

Normal Operation Displays (Revision 4)

00 Plays 10:09 A
\$1.00/Play +1 \$5

Plays, Time, Cost/Play Bonus +1 at 5

Chalk It Up Here
3 Plays TimePlay

Credits Required for TimePlay 30 Minutes

Chalk It Up Here
Its Time To Play

If No TimePlay Display This

Happy Hour Pool!
10:30AM \$0.75

Advertises Any Happy Hour Times and Cost

<http://www.cputablesaw.com/>

Setup Controls Press **Setup** for Functions

Up / Down Changes Blinking Number

Start = **Save Changes** for Each Function

Start Clears Current Meter **Only** in **Meter**

Read Function: The Blinking Cursor is an

Editable #, When Saved Stops Blinking ,

TimePlay ReStarts Blinking, **TimePlay**

Increments LCD to **Next** Position, Holding

Hold **TimePlay** 3 Seconds **Return** LCD to 1st

Position. Hold **Setup** for 3 Seconds = Exits

Setup Functions Displays

Start=Save/Clear
Time=Nxt - Ret - Esc

1st Screen Show Button Functions

Press **TimePlay** To Display **Battery Voltage**

Start **Factory Default** Setup=No Down=Yes

If **Door** is Closed **Time Play** for 10 Seconds

Exits **Setup** or Shows **Battery Voltage**:

000738_ 00000768
Current * LifeTime

2nd Current and LifeTime Meters \$0.25/#

Press **Start** Button Clears Current Meter

Pressing **TimePlay** Adds Free Credits, Max 9

15:33*04/10/21*2
Hr M Mo Dt Y Day

3rd Time Setup: **Up** or **Down** changes (#)'s

Hour-Minute-Month-Date-Year-WeekDay

Press **Time Play** for Next LCD Position

24-hour clock format Press **Start** to Save

WeekDay Sunday = 1, Monday = 2

01.00*1*2 Cost/P
Bonus@1 Bonus@2

4th Cost Per Play * Bonus Plays @ Levels

Level 1(1-2)Level 2(1-4) Standard 1.00*1*2

00.50 :)¹ SMTWTFS
00.00 :)² 0000100

5th HH 1 Cost & On Thursday (1) (HH 2 Cost)

10:30H02¹ :) Time
00:00H00⁰ W Hr¹⁵ W W

6th Happy Hours Start and Run Time

Explanation: HH-1 10:30 is Start Time, **H** =

Hours- Run Time 02= 2 Hours(⁰¹²³*¹⁵)+1 x15

Minute Start at 10:30 + 2hr + 15m **Ends** at

12:45 **Line 2** Happy Hour 2 & Function

(^W_D or ^W_E) ^W_D = Weekday: **Both** Happy Hours

are for Weekday use. **Or** ^W_E Weekend :

Happy Hour 1 are **Days Selectable** and

Happy Hour 2 for Weekend = Sat - Sun ,

To Disable Happy Hour 0 (Zero) = H 00⁰

(Hours & Minutes) = H 00⁰

League or Special Events **Over Ride** Happy
Hour, Happy Hr **Continues** After Event Over.

Free Play Uses Existing Credits First

\$07.00 Meter=000
League Cost/Nite

7th **League Dues/Fees**, Sets League Play Cost **Zero (\$0.00)** Disables, Press Start and TimePlay to **Clear Meter** (\$\$ Collected = Cost x Meter) The **Meter Shows** the Number of Times Dues/Fees Collected
Explanation :: Collect \$7.00 (up to \$49.75) League Player Dues then the Pool Table goes to **Free Play**. If you want to charge a fee for table usage add it to the Dues/Fees Cost. All money will be in Box / DBA you will divide at collection time. **Holding Start and TimePlay Clears Meter.**

0000100 15:10 20
SMTWTFS Start T\$

8th **League / Special Events**, Sets League Day/Day's SMTWTFS Sunday thru Saturday. **1(One)** Enables the Day, **0 (Zero)** Disables Day. **Explanation** :: Thursday at Start Time 15:10, T(Runtime)= 2 and \$ (Special Event Cost)= 0 If Leagues Dues \$\$ (Previous Function) is **\$0.00(Zero)** Use this as a **Special Event** If T(Time) equals 0 (Zero) Both League and Special Events are Disabled :: The Display Changes Info when on (T) to, Runtime 00:00, and Changes on (\$ Cost) to \$/Play \$00.00 See League Info at End of Setup:

05\$ Bonus Lev 1
10\$ Bonus Lev 2

Level 1 Bonus Value for 1 Additional Play

Level 2 Bonus Value for 2 Additional Plays

3 # Plays Needed
for 30M TimePlay

TimePlay (Rack Time) Number of **Plays NOT** \$ Dollar \$ Amount to Start 30 Minute **TimePlay**. **Display = 3 Plays for 30 Minutes.** **TimePlay Disable** during Happy Hours, League Play, and Free Play. **(1 to 9) Plays 0 (Zero)** Disables TimePlay Completely.

01/31 0 20:50 32
Date Day Strt T\$

One Time Special Event an Event that takes place on a Certain Date During the Year. Use for as many Dates as needs after (The Current Date Is Over) **Display Explanation:** On January 31 of this year. For Number of Days. 1 to 9 :: Starting at 20:50 and Last (T) Number of Hours, (\$) = 2(0.25) = \$0.50 per Plays. **0(Zero) Days** Disables. Or **0(Zero)** - Time Disables. As Days go by the Number of Days Decreases Until **Zero**
League Info: 9:23 (S) = **Special** Every Week on the same Weekday & Time the Display Will Show. **\$7.00 Fee**

00 Plays 9 23 S
\$7.00 League Fee

League...\$\$ Value up to \$49.75 Player Enters the Amount Require to Start, After \$7.00 :: **GO..** Plays will Remain on 1 Play for set **Runtime.**

00 Plays 9 24 S
\$ GO.GO Run Leag

If Game is not Started within 30 Minute of Start Time, Game Defaults to Normal Play.