CONTENTS

1. MAINTENANCE MANUAL FOR GAMBLING MACHINES WITH MULTI GAME PROGRAM

Gambling Machine Power On and Off

In order to make the gambling machine start working, it is necessary to hook up it to the alternating current mains with the voltage of 220V. Once the power is on, the inscription «PLEASE WAIT» should appear on the blue screen, and in 60 seconds the machine will switch to the game mode.

If there were no credits before cutting-out of the gambling machine, it should switch into the demo mode after power-up. Also, the gambling machine will enter this state at the zero value of the credit during some time. The play mode will be at once the credit is received.

If the three-coloured mode indicator (towerlight) is hooked up to the gambling machine, then:

The red one is blinking – it means that the technical mode (adjustment, statistics, the door is opened) or the maintenance personnel interfering is required (credit excess, absence of coins in the hopper);

Both yellow, and green ones are blinking – the player has pushed "ATTENDANT" push-button and is wishing to communicate with personnel;

The green one burns - demo mode, credit input is expected;

All are off - the game mode or the gambling machine is switched off.

If the inscription **«HOPPER EMPTY»** has appeared in the screen bottom, it is necessary to add coins into the hopper and to turn one of the keys.

If the inscription **«CREDIT LIMIT»** has appeared in the screen bottom, it is necessary to null the credit.

If the inscription **«DOOR OPEN»** has appeared in the screen bottom, it is necessary to find out the cause of actuation of the door opening sensor (possibly, there was an attempt of unauthorized access).

At an error detection, the inscription ―ERROR OF RAM‖ is displayed with the code:

Code 1 – a fault in monitoring areas of NVRAM

Code 2 - the balance disequilibrium of the long statistics page

Code 3 - the balance disequilibrium of the main play

Code 4 - password fault

Code 5 - the balance disequilibrium of the risk play (doubling)

The error will be corrected after program initialization (init machine).

The gambling machine can be switched off at any moment – and after switching on, it will restart the state in which it was before cutting-out. **In the case you need to switch off the gambling machine, it is recommended to do this during player's absence**.

Credit Input and Clearing

Credit input can be implemented with coin acceptor, bill acceptor and credit key.

For input of the credit with credit key, it is necessary to turn the key and, manipulating the push-buttons **STOP 1**, **STOP 2**, **STOP 3** to set the necessary credit value.

- Single press of **STOP 1** push-button will lead to the «CREDIT» increase by the value of the credit increment;
- Single press of **STOP 2** push-button will lead to the «CREDIT» increase by the tenfold value of the credit increment;
- Single press of **STOP 3** push-button will lead to the «CREDIT» increase by the hundredfold value of the credit increment;
- Holding down the push-buttons **STOP 1**, **STOP 2**, **STOP 3** cause the auto repetition mode;
- **STOP 5** push-button will clear the «CREDIT» value.

Credit clearing should be done using **KEY OUT** service key (or push-button), credit key or **PAYOUT** push-button used by a player for payout of the credit by the hopper.

2. MULTI GAME PROGRAM GAMBLING MACHINE OWNER'S MANUAL

SHORT STATISTICS

Switching to the short statistics is realized with the short statistics key. At switching into the short statistics mode, the following system information will be displayed on the gambling machine screen:

TOTAL IN	Total received points
TOTAL OUT	Total points paid out
TOTAL IN-OUT	Difference between **TOTAL IN** and **TOTAL OUT**
PERCENTAGE	Percentage is calculated by the formula: (TOTAL OUT / TOTAL IN) x 100%
CREDIT	Current value of the credit in points
KEY IN	<u>Points</u> received with credit key (KEY IN)
KEY OUT	<u>Points</u> paid out with credit key (KEY IN) or KEY OUT service key (or push-button)
COINS IN	<u>Points</u> received from input of coins (tokens)
HOPPER OUT	<u>Points</u> paid out through the hopper
BILL IN	<u>Points</u> received from bill acceptor
FRONT DOOR OPEN	Quantity and the date of the last opening of the front door
BACK DOOR OPEN	Quantity and the date of the last opening of the back door
SHORT STAT CLEAR	Quantity and the date of the last clearing of short statistics
LAST VIEW SHORT	Date of the last short statistics review

Besides, the important long statistics data, such as **TOTAL IN, TOTAL OUT** and **PRECENTAGE** are set out below**.**

Data on this page can be cleared by pushing and holding down **BET** push-button for more than 5 seconds.

The screen lower part displays the menu with the following items:

 SOUND VOLUME: the sound volume control;

 LAST GAMES: review of the last 200 games;

 LAST BILLS: review of the last 30 inputs from the bill acceptor;

 KEYBOARD TEST: the test mode for checking up push-buttons and lamps.

 Switching between the menu items is realized by **STOP 1** push-button, and input – by **STOP 2** push-button.

LONG STATISTICS

Switching to the long statistics is realized with the long statistics key. Upon switching into the long statistics mode, the following system information will be displayed on the gambling machine screen:

TOTAL IN	Total received points
TOTAL OUT	Total points paid out
TOTAL IN-OUT	Difference between **TOTAL IN** and **TOTAL OUT**
PERCENTAGE	Percentage is calculated by the formula: (TOTAL OUT / TOTAL IN) x 100%
CREDIT	Current value of the credit in points
KEY IN	Points received with credit key (KEY IN)
KEY OUT	Points paid out with credit key (KEY IN) or KEY OUT service key (or push-button)
COINS IN	Points received from input of coins (tokens)
HOPPER OUT	Points paid out through the hopper
BILL IN	Points received from bill acceptor
LAST INIT MACHINE	Last date of machine initialization
CHANGED TOT SET	Last date of main parameters change
CHANGED GAME OPT	Last date of game settings change
FRONT DOOR OPEN	Quantity and the date of the last opening of the front door
BACK DOOR OPEN	Quantity and the date of the last opening of the back door
SHORT STAT CLEAR	Quantity and the date of the last clearing of short statistics
LONG STAT CLEAR	Number and date of the last clearing of long statistics
POWER ON	Number and date of the last switching on of the machine
POWER OFF	Number and date of the last switching off of the machine
LAST VIEW SHORT	Date of the last short statistics review
LAST VIEW LONG	Date of the last long statistics review

The data on this page can be cleared by pushing and holding down **BET** push-button for more than 5 seconds.

At entering the second page long statistics (for this purpose, it is necessary to push **STOP 1** push-button), the menu with the following items will be displayed on the screen:

- **TOTAL ACCESS**: setting of the password and access to menu items;

- **TOTAL SCALE**: setting of the coin- and bill acceptors, credit key and external counters;

- **TOTAL PARAMETRS**: adjustment of the general parameters;

- **GAME OPTION**: adjustment of games;

- **SET CLOCK**: time and date adjustment;

- **INIT MACHINE**: machine initialization;

- **PROTOCOL LIST**: review of the log-book of events (1000 records);

- **GAME STATISTICS**: review of the game statistics;

- **BIG WINS**: review of the last 100 games with the win scoring exceeding PROT BARRIER;

- **LAST GAMES**: review of the last 200 games;

- LAST BILLS: review of the last 30 inputs from the bill acceptor;

- SOUND VOLUME: adjustment of the sound volume;

- KEYBOARD TEST: test mode for checking up the buttons and lamps.

Switching between the menu items is carried out with **STOP 1** push-button, and entering — with **STOP 2** push-button.

TOTAL ACCESS

Setting on the system pages permissions and passwords.

CLEAR SHORT	- the permission to clear the short statistics;
CLEAR LONG	- the permission to clear the long statistics;
MAKE INIT	- the type of access to initialization;
SET TIME	- the type of access to time adjustment;
CH TOTAL SCALES	- the type of access to the page of setting coin-, bill acceptors and counters;
CH TOTAL PARAMETERS	- the type of access to the page of the base settings;
CH GAME OPTIONS	- the type of access to the page of game settings;
PASSWORD	- setting the password, which will be asked at attempts of access to the protected pages. Cancellation is carried out by entering an empty password.

After initialization of PCB, the password will be absent. In order to lock access to any page with the help of the password, it is necessary:

- to set the type of access to the necessary page «**PAROLE**»;
- to enter the password differing from the empty one.

The password should consist of no more than eight digits (from 1 to 5) entering by **STOP 1 ... STOP 5** push-buttons**.**

TOTAL SCALE

Adjustment of the coin- and bill acceptors, credit key and external counters.

COIN A, B, C, D	- the number of points adding to the credit for one impulse;
HOPPER OUT COIN	- the coin acceptor matching the hopper;
BILL TYPE	- the mode of bill acceptor operation;
BILL ACCEPTOR 1, 2, 3, 4	- the number of points added to the credit for one impulse;
BILL TABLE	- the table of accepted bill denominations;
KEY IN RATE	- the number of points added to the credit at input from the credit key (**STOP 1** x1, **STOP 2** x10, **STOP 3** x100, **STOP 5** clears the credit);
COUNTERS RATE	- the score ratio of the electomechanical counters (impulse:credits - 1:1; 1:10; 1:100);

BET COUNTER RATE   - the score ratio for the counter of lost bets;

COUNTER TYPE   - the type of hooked up counters (is setting speed of impulses).

TOTAL PARAMETERS

This page is intended for setting the total parameters for all games.

WIN PERCENT – percentage of the game payoff (**TOTAL WIN / TOTAL BET**). The setting can be changed only after machine initialization. As soon as one game is played at least, the setting change is disabled.

CREDIT LIMIT - the maximum credit amount. If it is exceeded, then the screen will display the warning and the gambling machine will not be allowed to play before the credit reset;

PROT BARRIER - the minimum value of points necessary for entering an event into the PROTOCOL LIST and BIG WINS**;**

HOPPER SW EDGE – edge of signal which used for counting of coins put out by the hopper;

HOPPER CAPACITY - the number of coins which can be put out by the hopper at one time.

BILL LIMIT   - the credit amount, at excess of which the coin- and bill acceptors will be locked, and the credit key input will be disabled;

BILL INHIBIT LEVEL - the signal level for locking the coin- and bill acceptors;

SOUND   - the soundtrack type (in the mode of the stereo sound it is necessary to hook up the dynamics to the contacts 1A, 1B and 2A, 2B);

UPPER SCREEN - entering the two-screen mode (of the second monitor);

POINT   - switching on of the decimal point for display of values in the game (the credit, etc.);

FRONT DOOR SW LEVEL - the signal level at which the front door is considered closed;

BACK DOOR SW LEVEL - the signal level at which the back door is considered closed;

Game Settings (GAME OPTION)

MIN BET   - the minimum bet;

MAX BET   - the maximum bet;

MAX LINE   - the maximum number of lines;

RISK TYPE   - setting the risk-game type;

INTERNAL JACKPOT - setting internal jackpot level. If INTERNAL JACKPOT is ON, it will be shown on the top of a screen. Its meaning will be 10000 bets per line (default value, or 5000 or 7500 depending on setting) plus 0.02% from each bet played. If it's OFF, the maximum win 5000 bets per line will be paid.

Time and Date Setting (SET CLOCK)

Here you can adjust time and date.

You can change position by **STOP 2** push-button. The value variation is made by **STOP 1** and **STOP 3** push-buttons.

Gambling Machine Initialization (INIT MACHINE)

Prior to sale, each PCB is initialized by the manufacturer and, consequently, the buyer should not carry out this procedure by himself. But in case of some errors caused by affect of external factors, it might be necessary.

Initialization (complete reset) is adjustment of all settings into the initial state. Some of them can be set only prior to the first game start-up, then they are disabled till the following initialization. For machine initialization, push **BET** push-button and hold it for five seconds till the inscription ―INITIALIZATION OK‖ appears.

Attention! All information concerning the settings, credit and wins will be lost at that. **All settings are reset to the initial state.**

Logbook of Events (PTOTOCOL LIST)

The logbook of events is to control the work of the gambling machine. 1000 records represented on 40 pages are displayed in the logbook.

Events:

EMPTY RECORD	- empty record;
POWER ON	- gambling machine power on;
POWER OFF	- gambling machine power off;
VIEW SHORT	- access to the short statistics;
VIEW LONG	- access to the long statistics;
CLEAR SHORT	- clearing of the short statistics;
CLEAR LONG	- clearing of the long statistics;
INIT MACHINE	- machine initialization;
CHANGE TOTAL SETTING	- change of PCB settings;
CHANGE GAME OPTION	- change of the game settings;
FRONT DOOR OPEN	- the front door was opened;
BACK DOOR OPEN	- the back door was opened;
COIN IN	- input through the coin acceptor;
BILL IN	- input through the bill acceptor;
KEY IN	- input through the credit key;
REMOTE IN	- input through jackpot system;
REMOTE OUT	- payment from the jackpot system;
HOPPER OUT	- payment by the hopper;
KEY OUT	- payment by KEY OUT service key (or push-button) or credit key;
CREDIT LIMIT	- credit limit exceed;
HOPPER EMPTY	- an error of the hopper or there is a lack of tokens for payout;
BIG WINS	- the win exceeding PROT BARIER;
ERROR OF RAM	- halting in the program memory;
ERROR RECORD	- an error in the log-book of events.

GAME STATISTICS

The first page displays the summary information:

TOTAL BET	The total amount of all bets made
TOTAL WIN	The total amount of the main game wins
PERCENTAGE	Percentage is calculated by the formula: (TOTAL OUT / TOTAL IN) x 100%
ADD CRED	Total amount of all adds to the credit in the game process
TOTAL GAME	Total number of games
GAME WITH WIN	Number of games with non-zero win
RISK IN	Total amount of wins entered for doubling
RISK OUT	Total amount of wins in doubling

The information for each of the games separately is on the following pages.

BIG WINS

Displays the information concerning the last 100 games with the wins exceeded PROT BARIER.

LAST GAMES

Displays the information concerning the last 200 games.

LAST BILLS

Displays the information concerning the last 30 inputs through the bill acceptor.

SOUND VOLUME

Control is made by **STOP 1** (-) and **STOP 2** (+) push-buttons.

KEYBOARD TEST

It is possible to test the push-buttons and the lamps in this mode. For exit from the test **BET** and **START** push-buttons should be pushed at the same time.

3. MULTI GAME RULES

AUTOPLAY

To put AUTOPLAY mode on push **STOP 4**. The game will be in auto mode till the bonus appears. To cancel push any push-button.

RISK (RED/BLACK)

In the risk-game you should guess the card colour (red - **STOP 2** or black - **STOP 4**). At successful guessing the win will be doubled, and the next square in the photo of the girl will be opened. If failed you lose the win. To take the win push **START**. The win will increased more than twice in the last step of the risk-game, and you would receive the comfortable sum.

RISK (MORE/LESS)

In the risk.game you should choose one of four cards with STOP ., STOP 3, STOP ., STOP 5. If the card chosen by you is higher than the dealer.s one the win will be doubled. If failed you lose the win. To take the win push START.
The win will increased more than twice in the last step of the risk.game, and you would receive the comfortable sum.

Jackpot will be paid out at appearing of the line with five eldest symbols .see the table. in the main game. After that, Jackpot becomes e.ual to 10000 bets on the line .default value, or 5000 or 7500 depending on setting..
At each game 0.0.. from the total bet is allotted to Jackpot. If it's OFF, the maximum win 5000 bets per line will be paid.

4. APPENDIX 1: CONNECTOR DIAGRAM

COMPONENT SIDE			SOLDER SIDE
LEFT SPEAKER+	1A	1B	LEFT SPEAKER- **(do not connect to GND)**
RIGHT SPEAKER+	2A	2B	RIGHT SPEAKER- **(do not connect to GND)**
SPEAKER	3A	3B	GND
STOP 1 SW	4A	4B	BILL ACCEPTOR 1(binary bit1)
STOP 2 SW	5A	5B	BILL ACCEPTOR 2(binary bit2)
STOP 3 SW	6A	6B	BILL ACCEPTOR 3(binary bit3)
STOP 4 SW	7A	7B	BILL ACCEPTOR 4(binary bit4)
STOP 5 SW	8A	8B	
START SW	9A	9B	AUTOPLAY SW (extended keyboard)
BET / DOUBLE SW	10A	10B	TXD1(RS232) TOUCH SCREEN
	11A	11B	RXD1(RS232) TOUCH SCREEN
	12A	12B	TXD2(RS232) BILL ACCEPTOR
MENU SW	13A	13B	RXD2(RS232) BILL ACCEPTOR
MAXBET SW	14A	14B	BILL ACCEPTOR ESCROW
HELP SW	15A	15B	
FRONT DOOR SW	16A	16B	AUTOPLAY LAMP (extended keyboard)
BACK DOOR SW	17A	17B	
COIN A	18A	18B	COIN B
COIN C	19A	19B	COIND
SHORT STATISTICS SW	20A	20B	LONG STATISTICS SW
PAY OUT SW	21A	21B	KEY OUT SW
ATTENDANT SW	22A	22B	HOPPER COIN SW
COIN + BILL COUNTER	23A	23B	COIN INHIBIT
KEY IN COUNTER	24A	24B	BILL ACCEPTOR INHIBIT
TOTAL IN COUNTER	25A	25B	UPPER LAMP GREEN
TOTAL OUT COUNTER	26A	26B	UPPER LAMP RED
KEY OUT COUNTER	27A	27B	UPPER LAMP YELLOW
MENU LAMP	28A	28B	TOTAL BET COUNTER
STOP 1 LAMP	29A	29B	BET /DOUBLE LAMP
STOP 2 LAMP	30A	3OB	MAXBET LAMP
STOP 3 LAMP	31A	31B	PAYOUT LAMP
STOP 4 LAMP	32A	32B	ATTENDANT LAMP
STOP 5 LAMP	33A	33B	HOPPER MOTOR
START LAMP	34A	34B	HELP LAMP
KEY IN (credit key) SW	35A	35B	
GND	36A	36B	GND

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

5. APPENDIX 2: SETTINGS ADMISSIBLE VALUES

Name	List of Admissible Values
TOTAL ACCESS	
CLEAR SHORT	**YES**, NO
CLEAR LONG	**YES**, NO
MAKE INIT	**FREE**, PAROLE
SET TIME	**FREE**, PAROLE
CH TOTAL SCALES	**FREE**, PAROLE
CH TOTAL PARAMETRS	**FREE**, PAROLE
CH GAME OPTION	**FREE**, PAROLE
PASSWORD	Any combination with no more than eight digits from 1 to 5 (the default value is not **preset**).
TOTAL SCALE	
COIN A,B,C,D	NONE,1,2,3,4,5,6,7,8,9,10,15,20,25,30,40,50,75,100,200,250,300,400,500,600,700, 750,800,900,1000,2000,2500,3000,4000,5000
HOPPER OUT COIN	**A**,B,C,D
BILL TYPE	**PULSE**, NV BINARY, CCNET, ID003, MDB, MARS
BILL ACCEPTOR 1,2,3,4	NONE,1,2,3,4,5,6,7,8,9,10,15,20,25,30,40,50,75,100,200,250,300,400,500,600,700, 750,800,900,1000,2000,2500,3000,4000,5000
KEY IN RATE	10,20,50,**100**,200,500,1000,2000,5000,10000,OUT ONLY
COUNTER RATE	1,10,**100**, 1000
BET COUNTER RATE	1,2,3,4,5,6,7,8,9,10,15,20,25,30,40,50,75,**100**,200,250,300,400,500,600,700,750, 800,900,1000,2000,2500,3000,4000,5000
COUNTERS TYPE	**MECHANIC**,LCD
TOTAL PARAMETRS	
WIN PERCENT **	90,91,92,93,94,95,**96**
CREDIT LIMIT	**NONE**,1000,2000,5000,10000,20000,50000,100000,200000,500000,1000000
PROT BARRIER	1000,2000,5000,10000,20000,50000,**100000**,200000,500000
HOPPER SW EDGE	**FRONT**, BACK
HOPPER CAPACITY	**NONE**,100-3000 (with a step of 100)
BILL LIMIT	NONE,1000,2000,5000,10000,20000,50000,100000,**200000**,500000,1000000
BILL INHIBIT LEVEL	LOW,**HIGH**
SOUND	**MONO**,STEREO
UPPER SCREEN	**ON**,OFF
DECIMAL POINT	COMMA,**POINT**, OFF
FRONT DOOR SW LEVEL	LOW,**HIGH**
BACK DOOR SW LEVEL	LOW,**HIGH**
TOUCH SCREEN	**NONE**, 3M,ELO
SAS NUMBER	**0**, xxx
GAME OPTION	
MIN BET PER LINE	1,2,3,4,5,6,7,8,9,**10**,20,30,40,50
MAX BET PER LINE	5,6,7,8,9,10,20,30,40,50,60,70,80,90,**100**,200,300,400,500
MAX LINES	9,15,**21**
AUTOPLAY	**ON**,OFF
INTERNAL JACKPOT	OFF,5000,7500,**10000**
PAY OUT SW	**ON**,OFF
MAX BET SW	**ON**,OFF
KEYBOARD	**STNDARD**, EXTERNAL

THE SETTINGS IN BOLD TYPE ARE DEFAULT VALUES.

** The setting can be changed only after the machine initialization; the setting change will be disabled as soon as one game played at least.

6. APPENDIX 3: TOUCHSCREEN CONNECTION

Usually, touch screen systems are supplied with cable for COM port (with DB 9 pins connector):

TOUCHSCREEN DB9F		
1	DCD	Not used
2	RXD	Connect to 11B(solder side)
3	TXD	Connect to 10B(solder side)
4	DTR	Connect to DSR (pin 6 DB9F)
5	GND	Connect to GND
6	DSR	Connect to DTR (pin 4 DB9F)
7	RTS	Connect to CTS (pin 8 DB9F)
8	CTS	Connect to RTS (pin 7 DB9F)
9	RI	Not used

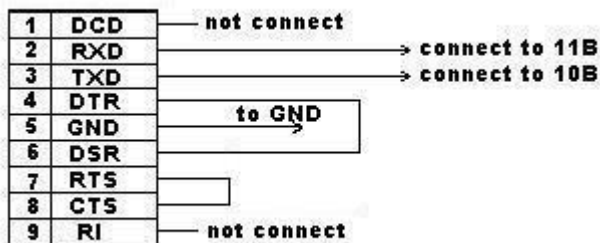To connect touch screen system to the PCB it's needed to connect:
- RXD to 11B contact of the PCB;
- TXD to 10B contact of the PCB.

If touch screen system has DTR, DSR, RTS, CTS contacts, it's needed to connect them the following way:
- DTR should be connected to DSR;
- RTS should be connected to CTS.

So you should put two jumpers:
- between DTR and DSR;
- between RTS and CTS.

Be sure that touch screen option is on:
LONG STATISTICS->TOTAL PARAMETRS->TOUCHSCREEN - (NONE, 3M, ELO)
Default meanings for touch screen is NONE.

Then you should calibrate touch screen. You can do it in short or long statistics in touch calibration menu.

Please see on bottom of the screen. Depending on game situation all needed push buttons appear there.

For example:

If there are no wins you can:
- touch LINE touch screen push button (or touch the field where number of lines are shown) to change number of active lines;
- touch BET touch screen push button (or touch the field where bet per line is shown) to change bet per line;
- touch START touch screen push button (or touch one of the reels) to start game;

- touch PAYOUT touch screen push button (if this option is ON in game option) to start payout with hopper;
- touch MAXBET touch screen push button (if this option is ON in game option) to start game with maximum bet;
- touch AUTOPLAY touch screen push button (if this option is ON in game option) to start autoplay game;
- touch HELP touch screen push button to see wintable.

While the reels rotate you can:
- touch ALL STOP touch screen push button to stop all the reels;
- touch any reel to stop it.

If you have won you can:
- touch TAKE touch screen push button (or touch the field where credits are shown) to add win to credit;
- touch DOUBLE touch screen push button to go to risk game.

7. APPENDIX 4: STANDARD AND EXTENDED KEYBOARD

There are two modes: Standard and Extended keyboard.
In STANDARD mode push buttons STOP1-STOP5 have the following additional functions:
STOP1 / ADD LINE
STOP2 / RED
STOP3 / MENU
STOP4 / AUTOPLAY / BLACK
STOP5 / DISPLAY WINS

In EXTENDED mode push buttons STOP1-STOP5 have the following additional functions:

if MAX LINE = 9
STOP1 / 1 LINE / ADD LINE
STOP2 / 3 LINE / RED
STOP3 / 5 LINE
STOP4 / 7 LINE / BLACK
STOP5 / 9 LINE / DISPLAY WINS

if MAX LINE = 15
STOP1 / 1 LINE / ADD LINE
STOP2 / 3 LINE / RED
STOP3 / 5 LINE
STOP4 / 9 LINE / BLACK
STOP5 / 15 LINE / DISPLAY WINS

if MAX LINE = 21
STOP1 / 1 LINE / ADD LINE
STOP2 / 5 LINE / RED
STOP3 / 9 LINE
STOP4 / 15 LINE / BLACK
STOP5 / 21 LINE / DISPLAY WINS

So if the keyboard mode = STANDARD, the program works as before.
If the keyboard mode = EXTENDED,
MENU and AUTOPLAY push buttons will be deactivated on STOP 3 and STOP 4, and STOP 1-5 push buttons will have additional functions LINES.