

# Videostar Information Sheet



## Hopper balance

- ❖ £1 hopper Balance £250
- ❖ 20p hopper balance £20

## Hopper settings

- ❖ Open outer cash door and turn re-fill key to display £1 hopper balance
- ❖ Press start button to switch to 20p hopper balance

## Volume settings

- ❖ With all doors closed depress 2<sup>nd</sup> hold button and turn refill key
- ❖ Hold button down until volume is displayed on screen (approximately 5 seconds)
- ❖ By pressing the 2<sup>nd</sup> and 3<sup>rd</sup> turn the volume up/down until the desired level is achieved
- ❖ Turn and remove refill key to exit

## Touch screen Set-up

- ❖ With the machine off turn re-fill key
- ❖ Hold down Menu & Help buttons
- ❖ Turn machine on
- ❖ Then follow instructions on screen
- ❖ Exit by turning and removing re-fill key

## Machine set-up menu

- ❖ To enter switch machine on with Dill switch 1.8 on
  - ❖ Hold "A" to step through options Hold "B" to step back
  - ❖ Start button to select option
  - ❖ Start button again to change option
  - ❖ Collect to return to option screen
  - ❖ Exit using Dill switch 1.8
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- ❖ 1<sup>st</sup> Screen LGM enable yes / no
  - ❖ 2<sup>nd</sup> Screen LGM gamble off / on
  - ❖ 3<sup>rd</sup> Screen TT enable yes / no
  - ❖ 4<sup>th</sup> Screen TT gamble off / on
  - ❖ 5<sup>th</sup> Screen JOK enable yes / no
  - ❖ 6<sup>th</sup> Screen JOK stake 30p / 25p / 20p
  - ❖ 7<sup>th</sup> Screen LL enable yes / no
  - ❖ 8<sup>th</sup> Screen LL gamble off / on
  - ❖ 9<sup>th</sup> Screen LL stake 30p / 25p / 20p
  - ❖ 10<sup>th</sup> Screen Percentage (selectable between 72% and 98%)

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## Test routine

- ❖ To enter test routine press test switch (located on program card)
- ❖ Start button to advance through test routine and hold A to step back.
- ❖ Hold E to select tests

### **Test 1. Coin test**

Once entered any coin or note put through mech or note acceptor be displayed on screen.

Press "Hold A" to dump £1 hopper  
Press "Hold B " to dump 20p hopper

### **Test 2. Reel Test**

Not applicable

### **Test 3. Lamp Test**

Hold E enters test lamps will step through in order, any lamp open circuit will be highlighted and the alarm will sound.

Once all lamps tested via step through all lights will flash until test exited.

Hold A steps lamps forward  
Hold B steps lamps backwards  
Hold C will pause lamps.

### **Test 4. Switch Test**

Once entered depression and release of each switch will  
Accompanied by a sound.

This applies to all switches including Dill switches and door  
Switches

### **Test 5. Display Test**

Once entered the centre of the screen will display a succession of  
letters and numbers.

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- Test 6. Meter Test**  
All meter will be checked and the result displayed on the screen.
- Test 7. Data Pack Test**  
The Data communication link will be tested and the result displayed on the screen.
- Test 8. Audio Test**  
Audio to both channels will be tested separately and then simultaneously.
- Test 9. Feature Reel Test**  
Not applicable.
- Test 10. Option Switch Test**  
Once entered the screen will display the state of the option switches beginning at 1.8.  
Hold A" will step through the option switches  
Hold C" will display there function.

# Videostar Collection Procedures



- ❖ Open outer cashbox door and main door. Reset data retrieval unit (if fitted)
- ❖ Power up the monitor (switch located in the top right hand corner of the cabinet) using the white plastic interlock key (shaped like a squared off dog bone)
- ❖ Press the left hand hold button and note the meter reading. Step through all meters by pressing the same button
- ❖ Press the start button. Monitor will now display Door and the percentage
- ❖ Turn the refill key (located on the right hand side of the machine)
- ❖ Open the inner cash box door
- ❖ Place a bag or box underneath the payout chute
- ❖ Press the dump button, hopper will payout the £1 coins (if less than £250 top up with £1 coins from the cashbox to the correct amount. If there is more than £250 in the hopper the machine will pause for several seconds after paying out the first 250 and then continue to pay the excess. This excess should be added to the monies in the cashbox)
- ❖ Refill the left hand £1 hopper with the £250
- ❖ Place empty bag back onto the payout chute
- ❖ Press the start button, machine will now payout the 20p's (if less than £20 top up with 20p's from the cashbox (If there is more than £20 in the hopper the machine will pause for several seconds before paying the excess. This excess should be added to the monies in the cashbox)
- ❖ Refill the right hand 20p hopper with the £20
- ❖ Press the hopper top up button (located on the inside rear of the cabinet to the left of the mpu). Monitor will display 20p hopper topped up
- ❖ Press the start button. Monitor will display £1 hopper balance
- ❖ Press the hopper top up button. Monitor will display £1 hopper topped up
- ❖ Collect the cash box money and note box money as normal. Replace the cash box into the machine, remove the plastic interlock key and lock the machine up.

N.B - to verify that the machine has been topped up correctly you should be able to see the arrow above the note acceptor strobing.

# Videostar Refill Procedures



- ❖ Before attempting to refill your machine make sure that the collector has noted the start meter reading.
- ❖ Turn refill key (numbered 87000 in the lock located on the lower right hand side of the cabinet).
- ❖ Monitor will show "REFILL £1.00"
- ❖ Refill £1 coins. Number of coins inserted will be counted on the screen. Once the hopper is full the coin mech light will go out and all £1 coins inserted will be rejected.
- ❖ Press the START button.
- ❖ Monitor will now show "REFILL 20p" and the coin mech light will come back on.
- ❖ Refill 20p coins. Number of coins inserted will be counted on the screen. Once the hopper is full the coin mech light will go out and all 20p coins inserted will be rejected.
- ❖ Turn and remove refill key.
- ❖ On the next collection make sure that the collector notes the new refill meter reading and repays the amount refilled.