

PROGRAMMING

Game Programming

Version 1.31 3/6/08 (Previous version was not linkable)

To enter programming, press "program" in attract mode. Pressing "program" during game play will be ignored. Cycle through the options with select and change the values with advance. Exit by pressing "program" which will save your changes.

Value	Description	Default	Min	Max	Comment
0	Volume	4	0	7	Volume
1	Game Cost	2	0	10	Cost of a Game
2	Discount	0	0	10	Coin Discounting
3	Scores per ticket	8	0	40	This option determines what score must be reached each time "XX" tickets can be dispensed. Option 4 sets the value of "XX"
4	Tickets per Score	1	1	10	This value determines the number of tickets to dispense each time a dispense order is given by option 4.
5	JFP	3	0	10	Just for Playing Tickets
6	Ticket Cap	0	0	40	It sets the maximum amount of tickets that can be paid out.
7	Attract Time				
8	THOUSANDS	1	0	9	Bonus (NA7010X Marquee only)
9	HUNDREDS	0	0	9	Bonus (NA7010X Marquee only)
10	TENS	0	0	9	Bonus (NA7010X Marquee only)
11	FACTORY	0	1	1	Factory Reset

With the default settings your total points would be divided by 8 for your ticket payout. The maximum bonus at any time is 9,990 tickets. See page 8 for details on programming the NA7000X Super Bonus Marquee.

Error Codes are displayed on power up diagnostics only:

Error	Description	Error	Description	Error	Description
2	Compact Flash Error	3	Sensor 1 Error	4	Sensor 2 Error
5	Sensor 3 Error	6	Sensor 4 Error	7	Sensor 5 Error
8	Sensor 6 Error	9	Sensor 7 Error	10	Sensor 8 Error
11	Sensor 9 Error	12	Sensor 10 Error	13	Sensor Zero Error
14	Sensor Ball Error				

Sensor Ball Counts are:

Sensor 1	Sensor 2	Sensor 3
Sensor 4	Sensor 5	Sensor 6
Sensor 7	Sensor 8	Sensor 9
Sensor 10		