

HOOPLA - TEST MODE

TEST ENTRY

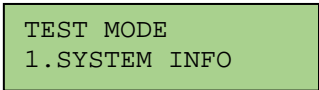
- Test Mode is entered by pressing and holding the TEST button
- If the TEST Button is pressed during a game sequence, the input will be ignored.
- The cabinet will be as follows:
 - BONUS display will display the word "tEST "
 - LCD Display will display the message "TEST MODE"

TEST EXIT

- Test Mode is terminated by selecting the EXIT option

TEST SELECTION – (TEST MENU ADDED – 6.AUX CAN)

- The Operator moves from one test to the next using the SERVICE button
 - The Operator can only move forwards through the listed Test Functions
 - The last Test Function to be displayed is EXIT. If the Operator presses the SERVICE button again when this Test Function is displayed, the sequence loops back to the start and shows the FIRST test again
 - The Test Functions will be displayed in sequence as follows:
 - 1.SYSTEM INFO
 - 2.LIGHTING TEST
 - 3.DISPLAY TEST
 - 4.INPUT TEST
 - 5.OUTPUT TEST
 - 6.CAN BUS TEST
 - 7.AUDIO SETTINGS
 - 8.GAME SETTINGS
 - 9.BOOKKEEPING
 - 10.SET DATE/TIME
 - 11.EXIT
- The Operator engages the selected Test Function by pressing and releasing the TEST button
- The text TEST MODE will be displayed on LINE 1 of the 2x16 LCD screen. The current Test Function will be displayed on LINE 2 of the screen. For Example:



```
TEST MODE
1.SYSTEM INFO
```

TEST FUNCTIONS

1. SYSTEM INFO

- General
 - System Info contains general information and version numbers for system hardware and software
 - Pressing the SERVICE button will cycle through the available test functions.
 - Pressing the TEST button will activate the selected Test Function

- Operation

- Game Name and Version Info

```
Funtime Hoopla  
Version 1.00S
```

- Hardware and Serial Number Info

```
BOOTLOADER: v1.0  
Serial: 0123ABCD
```

2. LIGHTING TEST

- General
 - Lamp Test contains test functions for the lighting elements of the Cabinet
 - Pressing the TEST button will activate the selected Test Function

- Operation

- All Lamps Test

```
All Lamps  
off
```

- When OFF is displayed, all lamps in the cabinet will be OFF
- Pressing TEST button will toggle the Lamp state from OFF to ON.
- When ON is displayed, all lamps in the cabinet will be ON
- This includes any lighting driven from CAN bus devices.

- Direct LED Outputs

```
LED STEP DIRECT  
DIR:001 RED
```

- Pressing the TEST button will advance to lamp 002, pressing TEST again will advance to 003 and so on.
- The colour of the Lamp being lit is displayed next to the Lamp ID

- Multiplex Test

```
LED STEP MUX  
MUX: 001 WHITE
```

- The current Multiplex output being tested is displayed

- Pressing TEST will advance to the next multiplex output to be tested
- The Test will run from ROW 01 to ROW 16, and then test COL 01 to COL 16

- CAN RGB Test

```
LED STEP CAN  
CAN: 001 RED
```

- Individual CAN RGB Brd can be lit in a single colour
- Pressing TEST will move to the next colour. Once all colours for a section have been done, the test will move to the next cabinet section.
- Each section will be lit according to the following colour sequence:
 - Red
 - Green
 - Blue
 - White

3. DISPLAY TEST

- General

- Display Test contains test functions for the Cabinet 7 segment LED and Starburst Displays
- Pressing the TEST button will activate the selected Test Function
- Pressing the SERVICE button will move to the next available test function. Any current test operation will be aborted.

- Operation

- Display Test

```
ALL SEGMENTS  
SEGMENTS OFF
```

- Pressing TEST will cycle through the 7-SEG LED test modes:
 - ALL OFF – All 7 Segment Display elements are OFF
 - ALL ON – All 7 Segment Display elements are ON

- Identify

```
IDENTIFY  
TIME=01 SB =2345
```

- Pressing TEST will display 0,1 on the 'Time' Display, and 2,3,4,5 on the 'Bonus' display'

- Segment Step

```
SEGMENT STEP  
SEGMENT - a
```

- Pressing TEST will step through all seven segments (plus dp) of all displays – A,B,C,D,E,F,G,H.

4. INPUT TEST

- General
 - Input Test contains test functions for the Cabinet Input devices, such as switches, buttons and levers as well as signals such as ticket optos and credit lines.
 - Pressing the TEST button will activate the selected Test Function
 - Pressing the SERVICE button will move to the next available test function. Any current test operation will be aborted.
 - When an input is detected, an Audio is triggered.

- Operation

- Switch Inputs

```
DIL SW1-6 000000
TST-OFF SRV-OFF
```

- The current status of all on-board DIL inputs is shown on the display.
 - “0” indicates a switch is OFF
 - “1” indicates a switch is ON
- The current status of the TEST & SERVICE inputs are show on row 2 of the LCD display
- An audio sample will be played whenever an input state changes
- To exit from Switch Test, press the TEST and SERVICE buttons simultaneously

- Playfield TEST

```
PLAYFIELD
FR:ON BK:OFF
```

- The current status of the FRONT and BACK playfield sensors is shown.
- An audio sample will be played whenever an input state changes
- Press the SERVICE button to exit from this test.

- Cheat Sensor TEST

```
CHEAT SENSOR
SENSOR:OFF
```

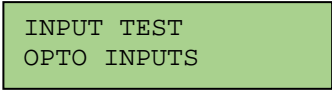
- The current status of the Cheat sensor is shown.
- If the Cheat Sensor is NOT active, OFF will be shown
- If the Cheat Sensor is active, i.e. something is in the play area, ON will be shown.
- An audio sample will be played whenever an input state changes
- Press the SERVICE button to exit from this test.

- Pin TEST

```
PIN RING SENSORS
1 1 1 1 1 1 1
```

- The current status of the Pin Ring sensors is shown.
- If NO Pin Sensors are active, "1 1 1 1 1 1 1" will be shown showing all 7 Pins as inactive. The first digit = Peg 1, the last digit – Peg 7.
- If any Pin sensor is active, the number for that Pin will be shown as an '0'
For example if Pin 3 is active the display will show "1 1 0 1 1 1 1"
- An audio sound will highlight a change in state.
- Press the SERVICE button to exit from this test.

- Opto Input Test



INPUT TEST
OPTO INPUTS

- The state of the Ticket Opto signal is displayed. The state of the input is changed as a ticket passes through the opto.


5. OUTPUT TEST

- General

- Output Test contains test functions for the Cabinet Output devices, such as motor drives, ticket vend units and meters.
- Pressing the TEST button will activate the selected Test Function
- Pressing the SERVICE button will move to the next available test function. Any current test operation will be aborted.

- Operation

- Playfield Test



PLAYFIELD
POSITION: FRONT

- The current position of the Playfield is shown.
- Pressing the TEST button will activate the Playfield mechanism and move the Playfield to the opposite state, i.e if the Playfield in the FRONT position then pressing TEST will move it to the BACK position.
- If the state of the Playfield is not known (i.e. neither sensor is made), then "UNKNOWN" will be shown. In this case, the Playfield should be manually moved to a known state before this test can be used.
- Press the SERVICE button to exit from this test.

- Conveyor Test

```
CONVEYOR  
STATE : STATIONARY
```

- The current state of the Conveyor is shown (STATIONARY or MOVING).
- Pressing the TEST button will activate the Conveyor mechanism to the MOVING state. Pressing the TEST button again will deactivate the Conveyor and change to the STATIONARY state.
- Press the SERVICE button to exit from this test.

○ Meter Test

```
METER OUTPUTS  
TEST GAME METER
```

- If TEST is pressed, the Selected Meter Output will be pulsed one (1) unit to validate the Meter Output driver.
- If Multiple Meter Outputs exist, pressing the SERVICE button will select the next Meter Output.

○ Ticket Output

```
TICKET OUTPUTS  
LEFT TKT VEND
```

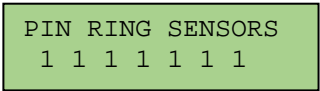
- If TEST is pressed, the Selected Ticket Vend will dispense until the opto signal is received.

```
TICKET OUTPUTS  
VEND OK
```

- This test is repeated for the right ticket vend unit.

6. AUX CAN

- General.
 - Aux CAN Test contains test functions for any Auxiliary peripherals connected to the game board (RED2) via the CAN Bus e.g. Auxiliary LED drivers.
- Game specific operation.
 - Pin TEST

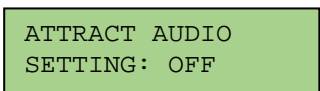


```
PIN RING SENSORS
1 1 1 1 1 1 1
```

- The current status of the Pin Ring sensors is shown.
- If NO Pin Sensors are active, “1 1 1 1 1 1 1” will be shown showing all 7 Pins as inactive. The first digit = Peg 1, the last digit – Peg 7.
- If any Pin sensor is active, the number for that Pin will be shown as an ‘0’ For example if Pin 3 is active the display will show “1 1 0 1 1 1 1”
- Press the SERVICE button to exit from this test.

7. AUDIO SETTINGS


- General
 - Although the main volume is controlled via a physical volume control knob, Attract Settings can be used to alter relative volumes for attract and to test speaker and amplifier performance.
 - Pressing the TEST button will activate the selected Audio Function
 - Pressing the SERVICE button will move to the next available test function. Any current Audio operation will be aborted.
- Operation
 - Set Attract Audio Level



```
ATTRACT AUDIO
SETTING: OFF
```

- Pressing the TEST button will cycle through the following display:
 - OFF – No Audio will play in Attract

- Play Audio



```
PLAY AUDIO
AUDIO: OFF
```

- Pressing the TEST button will cycle through the following display:
 - PLAYING– The Attract Audio sound will loop
 - OFF – No Audio

8. GAME SETTINGS

- General
 - Game Settings contains parameter adjustment functions for Game Modes. Note that depending on Game Mode selected, not all functions will be available.
 - Pressing the TEST button will activate the selected Game Setting Function
 - Pressing the SERVICE button will move to the next available test function. Any current Game Setting operation will be aborted.
- Operation
 - Set Difficulty Level

```
SET DIFFICULTY
SETTING: 5
```

- Pressing the TEST button will cycle through the following values:
 - 1,2,3,4,5,6,7,8,9,10

- Set Cost Of Play

```
SET COST OF PLAY
SETTING: 0.50
```

- This function only sets Cost of Play.
- To change to cost of play to the Player, the Credit Board settings should be used.
- Pressing the TEST button will cycle through the following values:
 - FREEPLAY, 0.05c, 0.10c, \$4.90, \$4.95, \$5.00 (Increments of 0.05)

- Set COIN Pulse.

```
COIN 1
SETTING: 0
```

- This sets how many pulses to start the game.

```
COIN 2
SETTING: 0
```

- This pulse is equal to the cost of the game. Use as a multiplier for credits.

```
BILL VALIDATOR
SETTING: 0
```

- This pulse is equal to the cost of the game. Use as a multiplier for credits.

****For cabinets fitted with an Excel Credit Board Set Coin 1 = 1, Coin 2 = 0****

○ Set Ticket Value

```
SET TICKET VALUE  
VALUE: 0.01
```

- This function sets Ticket Value with respect to percentage and control calculations. Pressing the TEST button will cycle through the following values:
 - 0.001, 0.002, 0.005, 0.01, 0.02, 0.03, 0.04, 0.05, 0.06, 0.07, 0.08, 0.09, 0.10

○ Set Ticket Mode ****FOR DAVE & BUSTER USE ONLY****

```
SET TICKET MODE  
SETTING: FULL
```

This setting must be set to FULL unless being operated on Dave & Buster sites.

- This function sets Ticket Value with respect to FULL value or HALF value.
- Pressing the TEST button will cycle through the following options:
 - FULL
 - HALF

○ Set Bonus Type

```
SUPERBONUS TYPE  
FIXED
```

- This function sets the Bonus Type
- Pressing the TEST button will cycle through the following values:
 - FIXED – The Bonus value is fixed at the value specified in Bonus Max and does NOT increment
 - INCREMENTAL – The Bonus value will increment each game by the value specified in Bonus Inc, up to the value specified in Bonus Max

○ Set Bonus Max

```
SUPERBONUS MAX  
VALUE: 500
```

- This function sets the Bonus Maximum Value
- Pressing the TEST button will cycle through the following values:
 - 25 – 9999 in increments of 25

○ Set Bonus Start

```
SUPERBONUS START  
VALUE: 0
```

- This function sets the Bonus Start Value

- Pressing the TEST button will cycle through the following values:
 - 0, 10, 50, 100, 200, 250, 500

- Set Bonus Increment

```
SUPER BONUS INC  
VALUE: 1
```

- This function sets the Super Bonus Increment Value (only used if Super Bonus Type is set to incremental)
- Pressing the TEST button will cycle through the following values:
 - 0.1, 0.25, 0.5, 1, 2, 3, 4, 5, 10

- Set Bonus Drop Frequency

```
SUPER BONUS DROP  
SETTING: NORMAL
```

- This function modifies the Bonus Drop Frequency.
- Pressing the TEST button will cycle through the following values:
 - LOW, NORMAL, HIGH

- Set Mercy Tickets

```
SET MERCY TICKET  
SETTING: 1
```

- This function allows a mercy ticket to be set.
- Pressing the TEST button will cycle through the following values: 0,1,.....19, 20

- Set Game Time

```
SET GAME TIME  
BASE: 20 SEC
```

- This function allows the base game time period to be set.
- Pressing the TEST button will cycle through the following values: 20s, 25s, 30s

- Set Bonus Game Time

```
SET GAME TIME  
BONUS: 5 SEC
```

- This function allows the bonus game time period to be set.
- Pressing the TEST button will cycle through the following values: 1s – 15s

○ Set Game Time

```
SET GAME TIME  
CYCLE: 1.50 SEC
```

- This sets the time period for one revolution of the 6 bonus Pegs.
- Pressing the TEST button will cycle through the following cycle time options - 1.0 SEC, 1.25 SEC, 1.50 SEC, 1.75 SEC, 2.00 SEC. The default setting is 1.5 SEC.

○ Set Game Time

```
SET GAME TIME  
DIR: 0 (0=CW)
```

- This sets the direction of spin.
- Pressing the TEST button will cycle through the following values: 0= CW Clockwise, 1 – CCW Counter Clockwise, 2 = Random Direction.

○ Set Target Value

```
SET TARGET VALUE  
RED: 200 POINTS
```

- This sets the value for the RED points.
- Pressing the TEST button will cycle through the following values: 150,175,200,225,250.

○ Set Target Value

```
SET TARGET VALUE  
BLUE: 100 POINTS
```

- This sets the value for the BLUE points.
- Pressing the TEST button will cycle through the following values: 75,100,125,150.

○ Set Target Value

```
SET TARGET VALUE  
GREEN: 50 POINTS
```

- This sets the value for the GREEN points.
- Pressing the TEST button will cycle through the following values: 25,50,75

○ Set Award Decal Values

```
SET DECAL VALUE  
900 PTS= 100 TKTS
```

- This sets the ticket value for the 900 points range.
- Pressing the TEST button will cycle through available values.
- Pressing the SERVICE button will step to the next Points range – 750.....
- Bonus = adjust from 0-9999
- 900 – 999 = adjust from 0-500
- 750 – 899 = adjust from 0-500
- 600 – 749 = adjust from 0-200
- 500 – 599 = adjust from 0-200
- 400 - 499 = adjust from 0-100
- 250 – 399 = adjust from 0-100
- 50 – 249= adjust from 0-100

○ CHEAT Sensor Settings

```
CHEAT SENSITIVITY  
SETTING: HIGH
```

- This sets the sensitivity level of the Cheat Sensor.
- OFF = Cheat Sensor OFF
- LOW = Game terminated on the first cheat detection.
- HIGH = Game terminated on the second cheat detection.

○ Set Payout Mode NOT IMPLEMENTED

- Pressing the TEST button will cycle through the Payout options.

```
SET PAYOUT MODE  
MODE: TICKETS
```

- This function sets the Payout Mode to TICKETS

```
SET PAYOUT MODE  
MODE: CAPSULE
```

- This function sets the Payout Mode to CAPSULE

```
SET PAYOUT MODE  
MODE: FUN
```

- This function sets the Payout Mode to PLAY FOR FUN

- Exiting Game Settings
 - After making Game Setting changes you will be prompted to confirm your decision.

```
B/KEEPING RESET  
REQUIRED OK? Y/N
```

- Select Y to confirm.
- If a setting has been made that warrants a different Award Card decal to be used the following message will be displayed.

```
USE AWARD DECAL  
CUSTOM
```

- The Pt No of the Award Card will be displayed.

9. BOOKKEEPING

- General
 - Bookkeeping contains logged data regarding Game Performance.
 - Pressing the TEST button will activate the selected Bookkeeping Function
 - Pressing the SERVICE button will move to the next available Bookkeeping display.
- Operation
 - Bookkeeping Screen 1

```
CREDITS=000010  
SERVICE=000002
```

- CREDITS – Total number of COIN credits entered
- SERVICE – Total number of SERVICE credits entered

- Bookkeeping Screen 2

```
GAMES=00000000  
TICKETS=00000000
```

- GAME – Total number of Games Played
- TICKETS– Total number of ticket paid out

- Bookkeeping Screen 3

```
AVRG TKT = 000030  
AVRG SCORE = X
```

- AVRG TKTS – The average amount of tickets paid out per game.
- AVRG SCORE – The average score value.

○ Bookkeeping Screen 4

AVRG RINGS = X
BONUS 1 IN = X

- AVRG RINGS – The average number of rings hooked per game.
- BONUS 1 IN – The drop frequency of the Bonus.

○ Bookkeeping Screen 5

BNUS HIT = X
BNUS WIN = X

- BNUS HIT – How many players enter the bonus round.
- BNUS WIN – How many players win the bonus round.

○ Bookkeeping Screen 6

AWARD 1 = X
AWARD 2 = X

- AWARD 1 – The number of games in award zone 1. (AWARD #1 = Lowest)
- AWARD 2 – The number of games in award zone 2.

○ Bookkeeping Screen 7

AWARD 3 = X
AWARD 4 = X

- AWARD 3 – The number of games in award zone 3.
- AWARD 4 – The number of games in award zone 4.

○ Bookkeeping Screen 8

AWARD 5 = X
AWARD 6 = X

- AWARD 5 – The number of games in award zone 5.
- AWARD 6 – The number of games in award zone 6.

○ Bookkeeping Screen 9

AWARD 1 = X
MERCY = X

- AWARD 1 – The number of games in each award zone (AWARD #1 = Highest)
- MERCY – The number of Mercy games played.

○ Bookkeeping Screen 10

0 PEGS = X
1 PEG = X

- The number of games played with 0 PEGS hooked.
- The number of games played with 1 PEGS hooked.
- Bookkeeping Screen 11
 - The number of games played with 2 PEGS hooked.
 - The number of games played with 3 PEGS hooked.
- Bookkeeping Screen 12
 - The number of games played with 4 PEGS hooked.
 - The number of games played with 5 PEGS hooked.
- Bookkeeping Screen 13
 - The number of games played with 6 PEGS hooked.
 - The number of games played with 7 PEGS hooked.

- Bookkeeping Screen 14

A rectangular button with a light green background and a black border. The text 'CHEATS = X' is centered on the button in a black, monospace-style font.

- The number of terminated cheat games.

- Clear Meters

A rectangular button with a light green background and a black border. The text 'CLEAR METERS' is centered on the button in a black, monospace-style font.

- Pressing TEST will prompt the Operator “Are You Sure”?
- Pressing TEST a second time will clear all bookkeeping meters to ZERO
- A confirmation message “ALL CLEARED” will be shown and a confirmation audio SFX will be played

- Clear IOU & Service meters

- The above procedure is repeated for clearing the IOU & Service Meters

10. SET DATE/TIME

- General
 - Set Date/Time contains test functions to set the Real Time Clock date and time.
 - Pressing the TEST button will activate the selected Test Function
 - Pressing the SERVICE button will move to the next available test function. Any current test operation will be aborted.
- Operation
 - Set Date

```
SET DATE/TIME  
23/02/13 12:04
```

- Pressing TEST once will activate the Date/Time setting and place a flashing cursor underneath the first field (DATE)
- Pressing the SERVICE button will move the cursor along the fields in the following sequence: DATE → MONTH → YEAR → HOUR → MINUTE → EXIT
- When on a field, pressing the TEST button will advance the value by 1. Pressing and holding TEST for longer than 1 second will increment the value every 0.25 seconds.
- The range for the DATE field will be between 1 and 28, 29, 30 or 31 (depending on the MONTH and YEAR fields)
- The range for the MONTH field will be between 1 and 12
- The range for the YEAR field will be between 1 and 99.
- The range for the HOUR field will be between 00 and 23.
- The range for the MINUTE field will be between 00 and 59
- If the HOUR or MINUTES fields are modified , the internal seconds count is set to zero

13. Exit

- Exit

```
EXIT
```

Pressing TEST whilst on EXIT test will terminate the test procedures and return to normal game operation.