Pinball Health Club V84 - Coin Door Settings

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Pinball Pool Game Diagnostic mode Instructions

Open coin door with RPU 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 or 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	--	Overall volume
18	13	--	Sound effects volume - Adjusts SFX *relative* to Music
19	14	--	Juke box songs 10s count
20	15	--	Juke box songs 1s count
21	16	--	DIP 30 - mimics FUTURE SPA dip switch 30

			0 - Original Future Spa sound card sounds 1 - Original Future Spa sound card sound with background drone. 2 - WavTrigger sounds 3 - WavTrigger sound with background songs enabled
22	17	--	Freeplay - toggle off/on (0 or 1)
23	18	--	Ball Save - 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	21	--	DIP 24 - On/off - mimics FUTURE SPA dip switch 30 Off - Spots letter lamps rotates with bumper and sling hits. (Recommended) On - Spots lamps lamps always one.
27	22	--	Spinner threshold total
28	23	--	Pop bumper threshold
29	24	--	Roaming Time (seconds)
30	25	--	Shoot-All Time (seconds)
31	26	--	FUTURE mode Time (seconds)
32			Return to Attract mode