

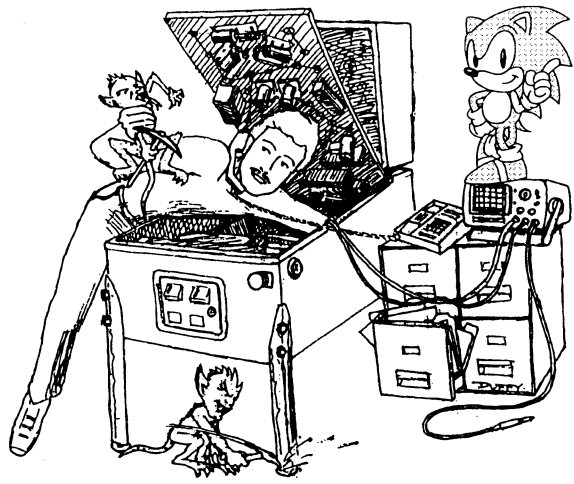
Service Bulletin N° 73



1990 Janice Avenue
Melrose Park, IL 60160
• © Tel 708-345-7700 •

Technical Support

- 1-800-KICKERS (800-542-5377) •
- Fax 708-345-7889 •



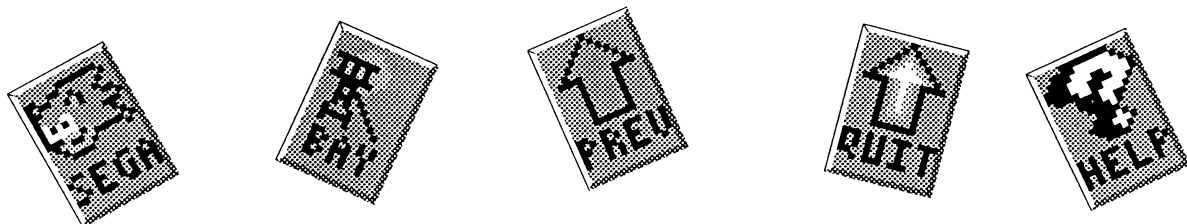
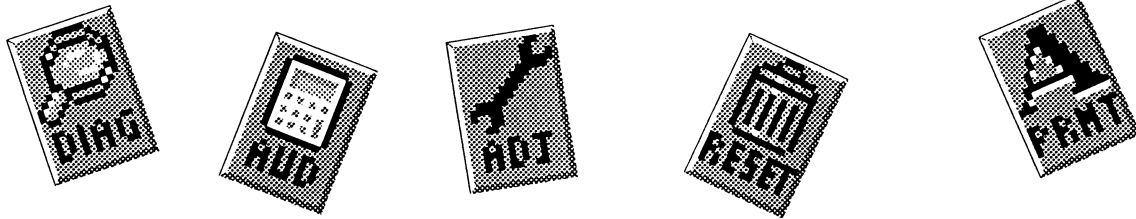
Joe Blackwell Technical Support Manager	Eric Winston Technical Support Engineer	Ted Kilpin Technical Support Engineer	Jay Alfer Tech. Doc. Administrator
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TO: Parts & Service Managers

DATE: April 28, 1995

RE: "NEW" Portals™ Service Menu in **BAYWATCH™** Pinball

This service bulletin is an excerpt of our generic operations manual for "THE EASY TO USE PORTALS™ SERVICE MENU". This bulletin is intended to not only familiarize you with the system but should be used as a training tool or in conjunction with sales brochures.



SEGA™
PINBALL, INC.

THE EASY TO USE
PORTALS™
SERVICE MENU



PRELIMINARY
MANUAL

JOE BLACKWELL
TECHNICAL SUPPORT
MANAGER

ERIC WINSTON
TECHNICAL SUPPORT
ENGINEER

TED KILPIN
TECHNICAL SUPPORT
ENGINEER

JAY ALFER
TECH. DOCUMENTATION
ADMINISTRATOR

Portals™ Service Menu Icons

GO TO DIAGNOSTICS MENU DIAG	GO TO SWITCH MENU SW	SWITCH TEST TST	ACTIVE SWITCH TEST ACT	GO TO COIL MENU COIL	COIL TEST TST	CYCLING COIL TEST CYC
GO TO LAMP MENU LAMP	SINGLE LAMP TEST ONE	TEST ALL LAMPS ALL	ROW LAMP TEST ROW	COLUMN LAMP TEST COL	TEST FLASH LAMPS FLASH	CLEAR BALL TROUGH CLR
TECHNICIAN ALERTS TECH	SERVICE PHONE # SERV	BEGIN PLAY TEST PLAY	SOUND/SPEAKER TEST SPKR	BEGIN BURN IN BURN	DOT MATRIX TEST DOT TEST	GO TO AUDITS MENU ❶ AUD
EARNINGS AUDITS EARN	GO TO ADJUSTMENTS MENU ADJ	GO TO RESET OPTIONS ❷ RESET	FACTORY RESET FACT	RESET COIN AUDITS COIN	GO TO PRINTER MENU PRNT	QUICK PRINTOUT QUICK
FULL PRINTOUT ALL SH	GAME GENERIC AUD/ADJ ❸ SEGA	GAME SPECIFIC AUD/ADJ ❹ GEN	"SHOWS MORE ICONS LEFT" MORE	"SHOWS MORE ICONS RIGHT" MORE	GO TO MAIN MENU ❺ PREV	QUIT THIS SESSION QUIT

NOTE: SOME ICONS ARE DUPLICATED AND ARE USED IN DIFFERENT SUB-MENUS.

- ❶ "Go to Audits Menu" is used also as "Reset All Audits" under "Reset Options."
- ❷ "Go to Reset Options" is used also as "Reset Printer" under "Printer Menu."
- ❸ The "Sega" icon is displayed to represent Game Generic Audits or Adjustments.
- ❹ The current game icon is displayed to represent Game Specific Audits or Adjustments and is also used under "Diagnostics Menu" for Game Specific Tests. Each game will have its' own icon.
- ❺ "Go to Main Menu" is used also as "Go to Diagnostics Menu" under Switch, Coil and Lamp Tests.

GO TO HELP SCREEN

HELP

Go to previous Aud / Adj / Diagnostic Backward (Left)



Decrease Value

Increase Value

Go to the Help Screen for the current display

ATTRACT MODE

Portals™ Service Menu Tree / Table of Contents

Push the Black "BEGIN TEST" Button to start.

MAIN MENU

(Page 1)

GO TO DIAGNOSTICS MENU

(Page 2)

GO TO SWITCH MENU

(Page 2)

GO TO COIL MENU

GO TO LAMP MENU

GO TO AUDITS MENU

GO TO ADJUSTMENTS MENU

GO TO RESET OPTIONS

GO TO PRINTER OPTIONS

QUIT THIS SESSION

HELP

SWITCH TEST	TEST DISPLAY	2, 3
ACTIVE SWITCH TEST	TEST DISPLAY	3
GO TO DIAGNOSTICS MENU	DIAG. MENU	3
QUIT THIS SESSION	ATTRACT MODE	3
GO TO HELP SCREEN	HELP DISPLAY	3

COIL TEST	TEST DISPLAY	
CYCLING COILS	TEST DISPLAY	
GO TO DIAGNOSTICS MENU	DIAG. MENU	
QUIT THIS SESSION	ATTRACT MODE	
GO TO HELP SCREEN	HELP DISPLAY	

SINGLE LAMP TEST	TEST DISPLAY	
TEST ALL LAMPS	TEST DISPLAY	
ROW LAMP TEST	TEST DISPLAY	
COLUMN LAMP TEST	TEST DISPLAY	
GO TO DIAGNOSTICS MENU	DIAG. MENU	
QUIT THIS SESSION	ATTRACT MODE	
GO TO HELP SCREEN	HELP DISPLAY	

TEST FLASH LAMPS	TEST DISPLAY	
CLEAR BALL TROUGH	PLAYFIELD STATUS	
TECHNICIAN ALERTS	PLAYFIELD STATUS	
SERVICE PHONE #	1-800-KICKERS	
BEGIN PLAY TEST	TEST DISPLAY	
SOUND/SPEAKER TEST	TEST DISPLAY	
BEGIN BURN IN	PLAYFIELD STATUS	
DOT MATRIX TEST	TEST DISPLAY	
GAME SPECIFIC	PLAYFIELD STATUS	
GO TO MAIN MENU	MAIN MENU	
QUIT THIS SESSION	ATTRACT MODE	
GO TO HELP SCREEN	HELP DISPLAY	

EARNINGS AUDITS	1ST AUDIT OF GROUP	
SEGA (GENERIC) AUDITS	1ST AUDIT OF GROUP	
GAME (SPECIFIC) AUDITS	1ST AUDIT OF GROUP	
GO TO MAIN MENU	MAIN MENU	
QUIT THIS SESSION	ATTRACT MODE	
GO TO HELP SCREEN	HELP DISPLAY	

SEGA (GENERIC) ADJUSTMENTS	1ST ADJUSTMENT OF GROUP	
GAME (SPECIFIC) ADJUSTMENTS	1ST ADJUSTMENT OF GROUP	
GO TO MAIN MENU	MAIN MENU	
QUIT THIS SESSION	ATTRACT MODE	
GO TO HELP SCREEN	HELP DISPLAY	

FACTORY RESET	REQUEST INSTALLED (RETURNS TO ATTRACT MODE)	
RESET COIN AUDITS	REQUEST INSTALLED	
RESET ALL AUDITS	REQUEST INSTALLED	
GO TO MAIN MENU	MAIN MENU	
QUIT THIS SESSION	ATTRACT MODE	
GO TO HELP SCREEN	HELP DISPLAY	

QUICK PRINTOUT	PRINTER INTERFACE ADJUSTMENT	
FULL PRINTOUT	ALISON INTERFACE ADJUSTMENT	
RESET PRINTER	RESET PRINTER ADJUSTMENT	
GO TO MAIN MENU	MAIN MENU	
QUIT THIS SESSION	ATTRACT MODE	
GO TO HELP SCREEN	HELP DISPLAY	

ATTRACT MODE	
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GO TO HELP SCREEN	HELP DISPLAY	
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Portals™ Service Menu Access & Use

Step 1

Open Coin Door and view Service Switch Set.

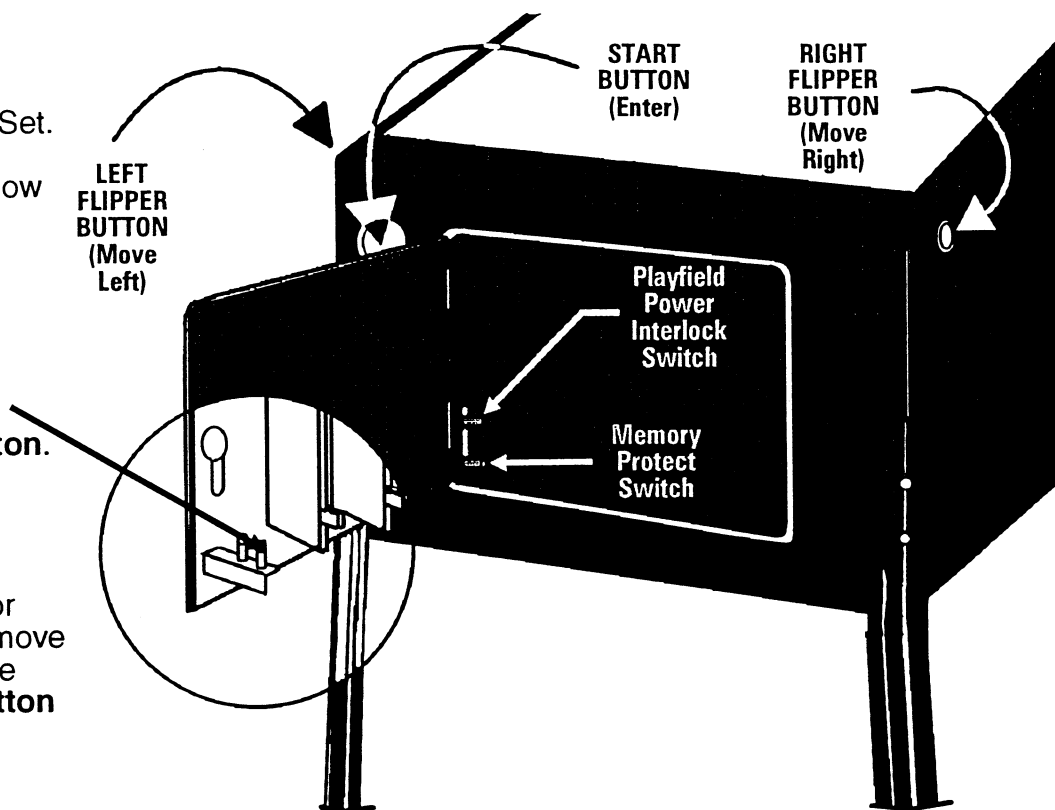
(Memory Protect is now disabled.)

Step 2

Enter the Portals™ Service Menu by pushing the Black "BEGIN TEST" Button.

Step 3

Use the Green "SELECT" Button or Flipper Buttons to move through test. Use the Black "ENTER" Button or Start Button to activate icons.



GREEN BUTTON:

FUNCTION 1:
(Not in the Service Mode)

SERVICE CREDITS. Allows the technician to Test / Play the game without adding any counts to the Coin Audits. Up to 30 credits can be applied.

FUNCTION 2:
(In the Service Mode)

SELECT. Allows the technician to select an Icon by moving right (forward) only.

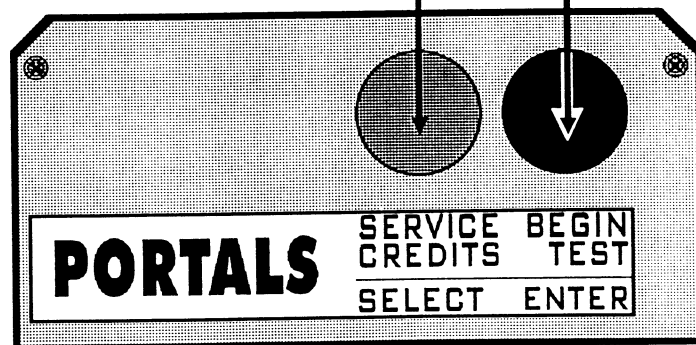
BLACK BUTTON:

FUNCTION 1:
(Not in the Service Mode)

BEGIN TEST. Allows the technician to begin the Portals™ Service Menu.

FUNCTION 2:
(In the Service Mode)

ENTER. Allows the technician to activate Icon selected.



The Green "SELECT" Button will change the selection by moving *right (forward)* only. For left/right (forward/backward) movement, use the **Left & Right Flipper Buttons** accordingly. The Start "ENTER" Button is used like the Black "ENTER" Button. When using the Portals™ Service Menu, use the Flipper and Start Buttons for movement through the menu for viewing. Use the Black "ENTER" and Green "SELECT" Buttons only while in Switch Test as the Start Button & Flipper Buttons are a part of this test. *Please Note: The Coin Door must be open when changing Adjustments, so that the MEMORY PROTECT SWITCH is disabled.*

Portals™ Service Menu Introduction

This manual will take the user through our new **Portals™ Service Menu** in a *Step-By-Step* process. Presented in the manual, will be each screen as shown in the *Video Display*. To get into the Service Menu Mode:

- Power-up Game (If not already) & Open up the Coin Door.
- On the Coin Door is the Service Switch Set. Push down the **Black "BEGIN TEST" Button**.

Looking at the Video Display you will see the introductory screen:

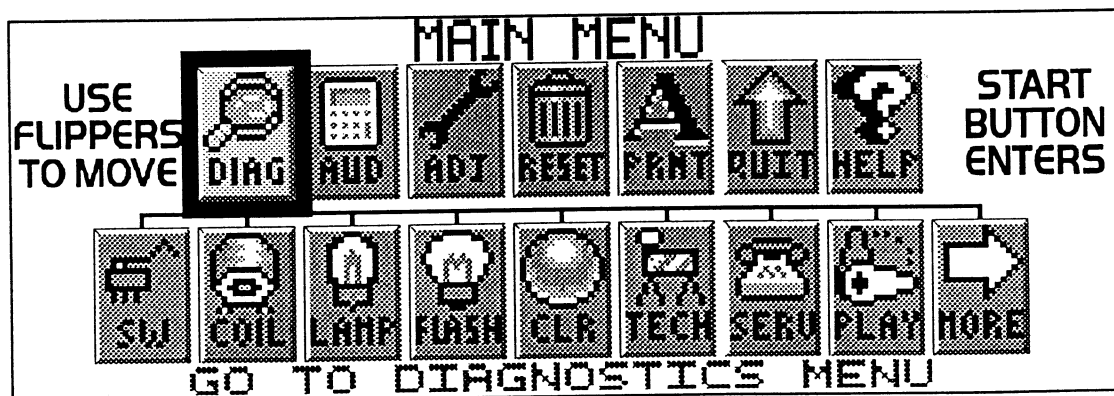


The Coin Door may be closed for security, however, please note with the Coin Door Closed the game's **MEMORY PROTECT** is enabled; meaning, any changes that are made will be not be written to memory. If changing adjustments is required, ensure the Coin Door is open.

Use the **Left & Right Flipper Buttons** to change the selected **ICON** left or right, and the **Start Button** (or **Extra Ball Button**) to activate the selected **ICON**. The use of the **Green "SELECT" & Black "ENTER" Buttons** is required in Switch Test or Active Switch Test, as the **Start & Flipper Buttons** are a part of this test. The **Green "SELECT" & Black "ENTER" Buttons** can be used at any time as well as the **Left & Right Flipper Buttons** and **Start Button**.

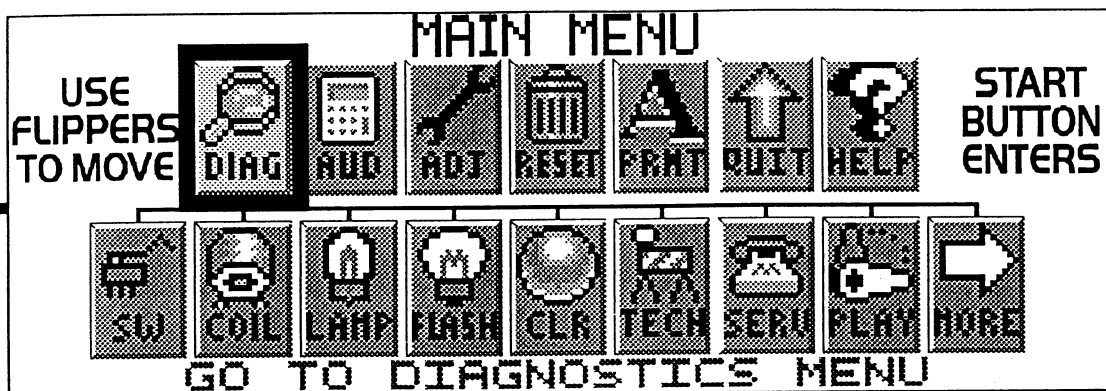
For Diagnostic Purposes, be sure the **Playfield Power Interlock Switch** is pulled out so Playfield Power is not disabled.

The **MAIN MENU** now appears with the "DIAG ICON" (DIAGNOSTICS MENU) flashing:

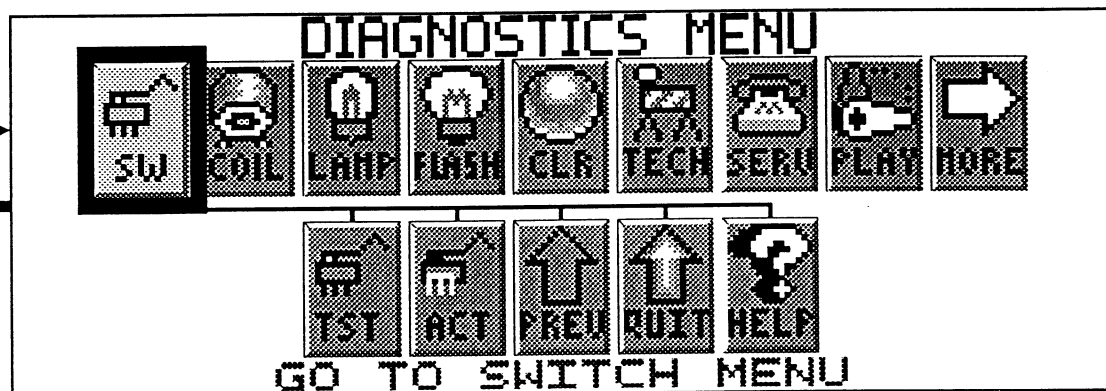


The following pages will demonstrate activation of the icons from the Main Menu.

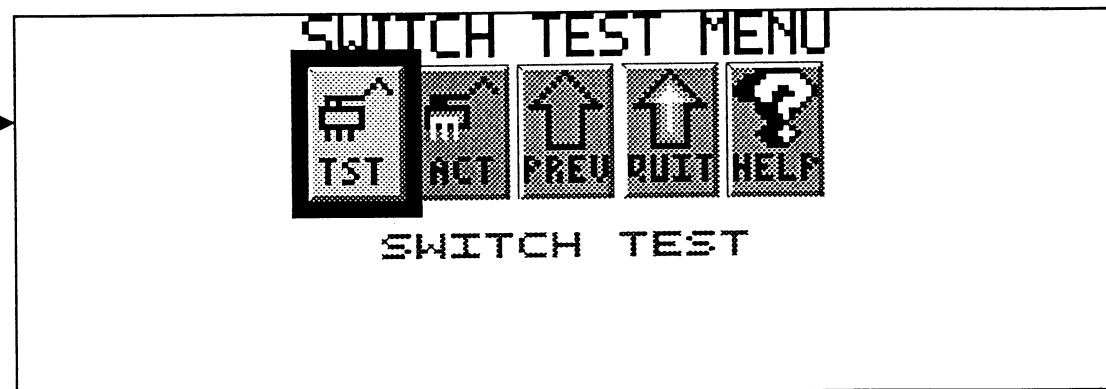
The **MAIN MENU** now appears with the "DIAG ICON" (GO TO DIAGNOSTICS MENU) flashing:
Press the **Start Button** to *activate* this icon. This will bring up the **DIAGNOSTICS MENU**.



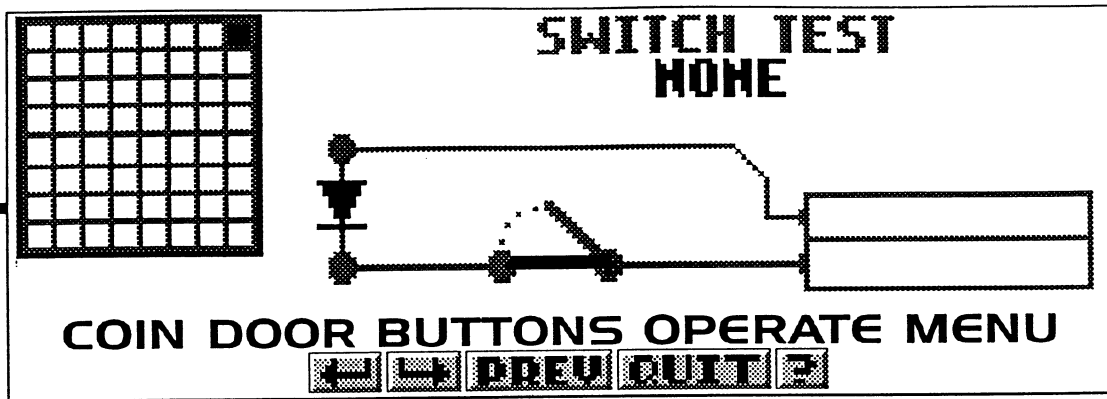
The **DIAGNOSTICS MENU** now appears with the "SW ICON" (GO TO SWITCH MENU) flashing:
Press the **Start Button** to *activate* this icon. This will bring up the **SWITCH TEST MENU**.



The **SWITCH TEST MENU** now appears with the "TST ICON" (SWITCH TEST) flashing:
Press the **Start Button** to *activate* this icon. This will bring up the **Switch Test Display**.

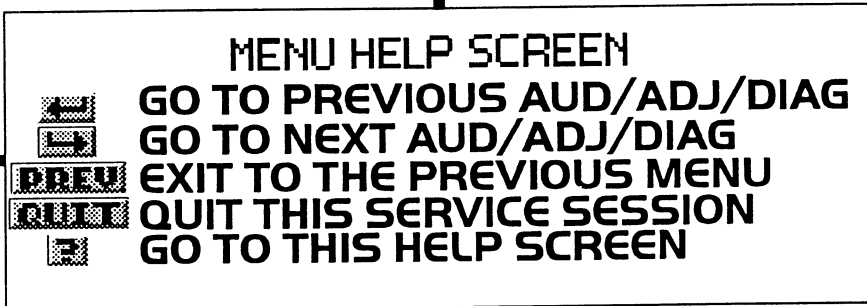
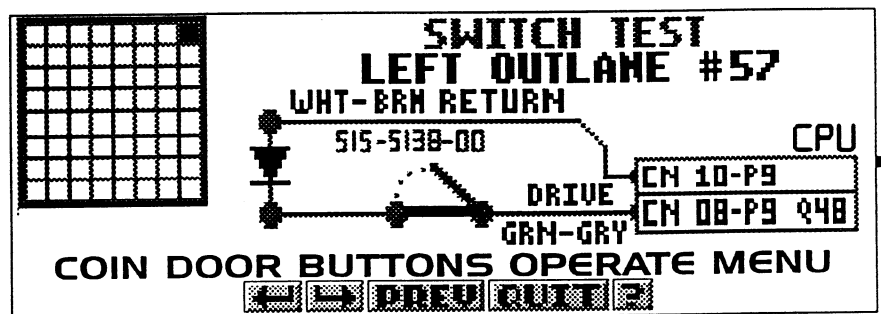


The **Switch Test Display** now appears. All switches can be tested one at a time.



An example is shown with Switch #57 being closed:

As each switch is closed, the grid position (1-64) will be lit up respectively. In the example, the grid is lit (right corner). Under "SWITCH TEST", describes the switch in the Switch Matrix which includes the name (e.g. Left Outlane #57), the Return (Row) Wire (WHT-BRN) and the Drive (Column) Wire (GRN-GRY), the switch part number and the "Pin-Outs" from the CPU Board.



At the bottom of the display are "MINI-ICONS". While in Switch Test or Active Switch Test, the **Flipper & Start Buttons** are deactivated. Use the **Green "SELECT"** or **Black "ENTER"** Buttons to select and activate the "MINI-ICONS" on this screen. Using the **Green "SELECT"** Button, shift over to the "? ICON" (Help). At different menus, there

are different help screens which relate to the menu which is displayed. The display above will appear. Hit any button to exit from the **HELP SCREEN**. In Switch Test, if the "Left or Right Arrow ICON" is activated, the display will go to the previous diagnostic, which is the Active Switch Test and vice versa.

Use the **Green "SELECT"** Button to change the selected **ICON** to "PREV ICON". Press the **Black "ENTER"** Button to go to the previous menu. Change the selected **ICON** to the "ACT ICON" (ACTIVE SWITCH TEST). **Note: The use of the Start & Flipper Buttons may be used again outside of the Switch & Active Switch Tests.** Go through the same steps as above to activate this **ICON**. Exit out by activating the small "PREV ICON" then the big "PREV ICON" in the previous menu. This will bring up the **DIAGNOSTICS MENU**. The Switch Test Session is now complete.

Note: Activating the "QUIT ICON" in any display will completely exit the Service Session.

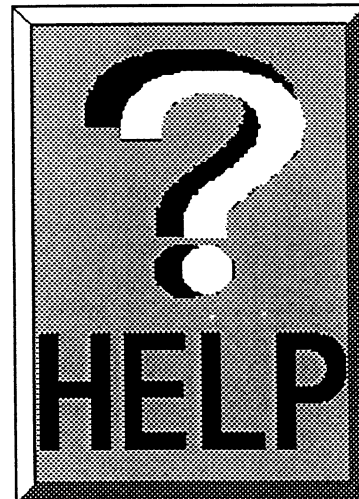
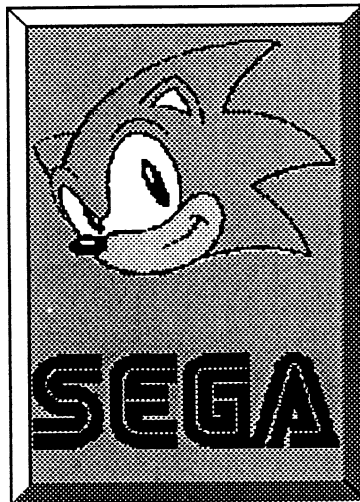


1990 Janice Avenue
Melrose Park, IL 60160

☎ 1-708-345-7700
FAX 1-708-345-7889

Technical Support
Toll-Free (USA):
1-800-KICKERS (542-5377)

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