

LTT - LTG Programming menu

- To enter programming menu :
- 1) Switch off the machine
 - 2) Put this panel on front panel (For LTG use internal keyboard and look at led sequences)
 - 3) Switch on the machine
 - 4) Digit 3 6 9

The 6 LED labeled A B C D E F correspond to the following menus

PAPER END
When paper ends, machine stops
leds D,E,F will blink and
LED 3 will be constantly on.

Error Message :

A)

```
astro lotto
version n. 1.4
(c) 1999 dps-pretatic
[1] = counters
[2] = clock
[3] = coins
[4] = lucky numbers
[5] = service
[9] = exit
```

To select desired function
press corresponding number

B)

```
*) counters
total coins :0000012589
lst coll. :0000001589
total plays :0000012589
lst coll. :0000001589
date format = YY-mm-dd
print date:
99-05-23 15:20
last play:
99-05-21 17:20
clct date:
99-02-25
[0] = reset coins
[<] = exit
```

COINS Total and partial counter.

Tickets total and partial counters

date format - not changeable

Ticket print date

date of last ticket emission

Date of last partial counter reset

[0] = reset coins

[<] = exit

C)

```
12-05-1999      13:15
*) clock :
```

Any modification of the date and time data
will be reported in this part of the ticket

To set clock, select part to modify
and then input new value, always in 2 digits
i.e. 8, input 08

D)

```
*) coins per credit
[1] = one coin
[2] = two coins
[3] = three coins
[4] = four coins
[<] = exit
```

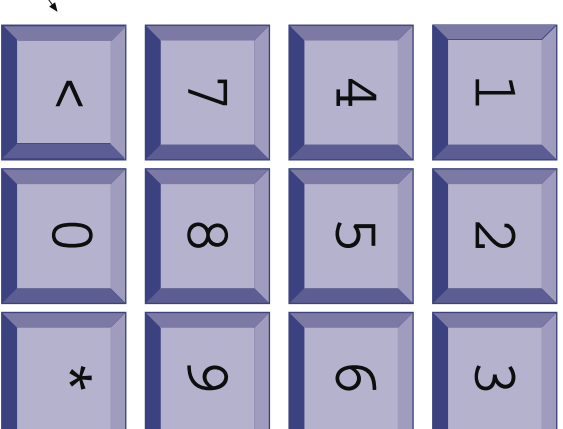
X indicates current selection

B)

Counters

Clock setup

A Main men



D coins per credit

E Lucky Numbers

F Service men

Use this key to exit or to return to
previous menu or to stop introduction
of a 2 digit number.

What should you do :

LED 1 You have to make a selection that will
only need one digit

LED 2 You have to make a selection that will
need 2 digits. I.e. to enter 8 press 08

LED 3 This led will blink momentarily when
a key is pressed

E)

```
*)lucky numbers - setup
1=number range 1 to.....39
2=numbers per line.....06
3=lines to print.....03
4=ascending order?.....1
[0=NO 1=YES]
[*] = print out test
[<] = exit
```

These data are programmable, always
input 2 digits

For this option digit either 1 or 0

this option allows to check how lucky
numbers will be printed