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CHARACTERISTICS

POWER SUPPLY:	24 V
POWER CONSUMPTION:	DEPENDING ON THE MODEL
COMPRESSOR POWER:	DEPENDING ON THE MODEL
CPU BATTERIES:	3.7 V LITHIUM ION, SIZE 18650 WITH INTEGRATED PROTECTION CIRCUITRY

SAFETY INSTRUCTIONS

-  READ THESE SAFETY INSTRUCTIONS AND THE OPERATING INSTRUCTIONS BEFORE USING THE EQUIPMENT.
-  USE ONLY THE POWER CORD SUPPLIED WITH THE EQUIPMENT. ALWAYS CONNECT THE EQUIPMENT TO A **GROUNDING AC MAINS SUPPLY (VERY IMPORTANT).**
-  FOR THE CPU (SAM6, SAM8 AND SAM9) USE ONLY BATTERIES OF THE TYPE DESCRIBED ABOVE.
-  THIS EQUIPMENT IS NOT INTENDED FOR USE OUTDOORS, IN HUMID ENVIRONMENTS (BATHROOMS OR SHOWERS) OR SPACES WHERE A WATER JET IS USED.
-  IF YOU PASS THIS EQUIPMENT ON TO THIRD PARTIES, ALWAYS HAND IT OVER WITH THE OPERATING INSTRUCTIONS.
-  DO NOT USE DEFECTIVE EQUIPMENT AND HAVE IT REPAIRED BY THE CORRESPONDING TECHNICAL SERVICE.

MAINTENANCE INSTRUCTIONS

THE SLIDING SURFACE SHOULD BE CLEANED ONCE A DAY WITH THE COMPRESSOR RUNNING FOR A GOOD SLIDING OF THE DISC. CLEANING SHOULD BE DONE WITH A HOUSEHOLD ALL-PURPOSE CLEANER. DO NOT USE ALCOHOL-BASED CLEANERS. DO NOT USE A WATER JET FOR CLEANING. ACCESS TO THE COLLECTION IS GAINED BY ENTERING THROUGH THE COIN DOOR AND REMOVING THE COIN DRAWER.

WARNING: CLEANING AND MAINTENANCE OF THE UNIT SHOULD NOT BE CARRIED OUT BY UNSUPERVISED CHILDREN.

WASTE DISPOSAL

ELECTRICAL OR ELECTRONIC DEVICES SHOULD NOT BE DISPOSED OF WITH HOUSEHOLD WASTE, BUT AT OFFICIAL COLLECTION POINTS. DISPOSE OF THE PACKAGING AT THE APPROPRIATE COLLECTION POINTS.

CONFORMITY

THIS EQUIPMENT COMPLIES WITH EUROPEAN STANDARDS EN 60335-1 & EN 60335-2-82:



SAM BILLIARDS

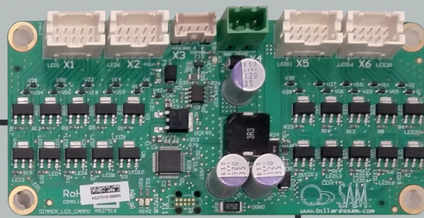
POL. IND. LOS LLANOS - 01001 NANCLARES DE OCA (SPAIN)

FOR UPDATES TO THIS MANUAL, PLEASE REFER TO:

<https://sambilliards.com/en/instructions-sam9/>

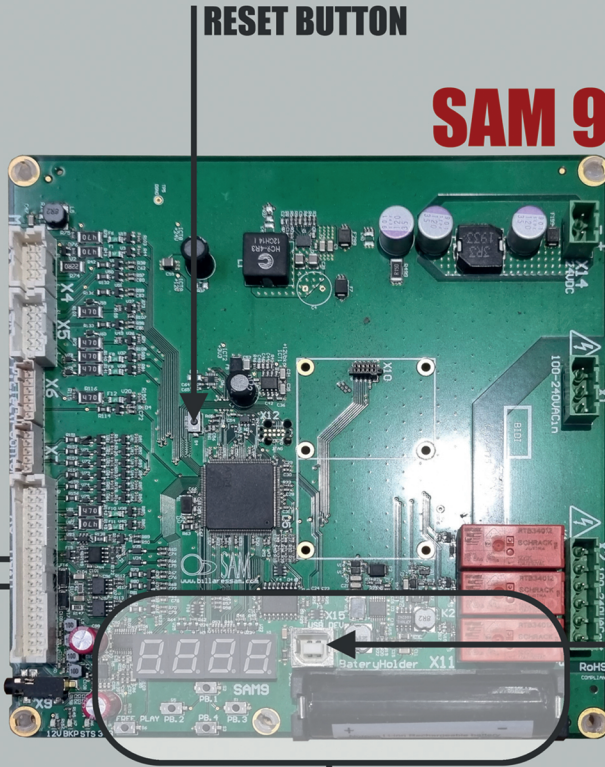
SAM 9 REV7: OPERATING SCHEME

DIMMER LED CAMPO
(intelligent lighting)
OPTIONAL



CONTROL:
Leds
playfield

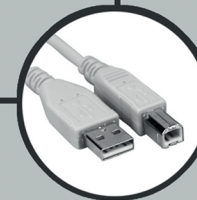
SAM 9



RESET BUTTON

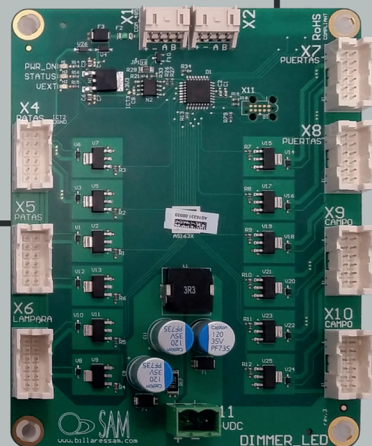


MODIFY:
Config.txt
SOUNDS



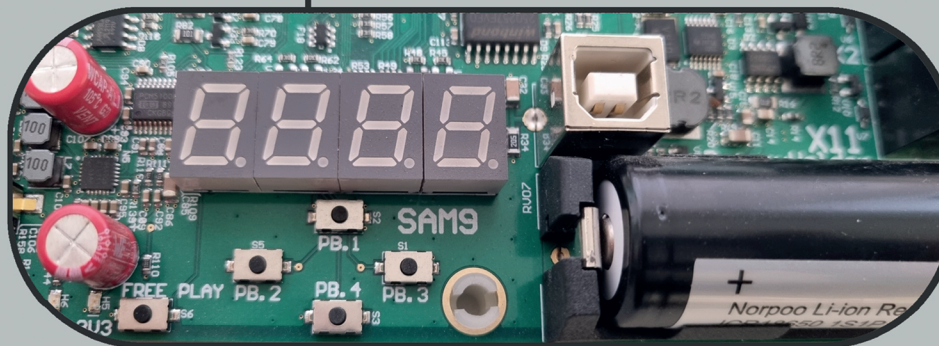
PC (USB PORT)

DIMMER LED



CONTROL:
Leds RGB

CONTROLS ZONE SAM9 REV7



**PORT
DISPLAY
BATTERY**

BUTTONS:
FREE PLAY
PB.1, PB.2,
PB.3, PB.4

ENGLISH

SAM9 REV7: OPERATION DIAGRAM (PAGE 10)

THERE ARE TWO SYSTEMS FOR CONFIGURING YOUR SAM CARD:

1- BY ACTING ON THE CARD ITSELF

THROUGH THE BUTTONS AND THE DISPLAY (CONTROLS AREA ON PAGE 10):
USE THIS SYSTEM TO CHANGE THE VALUES OF THE DIFFERENT CONFIGURATION VARIABLES.

2- CONNECTING IT TO A COMPUTER BY MEANS OF A USB CABLE

USE THIS SYSTEM IF YOU WANT TO CHANGE THE MELODIES FOR THE DIFFERENT EVENTS (1 TO 7) AVAILABLE ON THE CARD.

1- ACTING ON THE CARD ITSELF (PAGE 10 – CONTROL AREA)

TO ACCESS THE SETUP MENU BY ACTING ON THE CARD ITSELF:

THE CARD MUST BE IN STAND BY MODE (NO CREDITS).

FOR A DESCRIPTION OF THE VARIABLES SEE PAGES 14, 15, 16.

ACCESS: HOLD DOWN **PB3** UNTIL THE DISPLAY LIGHTS UP AND RELEASE.

VARIABLE CHANGE: BUTTONS **PB2** AND **PB3**.

CHANGE OF VALUE OF A VARIABLE: BUTTONS **PB1** AND **PB4**.

EXIT: HOLD DOWN **PB2** UNTIL THE DISPLAY OF THE CARD IS OFF.

LED CONFIGURATION VARIABLES

THE COLOR AND BEHAVIOR OF THE LEDS ARE DETERMINED BY THE VARIABLES CALLED "LX1.A" AND "LX2.B", WHERE X REPRESENTS THE NUMBER CORRESPONDING TO EACH OF THE 7 POSSIBLE EVENTS.

SO THAT THE BEHAVIOR OF THE LEDS FOR EVENT 7, FOR EXAMPLE, WILL BE DETERMINED BY THE VARIABLES:

L71.A = WHERE A REPRESENTS THE COLOR OF THE LEDS FOR EVENT 7

L72.B = WHERE B REPRESENTS THE MODE OF THE LEDS FOR EVENT 7

LX1.A: COLOUR OF THE LED.

THE VALUE A CAN VARY FROM 0 TO 7 AND REPRESENTS THE COLOR OF THE LEDS:

0: WHITE.

1: RED.

2: GREEN.

3: BLUE.

4: PURPLE.

5: YELLOW.

6: ORANGE.

7: LIGHT BLUE.

LX2.B: LED ILLUMINATION MODE:

THE B VALUE CAN VARY FROM 1 TO 3, AND ITS MEANING IS AS FOLLOWS:

1: BLINKING MODE: THE LEDS WILL BLINK.

2: CONTINUOUS MODE: THE LEDS WILL REMAIN ON CONTINUOUSLY.

3: BREATHING MODE: THE LEDS WILL GRADUALLY CHANGE INTENSITY.

CHANGING THE OVERALL MACHINE VOLUME

YOU CAN CHANGE THE OVERALL MACHINE VOLUME WITHOUT ACCESSING THE CONFIGURATION VARIABLES SEQUENCE (ON THE CARD) OR EDITING THE [Config.txt](#) FILE.

PROCEED AS FOLLOWS:

WITH THE MACHINE RUNNING (GAME IN PROGRESS) USE BUTTONS **PB1** (UP) AND **PB4** (DOWN) UNTIL THE DESIRED VOLUME IS REACHED.

THE CARD WILL AUTOMATICALLY SAVE THE CHANGES.

ACCESS TO THE COLLECTION DATA

TO ACCESS THE COLLECTION DATA OF YOUR MACHINE, FOLLOW THE FOLLOWING PROCESS:

ACCESS AND EXIT: PRESS **PB2**

CHANGE VARIABLE: PRESS **PB2**

THE DISPLAY WILL SHOW:

H XXX= NUMBER OF LARGE COINS COLLECTED

LXXX = NUMBER OF SMALL COINS COLLECTED

T1 XX = NL)NUMBER OF TICKETS DISPENSED (ROLL 1)

T2 XX = NUMBER OF TICKETS DISPENSED (ROLL 2)

N XXX = NUMBER OF COINS FROM ELECTRONIC COIN ACCEPTOR

FREE PLAY MODE

YOU CAN DETERMINE THE TIME SET FOR FREE PLAY MODE IN VARIABLE P3 OF THE CONFIGURATION FILE [Config.txt](#)

TO ACTIVATE FREE PLAY MODE, PRESS THE **FREE PLAY BUTTON** ON YOUR CARD. AIR HOCKEY WILL RETURN TO NORMAL PLAY MODE AT THE END OF THE TIME ESTABLISHED IN THE VARIABLE P3, KEEPING THE GAMES THAT WERE ON THE BOOKMARK AT THAT TIME. TURN OFF THE MACHINE TO EXIT FREE PLAY.

TEST MODE

TO ACCESS THE TEST MODE FOLLOW THE FOLLOWING PROCEDURE:
PRESS AND HOLD THE **RESET BUTTON**

WITHOUT RELEASING RESET, PRESS AND HOLD THE **FREE PLAY BUTTON**.
WITHOUT RELEASING FREE PLAY, RELEASE RESET.

THE CARD WILL TURN ON, AND WILL SHOW THE WORD "TEST" ON THE DISPLAY.

SEQUENCE:

TEST COLORS: PB1 WHITE, PB2 RED, PB3 GREEN, PB4 BLUE.

PUCK/BALL SHUTTER TEST: PB2 OPENS, PB3 CLOSES (CARD SIDE) PB4 OPENS,
PB1 CLOSES (OPPOSITE SIDE)

COIN TEST: WHEN COIN IS EJECTED THE CARD BEEPS

PUCK/BALL TEST: WHEN PUCK/BALL IS EJECTED SMALL (CARD SIDE) OR
LARGE (OPPOSITE SIDE) DISPLAY LIGHTS UP

TO EXIT TEST MODE PRESS THE **RESET BUTTON**.

2.- CONNECTING IT TO A COMPUTER WITH A USB CABLE

TO ACCESS THE CONFIGURATION MENU WITH A COMPUTER:
CONNECT THE USB CABLE.

OPEN THE DISK THAT WILL APPEAR ON YOUR DESKTOP (AIR HOCKEY).

YOU WILL FIND A TEXT FILE: **Config.txt**

AND THE **SOUNDS FOLDER** WITH THE MELODIES AVAILABLE.

CHANGES IN THE SOUNDS FOLDER (ONLY FROM AN EXTERNAL COMPUTER)

TO SAVE NEW TUNES, FIRST SELECT THE MUSIC YOU WANT TO ADD TO THE DISC
AND COPY IT TO MEMORY. *IN THIS CASE FILE Example.mp3.*

AUDIO TRACKS MUST BE IN MP3 FORMAT AND THE FILE NAME CANNOT BE GREATER
THAN 26 CHARACTERS. FILES WITH A BITRATE BETWEEN 96 AND 320 KBPS
ARE RECOMMENDED. PLEASE NOTE THAT THE CARD HAS AN AVAILABLE MEMORY
OF APPROXIMATELY 22MB.

THEN OPEN THE **SOUNDS FOLDER** AND SELECT ONE OF THE FOLDERS IT CONTAINS.
EACH FOLDER CORRESPONDS TO A SPECIFIC EVENT ON THE MACHINE.

THEN PASTE THE NEW MELODY YOU HAVE SELECTED FROM YOUR COMPUTER.

NAME OF THE FOLDERS:

EVENT 1 (APPEAL):	RECLAMO_BAIT
EVENT 2 (STAND BY):	REPOSO_STAND_BY
EVENT 3 (GAME):	JUEGO_GAME
EVENTO 4 (LOCAL GOAL):	GOL_LOCAL_LOCAL_GOAL
EVENTO 5 (VISITOR GOAL):	GOL_VISITANTE_VISITORS_GOAL
EVENTO 6 (END OF MATCH):	FIN_PARTIDO_END_MATCH
EVENTO 7 (NEW COIN):	NUEVA_MONEDA_NEW_COIN

WHEN YOU PASTE THE FILE IT WILL START COPYING INTO THE FOLDER.
THIS PROCESS MAY TAKE A FEW MINUTES.

THEN OPEN THE FILE **Config.txt** AND LOOK FOR THE NUMBER CORRESPONDING
TO THE EVENT YOU WANT TO CHANGE.

TYPE THE NAME OF THE MELODY YOU WANT TO ENTER IN THIS EVENT.

ALWAYS WRITE THE NAME BETWEEN QUOTATION MARKS AND WITH ITS EXTENSION.
IN THIS CASE: "Example.mp3".

WHEN YOU CLOSE THE FILE, THE COMPUTER WILL ASK YOU IF YOU WANT TO SAVE
THE CHANGES. SAVE THE CHANGES TO MODIFY THE CARD MEMORY.

WHEN IN THE FILE **Config.txt** THE MELODY OF AN EVENT IS MARKED AS " ",
THE SYSTEM WILL SEARCH FOR A RANDOM MELODY WITHIN THE FOLDER
CORRESPONDING TO THAT EVENT.

FOR EXAMPLE: M2 = " "

MEANS THAT EVENT 2 (STAND BY) WILL SEARCH INSIDE THE FOLDER
REPOSO_STAND_BY AND WILL RANDOMLY PICK A TUNE FOUND
INSIDE THAT FOLDER.

IF THERE IS AN ERROR IN THE NAME OF THE MELODY IN THE FILE **Config.txt**,
THE SYSTEM WILL NOT PLAY ANY SOUND.

CHANGES TO THE CONFIGURATION FILE (RECOMMENDED TO BE MADE ON THE CARD ITSELF)

TO CHANGE THE VARIABLE VALUES, OPEN THE FILE **Config.txt**.

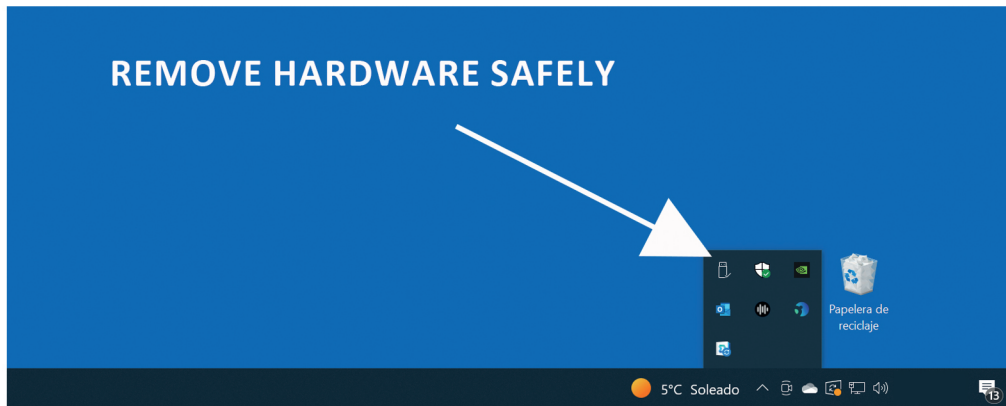
ON SHEETS 14, 15 AND 16 OF THIS MANUAL YOU WILL FIND A DETAILED DESCRIPTION OF
THE VARIABLES THAT CORRESPOND TO EACH ONE OF THE LINES OF THE **Config.txt** FILE.

ONCE THE FILE HAS BEEN MODIFIED, YOU MUST SAFELY EJECT
THE DEVICE AS DESCRIBED BELOW.

IMPORTANT: EJECTING THE DEVICE

FINALLY EJECT THE DEVICE FROM THE COMPUTER SAFELY.
IT IS IMPERATIVE THAT YOU DO IT THIS WAY
SO THAT THE CHANGES ARE STORED IN THE CARD'S MEMORY.
TO DO THIS, USE THE APPLICATION: "SAFELY REMOVE HARDWARE",
WHICH CAN BE FOUND IN THE BOTTOM MENU OF YOUR COMPUTER
(SEE PICTURE ON PAGE 13).

**FINALLY SWITCH OFF THE MACHINE COMPLETELY (MAIN SWITCH)
AND TURN IT ON AGAIN SO THAT IT READS THE NEW PARAMETERS FROM THE CARD**



3.- RESTORE THE FACTORY SETTINGS OF THE CARD

THE CARD HAS A MEMORY OF 8MB.

THE BACKUP MEMORY IN IT STORES THE FACTORY DEFAULT VALUES.

RESTORING THE FACTORY SETTINGS

ENTER THE CARD CONFIGURATION MENU AND PRESS THE **PB3** AND **FREE PLAY** BUTTONS FOR 3 SECONDS.

THE DISPLAY WILL SHOW A ZERO TO THE LEFT THAT WILL INCREMENT, SHOWING THE% OF THE OPERATION PERFORMED.

THE PROCESS CAN TAKE UP TO 4 MINUTES.

DO NOT PERFORM ANY ACTIONS WITH THE CARD DURING THIS PERIOD.

ONCE THE PROCESS IS COMPLETED, THE CARD WILL BE COMPLETELY RESET AND READY FOR NORMAL USE.

ACCESS TO THE BACKUP MEMORY VIA A COMPUTER

CONNECT USB CABLE TO THE BOARD - PRESS AND HOLD DOWN **PB4** - PRESS AND RELEASE THE **RESET BUTTON** ON THE BOARD

RELEASE THE PB4 BUTTON WHEN THE COMPUTER RECOGNIZES THE USB DEVICE.

THE COMPUTER WILL FIND TWO DISKS:
THE MAIN MEMORY AND BKP WHICH IS THE BACKUP MEMORY.

IT IS RECOMMENDED THAT YOU DO NOT MAKE ANY CHANGES TO BKP.

4.- MARKER STATUS WHEN NO RECORD IS FOUND (VARIABLE H1) (NOT APPLICABLE TO ARENA TABLE SOCCER)

VARIABLE H1 ENABLES OR DISABLES DISC DETECTION AT THE END OF THE GAME:

H1 = 0 - DISK DETECTION DISABLED.

H1 = 1 - DISK DETECTION ENABLED.

THIS SYSTEM WILL OPERATE ONLY WITH MACHINES EQUIPPED WITH A PAYMENT SYSTEM WITH INHIBITOR.

WHEN THE MACHINE DOES NOT DETECT THE DISK, THE SYSTEM WILL NOT ACCEPT THE PAYMENT OF GAMES (EITHER WITH COINS OR CREDITS IN THE CASE OF CARD READERS).

IMAGE OF THE MARKER WHEN THE CARD IS NOT FOUND BELOW.



LIST AND DESCRIPTION OF CONFIGURATION VARIABLES

VARIABLE (DISPLAY)	VARIABLE (Config.txt)	EXPLANATION	VARIES BETWEEN: MINIMUM AND MAXIMUM VALUES
GENERAL SETTINGS			
P1.8.8	P1 = 8	MAXIMUM NUMBER OF GOALS PER GAME	BETWEEN 2 & 9 GOALS
P2.8.8	P2 = 1	MATHEMATICAL WIN OR ALL BALLS ARE PLAYED: 0 = MATHEMATICAL, 1 = ALL BALLS	BETWEEN 0 & 1
P3.8.8	P3 = 1	DURATION OF FREE PLAY MODE (FREE GAME) IN HOURS	BETWEEN 1 & 9 HOURS
P4.8.5	P4 = 5	MAXIMUM PLAYING TIME PER GAME IN MINUTES	BETWEEN 2 & 9 MINUTES
P5.8.0	P5 = 0	NUMBER OF SMALL COINS FOR A BONUS (0 = DISABLE)	BETWEEN 0 & 99 COINS
P6.8.0	P6 = 0	NUMBER OF LARGE COINS FOR A BONUS (0 = DISABLE)	BETWEEN 0 & 99 COINS
P7.8.8	P7 = 1	NUMBER OF GAMES FOR A SMALL COIN BONUS	BETWEEN 1 & 9 GAMES
P8.8.8	P8 = 1	NUMBER OF GAMES FOR ONE LARGE COIN BONUS	BETWEEN 1 & 9 GAMES
COIN SELECTORS SETTINGS			
A1.8.8	A1 = 1	ELECTROMECHANICAL SELECTOR: NUMBER OF SMALL COINS TO GENERATE 1 PULSE	BETWEEN 1 & 9 COINS
A2.8.8	A2 = 1	ELECTROMECHANICAL SELECTOR: NUMBER OF GAMES PER 1 PULSE OF SMALL COINS	BETWEEN 1 & 9 GAMES
A3.8.8	A3 = 1	ELECTROMECHANICAL SELECTOR: NUMBER OF LARGE COINS TO GENERATE 1 PULSE	BETWEEN 1 & 9 COINS
A4.8.8	A4 = 1	ELECTROMECHANICAL SELECTOR: NUMBER OF GAMES PER 1 PULSE OF LARGE COINS	BETWEEN 1 & 9 GAMES
A5.8.8	A5 = 1	ELECTRONIC SELECTOR: NUMBER OF SMALL COINS TO GENERATE 1 PULSE	BETWEEN 1 & 9 COINS
A6.8.8	A6 = 1	ELECTRONIC SELECTOR: NUMBER OF GAMES PER 1 PULSE OF SMALL COINS	BETWEEN 1 & 9 GAMES
A7.8.8	A7 = 1	ELECTRONIC SELECTOR: NUMBER OF LARGE COINS TO GENERATE 1 PULSE	BETWEEN 1 & 9 COINS
A8.8.8	A8 = 1	ELECTRONIC SELECTOR: NUMBER OF GAMES PER 1 LARGE COIN PULSE	BETWEEN 1 & 9 GAMES
A9.8.8	A9 = 1	NAYAX: NUMBER OF CREDITS TO GENERATE 1 PULSE	BETWEEN 1 & 9 CREDITS
A10.0.8	A10 = 1	NAYAX: NUMBER OF GAMES PER 1 CREDIT PULSE	BETWEEN 1 & 9 GAMES
SETTINGS OF THE APPEAL WITH THE MACHINE IN STAND BY MODE			
O1.8.8	O1 = 1	ENABLE/DISABLE APPEAL WITH THE MACHINE IN STANDBY: 0 = NO, 1 = YES	BETWEEN 0 & 1
O2.8.8	O2 = 15	PERIOD OF TIME BETWEEN TWO APPEALS IN MINUTES	BETWEEN 1 & 60 MINUTES
SETTINGS OF THE TICKET DISPENSERS (NOT APPLICABLE TO ARENA TABLE SOCCER)			
T1.8.8	T1 = 0	ENABLE/DISABLE TICKET DISPENSER: 0 = NO, 1 = ENABLE 1 TICKET DISPENSER, 2 = ENABLE 2 TICKET DISPENSERS	BETWEEN 0 & 2
T2.8.8	T2 = 1	NUMBER OF TICKETS DISPENSED PER GOAL SCORED (VISIBLE ON DISPLAY WHEN T1 = 1 OR T1 = 2)	BETWEEN 0 & 9 TICKETS
T3.8.8	T3 = 0	NUMBER OF TICKETS DISPENSED PER GAME WON (VISIBLE ON DISPLAY WHEN T1 = 1 OR T1 = 2)	BETWEEN 0 & 9 TICKETS
T4.8.8	T4 = 1	TIME OF DELIVERY OF TICKETS: 0 = END OF GAME, 1 = INSTANTANEOUS (VISIBLE ON DISPLAY WHEN T1 = 1 OR T1 = 2)	BETWEEN 0 & 1

SETTINGS OF THE FIXED WHITE ILLUMINATION			
F1 = 1		SWITCHING ON OF THE FIXED WHITE ILLUMINATION: 0 = DURING THE GAME, 1 = ALWAYS	BETWEEN 0 & 1
DISK DETECTION SETTINGS (NOT APPLICABLE TO ARENA TABLE SOCCER)			
H1 = 0		ENABLE/DISABLE DISK DETECTION AT END OF GAME: 0 = NO, 1 = YES	BETWEEN 0 & 1
DISC DISPENSER SETTINGS (OPTIONAL SYSTEM) (NOT APPLICABLE TO ARENA TABLE SOCCER)			
H2 = 0		ENABLE/DISABLE DISK DISPENSER: 0 = NO, 1 = YES	BETWEEN 0 & 1
SETTING OF THE LEDS FOR EACH OF THE EVENTS*			
L11 = 1		EVENT 1 APPEAL: LEDS COLOUR	BETWEEN 0 & 7 COLOURS
L12 = 1		EVENT 1 APPEAL: LEDS MODE	BETWEEN 1 & 3 MODES
L21 = 0		EVENT 2 STAND BY: LEDS COLOUR	BETWEEN 0 & 7 COLOURS
L22 = 3		EVENT 2 STAND BY: LEDS MODE	BETWEEN 1 & 3 MODES
L31 = 2		EVENT 3 GAME: LEDS COLOUR	BETWEEN 0 & 7 COLOURS
L32 = 2		EVENT 3 GAME: LEDS MODE	BETWEEN 1 & 3 MODES
L41 = 3		EVENT 4 LOCAL GOAL: LEDS COLOUR	BETWEEN 0 & 7 COLOURS
L42 = 1		EVENT 4 LOCAL GOAL: LEDS MODE	BETWEEN 1 & 3 MODES
L51 = 5		EVENT 5 VISITOR GOAL: LEDS COLOUR	BETWEEN 0 & 7 COLOURS
L52 = 1		EVENT 5 VISITOR GOAL: LEDS MODE	BETWEEN 1 & 3 MODES
L61 = 4		EVENT 6 END OF GAME: LEDS COLOUR	BETWEEN 0 & 7 COLOURS
L62 = 3		EVENT 6 END OF GAME: LEDS MODE	BETWEEN 1 & 3 MODES
L71 = 6		EVENT 7 NEW COIN: LEDS COLOUR	BETWEEN 0 & 7 COLOURS
L72 = 1		EVENT 7 NEW COIN: LEDS MODE	BETWEEN 1 & 3 MODES
SETTING THE TUNES FOR EACH OF THE EVENTS**			
M1 = "Reclamo.mp3"		EVENT 1 APPEAL: NAME OF THE TUNE (FOLDER RECLAMO_BAIT)	WHEN THE TUNE OF AN EVENT IS MARKED AS " " THE CARD WILL PLAY A RANDOM TUNE WITHIN THE FOLDER CORRESPONDING TO THAT EVENT.
M2 = " "		EVENT 2 STAND BY: NAME OF THE TUNE (FOLDER REPOSO_STAND_BY)	
M3 = " "		EVENT 3 GAME: NAME OF THE TUNE (FOLDER JUEGO_GAME)	
M4 = "Gol.mp3"		EVENT 4 LOCAL GOAL: NAME OF THE TUNE (FOLDER GOL_LOCAL_LOCAL_GOAL)	
M5 = "Gol.mp3"		EVENT 5 VISITOR GOAL: NAME OF THE TUNE (FOLDER GOL_VISITANTE_VISITORS_GOAL)	
M6 = "Final partido.mp3"		EVENT 6 END OF GAME: NAME OF THE TUNE (FOLDER FIN_PARTIDO_END_MATCH)	
M7 = "Moneda.mp3"		EVENT 7 NEW COIN: NAME OF THE TUNE (FOLDER NUEVA_MONEDA_NEW_COIN)	
SETTING THE GENERAL VOLUME AND THE VOLUMES OF EACH EVENT			
V0 = 2		GENERAL VOLUME OF THE MACHINE***	BETWEEN 0 & 20

01.82	V1 = 2	EVENT 1 APPEAL: INDIVIDUAL VOLUME	BETWEEN 0 & 20
02.82	V2 = 2	EVENT 2 STAND BY: INDIVIDUAL VOLUME	BETWEEN 0 & 20
03.82	V3 = 2	EVENT 3 GAME: INDIVIDUAL VOLUME	BETWEEN 0 & 20
04.82	V4 = 2	EVENT 4 LOCAL GOAL: INDIVIDUAL VOLUME	BETWEEN 0 & 20
05.82	V5 = 2	EVENT 5 VISITOR GOAL: INDIVIDUAL VOLUME	BETWEEN 0 & 20
06.82	V6 = 2	EVENT 6 END OF GAME: INDIVIDUAL VOLUME	BETWEEN 0 & 20
07.82	V7 = 2	EVENT 7 NEW COIN: INDIVIDUAL VOLUME	BETWEEN 0 & 20
88.88		SETTING OF THE BRIGHTNESS OF THE INTELLIGENT LEDS ON THE PLAYING SURFACE (NOT APPLICABLE TO ARENA TABLE SOCCER)	
	D = 80	CONTROL OF THE BRIGHTNESS OF THE INTELLIGENT LEDS OF THE PLAYFIELD (MACHINES WITH DIMMER LED CAMPO CARD)	BETWEEN 0 & 100 %

*LED SETTINGS FOR EACH EVENT: SEE COLOR MATCHING AND LED OPERATING MODES PAGE: 11

**SETTING THE TUNES FOR EACH OF THE EVENTS: SEE INFORMATION ON SOUNDS FOLDER AND OPERATING OPTIONS ON PAGE: 12

***GENERAL VOLUME OF THE MACHINE: SEE HOW TO MODIFY THE GENERAL VOLUME WITHOUT ENTERING THE CONFIGURATION VARIABLES ON PAGE: 11

NOTES
