

## Machine parameters configuration (v 1.06)

### Valid for the 1.06 version of the AIR HOCKEY 20100

To access configuration menu the machine should be in stand-by mode.  
0 credits and not in use.

#### To access coins collection: CPU ON BUT STAND BY MODE

PUL6 (COINS ADD UP) short pulse:

SHOWS "L" and the digits of inserted small coins in order.

SHOWS "H" and the digits of inserted big coins in order.

Ej.: shows L - 1 - 7 - 3 - H - 2 - 5:

173 small coins and 25 big coins have been inserted.

#### To access the menu:

Press and hold ENTER for a few seconds.

Display will show: P1

#### Once inside the menu:

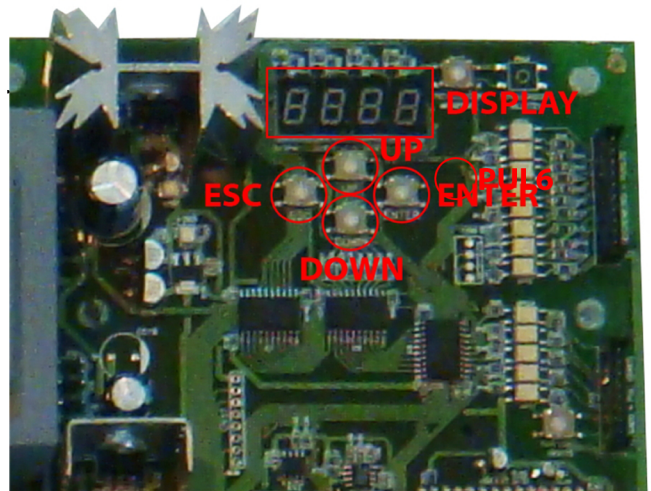
ENTER short pulse: NEXT parameter.

ESC short pulse: PREVIOUS parameter.

UP short pulse: INCREASE value parameter.

DOWN short pulse: DECREASE value parameter.

ESC long pulse: OUT of configuration menu  
and SAVE CHANGES.



#### Configurable parameters:

- P1 (goals): Maximum number of goals per game:  
Minimum value 2. - Maximum value 9.
- P2 (time): Maximum length of the game (in minutes):  
Minimum value 2. - Maximum value 9.
- P3 (free games): Length of the free games mode (in hours).  
Minimum value 1. - Maximum value 9.
- P4 (small coin): Number of small coins per 1 pulse.  
ej: 2 small coins for 1 pulse.  
Minimum value 1. - Maximum value 99.
- P5 (big coin): Number of big coins for 1 pulse.  
ej: 2 big coins per 1 pulse.  
Minimum value 1. - Maximum value 99.
- P6 (big coin): Number of games per 1 pulse.  
ej: 3 games per 1 pulse SO: 2 big coins = 3 games.  
Minimum value 1. - Maximum value 9.
- P7 (tune): Select tune during the game.  
Minimum value 1 (for BABY air hockey).  
Maximum value 2 (other models: 2 random tunes).
- P8 (tune): Appeal tune activation.  
Minimum value 0 (not activated). - Maximum value 1 (activated).
- P9 (small coin): Number of games per 1 pulse.  
ej: 1 game per 1 pulse SO: 2 small coins coins = 1 game.  
Minimum value 1. - Maximum value 9.
- T1: Number of ticket expensors connected.  
Minimum value 0. - Maximum value 2.
- T2: Number of tickets per scored goal.  
Minimum value 0. - Maximum value 9.
- T3: When tickets per goal are delivered.  
Minimum value 1 (when goal is scored).  
Maximum value 2 (at the end of the game).
- T4: Number of tickets per won game.  
Minimum value 0. - Maximum value 9.
- T5: Display tickets counter in collection sequence (only if T1=2).  
Minimum value 0. - Maximum value 2.  
Modes:  
Value 0: small coin – big coin – ticket1 – ticket2  
Value 1: small coin – big coin – tickets  
Value 2: small coin – big coin – ticket1 – ticket2 – tickets
- E1: Special function mode:  
DOOR MOTORS ALWAYS CLOSED:  
GOAL OPEN JUST WHEN GOAL SCORED.  
Minimum value 0 (normal function mode).  
Maximum value 1 (special function mode).