Stars 2020 Test/Audit/Parameters

00:01 - Lamps

XX:XX - Displays

00:03 - Solenoids

00:04 - Switches

00:05 - Sound

01 - Award Score Level 1

02 - Award Score Level 2

03 - Award Score Level 3

04 - High Score to Date

05 - Current Credits

06 - Total plays (Audit)

07 - Total replays (Audit)

08 - Total times high score was beaten (Audit)

09 - Chute #2 coins (Audit)

10 - Chute #1 coins (Audit)

11 - Chute #3 coins (Audit)

CHECK ALL VALUES YOUR FIRST RUN - THERE ARE NO DEFAULTS

12 - Free play off/on (0, 1)

13 - Ball Save Num Seconds (0, 6, 11, 16, 21)

14 - Music Level (0, 1, 2, 3, [4, 5]) [if WAV Trigger is enabled in the build]

15 - Tournament Scoring (0-no, 1-yes)

16 - Reboot

17 - Skill Shot Levels Up Stars (0-no, 1-yes)

18 - Number of Stars to Start With (0-none, 1-one random)

19 - Tilt Warning (0, 1, 2)

20 - Award Score Override (0 - 7, 99)

21 - Balls per game Override (3, 5, 99)

22 - Spinner Chime (0-none, 1-half, 2-every, 3-alternating)

23 - Scrolling Scores (0-no, 1-yes)

24 - Extra Ball Award (0 - 100,000) [only used for Tournament Scoring]

25 - Special Award (0 - 100,000) [only used for Tournament Scoring]

26 - Star Level Lock In Award (0=25k times level, or 1,000 - 100,000)

27 - Playfield Validation (0-any switch, 1-allow right spinner, 2-major switch)

28 - Wizard Mode Duration Num Seconds (0, 15, 30, 45, 60)

29 - Wizard Switch Reward (0=off, 1,000 - 100,000)

Activating the Slam Switch at any time will reboot into Attract Mode.