

Gaminator для встраивания в корпус



Описание: Основные качества этой версии являются то, что все данные хранятся в файле "mem.dec". Это означает, что вы можете установить эту версию-станции для передачи данных через интернет на определенный адрес электронной почты и иметь доступ ко всей информации, контролируемых игр-станций. Система проверена в течение многих лет в игровых залах и не имеет каких-либо ошибок.

Математика ПРИВЛЕКАТЕЛЬНА КЛИЕНТАМ и имеет хорошую НАСТРОЙКУ ПРОЦЕНТА ОТДАЧИ.

Расходы на строительство и встраивание в корпуса для этой версии являются низкими. В комплекте есть все инструкции и подключения кнопок и описание для подключения купюроприемника.

Поддержка двух мониторов, ВНИМАНИЕ ДАННАЯ ВЕРСИЯ НЕ ЗАШИФРОВАНА НИ ЧЕМ, ВЫ МОЖЕТЕ МЕНЯТЬ БИБЛИОТЕКИ dll и exe файлы.

Описание и программы для редактирования так же в архиве с программой.

[Смотреть видео на YouTube](#)

Description: The main quality of this game is that it stores all the data in the file "mem.dec".

This means that you can set the game-station to send the data through internet to a specific email address and have access to all the information of monitored game-station. The

game is tested for years in hall games and does not have any major bugs. It's "math" is attractive and it has a good percent. Once the game-station is setup the game will break only when physical components will break.

The game does not require strong pc. Cheap but stable units will do. The costs for building a cabinet for this game are low..

Very stable on a WinXp platform with no modifications from initial setup(Tiny, Micro...)

-Can work with 2 different controllers, it's own controller and with classical "green controller"

-It's controller is simple to build, and it has no components that have software written on.

-The controller it's cheap to build and it controls everything (buttons, lamps, bill acceptor, key in/out e.t.c.)

-The game works with a wide variety of bill acceptors that can be connected through serial Com port for fast adding credits.

-The game can be controlled completely from keyboard so you can make yourself the third controller from a common keyboard (you will not have lamps!).

Supports 2 monitors

The games resources are editable

-It has no encryption so you can make minor adjustments even in exe or dll

COMPONENT		SOLDER SIDE	
		1A	1B
		2A	2B
Out	SPEAKER	3A	3B GND
In	HOLD 1 SW	4A	4B BILL ACCEPTOR
In	HOLD 2 SW	5A	5B
In	HOLD 3 SW	6A	6B
In	HOLD 4 SW	7A	7B
In	HOLD 5 SW	8A	8B
In	START SW	9A	9B
In	BET SW	10A	10B
In	GAMESELECT SW	11A	11B
In	AUTOSTART SW	12A	12B
In		13A	13B
In	MAXBET SW	14A	14B
In	INFO SW	15A	15B
In	FRONT DOOR SW	16A	16B
In		17A	17B
In		18A	18B
In		19A	19B
In	MENU SW	20A	20B
In	PAY OUT SW	21 A	21B
Out		22A	22B
Out		23A	23B GAMESELECT LAMP
Out		24A	24B
Out	TOTAL IN COUNTER	25A	25B
Out	TOTAL OUT COUNTER	26A	26B
Out		27A	27B
Out		28A	28B
Out	HOLD 1 LAMP	29A	29B BET LAMP
Out	HOLD 2 LAMP	30A	30B MAXBET LAMP
Out	HOLD 3 LAMP	31A	31B PAYOUT LAMP
Out	HOLD 4 LAMP	32A	32B
Out	HOLD 5 LAMP	33A	33B AUTOSTART LAMP
Out	START LAMP	34A	34B INFO LAMP
In		35A	35B
	GND	36A	36B GND

COMPONENT SIDE		SOLDER SIDE	
GND	1A	1B	GND
GND	2A	2B	GND
+5V	3A	3B	+5V
+5V	4A	4B	+5V
+12V	5A	5B	+12V
	6A	6B	
	7A	7B	
	8A	8B	
GND	9A	9B	GND
GND	10A	10B	GND



DENOMINATION: 1 CREDIT = 0.01 RON

CURRENCYRON

MAIN COIN1 COIN = 1.00 RON

DENOMINATION1 CREDIT = 0.01 RON

HASHHON BET0

HASHHON BET PER ROW100

KEY INPUTON

GAME WIN LIMIT0

ALARM SOUND0000-00000

MACHINE NUMBER000.000.000

CHANGE PASSWORDCHANGE

MoreLessPrev ItemNext Item

AUDIT MENU

>ATTENDANT

ACCOUNTING

DIAGNOSTIC

GAME HISTORY

GAME STATISTIC

MACHINE SETUP

ADMINISTRATION

DOWNENTER

GAME SET

VERSION SAVINGX

Game 1Lucky Lady's Charm

Game 2Beatle Mania

Game 3Dolphin's Pearl

Game 4Queen of Hearts

Game 5Book of Ra

Game 6Sizzling Hot

Game 7Always Hot

Game 8American Poker II

Game 9Ultra Hot

Game 10Hot Target

MULTIGAME VERSIONCHANGE

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