



GLOSSARY

MODULE 5

MK5-SVMOD-0001

Glossary



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Acronyms and Abbreviations

ADJUST	SDS® Adjustments Report	A
APC	MAPS® Atomic Progressive Controller	
BADREV	SDS® Bad Revenue Report	B
BPC	MAPS® Boss Progressive Controller	
BSG	Bally Secondary Game	
CE	Council of the European Communities (Low Voltage Directive)	C
CIU	SDS® Communication Interface Unit	
CLR	SDS® Clear (CLR+ENT to move backwards in parameters)	
CMOS	Complementary Metal Oxide Semiconductor	
CMS	Casino Management System	
COD	Coin Optic Decoder	
COINRP	SDS® Coin Difference Report	
COMPRO	SDS® communications program	
CPC	MAPS® Central Progressive Controller	
CRC	Cyclical Redundancy Check	
DAC	Digital to Analog Converter	D
DENOM	SDS® Machine Denomination	
DIP	Dual In-line Package	
DIU	SDS® Display Interface Unit	
DMK	SDS® Display with Magnetic cardreader and Keypad	
DUART	Dual Universal Asynchronous Receiver Transmitter	
EEPROM	Electronically Erasable Programmable Read-Only Memory	
EGM	Electronic Gaming Machine	
EIA	Electronics Industry Association (approved equipment)	
ENT	SDS® Enter: to move Forward in parameters	
EPI	SDS® Enhanced Player Interface	
EPRM	Erasable Programmable Read Only Memory	
GMU	SDS® Game Monitoring Unit	G
GUI	Graphical User Interface	
HHU	Hand-Held Unit	H
LAN	Local Area Network	
LED	Light Emitting Diode	L
Mag Card	SDS® Magnetic Card	
MAPS®	Multi Area Progressive System	M
MC	SDS® Mastercom	
MISER	Micro Integrated Slot Event Recorder	
MPU	Microprocessing Unit	
NMOS	N-Channel Metal Oxide Semiconductor	N
NOCOMM	SDS® Slots Not Communicating Report	
OEM	Original Equipment Manufacturer	O
PAL	Programmable Array Logic	
		P



P	PJP	SDS® Progressive Jackpot
	PRD	Peripheral Device
	PROM	Programmable Read Only Memory
	PTD	SDS® Period To Date
Q	QTD	SDS® Quarter To Date
R	RTC	Real Time Clock
S	SAS™	Slot Accounting System (IGT)
	SCO	SDS® Software Change Order
	SDS®	Slot Data Systems
	SDT	SDS® Data Transport
	SIU	SDS® System Interface Unit
	SMART™	Slot Marketing And Revenue Tracking System (IGT)
	SMI	Specific Model Information
SNA	Systems Network Architecture	
T	TTL	Transistor-Transistor Logic
	TX/RX	Transmit/Receive
U	UART	Universal Asynchronous Receiver Transmitter
	UPS	Uninterruptable Power Supply
V	VGD	Video Gaming Device
	VGM	Video Gaming Machine
	VIP	SDS® Very Important Player or Video Interactive Play
	VLT	Video Lottery Terminal
	VRTX	Versatile Real-Time Execute
W	WAPS	Wide Area Progressive System
	WTD	SDS® Week To Date
X	XC	SDS® Exception Code
Y	YTD	SDS® Year To Date



Module 5

Glossary

This glossary includes terminology from Bally Gaming and Systems SDS® and MAPS®. These terms and definitions are included to assist the Operator's understanding of machine components and game operations.

Introduction

Abandoned Card SDS® Message generated when an Employee Card or Player Card is inserted into a Card Reader but there is no activity registered to that machine.

A

Accounting Meters See *Bookkeeping Meters*

ADJUST (Adjustments Report) SDS® listing of GMU meters outside preset parameters.

APC (Atomic Progressive Controller) A MAPS® machine-to-LAN interface. It connects with a gaming machine through a three-wire RS-232C, and with the LAN through the Slot Line. It may also control a display that shows progressive jackpot amounts.

Appendage Division the SDS® Slot Line, connecting machines on the floor to the Slot Line Patch Panel. The Slot Line is divided as A Side and B Side, which is useful for trouble shooting and line balancing.

Attendant An Employee whose responsibilities include verifying and paying jackpots.

Attendant Pay See *Jackpot Lockup*.

Attract Message A downloaded or Operator-entered message appearing on-screen or in an SDS® EPI/DMK display to attract a potential Player.

Attract Mode If active, following a specific period of inactivity the machine may display graphics, flash lamps, or play music to attract potential Players. It serves as a screen saver on video products.

Audit Key (a.k.a. Reset Key) The key used to actuate the Audit Keyswitch.

Audit Key Menu All electronic accounting information, diagnostic functions, and game configuration options are accessed from the Audit Key Menu in video products.

Audit Keyswitch When actuated with the Audit Key, it signals the game to respond according to the state of the machine. It may show Bookkeeping or Diagnostic Meters, the Audit Key Menu, or release a Jackpot Lockup.

Autohold An option selected during configuration that automatically holds suggested card combinations. A HELD message appears above those cards.

Awards Glass See *Feature Glass*.

Awards Test See *Payout Test*.

Backplane Board (a.k.a. Motherboard) A printed circuit board that provides interconnections between the MPU Board and cabling.

B



B

BADREV Report (Bad Revenue Report) SDS® listing of machines that have performed with unusually high or unusually low receipts.

Banner See *Attract Message*.

Bar Top A machine manufactured to fit within a bar counter.

Base Amount The starting amount of a progressive jackpot.

Basic Percentage The payback percentage of a game excluding the Bonus for the maximum wager. See also *Nominal Percentage and Bonus*.

Beef (a.k.a. dispute) When coins are taken from a machine by an Employee and given to a Player (A coin jam, for example). An SDS® Beef Slip should be generated by this transaction.

Beef Slip SDS® documentation from the Change Booth terminal to record the transfer of money taken from a machine or the Change Booth by an Employee and given to a Player.

Belly Glass See *Display Glass*

Bet Mode The Machine Option to configure how the machine will accept wagers. The choices are Cash, Credit, Player Selectable, and Eurocredit.

Bill Acceptor An assembly that examines currency or coupons and communicates the value to the machine. Accepted items register as credits, rejected items are returned to the Player.

Bill Drop (a.k.a. Soft Drop) Controlled process of removing bills from Bill Acceptors.

Bill History Meters A record of the most recent bill transactions.

Bill Transaction Meters The meters that record the cumulative number of bills of each denomination accepted by a bill acceptor.

Bill Validator See *Bill Acceptor*.

Bill Vended Meter An SDS® meter that records the cumulative number of credits for accepted bills.

Blackout An SDS® message generated when a machine with power OFF is turned ON.

Bleed A process where coins are removed from a machine by an Employee and returned to the Change Booth. An SDS® Bleed Slip should be generated to document the transaction. For example, a Bleed would occur with the removal of all money from the Hopper and the Coin Acceptor when a machine is pulled from the floor.

Bleed Slip SDS® documentation from the Change Booth terminal to record machine-specific Bleed transactions.

Bonus A reward for playing the maximum wager. For example, on a three coin multiplier game a particular combination may pay 100 with one wagered, 200 with two wagered, and 500 (instead of 300) with the maximum three wagered. The 500 pay includes a 200 coin Bonus for wagering the maximum.



Bonusing An automated payout system for rewarding Players even without playing the maximum wager or winning a jackpot. For example, "Savvy 7s" pays a random bonus between \$10 and \$1000 when a special symbol appears on the third reel; "Mystery Jackpots" pays a random award to the Player that reaches a level of play regardless of the game's outcome.

Bookkeeping Meters Electronic and electromechanical means of storing and displaying statistical data within the machine. Typical information includes Total In, Total Out, Combined Drop, Attendant Paid, Bill Credits, etc.

BPC (Boss Progressive Controller) Bally Gaming and System MAPS® LAN to WAN interface and the single site controller. If the WAN should fail, the BPC is capable of accumulating and displaying progressive information until communication through the WAN is restored.

BSG (Bally Secondary Game) Communication protocol between processors controlling second-feature games such as BellRinger™.

Buy-a-Pay A style of game where the Player "buys" paying combinations by wagering more. For example, on a three coin game three sevens on the pay line may pay nothing for one or two bet; and the top award but only if the maximum three has been wagered.

Cabinet The housing of the gaming machine.

Candle See *Tower Light*.

Card See *Player Card* or *Employee Card*

Card Reader Device for monitoring and tracking Player activity, machine maintenance, and Employee activity through the insertions of magnetic stripe cards.

Cash (Bet Mode) Machine Option where coins inserted register in COIN IN or BET to the maximum allowed by the game. Bill Acceptor transactions and wins are paid in coins from the hopper according to other Machine Option settings.

Cash Cage™ A Bill Hopper system within a machine that dispenses currency or coupons. It works in conjunction with a coin hopper to pay the Player upon a Cashout.

Cashless Transaction Where Players receive Coupons accepted by machines as credits, or where credits are transferred to the Players Card.

Cashout An activity by a Player to transfer credits to a Players Card, or convert machine credits to cash or payable vouchers by pressing the CASH/CREDIT button on the Deck or the COLLECT screen icon.

Casino Cabinet (a.k.a. W6 Style) An upright cabinet style with a sloped top box that is several inches higher in the front than in the back.

Central Slip Printer An SDS® printer dedicated to printing EPI/DMK Fill Slips.

Change Booth SDS® facility for the terminals that print Jackpot and Fill Slips, activate Employee Cards, and log Drops.

Checksum The result of an arithmetic operation on bits. Used to verify the integrity of data.

CIU (Communication Interface Unit) SDS® hardware interface (commonly the Red Board) within the CIU/SIU rack.

B

C



C

CIU/SIU (Communication Interface Unit/System Interface Unit) SDS® hardware that controls the on-line/off-line status. The CIU/SIU holds four types of boards: the Slot Line Controller, the CIU “Red Board,” TX/RX (Transmit/Receive) Board, and the EIA Board.

Clear SafeRAM™ See *SafeRAM™ Clear*.

Clock A timing device that generates the base signal used to control the timing of all operations in a computer (*For time and date see RTC*).

CMS (Casino Management System) SDS® software and hardware package that communicates data from the GMUs to SDS® for a player tracking connection.

COD (Coin Optic Decoder) Board A printed circuit board containing micro-controller, optic sensors, and other components to detect a coin and determine its direction of travel.

Coin Diverter An assembly to guide coins to the hopper until it is full, then to a Drop container.

Coin Drop Action taken to empty the Drop containers. See also *Hard Count or Hard Drop*.

Coin Inhibit A control line from the MPU Board to the Coin Acceptor or COD Board to reject all coins.

Coin Out Switch A mechanical, optical, or proximity switch to count coins dispensed by the machine’s hopper.

COINRP (Coin Difference Report) An SDS® report showing changes for Coin In, Coin Out, Drop, and Games meters in the system while the Main Door was open.

COMPRO An SDS® communication program interface between SDS software and the CIU.

Concept3™ A communication standard developed by Acres Gaming.

Coupon A note with no cash value used in place of currency to establish credits on a machine.

CPC (Central Progressive Controller) The central system for Bally MAPS®. It accumulates bet data from all LANs, computes the current and hidden jackpots for each link and transmits the amounts to the LANs.

CPU (Central Processing Unit) The component of a computer system that has the circuitry to control the interpretation and execution of instructions.

Crazy Reel Operation Random spin direction of each reel during a game.

CRC (Cyclical Redundancy Check) Checksum technique to verify data. See also *Checksum*

Credit (Bet Mode) Machine Option where inserted coins register in COIN IN or BET. Wins and bill acceptor transactions register as credits subject to other Machine Options. See *Bet Mode*.

Credit Collect Lockup A Jackpot Lockup from a Machine Option setting which, when equaled or exceeded, requires an Attendant to pay the balance of credits remaining. The machine may partially pay the credits according to the setting for Coin Hopper Pay Amount.

Credit Meter A portion of the Message Center on a slot product and the area on a video screen where credits for play or collection are indicated to the Player.



CRT (Cathode Ray Tube) A vacuum tube, such as a television picture tube, whose electron beam can be focused to show graphical data.

Current Credit Meter Bookkeeping meter showing credits available to the Player when the machine returns to revenue operation.

Current Draw The amount of current required to operate the machine. Usually measured in Amperes.

Cursor The symbol on a display indicating where the next character will appear or where the next action will take place.

DAC (Digital to Analog Converter) An IC that provides a voltage or current output from a digital input.

Daisy Chain A group of devices where a second device is connected to the first, a third device is connected to the second, etc.

Data Vault™ A battery-backed redundant bookkeeping meter system that interfaces asynchronously with the machine's meters. The numbers are recorded at the same time, yet they are separate from the operations of the machine's meters, assuring accuracy even if something bad should happen to the machine's memory.

Deck (a.k.a. Player Panel) Area of the machine cabinet where the Player accessible buttons are located .

Degauss The neutralizing of a magnetic field around a video monitor to correct faulty color.

Denomination The value of each credit. For example, a machine configured for 25¢ registers one credit for each quarter through the coin acceptor and four credits for each dollar through the bill acceptor.

DIP Switch (Dual In-line Package Switch) A set of switches with a footprint similar to an IC for mounting on circuit boards. They can configure boards for individualized operation.

Display Glass (a.k.a. Belly Glass) The lower glass insert of the door of an upright machine. It can show the denomination, pay table, or game theme.

DIU (Display Interface Unit) In the Bally MAPS® system, a DIU connects the LAN with external signs. Through this device, the CPC via the BPC sends character strings, display sequences, and jackpot amounts to the overhead signs.

Diverter *See Coin Diverter.*

DMK (Display with Magnetic cardreader and Keypad) SDS® hardware interface between the GMU and the Operator or Player. External devices include a Keypad, Card Reader and Display.

DMK/EPI Fill Request An SDS® Fill Request registered at the Change Booth when the Employee enters the Fill Code at the Keypad of a machine.

Double Down 1. A secondary game where a Player may wager part or all of the winnings from the most recent game and possibly double the current winnings. 2. In Blackjack, doubling the initial wager when the value of the first two cards totals 10 or 11.

C

D



D

Double Up See *Double Down*, definition 1.

Drop 1. Coins and bills collected from a machine or the process. 2. An SDS® indicator for the fiscal end and beginning of a gaming day for Coin, Bill, and/or Slip data collection.

Drop Hold Percentage The percentage of the total Drop retained by the Operator. Calculated as (Combined Drop - [Fills + Attendant Paid]) / Combined Drop.

DUART (Dual Universal Asynchronous Receiver Transmitter) A communication IC that can interface between a microprocessor and a serial channel. See *also* *UART*.

E

EEPROM (Electrically Erasable Programmable Read-Only Memory) A memory IC where contents can be erased with electric signals.

EIA (Electronics Industry Association [approved board]) An SDS® electronic circuit board in the CIU/SIU that interfaces the RS-232 signal lines with the SDS® computer. Each EIA Board supports four terminals.

Electromechanical Meters Lifetime counters within the machine that record accounting information. Commonly used meters are Total In, Total Out, and Combined Drop. Usage varies with Market Code and configuration. The Electromechanical Meters are an independent record of the same information stored in Bookkeeping Meters.

Electronic Meters See *Bookkeeping Meters*.

Electronic Signature Individual identification such as the magnetically encoded number on SDS® Player or Employee Cards.

Employee Card An SDS® magnetic stripe card encoded with the Employee's identification number, permission level, and expiration.

End of Game Signal A serial or discrete output from the MPU indicating that a game has completed.

Environmental Requirements Physical space, heat load, and power requirements of the machine.

EPI (Enhanced Player Interface) An enhanced SDS® DMK with a flexible modular design. Enhancements include a Card Reader with a lighted bezel and a two-line vacuum fluorescent display. It has all the standard DMK functions plus Hot Key options accessed through the Keypad.

EPI Fill Request See *DMK/EPI Fill Request*.

EPROM (Erasable Programmable Read-Only Memory) An electrically programmed memory IC erased by exposure to ultraviolet light. It provides a nonvolatile medium for program instructions. Game programs and video graphics are stored in EPROMs.

Error Messages See *Exception Codes*.

Escalator The part of the slant or bar hopper that carries coins up to the Coin Bucket Assembly.

E² (E Squared) See *EEPROM*.



Eurocredit (Bet Mode) All coins, currency, and wins are registered as credits up to the Credit Top Limit.

Even Handpay Machine Option, when enabled, allows a partial payment upon a jackpot lockup that is independent from the Option Coin Hopper Pay Amount. The hopper pays enough additional coins so that the Attendant Pay amount is an “even” amount.

Event Log Listing of SDS® metered events that have been recorded by the machine.

Exception Code (a.k.a. XC, Tilt Code) A numeric message associated with operations of the machine, EPI/DMK, GMU, or SDS® computer. If a malfunction or inappropriate operation of any device occurs, the code is logged for tracking and reporting.

Exception Log A SDS® record of all abnormal events.

Expanded Pay Table Glass The Display Glass on an upright machine showing a continuation of the Pay Table from the Feature Glass.

Feature Glass A silkscreened glass for the top box of an upright cabinet. It usually shows the Pay Table.

Fill Coins that are added to an empty Hopper or the process.

Fill Slip SDS® Documentation from the Change Booth terminal to record a Fill and associate it with a specific machine.

Firmware Software stored in an IC (EPROM, EEPROM, PROM or ROM).

Floor Activity Reports Any of a group of SDS® reports generated to track casino floor activity. These include machine activity reports, Coin In, Coin Out, Drop, Exception Codes, Handle Pulls, Fills, Jackpots, etc.

Game A program designed to operate a gaming machine offering a Player the opportunity to win money by wagering on the outcome of the game’s activity. There can be several games on one machine.

GameKeeper™ A Bally Systems PC-based program family of products that includes GameTrack™ and GameWatch™. These tools facilitate the collection and analysis of revenue.

Game Maker® Bally Gaming’s innovative multi-game product that is available in upright, bar top, slant, and Casino cabinet styles.

Game Recall Function that allows the Operator to review past games including winning combination, amount collected, amount wagered, amount won, and the available credits.

GameTrak™ A Bally Systems PC based program used to create alternative performance and analysis reports from data gathered from the SDS.

GameWatch™ SDS® software that transforms data into graphical representations of the performance of the floor. Just by clicking icons, an Operator can isolate on a variety of parameters. There is even a CYCLE DISPLAY feature to automatically cycle the choices.

GMU (Game Monitoring Unit) An SDS® circuit board within the machine that records machine operation and transfers the information to the CIU via the Slot Line.

E

F

G



H

Handle (Pulls) Games played.

Hard Count The room, process, or the personnel counting coins generated by gaming operations.

Hard Credit Any Credit on a machine derived from a winning combination.

Hard Drop The controlled process of removing coins from gaming machines.

Hard Meters See *Electromechanical Meters*

Hit Frequency The winning combinations that will occur on the machine as a percentage of all combinations. It is calculated by dividing the number of individual winning games by the number of possible outcomes.

Hold Percentage The percentage of wagers retained by the Operator. It is calculated by subtracting the payback percentage from 100.

Home Run The cable lines from the Slot Patch Panel in the computer room to the casino floor.

Hopper Knife The Hopper component that moves coins from the Pinwheel to the coin outlet.

Hopper Optic Switch An opto-interrupter switch used on the Hopper to determine coin direction and count the number of coins being paid out by the Hopper. See also *Coin-Out Switch*.

Hopper Probe A sensor within the Hopper Bowl to detect a preset level of coins. When coins touch the probe a signal is sent by the MPU to energize a coil that moves the Coin Diverter Assembly to route coins to the Drop container.

Hot An SDS® layering system to monitor the activity on the floor and relate it to an individual Player's activity.

Hot Player A casino specified rating for a Player with qualifying wagers within a time frame.

Insert A piece of glass or film that contains information not included in the Feature, Display, or Reel glass. It can be a Pay Table or other important information. See also *Decal*.

I

J

Jackpot Keyswitch See *Audit Keyswitch*.

Jackpot Lockup A game state requiring intervention by an Attendant because the current win exceeds the setting at Win Lockup, or the current credits exceed the setting at Credit Collect Lockup upon a cashout. The Attendant must pay the Player and release the Jackpot Lockup before the machine is available for play.

Jackpot Reset Switch See *Audit Keyswitch*.

Jackpot Slip SDS® documentation from the Change Booth to track Attendant Pays for Jackpot Lockups.

Jumper A removable connector (plug, wire, etc.) that electrically joins separate connections.

Jurisdiction Area under the influence of a gaming control agency with the rights and power to interpret and apply the law as it applies to gaming.

K

Keypad An input device with multiple buttons linked to an SDS® EPI or DMK to access the



functions of the GMU.

Keyswitch A switch actuated by inserting and turning a key.

Knockoff Credits The credits registered on the machine when an Attendant activates the Knockoff Keyswitch.

LAN (Local Area Network) A network of interconnected computers covering a relatively limited geographic area, such as one or more buildings at one location.

LED (Light Emitting Diode) A semiconductor that glows when supplied with a current.

LED Message Center An arrangement of seven-segment LED arrays used on slot products to show information to the Player and Operator.

Line Noise Interference in a transmission line that may be caused by interference from a power source or poor connections within the line.

Link MAPS® single set of progressive parameters which include the progressive controllers, display interface units, and the gaming machines that participate in that set.

Linked Progressive Several machines contributing to common jackpots.

Lockup *see Jackpot Lockup*

Logical Device Name An SDS® name given to a terminal to describe its main function or menu access privileges.

Lottery A gaming system where all machines are usually connected to an off-site central computer.

Lower Display Glass (Door) *See Display Glass.*

Machine A gaming device. This term is also synonymous with EGM (Electronic Gaming Machine), VGD (Video Gaming Device), VGM (Video Gaming Machine) and VLT (Video Lottery Terminal).

Machine Meter Groups Operator accessible groups of related electronic meters. Machine Meter Groups include Bookkeeping, Win Records, Game Recall, Games Summary, Bill Transactions, Bill History, Progressive Jackpot Meters, etc.

Machine Options Operator-selectable configuration available from Diagnostic Function #11 in slot products and the Audit Key Menu in video products.

Mag Card (Magnetic Card) *See Employee Card or Player Card.*

Malfunction Codes *See Exception Codes.*

MAPS® (Multi Area Progressive System) A single Progressive System for multiple properties.

Market Code A numeric factory setting to cause the machine to operate in the manner prescribed by a jurisdiction.

Mastercom *See GMU.*

K

L

M



M

Maxbet Options Operator selectable maximum and minimum wager for some games.

Message Center See *LED Message Center*.

Monitor CRT (cathode ray tube), associated circuitry, and hardware for presenting game images and other information to the Player or Operator.

Monitor Video Frequency See *Refresh Rate*.

MPU (Microprocessing Unit) Circuitry that contains a microprocessor and memory, input/output interface, buffer, clock, and driver circuits. See also *CPU*.

MPU Board The PCB assembly that contains the CPU, memory, and associated logic and driver circuits to control the machine. Connects to the backplane.

Multi-Area Feature An SDS® software package that allows for the subdivision of a casino into manageable parts. With this system a message can be directed to a specific area, reports can be generated for that area, or for the whole system.

Multi-Line Game A game function that presents the Player with the opportunity to buy multiple Paylines by increasing the amount wagered.

Mystery Machine Pay A system that awards Players for coins played rather than a winning combination. See also *Bonusing*.

N

Nominal Percentage Payback percentage of a game including the Bonus for the maximum wager. See also *Basic Percentage and Bonus*.

Nudge Movement after a reel stop when a NUDGE symbol appears on the Payline.

O

Operator Any person, partnership, company, or corporation and/or their legal representatives who own, operate, service, maintain and derive profit from their association with gaming equipment.

Opto-Isolator A solid state isolation device that can be used to communicate with a progressive system. See also *Total In Relay*.

P

PAL (Programmable Array Logic) An IC which can be programmed to function as an array of logic gates.

Payback Percentage The amount the Player is expected to win divided by the amount of money played expressed as a percentage. On games where there is a Bonus for the maximum wager, the payback percentage will vary slightly according to how many credits per game are played.

Payline Where symbols align for award combinations. The Payline is determined by the game program. It can be vertical, horizontal, diagonal, or a combination of the three.

Payout Test Diagnostic Function #10 in slot products confirming that reel symbol combinations match the game's Pay Table as it appears on the Feature Glass.

Pay Table A chart of pay amounts for winning combinations.

PCB (Printed Circuit Board) Fiberglass on which electrical connections are formed by a printing and etching process. Integrated circuits and other electronic components are added,



forming a functional unit.

Peripheral An intelligent device connected to the machine such as a Touch Screen, hopper, printer, or Bill Acceptor.

Personality Programmed EPROMs of game-specific information that includes symbol distribution and pay tables.

Personality Socket The location on the MPU board where the Personality EPROMs are installed.

Pinwheel A rotating steel disc used in Coin Hoppers to dispense coins. Small metal pins or raised points along the outer circumference of the Pinwheel provide individual pockets where coins can ride along as the Pinwheel rotates. As the coins reach the exit point of the Hopper they are stripped off the Pinwheel by the Hopper Knife.

Player Any person who deposits money into a machine for the purpose of playing the game.

Player Card An SDS® magnetic stripe card encoded with privileges and benefits.

Player Tracking Connection A connection that is transferred through SDS to another Player Tracking System, usually an AS/400 system, for the compilation of player tracking information. This system is used primarily for Player Bonuses and marketing purposes. *See also Asynch, SDT and SNA.*

Player Tracking System A computer, software and accessories connected to gaming devices that allow the Operator to identify a Player, accumulate data, and reward the Player accordingly.

Play Speed A Machine Option controlling the rate at which game events occur, such as deal speed, duration of Reel spin, etc.

Poll 1. An electronic request for information, usually from a central PC or other computer to peripheral devices. 2. The process of gathering meter information from each game and reporting it to the central computer.

Port The connection that allows communication between a digital system and an external device.

PRD (Peripheral Device) Communication protocol between processors controlling second-feature games such as Roll-the-Dice™.

Progressive 1. A system of pooling a portion of each wager into a cumulative fund that is available for a win. 2. A game that increments the prize amount based on Player participation. *See also MAPS, Linked Progressive, Stand Alone Progressive, and WAPS.*

Progressive Controller A system to track wagers, increment the Jackpot accordingly, and reset it to the base amount when the Jackpot is won.

Progressive Jackpot The Jackpot offered by a Progressive System in lieu of a fixed Jackpot.

PROM (Programmable Read Only Memory) An integrated memory circuit where data can be stored, and generally cannot be altered thereafter.

Protocol The communication standard between two devices.



Q
R

- Pseudo Coin** A nonrevenue Coin-In signal that allows the Operator to play the machine while the Main Door is open.
- Qualifying Play Achieved** Message generated when Operator-set parameters are met thereby qualifying a Player for a specified reward.
- RAM (Random Access Memory)** Volatile read/write memory.
- Real Time Clock (RTC)** See *RTC*.
- Rebet** A function that allows a Player to duplicate the wager of the previous game by pressing REBET or the DEAL-SPIN-START button.
- Red Board** An SDS® term for the CIU which is usually red.
- Reel Glass** The glass framing the reels.
- Reel Map** A listing of the symbol distribution on each reel strip. It is shipped with the machine and with model conversion orders.
- Reel Tape** Plastic imprinted with game-specific symbols that is wrapped onto a slot reel.
- Refresh Rate** The number of times per second the screen is redrawn. This is equal to the vertical synchronization frequency in a CRT. Expressed in Hertz (Hz).
- Reg. 14** A reference to Nevada Gaming Regulation #14 which specifies signals that must be included in a protocol for communicating with progressive systems.
- Reserve Game** An SDS® DMK function that allows an Employee to reserve a game for a special Player.
- Reset Keyswitch** See *Audit Keyswitch*
- Reset Switch** The Reset button on the MPU board used for a System reset.
- ROM (Read-Only Memory)** Semiconductor memory onto which data has been permanently stored.
- RS-232** A serial communication standard that uses signals more negative than five volts for a high, and more positive than five volts for a low.
- RS-485** A serial communication standard with balanced drivers and receivers, requiring two transmit and two receive lines, to sustain signals over long distances. Uses +5 volts (TTL).
- RTC (Real Time Clock)** An IC for maintaining time and date information.
- SafeRAM™** Battery-backed RAM with restricted write access that stores game information. This information can be erased only with a SafeRAM™ Clear.
- SafeRAM™ Clear** The process of erasing and initializing game information stored in the SafeRAM™ storage area.
- SafeRAM™ Clear Chip** Special EPROMs used for a SafeRAM™ Clear.

S



S

SAS® (Slot Accounting System - IGT) A data collection and accounting package and the communication protocol used by this system.

Scale Package An SDS® optional feature that facilitates the Hard Count Drop and increases accuracy. The Hard Count scales automatically send the data to SDS®, eliminating any manual entry.

Schematics A graphical representation of an electrical circuit or assembly.

Screen Banner See *Attract Message*.

SDS® (Slot Data System) A computerized accounting and machine monitoring system developed by Bally Gaming and Systems, and the communication protocol used.

Select-a-Bet™ A multi-denomination betting feature of the Gambler's Choice™ machine that allows the Player to choose the value of each credit within an Operator-selectable range.

Sensor The component that converts an input signal to a quantity that is measured and changed to a readable signal for an information gathering system.

Service Time Report An SDS® report of Employee activity including the time needed to return a malfunctioning machine to operation.

Seven-Segment Display A display comprised of seven separate LED bars that display the digit "8" when all are active.

Shelf Wheel A metal disc attached to the Hopper Pinwheel providing a shelf for coins. Changing denominations usually requires changing the shelf wheel and may require changing the Pinwheel.

Slant A machine Cabinet with a slanted top designed for Player comfort which incorporates the following features: standard height seating, a padded armrest, easy access to coin and bill entry, game action below eye level, and Feature Glass at eye level.

SLIP An SDS® logical device name where EPI/DMK Fill Slips are printed. Casinos segmented into multi-areas can direct Fill Slips to other Change Booths.

Slip Drop The collection of all of Slips from the floor for balancing with the Floor Activity Reports.

Slot Game A game that utilizes spinning reels.

Slot Line SDS® cabling.

Slot Patch Panel An SDS® hardware component that interfaces the Slot Line and the CIU within the CIU/SIU.

Slot Product Distinction made for machines using motor-driven reels for games as opposed to video machines which present games on a CRT.

SMART System (Slot Marketing And Revenue Tracking System) An accounting system developed by IGT.

SMI (Specific Model Information) The percentage, Reel Tape specifications, art form numbers, glass numbers, and EPROM identification that comprise a unique model.



S

SNA (Systems Network Architecture) Another type of Player Tracking Connection used by SDS®. The architecture was created by IBM.

Soft Count The counting of currency generated by gaming operations and the location where the activity takes place.

Soft Credit A Credit from any source other than a winning combination (Hard Credit). For example, credits from bills, Coupons, coins, Knockoff Keyswitch, ECT, or EFT.

Soft Drop The controlled process of removing bills from Bill Acceptors.

Soft Meter Any of the Machine Meter Groups stored in SafeRAM™.

Solenoid An electromagnetic device that converts electrical energy into mechanical energy. The solenoid consists of a coil which, when energized, becomes a magnet. The magnet then causes a metal component to move in order to activate a mechanical device.

Stand Alone Progressive A progressive award that can only be won on one machine.

Stepper Motor A motor used for precision motion control. Stepper Motors rotate by applying a pulsating voltage to the windings. Each pulse causes the Stepper Motor shaft to rotate only a few degrees (1.6° per step on Bally Slots).

Super Jackpot Meter Number of times the machine has had a win that triggers JP0 while Option 7, External Jackpots, is greater than zero.

Synchronous The ability to perform two or more processes at the same time controlled by a mutual timing signal or clock.

System Clock A circuit on the MPU Board that provides timing pulses for synchronization.

System Generated Code Exception Codes generated by SDS® in response to events recorded at Change Booths, at the RS-6000, or internally.

System Reset Function used to return the program pointer to a known value. A System Reset button is provided on the MPU Board Assembly for the Operator to restore a machine to operation after a malfunction.

T

System Test The simulation of a running program to check for proper functioning of components and interconnections.

Terminal Patch Panel An SDS® hardware component that interfaces the terminal lines and the EIA Board within the CIU/SIU.

Terminal Server OEM hardware for SDS® used to join several different terminal connections to the Network, then link to an SDS connection.

Test Box An SDS® GMU attached to each Slot Patch Panel to maintain the activity of the CIU to prevent its hibernation.

Top Box An enclosed area at the top of the machine that typically contains a light assembly, Feature Glass, Tower, and optional assemblies.

Top Box Glass See *Feature Glass*.



Tournament Operation With additional hardware and enabled options, machines can operate in a non-revenue state. Players compete with other Players to amassing the most credits within a time period.

T

Tower Light (a.k.a. Candle) The multi-lamp assembly mounted to the top of the machine. It displays machine states and game conditions using combinations of steady and flashing lamps.

Troubleshooting (a.k.a. fault finding) The process of systematically locating and eliminating the source of a malfunction.

U

UART (Universal Asynchronous Receiver Transmitter) Integrated circuit used in serial communication.

UNIX The operating system used by Bally Systems for SDS®. Developed by AT&T Bell Laboratories in 1969.

Upright Any machine model, except a slant or bar top. It is usually attached to a stand.

UPS (Uninterruptable Power Source) A local backup power source for short term electrical power if the primary power fails.

V

Video Frequency *See Refresh Rate.*

Video Products Distinction made for machines using a CRT display to present games as opposed to Slot Products which use motor-driven reels for games.

Virtual Reel An electronic slot machine with statistically calculated reel stops that are greater than the number of stops possible on a physical reel. This allows for higher awards, irrespective of the physical size of the machine components. (Patent owned by IGT.)

VLT (Video Lottery Terminal) A machine that communicates with a central computer system. Video Lottery Players often receive payment in the form of printed tickets that are redeemable for cash.

Volatility An index of the deviation from the expected Hold of a game.

Voucher A ticket from a Video Lottery Terminal redeemable for cash.

W

WAPS (Wide Area Progressive System) A progressive jackpot network linking several casinos. The games are played for a prize funded by the controlling agency. Examples include Thrillions®, Megabucks®, and Quartermania®. *See also MAPS.*

Weighted Mapping The variable statistical weights assigned to reel positions. An alternative to Virtual Reel.

X

Wide Area Progressive System *See WAPS, or see MAPS.*

XC *See Exception Code.*

XMISER An older SDS® GMU.

