

MY SLOT NOTES

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Glossary- Vocabulary *Words that are used in* *The Gaming Industry*

ABS:*(Acres Bouncing System)*

AC ALTERNATING CURRENT - AC VOLTAGE: - *Either voltage or current that varies smoothly from zero to a maximum value in one direction, or polarity, and returns to zero. It then reverses its direction (polarity) and rises to a maximum value in the opposite direction, and then returns to zero to complete the cycle. This cycle is repeated continuously. The number of cycles per second is its frequency, measured in hertz (Hz).*

ACCESS PATH: *The procedure used by a database management system to access data stored in a database.*

ACCESS TIME: *The time a computer takes to locate and transfer data to or from storage. Composed of seek time and transfer rate.*

ACCOUNT CONTROL EXECUTIVE (ACE): *This software consists of the processes and databases used to define and maintain configuration details, accounting information and reporting.*

ACCOUNTING ANALYSIS SYSTEM (AAS) *The computer software system used to provide a database of information. The AAS uses various menu options to create and print reports. Accounting option the software option that displays statistics accumulated in game play, such as the number of coins-in or the number of credits won.*

ADDRESS: *1) the unique number assigned to each component of a larger system. 2) In data transmission, a code for a specific terminal.*

ACTIVE COMPONENTS: *Electronic components such as semiconductors, transistors, diodes, etc., that can operate on an applied electrical signal and change its basic characteristics (e. g., switching, amplification, rectification)*

ACTIVE TRIM: *The trimming of a circuit element (resistor) to obtain a specific functional output*

ADS: *Accounting Data System*

ADSC: Accounting Data System Communicator Used with the IGT Wide Area Progressive Security and Accounting System to receive and transmit data between the ADS and CCOM.

AGING: The change in the properties of a material over time and under varying conditions of humidity, temperature, pressure, etc.

AGING PERIOD: A time period during which information (usually video lottery ticket information) is held in a readily accessible database for verification purposes.

ALTERNATING PROGRESSIVE: A progressive system in which there are two meters each associated with the top award on the gaming machine(s). One meter is set to a higher base amount than the other. During play on the machine(s), the meters both progress at the same rate and an arrow, or other indicator, flashes back and forth between the two meters. When the jackpot is ultimately hit; the player wins whichever amount the arrow is pointing at

AMPERE: - the unit of measurement of electrical current flow, named after André Ampère, a 19th century French physicist. One ampere is the value of current that will be maintained in a circuit with an electromotive force of one volt and a resistance of one ohm. One ampere = 6.25×10^{18} electrons/second. See CURRENT.

AMPLIFICATION: The process of increasing the voltage, current, or power of an electrical or electronic signal.

AMPLIFIER: An electronic circuit that draws power from a supply voltage, or voltage source, to produce, at its output, an increased reproduction of the signal existing at its input. The amplifying component could be a transistor, vacuum tube, or an appropriate magnetic device.

ANALOG: Varying smoothly and continuously over a range, rather than changing in discreet jumps. For example, a 12-hour clock face is an analog device that shows the time of day by continuously changing the position of the clock's hands.

ANALOG CIRCUIT: An electrical circuit that provides a continuous relationship between its input and output / A circuit, comprised of linear components, that provides a linear function.

ANALOG SIGNAL: an electrical signal that has continuously varying voltages, frequencies, or phases.

ANALOG VOLTAGE: A gradually changing voltage. The term is interchangeable with LINEAR VOLTAGE.

ALUMINA: ALUMINUM OXIDE: The primary compound in Alumina (ceramic) substrates.

ARCHIVE: 1) to copy programs and data onto an auxiliary storage medium, such as a disk or a tape, for long-term retention. 2) To store data for anticipated normal long-term use. 3) A procedure for transferring image information from an online optical storage medium to an offline medium.

ARMATURE: The moving part of a magnetic device consisting of one or more coils that are electrically connected to create the Rotor section of a generator

ARRAY: A group of elements or circuits arranged in rows and columns on a substrate

ASSEMBLY: A group of components physically joined to a PCB or ceramic board.

ASYNCHRONOUS: Not synchronized by a mutual timing signal or clock. Asynchronous Transmission a method of data transmission in which the receiving and sending devices don't share a common timer, and no timing data is transmitted. Each information character is individually synchronized, usually by the start and stop of bits. The time interval between characters isn't necessarily fixed.

ATTENDANT: The person who has access to accounting, diagnostics and other attendant functions by turning the attendant key switches on the machine. An individual employed by a gaming establishment for the purpose of recording accounting/diagnostic information, and clearing machine lockup conditions. For example, performing a hand pay and clearing a jackpot machine lockup using the RESET key switch

ATTENDANT HAND PAY: The balance paid by an attendant when an award exceeds the hopper pay limit (an Operator set amount the hopper pays on a single win or cash-out condition). For example, if the hopper pay limit is 400 coins and a winning combination appears on the pay line with an award amount of 800 coins, the hopper dispenses 400 coins into the coin tray and enters an attendant pay lockup condition. An attendant pays the remaining 400 coins, and uses the RESET key switch to clear the lockup condition.

ATTENDANT MENU: The menu entered by turning the attendant key switch that allows access to accounting, diagnostics and other attendant functions. This menu appears on the screen and shows what options are available.

ATTRACT MODE: Visual and/or music options intended to attract players when the machine is in the idle mode. These include flashing lights, reel movement, and playing programmed music selections. The attract mode is configured through software settings.

AUTOBET: An option that enables a player to wager the same number of credits as the previous game simply by pressing the Deal-Spin-Start switch. For example, if a machine accepts a maximum wager of 5 coins and a Player wagered 3 coins on the last game, pressing the SPIN REELS (START) button automatically wagers 3 coins and starts the game cycle.

AUTOCYCLE: The machine automatically cycles through each test without operator or attendant intervention.

AUTOHOLD: an option that, when selected in the self test mode, automatically holds suggested winning combinations of cards and displays a HELD message above the cards in a game.

AWARD INSERT: A separate piece of glass or film used when the exterior glass panel has an opening for an award insert, such as "4000 coins

BACKGROUND COLOR: The screen color surrounding the game elements and the game-related information.

BACKUP: 1) A term pertaining to procedures or standby equipment available for use in the event of failure or overloading of the normally used procedures or equipment. 2) To make a copy of a program or data in case the original is lost, damaged or otherwise inaccessible.

BANK CONTROLLER DATA CONDENSER: responsible for communication between DCNs and other system components.

BANNER: A setup or downloadable message, which is scrolled across the main menu screen to attract or inform a player.

BAR MACHINES: A collective term referring to flattop machines, as opposed to upright machines.

BASE AMOUNT: The starting point for a progressive jackpot award. For example, the top award for a group of machines linked to a single progressive jackpot controller continues to climb until won. The progressive award then reverts to the base amount and begins climbing again until won. .

BARS: Bars are a common symbol you'll see on many slot machines. It is usually a rectangular shape with the word BAR printed on it. There are usually single, double, and triple bar symbols on the reel.

BATTERY BACKUP: Auxiliary power provided to a computer so that volatile information is not lost during a power failure. If machine power is lost or turned off, configuration, accounting, diagnostic, and last/previous game information (is protected by a battery on the CPU)

BATTERY RAM: A battery that preserves the clock settings and the RAM contents when the power is off.

BAUD: 1) A unit of data transmission speed. 2) The maximum speed at which data can be sent down a channel, such as a telephone line.

BELLY GLASS: Frame mounted glass located on the front door of an upright machine below the door buttons. Frequently displays game graphics and/or pay table information, but can be custom ordered. Sometimes found in homes with an Old Casino's Name

BET DOWN: A screen button that, when touched, decrements the number of credits wagered toward a game and returns them to the credit meter. If the button remains touched, the bet will continue to decrement at a determined rate until the bet reaches one.

BET MAX: (Bet Five, etc.) A player panel switch or screen button that wagers either the maximum number of credits the machine will accept or, if insufficient credits exist, all remaining credits. For example, if a five-coin machine has ten credits shown on the credit meter, pressing this button wagers five credits and spins the reels. If only two credits show on the credit meter, pressing this button wagers two credits, and the Player is given the chance to insert more money to wager the maximum allowed.

BET ONE: A player panel switch or screen button that wagers one credit each time it is pressed. For example, if a five-coin machine has ten credits shown on the credit meter, pressing this button wagers one credit

BET UP: A screen button that, when touched, increments the number of credits wagered toward a game and decrements them from the credit meter. If the button remains touched, the bet will continue to increment at a determined rate until the bet reaches maximum coins-in or the credit meter reaches zero.

BILL ACCEPTOR: (same as bill validator) Optional assembly that accepts valid paper bills and causes the host machine to either dispense change or issue credits. A device which examines inserted paper currency or coupons. Accepted bills or coupons register as credits. Rejected bills or coupons are returned to the Player.

BILL ACCEPTOR PAY MODE: The available options are credit only (pays only in the form of credits), player initiated (pays either credits or cash depending on the player initiated selection) and noncredit.

BILL BOX: Located within the Bill Validator, the box that bills are stored in after being accepted by the device. AKA Cash Can

BILL BOX EXTRACTOR: A device that is used to remove the Bill Box (Cash Can) from the machine, without allowing access to the currency within the box.

BILL VALIDATOR HEAD: The device within the Bill Validator assembly that accepts or rejects paper currency. AKA DBV Head

BILL VALIDATOR: A device that verifies and rejects, or accepts, currency for conversion into credits, coins, or tokens

BILL VALIDATOR DOOR: A keyed door preventing unauthorized access to the bill validator module (bill head)

BILL VALIDATOR MODULE: Often referred to as the bill head (BV – DBV), a device within the bill acceptor which compares inserted bills or coupons to programmed standards and either accepts or rejects them.

BINARY: Characterized by having two different components or by having only two alternatives or values available.

BINARY SYSTEM: 1) A number system that uses only 0 and 1 as digits. 2) The representation of numbers in the base-2 system, using only the two digits 0 and 1. A single binary digit - a 0 or a 1 - is called a bit.

BIT: 1) A contraction of binary digit. The smallest unit of information that a computer can hold. The value of a bit is either 1 or 0. 2) A unit of computer information expressed in base 2 numbering system.

BIT RATE: The speed at which bits are transmitted, usually expressed as bits per second or bps.

BITBLITZ: IGT propriety designed video controller on the processor board, which provides unmatched speed, resolution and animation capabilities.

BLANK: The blank spaces that separate one symbol from another on the slot machines reels.

BOND: An electrical interconnection, i. e., wire bond.

BONUS An adjustment built into the pay table of a gaming machine to pay the player additional coins for a given win as a reward for playing the maximum coins. For example, on a three coin multiplier game, a particular combination might pay 100 coins with one coin played, 200 coins with two coins played, and 500 coins with the maximum of three coins played. The 500-coin pay in this case contains a 200-coin bonus for playing with the maximum coins.

BONUS BANK™: An innovative game combining special reel symbols (Bonus Bank™ insignias) with illuminated displays embedded into the pay table glass. Bonus Bank™ symbols substitute for any symbol to complete a win combination and act as an award multiplier.

BONUS BUTTON: Used for interaction with ABS. Allows the player to confirm receipt of a bonus.

BONUS PAY: Expanded pay for top awards won with maximum coins bet, greater than a linear multiple of the wager. If the top award multiplier (number of coins paid per coin bet) is 300 for one to four coins bet, it might be 900 for five (max) coin bet.

BOOKKEEPING METERS: Electromechanical and electronic (software) meters, which record accounting information.

BOOT: (same as power up) To start up a computer. Some of the Newer Games take a very long time to boot up

Bps (bits per second) (same as bit rate) the speed at which bits are transmitted, usually expressed as bits per second or bps.

BROWSE: An option in various menus that allows the user to view data in a tile without changing the information.

BUFFER: 1) an area of memory set aside for the specific purpose of holding data until it is needed. 2) A "holding area" of the computer's memory where information can be stored by one program or device and then read at a different rate by another.

BURN-IN: The process in which a device is electrically stressed by subjecting it to an elevated temperature and voltage for an adequate period of time to cause the failure of a marginal device

BUS: 1) A path along which information is transmitted electronically within a computer. 2) An electrical or electronic connection between devices.

BUS SPECIFICATION: The specification describing the physical characteristics of the bus and the protocol that governs the use of the bus.

Buy-A-Pay: A type of game in which the player "buys" various paying combinations by playing more coins. Usually, buy-a-pay games will pay their top award only if the maximum coins have been played.

Byte: A unit of information consisting of a fixed number of bits. A group of bits treated as a single unit.

CABINET: Cabinet: The painted, powder coated, or laminated shell that surrounds the metal enclosure on some machines, housing the machine components

CAGE A secure area in a casino used to handle and store large amounts of money.

CANDLE: The multi-lamp assembly mounted to the top of an upright cabinet or slant top, top box which displays machine mode and game status information via flashing and steady illuminated lamps..

CAP Color Attribute PROM Contains color definitions used to build images on the screen during each phase of a video game. A complete set of video game chips includes a CAP, a set of CGs, and a game program EPROM.

CARD: 1) A printed-circuit board that plugs into one of the computer's expansion slots, allowing the computer to use one or more peripheral devices such as disk drives. 2) A printed-circuit board or card connected to the bus in parallel with other cards.

CARD BOX: (Player Tracking or PT unit) The card box (PT unit) has a card reader that scans a member's card and sends the card ID number to the system so the records can be accessed. It also has a display unit to greet the member, show points, etc.

CARD CAGE: A sealed box in the machine that houses the programmed information for the game type being played. Some requires a key to access it. This is also called the lower module.

CARD READER: This is basically a player tracking input function although LEDs (ERR and OK) are available as outputs for a reader without a display. The magnetic stripe that uses a card with up to three magnetically encoded tracks and a reader equipped with a magnetic head to read card data. AKA The interface device in a machine which accepts a Payer Club Card for the purpose of recording statistical information about a Player

CAROUSEL: A collection of machines with a common jackpot linked together via fiber-optic cables in one specific area or location. AKA a collection of game surrounding a Change person – Passing Change down to the Customer

CASH CASSETTE: Device within the bill acceptor where bills are stored until removed. AKA Cash Can

CASH CREDIT: When credits show on the credit meter, pressing this button causes the machine to dispense coins into the coin tray until all credits are paid to the Player, subject to the hopper max pay limit

CASH OUT: A switch that converts machine credits to cash or payable vouchers. The Cash Out switch on the player panel activates this machine function.

CASH SLIP: A printed ticket from a video lottery terminal (VLT) that is redeemed for cash in lieu of direct payment as with a gaming machine.

CATHODE RAY TUBE: (CRT) an electronic tube with a screen, such as a television picture tube, Video Slot & Poker Games which information can be displayed.

CC CLUSTER CONTROLLER: 1) A down-line processor that collects data from a number of machines, then transmits concentrated data over a single communications channel. 2) A communication device that stores validates and forwards accounting and security data to the central system. The most common cluster controllers are CVTs, LCTs, and LCOMs. 3) An intelligent communications device at a remote site that is responsible for polling the machines.

CCITT: Consultative Committee on International Telegraphy and Telephony An international committee that sets standards and make re-commendations for international communication.

CENTRAL COMPUTER: The central processor located at a central site.

CENTRAL COMPUTER SYSTEM: (CCS) In linked games, monitors game machine operation and collects accounting and security information.

CENTRAL PROCESSING UNIT: (CPU) the "brain" of the computer; the microprocessor that performs the actual computations in machine language.

CENTRAL SITE: The physical place where the central system is located.

CENTRAL SYSTEM: The hardware at the central site, along with the software used to operate and control the retail sites.

CERAMIC: An inorganic, nonmetallic material. Examples include alumina or glass-ceramic. Ceramics are often used in forming ceramic substrates for the packaging of semiconductor chips

CERAMIC PACKAGE: Hybrid package enclosure consisting of an inorganic, nonmetallic material such as alumina. A package constructed with a substrate base, a glass attached frame, and a metalized ring for lid attachment; a low cost method for achieving hermeticity.

CFE: Communications Front-End 1) A processor on the network that is between the Real Time System's processor and the cluster controllers at the remote site. The CFE is responsible for communicating with and polling the cluster controllers. When it is polled by the real time system it responds with the data gathered from the CCs. 2) A computer system that controls the transfer of data from the cluster controller to the central system.

CG: Character Generator chip. A character generator chip located on a processor board that generates images on video monitors.

CHARACTER: Any symbol that has a widely understood meaning and thus can convey information. Some characters include letters, numbers and punctuation.

CHECKSUM: The result of an arithmetic operation on the number of bits in a sequence, used to verify the integrity of game data in the EPROM. A stored or calculated value used to verify there is no data corruption in memory

CHIP: The individual circuit or component of a silicon wafer. The leadless form of an electronic component part, either passive or active, discrete or integrated.

CHIP-AND-WIRE: A hybrid assembly technology employing face-up wire bonded chip devices.

CHIP CARRIER: An integrated circuit package that is usually square and may possess a cavity for a chip in the center and whose connections are typically on all four sides.

CHIP-ON-BOARD: (COB): A configuration in which a chip is directly attached (without any prior packaging) to a printed circuit board or substrate by solder or conductive adhesives.

CLEAN ROOM: A manufacturing area where the air is filtered to remove dust particles.

CIRCUIT: A single component or group of interconnected components powered by a source of voltage and configured according to specified rules. A circuit performs a specific or a predetermined general task

CIRCUIT BOARD: A board containing embedded circuits and an attached collection of integrated circuits (chips).

CIRCUITRY: A network of wires, chips and resistors and other electronic devices and connections.

CISC: Complex Instruction Set Computer. A type of central processing unit found in the majority of personal computers. It requires several clock pulses to complete one instruction.

CLEAR ELECTRONIC METERS: The process of electronically erasing values stored in the electronic period (temporary) bookkeeping meters. Clearing the electronic meters ensures accurate statistical recording when the machine is put in service. If data is corrupted, it may be necessary to record & clear these meters.

CLERK VALIDATION TERMINAL: (CVT) a cluster controller that has a keyboard and the ability to print sales reports. The cluster controller stores the data collected from the machines located at a particular location. Used by a cashier to validate printed cash-out tickets (for lottery games) prior to cash redemption.

CLOCK: 1) A timing device that generates the basic periodic signal used to control the timing of all operations in a computer. 2) A device that records the progress of real time, or some approximate of it, and whose contents are available to a computer program.

CLOCK CHIP: A special chip in which parameter RAM and the current setting for the date and time are stored. A battery powers this chip when the system is off, thus preserving the information.

CLOCK SPEED: The rate at which a microprocessor executes instructions.

CLUSTER CONTROLLER: (CC) 1) A down-line processor that collects data from a number of machines, then transmits concentrated data over a single communications channel. 2) A communication device that stores validates and forwards accounting and security data to the central system. The most common cluster controllers are CVTs, LCTs, and LCOMs. 3) An intelUgent communications device at the remote site that is responsible for polling the machines.

CMOS: memory Complementary Metal Oxide Semiconductor memory

BATTERY-POWERED MEMORY: used to store backup RAM data for most games. This is the primary permanent memory storage, and is located in the card cage or the lower module.

COAXIAL CABLE: A special type of communications cable that permits transmission of data at high speed. Usually employed by local networks.

COIL: A length of insulated wire wound around a laminated iron or steel core, a ferrite or powdered iron core, or a non-ferrous material such as ceramic aluminum, or plastic. A non-ferrous core is called an "air core" since it is non-magnetic in nature.

COIN ACCEPTOR: A mechanical device, which examines inserted coins, comparing the size & weight. Accepted coins register as credits. Rejected coins are returned to the Player

COIN COMPARITOR: An electronic coin acceptor mechanism that receives and validates coins deposited in the machine. A coin comparitor uses a sample coin against which incoming coins are compared for validity.

COIN CHUTE: *The pathway an inserted and accepted coin follows to the hopper, or drop bucket*

COIN DROP BOX: *the container in the bottom of the cabinet that catches and holds coins from the coin-in assembly. In bill acceptors, the lower compartment where bills are deposited.*

COIN DROP-BOX SENSOR: *switch this switch monitors the number of times the drop (cash) door is opened.*

COIN HANDLING BRACKET: *The mounting bracket holding the coin acceptor, coin diverter, and coin optics.*

COIN HEAD: *The opening through which coins and tokens are inserted into the machine.*

COIN TRAY: *Metal tray on a machine where coins are paid out or returned.*

COIN-IN COINS WAGERED: *The coin-in assembly receives, verifies, counts and appropriately routes coins deposited in the machine. The coin-in meters (Mechanical and software) accumulate total coin-in numbers*

COIN OPTICS: *Devices which detect a passing coin and send a signal to the CPU. Typically, there are two coin-in optics located directly below the coin acceptor, and one coin drop optic located below the coin diverter Coin-Out Coins or credits won and paid, or credits won and wagered. The coin-out meters (mechanical and software) accumulate total coin-out numbers.*

COMMUNICATION: *1) the flow of information from one point (the source) to another (the receiver). 2) The act of transmitting or making known. 3) The process by which information is exchanged between individuals through the use of a commonly accepted set of symbols.*

COMMUNICATION MODE: *An operating state in which a serial card or port is prepared to exchange data and signals with a modem or other type of data communication equipment (DCE).*

COMMUNICATION SYSTEM: *Any one of several system configurations linking machines and a control device (LCOM, CVT or modem) via fiber-optic cables to a central computer for the purpose of gathering accounting data.*

COMMUNICATIONS CHANNEL: *The physical means of connecting one location or device to another for the purpose of transmitting and receiving data. Coaxial cables, fiber optics, microwave signals, telephone lines and satellite communications all serve as communication channels.*

COMMUNICATIONS FRONT-END: *(CFE) 1) A processor on the network that is between the Real Time System's processor and the duster controllers at the remote site. The CFE is responsible for communicating with and polling the cluster controllers. When it is polled by the real time system it responds with the data gathered from the CCs. 2) A computer system that controls the transfer of data from the cluster controller to the central system.*

COMMUNICATIONS PROTOCOL: *A set of communication rules that provides for error checking between devices and ensures that transmitted data are not lost.*

COMPONENT: *An individual part or element of an electrical or electronic circuit, which performs a designated function within that circuit. It may consist of a single part, a combination of parts, or assemblies.*

CONDUCTOR: A metal material that allows electrical current to flow and has essentially zero resistance

CONFIGURATION: 1) A general-purpose computer term that can refer to the way a computer is set up. 2) The total combination of hardware components that make up a computer system. 3) The software settings that allow various hardware components of a computer system to communicate with one another. .

CONFIGURE: To change software or hardware actions by changing settings.

CONTRIBUTION: The percentage of total play into a machine that is applied to the progressive jackpots and reserve funds. The number is divided by all locations on line based on the amount of play per each game at that location.

CONTROL CHARACTER: A non-printing character that controls or modifies the way information is printed or displayed.

CPU: Central Processing Unit The major component of a computer system with the circuitry to control the interpretation and execution of instructions.

CRC: Cyclic Redundancy Check Signals, sent between microprocessor devices, to verify the identity of each device in order to prevent tampering or incorrect data being sent.

CREDIT: One credit is equal to the denomination of the game being played. Games are played using credits for ease of displaying the amount bet and won.

CREDIT LIMIT: The maximum number of credits the machine will accumulate before causing either a hopper-pay, hand-pay or cash-out ticket situation.

CREDIT PLAY: Allows all awards, except the top award and hand pays, to accumulate on the Credits display rather than dispensing from the hopper. Some game versions allow player-selected credit or noncredit play.

CREDITS CANCELLED: Credits hand-paid (but not won), that are cashed out of the credit meter. These credits could come from either a coin-in or a bill acceptor.

CREDITS COLLECTED: The sum of credits won and credits cancelled that are paid out during cash out.

CRT: Cathode-Ray Tube An electronic tube with a screen, such as a television picture tube, upon which information can be displayed.

CURRENT: The movement of electrons per second through a conductor or a component. It is measured in amperes and is designated by the letter, I. There are 6.25×10^{18} electrons per second in one ampere. (10¹⁸ = a billion billion)Current

CONTRIBUTION AMOUNT: The value of the prize contribution at the current point of time.

CURSOR: 1) the moving, sliding, or blinking symbol on a CRT screen that indicates where the next character will appear. 2) A symbol displayed on the video monitor in the self-test mode indicating where the user's next action will take effect.

CVT: Clerk Validation Terminal A cluster controller that has a keyboard and the ability to print sales reports. The duster controller stores the data collected from the machines located at a particular location. Used by a cashier to validate printed cash-out tickets (for lottery games) prior to cash redemption.

DAISY CHAIN: A method of linking multiple machines together and to an external device. The first machine is linked to the device, the second machine is linked to the first, the third machine is linked to the second, and so on.

DATA INFORMATION: Data bits in the stream of bits being sent from a computer to a peripheral device or another computer, the bits that contain meaningful information.

DATA BUS: The path along which general information is transmitted within the computer.

DATA byte: The basic unit of data the computer sends to the printer.

DATA COMMUNICATIONS: 1) the movement of encoded information by means of electrical transmission systems. 2) The entire process and science of enabling digital devices, such as computers, to communicate with each other.

DATA ENCRYPTION: A coding technique used to secure sensitive data by mixing or jumbling the data according to a predetermined format.

DATABASE: A collection of information organized in a form that can be readily manipulated and sorted by a computer user.

DATABASE MANAGEMENT SYSTEM: A software system for organizing, storing, retrieving, analyzing and modifying information in a database.

DAY METERS: The data resulting from the last daily poll of the machines. They provide the data on the number of games played and won, dollars played and won, and other critical information.

DC: Direct Current an electric current flowing in one direction.

DCN: (Data Collection Node) an electronic circuit board connected to each game in the Acres Bonus System.™ It handles communication between the host and machine, receives bonus promotions from bonus servers, and sends bonus-related information to bonus servers, concentrator and the host.

DCS: Data Communication System One of several optional communication systems whereby the machine sends selected data to an external accounting device.

DCU: Data Collection Unit A device capable of collecting and storing information (real-time data) from up to 32 card boxes. It also receives data and messages from the FEC for transfer to the card boxes.

DECIBEL: The minimum change in sound intensity the human ear can distinguish. A doubling of volume is a 10 dB increase. To double volume in a stereo system requires a ten-fold increase in power output (watts).

DECIMAL NUMBER: A numeral, usually of more than one digit, representing a sum in which the quantity represented by each digit is based on a radix of 10. The digits used are 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

DECIMAL SYSTEM: The commonly used form of number representation, in which numbers are expressed in the base-10 system, uses the ten digits 0 through 9. Default a value, action, or setting that a computer system assumes, unless the user gives an explicit instruction to the contrary.

DEGAUSS: To correct video display discoloration by neutralizing the magnetic field of a video monitor using a special degaussing tool.

DEGAUSSING: The procedure of demagnetizing the shadow mask of a computer monitor or TV screen and associated metal parts of a picture tube to minimize picture distortion. This is usually accomplished by means of a special degaussing coil through which a decaying alternating current is applied to demagnetize the tube.

DELETE: 1) to remove or eliminate, as to erase data from a field or to eliminate a record from a file.
2) A method of erasing data.

DENOMINATION: A factor that determines the monetary value of one unit of credit./ Denomination: The specific monetary value for one credit.

DIAGNOSTICS: The mode in which the machine can be tested for module replacement. Tests for I/O (input/output), peripherals, display devices, and other hardware may be included.

DIALOG BOX: A window that appears over the main screen to provide information to the user or to request information from the user. The dialog box normally requires a response or acknowledgment from the user.

DIGITAL: Represented in a discrete (noncontinuous) form, such as numerical digits or integers.

DIGITAL IN DIGITAL SYSTEMS: natural sounds and images are converted into a series of numerical values (ones and zeros).

DIGITAL CIRCUIT: A circuit design consisting primarily of digital ICs

DIGITAL-TO-ANALOG CONVERTER: A device used to convert digital signals into an analog form. Found commonly in compact disc players. Digital-To-Analog Converter (DAC) A device that converts quantities from digital to analog form.

DIRECT CURRENT: - DC An electrical current or voltage with a constant direction (polarity) with respect to a fixed reference. DC can be either positive or negative.

DIGITAL VOLTAGE: A discontinuous or step-function electrical pulse characterized by an instantaneous change from zero to some finite level, either in a positive or negative direction with respect to a reference

DIP SWITCH: Dual In-line Package Switch a small switch that can be manually set for one of two different values (usually on or off). DIP switches are used on PC boards for setting up various machine configurations. Miniature switch or set of switches has the same footprint as an integrated circuit chip.

DISK: A flat, magnetic surface, serving as a medium for storing information.

DISK OPERATING SYSTEM: (DOS) an operating system whose principal function is to manage files and communication with one or more drives. Display a general term to describe what is seen on the screen of the display device of a computer.

DISPLAY BOARD: This is the player tracking output accessory to the SMIB logic board. It contains an encased vacuum fluorescent display, the driver and negative power supply for the display, a VIP light, a display control chip and a connection to the logic board.

DIVERTER: The portion of the coin-in assembly that channels coins to either the hopper or the drop box. It's a metal flap on the coin chute used to route coins to the hopper or drop bucket depending on specific conditions. If the level of coins in the hopper bowl is below an Operator set amount, coins pass the diverter plate and are routed to the hopper. When the hopper bowl reaches the set limit, the diverter plate is positioned so coins are routed to the drop bucket. The metal flap on the coin chute, activated by a solenoid.

DIVERTER SOLENOID: An electronic device the CPU signals to position the diverter plate.

DOUBLE UP: An extended game play available to the player to double his current winnings.

DOWNLOAD: To transfer files or information from one computer to another, or from a computer to a peripheral device such as a printer.

DROP: Coins or bills in the drop box. Drop: Coins diverted to the drop chute when the hopper is full and routed to a bucket in the machine stand or a special compartment in the cabinet. Drop is the industry standard term describing the process that occurs when the hopper has reached its fill limit and will no longer accept coins. When this happens, a signal is sent to the CPU board. In turn, the CPU signals the diverter and coins are no longer sent to the hopper. Instead, the diverter routes coins into a container located in the stand, usually a bucket or similar collection device. The drop condition will continue until enough coins have been paid from the hopper to cancel the drop and return the hopper to coin accepting mode.

DROP BOX: A generic term that describes the container used to collect money in the drop. It is usually a bucket or metal box. In bill acceptors, the lower compartment where bills are deposited.

DROP DOOR: The door normally on the bottom of the machine or in the stand, which prevents access to the coin drop.

DROP-DOOR SENSOR: Switch Monitors the number of times the drop (cash) door is opened.

DROP HOLD PERCENTAGE: Also referred to as coin room percentage. Expression used in some casinos to express what percentage of the total drop of a gaming machine is money actually won. Calculated as follows:

$$\text{Total Drop} - (\text{Fills} + \text{Jackpots}) = \text{Drop}$$

DROP OPTIC: An optical sensor that counts and records the number of coins diverted into the 'drop'.

DROP-IN BAR: (DIB) a physical package format where the machine is set into a horizontal bar counter-top or contained in a self-contained cabinet.

DUAL-MONITOR MODULE: Optional video monitor assembly made to attach to and work with a video machine.

DUART/UART: *Dual Universal Asynchronous Receiver/ Transmitter and Universal Asynchronous Receiver/Transmitter A communication IC that can interface between a microprocessor and a serial channel.*

E-SQUARED: *See EEPROM.*

EEPROM: *Electrically Erasable Programmable Read-Only Memory Many Slot & Video machines (IGT) utilize an EEPROM chip on the motherboard to store backup game data.*

EGM: *Electronic Gaming Machine (same as VGD) A physical machine that collects and dispenses credits, and houses the games.*

EIGHTY-SIX: *Permanently barring someone from playing in the casino*

ELECTRODES: *Conductive metallic strips normally inserted into an electrolyte to provide the chemical action needed to convert chemical energy into electrical energy*

ELECTROMOTIVE FORCE: *(EMF) the electrical force that exists across the terminals of an electrical generator, or battery. When connected to a load in a closed circuit, this force produces a voltage across the load and causes current to flow in that circuit. EMF is measured in volts and designated with the letter E (supply voltage) or V (load voltage).*

ELECTRON: *Considered to be the smallest unit of electrical charge*

ELECTRON BEAM: *The electrons emitted by the cathode in a picture tube are focused into a beam that is deflected line-by-line across the phosphor screen to produce an image.*

ELECTRON GUN: *The source of the electron beam in a picture tube comprising a cathode plus several focusing electrodes that collimate and focus the electron beam into a spot on the screen. In a color tube there may be three electron guns usually integrated into a single unit (unitized gun), or a single gun for the three colors.*

ELECTROSTATIC CHARGE: *The accumulation of electrons on the surface of a nonconducting material when it is rubbed by another nonconducting material.*

ELECTROSTATIC DISCHARGE: *(ESD) A transfer of an electrostatic charge between a material with an excess of electrons and a material with a deficiency of electrons.*

ELECTROMECHANICAL METERS: *The physical meters (or counters) which record and store accounting information. Usage varies by jurisdiction and machine options. Commonly used meters are coin in, coin out, drop coin, and attendant pay.*

ELECTRONIC FUNDS TRANSFER: *(EFT) a cashless method of paying for goods or services. Electronic signals between computers are used to adjust the accounts of the parties involved in a transaction. Commonly used to make periodic payments, such as insurance premiums.*

ENABLE: *To activate, usually with a software command.*

ENCLOSURE: *The metal body that houses internal machine components. The enclosure is often installed in a cabinet.*

ENCRYPTION: *The password used to encrypt a message in communications.*

ENTER KEY: A key that confirms an entry or sometimes a command.

EPROM: Erasable Programmable Read-Only Memory A non-volatile medium for program instructions. Game programs and video graphics are stored on EPROMs.

ERROR: A data processing problem. The machine enters the tilt mode, an error message displays and game play is suspended until the problem is corrected.

ESCALATOR: In slant-top and flattop machines, the part of the hopper that carries coins up to the coin tray.

ESD: Electrostatic Discharge The discharge of electrical energy that occurs when a charged body comes into close proximity to an object of lesser or opposite charge.

ETHERNET: A high-speed local area network that consists of a cable technology and a series of communication protocols. It is a registered trademark of the Xerox Corporation.

ETHERNET CABLE SYSTEMS: A system of high-performance coaxial cables widely used in the communications industry.

EURO CREDIT: A coin-in / credit system used in some gaming machines that allows the player to insert coins over and above the maximum number that is playable on a per-game basis. There is an operator-selectable maximum credit limit on the Euro credit machines and players can insert coins at their discretion until this limit is reached. Euro credit machines are most popular in casinos outside the U. S.

EURO NONCREDIT: A credit mode where once the maximum bet is reached; all inserted coins are accumulated as credits in the credits meter up to the credit limit. Any single win greater than the hopper limit is hand paid. All other wins are paid from the hopper to the coin tray. The credit limit is set in self-test.

EVENT LOG: Allows an operator or attendant to view metered events recorded by the machine.

Exception Log: A paper record of all reported abnormal events generated on a Wide Area Progressive System.

EXCEPTION MESSAGE: A message that is printed on the exception printer for any abnormal conditions that cause status to alter from normal.

EXPANDED PAY TABLE GLASS: The lower glass on a machine that shows an extension of the upper glass pay table.

EXPANDED REEL: The term used to describe an electronic slot machine in which the number of reel stops in the computer program is greater than the number of stops on the actual reels of the slot machine.

EYE IN THE SKY: The cameras, usually in bubbles, located throughout the casino that enable surveillance to observe all areas of the casino.

FCON: Fiber Converter An electronic device that converts fiber-optic light signals to electrical signals for 4-wire transmission.

FEATURE GLASS: The upper glass on the main door. This glass usually has the game's paytable or theme

FEC: Front-End Controller A dedicated computer that polls machine data from the DCUs for transfer to the Transaction Processor (TP). It also sends information from the TP back through the DCUs to the card boxes. All messages and data, whether received or sent by the FEC, must be in RS-232 computer readable code.

FIBER: A device for branching fiber-optic communication runs or amplifying a fiber run that exceeds 80 feet.

FIBER OPTICS: The transmission of information with light energy as the transmission carrier and plastic or glass as the medium.

FIBER-OPTIC CABLE: A transmission medium that carries pulses of light over strands of glass. Fiber optics can carry hundreds of millions of bits per second over thousands of miles. Since the glass fibers are carrying light, they do not receive outside interference and do not lose appreciable strength. Fiber-optic transmission reduces errors in transmission. A fiber-optic cable contains two glass strands. Each strand or fiber is covered in a sheath made of plastic.

FIBER-OPTIC INTERFACE BOARD: Any one of several optional PC boards that convert electronic digital data to light for fiber-optic transmission.

FIELD: A single piece of information, the smallest unit normally manipulated by a database management system. A record is made up of one or more fields.

FIELD SERVICE MANUAL: (FSM) An IGT service publication covering machine hardware, including: installation, maintenance, troubleshooting, disassembly and assembly, parts lists, wiring diagrams and schematics.

FIELD SERVICE SUPPLEMENT: An IGT service publication that describes hardware and software specific to a certain machine or jurisdiction.

FILE: Any named ordered collection of information stored on a disk.

FILENAME: The name that identifies a file.

FILL: Coins are coins added to the hopper of a gaming machine that has become empty as a result of player wins. An Operator set amount.

FIRMWARE: Programs stored permanently in read-only. A computer program (software) stored in a hardware device (EPROM, EEPROM, PROM, or ROM).

FLIP CHIP: A method of mounting chips (ICs) without using wire bonds Memory (ROM).

FLAT PACK: A microcircuit package having its leads extending from the sides and parallel to the base, often used to achieve surface mountability.

FLASH: Also referred to as programmable and erasable read only memory, which is a device, that allows data to be re-written.

FLASH CARD: A credit-card-sized memory device used in the LCD unit for bonus game and attract message storage.

FLATTOP: A type of machine with a flat top, designed for installation in a bar cabinet. The game is viewed from above the machine while the player is typically seated.

FLOPPY DISK: A disk made of flexible plastic, as opposed to a hard disk made of metal.

FLUORESCENT FLASHER: Controls the fluorescent lights on the machine that indicate the player is in bonus mode.

FORMAT: 1) the form in which information is organized or presented. 2) The general shape and appearance of a printer's output. 3) To divide a disk into tracks and sectors where information can be stored.

FREE PLAY: Machines used in some slot tournaments that do not require tokens to be inserted to activate play. Also, used in reference to a broken machine that is "free playing."

FREQUENCY: The number of complete cycles transmitted per second, usually expressed in hertz. / The number of cycles per second of an AC wave measured in hertz (Hz).

FRONT MONEY: Money previously deposited with the cage and used by the player to draw markers against.

FUNDAMENTAL FREQUENCY: The lowest frequency of a complex AC wave shape represented by a single sine wave.

FULL-DUPLEX COMMUNICATION: A method of data transmission where two devices transmit data simultaneously. This method allows the receiving device to echo back each character of your message as it is received.

FUNCTION KEYS: Specially designed keys that, when pressed, initiate a function on a computer keyboard, word processor or graphics terminal.

FUSE: A short strip of metal having extremely low resistance and functioning as a protective device in a circuit. A fuse will melt when its rated current is exceeded, thereby opening the circuit

GAME: A program designed to offer a player chances to win prizes by betting some unit of credit of the correct denomination. There can be several games in one machine. The actual game determined by the program software

GAME CLOSED MODE: In linked games, describes suspension of normal game play by the central computer system.

GAME DESCRIPTION SHEET: (GDS) provides information on reel symbol win combinations, reel stops, game percentages, and program version and game type. This sheet is included with each machine shipped

GAME PLAY MODE: The operational mode that exists when the machine is functioning properly and a customer is playing a game.

GAME SPEED: *The pace at which a game is played. This may be set by a player or an operator in the setup mode.*

GHOST: *A stop on a slot reel, which does not contain a slot symbol.*

GIGABYTE: *(GB) a unit of measurement equal to 1024 megabytes.*

GROUND: *- The part of a circuit or system that is the reference for the voltages existing in that circuit or system. The ground consists of a material such as copper, steel, aluminum, or any other conductive material.*

GROUND PLANE: *An electrically conductive plane in a multilayer circuit that connects a number of circuit elements to grounding electrodes*

GROUP: *A set of progressive prizes with a reserve fund. The prizes all have the same base denomination and funding entity.*

HALF-DUPLEX COMMUNICATION: *A way of communicating between your computer and another computer or a peripheral device in which you can only send data or receive, not both at one time.*

HAND: *In video poker games, one set of five cards. A standard poker game consists of an original hand, and after the player keeps or rejects cards, a final hand. Wins or losses are based on the final hand.*

HAND PAY: *Money paid by an attendant rather than being dispensed by the machine.*

HANDLE MECHANISM: *The electromechanical mechanism (device), which activates game play when the handle is pulled forward and activates a micro switch or optic switch. A signal is transmitted to the PCB board to start the game.*

HANDHELD TERMINAL: *(same as wand or scanner) a portable device used to read machine data and then download the information to a computer.*

HANDLE PULLS: *The total number of pulls of the machine handle. Also known as "games played."*

HARD COUNT: *The counting of money generated by gaming operations in the form of coins.*

HARD DROP: *The controlled process of removing coins from gaming machines.*

HARD METERS: *An internal accounting system that is displayed on mechanical meters on all video and reel gaming machines. These meters are not resettable, i. e. they are at "zero" when the machine is built and they continue to count the cumulative number of coins in, out, etc. throughout the life of the machine.*

HARMONICS: *Multiples of a single sine wave (the fundamental frequency). The even harmonics are the 2nd, 4th, 6th, etc., and the odd harmonics are the 3rd, 5th, 7th, etc. All harmonics are multiples of their fundamental frequency*

HEAT SINK: *A metal base or plate onto which one or more components are mounted to absorb, carry away, or radiate the heat generated by the component(s). Overheating may result in the malfunction or destruction of the part(s) generating the heat or might cause damage to other parts of the circuit.*

HERTZ (HZ): The unit of measurement of the frequency of a sine wave or square wave, named after Heinrich Hertz, a 19th century German physicist. The term hertz designates the number of cycles per second exhibited by these waves.

HEXADECIMAL SYSTEM: The representation of numbers in the base-16 system using the ten digits, 0 through 9, and the six letters, A through F.

HIGH ROLLER: A player with a large bankroll or who plays High Limit machines.

HIT FREQUENCY: A term used to describe the average frequency at which winning game outcomes will occur on a gaming machine. It is calculated by dividing the number of individual hits, or winning games, by the number of possible game outcome combinations. This number indicates the average number of game play cycles between wins.

HOLD: The physical buttons on video poker machines that, when pressed, allow the player to keep cards in a poker game.

HOLD PERCENTAGE: The percent of coins played that are retained or won by the gaming machine. It is calculated by subtracting the payback percentage from 100 percent. The percentage of monies kept by a gaming establishment from wagers made on a gaming device.

HOLEYWHEEL HOPPER: A type of hopper mechanism, initially developed for large, heavy coins, that uses a punched rotating wheel to collect coins from the hopper bowl, separate them from the other coins for transport to the eject area.

HOPPER: An assembly inside the machine that receives, holds and dispenses coins when signaled by the CPU. When the hopper is full, coins are diverted to the drop box.

HOPPER KNIFE: The device used to guide coins or tokens toward the opening they are dispensed from.

HOPPER MAX PAY: Maximum number of coins or tokens the hopper dispenses before entering a lockup condition. Operator selectable using the software menu.

HOPPER PROBE: An Operator set device which is a simple electromechanical sensing element located in the coin hopper. When the coin mass in the hopper bowl reaches and touches the hopper probe, a signal is sent to the microcomputer indicating that the hopper is full. See diverter.

HOPPER SWITCH: A microswitch or optic switch which signals the CPU each time a coin is dispensed by the hopper.

HORSEPOWER (HP): - A unit of measurement of mechanical power. It indicates the ability of a device or mechanism to do a specific amount of work over a period of time. It is equal to 550 foot-pounds per second in mechanical power or 746 watts in electrical power.

HOST COMPUTER: 1) A central processing unit that provides the computing power for the remote terminals and peripheral devices connected to it. 2) The computer that is in charge during a telecommunications or local area network session. 3) The central controlling computer in a network of computers.

HOST MACHINE: A machine used in conjunction with another assembly that cannot stand alone, such as a dual-monitor module or a bill acceptor.

HYBRID: A term utilized by phone companies to define the unit in telephone rooms where a phone company circuit ends and the in-house wiring begins.

IBA: Imbedded Bill Acceptor the bill acceptor is considered imbedded whether it is in a cabinet or top box format.

ICON: 1) A symbol that graphically represents an object, a concept, or a message. 2) A pictorial representation of a software function.

IDLE MODE: The condition that exists when a game is not being played and no credits exist on the credit meter.

INPUT: The introduction of data from an external storage medium into a computer's internal storage unit.

INPUT/OUTPUT: (I/O) the inputs and outputs of a machine. Typically, inputs are from switches, etc., and outputs are to lamps, etc.

INSERT: A separate piece of glass or film that contains information not printed on the exterior glass panel. This can be award amounts, a pay table, or other important information.

INTEL 8032 MICROPROCESSOR: The microprocessor used in certain SMART System floor devices - SMIB, DCU, and SMART card reader.

INTERFACE: 1) the point at which independent systems or device groups interact. The devices, rules or conventions by which one component of a system communicates with another. 2) The part of a program that defines constants, variables, and data structures, rather than procedures. 3) The equipment that accepts electrical signals from one part of a computer system and renders them into a form that can be used by another part. 4) Hardware or software that links the computer to a device. 5) To convert signals from one form to another and pass them between two pieces of equipment.

INTEGRATED CIRCUIT: multiple of transistors interconnected on a semiconductor.

I/O: Input/Output.

IPT: Imbedded Player Tracking Enables the owner/operator to identify and gather information about playing patterns on individuals through the use of customer membership cards. Jackpot: The top win award amount.

JACKPOT RESET SWITCH: (same as reset switch) A key-activated switch that: (a) enables option selections within some self test pages; (b) enters and advances through the statistical data mode; and (c) resets the machine's internal progressive parameters (as applicable) after a jackpot.

JUMPER: A removable connector (plug, wire, etc.) which electrically joins or shorts two pins on a PCB.

JURISDICTION: A legal authority, which establishes and enforces gaming regulations. For example, the Nevada Gaming Control Board

K: (same as kilobyte) a unit of measurement consisting of 1024 bytes. K can also stand for the number 1024 in which case Kbyte is used for kilobyte.

Kbyte: (same as kilobyte) a unit of measurement consisting of 1024 bytes. K can also stand for the number 1024 in which case

Kilohertz: (kHz) a unit of measurement of frequency, equal to 1,000 hertz.

LAN: Local Area Network a group of computers connected for the purpose of sharing resources.

LAYOUT: A drawing depicting components and interconnection, used to generate artwork or masks for substrate metalization.

LCT: Local Communication Terminal A communication controller that collects data from machines and transmits it to a central computer.

LED: Light Emitting Diode an alphanumeric display unit that glows when supplied with a specified voltage, commonly used in digital displays and as status indicators. It's a semiconductor diode, which emits light when current passes through it. LEDs are used to display various game operation and machine function information.

LIBERTY BELL: The original slot machine invented by Charles Fey in San Francisco in 1899.

LIFE TEST: A test of a component under load over the rated life of the device, usually performed at elevated temperature

LIGHT BOX: A plastic bracket containing fluorescent lights to illuminate the display glass.

LIGHT PEN: A device used to make game selections directly on the screen in some video games, such as keno.

LINE LIGHTS: The payline lamps located adjacent to the pay lines in the reel glass of a multi-line slot machine. As coins are inserted, the lamps light in sequence, indicating the pay lines that are "activated."

LINE UP: A type of game that utilizes spinning slot reels or a video simulation of reels. A win occurs when reel symbols line up in a specified manner.

LINE VOLTAGE: The AC voltage supply that provides the prime source of electrical power for office, laboratory, factory, and home electrical and electronic equipment. Throughout North, Central, and South America, the line voltage is nominally specified as 120 volts AC, at 60 hertz. In Europe, the line voltage is nominally specified as 240 volts AC, at 50 hertz. Line voltage can be either privately or publicly generated.

LINK: Two or more machines that are connected to a progressive meter. Link/Stand Alone Progressive Link progressive applies when the machine is connected in series with a group of machines and also connected to a progressive controller. When correctly installed and active, the current progressive top awards are the same for all machines in that link. Stand-alone progressive applies when the machine is not connected in any way to other machines. Internal progressive amounts must be set for each machine.

LIQUID CRYSTAL DISPLAY: A color, active-matrix display similar to a laptop personal computer. This display is located in the top box and is used for bonus games, custom attract messages and a variety of diagnostic and setup displays.

LIVE SYSTEM: A computer that runs the Wide Area Progressive games and displays the main system window.

LOAD: A device, component, appliance, system, or machine to which an electrical force (voltage) is applied. Resistance is inherent in the structure of a load and is an integral part of an electrical or electronic circuit.

LOCAL AREA NETWORK: (LAN) a group of computers connected for the purpose of sharing resources.

LOCAL AREA PROGRESSIVE: (LAP) A group of prizes that are paid by a funding entity other than the controlling central agency.

LOCKOUT: A solenoid device for disallowing coin or token acceptance.

LOCKUP: This situation occurs during some tilt and error conditions. Game play is suspended but self test and statistical data modes are operational. A game condition requiring an attendant or technician to restore the machine to game play mode.

LOOSE MACHINE: A machine that is winning for the player. Also known as a Hot Machine. (My thought would be an electromechanical machine as the cycle of the game is much lower than the Electronic Game.)

LOTTERY: A jurisdiction in which some form of gambling is allowed, but typically more restricted than gaming jurisdictions. A system usually connected to a central computer via a communication system.

LOUD BOWL: A large coin tray designed to resound loudly as coins are paid out.

LOWER MODULE: A removable assembly within the machine. The chassis houses the power supply, motherboard, processor board, connector panels and various optional assemblies or PC boards.

LSAMS: Lottery Security, Accounting, Management System IGT's lottery system, including the communication protocol from the CS (central computer) to the CC (Cluster Controller) and from the CC to the machine.

MACHINE: A gaming machine. This term is also synonymous with EGM, gaming machine, VGD, VGM and VLT. Sometimes a lottery terminal.

MACHINE ADDRESS: (same as polling address) A unique hexadecimal number resident on a processor board or communication board, and used by some accounting and communication systems for machine identification.

MACHINE DOOR: On machines, the main access door typically contains the player switches and/or other input devices, coin entry, key lock and various other assemblies.

MAIN DOOR: The door on the front of the machine, which prevents access to the printer, hopper, front panel switches and other operator accessible items.

MACHINE STAND: A specially designed platform for an upright machine. Holes for the power cord and drop chute are drilled in the stand

MAIN MENU: In a video game or software program, an initial selection screen where the player or operator chooses which game to play or portion of the program to run.

MASTER FILE: Data stored in a computer system concerning relatively stable information such as machine serial numbers and denominations or personal data on club players for a player tracking system.

MAX BET: (same as max coin) the maximum number of coins or credits the game will accept for a single play (usually six or less).

MAX COIN (same as max bet) the maximum number of coins or credits the game will accept for a single play (usually six or less).

MAX HOPPER PAY: The determined amount of coins that the hopper will pay out before a hand pay is needed. Should correspond with the amount that appears on the glass insert.

MAX PAY: (same as max win) the highest award on the game pay table.

MAX WIN: (same as max pay) the highest award on the game pay table.

MECHANICAL MACHINE: The oldest form of slot machine. Operated by gears, pulleys, levers and springs. The handle was the direct cause for starting the reel spin. The Liberty Bell is one of these.

MCM: Multi-Chip Module. A hybrid microcircuit comprised of mostly digital circuitry.

Megabyte (MB): A unit of measurement equal to 1024 kilobytes or 1,048,576 bytes.

Megahertz (MHz): A measure of transmission frequency equal to one million hertz. Memory hardware component of a computer system that can store information for later retrieval. Memory Location A unit of main memory that is identified by an address and can hold a single item of information of a fixed size. Menu Item a choice in a menu, usually a command to the current application.

METALIZATION: A film pattern of conductive material deposited on a substrate

METAL OXIDE ELEMENT: A resistive device that protects against excess voltage surges in a circuit. It is called a metal oxide varistor (MOV). Below its rated voltage, its extremely high resistance has no effect on a circuit. Above its rated voltage, it sharply changes to an extremely low value resistor.

METERS COUNTERS: Most all Slot Machines utilize both mechanical and software meters to collect game play data. Hardware meters collect lifetime totals and cannot be reset. Software meters are displayed in the statistical data mode, and can be reset to zero.

MICROCIRCUIT: A small circuit (hybrid or monolithic) having a relatively high circuit density, which is considered as a single part with a single substrate to perform an electronic circuit function. (This excludes PC boards and modules composed exclusively of discrete electronic parts.)

MICRON: One millionth of a meter, and another term for micrometer. An easy conversion scheme is to remember that $25.4 \text{ microns} = 0.0254 \text{ mm} = 0.001 \text{ inch} = 1 \text{ mil} = 1,000 \text{ microinches}$. With this formula memorized, it is simple to translate between inch and metric references

MICROPROCESSOR: An integrated circuit on the computer's main circuit board. The microprocessor carries out software instructions by directing the flow of electrical impulses through the computer.

MIDI: Musical Instrument Digital Interface an industry standard for music being produced digitally.

MIX: The game types (poker, keno, reel slots, etc.), configurations (upright, slant-top, or flat top machines), and denominations on the casino floor. An empirical ratio adjusted continuously by slot management.

MIXED TECHNOLOGY: The combination of surface mount and through hole technologies on the same PCB.

MODE: An operational state of the machine. Most all slot machines typically have five modes: game play, idle, statistical data, self-test and tilt.

MODEM: (acronym for modulator/demodulator) a device that provides communication capabilities between pieces of computer equipment over common telephone lines.

MONITOR: A display device similar to a television screen used in video games to receive and display game and service information.

MONITOR MASK: A molded plastic frame that surrounds the outside edges of the video monitor (or monitors) and enhances the screen display by reducing glare and light reflections from inside the machine.

MONTANA-STYLE CREDIT: A credit mode where all inserted coins are directed to the credits meter up to the credit limits. In order to place a bet toward the next game, the player must play a credit. A win that would cause the credits meter to exceed the credit limit is hopper paid. If this hopper pay amount is greater than the hopper limit, the amount is hand paid. All other wins are paid to the credits meter. The credit limit is set in self-test. Anytime when coins are inserted, the player must play at least one game before they are allowed to cash out the accumulated credits.

MOTHERBOARD: A PC board on the lower module that acts as an interface between the processor board and the electrical machine assemblies.

MS-DOS: The Microsoft Disk Operation System. An operating system that governs the IBM PC and compatible computers.

MULTI-COIN GAME: Allows the player the opportunity to increase the amount awarded by increasing the amount wagered

MULTILAYER BOARD: A PCB that uses more than two layers for conductor routing. Plated via holes are used to connect the internal layers to the outer layers.

MULTI-LINE GAME: Allows the player the opportunity to play multiple paylines on reel slots by increasing the amount wagered.

MULTIPLE LEVEL PROGRESSIVES: *Progressive amounts added to second, third, etc., pay levels and displayed. Limited only by machine program capability.*

MULTIPLIER: *pay each win amount is a linear multiple of the number of coins or credits bet. See bonus pay.*

MULTIPLEXER: *(MPX or MUX) a device that allows several communications lines to share one computer data channel.*

NETPLEX: *A multidrop serial communication link between the machine and all installed peripheral devices used to transfer information and allow control of peripherals.*

NETWORK: *1) The result of two or more computers being connected to allow them to share the same software and information. 2) A system of interconnected computers and terminals.*

NETWORK ADMINISTRATION: *Management of software and hardware that connects computers in a network.*

NETWORK ADMINISTRATOR: *The person responsible for setting up and maintaining a network.*

NEVADA-STYLE CREDIT: *A credit mode where coins may only be inserted up to the maximum bet amount. Any single win greater than the hopper limit is hand paid. All other wins are paid to the credits meter up to the maximum hopper setting.*

NEVADA-STYLE NONCREDIT: *A credit mode in an S-Plus International game where coins may only be inserted up to the maximum bet amount. Any single win greater than the hopper limit is hand paid. All other wins are paid from the hopper to the coin tray.*

NODE: *1) Any terminal, computer, or peripheral in a computer network. 2) The connecting point on a component, printed circuit board, or logic element where electrical connections can be made.*

NONCREDIT MODE: *The machine will accept no more than the max bet allowed per game, and all wins are paid out in coins or by an attendant at the time of the win. If a bill acceptor is present, it functions as a changer only.*

NONCREDIT PLAY: *The machine will accept no more than the max bet allowed per game, and all wins are paid out in coins or by an attendant at the time of the win. If a bill acceptor is present, it functions as a changer only.*

NOTE ACCEPTOR: *(same as note validator, DBV, Bill Acceptor/Validator) Optional assembly that accepts valid paper notes and causes the host machine to either dispense change or issue credits.*

NOTE ACCEPTOR PAY MODE: *The available options are credit only (pays only in the form of credits), player initiated (pays either credits or cash depending on the player initiated selection) and noncredit.*

NOTE VALIDATOR: *(same as note acceptor, DBV, Bill Acceptor/Validator) Optional assembly that accepts valid paper notes and causes the host machine to either dispense change or issue credits.*

NOTE VALIDATOR DOOR: *The door, which prevents access to the notes accumulated by the note validator.*

NTSC: decoder board an optional PC board that allows video machines to display an NTSC (National Television Standards Committee) signal. DIPswitches on the board allow various configurations.

NUDGE: The reels in this slot game move up or down one symbol when a nudge symbol hits. Examples of a nudge game are Slam Dunk, Balloon Bars and Knock Down. NVRAM Nonvolatile random access memory: 128K of mirrored, battery-backed SRAM (static RAM) that provides power-fail safe storage for critical information relating to game play, such as credits and game state data, error logs, diagnostic results, and soft meter information. This RAM is used to implement SafeStore.

ODDS: The likelihood of a given event happening

OFFLINE Not currently communicating with host system.

ONLINE: Communicating with host system.

One-armed Bandits: The term given to slot machines when they were sold and distributed illegally.

OHM: The unit of measurement of resistance symbolized by the Greek letter, omega. It is named after George Ohm, a 19th century German physicist. One ohm is the value of resistance through which an electromotive force of one volt will maintain a current of one ampere.

OHM'S LAW: The relationship that exists between the electrical parameters of voltage (electrical pressure), resistance (the opposition to the voltage), and current (the flow of electrons in the circuit). Ohm's Law states that the amount of current flowing in a circuit is equal to the applied voltage divided by the circuit resistance.

OPEN: A condition in which solder fails to bridge the gap between lead termination and the pad, resulting in a loss of electrical continuity

OPERATOR: A machine operator, owner, service technician or any other person with access to the interior of the machine by opening the front door.

OPERATOR MENU: The menu entered by pressing the test switch with the main door open that allows access to accounting, diagnostics, setup and other operator functions. This menu has an on screen display that shows what options are available.

OPERATOR SELECTABLE: A value or option that is selectable only by the operator from the operator menu. The default value is one selected at machine configuration.

OPTIC SENSOR: An electronic device used to sense mechanical motion and provide an electrical signal of this motion to the microcomputer system. In most of the optics devices used throughout IGT products, there is an infrared (invisible) light source that emits a beam of light on a photo transmitter. The device is strategically placed in the machine so that the mechanical motion which is being sensed will block the light path, thus causing a signal change in the output of the phototransistor. Optical Coin Detection The technique of validating coins being put in or being paid out of a gaming device using optical detectors.

OPTO-ISOLATOR: A device containing at least one emitter that is optically coupled to a photo detector through an insulating medium. This permits the passage of information from the circuit containing the emitter to the circuit containing the detector. Because this information is passed

optically across an insulating gap, the transfer is one-way, that is, the detector cannot affect the input circuit.

OPTIMUM: A calculated payout percentage range for a poker game assuming an "optimum" (skilled) play strategy for each and every hand. Optimum Player Return the theoretical payback percentage on a poker machine being played according to the best case strategy for each and every hand.

ORDERED ROYAL FLUSH: A poker game hand consisting of a royal flush positioned from left to right on the screen.

OUT OF SERVICE MODE: The machine is rendered inoperable without turning the power off.

OUTPUT: 1) Data transferred from a computer's internal storage unit to some storage or output device. 2) The final result of data that have been processed by the computer.

PACKAGE: The container for an electronic component(s) with terminals to provide electrical access

PAD: A portion of the conductive pattern that is typically used for the connection, and/or attachment of components

PAGE: In video games, one full screen display of information as presented in the self-test and statistical data modes.

PARALLEL INTERFACE: A personal computer interface that uses a multiple-path communication line, often used for printer connection.

PARTIAL PAY: A predetermined number of coins that is paid to the player from the machine coin hopper upon hitting a jackpot. The balance of the jackpot is paid by an attendant. The number of coins paid in the partial pay is usually operator selectable.

PARTITIONED SOFTWARE: A slot machine architecture in which the machine's software program is broken down into two separate sections and stored in two separate memories. The overall machine operation instructions are stored separately from the reel strip and pay table information.

PASSIVATION: An insulating layer directly over a circuit or element to protect the surface from contaminants such as moisture or loose particles.

PASSIVE COMPONENTS: These are conductive devices that alter electronic signals without amplifying, switching, or rectifying them. Examples include resistors, capacitors, inductors, and transformers

PASSWORD: A special word, code or symbol that must be presented to the computer system to gain access to its resources. Used for identification and security purposes.

PAY TABLE GLASS: The top and/or bottom glass that shows the pay table for that machine.

PAY TABLE INSERT: A separate piece of glass or film used when the exterior glass has a "grid" printed on it, but needs an additional pay table insert behind it representing the pay table.

PAYBACK PERCENTAGE: The amount of money the player is expected to win divided by the amount of money played over a long period of time, expressed as a percentage. On games where there is a bonus pay on jackpots won with maximum coins played, the payback percentage will vary

slightly, depending on how many coins per game are played. The percentage of the money played that is returned to players. The accuracy of this number is determined from millions of handle pulls. (Percentage is based on the CYCLE of the game).

PAYOUT: *An award from a game.*

PAYLINE: *A 'line' on the glass, that reel symbols align with for a win.*

PAYTABLE: *A win on a slot machine depends on designated reel symbols aligning on one or more paylines. Depending on the game type, there can be any number of winning reel combinations. The paytable details all winning combinations, and how much can be won for each combination, based on the amount wagered. For example: How much can be won if three cherries align on the payline with one coin bet, two coins bet etc.*

P.C.: *The house edge expressed as a percentage*

PCON: *Plastic fiber universal Converter A SMART System accessory that converts fiber-optic light signals from the DCUs to RS-232 computer readable code for the FEC. It also converts signals the other way (RS-232 to light).*

PERIOD: *The time required to complete one cycle of AC and is calculated as the reciprocal of the frequency (1/f). It is measured in seconds*

PERIPHERAL: *An intelligent input/output device connected to the machine such as a touch screen, a printer, or a bill validator that communicates to the main processor via cables and proprietary interface software.*

PEROM: *Programmable and Erasable Read Only Memory A device that allows data to be re-written, (same as FLASH)*

PERSONAL COMPUTER-SLOT ACCOUNTING SYSTEM: *(PC-SAS) a data collection package that involves machines linked together fiber optically.*

PHOTOVOLTAIC EFFECT: *The generation of an electrical current in a circuit containing a photosensitive device when the device is illuminated by visible or nonvisible light*
Physical Coins-In *The number of actual coins physically deposited into a game (differentiated from coin-in, which can be either a coin or a credit that is wagered).*

PHYSICAL STOP: *The actual places where the spinning reel can stop. There is a stop for each symbol shown on the reel strip.*

PINWHEEL: *A rotating steel disc used in coin hoppers to dispense coins. Small metal "pins" or raised points located 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.*

PLAY MAX: *A screen button or a physical button. The play max function bets the maximum number of credits allowed provided there are enough credits on the credit meter.*

PLAYER DIGITAL DISPLAY: *In reel slot machines, game information is presented as an LED digital display through windows on the slot glass.*

PLAYER PANEL SWITCH: (same as player switch) An input switch that communicates player selections to the processor board. Some player switches also have functions in self-test and statistical data modes.

PLAYER SELECTABLE: A machine that allows the player to select between cash or credit play.

PLAYER SELECTABLE CREDIT: A gaming machine feature that allows the player to play the machine in either credit or noncredit mode. The player uses the Cash Out switch to select the desired mode before playing the machine.

PLAYER SERVER CONTROLS: displayed messages that go to the vacuum fluorescent display.

PLAYER SWITCH: (same as player panel switch) an input switch that communicates player selections to the processor board. Some player switches also have functions in self-test and statistical data modes.

PLAYER TRACKING SYSTEM: (PTS) a data collection package that enables the owner/operator of Slot machines to identify and gather information about players via ID cards and readers.

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

POLLING ADDRESS: (same as machine address) the address to which the machine responds during communication.

POP-UP MENU: A menu that appears on the screen anywhere other than in the standard menu bar location.

PORT: The connection that allows communication between a digital system on a PC board and an external device.

POWER: The rate at which work is done and measured in watts (W). In electrical and electronic circuits, Power (P) = Supply Voltage (E) x Supply Current (I) or Load Voltage (VL) x Load Current (IL).

POWER DISSIPATION: Power expended in the form of heat from within a device.

POWER FACTOR: The ratio of actual power to perceived power in an AC signal Power Supply a circuit that supplies the DC voltages required for the operation of an electronic system. Usually a power supply will convert a 110 VAC line voltage to the needed DC voltage for a particular system.

PRINTED CIRCUIT BOARD: (PCB) A printed circuit board is a component carrier that contains etched copper patterns that connect the leads of one component to the leads of other components. PCBs are often composed of a glass fabric impregnated with a resin (usually epoxy), cured, and clad with metal (almost always copper) upon which a pattern of conductive traces is formed to interconnect components. PCBs can be rigid or flexible and composed of single, double, or multi Printed

PRIZE BASE PRIZE: The initial prize amount for a progressive prize base reset this value replaces the prize base value when a progressive prize is won. Prize base revert When a progressive prize is

hit this value is copied to the prize base reset. This allows for a lower prize base reset when prizes are hit close together.

PROBE: A rigid, pointed, metallic, wire-shaped device used for making electrical contact to a circuit pad for electrical test purposes.

PROGRESSIVE CONTROLLER: A device that tracks and controls progressive signals from machines that have been configured for progressive jackpot play. The controller detects how many machines are linked to the progressive, the wagers from each machine per game, and which machine, or machines, eventually win the jackpot.

PROGRESSIVE JACKPOT: A jackpot that progressively increases as wagers are bet. The progressive jackpot can be based on a number of linked machines, or a stand-alone machine that has been programmed for progressive play.

PROTECTED AREA: An area equipped with appropriate ESD protective materials and equipment. It provides a site where ESD voltage is limited below the ESD sensitivity level of the component or equipment being handled or manufactured

PSR: Program Summary Report a three or four page report that describes the features, capabilities, self test pages and statistical data information for a game's program version.

PULSATING DC VOLTAGE: Rectified AC voltage, either positive or negative, with respect to a reference. Half-wave pulsating DC voltage uses only one-half of the available AC voltage. Full-wave DC voltage uses both halves of the AC voltage wave shape. Pull Handle: the player either presses the Spin Button or pulls the Pull Handle to activate the game Reel Assembly The reel assembly consists of the reels, reel cables, reel motors, reel shelf, etc. Reel Motor Each reel has an individual stepper motor that is used to spin and stop the reel.

PUSH: Casino term for a tie game.

RATING: Evaluating a player's play for the purpose of comps

REFERENCE: An arbitrarily selected point or section of a circuit or system to which the polarities and values of the circuit voltages are referred.

REPAIR: An operation that restores a part or assembly to a condition in which it can be used

RESET KEY-SWITCH: The RESET Key-switch is used to "reset" the machine in the event of a jackpot, credit lockup, or change in the game program. When the machine enters a reset condition, a new game cannot be played until the RESET Key-switch is turned ON/OFF.

RESIDUES: Contaminants left behind on the surface of the substrate or the PCB as a consequence of both preassembly and assembly operations.

RESIN: An organic polymer, which, when mixed with a curing agent, crosslink's to form a thermosetting plastic.

RESIN FLUX: A resin and small amounts of organic activators in an organic solvent.

RESIN IMPREGNATION: The process of coating a glass fabric by resin using metering rolls to control the fabric to resin ratio.

RESISTANCE: The electrical characteristic of a component, material, circuit, or system, which acts to limit current in a circuit. It is measured in ohms and designated with the letter R. Resistance depends on the molecular structure and dimensions of a component or device and on the configuration of a circuit or system.

RESULT: 1) Answer – Conclusion – Consequence – Effect - End Result – Findings – Output – Product 2) Robert E. Sult the name of the person that has put this web site together (www.slotnotes.net & www.result1.net) www.myslotnotes.com

Robert Eugene Sult = R.E.Sult = RESULT

REWORK: A manufacturing operation that restores a part or an assembly to an operable condition. The reworked part/assembly should meet or surpass specifications.

RNG Random number generator: Determines the conditions under which game play results in winning combinations.

ROSIN FLUX: Rosin in an organic solvent or rosin as a paste with activators

RS-232 CABLE: Any cable that is wired in accordance with the RS-232 standard.

RS-422 A standard for serial data communication interfaces, different from the RS-232 standard in its electrical characteristics and in its use of differential pairs for data signals. The electrical interface for a high-speed serial RS-485 port.

SAMS: Security Accounting Management System A system that provides a secure environment to operate the electronic gaming devices at a remote location.

SAS: Slot Accounting System a data collection and accounting package developed by IGT. Data on machine activity is transmitted to a controller which, in turn, transmits the collected data to a computer.

SCANNER: See handheld terminal.

SCHEMATIC: An abstract representation of a complex device or concept, such as an electrical schematic. Diagram of an electronic circuit showing all components and interconnect

SCREEN: The application of a circuit pattern onto substrate-using screen-printing techniques.

SCREEN PRINTING: The transfer of a pattern onto a surface by forcing a suitable material through a screen with a squeegee

SCROLLING: The vertical or horizontal movement of information (text or graphics) on a display screen in order to display additional information.

SDS: Slot Data System An accounting system product of Bally Manufacturing.

SELF-TEST MODE: The software mode that allows processor board input and output tests and enables option selections.

SELF-TEST SWITCH: A service control switch that enters and advances through the self-test mode, and enables data transfer between the CMOS RAM and EEPROM chips.

SEMICONDUCTOR: The material used as substrates for devices such as transistors, diodes, and integrated circuits.

SEMI-EURO CREDIT: A credit mode where coins may only be inserted up to the maximum bet amount. Any single win greater than the hopper limit is hand paid. A win that would cause the credits meter to exceed the credit limit is hopper paid. All other wins are paid to the credit meter. The credit limit is fixed at 9999.

SENET: Synchronous Expansion Network An IGT proprietary I/O controller capable of handling 256 inputs and 256 outputs (switches, lamps). An auxiliary multiplexed channel providing 2,048 additional outputs.

SERIAL COMMUNICATION: Data communicated over a single-path communication line, one bit at a time.

SERIAL INTERFACE: An interface driver that controls communication via serial ports, between application and serial peripheral devices.

SERIAL NUMBER: The machine serial number, which is stamped into the serial number tag on the outside of the machine.

SERVICE LIGHT (CANDLE): A light assembly that mounts either on top of the machine or in a remote location and indicates various machine modes and game conditions. Most service lights have two or more "stages", or sections, stacked vertically.

SEVEN-SEGMENT DISPLAY: An illuminated display device that is composed of seven separate straight bars of light that displays the digit "8" when illuminated.

SHELF WHEEL: A round metal disc attached to the hopper pinwheel. The shelf wheel is used to characterize the pinwheel for a specific coin size range. Changing from one denomination coinage to another usually requires changing the shelf wheel.

SHORT: An unwanted connection between conductor paths

SIDE EJECT HOPPER: The standard type hopper in most upright gaming machines that ejects coins in a sideward direction.

SINE WAVE: A smooth, continuously moving wave shape that has no break in its appearance. It has positive and negative half-cycles that are generally symmetrical with respect to a reference. The cyclical repetition of these waves produces a wave shape that has a specified frequency in hertz (number of cycles per second) and specified amplitude

SINGLE-LAYER BOARD: A printed circuit board that contains metallized conductors on one side of the board only.

SINGLE/DOUBLE PROGRESSIVE: Refers to the progressive operations of one or two top awards. Single progressive allows only the top award to be progressive. Double progressive allows the top two awards to be progressive.

SIS: Slot Information System a data collection package that enables the owner/operator of machines to keep information on players, as well as accounting information and statistical information related to machine events.

SITE: An establishment where gaming machines are played. This term is also synonymous with location, venue, retail site, and retail location.

SITE ID: A number used by the system to identify a location data record based on the ADSC, modem and CCOM numbers.

SLANT TOP: A type of machine with a slanted top from which the game is viewed while the player is typically seated.

SLAVE MONITOR BOARD: A processor board that controls the video functions of the upper monitor in a dual-monitor machine or module.

SLOT GAME: A type of machine that utilizes spinning slot reels or a video simulation of reels. A win occurs when reel symbols line up in a specified manner.

SLOT HANDLE: An optional handle located on the right side of a slot machine. Pulling the handle after a wager causes the reels to spin.

SLOT INFORMATION SYSTEM: (SIS) A data collection package that enables the owner / operator of machines to keep information on players, as well as accounting information and statistical information related to machine events

SMART CARD READER: A device, connected to a workstation computer that reads player or employee cards and allows access to player or employee records for display or update. SMART System Slot Marketing And Revenue Tracking To change software or hardware actions by changing settings. Modular system that is capable of providing player tracking, automating the accounting of a slot department, strengthening casino slot security and defining marketing targets.

SMIB: Slot Machine Interface Board a device containing logic and interface boards inside the card box or gaming machine. These boards store machine data until polled by the DCU.

SOFT COUNT: The counting of money generated by gaming operations in the form of paper bills.

SOFT DROP: The controlled process of removing bills from bill acceptors located in gaming machines.

SOFT METER: An internal accounting system that can be displayed on the screen of a video machine, or in the coin window on a reel slot machine. The signals that increment or drive the hard meters are derived from the soft meter data, and the soft meters are able to reset to zero.

SOLDER: A low melting point alloy, usually of lead (Pb) and tin (Sn), that can wet copper, conduct current, and mechanically join conductors.

SOLDERING: A process of joining metallic surfaces with solder, without melting the base material

SOLDERABILITY: The ability of a conductor to be wetted by solder and to form a strong bond with the solder.

SOLDER BRIDGING: Solder paste or solder on two or more adjacent pads that come into contact to form a conductive path (forming a bridge).

SOLDER CONNECTION: The joining of two or more metal parts by means of an electrical or mechanical connection.

SOLDER MASK: A dielectric material used to cover the entire surface (except where the joints are to be formed) of the PCB primarily to protect the circuitry from environmental damage. Solder mask also helps to reduce bridging.

SOLDER PASTE: A mixture of minute spherical solder particles, activators, solvent, and gelling or suspension agent.

SOLDER POWDER: The solder alloy in solder paste exists in the form of powder. Solder powder is the major ingredient that affects the printability of the paste and the quality of the solder joint.

SOLDER THICKNESS: The amount of solder deposited on a pad for reflow. Optimum thickness will vary with pad size and pitch, but must be consistent across a single bonding site.

SOLDER WICKING: The capillary movement of molten solder onto a pad or component lead or between metal surfaces, such as strands of wire.

SOLENOID: An electromagnetic device used to convert 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.

SPECTRUM DISPLAY: A dot matrix, multi-color display device used to display the amounts in a progressive system.

SSR: Solid State Relay a relay built primarily from integrated circuits and other electronic systems containing moving parts as part of their prime functions.

STAND: The wood or metal base, housing the drop box, to which a standard upright machine is attached.

STANDALONE PPROGRESSIVE: A progressive game played for a prize amount that can only be won on one machine.

STANDOFF: An insulative material affixed to the bottom of a package to give clearance or to prevent electrical shorting.

STANDARD EURO CREDIT: A credit mode where once the maximum bet is reached; all inserted coins are accumulated as credits in the credits meter up to the credit limit. A win that would cause the credits meter to exceed the credit limit is hopper paid. If this hopper pay amount is greater than the hopper limit, the amount is hand paid. All other wins are paid to the credits meter. The credit limit is set in self-test.

STATISTICAL DATA MODE: The software mode that displays statistics accumulated in the game play mode, such as the number of coins in or the number of credits won.

STEPPER MOTOR: A motor used for precision motion control. Stepper motors rotate by applying a pulsating voltage to their windings. Each pulse causes the stepper motor shaft to rotate only a few degrees.

STOPS: Various points where a slot reel might become stationary.

STRAIGHT FLUSH: A poker game hand consisting of five cards of the same suit with consecutive values.

STABILITY: The ability of a component, circuit, or system to maintain a fixed level of operation within specified tolerances under varying external conditions. Changing conditions include voltage, frequency, temperature, and longevity.

STEADY-STATE DC VOLTAGE: A fixed polarity of positive or negative voltage with respect to a reference. This form of voltage is used as the power source for electronic circuits.

SUBDIRECTORY: A directory within a directory.

SUBSTRATE: The supporting material upon which the elements of a hybrid are deposited or attached.

SUPER CAP: The large capacitors,

SQUARE WAVE - A rectangular-shaped (step-function) periodic wave with a positive and negative half-cycle of equal lengths of time or duration. A square wave consists of a sine wave's fundamental frequency combined with the odd harmonics (multiples) of its fundamental frequency

SURFACE MOUNT TECHNOLOGY: A method of assembling printed circuit boards where the components are mounted onto the surface of the board rather than being inserted into holes in the board.

SYMBOLS: Images on the reels of a slot machine that need to be lined up in certain combinations for jackpots. Fruit and bar symbols were some of the first images to appear on a slot machine.

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

SYNCHRONOUS TRANSMISSION: A data transmission in which the bits are transmitted at a fixed rate. The transmitter and receiver both use the same clock signals for synchronization.

TAPE BACKUP: A mechanism that reads and writes information on magnetic tape to provide a copy of user's data in case of an accident.

TELECOMMUNICATION: Transmitting information across varying distances, such as over telephone lines.

TELLTALE-PLUS: The circuitry, which allows the machine to determine if any of the high security doors, including the main door, and processor board on the machine were opened while the power was turned off.

TEMPERATURE COEFFICIENT (TC): The change in the characteristic of a component, which occurs because of a change in temperature. TC can be specified either as the number of parts per million (ppm) change per °C change in temperature, or as a percent change in value per °C change in temperature. **Temperature Cycling** An environmental test where parts are subjected to a series of cycles alternating between low and high temperature extremes. **Temperature Tracking** The degree to which similar elements on the same circuit exhibit change of a parameter with respect to temperature change.

TERMINAL: The main console (keyboard and screen) of a system.

TERMINATOR: A component used at the end of a daisy-chain cable run to complete the circuit.

TEST BOARD: A printed circuit board deemed to be suitable for determining the acceptability of a group of boards produced with the same fabrication process.

TEST FIXTURE: A device that interfaces between test equipment and the unit being tested.

THEORETICAL HOLD: The percentage of each credit that the machine will keep as gross profit.

THERMAL ANALYSIS: A calculation to estimate the temperature rise of various elements in a microcircuit.

THERMAL SHOCK: Same as temperature cycling except that the rate of change of temperature is usually much more rapid.

THICK FILM: A film deposited by screen-printing processes and fired at high temperature.

THIN FILM: A film deposited onto a substrate by deposition process such as sputtering or vacuum evaporation.

TILT: An error in machine operation that suspends game play. Tilts can be caused by hardware or software problems and must be corrected before game play can continue.

TIGHTEN: Perception by players that we can tighten a screw to make the machine not pay off. This screw does not exist. The only way to tighten or loosen a machine is to perform a conversion. This is a long and involved process.

TOKE: A tip to a casino employee

TOKEN CREDIT: A credit mode only available when the appropriate set chip has been used to select the credits per coin (token) amount. By selecting a non-zero number for the credit amount, the token credit mode can be selected in self-test, while selecting a zero disables the credit mode. If the game was in token credit mode before using the set chip to change the credit amount to zero, the game defaults to Montana-style credit mode when powered up. (Refer to Montana-style credit.)

TOP BOX: An enclosed area at the top of the machine that typically contains a light box and display glass, a candle and/or various optional assemblies.

TOP GLASS: A silk-screened piece of glass that fits into the top part of a game and usually shows the pay table.

TOP PANEL: The main machine door on flat-top and slant-top machines. The top panel typically contains the player switches and/or other player input devices, coin entry, coin tray, video or slot glass and other components.

TOUCH PANEL: A player input device on some video games, such as touch-panel keno. When the player touches a designated area on the panel, a corresponding area on the video screen is activated.

TOUCHSCREEN: A video monitor that also acts as an input device by the action of touching specific locations of the screen to perform some activity or action.

TOUCHSCREEN BUTTON: The graphical representation of a button drawn on the screen simulating the function of a physical button when the screen is touched within the screen button boundary.

TOWER: A cylinder shaped device on top of a poker or slot machine that illuminates when certain events (a jackpot for example) occur

TRANSACTION PROCESSOR ENGINE: (TPE) A set of programs that monitor and control the machines and are responsible for coordinating prize amounts, accumulating group meters, gathering game meters data and ensuring the integrity of the system.

TRANSFORMER: A device for converting a varying current from one voltage to another. A step-up transformer converts voltage to a higher value, while a step down transformer has the opposite affect.

TRANSISTOR: An active semiconductor device capable of providing power amplification.

TRANSISTORS: have three or more terminals

TRANSISTOR-TRANSISTOR LOGIC: (TTL) 1) A family of integrated circuits having bipolar circuit logic. 2) A standard for interconnecting such circuits, which defines the voltages used to represent logical Os and Is. Translator Compatibility buffer between ABS and IGS.

TRIAC: A transistor used to gate AC voltages.

TRIBOELECTRIC EFFECT: The phenomenon of transferring electrons from one nonconductive material to another when friction is produced between them. See **ELECTROSTATIC CHARGE**

TWISTED-PAIR WIRE: A type of wire that is made up of 4 to 8 copper wires. Each wire is twisted around each other to deflect outside interference. There are two varieties shielded twisted pair and unshielded twisted pair.

UART/DUART: Universal Asynchronous Receiver/Transmitter and Dual Universal Asynchronous Receiver/Transmitter These are integrated circuits that are used to communicate data from gaming machines to various accounting and security systems. The UART is a single device, i. e., one per package. The DUART is a dual device, i. e., two per package.

UNIT OF CREDIT: One unit of credit is equivalent to one unit of the base denomination associated with the game.

UPRIGHT MACHINE: A type of machine that stands erect, usually attached to a stand. The machine door is hinged on the side and the game is viewed from the front.

VACUUM FLUORESCENT DISPLAY: (VFD) A small graphic display used to convey game play, diagnostic, status and other messages to the player, attendant or operator.

VARISTOR: - A metal (zinc) oxide over-voltage protective device.

Vbatt: Battery voltage.

VGD: Video Gaming Device A gaming machine.

VGM: Video Gaming Machine a gaming machine. This term is also synonymous with gaming machine, VGD and VLT.

VIDEO MONITOR: A display device similar to a television screen used in video games to receive and display game and service information.

Vin: Voltage in.

VIRTUAL REEL: The term used for electronic slot machines in which the number of reel stops in the computer program is greater than the number of stops on the actual reels of the machine.

VLT: Video Lottery Terminal A type of game that is connected to a central computer system via a communications system. Video lottery customers often receive payment in the form of printed tickets that can be redeemed for cash.

VOLT: The unit of measurement of electromotive force necessary to produce one ampere of current in a circuit having a total resistance of one ohm. The volt is named for Alessandro Volta, an 18th century Italian physicist.

VOLTAGE: The electromotive force that exists across a voltage source (supply voltage) or a load in a circuit. Its unit of measurement is a volt. See ELECTROMOTIVE FORCE.

VOLTAGE ARRESTOR: A fast-acting, over-voltage protective device that can absorb or short a voltage to ground when the voltage is in excess of the device's rated value.

VOUCHER: A printed ticket from a video lottery terminal (VLT), which is redeemed for cash in lieu of direct payment as with a gaming machine.

Vout: Voltage out. WAN Wide Area Network a network of geographically distant computers and terminals.

WALKING THE REELS: An old method of cheating whereby a mechanical machine's handle could be used to manipulate reels into a jackpot position. This is not possible on today's slot machines

WAP: System Wide Area Progressive System a group of progressive games that are played for a prize amount funded by the controlling agency. Refers to games such as Megabucks® and Quartermania®.

WATT: The unit of measurement for electrical power, named after James Watt, an 18th century Scottish engineer. One watt of power is dissipated when a voltage of one volt is applied across a load of one ohm resulting in one ampere of current in the circuit.

WAVELENGTH: *The physical distance between the beginning and the end of a cycle in a periodic wave (sine wave or square wave) as it travels through space or through a conductor. Wavelength is measured in meters (or in Angstrom units) and is designated with the Greek letter lambda*

WETTING: *The spreading of solder along the leads and pad to produce complete and uniform solder coverage.*

WIDE AREA NETWORK: *(WAN) a network of geographically distant computers and terminals.*

WIN: *Usually refers to the dollar value of a gaming machine's hold percentage. It is calculated by multiplying the coin-in value in dollars times the hold percentage.*

WINDOW: *A portion of the video display area dedicated to some specified purpose. Software allows the screen to be divided into multiple windows that can be moved around and made bigger or smaller. Windows allow the user to treat the computer display screen like a desktop where various files can remain open simultaneously.*

WORKSTATION: *1) An individual work area that includes one or more devices on a network*

YO-YO: *A coin traveling in reverse to its normal direction. For example: a coin is dangled through and withdrawn from the coin entry slot of the machine in an attempt to cheat the machine of a coin during game play.*