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:** AIN0000000L.img
2. **Game Data USB Drive (parts below may not be latest)**:

   AOS0000321E.img (OS)

   AWI05X0000I.img (Windows)

   A8ED-000-1000.img (game bundle)

   JRUSGALY0D.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***.

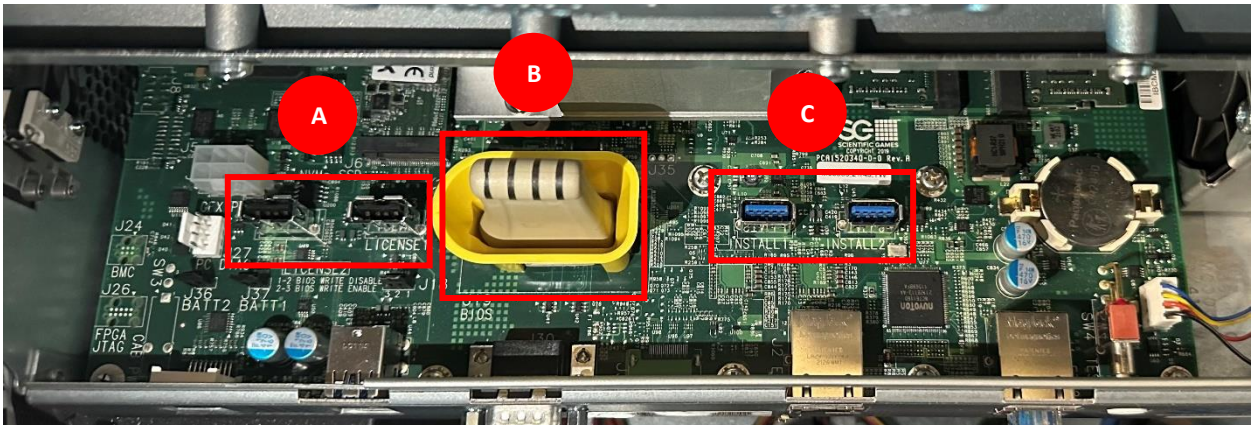

***Figure 1**: A (License ports), B (Bios), C (Install Flash and software USB ports)*

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

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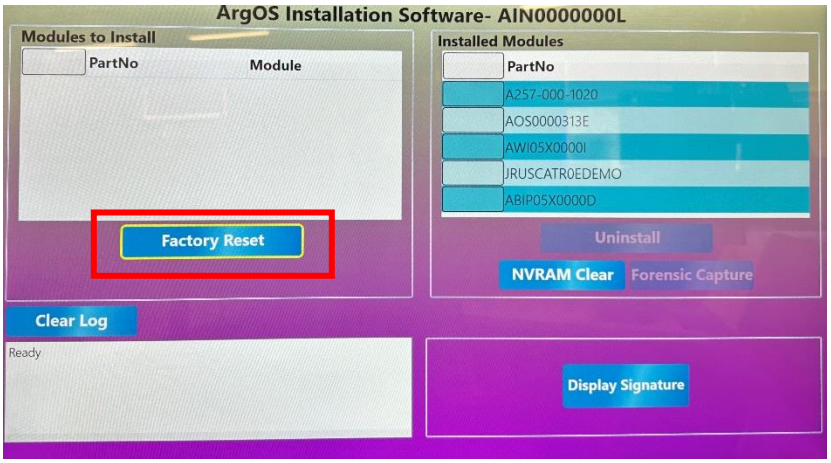

Figure 2: *Factory Reset option in ArgOS Installation screen*

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

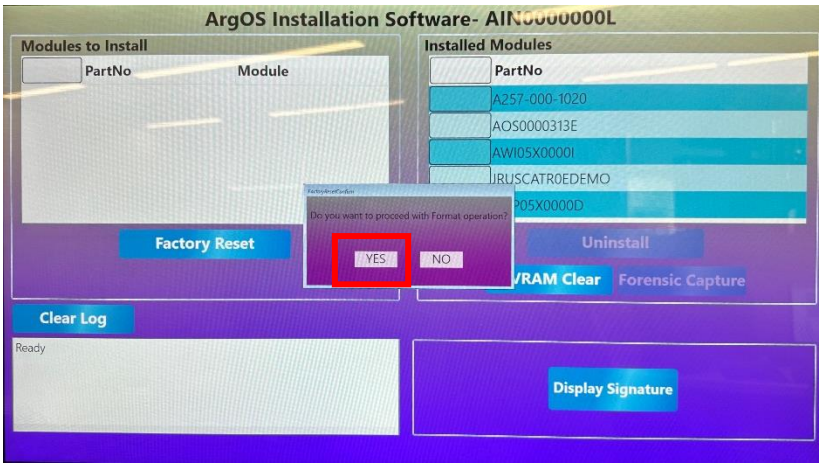

Figure 3: *Factory Reset confirmation option in ArgOS Installation screen*

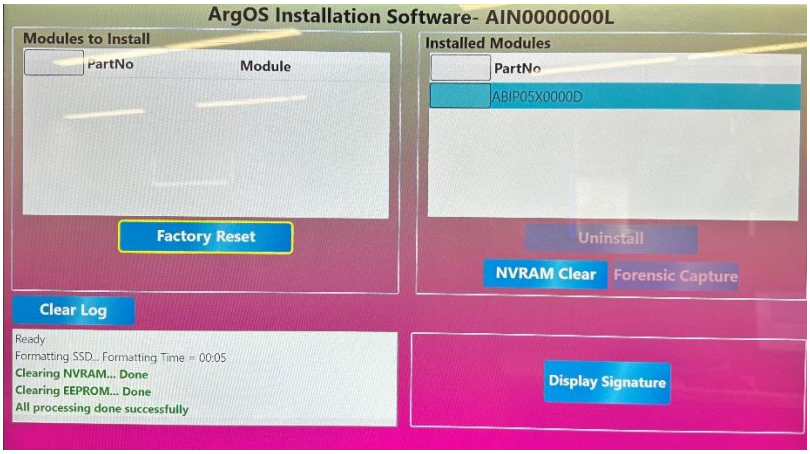

Figure 4: *Factory Reset process complete*

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8. Insert the game software USB drive in ***INSTALL 2*** port as shown in ***Figure 1***.
9. 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.

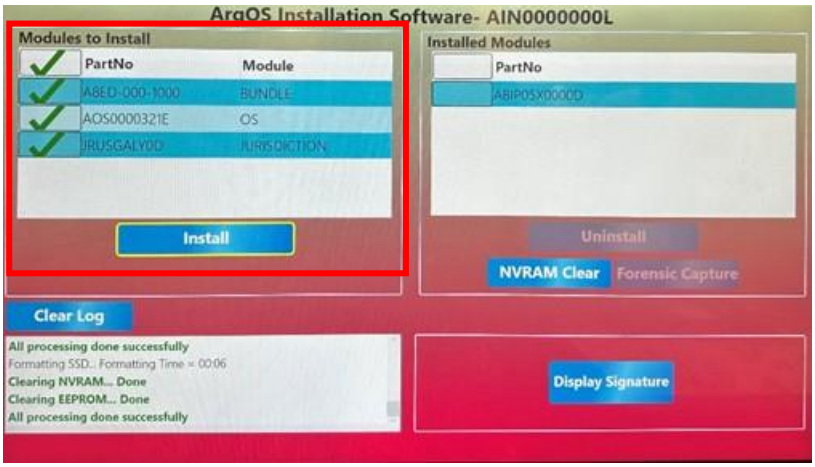

Figure 5: *Modules to Install section*

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

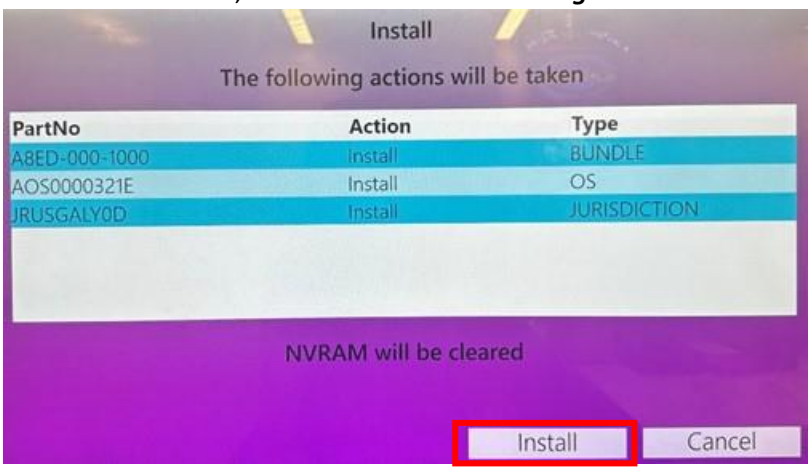

Figure 6: *Install screen*

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.

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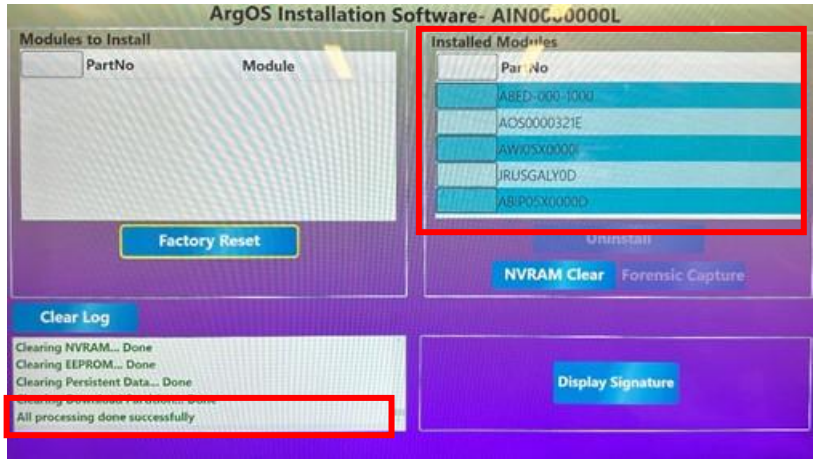

Figure 7: *Installation process complete*

III. COAM Software Configuration

1. EZConfig

To configure EGM manually, select Skip.

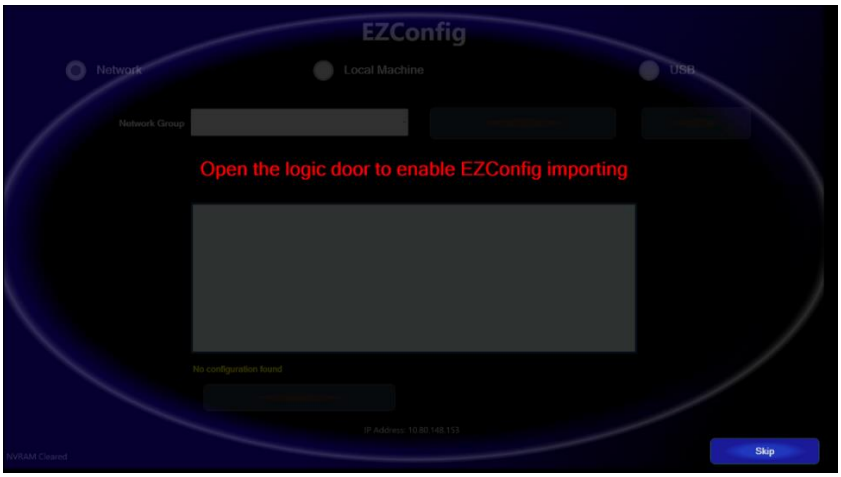

Figure 8: *EZConfig screen*

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**

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Figure 9: *Locale Setup screen*

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**

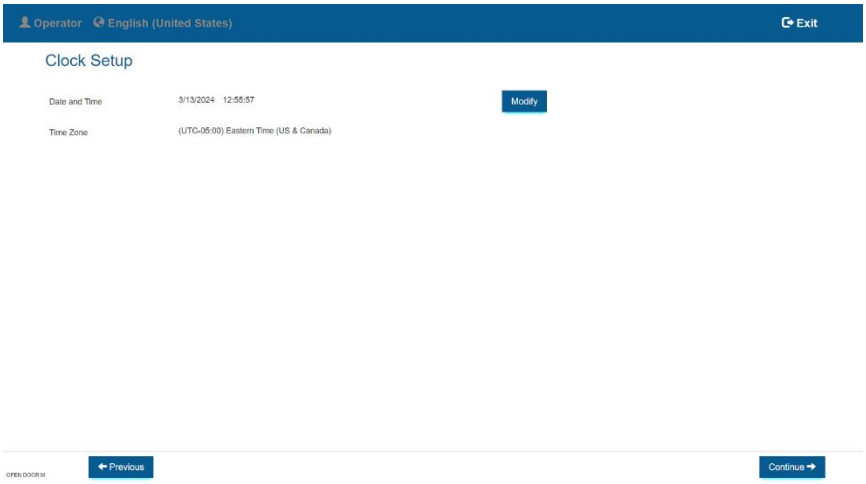

Figure 10: *Clock Setup screen*

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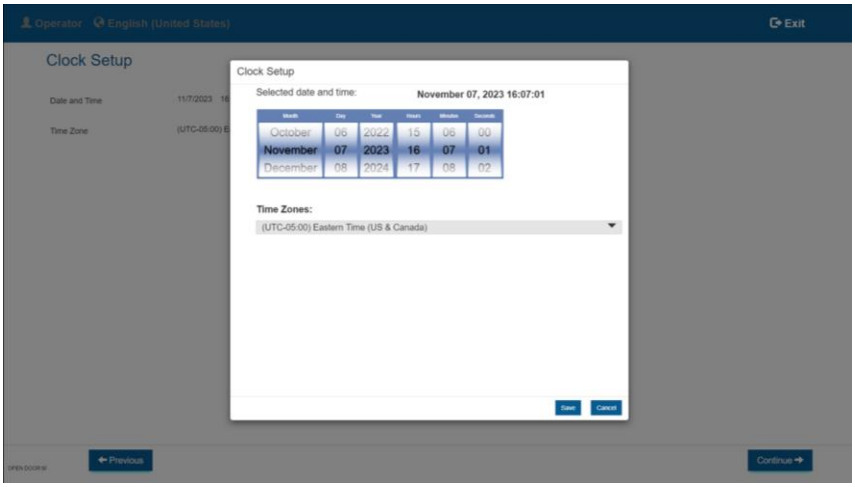

Figure 11: *Clock Setup Modify screen*

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**

Table 1: *Hand Count Counter Reset Timer settings*

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**)*

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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

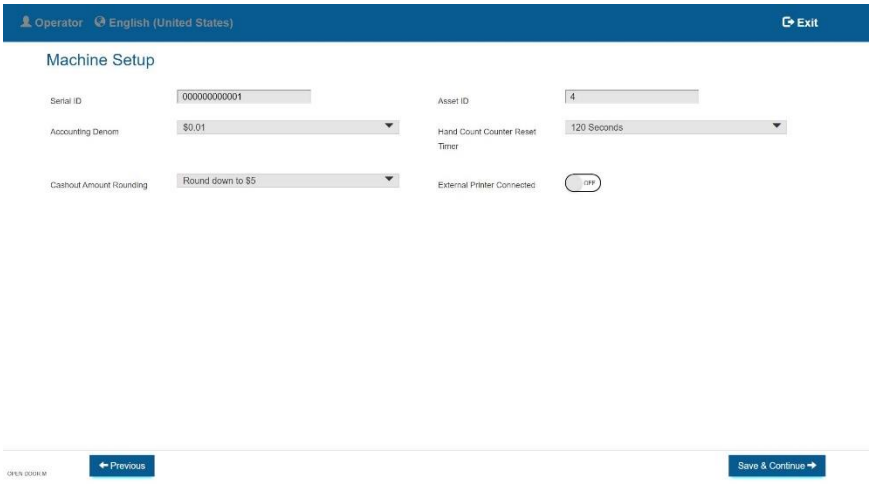

Figure 12: *Machine Setup screen*

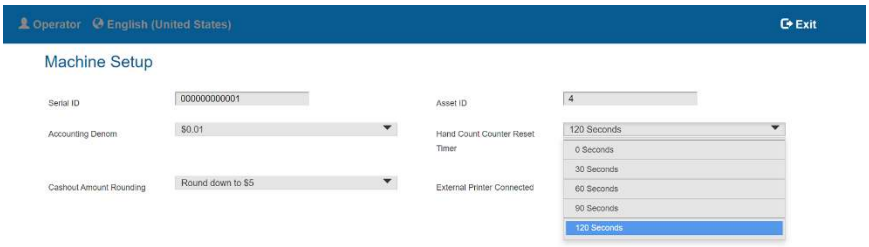

Figure 13: *Hand Count Counter Reset Timer options*

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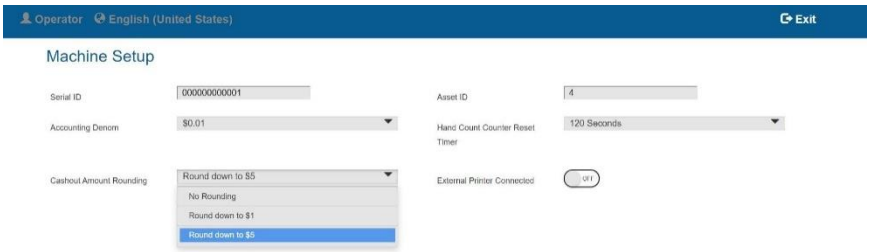

Figure 14: *Cashout Amount Rounding options*

Device Setup

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

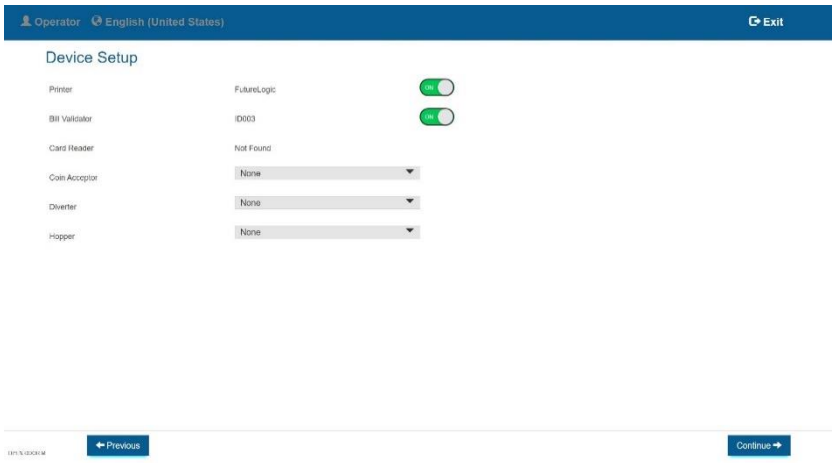

Figure 15: *Device Setup screen*

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**

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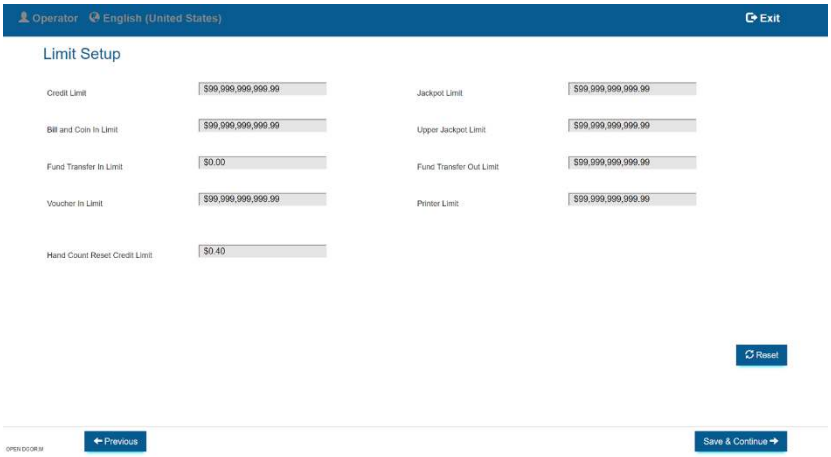

Figure 16: *Limit Setup screen*

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**

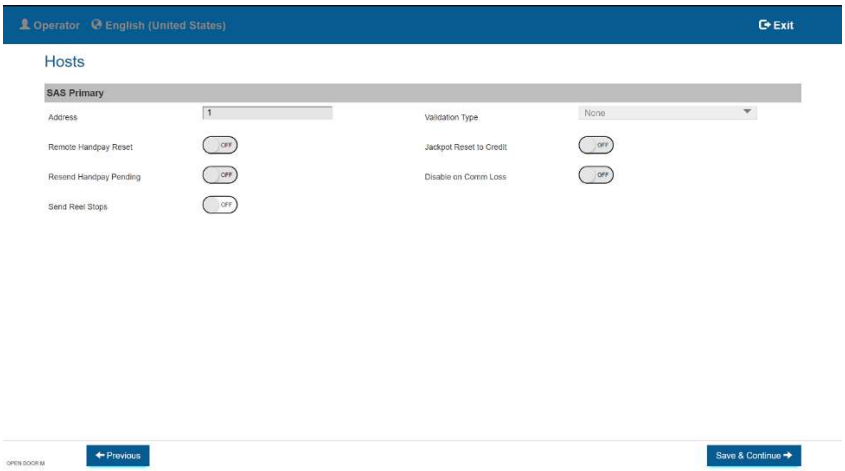

Figure 17*: SAS Primary Host Setup screen*

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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**

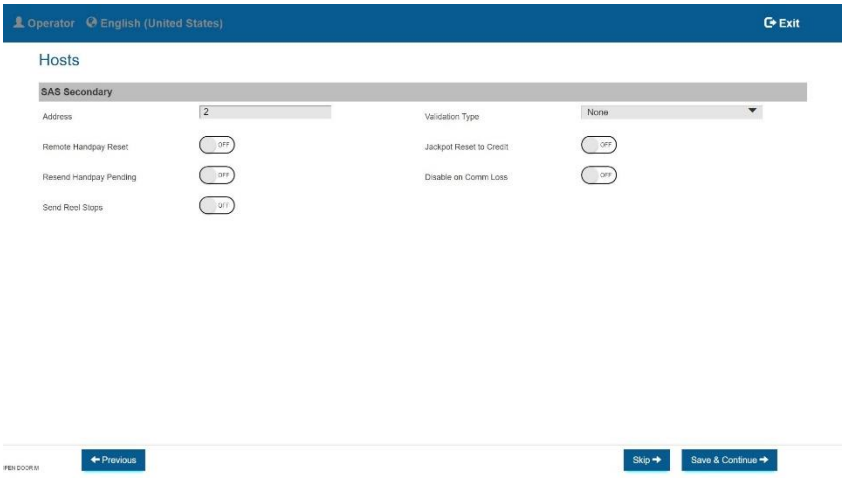

Figure 18: *SAS Secondary Host Setup screen*

Figure 19: *SAS Secondary Validation type options*

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.

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If Validation type = Enhanced, enable **Voucher In**, **Voucher Out**, **Handpay** and **Date Time** for SAS Secondary.

Select **Save & Continue**

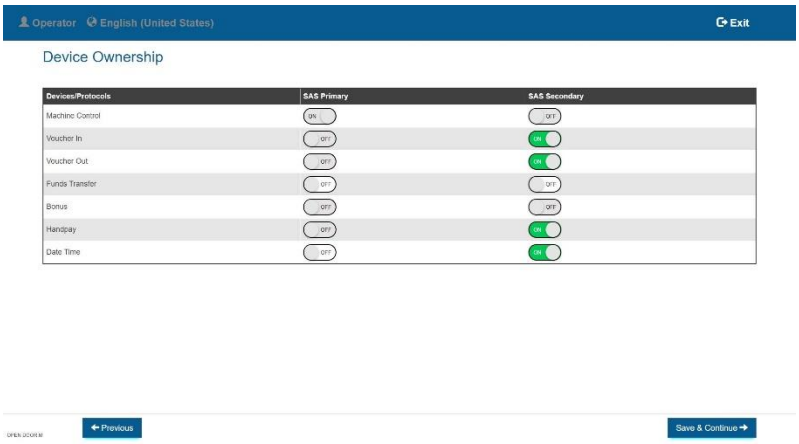

Figure 20: *Device Ownership Setup screen when Validation type = Enhanced*

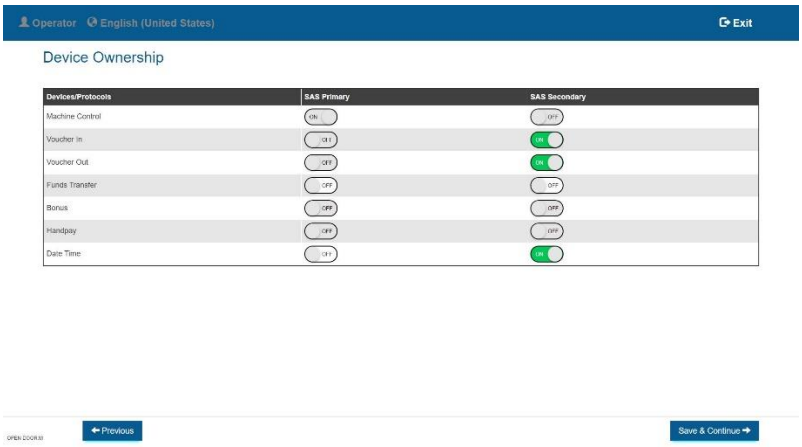

Figure 21*: Device Ownership Setup screen when Validation type = System*

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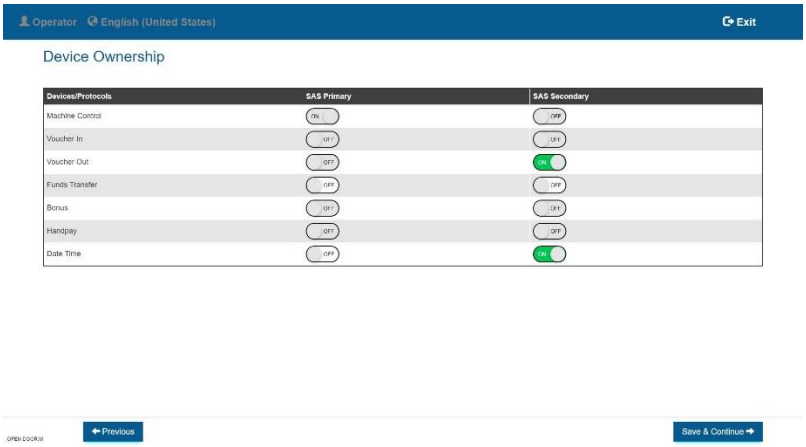

Figure 22: *Device Ownership Setup screen when Validation type = Standard*

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**

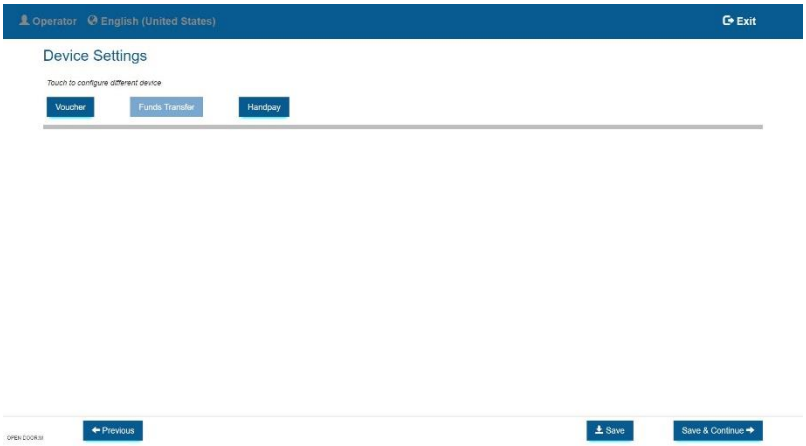

Figure 23: *Device Settings screen*

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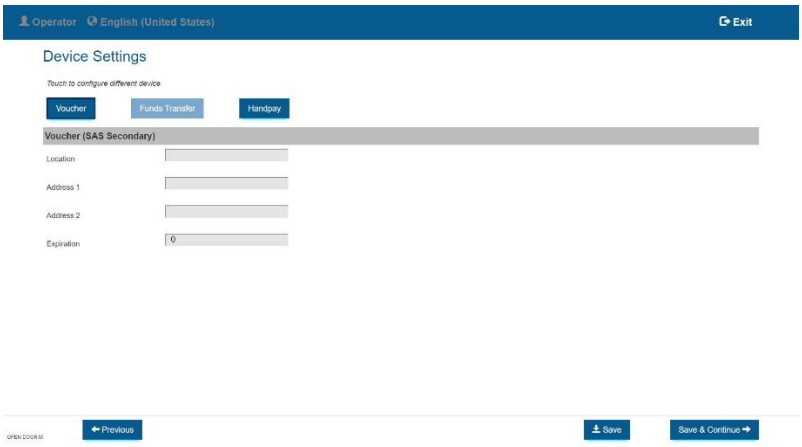

***Figure 24**: Device Settings Voucher (SAS Secondary) screen*

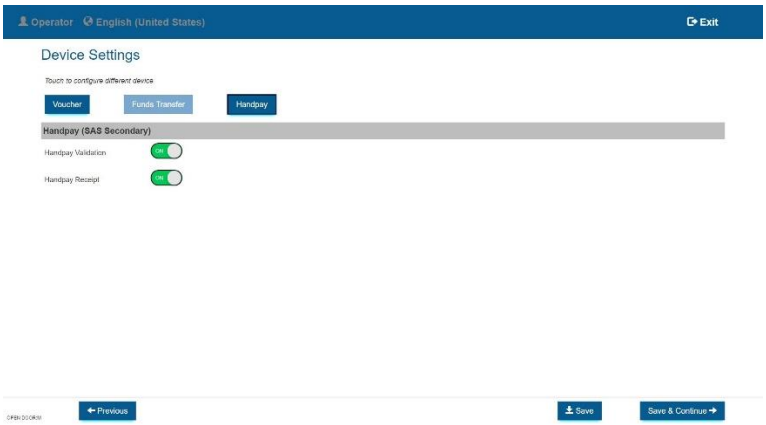

***Figure 25**: Device Settings Handpay (SAS Secondary) screen*

Money Handling Setup

The default options for the credit settings are automatically populated and set. If necessary, adjust the configurable options.
Select **Save & Continue**

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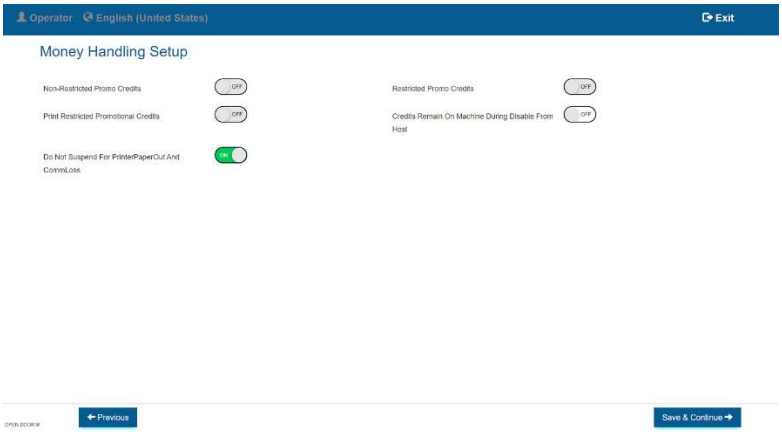

Figure 26: *Money Handling Setup screen*

ION Network Setup

Select **Save & Continue**

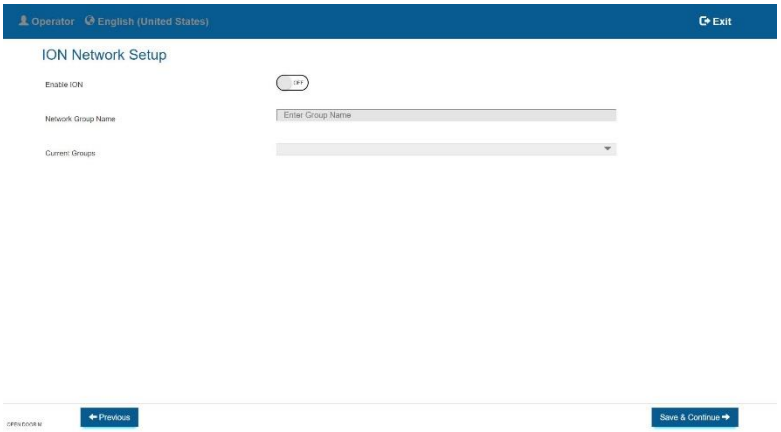

Figure 27*: ION Network Setup screen*

Setup Complete

Select **Yes** to proceed with game setup.

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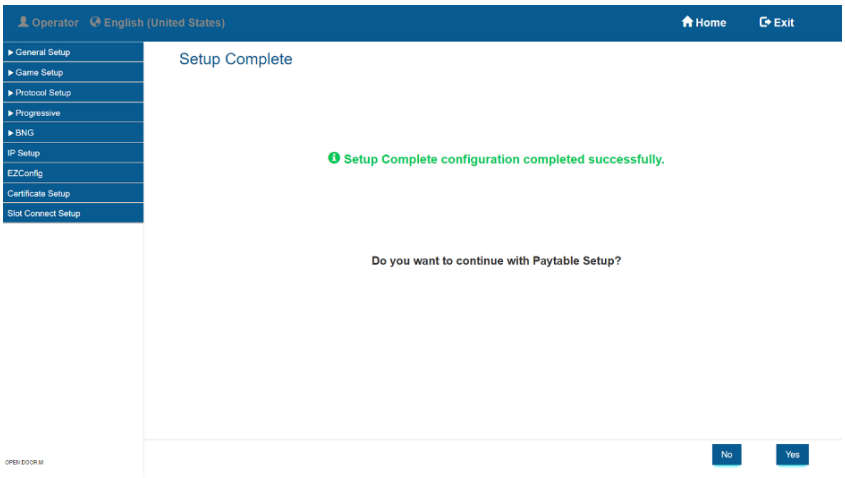

Figure 28: *Setup Complete screen*

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**

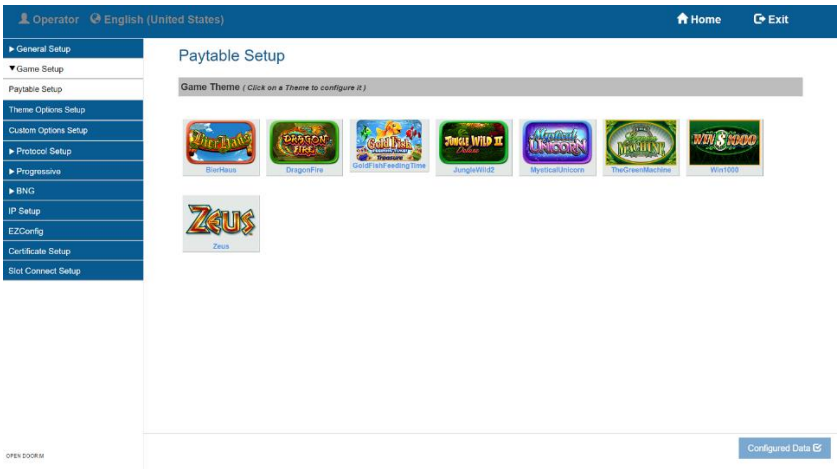

Figure 29: *Paytable Setup screen*

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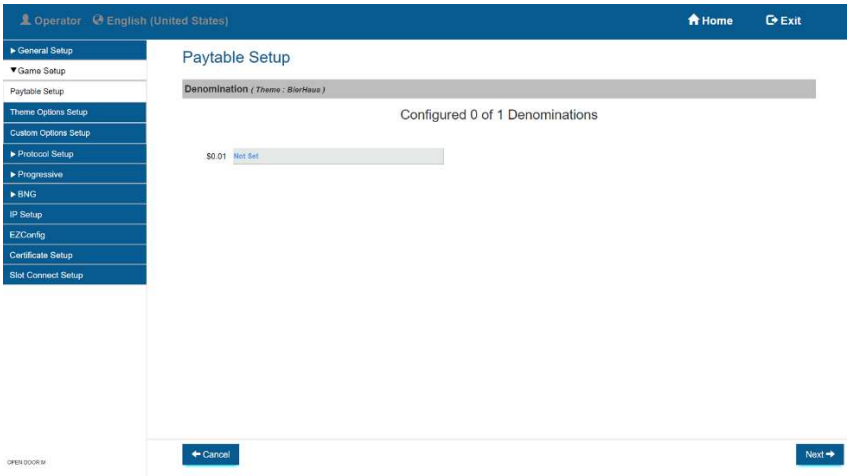

Figure 30: *Paytable Setup Denomination screen*

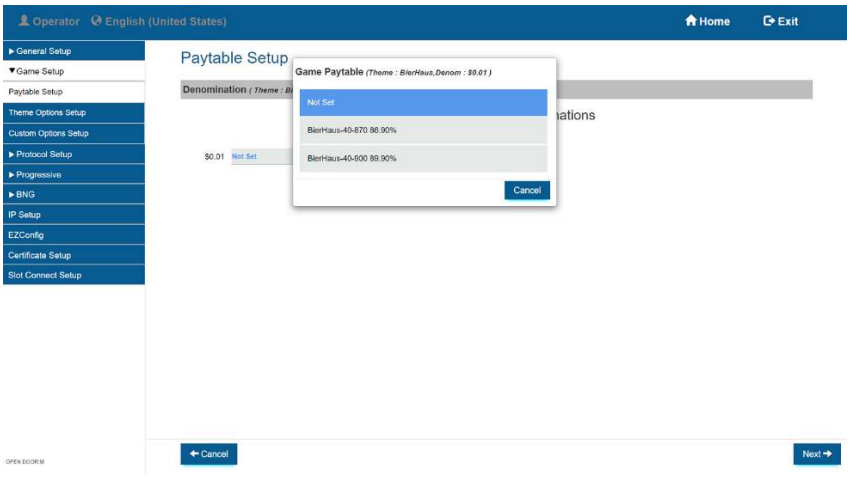

Figure 31: *Paytable Setup Game Paytable screen*

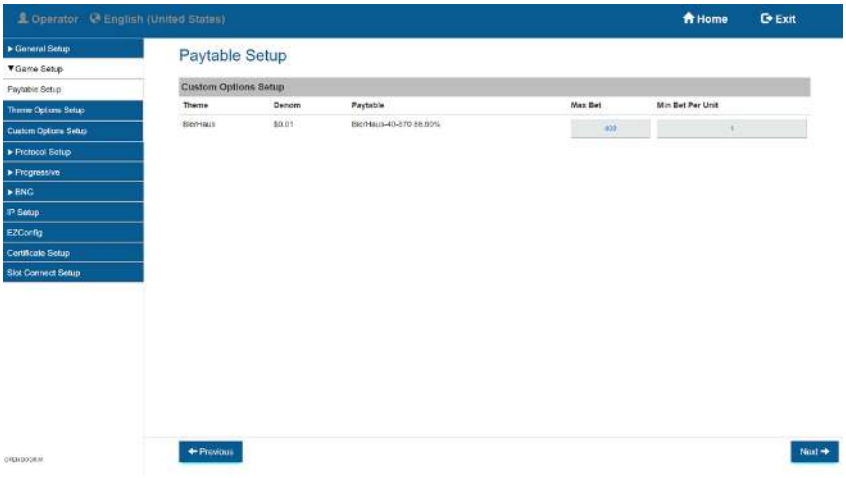

Figure 32: *Paytable Setup Custom Options Setup screen*

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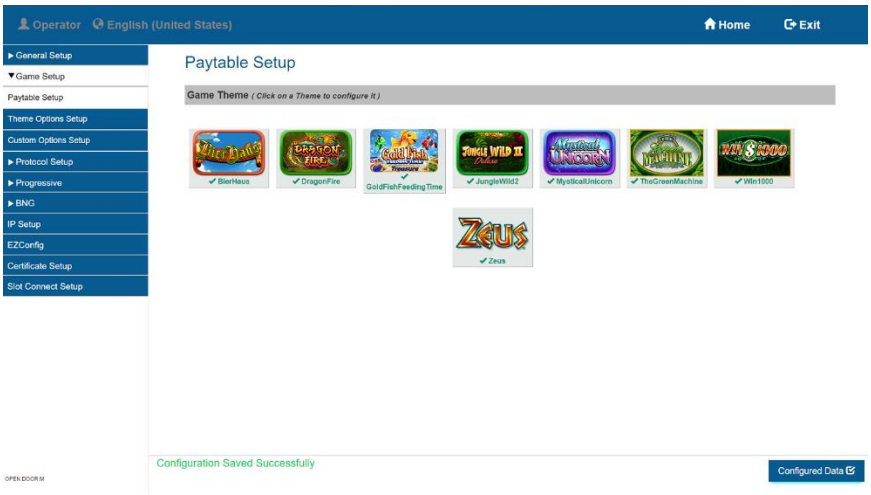

Figure 33: *Paytable Setup screen when all game themes are set*

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

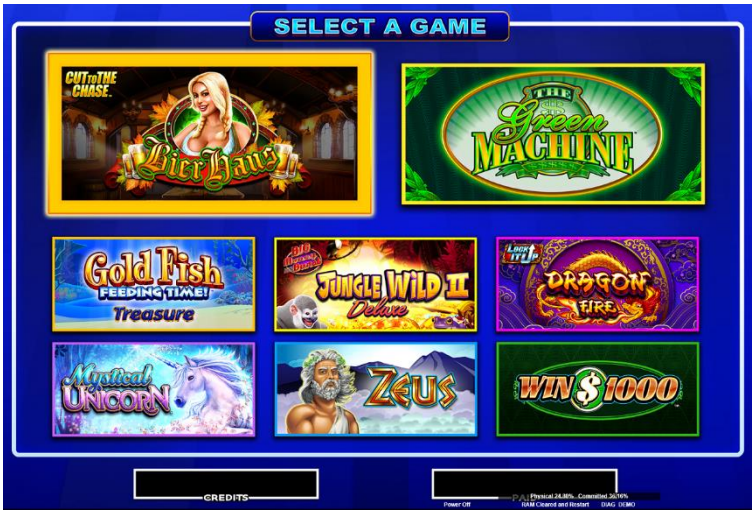

Figure 34: *Georgia COAM game screen*

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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*

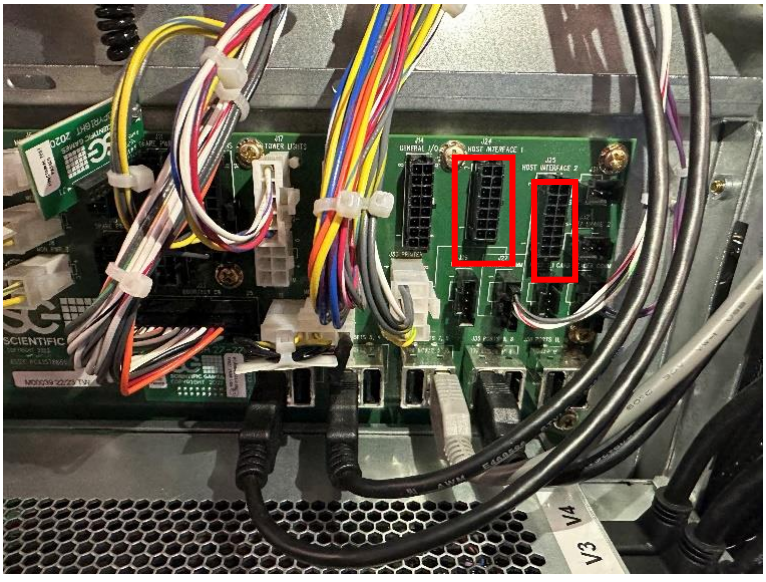

Figure 36: *SAS Hosts connection on the backplane board*

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

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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***).

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