

Eight Ball Plus Coin Door Settings

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Eight Ball Plus Diagnostic mode Instructions

Open coin door with BSOS code running

Press diagnostic switch to progress through all steps.

- It is recommended to check all settings before use on a new installation.
- Where indicated choosing 99 will select the default value for a game feature.
- Holding the credit button will increase settings for scores (button pushes 6-9), double click to reset to zero.
- At any point triggering the coin door slam switch will revert to Attract mode with any changes saved. You do not need to step through to the end.

| Press number | Credit Display | Ball in Play | Action |
|--------------|----------------|--------------|---|
| 1 | 00 | 01 | Lamp test, credit button cycles through individual lamps |
| 2 | -- | -- | Display test, all displays cycling digits |
| 3 | 00 | 03 | Solenoid test |
| 4 | 00 | 04 | Switch test, can display up to 4 closed switches |
| 5 | 00 | 05 | Sound test, not applicable to Eight Ball Plus |
| 6 | 01 | -- | Extra Ball reward score 1, credit button to set, double click to zero, hold to rapidly increase |
| 7 | 02 | -- | Extra Ball reward score 2, credit button to set, double click to zero, hold to rapidly increase |
| 8 | 03 | -- | Extra Ball reward score 3, credit button to set, double click to zero, hold to rapidly increase |
| 9 | 04 | -- | High Score, credit button to set, double click to zero, hold to rapidly increase |
| 10 | 05 | -- | Credits, credit button to set |
| 11 | 06 | -- | Total Plays - audit only |
| 12 | 07 | -- | Total Replays - audit only |
| 13 | 08 | -- | High Score Beat - audit only |
| 14 | 09 | -- | Chute 2 coins - audit only |
| 15 | 10 | -- | Chute 1 coins - audit only |
| 16 | 11 | -- | Chute 3 coins - audit only |
| 17 | 12 | -- | Freeplay - toggle on/off (0 or 1) |
| 18 | 13 | -- | Ball Save - Set # seconds, set to 99 for default |
| 19 | 14 | -- | Chase Ball Duration - Set # seconds, set to 99 for default |
| 20 | 15 | -- | Spinner Combo Duration - Set # seconds, set to 99 for default |

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|----|----|----|--|
| 21 | 16 | -- | Spinner Threshold - Set # spinner flips, set to 99 for default |
| 22 | 17 | -- | Pop Threshold - Set # pop bumper hits, set to 99 for default |
| 23 | 18 | -- | Next Ball Duration - Set # seconds, set to 99 for default |
| 24 | 19 | -- | Tilt Warnings - Set to 0,1,2, set to 99 for default |
| 25 | 20 | -- | Balls per game - Set to 3 or 5, set to 99 for default |
| 26 | | | Return to Attract mode |