

PROGRAMATION  
CRANESAURUS  
GOLD  
MAGIC  
PLUS



# **CAPÍTULO 2**

## **CHAPTER 2**

### **Programación**

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**(Programming)**

Personalice de la forma más eficiente sus preferencias para aprovechar al máximo el rendimiento.

Custom your preferences the easiest and fastest way possible to leverage your profits to top line.



**\* To enter the programming menu...**

- *Move the switch into the programming mode (downwards)*

**\* To access next menu position...**

- *Drive the joystick to right or left.*

LCD display will show next option, then a beep sound will report that operation is done.

**\* To change the datum from the menu...**

- *Drive the joystick upwards or downwards.*

LCD display will show the datum changed, a checksound will verify that operation is done.

**\* To exit the programming menu...**

- *Move the switch into the centre position.*

The intelligent system of recreativos Presas created for its expender will let you mor free time for your word as operator and will facilitate is control. With a simple touch over the joystick all your operations. Besides, this intelligenta system is greatly intuitive, with out renouncing at any capability.

The options which you will count with in the beginning are:

- 1.- LANGUAGES.
- 2.- RESET
- 3.- PROGRAMMATION MENU FOR PARAMETERS.
- 4.- ACCOUNTANCY.

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### LANGUAGES

When entering to the configuration menu the first option we find is ghe one for indicating the language in which we want to word. To select this it will only be necessary to move the joystick to one side or the otherl.

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### RESET

#### HOW TO RESET THE SYSTEM

- With the machine unplugged from the supply system, put the mode switch in the *RESET position*.
  - Plug in the machine and connect. A check melody will indicate that the reset is done.
  - Place the interruptor in the game mode again. To do this put mode swith to the center point.
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### OUTCOMES FROM A RESET OPERATION

- The reset of the machine is recommended when a memory chip is changed for another one in order not to change the parameters.
- Credits register will initialize from 0. (Accumulated credits will be lost, as a result).
- Register logs for the credits programming system per coin will initialize with the data below:

Channel 1	0 credits ( not used )
Channel 2	1 credits (100)
Channel 3	2 credits (200)
Channel 4	6 credits (500)

- Register logs for the counter pulses programming system will initialize with the data below:

Channel 1	0 pulses ( not used )
Channel 2	1 pulses (100)
Channel 3	2 pulses (200)
Channel 4	5 pulses (500)

## **STATE OF THE SYSTEM AFTER A RESET OPERATION**

- Programming for the hook strength will be set in the average point.
- Programming for the hook fall will set in the highest point.
- Programming for the playing time will be 30 secs.
- Volume control level will not vary.
- Programming to retail pins will be YES.
- Programming for call music will be YES.
- Programming for music in the game will be NO.
- Programming for S.O.S. time will be 30 secs.
- Programming for service credits will be 0 credits.
- Programming for gaming modes will be Soft Toys.
- Programming for game over lottery will be YES. The number of hits will be programmed to 1 free credit every 5 games.
- All RAM positions will go to 0.

### PARAMETERS FOR THE PROGRAMMING MENU

#### HOW TO ACCESS THE PROGRAM MENU

Put the mode switch to programming position. If the machine is not already running on the playing stage, the system will access directly to the programming stage (*down wards*). A melody will demonstrate that programming stage is being entered, showing first menu option in the LCD screen.

If machine is on playing stage, the system will go on playing until the game ends. Then the system will enter programming stage, immediately.

The introduction of the Programmation menu is cyclic, so to shift up and down among the different options it is enough to drive the joystick to right or left depending on the desired direction.

To change a data from the current selection, it is enough to drive the joystick up or down.

#### PROGRAMMING NUMBER OF CREDITS PER PULSES.

On-screen you will see as showed bellow:

CHANNEL	CREDITS
1	0

... so channel 1 is programmed to offer 0 credits.

By driving the joystick *up* or *down* the number of credits generated by each pulse will increase or decrease by 1 unit.

By driving the joystick into *right* or *left* we will change the channel number.



### PROGRAMMING THE NUMBER OF PULSES COUNTER PER COIN.

On-screen you will see the following message:

CHANNEL	PULSES
1	0

... so that channel 1 is programmed to mark 0 pulses by each coin it counts.

By driving the joystick *upwards* or *downwards* we will increase or decrease the pulses number.

By driving the joystick into *right* or *left* we will increase or decrease the channel number.

### PROGRAMMING THE HOOK'S GRASP STRENGTH

By driving the joystick *up* or *down* the strength from the hook will increase or decrease the grasp.

HOOK Str.	Min	Max
LEVEL XXXXX		

In the LCD screen, you'll see the **strength level**. "x" counting.....

There are 10 programming levels.

Minimum level: x----- / Maximum level: xxxxxxxxx

### PROGRAMMING IN THE HOOK'S HEIGHT WHEN THE GAME IS OVER TO RELEASE THE PRODUCT IN THE EXIT CHANNEL

By driving the joystick *up* or *down*, the hook will move in the same direction.

Level the hook to a customized height. This will let the hook to open at the former height to drop the product through the product exit.

Recording the hook height is automatic

*NOTE: When driving downwards, the system implements a rolling security path. If it is your wish to lower the hook down beyond, pull down the joystick repeatedly till reaching the desired position*

### PROGRAMMING THE PLAYING TIME

By driving the joystick *up* or *down* we will increase or decrease the playing time. (Minimum time: 5 seconds, Maximum time 90 seconds). Time intervals are: 5-10-15-20-25-30-35-40-45-50-55-60-65-70-80-85-90.

In the "Time" menu we have a point which refers to the foing down of the grab.

The crane will show T=01, this option indicates that the going down movement of the grab that we have activated is "continue" (once we push the red button of the joystick during the game, the grab will do an uninterrupted way form the cart till the products place). The crane will go again to this pre-established option each time we do a "reset".

This going down movement progressively until it gets to a height point from which the claw will do the rest of the way down continuously. *See this example: In the hypothetical case that we have the machine programmed in T=12, the programmation will allow us to get the grab until half of the height with the possibility of moving the cart while the medium height is not reached as we have defined the progressive movement to be (T=12).*

### PROGRAMMING VOLUME CONTROL

By driving the joystick *upwards* or *downwards* we will increase or decrease the volume level. Volume control must be done by repeating the pushing or pulling in the desired direction. There's no use in keep the joystick pressed in any direction. Minimum volume level means to mute the system.

In the volume control adjusting stage, the system plays a non-stop melody to help you get the reference of the selected sound. Volume control recording is automatic.

### PROGRAMMING TO RETAIL PIN

Choose YES to retail pin.

Choose NO not to retail pin.

By driving the joystick *up* or *down* we will select the response. YES or NO. In the LCD display, you'll see the selected programming.

Pin retail programming recording is automatic

### PROGRAMMING CALL MUSIC OF THE MACHINE.

This option comes deactivated from factory. If the operator wishes the crane to play requesting music, he would only have to activate this option. Should have to be taken into an account that each time the machine is reset the operator has to modify this point again if he wishes to continue with the requesting music activated since machine adopts the original programming put in factory each time you reset it.

Choose YES for music and call motion every 15 minutes.

Choose NO for avoiding music and call motion.

For the rest, use same procedures than section before

### PROGRAMMING THE PLAYING MUSIC

Choose YES for music while playing.

Choose NO for avoid music while playing.

For the rest, use same procedures than in previous section.

### PROGRAMMING SHELTER S.O.S. TIME

15 seconds

30 seconds

This refers to the maximum rolling time an engine may be non-stop working. After this time system will shut down.

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By driving the joystick *up* or *down* we will choose the time, either **15** or **30** secs. In the LCD display you'll watch the selected program.

### PROGRAMMING SERVICE CREDITS.

This is a choice to get credits to making them count up without.

By driving the joystick into *upwards* or *downwards*, the system will provide credits free of counting.

### PROGRAMMING GAME MODES FOR THE MACHINE.

*Soft Toys* mode. Working under regular conditions.

*Sweet* mode. You can program the number of repetitions to get a prize. Minimum number of tries are established to **5** programmable repetitions.

By driving the joystick *up* or *down* we will select game modes. In the LCD display you'll watch the selected program.

**NOTE:** In *Sweet* modes, there is the possibility of game repetition until a prize is obtained.

### PROGRAMMING THE LOTTERY AT THE END OF THE GAME.

Choose **YES** for lottery

Choose **NO** for lottery.

After the game is done (0 credits), system will provide with a random number for the player. System will mark another random number. If both numbers match, the player will win a free game.

When **YES** mode is selected, you may select the number of hits you're interested to give. Minimum Free Game every **5** games. Make your selection by pressing *up* or *down* the joystick.

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## SYSTEM ACCOUNTANCY.

System has a double counter system:

- 1- Mechanic counting.
- 2- Electronic counting.

Mechanic counting is done through a triple control system.

- 1a- **Credit** counter.
- 1b- **Pin** counter.
- 1c- **Prize** counter.

Electronic counting is done by the action of 3 electronic counters, only available for LCD display watch with the correspondent security *PIN*.

### HOW TO ACCESS ELECTRONIC ACCOUNTING.

With the system in the "You're not in a game" stand by mode, and then set the switch to programming position (*down wards*). A test sound will prove you are in accountancy, in the LCD display you will see as bellow:

CODE
0000

First number starting by the left will twinkle in response to a keyboard entry for the *PIN*.

### HOW TO ENTER THE PIN CODE.

By driving the joystick *upwards* or *downwards* we will change the default digit which twinkles.

By driving the joystick to the *right* or to the *left* we will make the selection turn into another number.

When the secret code is showed on the display, drive the joystick control, once again. If the code is right the system will switch up to the next program step. If the code is wrong, machine will offer two more oportunities to enter the proper *PIN*. Otherwise system will lock up

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## HOW TO MODIFY THE PIN CODE.

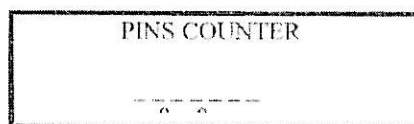
Once introduced the right PIN, next accountancy program step will offer a choice to modify the PIN code.

By driving the joystick *upwards* or *downwards* we will change the numeric value that twinkles. By driving the joystick to *right* or to *left* we will switch selection to another number.

By driving the joystick button we will accede to the next program step by recording the number shown on the LCD display as *current PIN code*.

## ELECTRONIC PINS COUNTER.

On-screen you will see as bellow:



A 6 figures number will indicate the quantity of pins that the system have retailed. By driving the joystick to the *right*, the system will access to the next step program.

## ELECTRONIC PRIZE COUNTER.

On-screen you will see the message:



A 6 figures number will indicate the quantity of prizes given.

By driving the joystick to indicate the *right*, the system will access to next step program. By driving the joystick to the *left*, the system will access to the previous step.



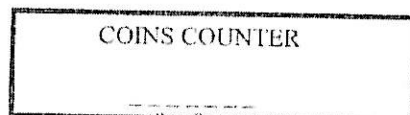
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## **ELECTRONIC CREDITS COUNTER.**

On-screen you will see as bellow:



A 6 figures number will indicate the quantity of credits depending on the programmed pulses per coin.

By driving the joystick into the *left*, the system will access the previous step.

*NOTE: To exit the accountancy mode set the switch to the center position or game position.*