

Georgia COAM (Coin Operated Amusement Machine) ArgOS Software Setup Guide for 321E

Internal Draft only

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Background

This document provides specific Georgia COAM ArgOS software setup instructions to operate where a SAS Secondary Channel is required. It is presumed that the cabinet is fully assembled with production grade hardware components and equipped with the proper peripheral devices and firmware version. All required software components are available on the proper installation media.

I. Software Installation Media, BIOS, and DRM License Dongle

Make sure to have the different Software components on LNW USB Drives and Dongles as follows:

- 1. Install USB Drive: AIN000000Limg
- 2. Game Data USB Drive (parts below may not be latest):

AOS0000321E.img (OS)

AWI05X0000I.img (Windows)

A8ED-000-1000.img (game bundle)

JRUSGALYOD.img (Jurisdiction)

- 3. BIOS Dongle: ABIP05X0000D
- 4. DRM License USB Dongle

II. Software Installation

- 1. Open the main door and make sure the power is off.
- 2. Open CPU logic door.
- 3. Insert BIOS dongle to BIOS port as shown in *Figure 1*.
- 4. Insert Installer USB media into *INSTALL 1* port as shown in *Figure 1*.



Figure 1: A (License ports), B (Bios), C (Install Flash and software USB ports)

- 5. Power on the machine.
- 6. In the ArgOS Installation Software window, select Factory Reset as shown in Figure 2

	ArgOS Installation	Software- AIN000000L
lodules to Install		Installed Modules
PartNo	Module	PartNo
		A257-000-1020
		AOS0000313E
		AW105X00001
		JRUSCATROEDEMO
		ABIP05X0000D
Factory Reset		Uninstall
		NVRAM Clear Forensic Capture
Clear Log		
ły		Display Signature

Figure 2: Factory Reset option in ArgOS Installation screen

7. Select **Yes** to proceed and wait for the factory reset process to complete as shown in *Figures* **3** & **4**.

ArgOS Installation Se	oftware- AINCOUU000L
Modules to Install	Installed Modules
PartNo Module	PartNo
	A257-000-1020
	AOS0000313E
	AWI05X00001
	JRUSCATROEDEMO
Do you want to proce	P05X0000D
Factory Reset	Uninstall /RAM Clear Forensic Capture
Clear Log	
Ready	Display Signature

Figure 3: Factory Reset confirmation option in ArgOS Installation screen

ArgOS Installatio	n Software- AIN0000000L		
Modules to Install	Installed Modules		
PartNo Module	PartNo		
	ABIP05X0000D		
Factory Reset	Uninstall		
	NVRAM Clear Forensic Capture		
Clear Log			
Ready			
Formatting SSD Formatting Time = 00:05 Clearing NVRAM Done			
Clearing EEPROM Done	Display Signature		
All processing done successfully			

Figure 4: Factory Reset process complete

- 8. Insert the game software USB drive in *INSTALL 2* port as shown in *Figure 1*.
- Under the Modules to Install section, select all the required software items (game bundle, OS, jurisdiction, windows), and then select Install. See Figure 5
 Note: the software versions shown are for demonstration.



Figure 5: Modules to Install section

10. In the Install screen, select Install as shown in Figure 6

PartNo	Action	Туре	
A8ED-000-1000	install	BUNDL	E
AOS0000321E	Install	OS	
RUSGALYOD	Instail	JURISD	CHON
	NVRAM will be clea	red	



- 11. Wait for the installation of each required software item to complete. See Figure 7
- 12. Power off the EGM.
- 13. Remove the Installer USB drive and the Software USB drive.
- 14. Insert the DRM license dongle in either LICENSE 1 or LICENSE 2 USB port. See Figure 1
- 15. Close the logic door.
- 16. Power on the EGM.

Argos Installa	ation Software- Anyous 0000L	
Iodules to Install	Installed Modifies	
PartNo Module	Par No	
	ABED-000-1000	
	AC/\$0000321E	
	AW/05X0000	
	JRUSGALYOD	
	A8P05X00000	
Factory Reset	Oninstall NVRAM Clear Forensic Capture	
Clear Log		
earing NVRAM Done earing EEPROM Done earing Persistent Data Done	Display Signature	
I processing done successfully		

Figure 7: Installation process complete

III. COAM Software Configuration

1. EZConfig

To configure EGM manually, select Skip.

	EZConfig	
		0SB
Network Group		
	Open the logic door to enable EZConfig importing	
		Skip

Figure 8: EZConfig screen

- 2. Press the diagnostic switch button or turn the attendant key to access the setup menu
- 3. Setup Menu

Locale Setup

The default values based on jurisdiction are automatically populated and set. If necessary, adjust the configurable options.

Select Save & Continue

Locale Setup					
Clock Format	24 HOUR	٠	Date Format	MOIYYYY	*
Cummoy	United Status - USD	٠	Currency Format	\$1,234.50	*
Default Player Language	English (United States)	•	Printer Does Translation		
Operator Language	English (United States)	•			
Enabled Player Languages (1 of 2 Configured)	(in English (United	t titatme) 2)		(17) Sparish (Spain, Internationa	i Serii
	(talian (taly)			Portuguese (Portugal)	
	(Russ	(a)		(III) Empleti (Austrelia)	
	Chinese (Simp	iffed, China)		(III) Finnish (Finland)	
	Swedisti (Firela	nt)			

Clock Setup

If necessary, adjust the date, time and time zone using the **Modify** button. Use the reels and drop-down list to adjust the options. Once the options have been set, select **Save**. Otherwise, use the automatically detected information. Select **Continue**

L Operator @ Englis	h (United States)		C• Exit
Clock Setup			
Date and Time	3/13/2024 12:55:57	Modify	
Time Zone	(UTC-05:00) Eastern Time (US & Canada)		
	_		
OFEN DOORM	S -		Continue →
Figure 10: Clo	ock Setup screen		

L Operat	tor 🔍 English (U	nited States)				G• Exit
Clo	ock Setup	1	Clock Setup		- 1	
Date	and Time	11/7/2023 16	Selected date and time:	November 07, 2023 1	6:07:01	
Tere	Zone	(UTC-0500) E	Land Factor October 07 20 November 07 20 December 08 20 Time Zones: (UTC-05.00) Eastern Time (I	Image Image <th< td=""><td></td><td></td></th<>		
OPEN DOOR SF	+ Previous					Continue 🔶

Figure 11: Clock Setup Modify screen

Machine Setup

Set the Serial ID, Asset ID, Accounting Denom, Cashout Amount Rounding and Hand Count Counter Reset Timer using the numeric keypad or drop-down list. External Printer Connected should be left to *OFF*. Select Save & Continue

Setting	Definition
120 seconds	Default. When selected, hand count shall
	reset if there is no gaming action for 120
	seconds and amount of money left on the
	EGM is less than Hand Count Reset Credit
	Limit (Figure 16)
90 seconds	When selected, hand count shall reset if there
	is no gaming action for 90 seconds and
	amount of money left on the EGM is less than
	Hand Count Reset Credit Limit (Figure 16)
60 seconds	When selected, hand count shall reset if there
	is no gaming action for 60 seconds and
	amount of money left on the EGM is less than
	Hand Count Reset Credit Limit (Figure 16)
30 seconds	When selected, hand count shall reset if there
	is no gaming action for 30 seconds and
	amount of money left on the EGM is less than
	Hand Count Reset Credit Limit (Figure 16)
0 seconds	When selected, hand count shall not reset if
	there is no gaming action and amount of
	money left on the EGM is less than Hand
	Count Reset Credit Limit (Figure 16)

Table 1: Hand Count Counter Reset Timer settings

Table 2: Cashout Amount Rounding settings

Setting	Definition
No Rounding	Not allowed if External Printer Connected =
	ON. When selected if External Printer
	Connected = OFF, the amount to be cashed
	out shall be the non-rounded amount.
Round down to \$1	When selected, the amount to be cashed out
	shall be rounded down to a full multiple of
	\$1.
Round down to \$5	Default. When selected, the amount to be
	cashed out shall be rounded down to a full
	multiple of \$5.

Table 3: External Printer Connected settings

Setting	Definition	
OFF	Default. When selected, external printer is	
	not used as cashout device	
ON	When selected, external printer is used as	
	cashout device	

	United States)				🕞 Exit
Machine Setup					
Serial ID	00000000001		Asset ID	4	
Accounting Denom	\$0.01	•	Hand Count Counter Reset Timer	120 Seconds	•
Cashout Amount Rounding	Round down to \$5	•	External Printer Connected	CUPF	
← Previous					Save & Continue →
←Previous re 12: Mach	nine Setup screen				Save & Continue →
← Previous <u>re 12:</u> Mach perator @ English (U	nine Setup screen				Save & Continue →
Previous re 12: Mach perator @ English (U Machine Setup	nine Setup screen				Save & Continue →
Previous Previous Previous Previous Previous Previous Previous Machine Setup Setup Setup 10	nine Setup screen		Asset ID	4	Save & Continue →
Previous re 12: Mach perator Q English (U Machine Setup Setur I0 Accounting Denom	nited States)	¥	Asset ID Hand Sount Counter Reset	4 120 Seconds	Save & Continue →
Previous re 12: Mach perator @ English (U Machine Setup seria ID Accounting Denom	Inited States)	·	Asset ID Hand Count Counter Reset Timer	4 120 Seconds O Seconds 30 Seconds	Save & Continue →
Previous re 12: Mach perator @ English (U Machine Setup setia ID Accounting Denom Cashool Amount Rounding	Inited States) 00000000001 S0.01 Round down to 55	•	Asset ID Hund Count Counter Reset Timer External Primer Counceled	4 120 Seconds O Seconds 30 Seconds 60 Seconds	Save & Continue +
Previous Previous Previous Previous Previous Machine Setup Setial ID Accounting Denom Cashoul Amount Rounding	Inited States) 000000000001 S0.01 Round down to \$5	•	Asset ID Hand Count Counter Reset Timer External Printer Connected	4 120 Seconds 0 Seconds 30 Seconds 00 Seconds 90 Seconds	Bave & Cortinue +



					C+ Exit
Machine Setup					
Serial ID	00000000001		Asset ID	4	t.
Accounting Denom	\$0.01	*	Hand Count Counter Reset Timer	120 Seconds	•
Cashout Amount Rounding	Round down to \$5	*	External Printer Connected		
	No Rounding				
	Round down to \$1				
	Round down to \$5				

Figure 14: Cashout Amount Rounding options

Device Setup

The default settings are automatically populated and set. Printer and bill validator are detected when connected. Select **Continue**.

perator 🛛 😡 English (Unit	ed States)		C Exit
Device Setup			
Printer	FutureLogic		
Bill Validator	ID003		
Card Reader	Not Found		
Coin Acceptor	None	•	
Diverter	None	•	
Hopper	None	•	
+ Previous			Continue →
no 15. Device	Setun screen		

Limit Setup

The default limits are automatically populated and set. If necessary, update limit values using the numeric keypad.

Hand Count Reset Credit Limit should be set to the minimum value of wager available on the EGM (with game set A8ED-000-1000, the minimum bet is \$0.40). Select **Save & Continue**

perator 🧤 English (Unite	ia States)			L+ Exi
Limit Setup				
Credit Limit	\$99,999,999,999.99	Jackpot Limit	\$99,999,999,999,99	
Bill and Coln In Limit	\$99,999,999,999.99	Upper Jackpot Limit	\$99,999,990,999.99	
Fund Transfer In Limit	\$0.00	Fund Transfer Out Limit	\$59,999,999,999,99	
Voucher In Limit	\$99,999,999,999.99	Printer Limit	\$99,999,999,999.99	
Hand Count Reset Credit Limit	\$0.40			
				I Reset

Figure 16: Limit Setup screen

Protocol Setup

Hosts

SAS Primary

The default values for the primary host are automatically populated and set. If necessary, adjust the configurable options.

Set the SAS Primary **Address** using the numeric keypad to match the address expected by the Intralot CMS host. See *Appendix for Intralot CMS host connection* **Validation Type** option should be left to *None*.

Remote Handpay Reset, Jackpot Reset to Credit, Resend Handpay Pending, Disable on Comm Loss, and **Send Reel Stops** options should be left to *OFF*. Select **Save & Continue**

losts				
SAS Primary				
Address	1	Validation Type	None	*
Remote Handpay Reset	(ar)	Jackpot Reset to Credit		
Resend Handpay Pending	CPF	Disable on Comm Loss	Corr	
Send Reel Stops	OFF			
+ Previous				Save & Continue 🔿

SAS Secondary

The default values for the secondary host are automatically populated and set. If necessary, adjust the configurable options.

Set the SAS Secondary **Address** using the numeric keypad to match the address expected by the secondary host. See *Appendix for SAS Secondary host connection*.

Validation Type option should be set to either *Standard, System* or *Enhanced* depending on which validation type is used by the secondary host.

Set Resend Handpay Pending to ON if necessary.

Remote Handpay Reset, Jackpot Reset to Credit, Disable on Comm Loss, and Send Reel Stops options should be left to *OFF*.

Select Save & Continue

L Operator 🛛 🛛 English (Uni				C+ Exit
Hosts				
SAS Secondary				
Address	2	Validation Type	None	•
Remote Handpay Reset	0FF)	Jackpot Reset to Gredit	() OFF	
Resend Handpay Pending		Disable on Comm Loss		
Send Reel Stops				
+ Previous			Skip →	Save & Continue →

Figure 18: SAS Secondary Host Setup screen

				C • ∈
Hosts				
SAS Secondary				
Address	2	Validation Type	None	•
Remote Handpay Reset		Jackpot Resct to Credit	None Standard	
Resend Handpay Pending	(ar)	Disable on Comm Loss	System	
Send Reel Stops			Enhanced	



Device Ownership

The default settings for SAS host/s are automatically populated and set. **SAS Primary** acts as the primary control host, whereas **SAS Secondary** acts as the validation host. If Validation type = Standard, enable **Voucher Out** and **Date Time** for SAS Secondary. If Validation type = System, enable **Voucher In**, **Voucher Out** and **Date Time** for SAS Secondary. If Validation type = Enhanced, enable **Voucher In**, **Voucher Out**, **Handpay** and **Date Time** for SAS Secondary.

Select Save & Continue

			C+ Exit
Device Ownership			
Devices/Protocols	SAS Primary	SAS Secondary	
Machine Control	(ox)	στ	
Voucher In	Jorr		
Voucher Out	orr		
Funds Transfer	OFT	(or	
Bonus	() orr	OVT	
Handpay			
Date Time	(OFF)		

NEW YORK	+ Previous	
of the state of the second secon		

Save & Continue →

Figure 20: Device Ownership Setup screen when Validation type = Enhanced

			C• Exit
Device Ownership			
Devices/Protocols	SAS Primary	SAS Secondary	
Machine Control	(ON)	0**	
Voucher in	(ai)		
Voucher Out	GIF		
Funds Transfer	(19)	077)	
Bonus	CEF	044	
Handpay			
Date Time		(

OPEN DOOR33	← Previous	Save & Continue +

Figure 21: Device Ownership Setup screen when Validation type = System

			C+ Exit
Device Ownership			
Devices/Protocols	SAS Primary	SAS Secondary	
Machine Control	(nv)	(19FF)	
Voucher In	UP		
Voucher Out	077		
Funds Transfer	OFF		
Bonus	017	300	
Handpay	017	(10)	
Date Time	(arr)	(04)	

OPEN DOORSI	+ Previous	Save & Continue +	

Figure 22: Device Ownership Setup screen when Validation type = Standard

Device Settings

If necessary, select **Voucher** to configure the voucher settings. In the voucher settings, set the **Location**, **Address 1**, **Address 2**, and **Expiration** (in days).

If Validation type = Enhanced, select **Handpay** to configure the handpay settings. In the handpay settings, enable **Handpay Validation** and **Handpay Receipt** if necessary. Select **Save & Continue**

L Operator 🛛 English (United States)	G• Exit
Device Settings Touch to configure different servee	
Voucher Funds Transfer Handpay	
4 Country \$ Sums	Continue -
Instance Trimos	Commute
Figure 23: Device Settings screen	

			G• Exit
Device Settin	gs		
Touch to configure differe	nt device		
Voucher	Funds Transfer Handpay		
Voucher (SAS Secon	dary)		
Location			
Address 1			
Address 2			
Expiration	0		
+ Previou		± Save	Save & Continue →
OPEN COOKIN	-		
<u>Figure 24</u> : De	vice Settings Voucher (S	AS Secondary) screen	
L Operator 🛛 English	(United States)		⊡• Exit
Device Setting	s		
Touch to configure different	device		
Voucher	Funds Transfer Handpay		
Handpay (SAS Secon	lary)		
Handpay Validation			
Handpay Receipt			
OFEN DICKIN		± Save	Save & Continue ->

Figure 25: Device Settings Handpay (SAS Secondary) screen

Money Handling Setup

The default options for the credit settings are automatically populated and set. If necessary, adjust the configurable options.

Select Save & Continue

A Operator @ English (United State	15)		C• Exit
Money Handling Setup			
Non-Restricted Promo Credits	OFF	Restricted Promo Credita	
Print Restricted Promotional Credits	Cash	Credits Remain On Machine During Disable From	
Do Not Suspend For PrinterPaperOut And CommLoss			
on a constant Provious			Save & Continue +
Figure 26: Money H	Iandlina Setun s	creen	
rigure 20. Woney n	iununing Setup S	creen	
ION Networ	k Setup		
Select Save a	& Continue		
L Operator 🛛 🖗 English (United State	95)		G• Exit
ION Network Setup			
Enable ION	Enter Group Nam	A	
Network Group Name		•	
our out of outer			
CPEN DODE M			Save & Continue 🕈
Eiguro 27: ION Mater	Jork Catura caraa		
rigure 27: IUN Netw	ютк setup scree	71	

Setup Complete

Select Yes to proceed with game setup.

L Operator 🛛 🛛 English	(United States)		🔒 Home	C+ Exit
▶ General Setup	Setun Complete			
► Game Setup	Octop Complete			
Protocol Setup				
► Progressive				
▶ BNG				
IP Setup		Setup Complete configuration completed successfully.		
EZConfig				
Certificate Setup				
Slot Connect Setup				
		Do you want to continue with Paytable Setup?		
OPEN DOOR M			No	Yes

Figure 28: Setup Complete screen

4. Game Setup

Pay table Setup

- Select a theme to configure.
- · In the Denomination screen, select the game pay table and then select Next
- · In the Custom Options Setup, select Next
- Repeat the previous steps to all game themes
- Once all the game themes are set, select Save

							Home	C+ Exit
► General Setup	Paytable Se	etun						
▼Game Setup	i aytable oc	and b						
Paytable Setup	Game Theme (click	ek on a Theme to config	ure R)					
Theme Options Setup								
Custom Options Setup	Directoria	TIOTERS	A ANT AN	There Will T	Alfrafterde	C. H.	WIN Stan	D
► Protocol Setup		FIRE	COLL PIEL	Chilose	UNICORN	DECHINE		
▶ Prograssiva	BierHaus	DragonFire	GoldFishFeedingTime	JungleWild2	MysticalUnicorn	TheGreenMachine	Win1000	
▶ BNG								
IP Setup	TATIK							
EZConfig								
Certificate Setup	Zeus							
Slot Connect Setup								
OPEN DOORM								Conligured D



L Operator @ Engli			A Home	C+ Exit
▶ General Setup ▼ Game Setup	Paytable Setup			
Paytable Setup	Denomination (Theme : BierHaus)			
Theme Options Setup		Configured 0 of 1 Denominations		
Custom Options Setup				
Protocol Setup	\$0.01 Not Set			
► Progressive				
▶ BNG				
IP Setup				
EZConfig				
Certificate Setup				
Slot Connect Setup				
	+ Cancel			Next

Figure 30: Paytable Setup Denomination screen

L Operator Q English				A Home	C+ Exit
▶ General Setup	Pavtable Setup		_		
▼Game Setup	i ajtable estap	Game Paytable (Theme : BlerHaus, Denom : \$0.01)			
Paytable Setup	Denomination (Theme : B	for a second			
Theme Options Setup		NOTSET	hations		
Custom Options Setup		BierHaus-40-870 86.90%			
Protocol Setup	\$0.01 Not Set	BierHaus-40-900 89.90%			
▶ Progressive					
▶ BNG		Ca	incel		
IP Setup					
EZConfig					
Certificate Setup					
Slot Connect Setup					
					_
	+ Gancel				Next =

Figure 31: Paytable Setup Game Paytable screen

2 Operator S Englis					🕇 Home 🕞 Exit
General Setup	Paytable	Setup			
Jame Setup	r aytable	octup			
Mable Setup	Custom Optio	ns Setup			
me Options Setup	Theme	Denom	Paytable	Max Bet	Min Bet Per Unit
um Optione Setup	8ierHaut	\$0.01	BiorHaua-40-810 88.00%	000	47
stocol Setup					
ogressive					
(G					
etup-					
onfig					
Ncale Setup					
Connect Setup					
008.0	+ Priséous				Nair

Figure 32: Paytable Setup Custom Options Setup screen

L Operator @ English	(United States)					1	Home	C+ Exit
► General Setup ▼Game Setup	Paytable Setu	p						
Paytable Setup	Game Theme (Click on	a Theme to configu	reit)					
Theme Options Setup						_		-
Custom Options Setup	Directoria	DREGON	Standard Standard	Timers Wild T	Manual	-	WIN S MM	MO:
► Protocol Setup		AREC	Treasure	Deline	UNICORN	DEIGHUNE	and there	
► Progressive	✓ BierHaus	✓ DragonFire	GoldFishFeedingTime	✓ JungleWild2	✓ MysticalUnicom	✓ TheGreenMachine	✓ Win1000	
▶ BNG								
IP Setup				ZAUK				
EZConfig				✓ Zeus				
Sint Connect Satur								
Cici Connect Cetup								
	Configuration Saved Succe	ssfully						
OPEN DOOR M	Sonngarousi Garea Guede	our any						Configured Data 🗹

Figure 33: Paytable Setup screen when all game themes are set

Once the setup is complete, close the main door. EGM should be playable given that no hard tilt is available. *See Figure 34*



Figure 34: Georgia COAM game screen

Appendix

Intralot CMS Host (SAS Primary) Connection

Connect the DB9 Female cable/adaptor (similar to *Figure 35*) to **HOST INTERFACE 1** on the backplane board as shown in *Figure 36*.



Figure 35: SAS Cable



Figure 36: SAS Hosts connection on the backplane board

Please consult with Intralot CMS support for site controller connection and COAM commissioning.

Secondary SAS Host Connection

Please consult with the secondary host vendor for the site for their interface/connection. Cable/adaptor may be similar to *Figure 35* and should be connected to **HOST INTERFACE 2** on the backplane (*Figure 36*).