



## Air Hockey Table v9.0 Program Configuration

### Setting Software Defaults

To set the table to system defaults, User should hold down the 'VALUE' button on the PC Board while powering up the system. The LED display flashes 'FP' when the system defaults have been set. After 'FP' has flashed, the display continues into startup mode. At this point you are done setting the defaults

### Details on Program settings:

- **SC**      **Maximum score (for a player) per game**
  - Default Value 7
  - Minimum Value 2
  - Maximum Value 9
- **LE**      **Maximum time in minutes a game will run**
  - Default Value 7
  - Minimum Value 0
  - Maximum Value 16
- **CC**      **Coins per credit**
  - Default Value 1
  - Minimum Value 1
  - Maximum Value 8
- **PC**      **Plays per credit**
  - Default Value 1
  - Minimum Value 1
  - Maximum Value 3
- **SO**      **Sound on or off**
  - Default Value 1 (ON)
  - Minimum Value 0 (OFF)
  - Maximum Value 1 (ON)
- **HI**      **Number of Rail Hits per sound.**

*Example—set this value to “3” for one rail shot sound every 3 rail shots.  
Can help to adjust the overall sound level as desired.*

  - Default Value 1
  - Minimum Value 0 (no sound)
  - Maximum Value 5
- **At**      **Currently unused**
  - Default Value 1
  - Minimum Value 0
  - Maximum Value 4
- **St**      **Currently unused**
  - Default Value 0
  - Minimum Value 0
  - Maximum Value 1

To change the Default Values of the game, User should hold down the “ACCESS” button on the PC Board while the system is ON until the countdown begins on the display panel, counting down from 5 to 1. User should not release the “ACCESS” button until after the countdown has completed and the menu system has been accessed

Change values for each setting using the “VALUE” button. Press the “ACCESS” button to move to the next configurable setting.

When all configurable values have been set, the program exits the setup routine and values are stored.

User can control the Background sounds (crowd sounds and demo music) using the Background volume control

User can control the Effects sounds (rail shots, coin drop sounds, scoring, etc) using the Effects volume control

User can control the Rail Shot sensitivity using the VR1 potentiometer on the board.