

SERVICE MANUAL





IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.



420-7652-01-91

SERVICE MANUAL

SEGA FAVE CORPORATION

Sumitomo Fudosan Osaki Garden Tower 1-1-1 Nishi-Shinagawa, Shinagawa-ku, Tokyo 141-0033 , Japan © SEGA

INTRODUCTION

This manual presents information and explanations on how to manage settings and run software for, "maimai DX". This manual is intended for the owners, personnel and managers in charge of operation of the product. Be sure that you have read and understood this manual thoroughly before starting work.

Refer to the owner's manual supplied with the product for information on maintenance of the unit and its hardware.

This manual has been written with care and attention. In the event that you cannot carry out the work in accordance with the instructions provided in this manual, or, if you cannot achieve normal functioning of the product, contact the point-of-purchase or the office listed in this manual. Do not touch the internal system unless you are a technician.

If you lose this manual, you can order another copy using the "Service Parts Order Form" included in the Owner's manual

If you transfer or resell this product, be sure to include this manual as well as other related manuals.

This product features a network software update function.

As such, features and modes not described in this manual may be added over time.

NOTE: The contents of this manual are subject to change without notice for the purpose of upgrading.

DESCRIPTION OF WARNING DISPLAYS

To ensure the safe operation of this product, be sure to read the following before usage.

After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately.

Depending on the degree of severity, the terms of DANGER, WARNING, CAUTION, etc., are used. Be sure to understand the contents of the warning displays before reading the text.

⚠ DANGER	Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.
⚠ WARNING	Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.
⚠ CAUTION	Indicates that mishandling the product by disregarding this caution will cause a slightly hazardous situation which can result in personal injury and/or material damage.

For the safe usage of the product, the following pictographs are used:

A	"Caution: Electric shock" Indicates a risk of electric shock under specific conditions.
	"Caution: High temperature" Indicates a risk of injury due to high temperature under specific conditions.
<u>A</u>	"Caution: Risk of trapping hands/fingers" Indicates a risk of injury caused by trapping hands or fingers in doors, etc.
\Diamond	"Forbidden" Indicates something you must not do when handling the product.
	Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word "IMPORTANT" and the symbol below.

(STOP) IMPORTANT	Indicates an important detail when installing, operating, or maintaining/inspecting the product.

Definition of 'Site Maintenance Personnel or Other Qualified Professionals'

MARNING

Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the required knowledge and technical expertise. Work carried out by unqualified persons may cause serious accidents, including electrocution.

If there is no one with the required knowledge and technical expertise available, for the sake of safety, commission the work to the office listed in this manual or the point-of-purchase for this product.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialized knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site Maintenance Personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to Be Carried Out by Site Maintenance Personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other Qualified Professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

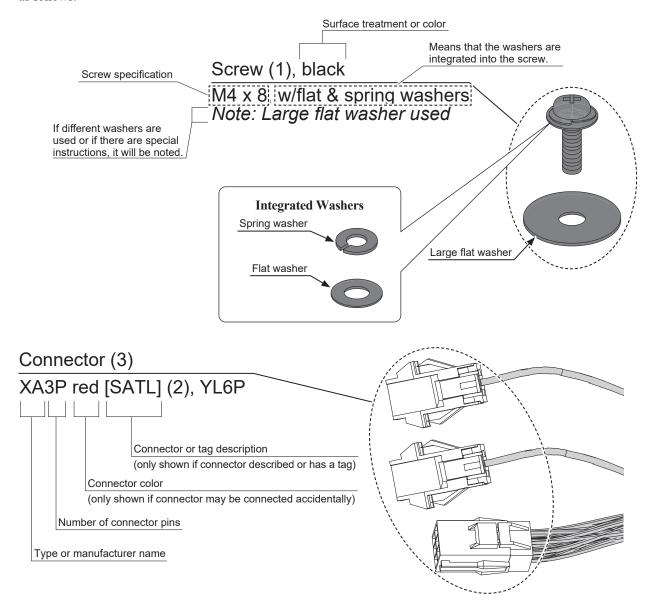
Activities to Be Carried Out by Other Qualified Professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

NOTATION USED IN THIS MANUAL

Notation in Diagrams

Information regarding fasteners (screws, nuts, washers, etc.) and connectors is shown in the diagrams in this manual as follows.



Game Version Notation

Version numbers appearing in TEST MODE are indicated by the asterisks below. When describing software version upgrades, only major version and minor version numbers are shown. Release version numbers are for SEGA's administrative use only. If you require these numbers, contact the office listed in this manual.

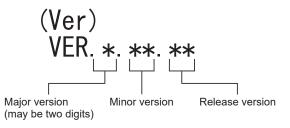


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11 GAME DESCRIPTION

1-1 GETTING STARTED

This product features a network software update function.

As such, features and modes not described in this manual may be added over time.

1-1-1 About Aime cards



The following Aime cards can be used with this product: Aime Card, MJ Member's Card, Hatsune Miku Project DIVA Arcade Access Card.

Ensure that players are aware of the following points.

- Do not bend Aime cards, get them wet or expose them to strong magnetism.
- Do not keep or leave Aime cards in hot, humid places.
- Do not lend or loan Aime cards to other people.
- When Aime card data is being read, ensure that they make direct contact with the cabinet's touch-type card reader.
- We take no responsibility for breakage, loss, theft, dirtying, incorrect use or data corruption of Aime cards.

[What is Aime?]

Aime is a service that allows multiple compatible games bearing the "Aime" mark to be played using a single Aime card.

Users can gain access to various Aime-compatible game services by registering on the "Aime Service Site". Registration is free of charge.

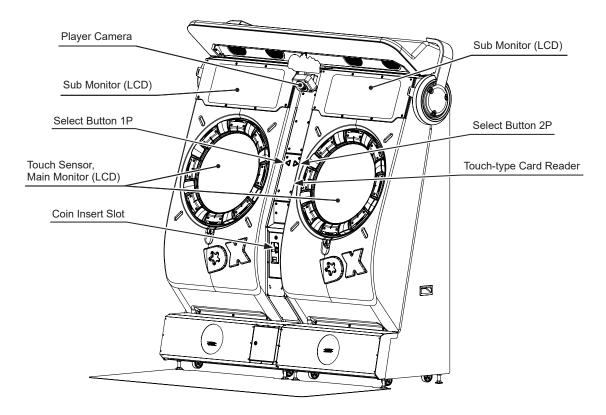
1-2 GAME OUTLINE

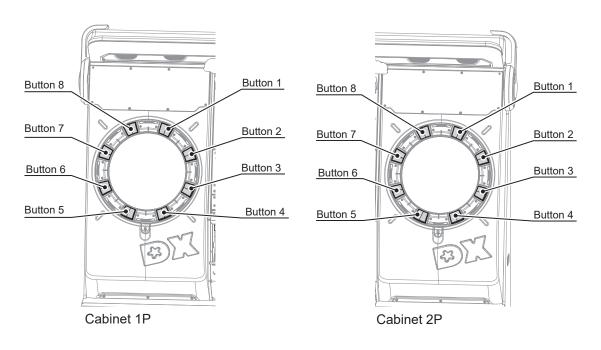
This product is a rhythm game in which players use a touch sensor and buttons situated around the screen to perform actions to the beat.

By using Aime cards, player can enjoy additional features such as higher difficulties, additional songs, and save various user data to extend your play experience.

If you are registered with "maimai DX NET," you can also upload screenshots of your gameplay along with your play results.

Note: The player camera and related functions are not applicable to some regions.





Using Tickets

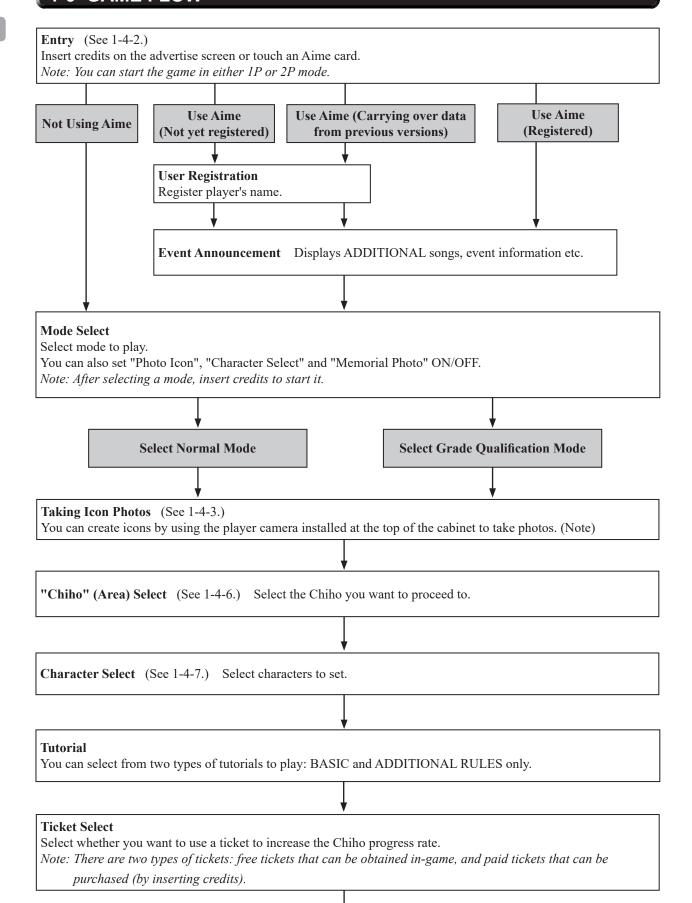
Tickets are items that help you advance in the game. You can select which tickets to use during play. (Only valid during that session.)

There are two types of tickets: free tickets that can be obtained by playing the game, and paid tickets that can be purchased with credits.

Notes:

- You cannot use tickets when playing as a guest or the first time you play with Aime.
- Ticket types and contents are subject to additions and changes during operation.
- If the game does not end properly while a paid ticket is in use, it will automatically be refunded and carried over to the next session (within 90 days).

1-3 GAME FLOW



Category / Song / Difficulty Select, Play Preparation (See 1-4-8, 1-4-9.)

Select and prepare songs to play.

Notes: - With two cabinets, you can set up and participate in cabinet-to-cabinet play. (Maximum 4P play)

- If you select Grade Qualification Mode and then a rank to play, music assigned to that rank will be played.

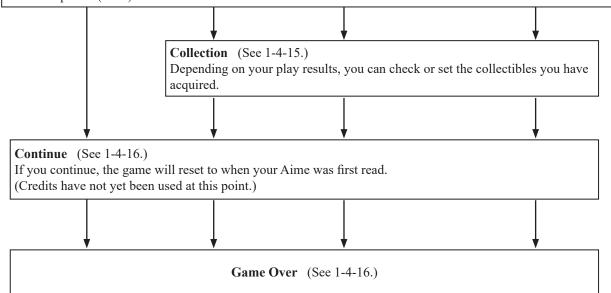
Song Play (See 1-4-11.) Play a game with the selected song. Song / Chiho / Character Result (See 1-4-12, 1-4-13.) Displays each result corresponding to the play performance.

If there are still tracks that can be played, the game will return to the song selection screen. If the song that played was the final track, the game will proceed to the TOTAL RESULT screen.

Note: If you play alone with a new Aime card, you will only get one track.

Total Result (See 1-4-14.)

You can check the results of all the songs you have played. You can also check any memorial photo you have taken. If you are registered with maimai DX NET, you can upload one image of your play results along with a memorial photo. (Note)



Note: The player camera is not applicable to some regions.

1-4 HOW TO PLAY

Details

Refer to the official web site for each element in detail. [maimai official web site] (https://maimai.sega.com/)

1-4-1 Advertise

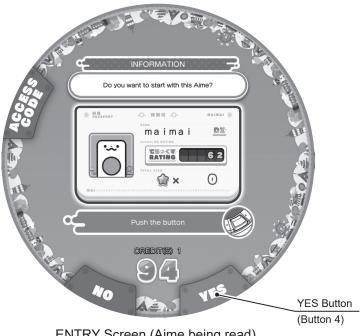
After credits are inserted or the Aime card is placed against the touch-type card reader, the game will proceed to the ENTRY screen.

1-4-2 Entry

Press the GUEST PLAY button (Button 4) when sufficient credits have been entered to enter a guest play.

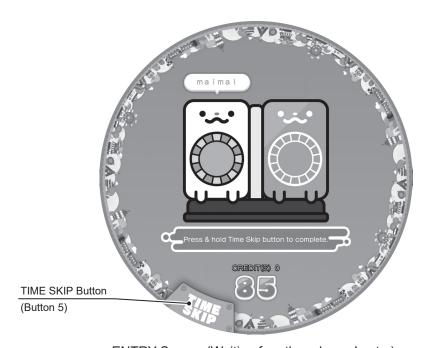


When using Aime, place an Aime card against the touch-type card reader and let it to be read. Press the YES button (Button 4) when sufficient credits have been entered to make the game in entry status using Aime.



ENTRY Screen (Aime being read)

If the countdown reaches zero after you have joined the game, the entry will be closed. If you press the TIME SKIP button (Button 5), you can shorten the time left in the countdown.



ENTRY Screen (Waiting for other players' entry)

1-4-2-A 2 Player Game

While the game is waiting for players to join, you can enter 2P mode by pressing the Guest Play button or by using another Aime card.

1-4-2-B Using a New Aime Card

When a new Aime card is used, a tutorial and a song can be played for free.

1-4-2-C Carrying Over from maimai FiNALE

Some game data from Aime cards that have been used to play maimai FiNALE can be carried over to maimai DX. (Game data from Aime cards that were last used to play maimai MiLK PLUS or earlier versions cannot be carried over.)

1-4-3 Taking Icon Photos



This section is not applicable to some regions.

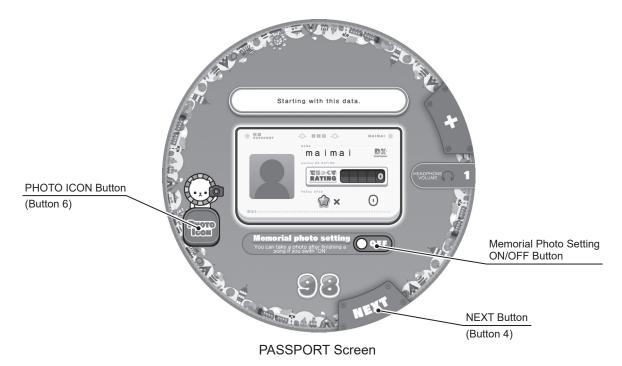
Using the player camera installed at the top center of the cabinet, you can create and set icons with the photos you take

When the PHOTO ICON button (Button 6) is pressed, an icon is created in the following order: confirmation of terms of use, selection of frame shot, photo-taking of player, and position adjustment of photo.

Note: You can create an icon from a photo as many times as you want, but if you take a new photo, it will be saved over the old one.

If you press NEXT button (Button 4) without pressing ICON PHOTO button, the game will proceed to the next screen without taking any photos.

You can take a memorial photo when the song ends, or press Memorial Photo Setting ON/OFF button to toggle the Memorial Photo setting (ON/OFF).



1-4-4 Tutorial

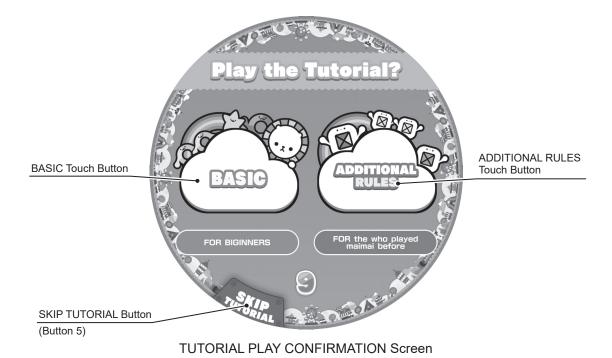
Players can learn how to play this product while actually playing it.

Instruction of the controls appears in the center of the screen, and player can enjoy the gameplay while following the instructions.

There are two kinds of tutorials.

Touch "BASIC" or "ADDITIONAL RULES" button on the screen to start the selected tutorial.

Press "SKIP TUTORIAL" button (Button 5) to proceed to the next screen, when a tutorial is not played.



Menu Items

BASIC	Explains basics of how to play maimai DX.
ADDITIONAL RULES	Explains new elements and changes of maimai DX.

1-4-5 Memorial Photo Confirmation

This section was removed following the removal of the function from the software.

1-4-6 "Chiho" (Area) Select

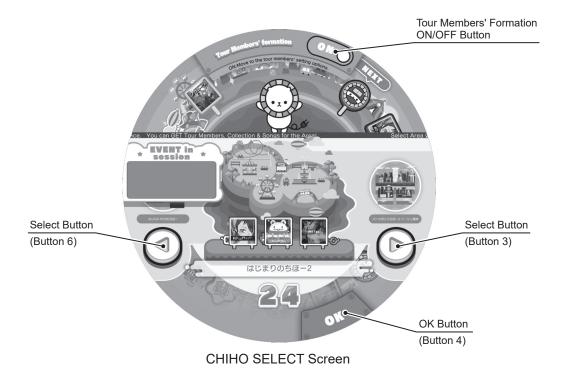
Select a "Chiho" (Area) that you wish to play.

The distance you travel in the Chiho which is selected from the song play result is determined. As you advance in the Chiho, you will obtain rewards such as songs, collectibles and characters.

Select a Chiho with Select buttons (Button 3, 6) on the left/right.

Press OK button (Button 4) to confirm the selected Chiho and proceed to the next screen.

Select characters or press "Tour Members' Formation" ON/OFF buttons to toggle the Tour Member Formation setting (ON/OFF).



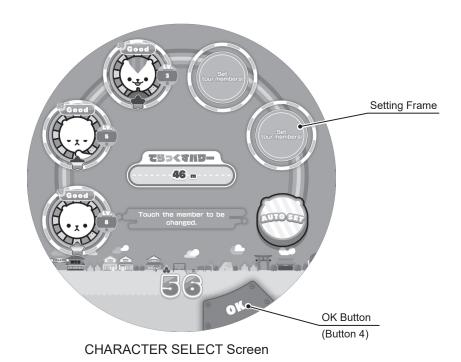
1-4-7 Character Select

Select characters that move in the selected "Chiho" together. Up to five characters can be set. The higher the level of the character you select, the further you can travel. Characters have strengths (displayed "GOOD") and weaknesses (displayed "NOT GOOD") in certain "Chiho".

If you select a "Chiho" they are weak in, they will travel less distance.

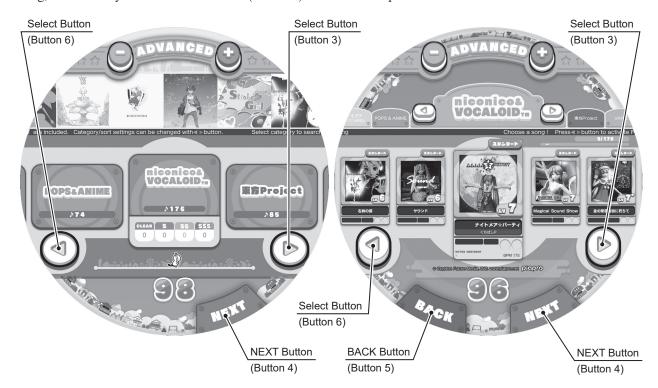
Touch the setting frame on the screen to select character to set.

Press OK button (Button 4) to proceed to the next screen.



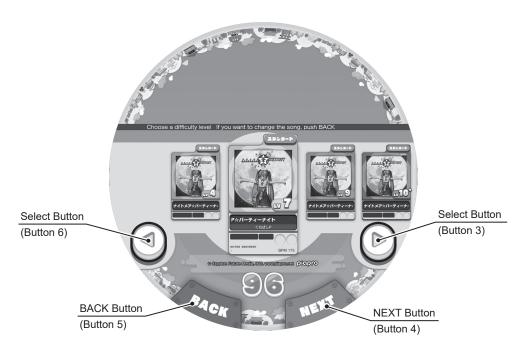
1-4-8 Category / Song / Difficulty Select

Use the select buttons (Button 3, 6) on the left/right and NEXT button (Button 4) to select items in order of category, song, and difficulty. Press "BACK" button (Button 5) to return to the previous screen.



CATEGORY SELECT Screen

SONG SELECT Screen



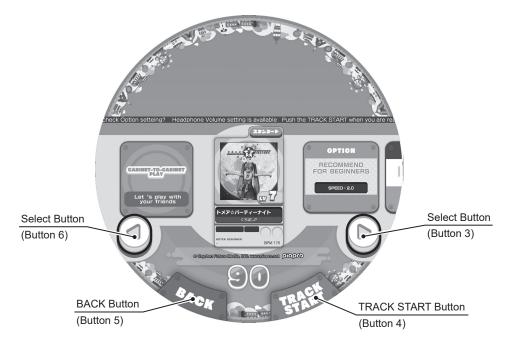
DIFFICULTY SELECT Screen

1-4-9 Play Preparation

Make preparations to play a song after determining the difficulty.

When the song information item is selected, press the TRACK START button (Button 4) to start playing the song. Various settings can be set with select buttons (Button 3, 6) on the left/right. (See below.)

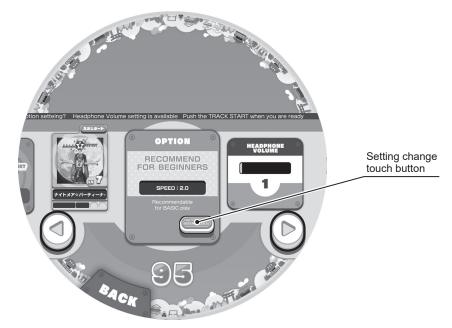
Press BACK button (Button 5) to return to the DIFFICULTY SELECT screen.



PLAY PREPARATION Screen (When the song information item is selected.)

1-4-9-A Option Setting

Make changes on Option setting with the Setting change touch button in the center of the screen.



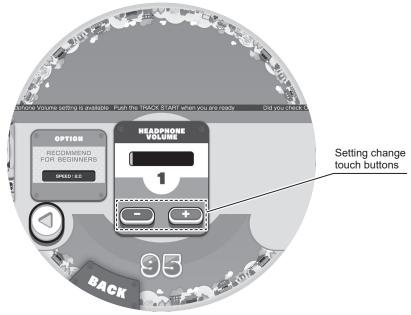
PLAY PREPARATION Screen (When an option item is selected.)

Menu Items

BEGINNER setting	Set the tap touch speed to 2.0.
INTERMEDIATE setting	Set the tap touch speed to 3.0.
EXPERT setting	Set the tap touch speed to 4.5.
DETAILS setting	While the item is selected, press the DETAILS setting button (Button 4) to move to the OPTION screen. (See 1-4-10.)

1-4-9-B HeadphoneVolume Setting

Adjust headphone volume with the setting change touch buttons in the center of the screen.

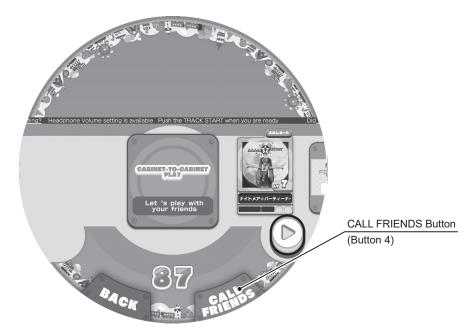


PLAY PREPARATION Screen (When the headphone volume item is selected.)

1-4-9-C Cabinet-to-cabinet Play

When network between two cabinets is connected and the Cabinet-to-cabinet play in GAME ASSIGNMENTS in GAME TEST MODE is set to "ON", the Cabinet-to-cabinet play recruit for the selected song is available. (See 3-7.) The song that the Cabinet-to-cabinet play recruit has been made is displayed on the cabinet connected, when the Cabinet-to-cabinet play recruit is made.

The Cabinet-to-cabinet play is made on each song.

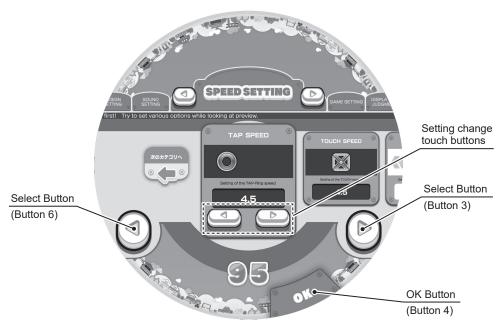


PLAY PREPARATION Screen (When the Cabinet-to-cabinet play item is selected.)

1-4-10 Option

Configures "Speed settings", "Game settings", "Display judgement", "Design settings", "Sound settings" in detail. Select an item that you wish to change settings with select buttons (Button 3, 6) on the left/right and change the settings with the touch button in the center of the screen.

Press OK button (Button 4) to confirm the settings and return to the Play preparation screen.



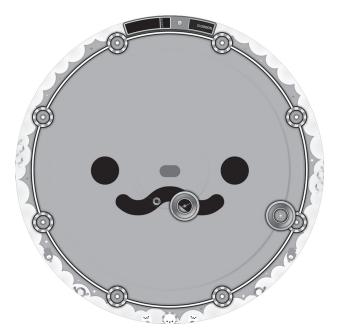
OPTION Screen

1-4-11 Song Play

Start gameplay with the track and difficulty selected.

Press the corresponding buttons, tap the screen and trace the movement of the shapes in time with the notes that appear on the screen. You will be evaluated according to your performance.

Your achievement rate is tallied according to your performance, and you will clear the stage if you score at least 80%.



TRACK PLAY Screen

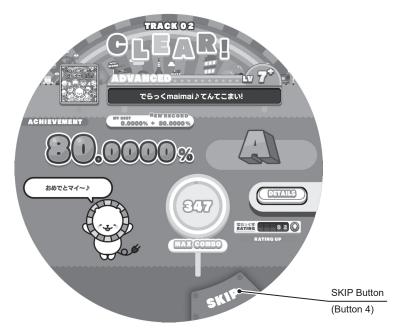
Kinds of Note

Tap Note	Press the corresponding button or touch sensor when the ring-shaped notes overlap with the judgment line at the edge of the screen.
Hold Note	Press the corresponding button or touch sensor when the tip of the horizontally long hexagonal-shaped notes overlaps with the judgment line, and keep pressing until the notes disappear.
Slide Note	Press the corresponding button or touch sensor when the star-shaped notes overlap with the judgment line at the edge of the screen. A line is drawn on the screen from that location. After one beat, the star-shaped notes move along the line. Trace their movement on the screen.
Touch Note	Square notes appear and the shutter appears to close. Tap this part of the screen when it closes.
Touch Hold Note	Diamond-shaped notes appear and the shutter appears to close. Tap this part of the screen when it closes, and keep tapping until the surrounding notes complete a full rotation clockwise.

1

1-4-12 Song Result

The player clears the game if the achievement rate is 80% or more. Press the SKIP button (Button 4) to proceed to the next screen.



RESULT Screen

Unlocking Master Difficulty

If your rank was "S" or higher on EXPERT difficulty or higher, MASTER difficulty for that song will be unlocked (if it was not unlocked), and you can select from next time.

Note: If the same song has a Re: MASTER difficulty music score, it will be unlocked under the same conditions.

1-4-13 Chiho / Character Result

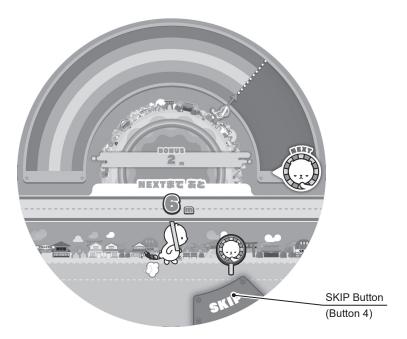
The distance you travel this time will depend on your play results and the character you selected. Once it is determined, your character will move accordingly.

You can earn rewards such as characters, songs and collectibles by traveling a certain distance.

The character you selected will level up after moving.

By leveling up, the distance you can travel will increase the next time you play.

Press the SKIP button (Button 4) to skip the cutscene while it is played. When you press the NEXT button (Button 4) that appears after the cutscene ends, the game will proceed to the next screen.



CHIHO RESULT Screen

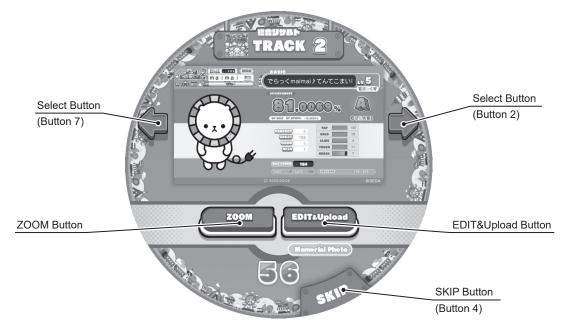
STOP IMPORTANT

This section is not applicable to some regions.

You can check your play results for each track. If you select "YES" at the Memorial Photo Confirmation screen before you begin to play, a photo will be taken after the song ends, and you can then check it.

Uploading Play Result Photos

If a player is registered to maimai DX NET, images of gameplay result can be uploaded. Select an image with Select buttons on the left/right of the screen (Button 2, 7) and press UPLOAD button (Button 5) after pressing EDIT&Upload button. Also, the information for the image or layout can be edited as well. Press SKIP button (Button 4) to proceed to the next screen.



TOTAL RESULT Screen

1-4-15 Collection

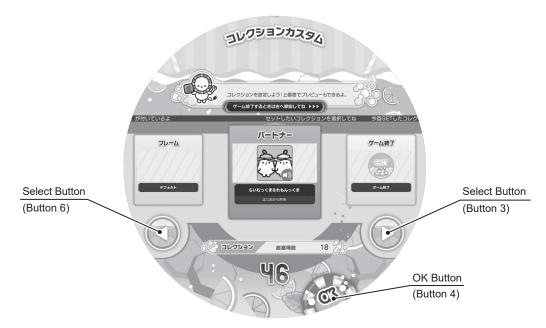
The Collection obtained can be confirmed or set.

There are five kinds of Collections: Title, Icon, Name Plate, Frame, Partner.

Select the item of Collection that you wish to confirm or set with Select buttons on left/right (Button 3 and 6).

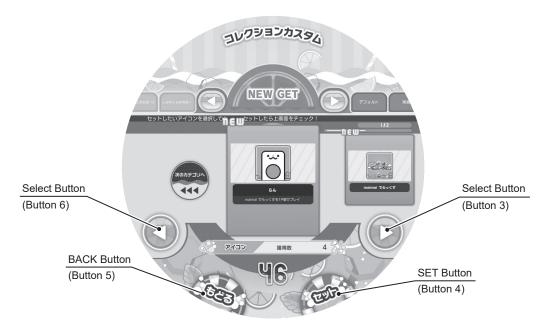
Press OK button (Button 4) to move to the COLLECTION CUSTOM screen of the selected item.

Select the item on the far right (Game Over) and press the OK button, or wait until the timer reaches zero to proceed to the next screen.



COLLECTION CUSTOM TOP Screen

Change the item to select with Select buttons on the left/right (Button 3 and 6) on each COLLECTION CUSTOM screen. While selecting an item you have obtained, press the Set button (button 4) to set the collection for that item. Press Back button (Button 5) to return to the COLLECTION CUSTOM TOP screen.



COLLECTION CUSTOM TOP Screen (ICON)

The set collection is displayed on the sub monitor.



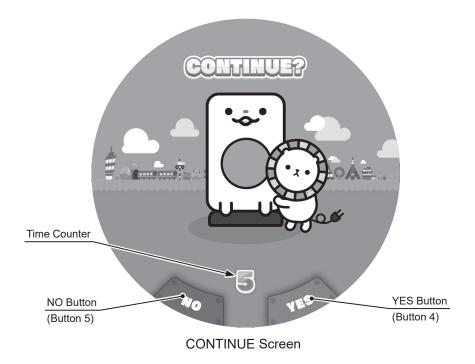
Sub Monitor

1-4-16 Continue, Game Over

If you are playing with an Aime card, press the "YES" button (Button 4) to continue, and return to the entry screen. The game will reset to when your Aime was first read. (Credits have not yet been used at this point.)

If you have entered with the Guest play, the game will proceed to the entry screen and go on standby.

Note: In order to reduce the hassle of re-reading Aime cards and the number of players changing when playing continuously, this continue includes content that differs from that of a normal continue.



When the time counter shows zero or NO button (Button 5) is pressed, the game moves to the GAME OVER screen and it ends.



GAME OVER Screen

1-5 EVENT MODE

You can operate the cabinet with the Event mode if EVENT MODE on the GAME ASSIGNMENTS screen in GAME TEST MODE is set to ON. (See 3-7.)

Event Mode Features

- You cannot play or carry over data with a new Aime card.
- Play data will not be saved. (However, an Aime card can be read.)
- The number of tracks that you can play is the number of tracks set for both 1P and 2P mode.
- The countdown is paused on screens such as the CATEGORY SELECTION screen, PLAY PREPARATION screen and SONG RESULT screen, and the game only proceeds to the next screen with player input.
- MASTER and Re:MASTER difficulties are released all the time.

1-6 NETWORK CONNECTION

Online icons are available when network connection, including this product and ALL.Net., is normal. If there is a problem with the network, play with Aime-compatible cards will be restricted. Network connection status can be confirmed with the on-line icon on the upper right of the sub monitor.

Online icons

(Green)	[Normal] - Network connection is normal All online services are operational.
(Yellow)	Play with new Aime cards will not be possible.
(Gray)	- Only guest plays are available Some tracks cannot be played.

1-7 SERVER MAINTENANCE

Regular server maintenance is performed every day. Note that gameplay may be restricted during maintenance.

Maintenance Time

Every day, 4:00 a.m. - 7:00 a.m. (JST/UTC + 9)

Gameplay Restriction

Reception of new play using an Aime disabled.

Closing time is displayed on the Advertise screen 60 minutes before maintenance.

60 mins. before Maintenance time	The following message appears on the advertise screen: "Aime Play-Start Time Ends in ** Minutes"
15 mins. before Maintenance time	The following message appears on the Advertise screen, while ending reception of new play, continues and coin insertion using an Aime disabled. "Server under maintenance You can't play with Aime now"

1

1-8 STORE CLOSING PROCEDURES

The following functions are performed to ensure that all games are finished by the time your store closes. Configure the closing time in CLOSE SETTING in GAME TEST MODE. (See "3-10".)

45 mins. before closing	The following message appears on the advertise screen: "Play-Start Time Ends in ** Minutes"
15 mins. before closing	The following message appears on the Advertise screen, while ending reception of new play, continues and coin insertion. "Playable Time has Ended, Today"

1-9 AUTOMATIC REBOOTING PROCESS

If a cabinet is in operation at 7:00 a.m. (JST/UTC + 9), it is automatically rebooted but if a game is being played the game continues as normal. After the game ends and returns to the advertise screen, the cabinet is automatically rebooted.

A game cannot be started while the rebooting message is displayed.

2 TEST MODE CONTROLS

⚠ WARNING

Do not touch undesignated places. Touching undesignated places can cause an electric shock, short circuit or fire.

CAUTION

When opening/closing or attaching/removing doors or other parts, be careful that your hands or fingers do not get caught in anything.

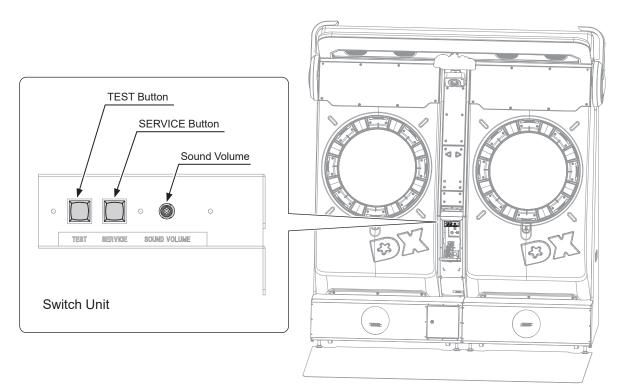
(STOP) IMPORTANT

- This product will not be on-line unless both the main power switch in the AC unit and the sub power switch are ON.
- When settings are changed in TEST MODE, exit TEST MODE via "Exit". The
 settings are saved upon exit. Be aware that if the power is turned OFF before
 exiting, the settings that were changed will not be enabled.

Run TEST MODE with the switch unit inside the cabinet to perform periodic inspections, check operating conditions and change various settings.

2-1 SWITCH UNIT

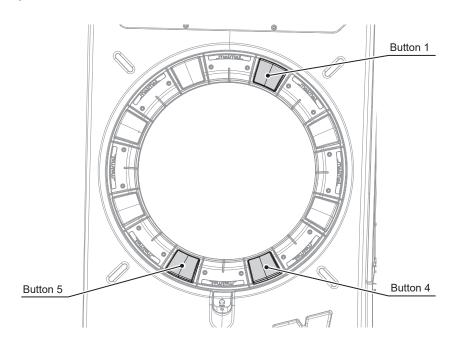
Unlock the Selector door with the master key and open it to access to the Switch unit.



TEST BUTTON	Initiate TEST MODE. Within TEST MODE, use this button to confirm menu selections.
SERVICE BUTTON	Gives credits without registering on the coin meter. When it happens, SERVICE CREDIT in BOOKKEEPING screen will be increased. (See 3-1.) Within TEST MODE, this functions as the selection button.
SOUND VOLUME	Used to adjust speaker volume. Note: Be sure to take the location of the product into consideration when setting the volume.

2-2 CONTROL PANEL

Button 1, 4, 5 are also available for GAME TEST MODE controls in the TEST MODE. *Note: Not available for SYSTEM TEST MODE.*



Buttons

Button 1	Can be used to select an item (move the cursor upper) in GAME TEST MODE.
Button 4	Can be used to select an item (move the cursor lower) in GAME TEST MODE.
Button 5	Can be used to confirm an item or change setting values in GAME TEST MODE.

3 GAME TEST MODE

Press the TEST Button to display the GAME TEST MODE screen.

GAME TEST MODE

BOOKKEEPING
INPUT TEST
OUTPUT TEST
OUTPUT TEST
MONITOR TEST
TOUCH SENSOR TEST
CAMERA TEST
GAME ASSIGNMENTS
SYSTEM INFORMATION
Aime CARD READER TEST
CLOSE SETTING
NETWORK TEST
ALL.Net ACCOUNTING STATUS
ALL.Net DOWNLOAD STATUS
BACKUP DATA CLEAR
SYSTEM TEST
SERVER SETTING SERVER

> EXIT

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

GAME TEST MODE Screen

Note: "ALL.NET DOWNLOAD STATUS" is displayed when "SERVER SETTING" in "SYSTEM CONFIGURATION" is set to "SERVER". (See 4-2.)

Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
- Select EXIT and press the TEST Button to exit GAME TEST MODE.

Menu Items

BOOKKEEPING	Checks each game data. (See 3-1.)
INPUT TEST	Checks operation of each input device. (See 3-2.)
OUTPUT TEST	Checks operation of each output device. (See 3-3.)
MONITOR TEST	Checks monitor. (See 3-4.)
TOUCH SENSOR TEST	Performs operation check and configure settings of touch sensor. (See 3-5.)
CAMERA TEST	Checks operation of camera. (See 3-6.)
GAME ASSIGNMENTS	Configures each game setting. (See 3-7.)
SYSTEM INFORMATION	Displays various version information of the game. (See 3-8.)
Aime CARD READER TEST	Checks operation of touch type card reader. (See 3-9.)
CLOSE SETTING	Configures closing time. (See 3-10.)
NETWORK TEST	Checks network connection status. (See 3-11.)
ALL.Net ACCOUNTING STATUS	Checks ALL.Net accounting status and toggles between turning the warning display ON/OFF. (See 3-12.)
ALL.Net DOWNLOAD STATUS	Checks software version and software distribution status. (See 3-13.)
BACKUP DATA CLEAR	Deletes various game data. (See 3-14.)
SYSTEM TEST	Proceeds to SYSTEM TEST MODE. (See 3-15.) Note: Configure the distribution server (SERVER/CLIENT) in "System configuration" in SYSTEM TEST MODE. (Default setting: CLIENT)

3-1 BOOKKEEPING

Checks each game data.

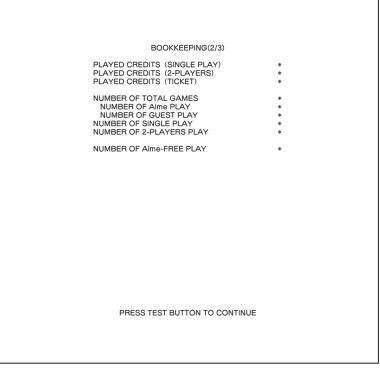
BOOKKEEPING(1/3) Screen

Controls

Press the TEST Button to move to BOOKKEEPING(2/3) screen.

Menu Items

COIN 1/2	Number of coins inserted in coin chute 1/2.
TOTAL COINS	Total coins inserted.
COIN CREDITS	Number of credits for coins inserted.
SERVICE CREDITS	Number of credits entered with the SERVICE Button.
TOTAL CREDITS	Total credits for COIN CREDITS and SERVICE CREDITS.



BOOKKEEPING(2/3) Screen

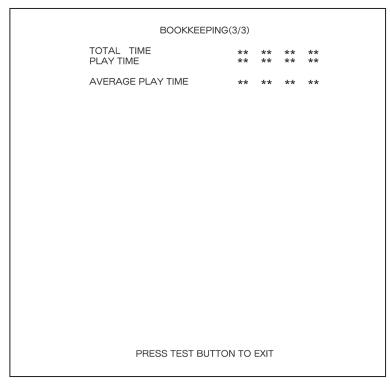
Controls

Press the TEST Button to move to BOOKKEEPING(3/3) screen.

Menu Items

PLAYED CREDITS (SINGLE PLAY)	Number of credits used in 1P Mode
PLAYED CREDITS (2-PLAYERS)	Number of credits used in 2P Mode (See "Note" below.)
PLAYED CREDITS (TICKET)	Number of credits used with tickets
NUMBER OF TOTAL GAMES	Total number of times Aime play and Guest play combined
NUMBER OF Aime PLAY	Number of times played with Aime
NUMBER OF GUEST PLAY	Number of times played without Aime
NUMBER OF SINGLE PLAY	Number of times 1P mode selected
NUMBER OF 2-PLAYERS PLAY	Number of times 2P mode selected
NUMBER OF Aime-FREE PLAY	Number of times First-free play using Aime selected

Note: When used by two players in 2P Mode simultaneously, both credits are counted.



BOOKKEEPING(3/3) Screen

Controls

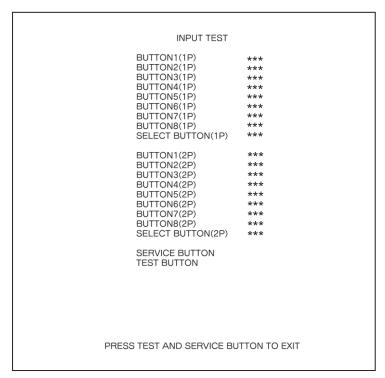
Press the TEST Button to return to the GAME TEST MODE screen.

TOTAL TIME	Total powered time outside of TEST MODE	
PLAY TIME	Total play time including time spent making game mode selections	
AVERAGE PLAY TIME	Average play time for one game	

3-2 INPUT TEST

Checks operation of each input device.

Perform the test periodically to check each input device.



INPUT TEST Screen

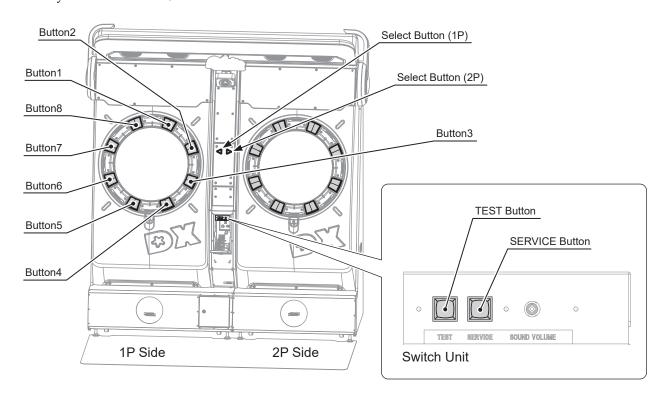
Controls

- Input devices are working correctly if the corresponding menu item switches from OFF to ON when the device is operated.
- Press the TEST Button and the SERVICE Button simultaneously. The GAME TEST MODE screen reappears.

Menu Items

Buttons are as shown in the figure.

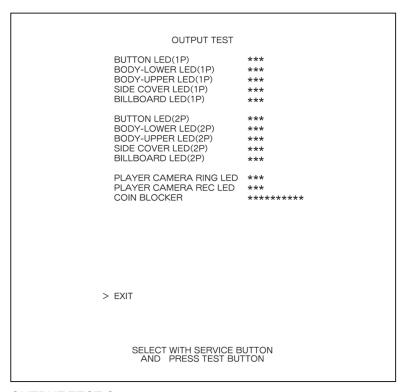
The layout of Buttons 1 to 8 are the same on both the 1P and 2P sides.



3-3 OUTPUT TEST

Checks operation of each output device.

Perform the test periodically to check that each output device is functioning correctly.

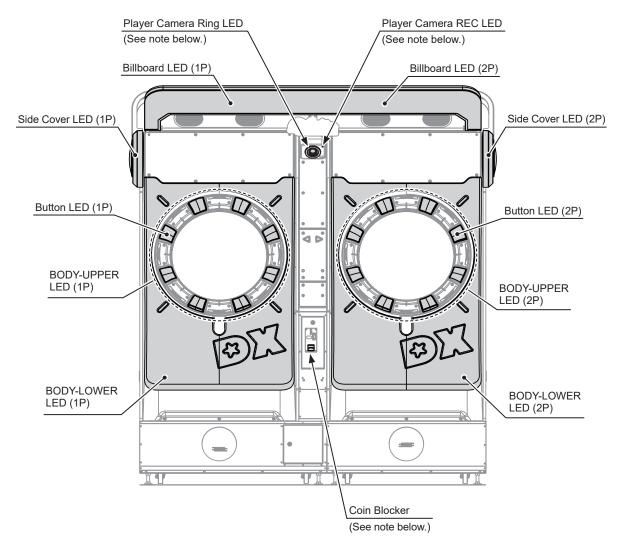


OUTPUT TEST Screen

Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
- Select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

BUTTON LED (1P/2P)	Functioning normally if LED switches in order of OFF (turned off) RED, GREEN, BLUE, WHITE, SEQUENTIAL. Note: Buttons 1 to 8 illuminate white in order repeatedly in SEQUENTIAL.
BODY (-LOWER/-UPPER) LED (1P/2P)	Functioning normally if LED illuminates in order of OFF (turned off), ON.
SIDE COVER LED (1P/2P)	Functioning normally if LED illuminates in order of OFF (turned off), ON.
BILLBOARD LED (1P/2P)	Functioning normally if LED illuminates in order of OFF (turned off), RED, GREEN, BLUE, WHITE.
PLAYER CAMERA RING LED	Functioning normally if LED illuminates in order of OFF (turned off), ON.
PLAYER CAMERA REC LED	Functioning normally if LED illuminates in order of OFF (turned off), ON.
COIN BLOCKER	Functioning normally if coin can be inserted when OFF, returns to the coin return slot when ON. Note: A coin selector that is not available in certain regions is used.

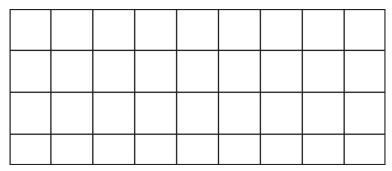


Note: The player camera and its related parts are not applicable to North America.

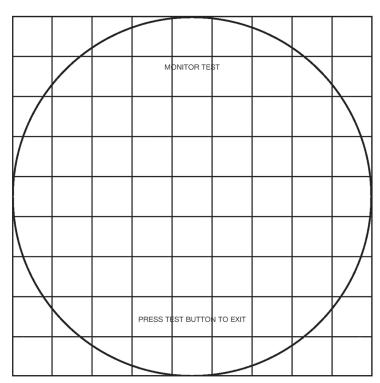
3-4 MONITOR TEST

Check the monitor.

The game screen display area of the main monitor (circular) and sub monitor (rectangular) is shown. Check that these lines are displayed correctly at the edges of the screen.



MONITOR TEST Screen (Sub Monitor)



MONITOR TEST Screen (Main Monitor)

Controls

Press the TEST Button to return to the GAME TEST MODE screen.

3-5 TOUCH SENSOR TEST



- Each touch sensor is different and requires individual calibration. If sensitivity is not set at the proper level, the sensor could react incorrectly or not at all.
- Touch sensor may not react well depending on how you touch it. This is caused by differences between the contact areas of individuals' fingers, and is not a malfunction of the sensor.
- Use the supplied test tool to adjust touch sensor sensitivity.
- When using the test tool, be careful not to apply heavy force to the touch sensor as this could result in damage.
- When adjusting sensitivity, some sensor areas will react even when the test tool gets close. This is not a malfunction of the sensor.
- The sensitivity of the 34 boxed sensor areas varies individually.
- Changing SENSITIVITY LEVEL adjusts all 34 sensor areas at once, not individually.

Selects the screen to confirm the touch sensor and adjust the sensitivity.

TOUCH SENSOR TEST

TOUCH SENSOR 1P
TOUCH SENSOR 2P

> EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

TOUCH SENSOR TOP Screen

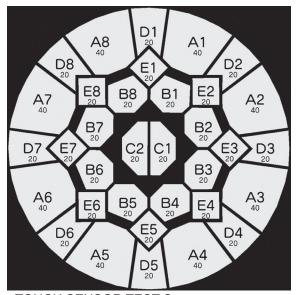
Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
- Select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

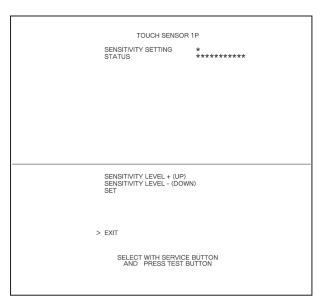
Menu Items

TOUCH SENSOR 1P	Perform test and sensitivity adjustment of the touch sensor on the 1P side. A touch sensor setting screen in which adjustments can be made is displayed on the 2P side.
TOUCH SENSOR 2P	Perform test and sensitivity adjustment of the touch sensor on the 2P side. A touch sensor setting screen in which adjustments can be made is displayed on the 1P side.

Perform test and sensitivity adjustment of the touch sensor of the screen (1P/2P) selected on the Touch sensor top screen. The Touch sensor test screen is displayed on the selected screen and the Touch sensor setting screen is displayed on the other screen.



TOUCH SENSOR TEST Screen



TOUCH SENSOR SETTING Screen

Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
- Select EXIT and press the TEST Button to return to the TOUCH SENSOR TOP screen.

Current sensitivity	Displays the sensitivity level currently being adjusted. When changing "Sensitivity +" and "Sensitivity -" settings, the original and new value are both displayed e.g. " $0 \rightarrow 2$ ".			
Status	Displays the operation status of the touch sensor.			
	Operating Operating normally			
	Initializing The values are displayed immediately after proceeding to this screen Initializing sensitivity with set values.			
	Setting Displayed when the settings are changed. Changing sensitivity settings to new values.			
	Unable to connect (Time out)	Unable to connect to the touch sensor.		
	Initialization failed Failed to initialize.			

Menu Items

SENSITIVITY LEVEL + (UP)	Sensitivity is increased one level from the current level each time you enter a value.
SENSITIVITY LEVEL - (DOWN)	Sensitivity is decreased one level from the current level each time you enter a value.
SET	If you enter a value that is different from the sensitivity level you are setting, that value will be reflected in the sensitivity settings. (Default setting: 0, Setting values: -5 to +5)

3-5-1 Touch Sensor Sensitivity Check



- Hold the test tool correctly to ensure that you adjust sensitivity properly. (See below.)
- Always hold the test tool perpendicular to the screen and press it against the screen slowly.
- Hold the test tool against the screen for 3 5 seconds. Judge sensitivity according to the result after 3 - 5 seconds.

Align the included test tool with the center of each frame (34 locations) displayed on the screen, and press it against the screen. Check the touch sensor sensitivity within the areas.

If the following status can be seen, check the touch sensor sensitivity and make adjustments. (See 3-5-2.)

- Without touching the screen, one area within the frame of the screen will turn or flash red. (See 3-5-2.)
- The color of areas does not change to red even though the test tool is touching the screen. (See 3-5-3.)

How to Hold a Test Tool

<Correct>

- Always hold the test tool with your bare hand (do not wear a glove) and place the strap around your wrist.
- Wearing the strap prevents the test tool from falling if you accidentally let go of it while checking sensitivity.
- Hold the test tool by its indentation with your fingertips as shown in the figure below.

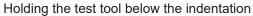


<Incorrect>

Holding the test tool incorrectly will prevent you from adjusting the touch sensor properly.





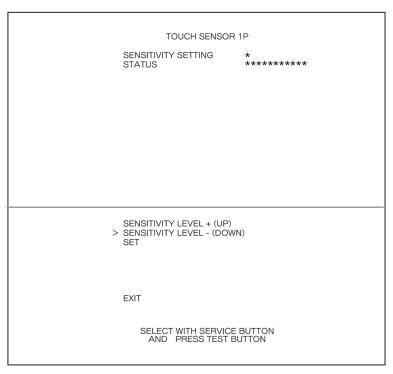




Palm of the hand is near the touch sensor

3-5-2 Touch Sensor Sensitivity Adjustment (When Sensitivity Is too High)

Press the SERVICE button to select "SENSITIVITY LEVEL -" on the Touch sensor setting screen. Press the TEST button to decrease the sensitivity one level.

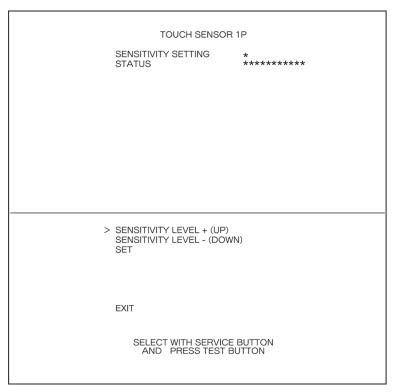


TOUCH SENSOR SETTING Screen

- Press the SERVICE Button to select "SET" and press the TEST Button to confirm it. If the area does not illuminate or blink red, return to Step 1.
- If the area turns red when the test tool is held against the screen, the sensitivity is appropriate. (See 3-5-1.)

3-5-3 Touch Sensor Sensitivity Adjustment (When Sensitivity is too Low)

Press the SERVICE Button to select "SENSITIVITY LEVEL +" on the Touch sensor setting screen. Press the TEST Button to increase the sensitivity one level.



TOUCH SENSOR SETTING Screen

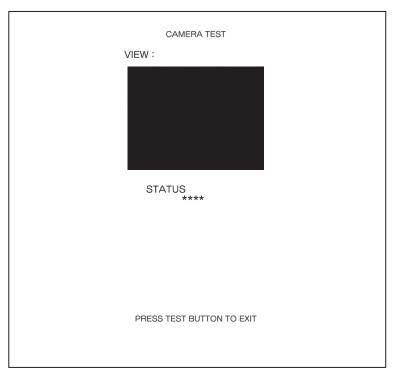
- Press the SERVICE Button to select "SET" and press the TEST Button to confirm it.
- If the area turns red when the test tool is held against the screen, the sensitivity is appropriate. (See 3-5-1.) If the area does not turn red, return to Step 1.

3-6 CAMERA TEST



This section is not applicable to North America.

Checks operation of the camera.

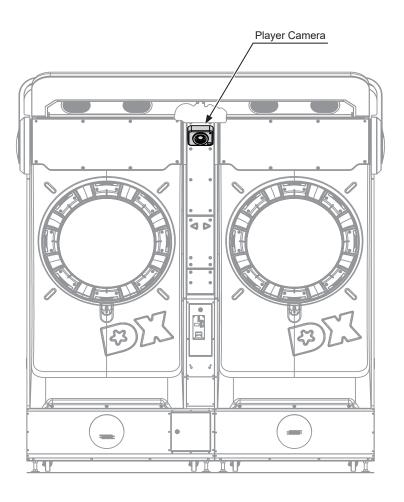


CAMERA TEST Screen

Controls

Press the TEST Button to return to the GAME TEST MODE screen.

VIEW	Image from the player camera. Check that the image is clean and sharp and the photographic range is appropriate.	
STATUS	Displays the current status of the camera.	
	GOOD Operating normally.	
	BAD The camera is not recognized.	



3-7 GAME ASSIGNMENTS

Configures each game setting.

GAME ASSIGNMENTS

CABINET-TO-CABINET PLAY **
SET STANDARD IN GROUP ********

EVENT MODE ***
NUMBER OF TRACK (EVENT MODE) *

CONTINUE ***
ADVERTISE SOUND ****

NUMBER OF TRACK (GUEST) *

> EXIT

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

GAME ASSIGNMENTS Screen

"EVENT MODE" and "NUMBER OF TRACK (EVENT MODE)" are displayed when "CABINET-TO-CABINET PLAY" is OFF or "SET STANDARD IN GROUP" is set to "STANDARD" while "CABINET-TO-CABINET PLAY" is ON.

Controls

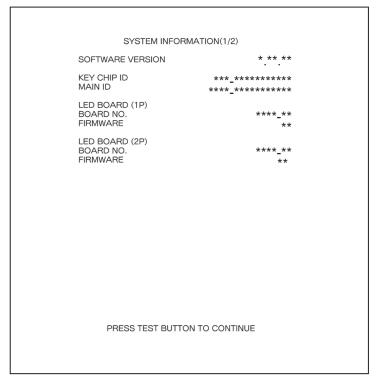
- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
- Select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

CABINET-TO-CABINET PLAY	Settings to operate in CABINET-TO-CABINET PLAY. (Default setting: ON) Note: Make sure to set it to OFF when operating with one cabinet.		
	ON	CABINET-TO-CABINET PLAY is ON.	
	OFF	CABINET-TO-CABINET PLAY is OFF.	

SET STANDARD IN GROUP	Assign one cabinet as the standard machine to configure group game settings. The applicable game settings are "EVENT MODE" and "NUMBER OF TRACK (EVENT MODE)." If "CABINET-TO-CABINET PLAY" is "ON," assign only one of the connected cabinets as the standard machine. (Default setting: STANDARD)	
	STANDARD	This cabinet will be the standard machine used to configure group game settings.
	FOLLOW THE STANDARD	The game settings are inherited from the standard machine.
EVENT MODE	Configure EVENT MODE. (Default setting: OFF)	
	ON	Operate in EVENT MODE.
	OFF	Operate in normal mode.
NUMBER OF TRACK (EVENT MODE)	Configure the number of songs available in EVENT MODE. (Default setting: 1, setting values: 1, 2, 3, 4)	
CONTINUE	Configure continues. A continue is not available when EVENT MODE is ON. (Default setting: ON)	
	ON When the game ends, it proceeds to the continue screen.	
	OFF	When the game ends, it does not proceed to the continue screen.
ADVERTISE SOUND	Configure sound volume during the advertise (out of gameplay). (Default setting: 100%, setting values: 0%, 25%, 50%, 75%, 100%)	
NUMBER OF TRACK (GUEST)	Configures the number of tracks for a single Guest Play without using an Aime. (Default setting: 3, Setting values: 1, 2, 3) Note: (1) Number of tracks for a two-player Guest Play: Setting value + 1 (2) Number of tracks for a Guest Play and a play with using an Aime: 4	

3-8 SYSTEM INFORMATION

Displays various version information of the game.



SYSTEM INFORMATION (1/2) Screen

Controls

Press the TEST Button to proceed to the next screen.

SOFTWARE VERSION	Displays the game software version.
KEY CHIP ID	Displays the key chip information.
MAIN ID	Displays the main ID information.
LED BOARD (1P/2P)	Displays the board number of the LED control board and firmware version information.
BOARD NO.	Board number of the LED control board
FIRMWARE	Firmware version of the LED control board

2

SYSTEM INFORMATION(2/2)
ADDED DATA
DATA DATE

PRESS TEST BUTTON TO EXIT

SYSTEM INFORMATION (1/2) Screen

Controls

Press the TEST Button to return to the GAME TEST MODE screen.

DATA	Version that the data is distributed.
DATE	Date that the data is distributed.

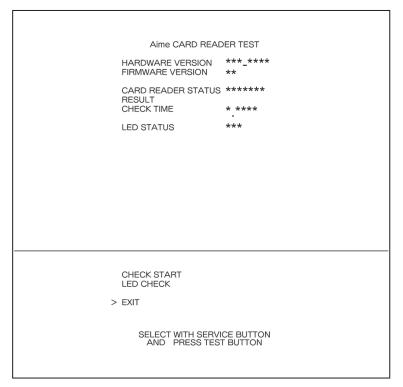
3-9 Aime CARD READER TEST

Test the touch-type card reader.

Keep touching with an Aime card while the read test.

If you pull away your Aime card too quickly, it may not be read correctly. If the screen does not change when you touch it, try another Aime card.

If there is still no response, the touch-type card reader may be broken.



Aime CARD READER TEST Screen

Controls

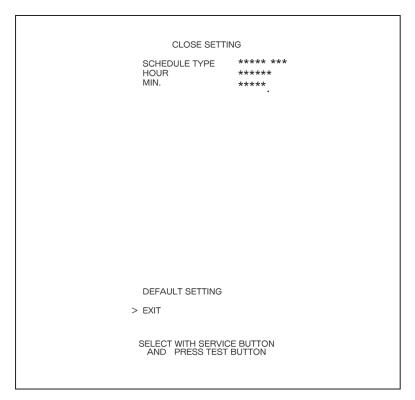
- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.
- Select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

CHECK START	Start the read test.
LED CHECK	Perform the LED test of the touch-type card reader.

HARDWARE VERSION	Displays the ver	rsion of the hardware.
FIRMWARE VERSION	Displays the version of the firmware.	
CARD READER	Displays touch-type card reader status.	
STATUS	WAITING	Reader is currently waiting.
	CHECKING	Properly recognized Aime card.
	CHECKED	Failed to properly recognize Aime card.
RESULT	Displays the read test result.	
	GOOD	Finished reading correctly.
	BAD	Aime card could not be read within 10 seconds or failed to read.
CHECK TIME	Displays the time taken to read Aime card. Displays in tenths of a second.	
LED STATUS	Displays the status of LED check. The LEDs on the touch-type card reader are functioning normally if for each light, the corresponding LED switches five times in the following order: red, green, blue, white, off. (Default status: OFF)	

3-10 CLOSE SETTING

Configure settings for the closure of your establishment. Refer to "1-8" for details on close setting functions.



CLOSE SETTING Screen (DAY)

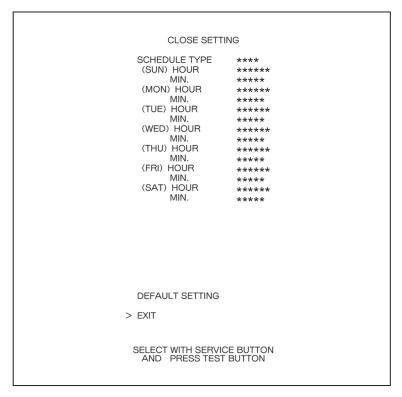
Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item or change values.
- Select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

Menu Items

SCHEDULE TYPE	Select to configure closing time to be the same time everyday or change for each day. (Default setting: EVERY DAY)	
	EVERY DAY	Set closing time as the same time every day. (See the next page.)
	WEEK	Set a closing time for each day of the week.
HOUR	Set the closing time hour. (Default setting: 24) Set in one hour increments, switch in order of the following: $24 \rightarrow 25 \rightarrow 26 \rightarrow 27$ $\rightarrow 28 \rightarrow ALL\ TIME \rightarrow 18 \rightarrow 19 \rightarrow 20 \rightarrow 21 \rightarrow 22 \rightarrow 23 \rightarrow Return\ to\ 24$ Note: Setting to ALL TIME turns off close setting.	
MIN.	Set the closing time minutes. (Default setting: 00) Set in five minute increments, switch in order of the following: $00 \rightarrow 05 \rightarrow 10 \rightarrow 15$ $\rightarrow 20 \rightarrow 25 \rightarrow 30 \rightarrow 35 \rightarrow 40 \rightarrow 45 \rightarrow 50 \rightarrow 55 \rightarrow \text{Return to } 00$	
DEFAULT SETTING	Returns to default settings. The following confirmation message is displayed. "Returns to default settings. Are you OK?"	
	YES	Returns to default settings.
	NO	Cancel it.

Note: Described time is based on Japan Standard Time.



CLOSE SETTING Screen (WEEK)

Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item or change values.
- Select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

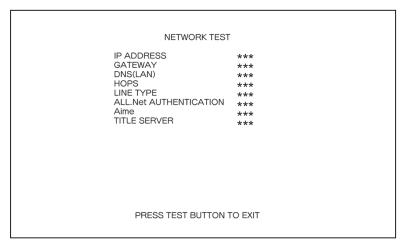
Menu Items

SCHEDULE TYPE	Select to configure closing time to be the same time everyday or change for each day. (Default setting: EVERY DAY)	
	EVERY Set closing time as the same time every day. (See the previous page.) DAY	
	WEEK	Set a closing time for each day of the week.
(SUN) - (SAT) HOUR	Set the closing time hour for each day of the week. (Default setting: 24) Set in one hour increments, switch in order of the following: $24 \rightarrow 25 \rightarrow 26 \rightarrow 27$ $\rightarrow 28 \rightarrow \text{ALL TIME} \rightarrow 18 \rightarrow 19 \rightarrow 20 \rightarrow 21 \rightarrow 22 \rightarrow 23 \rightarrow \text{Return to 24}$ Note: Setting to ALL TIME turns off close setting.	
(SUN) - (SAT) MIN.	Set the closing time minutes for each day of the week. (Default setting: 00) Set in five minute increments, switch in order of the following: $00 \rightarrow 05 \rightarrow 10 \rightarrow 15$ $\rightarrow 20 \rightarrow 25 \rightarrow 30 \rightarrow 35 \rightarrow 40 \rightarrow 45 \rightarrow 50 \rightarrow 55 \rightarrow \text{Return to } 00$	
DEFAULT SETTING	Returns to default settings. The following confirmation message is displayed. "Returns to default settings. Are you OK?"	
	YES	Returns to default settings.
	NO	Cancel it.

Note: Described time is based on Japan Standard Time.

3-11 NETWORK TEST

Checks network connection status.



NETWORK TEST Screen

Controls

- Cancel confirming the network connection by pressing the TEST Button and SERVICE Button simultaneously while the network connection confirmation.
- Press the TEST Button to return to the GAME TEST MODE screen after finishing the network connection confirmation.

Menu Items

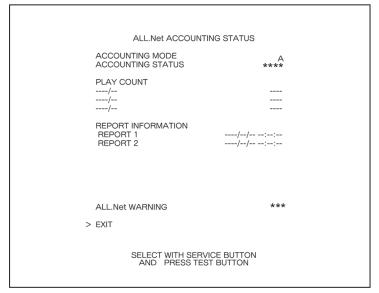
IP ADDRESS	Displays test resul	Displays test result of IP address acquisition.	
GATEWAY	Displays test result of Gateway settings check.		
DNS (LAN)	Displays test resul	Displays test result of In-store DNS check.	
HOPS	Displays number of Hops up to ALL.Net router.		
	Whole number	Displays number of Hops obtained.	
	BAD	Could not get number of Hops obtained.	
	N/A	Could not test or test was canceled.	
LINE TYPE	Displays test result of ALL.Net line type check.		
ALL Net. AUTHENTICATION	Displays test result of ALL.Net authentication.		
Aime	Displays test result of Connection test with Aime server.		
TITLE SERVER	Displays test result of Connection test with game server.		

Test results

GOOD	Test was finished correctly.
BAD	Could not test.
N/A	Could not test or test was canceled.

3-12 ALL.Net ACCOUNTING STATUS

Checks ALL.Net accounting status, switches the warning display ON/OFF.



ALL.Net ACCOUNTING STATUS Screen

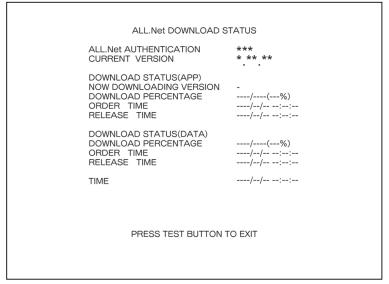
Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item or change values.
- Select EXIT and press the TEST Button to return to the GAME TEST MODE screen.

ACCOUNTING MODE	Displays accounting mode. This product uses accounting mode "A".	
ACCOUNTING	Displays status of recording the accounting data.	
STATUS	GOOD	Billing data can be recorded.
	BAD	The key chip is in log full status. Billing data cannot be recorded. (Accounting report has not been sent.) GOOD is displayed when communication with ALL. Net and accounting transaction is done normally.
PLAY COUNT	Displays monthly play record, in order from above: THIS MONTH, LAST MONTH and TWO MONTHS AGO". Note: When an error occurs, an error message instead of menu item is displayed. "-" (hyphen) is displayed when there is no data.	
REPORT INFORMATION	Displays the information of accounting report. Note: If any of the First accounting report or Daytime accounting report failed to transmit, "-" (hyphen) is displayed. When an error occurs, an error message instead of menu item is displayed.	
	REPORT1	Displays date and time that the last First accounting report was successfully transmitted.
	REPORT2	Displays date and time that the last Daytime accounting report was successfully transmitted.
ALL Net. WARNING	This item is used to set whether to display a warning about billing information data. This setting is normally set to "ON," but if the shutdown process cannot be performed correctly and provisonal operation is unavoidable, set it to "OFF." (Default setting: ON, Setting values: ON/OFF)	

3-13 ALL.Net DOWNLOAD STATUS

Checks software version and software distribution status.



ALL.Net DOWNLOAD STATUS Screen

Controls

Press the TEST Button to return to the GAME TEST MODE screen.

ALL.Net	Displays ALL.Net authentication status.		
AUTHENTICATION	GOOD	Authentication to ALL.Net was successful.	
	BAD	Authentication to ALL.Net failed. Note: The software cannot be downloaded.	
CURRENT VERSION	Displays current software	version.	
DOWNLOAD	"-" (hyphen) is displayed v	when there is no data to download.	
STATUS (APP)	NOW DOWNLOADING VERSION	Displays version of software currently being downloaded.	
	DOWNLOAD PERCENTAGE	Displays software download progress.	
	ORDER TIME	Displays time when download will begin.	
	RELEASE TIME	Displays date and time when downloaded software will be unlocked. New software version is installed when the power is turned ON after the release time has passed.	
DOWNLOAD	"-" (hyphen) is displayed when there is no additional data to download.		
STATUS (DATA)	DOWNLOAD PERCENTAGE	Displays additional data download progress.	
	ORDER TIME	Displays time when download will begin.	
	RELEASE TIME	Displays date and time when downloaded additional data will be unlocked. Additional data of new software version is installed when the power is turned ON after the release time has passed.	
TIME	Displays time set on the server.		

3-14 BACKUP DATA CLEAR

Deletes backup data.

BACKUP DATA CLEAR

CLEAR THE BOOKKEEPING AND UNPLAYED CREDITS

CLEAR > NOT CLEAR

SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON

BACKUP DATA CLEAR Screen

Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.

CLEAR	Deletes backup data. After a confirmation prompt screen "Are you sure to delete?" is displayed, select "YES" to delete backup data, and then press TEST Button to return to the GAME TEST MODE screen.
	Select "NO" to return to the GAME TEST MODE screen without deleting backup data. Be aware that once you delete the data, it cannot be restored.
NOT CLEAR	Return to the GAME TEST MODE screen without deleting backup data.

3-15 SYSTEM TEST

Proceed to the SYSTEM TEST screen.

MOVE TO SYSTEM TEST MODE)

> NO (CANCEL)

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

MOVE TO SYSTEM TEST Screen

Controls

- Press the SERVICE Button to select menu item.
- Press the TEST Button to confirm the selected item.

YES (SYSTEM TEST MODE)	Proceed to SYSTEM TEST MODE after rebooting the cabinet. (See Chapter 4.)
NO (CANCEL)	Returns to the GAME TEST MODE screen.

4 SYSTEM TEST MODE



- Various settings are saved at the point the TEST Button is pressed after selecting EXIT at each test screen. Be careful that if the power is turned off before that point, changes to the settings will be lost.
- Test screen display may differ depending on the OS version.
- Depends on the region, either the ALLS HX2 or ALLS HX2.1 is used and this manual assumes the ALLS HX2 is used.

In SYSTEM TEST MODE, you are mainly able to confirm the operation settings and functional status of the ALLS HX2, adjust/confirm the monitor, etc.

Select SYSTEM TEST MODE in GAME TEST MODE and follow the instruction on the screen to move to SYSTEM TEST MODE. (See 3-15.)

If the TEST button is pressed before game startup, the GAME TEST MODE screen is not displayed, and the SYSTEM TEST MODE screen is displayed directly.

Furthermore, the displayed items cannot be selected when they are blinking. Wait until the light turns solid. Refer to the ALLS HX2 Service manual for more details.

With this product, use the "Coin assignments" and "Network setting" settings in SYSTEM TEST MODE as follows.

COIN ASSIGNMENTS (GAME COST SETTING)

COIN CHUTE TYPE	Settings are not required.
SERVICE TYPE	
COIN CREDIT SETTINGS	Select and set between the following: - 1 coin(S) count as 1 credit(S) - 2 coin(S) count as 1 credit(S) - 3 coin(S) count as 1 credit(S) - 4 coin(S) count as 1 credit(S) - 5 coin(S) count as 1 credit(S) - Free Play Notes: "DETAIL SETTING" allows you to configure the settings below. 1) The same settings as above 2) Other settings as below - 6 coin(S) count as 1 credit(S) - 7 coin(S) count as 1 credit(S) - 8 coin(S) count as 1 credit(S) - 9 coin(S) count as 1 credit(S)

Also, settings in "GAME COST SETTING" is invalid.

NETWORK SETTING

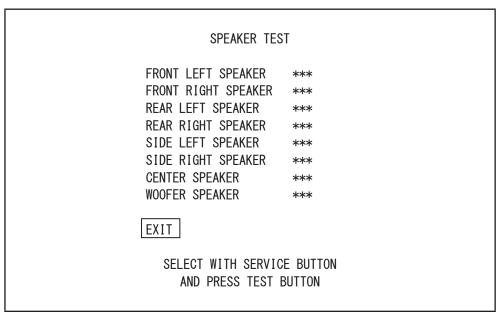
DHCP	ENABLE

4-1 SPEAKER TEST



Headphone tests on "SIDE LEFT SPEAKER", "SIDE RIGHT SPEAKER", "CENTER SPEAKER", "WOOFER SPEAKER" are performed with maximum volume and it cannot be adjusted so be careful when performing the test.

Emits test sound from each speaker.



SPEAKER TEST Screen

Controls

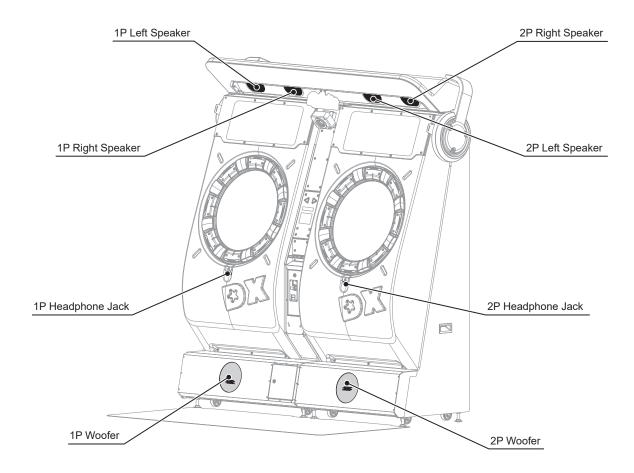
- Press the SERVICE Button to select a speaker.
- Press the TEST Button to switch ON/OFF on the right side of the selected speaker. When ON, test sound is
 emitted from the applicable speaker. Multiple speakers can be tested simultaneously. Some items may not be
 available depending on the cabinet being used.
- Select "EXIT" and press the TEST Button to return to the SYSTEM TEST MODE screen.

Speaker Test

FRONT LEFT SPEAKER	Speaker is functioning normally if sound is emitted from 1P left speaker when set to ON. Woofer can be checked.
FRONT RIGHT SPEAKER	Speaker is functioning normally if sound is emitted from 1P right speaker when set to ON. Woofer can be checked.
REAR LEFT SPEAKER	Speaker is functioning normally if sound is emitted from 2P left speaker when set to ON. Woofer can be checked.
REAR RIGHT SPEAKER	Speaker is functioning normally if sound is emitted from 2P right speaker when set to ON. Woofer can be checked.
SIDE LEFT SPEAKER	Speaker is functioning normally if sound is emitted from left side of headphone connected to 2P headphone jack when set to ON.
SIDE RIGHT SPEAKER	Speaker is functioning normally if sound is emitted from right side of headphone connected to 2P headphone jack when set to ON.

4

CENTER SPEAKER	Speaker is functioning normally if sound is emitted from left side of headphone connected to 1P headphone jack when set to ON.
WOOFER SPEAKER	Speaker is functioning normally if sound is emitted from right side of headphone connected to 1P headphone jack when set to ON.



With this product, the System configuration is as follows.

4-2 SYSTEM CONFIGURATION

Configure whether each cabinet is set as a server machine or client machine. (See "6-5-2 Two cabinet operation" in the Owner's manual.)

SYSTEM CONFIGURATION

SERVER SETTING ******

EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

SYSTEM CONFIGURATION Screen

Controls

- Press the SERVICE Button to select a menu item.
- Press the TEST Button to configure the selected item.
- Select "EXIT" and press the TEST Button to save the configuration and return to the SYSTEM TEST MODE screen.

Menu Items

SERVER SETTING	Configure whether to set as (Default setting: CLIENT)	a server machine or client machine.
	SERVER	Configure as a sever machine.
	CLIENT	Configure as a client machine.

1

5

5 ERROR DISPLAY

⚠ WARNING

- If an error is displayed, have site maintenance personnel or other qualified
 professionals resolve it. If someone without specialized or technical knowledge
 attempts to rectify the problem, an electric shock, short circuit or fire may result.
 If there are no site maintenance personnel or other qualified professionals
 available, turn the power off immediately and contact the office listed in this
 manual or the point-of-purchase for this product.
- If problems other than those covered in this manual arise, or if no improvement can be noted after the troubleshooting steps given in this manual have been taken, do not take any measures indiscriminately. Cut off the power immediately and contact the office listed in this manual or the point-of-purchase for this product. Indiscriminate measures could lead to unforeseeable accidents or result in permanent damages.



IMPORTANT

- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Do not repeatedly turn the power ON/OFF in a short period of time. Doing so may result in breakdown or parts damage.
- If you receive an error number or message not listed below, stop using the product and send the ALLS HX2 in for maintenance.

If this product detects some sort of abnormality, one of the following error messages will appear. Read the message to determine the problem, and take the appropriate action.

When rebooting the product, turn the cabinet's sub power switch OFF, and then wait a few moments before turning it back ON.

This document explains errors that occur with "maimai DX". For errors not listed below that occur on all ALLS HX2 machines, refer to the ALLS HX2 Service Manual.

Note: "O/M" refers to the Owner's Manual supplied with the cabinet.

0951	Display	USB Device Not Found [Error 0951]
	Part	USB serial board
	Cause	Cannot communicate with the USB serial board.
	Measures	Reboot the cabinet. If there is no improvement, check the USB serial board (837-15067-02) connection and USB hub (837-20008) connection. (See O/M "Chapter 20 WIRING DIAGRAM".) Note: USB hub (837-20008) is not installed on the cabinet for use in certain regions.

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3100	Display	Camera Not Found
	Part	Player camera
	Cause	Cannot confirm the connection with the Player camera.
	Measures	Identify the unrecognized camera with the CAMERA TEST in TEST MODE, and check the camera connection. Also, check the USB hub (837-20008) connection. [See 3-6(P.41), O/M "Chapter 20 WIRING DIAGRAM".] Note: This error is not applicable to North America.

3102	Display	Camera Initialize failed
	Part	Player camera
	Cause	The Player camera cannot be recognized.
	Measures	Reboot the cabinet. If there is no improvement, check if the Player camera is connected properly. (See O/M "Chapter 20 WIRING DIAGRAM".) Note: This error is not applicable to North America.

3201	Display	Too many group servers
	Part	ALLS HX2
	Cause	More than one cabinet in the same group is set as the reference machine.
	Measures	Check the settings in GAME ASSIGNMENTS in GAME TEST MODE and reboot the ALLS HX2. [See 3-7(P.43).]

3300	Display	TouchSensor(1P) Not Found
	Part	Touch sensor (1P)
	Cause	Cannot confirm the connection with Touch sensor 1P.
	Measures	Check the connection with Touch sensor 1P. [See 3-5(P.36), O/M "11-4 REPLACING THE TOUCH SENSOR UNIT".]

3301	Display	TouchSensor(1P) Initialize failed
	Part	Touch sensor (1P)
	Cause	Initialization on Touch sensor 1P failed.
	Measures	Reboot the cabinet. If there is no improvement, replace the touch sensor. (See O/M "11-4 REPLACING THE TOUCH SENSOR UNIT".)

3302	Display	TouchSensor(2P) Not Found
	Part	Touch sensor (2P)
	Cause	Cannot confirm the connection with Touch Sensor 2P.
	Measures	Check the connection with Touch Sensor 2P. [See 3-5(P.36), O/M "11-4 REPLACING THE TOUCH SENSOR UNIT".]

3303	Display	TouchSensor(2P) Initialize failed
	Part	Touch sensor (2P)
	Cause	Initialization on Touch sensor 2P failed.
	Measures	Reboot the cabinet. If there is no improvement, replace the touch sensor. (See O/M "11-4 REPLACING THE TOUCH SENSOR UNIT".)

8405	Display	Too many LAN install servers(client)
	Part	ALLS HX2
	Cause	Multiple LAN installation server were found.
	Measures	Check the LAN installation server settings. [See 4-2(P.59).]

8406	Display	Too many LAN install servers(server)
	Part	ALLS HX2
	Cause	Multiple LAN installation server were found.
	Measures	Check the LAN installation server settings. [See 4-2(P.59).]

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jquery.dynatree.js

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jQuery UI Touch Punch

jQuery UI Touch Punch 0.2.2

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Depends:

jquery.ui.widget.js

jquery.ui.mouse.js

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MT19937

A C-program for MT19937, with initialization improved 2002/2/10

Coded by Takuji Nishimura and Makoto Matsumoto.

This is a faster version by taking Shawn Cokus's optimization,

Matthe Bellew's simplification, Isaku Wada's real version.

Before using, initialize the state by using init_genrand(seed)

or init by array(init key, key length).

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MS-CHAP compatible implementation

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PCRE

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Written by Philip Hazel

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SNMP Development Kit

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