

Welcome to your manual for

# PDPI ONSCREEN

THE NEW GENERATION OF THE  
PULSE DRIVEN PRINTER INTERFACE BOARD

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### QUICK START:

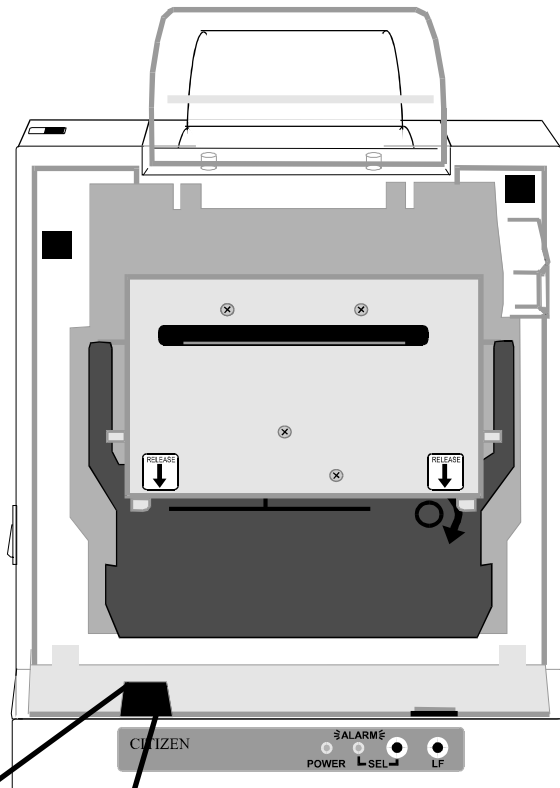
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The PDPI Board is designed to be used only for legal purposes as determined by the authorities in the location where this piece will be used.

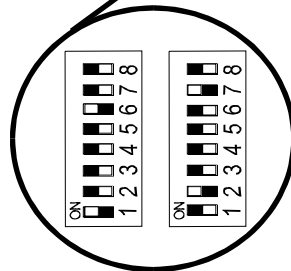
# SETTING the DIP SWITCHES on your PRINTER

The DIP switch settings on your printer (Citizen, Epson or Ithaca) MUST be set to **1200 baud** in order for your PDPI Onscreen Board to function correctly.

The DIP switches for your Citizen printer are located behind the front cover.



**Citizen iDP3541 Printer**  
Proper DIP Switch Settings  
for 1200 Baud Rate



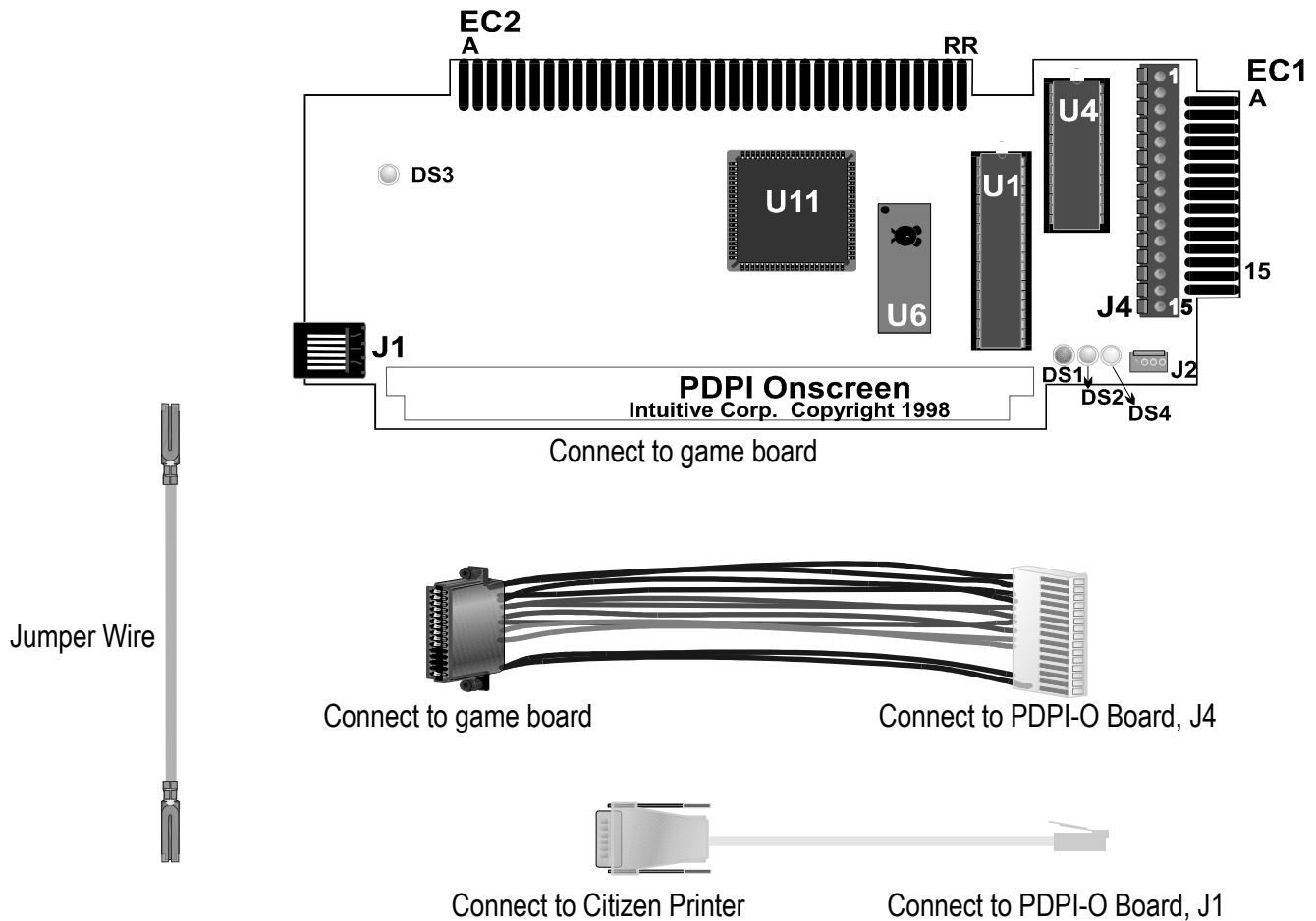
<b>BANK 1</b>	<b>BANK 2</b>
1, 6 on	2, 7 on
2, 3, 4, 5, 7, 8 off	1, 3, 4, 5, 6, 8 off

### To Set the DIP Switch on the Citizen iDP3541 Printer

- 1) Make sure the printer is turned off.
- 2) Remove the front cover from the printer.
- 3) With a small object, like a screwdriver or ball point pen, gently move the DIP switch either left or right. Make sure the switch is completely in the "on" or "off" position.
- 4) Replace the front cover
- 5) Turn the printer on.

NOTE: If at any time the DIP switch settings are changed and the printer has not been turned off, and then on, the printer will NOT register the new settings.

# INSTALLING PDPI ONSCREEN



## To Install your PDPI Onscreen Board

- 1) Turn the power off to the game cabinet.
- 2) Disconnect the cabinet harness from the game board.
- 3) Attach the card edge connector of the PDPI Onscreen board to the game board (so the parts side of each board is facing in the same direction).
- 4) Attach the 10-position inline connector (or 15 position inline connector-varies based on board version) from the supplied power cable to J4 on the PDPI-O Board. Attach the 10-dual position card edge connector of the power cable to the game board.
- 5) Install the PDPI-O/game board combination back in the game cabinet.
- 6) Connect the 36-position card edge from the game harness to EC2 on the PDPI-O Board. Connect the 10-position card edge from the game harness to EC1 on the PDPI-O Board.
- 7) Install the Telco connector from the adapter cable to J1 on the PDPI-O Board and the DB25 connector to the Citizen iDP3541 Printer.
- 8) To put remaining credits back onto the game without incrementing the Credit In Meter, insert one end of the jumper wire to Pin 13, solder side of the game harness and the other end to the Service Credit In pin of the game harness (CherryMaster, pin J).
- 9) Turn power back on the the game cabinet.

# PROGRAMMING RECEIPT TICKET INFORMATION

```

*****
Header Information
*****
01/01/80 11:55:00
TICKET #0000 00000000

          $ 25.00
CREDITS 100

*****
Footer Information
    
```

```

*****
Header Information
*****
01/01/80 11:55:00
TICKET #0000 00000000

Points 100

*****
Footer Information
    
```

```

*****
Header Information
*****
01/01/80 11:55:00
TICKET #0000 00000000

          $ 25.00
CREDITS 100
Tickets 25
# Games 0

*****
Footer Information
    
```

```

*****
Header Information
*****
01/01/80 11:55:00
TICKET #0000 00000000

Tickets 25
# Games 0

*****
Footer Information
    
```

Print: \$

Print: POINTS

Print: \$ and TICKETS

Print: TICKETS

The PDPI Onscreen receipt tickets can be configured for a variety of outputs. There are 7 set-up/information screens available with PDPI Onscreen that allow setup of location and disclaimer information from within the existing game, without the use of a computer. Other setups, like Coin In and Out values are all configured from the game monitor using the game's control panel buttons.

- 1) Output Device Screen
  - a) Print \$
  - b) Ticket Dispenser
  - c) Print Points
  - d) Print \$ and Tickets
  - e) Print Tickets
- 2) Set Clock Information Screen
- 3) Game Number Screen
- 4) Editing Header Screen
- 5) Editing Footer Screen
- 6) Ticket Set-Up Screen
- 7) Last Five Scores Screen

**To access the PDPI Onscreen set-up/information screens**

- 1) Install PDPI Onscreen in your game cabinet.
- 2) Simultaneously press the DOUBLE, TAKE and Confirm buttons on your cabinet.
- 3) Follow the commands at the bottom of each set-up/information screen.

# OUTPUT DEVICE SCREENS

The first screen configures the style of the ticket, and the printer (Citizen, Ithaca, or Epson) or dispenser to be used. Ticket values and amount won per game (hand count) are also configured here.

**DOUBLE/TAKE** Moves the highlight box up and down to choose a menu item  
**BIG/SMALL** Will scroll through the values of the menu item highlighted, as the following descriptions explain.

**PRINT**  
**\$**

<b>OUTPUT DEVICE</b>	PRINT\$
PRINTER TYPE:	CITIZEN
MAX VOUCHER \$:	NO LIMIT
EXCESS CREDITS:	PRINT WHOLE VALUE

DOUBLE/TAKE	= UP/DOWN MENU ITEMS
BIG/SMALL	= CHANGE VALUE
PLAY	= EXIT SETUP
START	= NEXT SETUP SCREEN

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Print \$ prints a receipt ticket from a receipt printer with a dollar value for credits.

PRINTER TYPE:	Citizen iDP3541RF	All printers must be set to
	Epson 267	1200 baud transfer rate.
	Epson 267II/300	8 data bits
	Ithaca	no parity
		1 start bit

**MAX VOUCHER\$:** (the maximum dollar value that is allowed to be printed for any receipt ticket)

**\$1 - \$200:** one value in this range, selections increment by \$1  
**NO LIMIT:** to print any ticket value, regardless of value

## OUTPUT DEVICE SCREENS continued

### PRINT\$

EXCESS CREDITS: (indicates what to do with any credits that exceed the maximum voucher limit)

- PRINT WHOLE VALUE: will print as many tickets as needed to represent all the credits
- \*ONE MAX VOUCHER AND KEEP: prints one ticket for the Max Voucher value specified. Any credits left over will be put back on the screen
- EVEN MULT OF MAX VOUCHER & TOSS: will print as many tickets as possible in the Max Voucher value and delete any remaining credits
- \*EVEN MULT OF MAX VOUCHER & KEEP: will print as many tickets as possible in the Max Voucher value specified. Any credits left over, less than the Max Voucher value, will be put back on the screen
- ONE MAX VOUCHER & TOSS: will print one voucher up to the Max Voucher value and the remainder will be deleted

\*NOTE: The green jumper wire must be installed for these selections to work properly.

# OUTPUT DEVICE SCREENS continued

## TICKET DISPENSER

<b>OUTPUT DEVICE</b>	TICKET DISPENSER
TICKET VALUE:	\$5
MAX WIN/GAME \$:	\$5
EXCESS CREDITS:	KEEP ON MACHINE

**TICKET VALUE:** (the dollar value that equals one ticket. For example, if 1 credit = \$1, and 1 ticket = \$5, then 1 ticket will be dispensed if 5 credits are cleared; 2 tickets if 10 credits are cleared, etc.)

\$1 - \$99: one value in this range, selections increment by \$1

**MAX WIN/GAME \$:** (the maximum dollar value that can be won for each start. PDPI Onscreen automatically knows the number of starts since it was last cleared and will only dispense the total number of tickets allowable for that number of starts. Any credits left over, even if they equal a whole ticket (s), are either put back on the machine or tossed.)

\$1 - \$99: one value in this range, selections increment by \$1

**NO LIMIT:** dispense maximum number of tickets regardless of number of games played

**EXCESS CREDITS:** (indicates what to do with any credits that exceed the maximum ticket limit)

KEEP ON MACHINE  
TOSS EXCESS

## PRINT POINTS

<b>OUTPUT DEVICE</b>	POINTS
PRINTER TYPE:	CITIZEN
EXCESS CREDITS:	PRINT WHOLE VALUE

Prints a receipt ticket with the word "POINTS". The point value is equal to the total number of credits that were on the game

**PRINTER TYPE:** Citizen iDP3541RF      All printers must be set to  
Epson 267      1200 baud transfer rate.  
Epson 267II      8 data bits  
Ithaca      no parity  
      1 start bit

**EXCESS CREDITS:** PRINT WHOLE VALUE (only one choice available)

## OUTPUT DEVICE SCREENS continued

### PRINT \$AND TICKETS

OUTPUT DEVICE	PRINT \$ AND TICKETS
PRINTER TYPE:	CITIZEN
TICKET VALUE:	\$5
MAX WIN/GAME \$:	\$5
EXCESS CREDITS:	KEEP ON MACHINE

Prints a receipt ticket showing both the dollar amount and the word "TICKETS" with a number.

PRINTER TYPE:	Citizen iDP3541RF	All printers must be set to 1200 baud transfer rate. 8 data bits no parity 1 start bit
	Epson 267	
	Epson 267II	
	Ithaca	

TICKET VALUE: (the dollar value that equals one ticket. For example, if 1 credit = \$1, and 1 ticket = \$5, then, a receipt ticket will show 'Tickets: 1' if 5 credits are cleared; 'Tickets:2' if 10 credits are cleared, etc.)

\$1 - \$99: one value in this range, selections increment by \$1

MAX WIN/GAME \$: (the maximum dollar value that can be won for each start. PDPI Onscreen automatically knows the number of starts since it was last cleared and will only dispense the total number of tickets allowable for that number of starts. Any credits left over, even if they equal a whole ticket (s), are either put back on the machine or tossed.)

\$1 - \$99: one value in this range, selections increment by \$1

NO LIMIT: to print any ticket value, regardless of value

EXCESS CREDITS: (indicates what to do with any credits that exceed the maximum ticket limit)

KEEP ON MACHINE  
TOSS EXCESS



## OUTPUT DEVICE SCREENS continued

### PRINT TICKETS

OUTPUT DEVICE	PRINT TICKETS
PRINTER TYPE:	CITIZEN
TICKET VALUE:	\$5
MAX WIN/GAME \$:	\$5
EXCESS CREDITS:	KEEP ON MACHINE

Prints a receipt ticket showing the word "TICKETS". Ticket values are set up to correspond to a dollar amount.

PRINTER TYPE:

TICKET VALUE:

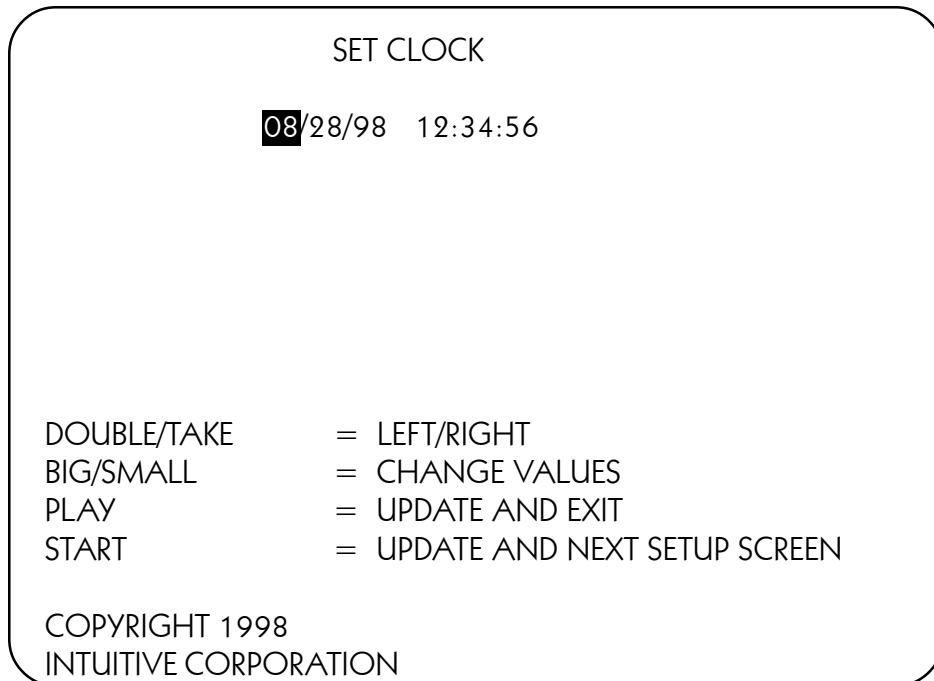
MAX WIN/GAME \$:

EXCESS CREDITS:

same as the section for Print \$ and Tickets

## SET CLOCK INFORMATION SCREEN

This screen is used to set the clock module on PDPI Onscreen. This time reference appears on the printer receipt tickets and time stamps the last 5 scores. The clock module uses a 24-hour military time reference.



- |             |  |
|-------------|--|
| DOUBLE/TAKE | Moves the highlight box left or right to choose a segment from the date or time.                 |
| BIG/SMALL   | Will scroll through the possible values.   |
| PLAY        | Will accept the time and date displayed and exit, without going to any additional setup screens. |
| START       | Accepts time and date displayed and proceeds to the next setup screen.                           |

## GAME NUMBER SCREEN

This screen is used to set the game number that prints on the receipt tickets. This ID is up to four characters and can be either numeric or alpha characters.

GAME NUMBER

**0**000

DOUBLE/TAKE	=	LEFT/RIGHT
BIG/SMALL	=	CHANGE VALUES
PLAY	=	UPDATE AND EXIT
START	=	UPDATE AND NEXT SETUP SCREEN

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- |             |  |
|-------------|--|
| DOUBLE/TAKE | Moves the highlight box left or right to choose one of the four characters.                    |
| BIG/SMALL   | Will scroll through the numbers (0-9) and alphabet (A-Z).                                      |
| PLAY        | Will accept the game number displayed and exit, without going to any additional setup screens. |
| START       | Accepts game number displayed and proceeds to the next setup screen.                           |

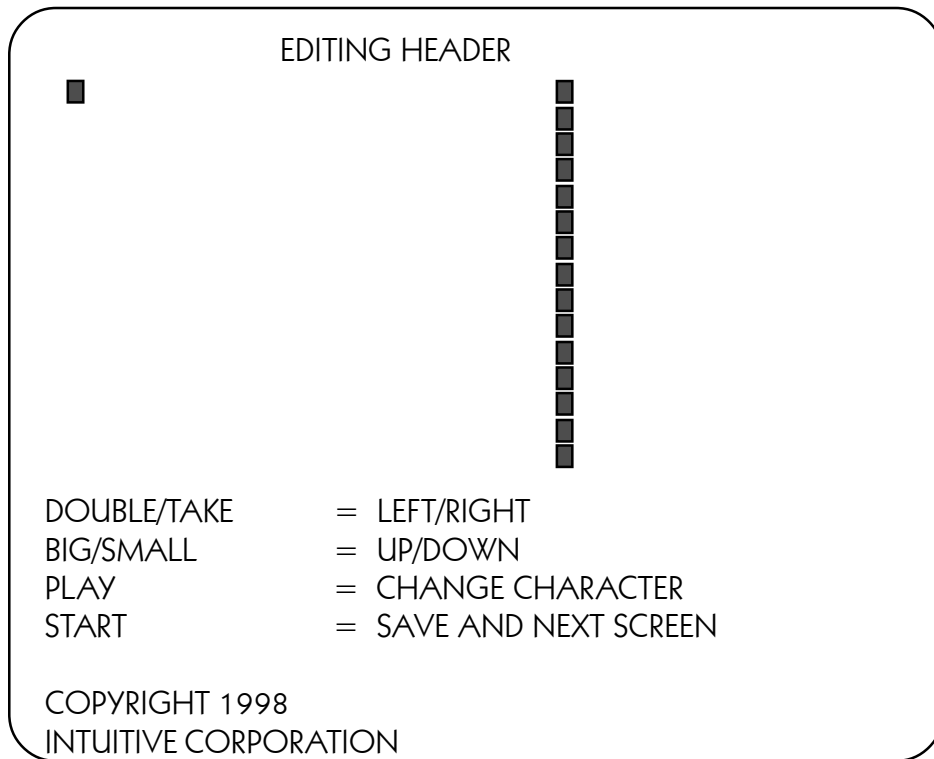
## EDITING HEADER SCREEN

This screen is used to create or change the header information that will appear at the top of the printer receipt ticket. Space is available for 15 lines of approximately 40 characters (subject to printer).

**It is important to note two things about Screen 1:** The single box on the left is the end of text marker. When a header is entered, this marker must be deleted and re-entered AT THE END of the header text. The PDPI-O program stops looking for header information when it sees this character. If text is entered after this character, the program will not read it and it will not appear on the ticket. If this character is not inserted at the end of the header text, a lot of empty space may print on the ticket in the header area. The column of boxes on the right indicates the length of each line. As text is inserted, any characters that get “pushed off the end” of the line will disappear and will not print on the ticket. If this happens, the text must be re-entered.

All header text will print out in capital letters only. These boxes do not print on the receipt ticket.

### SCREEN 1



- |             |  |
|-------------|--|
| DOUBLE/TAKE | Moves the highlight box left or right on a line.   |
| BIG/SMALL   | Moves the highlight box up or down a line.   |
| PLAY        | Will change the 'Editing Header' screen (as shown on the next page) and provide a means to change a highlighted character. |
| START       | Accepts the header displayed and proceeds to the next setup screen.  |

# EDITING HEADER SCREEN continued

## SCREEN 2

EDITING HEADER

DOUBLE/TAKE = LEFT/RIGHT

BIG/SMALL = UP/DOWN

PLAY = SELECT CHARACTER

START + BIG/SMALL = INSERT/DELETE CHAR

INSERT A ■ = END OF HEADER/FOOTER

0123456789

ABCDEFGHIJ

KLMNOPQRST

UVWXYZ .!?

, : ; \$ # % & \ = ' ^ \_ @ ` ■

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### To Enter or Change Header Text

- 1) From Screen 1, Use the DOUBLE, TAKE, BIG or SMALL buttons to move the cursor over the character/space to change.
- 2) Press the PLAY button. (Screen 2 will be displayed).
- 3) To delete that character, press START and SMALL together, at the same time. (Screen 1 will appear with changes).

To insert a space at that character, press START and BIG together, at the same time. (Screen 1 will appear with changes).

To change that character, use DOUBLE, TAKE, BIG or SMALL to select a character in the symbol grid.

Press PLAY. This function overwrites the character highlighted by the cursor (Screen 1 will appear with changes).

NOTE: adding a character in the middle of existing text must be done in 2 steps: insert a space, then change the character (the space) to one selected from the symbol grid.

- 4) Repeat steps 1 through 3 until all header information is entered.
- 5) Repeat step 1 and 2, once more, to select the END OF TEXT marker box from the symbol grid making certain it appears at the end of the header text.

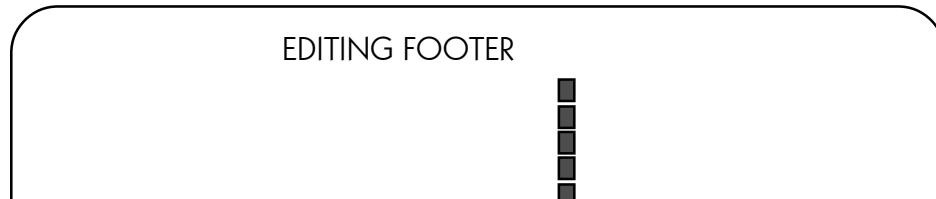
## EDITING HEADER SCREEN continued

### Header Symbol Grid

0123456789	Numbers: 0 through 9
ABCDEFGHIJ	Letters: A through J
KLMNOPQRST	Letters K through T
UVWXYZ .!?	Letters U through Z; space, period, exclamation point, question mark
, : ; \$ # % & \ = ' ' "	comma, colon, semi-colon, dollar sign, number sign, percent sign, ampersand, back slash, equal sign, apostrophe
+ - * / < > ( ) { }	plus sign, minus sign, asterisk, forward slash, less than, greater than, left parenthesis, right parenthesis, left bracket, right bracket
^ _ @ ` █	carrot, underscore, at sign, accent mark, end of text marker (PDPI-O character)

## EDITING FOOTER SCREEN

This screen is used to create or change the footer information that will appear at the bottom of the printer receipt ticket. This procedure is the same process as for the Header Information. Refer to Page 12, Editing Header Information.



A default footer for Georgia can be enabled through a selection on the General Setup Screen (see page 16). The footer reads:

THIS TICKET VALID FOR GOODS AND SERVICES AT THIS LOCATION ONLY. THE VALUE OF THE GOODS AND SERVICES IS IN ACCORDANCE WITH THE O.C.G.A. 16-32-35 D.E.F. MERCHANDISE OR THIS VOUCHER CAN NOT BE EXCHANGED FOR OR IN PART MONEY OF ANY KIND. ONLY MERCHANDISE CAN BE RECEIVED.

I CERTIFY WITH MY SIGNATURE BELOW THAT NO CASH HAS BEEN RECEIVED FROM PLAYING THIS MACHINE.

---

CUSTOMER

---

STORE PERSONNEL

This footer text is hard coded in the PDPI-O program. It can be edited, after it has been selected. Any changes made in the Editing Footer screens, will not permanently affect the copy hard coded in the program.

### To Select the Default Footer

- 1) Press START to go to the next setup screen (General Setup).
- 2) Use TAKE to scroll down to the FOOTER: menu selection.
- 3) Use BIG/SMALL to change the selection to DEFAULT FOOTER 1.
- 4) Press START (several times) until the Editing Footer screen appears again.
- 5) Verify the default text is present.
- 6) Press START to save the default as the new footer.

## GENERAL SETUP SCREEN

This screen is used to define the output characteristics of the receipt tickets. Audit tickets are printed from this screen.

<b>HEADER:</b>	ENABLE TEXT
<b>FOOTER:</b>	DISABLE TEXT
METER IN VALUE:	\$0.05
METER OUT VALUE:	\$0.05
PRINTER CHAR/LINE	32
SCORES SCREEN:	ENABLE

DOUBLE/TAKE	= UP/DOWN MENU ITEMS
BIG/SMALL	= CHANGE VALUE
CLEAR	= PRINT AUDIT TICKET
CLEAR+TAKE	= CLEAR AUDIT INFORMATION
CLEAR+PLAY	= CLEAR SETUP INFORMATION
START	= NEXT SETUP SCREEN
PLAY	= EXIT SETUP

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**HEADER:** (instructs PDPI-O how to handle the information present on the header screen)

ENABLE TEXT  
DISABLE TEXT  
CLEAR TEXT

**FOOTER:** (instructs PDPI-O how to handle the information present on the footer screen)

ENABLE TEXT  
DISABLE TEXT  
CLEAR TEXT  
DEFAULT FOOTER 1: see page 15 for text



## GENERAL SETUP SCREEN continued

METER IN VALUE: (defines the value of one pulse on the In-Meter)

\$0.00 - \$99.99: one value in this range, selections increment by \$0.01

METER OUT VALUE: (defines the value of one pulse on the Out-Meter)

\$0.00 - \$99.99: one value in this range, selections increment by \$0.01

PRINTER CHAR/LINE: (defaults to 32. Maximum width of ticket is determined by selected printer)

1 - 99: one value in this range, selection increment by 1

SCORES SCREEN: (changes the accessibility of the Scores screen through the cabinet control panel)

ENABLE

DISABLE

### To Select the Default Footer/Clear Header/Clear Footer

- 1) Use DOUBLE/TAKE to select either HEADER or FOOTER menu selection.
- 2) Use BIG/SMALL to change the selection to CLEAR TEXT or DEFAULT FOOTER 1.
- 3) Press START (several times) until the Editing Header or Editing Footer screen appears again.
- 4) Verify the text is cleared or the default text is present.
- 5) Press START to save the cleared or default text as the new header or footer.
- 6) PDPI-O will automatically change the selection on the General Setup screen to read ENABLE for either the HEADER or FOOTER or default text as the new header or footer.
- 6) PDPI-O will automatically change the selection on the General Setup screen to read ENABLE for either the HEADER or FOOTER.

DOUBLE/TAKE	Moves the highlight box up and down to choose a menu item.
BIG/SMALL	Will scroll through values for the menu item highlighted.
CLEAR	Prints an audit ticket (examples shown on page 21).
CLEAR + TAKE	Resets audit ticket tallies to zero.
CLEAR + PLAY	Resets setup information on ALL setup screen back to factory resets.
START	Accepts information on setup screen and proceeds to the next setup screen.
PLAY	Accepts information on setup screen and exits back to game.

## LAST FIVE SCORES SCREEN

The Last Five Scores are tracked and displayed in this screen.

This will be cleared if Clear Setup Information keys are pressed on the General Setup Screen.

This information can also be accessed from the control panel, as long as that feature is enabled in the General Setup Screen.

LAST FIVE SCORES			
DATE	TIME	CRDTS	GAMES
01/01/99	14:30:24	0026	0001
00/00/00	00:00:00	0000	0000
00/00/00	00:00:00	0000	0000
00/00/00	00:00:00	0000	0000
00/00/00	00:00:00	0000	0000
0000 GAMES PLAYED THIS ROUND			
START	=	NEXT SETUP SCREEN	
PLAY	=	EXIT SETUP	
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To access the Last Five Scores screen from outside the cabinet, via the control panel, press TAKE, DOUBLE and BIG at the same time.

**NOTE:** Do NOT try to access this screen via the control panel at ANY time when the TAKE, DOUBLE, or BIG buttons are active and waiting for a response during game play. The game board will register whichever button press occurs first, presuming it was a player response. The Last Five Scores screen will then appear, however any unintentional game responses cannot be reversed.

This screen is always accessible from inside the cabinet through the setup screens.