

## Settings.xml File

The Settings.xml file contains all the available settings for the platform. Each setting has the following attributes available:

Name	The symbolic name of the setting. This is used internal in the core.
Description	The English name if the setting. This is used in the service menu.
Type	The type of the setting. (STRING, INTEGER, LIST, etc.)
Minimum	The minimum value that it can be set to.
Maximum	The maximum value that it can be set to.
Default	The default value that it will be set to after a RAM clear.
List_Names	The English names of all items in list. (CSV)
List_Values	The values of all items in list. (CSV)
Lock	If true, locks the setting after a RAM clear.
Enabled	If true, displays the setting in the service menu.

The following settings are available:

### ***System Settings***

ASSET_NUMBER	Asset number of EGM for the slot accounting system.
MACHINE_NUMBER	Machine number of EGM for the slot accounting system.
SERIAL_NUMBER	Serial number of EGM for the slot accounting system.
FLOOR_LOCATION	Floor location of EGM for the slot accounting system.
SAS_ADDRESS	Polling address of EGM for the slot accounting system.
VALIDATION_TYPE	Ticket validation type of EGM for the slot accounting system.
FUNDS_TRANSFER_TYPE	Funds transfer type of EGM for the slot accounting system.
BONUS_TYPE	Bonus type of EGM for the slot accounting system.
TICKET_REDEMPTION	Ticket redemption type of EGM for the slot accounting system.
RESTRICTED_TICKETS_OUT	Enables/disables restricted (AFT) tickets from being printed.
PARTIAL_TRANSFERS	Enables/disables partial AFT fund transfers.
HOST_CASHOUT	N/A
PROG_ADDRESS	N/A

### ***Limit Settings***

CREDIT_LIMIT	Maximum allowed credit on the EGM.
JACKPOT_LIMIT	Maximum allowed win on the EGM.
FUNDS_TRANSFER_LIMIT	Maximum allowed amount that can be transferred to/from EGM via AFT/EFT.
BILL_IN_LIMIT	Maximum allowed bill that can be accepted by bill validator.
TICKET_IN_LIMIT	Maximum allowed ticket that can be accepted by bill validator.
TICKET_OUT_LIMIT	Maximum allowed ticket that can be printed by ticket printer.
MONEY_IN_LIMIT	Maximum allowed money in.
SYSTEM_TIMEOUT	Number of seconds to wait until a communication failure occurs. 0 = Forever

### ***Peripheral Settings***

BILL_VALIDATOR	Enables/disables the bill validator.
TICKET_PRINTER	Enables/disables the ticket printer.

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### ***Game Settings***

VOLUME	Overall master volume.
ATTRACTION_TIMEOUT	Number of seconds to wait in idle until the game goes into an attraction mode.
GAMBLE_FEATURE	Enables/disables the gamble feature if available.
MINIMUM_BET	The minimum allowed bet/wager, if implemented.
MAXIMUM_BET	The maximum allowed bet/wager, if implemented.
BET_TIME	The bet/wager time of the game, if implemented.
CHIP_1_DENOM	The denomination of the first chip, if implemented.
CHIP_2_DENOM	The denomination of the second chip, if implemented.
CHIP_3_DENOM	The denomination of the third chip, if implemented.
CHIP_4_DENOM	The denomination of the fourth chip, if implemented.
CHIP_5_DENOM	The denomination of the fifth chip, if implemented.
CHIP_6_DENOM	The denomination of the sixth chip, if implemented.

## Config.xml File

The Config.xml file contains all the available configurations for the platform. The following configurations are available:

### ***Core/Game***

NVRAM_LOCATION	The location where the non-volatile memory resides.
GAME_EXECUTABLE	The location and filename of the game executable.
USER_INTERFACE_EXECUTABLE	The location and filename of the user interface executable.
TOP_EXECUTABLE	The location and filename of the top screen executable.
BINGO	Enables/disables the bingo element if the game, if implemented.
RNG_DEBUG	Enables/disables RNG debug output.
IO_DEBUG	Enables/disables IO board debug output.
DEMO_CREDIT_AMOUNT	The amount of credit to give in various demo modes.
SAS_EXTENDED_GAME_ID	The extended game ID of EGM for the slot accounting system.
TICKET_DEMO	Enables/disables the ticket demo. During this mode, the bill validator will accept special tickets that the ticket printer prints. The ticket amount is embedded in the validation number.
DEVELOPMENT	Adds credit when the cash out button is pressed and no credit exists.
CURRENCY	The currency of the EGM. (US\$ or HK\$)

### ***Peripherals***

BILL_VALIDATOR	Enables/disables the bill validator.
PRINTER	Enables/disables the ticket printer.
IO_BOARD	Enables/disables the IO board.
SYSTEM_INTERFACE	Enables/disables communication to the slot accounting system.
USER_INTERFACE	Enables/disables communication to the user interface.
TOP	Enables/disables communication to the top screen.

### ***Serial Communication***

BILL_VALIDATOR_PORT	Communication port for the bill validator.
PRINTER_PORT"	Communication port for the ticket printer.
IO_BOARD_PORT"	Communication port for the IO board.
SYSTEM_PORT"	Communication port for the slot accounting system.
GAT_PORT"	Communication port for the GAT interface/tool.

### ***Server***

SERVER_ADDRESS	Socket address of the feature server.
GAME_PORT	Socket port of the game.
TOP_PORT	Socket port of the top screen.
USER_INTERFACE_PORT	Socket port of the user interface.
DEBUG_INTERFACE_PORT	Socket port of the debug interface/injection tool.
TOP_INTERFACE_PORT	Socket port of the top interface/marketing port.
BINGO_INTERFACE_PORT	Socket port of the bingo server.

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### ***Logs***

EVENT_LOG_SIZE	Number of entries in the event log.
DOOR_LOG_SIZE	Number of entries in the door log.
BILL_LOG_SIZE	Number of entries in the bill log.
VOUCHER_IN_LOG_SIZE	Number of entries in the voucher in log.
VOUCHER_OUT_LOG_SIZE	Number of entries in the voucher out log.
TRANSACTION_LOG_SIZE	Number of entries in the transaction log.
TILT_LOG_SIZE	Number of entries in the tilt log.
BONUS_LOG_SIZE	Number of entries in the bonus (AFT/Legacy) log.
PROGRESSIVE_LOG_SIZE	Number of entries in the progressive log.
GAME_LOG_SIZE	Number of entries in the game log.