Tech Notes

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Re: DIP Switch Settings in FORCE and MAXX Games

The following tables provide information on the functionality of the hard DIP switches in FORCE and MAXX games. Make sure to read the information in the "Notes" column to determine what is affected when performing these functions. The first table is FORCE 2003/2004 and Ruby/Sapphire software, the second table is FORCE 2002 and Emerald software. After performing any DIP switch function, make sure to follow the instructions on the screen. In most cases, you will be instructed to reset the DIP switch in order to reboot the game. If you fail to reset the DIP switch before rebooting, it could result in corruption of the hard drive.

FORCE 2003/2004 & MAXX Ruby/Sapphire		
DIP Switch	**Function**	**Usage/Notes**
8	Motherboard configuration & checksum test	• Configures the CMOS settings on the motherboard to Merit specifications Checks the files on the hard drive. A checksum test should be performed when the game is locking up or rebooting while being played or while in the attract mode. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
6	Hardware configuration	• Identifies system hardware and configures the motherboard. A hardware configuration occasionally needs to be performed after a kit is installed and the touchscreen is not responding to touch or the calibration is off.
5 & 7	Memory clear for TournaMAXX™ and TouchTunes®	• Clears the login name, password, access phone number, and all call-in settings for TournaMAXX™ users. • Clears all the loaded albums for TouchTunes® users. • Clears current books, coin-in, high scores and resets the software options. A memory clear should be performed when a game is not able to connect to TournaMAXX™ and there is some question about the information in the Dial-Up Network Screen being correct. After performing a memory clear, TournaMAXX™ setup information must be re-entered, and an "Update From Server" should be performed. **NOTE:** TournaMAXX™ games must perform an "Update From Server" BEFORE performing a memory clear.
4 & 7	Complete memory clear	• Clears ALL memory on hard drive including the TournaMAXX™ player database, TournaMAXX™ settings, advertising screens, bookkeeping, high scores, coin-in, options, etc. It resets the game to the factory defaults. It also marks bad sectors on hard drive. A complete memory clear should only be performed when the game is locking up or resetting and it has passed the checksum test. After performing a complete memory clear, the player database should be reloaded, TournaMAXX setup information must be re-entered, and an initial connection and "Update From Server" should be performed. **NOTE:** TournaMAXX™ games must perform an "Update From Server" BEFORE performing a complete memory clear.
3	Watchdog Timer (EVO and Fusion games only)	• When the watchdog timer is enabled, it will reboot the machine within 2 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present.

FORCE 2002 & MAXX Emerald		
DIP Switch	**Function**	**Use/Notes**
8	Motherboard configuration & checksum test	• Configures the motherboard to Merit specifications. Performs checksum test to test the files on the hard drive. If the test fails, the program should be reloaded onto the hard drive. After reloading, perform another checksum test. If it fails again, the hard drive should be replaced.
5	Three-button clear	• Clears the login name, password, and access phone number for TournaMAXX™ users. Resets options, game menu and coin-in menu to their factory defaults. After performing a complete memory clear, the player database should be reloaded, TournaMAXX setup information must be re-entered, and an initial connection and "Update From Server" should be performed. **NOTE:** TournaMAXX™ games must perform an "Update From Server" before performing a complete memory clear. To perform a three-button clear: Turn the power off, turn on DIP switch 5 and press and hold the calibrate and set-up buttons. Turn on power and continue pressing the buttons until the screen displays "**TWO BUTTON CLEAR DETECTED RELEASE BUTTONS.**" Release the buttons. The game will continue to boot up and verify that the clear should be completed. It will then prompt you to turn off the DIP switch.