

BOOKKEEPING METERS

The meter readings appear, one at a time, on the 6 digit display for about 6 seconds. Before each meter value is displayed, its assigned number is displayed for approximately one second. Numbers are assigned to the meters as follows*:

1. TOTAL IN
2. TOTAL OUT
3. CASH BOX
4. TOTAL GAMES PLAYED (HANDLE PULLS)

Meters one thru four are incremented according to their respective functions only with the door closed.


There are a total of 16 six digit meters available for display. The first four (five or six on models with attendant pays) are displayed with the door closed**.

The remaining meters are displayed by simply turning the door key counter clock-wise then actuating the key switch. These meters may monitor any condition specified, typically; number of 1 coin, 2 coin, 3 coin, etc. games played; number of 1st coin, 2nd coin, 3rd coin, etc. Jackpot wins that have occurred; and so on.

To determine which meters are used and the order in which they are displayed, refer to the FO-652-XXX form for the model in question.

The BOOKKEEPING METERS are displayed in the same manner as the MAINTENANCE METERS, described in SECTION III, step 7.

When the meter reading sequence is completed or if a reset occurs while reading meters, the reading sequence is terminated and the display is restored to the condition present before meter reading was started, unless the door was opened while meters were being displayed. In this case, the door open code will replace coins in count.

Example.  On Series 2000, 50 is door open code and 005 is the number of coins paid out in the last game.

* In some models, Maintenance Meter #20 (Door Openings) is also displayed as Bookkeeping Meter #0.

** In some models, all bookkeeping meters used are displayed with the door open or closed.

THE DISPLAYS BELOW REFER TO SERIES 1000 ONLY



If a reset occurs while reading meters, the reading sequence is terminated and the display takes this form.



Under normal conditions, when the meter reading sequence is completed, the display takes this form.