CCU (Central Credit Unit) Model 5 is designed to link up to 128 NSW X-Series Poker machines via its internal 4 isolated RS485 ports A, B, C and D.

The first 32 gaming machines can be connected to the system by using the daisy chain method to the port A. The next 32 gaming machines will follow the same method to the port B and they will not have any connections with the first 32 gaming machines above. These will be repeated for the other 32 gaming machines to the port C and port D.

Each interface board must set the machine number from 1 to 32 (2 rotating switches). The machine number will be recorded as 1 to 32 on port A, 33 to 64 on port B, 65 to 96 on port C and 97 to 128 on port D.

The hardware system includes:

1. Main Unit:
 - Z180 Poker CPU Rev 2 (current game board) with M48T512 RTC and NV RAM.
 - Z180 Poker Video Rev 2 true colour with flash memory (current game board)
 - COMMS-CCU Rev 1 (new board) with 4 isolated RS485 ports
2. SVGA/VGA 640x480 PC monitor
3. Programmable keyboard model JP-8031WSOK
4. 40-column parallel printer
5. 40-column serial printer for ticket printer option
6. Cash drawer
7. Money In/Out (CCU/External) mechanical meters option
8. Interface board
 - CCU5 Machine Interface rev 1 (new board)
 - Dual ports (for link/other CCU)
 - Collect button for hopper operation option

The software system provides the following services:

1. Accessible security: 1 manager's password and 10 operators' login name and password
2. Monitoring system
3. Transactions system - Add and Redeem/Redeem all option.
4. Insert and store venue and gaming machine's information: venue name, house number and game's name
5. View gaming machine's information and status

6. Events and transactions history: all events or transactions will be recorded.
7. Link/other CCU transactions will be recorded separately.
8. Collect button for hopper operation
9. Open/add and Rake/draw float for each shift
10. Soft meters reading
11. Hard meters entering
12. Reports: Shift, Daily, Monthly, Weekly and Lab (non-reset) meters
13. All reports, meters, events and transactions can be viewed, printed or down loaded (internal down load) to the PC (under TEXT and BCD format)
14. External down load: the PC can send a command to the system to get all reports, meters, events and transactions (under TEXT and BCD format)

2. KEYBOARD

The keyboard is programmed and divided into 6 groups:

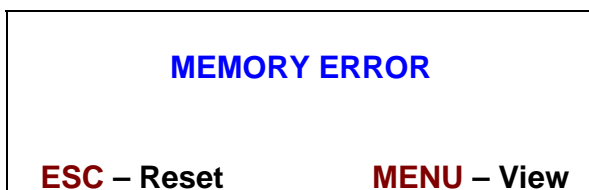
Group	Name	No. of keys
Alphabet	A-Z (a-z), apostrophe ('), Backspace and Space	29
Transaction	Redeem All and Add	2
Note	\$5, \$10, \$20, \$50 and \$100	5
Number	0-9, 00 and dot (.)	12
Access	Login/Logout	1
Operation	Caps Lock, Screen Saver, PGUP, PGDOWN, Up (↑), Down (↓), Left (←), Right (→) OP, Menu, ESC, Get MC and Enter	13

A	B	C	D	E	F	G	H	I	BACKSPACE	LOGIN LOGOUT	CAPS LOCK				
J	K	L	M	N	O	P	Q	R		SCREEN SAVER	OP	MENU			
S	T	U	V	W	X	Y	Z	,	SPACE	PAGE UP	PAGE DOWN	↑	↓		
		REDEEM ALL			ADD			GET MC			7	8	9	→	←
										4	5	6	ESC		
\$5			\$10			\$20			\$50			\$100			
										1	2	3	ENTER		
										0	.	00			

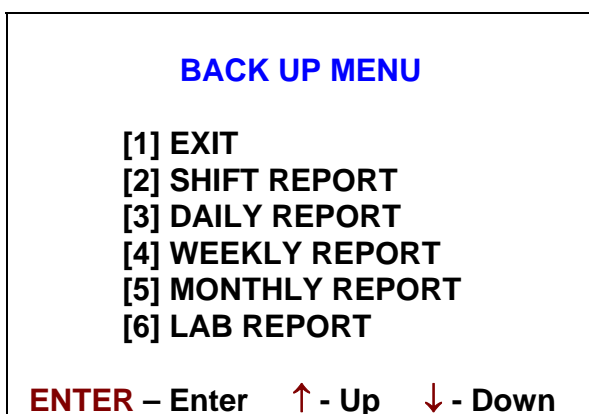
KEYBOARD LAYOUT

3. MEMORY ERROR

If the hardware memory (RAM) is corrupted the system will fall to the “Memory Error”. This case unlikely happens since the system keeps all meters into 3 pages and the hardware memory (RAM) is totally nonvolatile with the external battery backup as well. However if it happens the system will display the “Memory Error” message box:



- Press “ESC” key to reset the system.
- Press “MENU” key to view the meters from the “BACK UP MENU”:



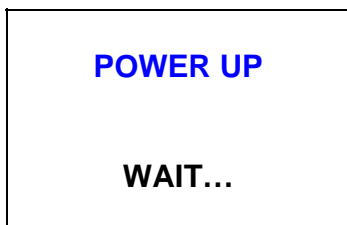
- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the memory error

Note:

The above reports can be viewed more details by the coming sections

4. POWER UP

When the CCU is turned on, the "POWER UP" message box will appear:



and the printer will print out a power up message:

POWER UP 12/08/04 10:11

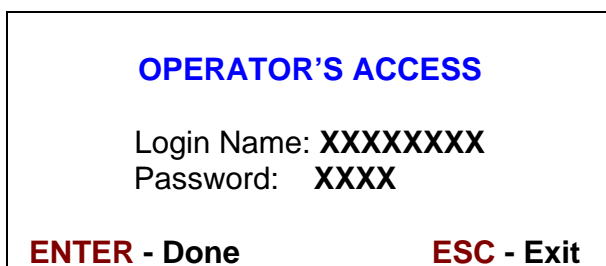
After the printing is completed:

- If the operators' login is enabled the system will get into the screen saver mode. Press a login/logout button with a correct operator's login name and password to get into the operating mode
- If the operators' login is disabled the system will get into the operating mode

5. LOGIN/LOGOUT

To login to the system:

- Press "LOGIN/LOGOUT" key
- Enter Login name (up to 8 characters)
- Enter Password (4 digits)



The system will get into the operating mode if the login name and password are inserted correctly. There are up to 10 operators' login names and passwords. They are only able to set by getting into the manager menu.

To log out of the system (and get back to the screen saver mode):

- Press “LOGIN/LOGOUT” key
- Press Y/y to logout



6. SCREEN SAVER MODE



During the operating mode, press “SCREEN SAVER” key to get into the screen saver mode. To exit and get back to the operating mode press any key. However if any event in sections 7.7, 7.8 and 7.9 occurs the screen saver mode will exit.

7. OPERATING MODE

7.1. OPERATING SCREEN

There are up to 16 machines that are displayed on the screen

MC	DEN	FUNCTION	CREDIT	STATUS
1	5c	+10.00	5.25	GAME
2	10c	0.00	21.20	GAME
3	1c	0.00	35.11	GAME
4	2c	-95.12	0.00	IDLE
5	\$1	+50.00	52.00	GAME
...
...
16	\$1	+80.00	0.00	IDLE

 <i>Global</i> gaming industries	THU 12/08/04 10:45	 <i>Global</i> gaming industries
---	---------------------------	---

- MC : Machine number (3 digits)
- DEN : Machine denomination (1c, 2c, etc).
- FUNCTION : Amount of last transaction (“+” for ADD and “-“ for REDEEM ALL).
- CREDIT (\$) : Current credit in dollar and cent
- STATUS : Machine’s condition

- * OFF-LINE: Off
- * LOCKUP: Error/Locked up condition
- * GAME: In game mode
- * IDLE: In idle mode
- * “ “: Not in the system
- DATE/TIME: Current date/time (24 hour format)

Keyboard's function:

Key (s)	Function
Alphabet/Number	Insert login name, password and gaming machine's information
Note/Number	Insert the amount of the transaction
Transaction	Perform the transaction(s) in the gaming machine
Caps lock	Alter the alphabetical keys in upper/lower case
Get MC	Get the gaming machine's information and status
PGUP	High light the previous screen machine number
PGDOWN	High light the next screen machine number
Up (↑)	High light the previous machine number
Down (↓)	High light the next machine number
Login/Logout	Let the operator login/logout the system
Screen saver	Enter the screen saver mode
Op	Enter the operator menu
Menu	Enter the manager/service menu
ESC/Enter	2 main operation keys

7.2. ENTER THE GAMING MACHINE INTO THE SYSTEM

When the gaming machine is connected to the system:

- **New machine:** If its GMID is different from the system machine number's GMID, a window with "INSERT MACHINE" message header will appear
- **Game conversion:** If its GMID is the same and its program Id is different from the system machine number's program ids, a window with "REPLACE MACHINE" message header will appear.
- **Game corrupted (memory error):** If its GMID and program id are the same and the meters (say turnover) is different from the system machine number's meters, a window with "RE-INSERT MACHINE" message header will appear

MESSAGE HEADER

MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013
	393AU002 39010240
DENOM:	\$1
PERCENTAGE:	97.30
HOUSE NO:	XXXXXX
SERIAL NO:	XXXXXXXXXX
GAME NAME:	XXXXXXXXXXXXXXXXXXXXXXXXXXXX

REMEMBER TO ENTER HARD METERS READING

INSTRUCTIONS

Note:

- HOUSE NO: Up to 6 characters
SERIAL NO: Up to 9 characters
GAME NAME: Up to 25 characters
These must be filled up before saving to the system

7.3. GET GAMING MACHINE'S STATUS AND RESERVE MACHINE

Press "GET MC" key to display the high light machine number's information and status

MACHINE STATUS	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013
	393AU002 39010240
DENOM:	\$1
HOUSE NO:	123456
SERIAL NO:	XMW990010
GAME NAME:	ROULETTE KING STATION 1
CREDIT:	50.00
STATUS:	LOCKUP
	SECURITY DOOR OPEN

GET MC - Key In	↑↓	PGUP	PGD
ENTER-RESERVE	00- UNRESERVE	ESC - Exit	

- Press “GET MC” key to insert the machine number or press ↑↓/PGUP/PGDOWN key to select the desired machine number.
- Press “ENTER” to reserve the machine. If the reserve printer is enable the reserve ticket will be printed

```
-----  
VENUE          GLOBAL GAMING INDUSTRIES PL  
MACHINE NO          1  
HOUSE NO          123456  
M/C DENOMINATION    $1  
M/C SERIAL NO      XMW990010  
FIRMWARE           3912006D 39320013  
                   393AU002 39010240  
GMID              123456  
  
DATE:             THU 12/08/04 10:11  
  
***** RESERVE RECORD  
*****  
  
CURRENT CREDIT          $xxxx10.00  
  
PATRON'S NAME.....  
(MEMBER NO)  
ADDRESS.....  
.....  
SIGNATURE.....  
SIGNATURE.....  
SIGNATURE.....  
-----VALID
```

- If the machine is in reserve, press “00” to release the machine from the reserve status (unreserved)

7.4. SELECT THE MACHINE NUMBER

The machine number can also be selected by entering number 0-9 (eg. To select the machine 17, press 1 the press 7)

7.5. ADD

Press “ADD” key to perform the add transaction to the high light a

machine number

ADD TRANSACTION	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013
	393AU002 39010240
DENOM:	\$1
HOUSE NO:	123456
SERIAL NO:	XMW990010
GAME NAME:	ROULETTE KING STATION 1
CREDIT:	50.00
STATUS:	IDLE
GET MC - Key In	↑ ↓ PGUP PGDOWN
ENTER - Done	ESC - Exit

- Press “GET MC” key to insert the machine number or press ↑↓/PGUP/PGDOWN key to select the desired machine number.
- Press “ENTER” key to insert the added amount
- If the gaming machine is not in idle mode or does not exist in the system, the add transaction will not be able to perform
- If the amount plus the current credit is more than \$10,000 or the amount is more than the added amount limit (default is \$99.00), the “OVER LIMIT!” will appear.
- If the amount is Zero, the “ZERO AMOUNT !” message will appear or if the amount is not a multiple of the base credit (denomination), the “INVALID AMOUNT !” message will appear.
- After pressing “ENTER” key, the “WAIT !” message will appear.

If the transaction is successful:

- * The “SUCCESSFUL !” message will appear
- * The successful transaction will be printed

\$10.00 ADD ON #001 12/08/04 10:11

- * The Cash Drawer will be opened and go back to the operating screen

If the transaction is failed: (time out is 30 second maximum)

- * The “FAIL - TIME OUT !” message will appear.

- * The failure transaction will be printed

\$10.00 + FAIL #001 12/08/04 10:11

- * Press "ESC" key to go back to the operating screen

7.6. REDEEM ALL

Press "REDEEM ALL" key to perform the redeem all transaction to the high light machine number. The redeem all transaction performs similar to the add transaction, except

- If current credit is more than \$10,000 the "OVER LIMIT!" will appear.
- After pressing "ENTER" key, the "WAIT !" message will appear.

If the transaction is successful:

- * The "SUCCESSFUL !" message will appear
- * The successful transaction will be printed

**\$22.00 REDEEM #001 12/08/04
10:11**

- * If the cash ticket printer is enable, the cash ticket will be printed

```
-----  
VENUE          GLOBAL GAMING INDUSTRIES PL  
MACHINE NO          1  
HOUSE NO          123456  
M/C DENOMINATION    $1  
M/C SERIAL NO      XMW990010  
FIRMWARE          3912006D 39320013  
                  393AU002 39010240  
GMID              123456  
  
DATE:              THU 12/08/04 10:11  
  
***** CASH TICKET *****  
  
CASH TICKET AMOUNT          $xxxx10.00  
  
AMOUNT IN WORDS  
TWENTY TWO DOLLARS  
AND ZERO CENTS  
  
TICKET NUMBER          00000001  
PATRON'S NAME.....  
ADDRESS.....  
.....
```

SIGNATURE.....
SIGNATURE.....
SIGNATURE.....
-----VALID

Note: The ticket number is 8-digit and starts at 00000001

- * If the autopay system is enabled, the main amount will be paid by the autopay system and the rest will be paid by the cash drawer

PAYMENT METHOD	
PAID:	\$22.00
AUTOPAY:	\$20.00
CASH DRAWER:	\$2.00
ESC – Exit	

- * The Cash Drawer will be opened and go back to the operating screen

If the transaction is failed: (time out is 30 second maximum):

- * The "FAIL - TIME OUT !" message will appear.
- * The failure transaction will be printed

\$22.00 - FAIL #001 12/08/04 10:11

- * Press ESC to go back to the operating screen

7.7. COLLECT FROM THE GAMING MACHINE

If the collect button is available in the interface board, press this collect button on the gaming machine:

- If the hopper limit (default is \$0.00) is less than the current credit, the redeem all screen will appear in the system
- Otherwise this collect will enable the gaming machine's collect button such that the amount will be paid through the hopper

7.8. EXTERNAL MONEY IN/OUT - LINK

The dual port in the interface board can be connected to the Link system

or another CCU.

- If the external money in (eg. Link) transaction occurs on the gaming machine the printer will print out its details:

```
$5.00 EXT. IN #001 12/08/04
10:11
```

- If the external money out (other CCU) transaction occurs on the gaming machine the printer will print out its details:

```
$5.00 EXT. OUT #001 12/08/04 10:11
```

7.9. MACHINE'S METERS NOT MATCH

If the machine's meters (Money In and/or Money Out) do not match with the system's recording, a window with "MONEY IN MISMATCH" or "MONEY OUT MISMATCH" message header will appear

```
MONEY IN MISMATCH

MACHINE NO:      2
GMID:           125678
PROGRAM ID:     3912006D 39320013
                393AU002 39010240
DENOM:          $1

HOUSE NO:       123457
SERIAL NO:      XMW990011
GAME NAME:      ROULETTE KING STATION 1
CREDIT:         10.00
LAST IN:        5.00
CURRENT IN:     10.00

ESC – Exit
```

Press "ESC" key or time out to exit and print out the money in mismatch

```
MONEY IN MISMATCH #002 12/08/04 10:11
LAST MONEY IN      5.00
CURRENT MONEY IN   10.00
```

```
MONEY OUT MISMATCH
```

MACHINE NO:	3
GMID:	238965
PROGRAM ID:	3912006D 39320013
	393AU002 39010240
DENOM:	\$1
HOUSE NO:	123458
SERIAL NO:	XMW990011
GAME NAME:	ROULETTE KING STATION 1
CREDIT:	25.00
LAST OUT:	15.00
CURRENT OUT:	20.00

ESC – Exit

Press “ESC” key or time out to exit and print out the money out mismatch

MONEY OUT MISMATCH #003 12/08/04 10:11
LAST MONEY OUT 15.00
CURRENT MONEY OUT 20.00

7.10. FAULTS POPUP

If the Faults popup is enable (eg. popup time is 5 minutes, default is disable) and any faults from any gaming machines and CCU's printers will popup the alert screen every 5 minutes

ALERT !
TOTAL MCs LOCKUP: 2
MC LIST: 10, 21
PRINTER: DISCONNECTED/PAPER EMPTY
TICKET PRINTER: NOT USED

ESC – Exit

- Press “ESC” key to go back to the operating screen

- If there is no more fault the alert screen will not appear

7.11. MECHANICAL METERS

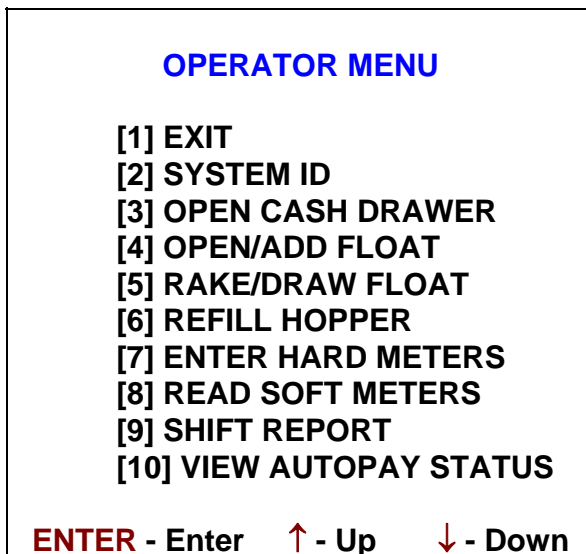
There are 4 7-digit mechanical meters that can connect to the system:

- Money In (from CCU)
- External In (from Link/other CCU)
- Money Out (from CCU)
- External Out (from other CCU)

These meters will be accumulative for the system and recorded in dollars

8. OPERATOR MENU

After login to the system the operator can get into this menu by pressing “OP” key



- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the operating mode

8.1. SYSTEM ID

The system program Ids’ labels and CRC32 checksums will be viewed as below

SYSTEM ID		
MAIN:	MN050001	8E62E9FA
GRAPHICS:	GP050001	3604A246
IO:	IO050001	870195B9
MACHINE NO:	1	
INTERFACE:	IF050001	50C03054
GET MC – Key In ↑↓ PGUP PGDOWN		
ESC – Exit		

- Press “GET MC” key to insert the machine number or press ↑↓/PGUP/PGDOWN key to select the desired machine number.
- Each machine may have different interface program ID and CRC32 checksum
- Press “ESC” key to go back to the operator menu

8.2. OPEN CASH DRAWER

OPEN CASH DRAWER	
ENTER – Open	ESC – Exit

- Press “ENTER” key to open the cash drawer
- Press “ESC” key to go back to the operator menu

8.3. OPEN/ADD FLOAT

OPEN/ADD FLOAT	
CURRENT: 0.00	
ENTER – Enter	ESC - Exit

- Press “ESC” key to go back to the operator menu
- Press “ENTER” key to enter/add the amount to the open float

OPEN/ADD FLOAT	
CURRENT: 0.00	
AMOUNT: 1000.00	
ENTER THE AMOUNT	
ENTER – Done	ESC - Exit

- Enter the amount (up to 8 digits) and press “ENTER” key at the end, this amount will be added to the open float and the printer will print out the open/add float details:

OPEN/ADD FLOAD	12/08/04
10:11	
LAST AMOUNT	0.00
CURRENT AMOUNT	
1000.00	

- Press “ESC” key to get back to the start of the open/add float screen above

8.4. RAKE/DRAW FLOAT

RAKE/DRAW FLOAT	
CURRENT: 0.00	
ENTER – Enter	ESC – Exit

- Press “ESC” key to go back to the operator menu
- Press “ENTER” key to enter/add the amount to the rake float

RAKE/DRAW FLOAT	
CURRENT: 0.00	
AMOUNT: 100.00	
ENTER THE AMOUNT	
ENTER – Done	ESC – Exit

- Enter the amount (up to 8 digits) and press “ENTER” key at the end, this amount will be added to the rake float and the printer will print out the rake/draw float details:

RAKE/DRAW FLOAD	12/08/04 10:11
LAST AMOUNT	0.00
CURRENT AMOUNT	
1000.00	

- Press “ESC” key to get back to the start of the rake/draw float screen above

8.5. REFILL HOPPER

REFILL HOPPER	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013 393AU002 39010240
DENOM:	\$1
HOUSE NO:	123456
SERIAL NO:	XMW990010
GAME NAME:	ROULETTE KING STATION 1
HOPPER:	0.00
GET MC – Key In	↑↓ PGUP PGDOWN
ENTER – Done	ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑↓/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the refill will not be able to perform
- Press “ESC” key to go back to the operator menu
- Press “ENTER” key to insert the refill amount to the selected machine number

REFILL HOPPER	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013 393AU002 39010240
DENOM:	\$1
HOUSE NO:	123456
SERIAL NO:	XMW990010
GAME NAME:	ROULETTE KING STATION 1
HOPPER:	0.00
REFILL:	100.00

ENTER – Done ESC – Exit

- Enter the amount (up to 8 digits) and press “ENTER” key at the end, this amount will be added to the hopper and the printer will print out the refill details:

REFILL HOPPER ON #001	12/08/04
10:11	
LAST AMOUNT	0.00
CURRENT AMOUNT	
100.00	

- Press “ESC” key to get back to the start of the refill hopper screen above

8.6. ENTER HARD METERS

ENTER HARD METERS	
MACHINE NO	1
GMID	123456
HOUSE NO	123456
SERIAL NO	XMW990010
TURNOVER	000045
TOTAL WINS	000033
CASHBOX	000010
CANCEL CREDIT	000005
MONEY IN	000000
MONEY OUT	000000
CASH IN	000010
CASHOUT	000000
P – Print	D – Down Load
GET MC	ENTER – Modify ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the enter hard meters will not be able to perform
- Press “ESC” key to go back to the operator menu
- Press “D/d” key to process down loading

DLOAD HARD METERS

[1] EXIT
[2] TEXT FORMAT
[3] BCD FORMAT

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the enter hard meters screen

See EXTERNAL DOWNLOAD for more details about the TEXT/BCD formats. However if the external down load is in processing, the “BUSY, TRY LATER !” message will appear

- Press “P/p” key to process printing

PRINT HARD METERS

[1] EXIT
[2] CURRENT MACHINE
[3] ALL MACHINES

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the enter hard meters screen

The current machine’s printing format

ENTER HARD METERS – ONE	12/08/04 10:11
OPERATOR IN CHARGE	N/A

MACHINE NO	1
GMID	123456
PROGRAM ID	3912006D
39320013	393AU002

39010240	
DENOM	\$1
PERCENTAGE	
97.30	
HOUSE NO	123456
SERIAL NO	XMW990010
GAME NAME	ROULETTE KING STATION 1
TURNOVER	0000045
TOTAL WINS	0000033
CASH BOX	0000010
CANCEL CREDIT	0000005
MONEY IN	0000000
MONEY OUT	0000000
CASH IN	0000010
CASH OUT	0000000

The all machines' printing format will be similar the above format except the header and next printing machine number

ENTER HARD METERS – ALL	12/08/04 10:11
OPERATOR IN CHARGE	N/A

MACHINE NO	1
.....	
.	

MACHINE NO	2
.....	
.	

etc.	

Note:

The gaming machine does not exist in the system will not be printed in the list

- Press "ENTER" key to insert the 8 hard meters to the selected machine number

ENTER HARD METERS	
MACHINE NO	1
GMID	123456
HOUSE NO	123456
SERIAL NO	XMW990010
TURNOVER	0000045
TOTAL WINS	0000033

CASHBOX	000010
CANCEL CREDIT	000005
MONEY IN	000000
MONEY OUT	000000
CASH IN	000010
CASHOUT	000000
ENTER NUMBER (7 DIGITS): 0 – 9 ↑↓ ENTER	
ADD – Save	ESC – Exit

- * Press “↑↓” or “ENTER” key to select to meter
- * Enter 7 digits (0 – 9) for each meter
- * Press “ADD” key to save the new enter
- * Select “Exit” to get back to the enter hard meters screen

8.7. READ SOFT METERS

READ SOFT METERS	
MACHINE NO	1
GMID	123456
HOUSE NO	123456
SERIAL NO	XMW990010
TURNOVER	465.00
TOTAL WINS	447.00
CASHBOX	0.00
CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASHOUT	0.00
CURRENT CREDIT	86.00
STROKE	193
P – Print	D – Down Load
GET MC	ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑↓/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the read soft meters will not be able to perform
- Press “ESC” key to go back to the operator menu
- Press “D/d” key to process down loading

DLOAD SOFT METERS

<p>[1] EXIT [2] TEXT FORMAT [3] BCD FORMAT</p> <p>ENTER – Enter ↑ - Up ↓ - Down</p>

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the read soft meters screen

See EXTERNAL DOWNLOAD for more details about the TEXT/BCD formats. However if the external down load is in processing, the “BUSY, TRY LATER !” message will appear

- Press “P/p” key to process printing

<p>PRINT SOFT METERS</p> <p>[1] EXIT [2] CURRENT MACHINE [3] ALL MACHINES</p> <p>ENTER – Enter ↑ - Up ↓ - Down</p>

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the read soft meters screen

The current machine’s printing format

READ SOFT METERS – ONE	12/08/04
10:11	
OPERATOR IN CHARGE	N/A

MACHINE NO	1
GMID	123456
PROGRAM ID	3912006D
39320013	393AU002
39010240	
DENOM	\$1
PERCENTAGE	

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97.30	
HOUSE NO	
123456	
SERIAL NO	XMW990010
GAME NAME	ROULETTE KING STATION 1
TURNOVER	465.00
TOTAL WINS	447.00
CASH BOX	0.00
CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASH OUT	0.00
CURRENT CREDIT	86.00
STROKE	193

The all machines' printing format will be similar the above format except the header and next printing machine number

READ SOFT METERS – ALL	12/08/04
10:11	
OPERATOR IN CHARGE	N/A

MACHINE NO	1
.....	
.	

MACHINE NO	2
.....	
.	

etc.	

Note:

The gaming machine does not exist in the system will not be printed in the list

8.8. SHIFT REPORT

SHIFT REPORT	
MACHINE NO	1
GMID	123456
HOUSE NO	123456
SERIAL NO	XMW990010
TURNOVER	465.00
TOTAL WINS	447.00
CASHBOX	0.00
CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASHOUT	0.00
CURRENT CREDIT	86.00
STROKE	193
MONEY IN (CCU)	481.00
EXT. MONEY IN	100.00
MONEY OUT (CCU)	477.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00
P – Print	D – Down Load
GET MC ENTER – Summary	ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the shift report will not be able to perform
- Press “ESC” key to go back to the operator menu
- Press “D/d” key to process down loading

DLOAD SHIFT REPORT
[1] EXIT
[2] TEXT FORMAT

[3] BCD FORMAT

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the shift report screen

See EXTERNAL DOWNLOAD for more details about the TEXT/BCD formats. However if the external down load is in processing, the “BUSY, TRY LATER !” message will appear

- Press “P/p” key to process printing

PRINT SHIFT REPORT

[1] EXIT
[2] CURRENT MACHINE
[3] ALL MACHINES

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the shift report scre

The current machine’s printing format

SHIFT REPORT – ONE		12/08/04 10:11
OPERATOR IN CHARGE		N/A
MACHINE NO		1
GMID		123456
PROGRAM ID	3912006D	
39320013		
	393AU002	
39010240		
DENOM		\$1
PERCENTAGE		
97.30		
HOUSE NO		

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123456	
SERIAL NO	XMW990010
GAME NAME	ROULETTE KING STATION 1
TURNOVER	465.00
TOTAL WINS	447.00
CASH BOX	0.00
CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASH OUT	0.00
CURRENT CREDIT	86.00
STROKE	193
MONEY IN (CCU)	481.00
EXT. MONEY IN	100.00
MONEY OUT (CCU)	477.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00

The all machines' printing format will be similar the above format except the header and next printing machine number

SHIFT REPORT – ALL	12/08/04 10:11
OPERATOR IN CHARGE	N/A

MACHINE NO	1
.....	
.	

MACHINE NO	2
.....	
.	

etc.	

Note:

The gaming machine does not exist in the system will not be printed in the list

- Press “ENTER” key to go to the shift summary screen where all existing gaming machines’ meters will be added up together

SHIFT REPORT	
SUMMARY	
OPEN ADD/FLOAT	1000.00
RAKE/DRAW FLOAT	100.00
TURNOVER	1855.25
TOTAL WINS	1537.61
CASHBOX	200.00
CANCEL CREDIT	0.00
MONEY IN	1600.00
MONEY OUT	800.00
CASH IN	200.00
CASHOUT	0.00
CURRENT CREDIT	682.36
STROKE	1108
MONEY IN (CCU)	1100.00
EXT. MONEY IN	500.00
MONEY OUT (CCU)	800.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00
CASH IN DRAWER	+1200.00
P – Print R - Reset D – Down Load	
ESC – Exit	

Note:

Cash In Drawer = (Open/Add Float + Money In (CCU)) –
(Rake/Draw Float + Cancel Credit + Money Out (CCU))

- ◆ Press “ESC” key to go back to the shift report screen
- ◆ Press “P/p” key to process printing

SHIFT SUMMARY	12/08/04 10:11
OPERATOR IN CHARGE	N/A

OPEN/ADD FLOAT	1000.00
RAKE/DRAW FLOAT	0.00
TURNOVER	1855.25

TOTAL WINS	1537.61
CASH BOX	200.00
CANCEL CREDIT	0.00
MONEY IN	1600.00
MONEY OUT	800.00
CASH IN	200.00
CASH OUT	0.00
CURRENT CREDIT	682.36
STROKE	1080
MONEY IN (CCU)	1100.00
EXT. MONEY IN	500.00
MONEY OUT (CCU)	800.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00
CASH IN DRAWER	+1200.00

- ◆ Press “D/d” key to process down loading

DLOAD SHIFT SUMMARY

[1] EXIT
 [2] TEXT FORMAT
 [3] BCD FORMAT

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the shift summary screen

See EXTERNAL DOWNLOAD for more details about the TEXT/BCD formats. However if the external down load is in processing, the “BUSY, TRY LATER !” message will appear

- ◆ Press “R/r” key to reset shift meters

RESET SHIFT METERS

[1] EXIT
 [2] PRINT SUMMARY & RESET
 [3] PRINT ALL & RESET

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the shift summary screen
- * Print Summary & Reset will print the shift summary before resetting all shift meters
- * Print All & Reset will print the shift summary then shift report all before resetting all shift meter

8.9. VIEW AUTOPAY STATUS

If the Autopay system is enabled, this screen will display the autopay status (eg. connected/not connected)

VIEW AUTOPAY STATUS
STATUS: CONNECTED
ESC – Exit

9. MANAGER MENU

Press “MENU” key and insert suitable login name and password to get into this menu:

MENU'S ACCESS
LOGIN NAME: XXXXXXXX
PASSWORD: XXXX
ENTER - Done ESC - Exit

The login name must be either “MANAGER” or “manager”. The password can be changed later

MANAGER MENU

[1] EXIT
[2] ENTER EXT. IN
[3] ENTER CHEQUE VALUES
[4] REPORT MENU
[5] TRANSACTIONC HISTORY
[6] EVENTS HISTORY
[7] MACHINE INSTALLATION
[8] PASSWORD MENU
[9] SETUP MENU

ENTER – Enter ↑ - Up ↓ - Down

- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the operating mode

9.1. REPORT MENU

REPORT MENU

[1] EXIT
[2] DAILY REPORT
[3] WEEKLY REPORT
[4] MONTHLY REPORT
[5] LAB REPORT
[6] AUTOPAY REPORT

ENTER - Enter ↑ - Up ↓ - Down

- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the manager menu

9.1.1. DAILY REPORT

DAILY REPORT	
MACHINE NO	1
GMID	123456
HOUSE NO	123456

SERIAL NO	XMW990010
TURNOVER	465.00
TOTAL WINS	447.00
CASHBOX	0.00
CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASHOUT	0.00
CURRENT CREDIT	86.00
STROKE	193
MONEY IN (CCU)	481.00
EXT. MONEY IN	100.00
MONEY OUT (CCU)	477.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00
PROFIT	+18.00
P – Print	D – Down Load
GET MC ENTER – Summary	ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑↓/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the daily report will not be able to perform
- Press “ESC” key to go back to the report menu
- Press “D/d” key to process down loading

DLOAD DAILY REPORT	
[1]	EXIT
[2]	TEXT FORMAT
[3]	BCD FORMAT
ENTER – Enter	↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the daily report screen

See EXTERNAL DOWNLOAD for more details about the TEXT/BCD formats. However if the external down load is in

processing, the "BUSY, TRY LATER !" message will appear

- Press "P/p" key to process printing

```
PRINT DAILY REPORT

[1] EXIT
[2] CURRENT MACHINE
[3] ALL MACHINES

ENTER - Enter  ↑ - Up  ↓ - Down
```

- * Press "↑↓" key to select to an item
- * Press "ENTER" key to perform the selected item
- * Select "Exit" to get back to the daily report screen

The current machine's printing format

DAILY REPORT - ONE		12/08/04
10:11		

MACHINE NO		1
GMID		123456
PROGRAM ID	3912006D	
39320013		
	393AU002	
39010240		
DENOM		\$1
PERCENTAGE		
97.30		
HOUSE NO		
123456		
SERIAL NO		XMW990010
GAME NAME	ROULETTE KING STATION 1	
TURNOVER		465.00
TOTAL WINS		447.00
CASH BOX		0.00

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CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASH OUT	0.00
CURRENT CREDIT	86.00
STROKE	193
MONEY IN (CCU)	481.00
EXT. MONEY IN	100.00
MONEY OUT (CCU)	477.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00
PROFIT	+18.00

Note:

Profit = Turnover – Total Wins

The all machines' printing format will be similar the above format except the header and next printing machine number

DAILY REPORT – ALL	12/08/04
10:11	

MACHINE NO	1
.....	
.	

MACHINE NO	2
.....	
.	

etc.	

Note:

The gaming machine does not exist in the system will not be printed in the list

- Press "ENTER" key to go to the daily summary screen where all existing gaming machines' meters will be added up together

DAILY REPORT

SUMMARY	
OPEN ADD/FLOAT	1000.00
RAKE/DRAW FLOAT	100.00
TURNOVER	1855.25
TOTAL WINS	1537.61
CASHBOX	200.00
CANCEL CREDIT	0.00
MONEY IN	1600.00
MONEY OUT	800.00
CASH IN	200.00
CASHOUT	0.00
CURRENT CREDIT	682.36
STROKE	1108
MONEY IN (CCU)	1100.00
EXT. MONEY IN	500.00
MONEY OUT (CCU)	800.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00
PROFIT	+317.64
CASH IN DRAWER	+1200.00
P – Print R – Reset D – Down Load	
ESC – Exit	

Note:

Cash In Drawer = (Open/Add Float + Money In (CCU)) –
(Rake/Draw Float + Cancel Credit + Money Out (CCU))

Profit = Turnover – Total Wins

- ◆ Press “ESC” key to go back to the daily report screen
- ◆ Press “P/p” key to process printing

DAILY SUMMARY	12/08/04 10:11
OPEN/ADD FLOAT	1000.00
RAKE/DRAW FLOAT	0.00
TURNOVER	1855.25
TOTAL WINS	1537.61
CASH BOX	200.00
CANCEL CREDIT	0.00
MONEY IN	1600.00
MONEY OUT	800.00

CASH IN	200.00
CASH OUT	0.00
CURRENT CREDIT	682.36
STROKE	1080
MONEY IN (CCU)	1100.00
EXT. MONEY IN	500.00
MONEY OUT (CCU)	800.00
EXT. MONEY OUT	0.00
HOPPER REFILL	100.00
PROFIT	+317.64
CASH IN DRAWER	+1200.00

- ◆ Press “D/d” key to process down loading

DLOAD DAILY SUMMARY	
[1] EXIT	
[2] TEXT FORMAT	
[3] BCD FORMAT	
ENTER – Enter ↑ - Up ↓ - Down	

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the daily summary screen

See EXTERNAL DOWNLOAD for more details about the TEXT/BCD formats. However if the external down load is in processing, the “BUSY, TRY LATER !” message will appear

- ◆ Press “R/r” key to reset daily meters

RESET DAILY METERS	
[1] EXIT	
[2] PRINT SUMMARY & RESET	
[3] PRINT ALL & RESET	
ENTER – Enter ↑ - Up ↓ - Down	

- * Press “↑↓” key to select to an item

- * Press "ENTER" key to perform the selected item
- * Select "Exit" to get back to the daily summary screen
- * Print Summary & Reset will print the daily summary before resetting all daily meters
- * Print All & Reset will print the daily summary then daily report all before resetting all daily meters
- *

9.1.2. WEEKLY REPORT

Same format as the daily report except all transaction meters are updated weekly

9.1.3. MONTHLY REPORT

Same format as the daily report except all transaction meters are updated monthly

9.1.4. LAB REPORT

LAB REPORT	
MACHINE NO	1
GMID	123456
HOUSE NO	123456
SERIAL NO	XMW990010
TURNOVER	465.00
TOTAL WINS	447.00
CASHBOX	0.00
CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASHOUT	0.00
CURRENT CREDIT	86.00
STROKE	193
P – Print	D – Down Load
GET MC	ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the LAB report will not be able to perform
- Press “ESC” key to go back to the report menu
- Press “D/d” key to process down loading

DLOAD LAB REPORT

[1] EXIT
[2] TEXT FORMAT
[3] BCD FORMAT

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the LAB report screen

See EXTERNAL DOWNLOAD for more details about the TEXT/BCD formats. However if the external down load is in processing, the “BUSY, TRY LATER !” message will appear

- Press “P/p” key to process printing

PRINT LAB REPORT

[1] EXIT
[2] CURRENT MACHINE
[3] ALL MACHINES

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the LAB report screen

The current machine’s printing format

LAB REPORT – ONE	12/08/04 10:11

MACHINE NO	1
GMID	123456

PROGRAM ID	3912006D
39320013	393AU002
39010240	
DENOM	\$1
PERCENTAGE	
97.30	
HOUSE NO	
123456	
SERIAL NO	XMW990010
GAME NAME	ROULETTE KING STATION 1
TURNOVER	465.00
TOTAL WINS	447.00
CASH BOX	0.00
CANCEL CREDIT	0.00
MONEY IN	581.00
MONEY OUT	477.00
CASH IN	0.00
CASH OUT	0.00
CURRENT CREDIT	86.00
STROKE	193

The all machines' printing format will be similar the above format except the header and next printing machine number

LAB REPORT – ALL	12/08/04 10:11
MACHINE NO	1
.....	
.	
MACHINE NO	2
.....	
.	
.....	
etc.	

Note:

The gaming machine does not exist in the system will not be printed in the list

9.1.5. AUTOPAY REPORT

This report shows the amounts paid by the autopay system and CCU

TRANSACTIONS HISTORY	
AUTOPAY PAYOUT	1200.00
CCU PAYOUT	8912.35
P – Print	R – Reset
ESC – Exit	

9.2. ENTER EXT. IN

ENTER EXT. IN	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013
	393AU002 39010240
DENOM:	\$1
HOUSE NO:	123456
SERIAL NO:	XMW990010
GAME NAME:	ROULETTE KING STATION 1
GET MC – Key In	↑↓
ENTER – Done	PGUP PGDOWN
	ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑↓/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the enter ext. in will not be able to perform
- Press “ESC” key to go back to the operator menu
- Press “ENTER” key to insert the refill amount to the selected machine number

ENTER EXT. IN	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013

DENOM:	393AU002 39010240
	\$1
HOUSE NO:	123456
SERIAL NO:	XMW990010
GAME NAME:	ROULETTE KING STATION 1
EXT. VALUE:	100.00
ENTER – Done ESC – Exit	

- Enter the amount (up to 8 digits) and press “ENTER” key at the end, this amount will be added to the machine’s ext. money in and the printer will print out the details:

\$100.00 EXT. EN #001 12/08/04 10:11

- Press “ESC” key to get back to the start of the enter ext. in screen above

9.3. ENTER CHEQUE VALUES

ENTER CHEQUE VALUES
CURRENT: 0.00
ENTER – Add R-Reset ESC – Exit

- Press “ESC” key to go back to the operator menu
- Press “R” to reset the cheque value
- Press “ENTER” key to enter/add the amount to the cheque

ENTER CHEQUE VALUES
CURRENT: 0.00
AMOUNT: 100.00
ENTER THE AMOUNT
ENTER – Done ESC – Exit

- Enter the amount (up to 8 digits) and press “ENTER” key at the end, this amount will be added to the cheque value and the printer will print out the details:

ENTER CHEQUE VALUES	12/08/04
10:11	
LAST AMOUNT	0.00
CURRENT AMOUNT	
100.00	

- Press “ESC” key to get back to the start of the enter cheque value screen above

9.4. TRANSACTIONS HISTORY

TRANSACTIONS HISTORY				
\$100.00	REDEEM #004	12/08/04	10:11	
OPERATOR IN CHARGE: ABCDEFGH				
\$200.00	ADD ON #001	11/08/04	20:24	
OPERATOR IN CHARGE: N/A				
.....				
P – Print		D – Down Load		
↑ - Up		↓ - Down		
		PAGE-UP PAGE-DOWN ESC – Exit		

- This includes all add/redeem transactions from the CCU system. Each transaction will be 2 lines of text format. Each line will be 40 characters.

Line 1:

AMOUNT	REDEEM or ADD ON	MACHINE NO	DATE DD/MM/YY	TIME HH:MM
--------	---------------------	------------	------------------	---------------

Line 2:

OPERATOR IN CHARGE:	N/A for NOT APPLICABLE or OPERATOR'S LOGIN NAME
---------------------	--

- Press ↑↓/PGUP/PGDOWN key to view next/previous transaction or next/previous page. Each page has 9 transactions in total.
- Press “ESC” key to go back to the manger menu
- Press “P/p” key to process printing

PRINT TRANSACTIONS
[1] EXIT
[2] ON SCREEN

[3] ALL

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item
- * Select “Exit” to get back to the transactions history screen

On screen transactions' printing:

ON SCREEN TRANSACTIONS	12/08/04 10:11

\$100.00 REDEEM #004	12/08/04 10:11
OPERATOR IN CHARDE: ABCDEFGH	
\$200.00 ADD ON #001	11/08/04 20:24
OPERATOR IN CHARDE: N/A	
.....	

The all transactions' printing format will be similar the above format except the header and all transactions from the latest to last one

ALL TRANSACTIONS	12/08/04 10:11

\$100.00 REDEEM #004	12/08/04 10:11
OPERATOR IN CHARDE: ABCDEFGH	
.....	
.....	

- Press “D/d” key to process down loading

DOWN LOAD TRANSACTIONS

[1] EXIT
[2] ON SCREEN
[3] ALL

ENTER – Enter ↑ - Up ↓ - Down

- * Press “↑↓” key to select to an item
- * Press “ENTER” key to perform the selected item

- * Select "Exit" to get back to the transactions history screen

The format will be similar to the printing format. See EXTERNAL DOWNLOAD for more details. However if the external download is processing, the "BUSY, TRY LATER !" message will appear

9.5. EVENTS HISTORY

All events occurred will be recorded to the events history (including the transactions history). There are 630 events in total. The format will be similar to the transactions history.

9.6. MACHINE INSTALLATION

MACHINE INSTALLATION	
[1] EXIT	
[2] MODIFY MACHINE	
ENTER – Enter	↑ - Up ↓ - Down

- Press "↑↓" key to select to an item
- Press "ENTER" key to perform the selected item
- Select "Exit" to get back to the manager menu

MODIFY MACHINE	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013 393AU002 39010240
DENOM:	\$1
PERCENTAGE:	97.30
HOUSE NO:	XXXXXX
SERIAL NO:	XXXXXXXXXX

- Press "ENTER" key to perform the selected item
- Select "Exit" to get back to the manager menu
-

9.7.1. SET MANAGER'S PASSWORD

If the manager wants to change his/her password

SET MANAGER'S PASSWORD

NEW PASSWORD: _

4 DIGITS/LETTERS

ENTER – Confirm **ESC** – Exit

- Press "ESC" key to go back to the password menu
- Enter 4 digits/letters to set a new password then press "ENTER" key

SET MANAGER'S PASSWORD

CONFIRM: _

4 DIGITS/LETTERS

ENTER – Save **ESC** – Exit

- Press "ESC" key to go back to the password menu
- Enter the same 4 digits/letters to confirm the correct password then press "ENTER" key

9.7.2. SET OPERATOR #1'S ACCESS

SET OPERATOR #1'S ACCESS

[1] EXIT
[2] VIEW ACCESS
[3] SET LOGIN NAME
[4] SET PASSWORD

ENTER - Enter **↑** - Up **↓** - Down

- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the password menu

VIEW OP #1'S ACCESS

LOGIN NAME: XXXXXXXX
PASSWORD: XXXX

ESC – Exit

- There is no default login name/password for operators
- The operator #1's login name and password will be displayed on the screen
- Select “Exit” to get back to the set operator #1's access

SET OP #1'S LOGIN NAME

LOGIN NAME: XXXXXXXX

UP TO 8 DIGITS/LETTERS

ENTER – Save **ESC – Exit**

- Enter up to 8 digits/letters and then press “ENTER” key to save the login name and get back to the set operator #1's access
- Select “Exit” to get back to the set operator #1's access

SET OP #1'S PASSWORD

NEW PASSWORD: _

4 DIGITS/LETTERS

ENTER – Confirm **ESC – Exit**

- Press “ESC” key to go back to the set operator #1's access

- Enter 4 digits/letters to set a new password then press “ENTER” key

SET OP #1'S PASSWORD

CONFIRM: _

4 DIGITS/LETTERS

ENTER – Save ESC – Exit

- Press “ESC” key to go back to the set operator #1's access
- Enter the same 4 digits/letters to confirm the correct password then press “ENTER” key

Set Op#2 – 10's password will be the same format as above.

9.8. SETUP MENU

SETUP MENU

[1] EXIT
[2] LOGIN MENU
[3] TICKET PRINTER MENU
[4] SET VENUE
[5] SET DATE & TIME
[6] SET FAULTS POPUP
[7] HOPPER LIMIT MENU
[8] ADD/REDEEM MENU
[9] SET AUTOPAY SYSTEM

ENTER – Enter ↑ - Up ↓ - Down

- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the manager menu

9.8.1. LOGIN MENU

<p style="text-align: center;">LOGIN MENU</p> <p>[1] EXIT [2] SET MANAGER'S LOGIN [3] SET OPERATORS' LOGIN</p> <p>ENTER – Enter ↑ - Up ↓ - Down</p>

- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the setup menu

9.8.1.1. SET MANAGER'S LOGIN

<p style="text-align: center;">SET MANAGER'S LOGIN</p> <p style="text-align: center;">STATUS: DISABLE</p> <p>ENTER – Change ESC – Exit</p>
--

- Press “ENTER” key to change the current status: ENABLE/DISABLE
- Press “ESC” key to go back to the setup menu

Note:

- If it is set ENABLE, it means the operator must enter login name “MANAGER” or “manager” after pressing “MENU” key
- If it is set DISABLE, the login name “MANAGER” will display after pressing “MENU” key. The operator will press “ENTER” and insert his/her password

9.8.1.2. SET OPERATORS' LOGIN

<p style="text-align: center;">SET OPERATORS' LOGIN</p> <p style="text-align: center;">STATUS: DISABLE</p> <p>ENTER – Change ESC – Exit</p>

- Press “ENTER” key to change the current status: ENABLE/DISABLE
- Press “ESC” key to go back to the setup menu

Note:

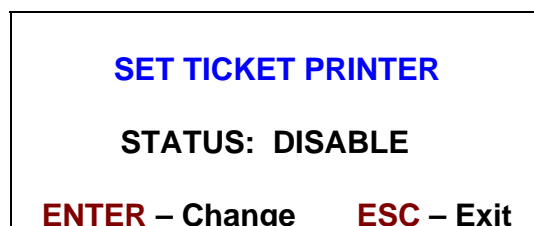
- If it is set ENABLE, it means the operator must enter login name and password to get into the operating mode
- If it is set DISABLE, the operator just gets into the operating mode without login name and password. The system will record as “OPERATOR IN CHARGE N/A”
-

9.8.2. TICKET PRINTER MENU



- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the setup menu

9.8.2.1. SET TICKET PRINTER



- Press “ENTER” key to change the current status: ENABLE/DISABLE
- Press “ESC” key to go back to the setup menu
-

9.8.2.2. SET RESERVE PRINTER

SET RESERVE PRINTER
STATUS: DISABLE
ENTER – Change ESC – Exit

- Press “ENTER” key to change the current status: ENABLE/DISABLE
- Press “ESC” key to go back to the setup menu

9.8.3. SET VENUE

SETUP VENUE
VENUE: GLOBAL GAMING INDUSTRIES P/L
ENTER VENUE NAME (30 CHARS)
ENTER – Set ESC – Exit

- The default venue is “GLOBAL GAMING INDUSTRIES PL”
- Enter the new venue name (up to 30 chars)
- Press “ENTER” key to set the new venue name and go back to the setup menu
- Press “ESC” key to go back to the setup menu

9.8.4. SET DATE & TIME

SET DATE & TIME
DATE: THU 12/08/04
TIME: 10:11
↑↓ Adjust ← → Select
ENTER – Set ESC – Exit

- Press “ESC” key to go back to the setup menu (without updating)
- Press “ENTER” key to accept the set up and go back to the setup menu

- Press ← → key to select the clock/date field
- Press ↑↓ key to adjust the clock/date field up and down
- The time is only in 24 hours format

9.8.5. SET FAULTS POPUP

SET FAULTS POPUP

CURRENT: 0

RANGE: 0 – 99 minutes
0 for no popup

TIME:

ENTER – Set ESC – Exit

- Press “ESC” key to go back to the setup menu (without updating)
- Enter time 2-digit value (in minute) to indicate the time when the the CCU system pops up the faults screen if there is any faults form any gaming machines and CCU's printers
- Press “ENTER” key to accept the set up and go back to the setup menu

9.8.6. HOPPER LIMIT MENU

HOPPER LIMIT MENU

[1] EXIT
[2] SET ALL MACHINES
[3] SET BY MACHINE

ENTER – Enter ↑ - Up ↓ - Down

- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the setup menu

9.8.6.1. SET ALL MACHINES

SET COMMON HOPPER LIMIT	
VALUE:	_
RANGE:	0 – 10,000
ENTER – Set	ESC – Exit

- Enter the value and press “ENTER” key to set the new common hopper limit for all machines and then go back to the add/redeem menu
- Press “ESC” key to go back to the add/redeem menu

Note:

- The default value is 0.00
- This value will control the payment from the machine when the player presses the machine’s collect button. If the gaming machine credit is less than this value, the pay will come from the hopper. Otherwise, the pay will come from the CCU system under REDEEM ALL

9.8.6.2. SET BY MACHINE

The hopper limit can also be set by machine.

SET HOPPER LIMT	
MACHINE NO:	1
GMID:	123456
PROGRAM ID:	3912006D 39320013 393AU002 39010240
DENOM:	\$1
PERCENTAGE:	97.30
HOUSE NO:	123456
SERIAL NO:	XMW990010
GAME NAME:	ROULETTE KING STATION 1
GET MC – Key In	↑ ↓ PGUP PGDOWN

ENTER – Done ESC – Exit

- Press “GET MC” key to insert the machine number or press ↑/PGUP/PGDOWN key to select the desired machine number. If the gaming machine does not exist in the system, the set hopper limit will not be able to perform
- Press “ESC” key to go back to the hopper limit menu
- Press “ENTER” key and enter the value to set the new hopper limit for the desired machine

9.8.7. ADD/REDEEM MENU

ADD/REDEEM MENU

[1] EXIT
[2] SET ADD AMOUNT LIMIT
[3] ENABLE/DISABLE ADD
[4] ENABLE/DISABLE REDEEM
[5] ENABLE/DISABLE REDEEM ALL

ENTER – Enter ↑ - Up ↓ - Down

- Press “↑/↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the setup menu

9.8.7.1. SET ADD AMOUNT LIMIT

SET ADD AMOUNT LIMIT

CURRENT: 100.00
RANGE: 0 – 10,000
VALUE: –

ENTER – Set ESC – Exit

- Enter the value and press “ENTER” key to set the new add amount limit and then go back to the add/redeem menu
- Press “ESC” key to go back to the add/redeem menu

Note:

- The default value is 100.00
- If the amount that enters during add performing is less than the add amount limit will be acceptable. Otherwise it will be recorded as "OVER LIMIT"

9.8.7.2. ENABLE/DISABLE ADD

ENABLE/DISABLE ADD
STATUS: ENABLE
ENTER – Change ESC – Exit

- Press "ENTER" key to change the current status: ENABLE/DISABLE
- Press "ESC" key to go back to the add/redeem menu

Note:

- The default is ENABLE
- If it is set ENABLE the ADD key will be activated
- If it is set DISABLE the ADD key will not be activated

9.8.7.3. ENABLE/DISABLE REDEEM

This option is not available in NSW

9.8.7.4. ENABLE/DISABLE REDEEM ALL

ENABLE/DISABLE REDEEM ALL
STATUS: ENABLE
ENTER – Change ESC – Exit

- Press "ENTER" key to change the current status: ENABLE/DISABLE
- Press "ESC" key to go back to the add/redeem menu

Note:

- The default is ENABLE
- If it is set ENABLE the REDEEM ALL key will be activated
- If it is set DISABLE the REDEEM ALL key will not be activated
-

9.8.8. SET AUTOPAY SYSTEM

AUTOPAY SYSTEM

[1] EXIT
[2] SET AUTOPAY SYSTEM
[3] SET AUTOPAY ID
[4] SET AUTOPAY NOTES
[3] SET AUTOPAY LIMIT

ENTER – Enter **↑** - Up **↓** - Down

- Press “↑↓” key to select to an item
- Press “ENTER” key to perform the selected item
- Select “Exit” to get back to the setup menu

9.8.8.1. SET AUTOPAY SYSTEM

SET TICKET PRINTER

STATUS: DISABLE

ENTER – Change **ESC** – Exit

- Press “ENTER” key to change the current status: DISABLE/BANKTECH-AUTOPAY/SPRINTQUIP ACS
- Press “ESC” key to go back to the setup menu

9.8.8.2. SET AUTOPAY ID

SET AUTOPAY ID	
MEMBER ID:	000000000001
EXACTLY 12 DIGITS	
ENTER – Save	ESC – Exit

- Press “ENTER” key to save the new setup
- Press “ESC” key to go back to the setup menu

9.8.8.3.SET AUTOPAY NOTES

SET AUTOPAY NOTES	
\$1	DISABLE
\$5	DISABLE
\$10	DISABLE
\$20	ENABLE
\$50	ENABLE
\$100	DISABLE
↑↓	ENTER – Change ESC – Exit

- Press ↑↓ to select note
- Press “ENTER” key to change the setup:
DISABLE/ENABLE
- Press “ESC” key to go back to the setup menu

9.8.8.4.SET AUTOPAY LIMIT

SET AUTOPAY LIMIT	
CURRENT:	1000
RANGE:	0 – 9999
VALUE:	
ENTER – Set	ESC – Exit

- Enter 4-digit value to get the value
- Press “ENTER” key to set the setup
- Press “ESC” key to go back to the setup me

10. EXTERNAL DOWNLOAD

The external PC can send a command to the system to request meters or reports reading in TEXT and BCD format

Command	Function
0x01	Transactions history (TEXT format)
0x02	Event history (TEXT format)
0x03	Hard meters (TEXT format)
0x04	Hard meters (BCD format)
0x05	Soft meters (TEXT format)
0x06	Soft meters (BCD format)
0x07	Shift report (TEXT format)
0x08	Shift report (BCD format)
0x09	Shift Summary (TEXT format)
0x0A	Shift Summary (BCD format)
0x0B	Daily report (TEXT format)
0x0C	Daily report (BCD format)
0x0D	Daily Summary (TEXT format)
0x0E	Daily Summary (BCD format)
0x0F	Weekly report (TEXT format)
0x10	Weekly report (BCD format)
0x11	Weekly Summary (TEXT format)
0x12	Weekly Summary (BCD format)
0x13	Monthly report (TEXT format)
0x14	Monthly report (BCD format)
0x15	Monthly Summary (TEXT format)
0x16	Monthly Summary (BCD format)
0x17	LAB report (TEXT format)
0x18	LAB report (BCD format)
0xFE	Cancel/Stop previous command