

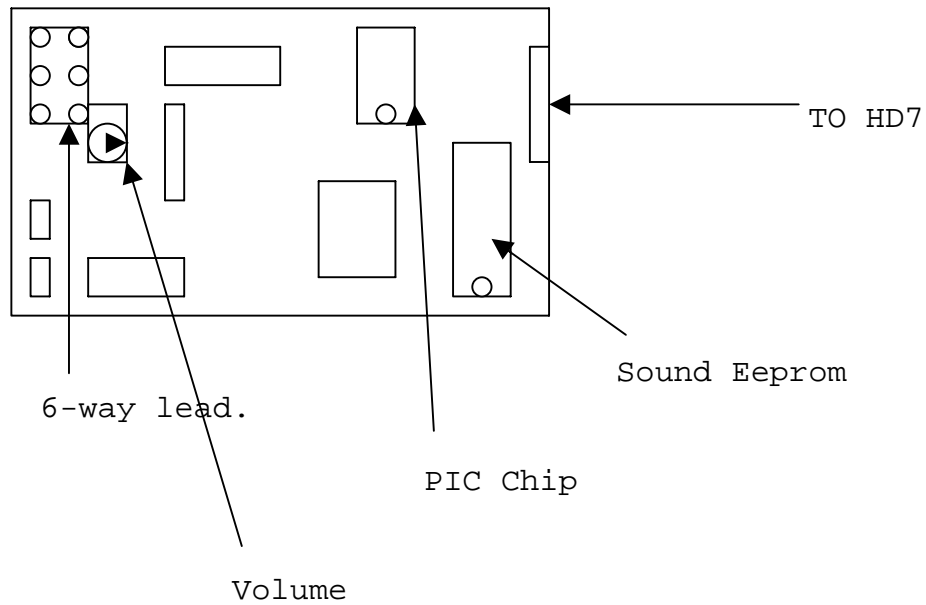
M A B
SYSTEMS
L I M I T E D

Bontoft Avenue, Hull, HU5 4HF. Tel: 01482 342299 Fax: 01482 449872

Super Big Fruits
Software Version 7v1

SMAC Sound Board Setup.

The replacement sound board (SMAC) is connected to HD7 via the supplied lead. The 6-way lead to the original audio amp (part number 1020178) also connects to the SMAC board.



The volume of the sound can be adjusted using the onboard pot.

Listed below are the Mars mech programming schemes which are supported.

Channel->	F	E	D	C	B	A
Type 1	£1	50p	20p	10p	5p	-
Type 2	£1	50p	20p	10p	Token	5p
Type 3	£1	Token	20p	10p	5p	-
Type 4	£1	£2	20p	10p	5p	50p
Type 5	£1	£2	20p	10p	Token	50p
Type 6	£1	£2	20p	10p	5p	Token

In all cases, channels A and B may be omitted, allowing the use of 4 and 5 channel mechs.

Having determined the type of coin mech being used, the hardware and software must be configured as detailed below.

Setting up Mars Mechs for use with MAB software

The latest releases of MAB software have been written to allow connection to the most commonly used mech configurations. These cover mechs which have been programmed to accept the £2 coin, as well as those that haven't.

Also covered are mechs which have been programmed to accept promotional tokens.

Coin mechs currently used on all-cash machines will continue to work, providing the options switches, described below, are correctly set. Machines accepting 20p tokens should continue to use existing software, as the new releases do not support token payouts.

Software Setup

The DIP switches on the main board are used to configure the software for the type of mech fitted. This is done using three switches (refer to the DIP Switch Settings sheet for the switch numbers)

The state of the switches depends on a few basic questions. Start with all three switches in the OFF position, then answer the following questions.

Does the mech accept the £2 coin?

If 'No', leave switch 6 OFF.

If 'Yes', enable the £2 coin by putting switch 6 into the ON position.

Does the mech accept a token?

If 'No', the setup is complete.

If 'Yes', answer the next question.

What is the value of the token?

If the token value is £1, put switch 8 into the ON position. The setup is then complete.

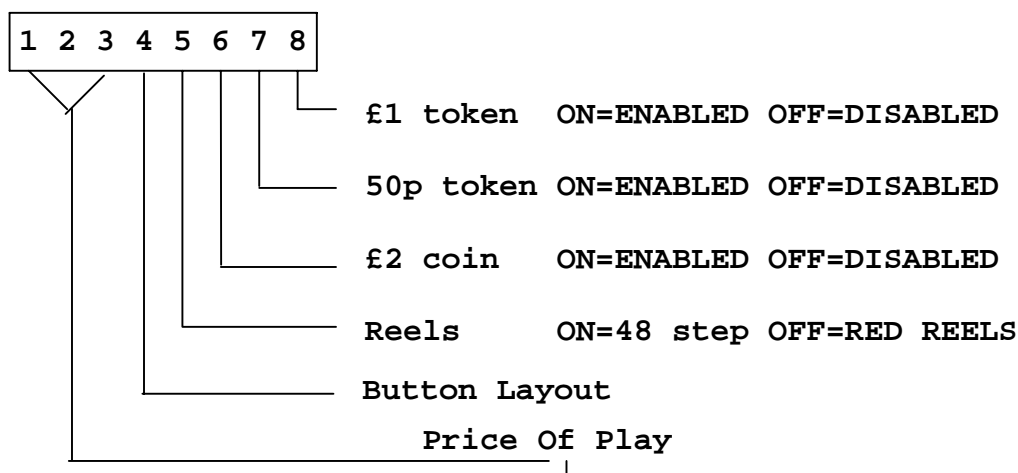
If the token value is 50p, answer the next question.

Does the token replace the 50p coin?

If the token *does not* replace the 50p coin, put switch 7 into the ON position.

If the token *does* replace the 50p coin, put switch 7 AND switch 8 into the ON position.

DIP SWITCH SETTINGS



	1	2	3	PoP
Plan 1	Off	Off	Off	5p
Plan 2	On	Off	Off	10p
Plan 3	Off	On	Off	20p
Plan 4	On	On	Off	25p
Plan 5	Off	Off	ON	30p

N.B.

A change of win plan will result in a ram flush, meaning that percentage, tube settings and miscellaneous values are reset to their factory defaults.

Test mode.

While the service door is open, pressing the test switch will enter the test mode.

During test mode, the current test mode number is displayed in the credit window.

Test #	Test Description
Test 1	Lamp Test
Test 2	Coinmech Test
Test 3	Reel Sensor Test
Test 4	Switch Test
Test 5	Tube Setup
Test 6	Tube Sensor Test
Test 7	Misc. Settings
Test 8	Slide Test
Test 9	Set Target Percentage
Test 10	Jackpot Award

Pressing **CANCEL** will leave the test mode.

Pressing **AUTO START** will move to the next test number.

Pressing **START** will enter the current test number displayed.

Test 1 - Lamp test.

All lamps will toggle between on and off.
CANCEL to exit.

Test 2 - Coinmech test.

When a coin is placed in the coinmech, the machine will ping, and the value of the coin will be displayed in the money bank.

CANCEL to exit.

Test 3 - Reel Sensor test.

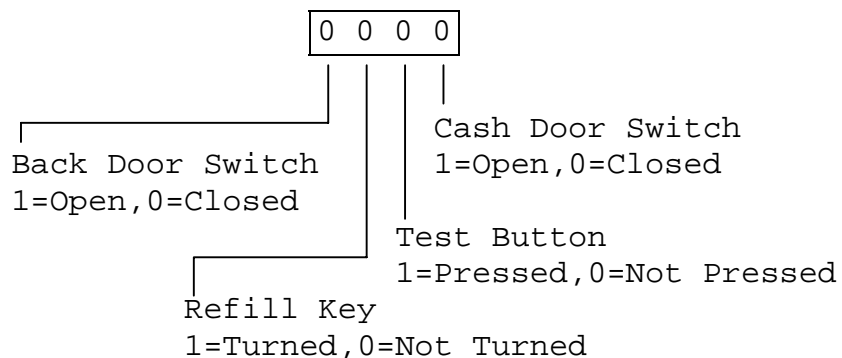
The reels will spin to their home position to show alignment.

	Reel 1	Reel 2	Reel 3
Big Fruits	MAB	MAB	MAB

And then spin back to their previous position.

Test 4 - Switch test.

The bank display shows the state of various switches, as follows:



CANCEL to exit.

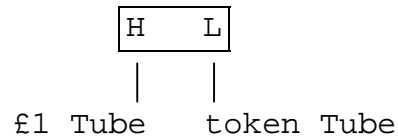
Test 5 - Tube Setup

This test is not applicable to 7v1.

CANCEL to exit.

Test 6 - Tube Sensor Test.

This test displays the state of the available tube level switches.

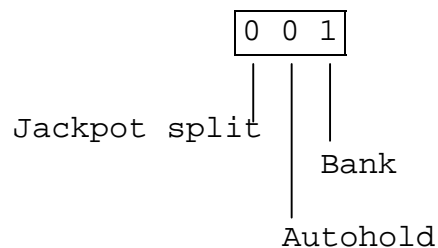


Where a tube has been fitted either H for tube high, or L for tube low will be shown in the bank display. If a tube is not fitted, then the display will remain blank. In this example, £1 and token tubes are fitted, the £1 tube being full, and the token tube low.

CANCEL exits.

Test 7 - Misc. Settings

This test displays the state of the miscellaneous settings that are held in memory.



HOLD BUTTON 1 toggles jackpot split. N/a in 7v1 software.
HOLD BUTTON 2 toggles autohold. 1=ON 0=OFF
HOLD BUTTON 3 toggles bankable. 1=ON 0=OFF

CANCEL exits.

Test mode 8 - Slide test.

This test is used to pay out 10 coins from each fitted slide.

If £1 tube is fitted, **HOLD BUTTON 1** pays 10 x £1 coins.
If token tube is fitted, **HOLD BUTTON 3** pays 10 x tokens.

The hold buttons will only flash if the relevant tube is fitted.

CANCEL exits.

Test mode 9 - Set target percentage.

The bank will display the message:

P E r c

The credit window will display the current percentage.

HOLD BUTTONS 1 & 2 can be used to set the percentage within the range 72% - 99% in 1% steps.

On first powering up, or after a memory flush the machine will default to a target of 84%.

CANCEL exits.

Test Mode 10 - Jackpot Setup.

The credit window will display the current Jackpot.
Default £5

HOLD BUTTONS 1 & 2 can be used to set the Jackpot between £5 and £15

Win Plan

£5, £3, £2, £1

£8c, £4, £2, £1

£8t, £4, £2, £1

£10, £5, £2, £1

£15, £5, £2, £1

CANCEL exits.