

## 10. TEST AND DATA DISPLAY



Do not touch the machine until it has completed the initialization process and the advertising screen has appeared. Doing so may cause the person touching the machine to be struck by the seat. It may also prevent the machine from initializing properly. Failure to initialize properly can lead to control malfunction and other problems.

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section.

The following shows tests and modes that should be utilized as applicable.

This product's basic system consists of the TRIFORCE game board and the GD-ROM drive.

The product supports, therefore, the following 2 test modes:

- (1) System test mode for an automatic self-diagnostic test (generally used by every product that contains the basic system) and a coin assignment (specifically used by this product) and
- (2) Game test mode for testing the input/output control devices and setting the difficulty level (specifically used by this product).

TABLE 10 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to ensure each is the standard setting at shipment. 2. Check each Input equipment in the INPUT TEST mode. 3. Check each Output equipment in the OUTPUT TEST mode. 4. Test on-IC-Board IC's in the SELF-TEST mode.	10-3D 10-2E, 10-3B 10-2F, 10-3C 10-2B, C, D
MEMORY TEST	This test is automatically executed by selecting MEDIA BOARD TEST, or SYSTEM INFORMATION in the Menu mode.	10-2B, C, D
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. To test each Input equipment in the INPUT TEST mode. 4. To test each Output equipment in the OUTPUT TEST mode.	10-2B, C, D 10-2H, 10-3D, E, F 10-2E, 10-3B 10-2F, 10-3C
CONTROL SYSTEM	1. To check each Input equipment in the INPUT TEST mode. 2. Adjust or replace each Input equipment. 3. If the problem still remains unsolved, check each equipment's mechanism movements.	10-2E, 10-3B 10-3G 11, 12, 13
MONITOR	In the Monitor Adjustment mode, check to see if Monitor (Projector) adjustments are appropriate.	10-2G 15
IC BOARD	MEMORY TEST	10-2B, C, D
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	10-3H, I



**WARNING**

Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.



**IMPORTANT**

- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- Removing the Coin Meter circuitry renders the game inoperable.

### SWITCH UNIT

Open the coin chute door, and the switch unit shown will appear.

The functioning of each SW is as follows:

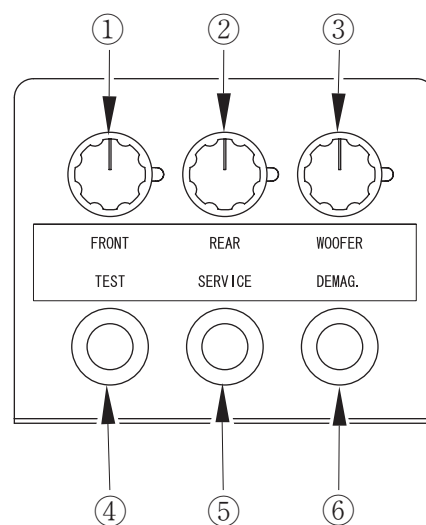


FIG. 10. 1 a SWITCH UNIT

- |                                    |  |
|------------------------------------|--|
| ① VOLUME CONTROL:<br>(FRONT)       | Adjusts the volume of the speakers on the left and right sides of the monitor.   |
| ② VOLUME CONTROL:<br>(REAR)        | Adjusts the volume of the speakers on the left and right of the seat headrest.   |
| ③ WOOFER CONTROL:<br>(WOOFER)      | Adjusts the volume of the woofer output inside the base.   |
| ④ TEST BUTTON:<br>(TEST)           | For the handling of the test button, refer to the following pages.   |
| ⑤ SERVICE BUTTON:<br>(SERVICE)     | Gives credits without registering on the coin meter.   |
| ⑥ DEMAGNETIZER SWITCH:<br>(DEMAG.) | Eliminates the on-screen color unevenness due to magnetization of CRT. First use this SW before performing the monitor's color adjustment. |

## COIN METER

Open the Cashbox Door by using the key to have the Coin Meter appear underneath the Cashbox.

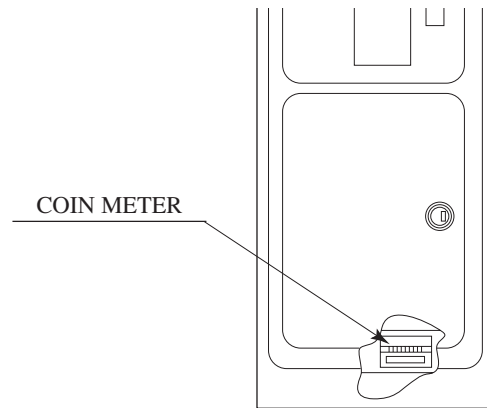


FIG. 10. 1 b



- Any settings that are changed by users during TEST MODE are saved upon exiting TEST MODE with the EXIT command in the SYSTEM MENU. If the unit is powered off prior to exiting, changes to settings will not take effect.
- You may not enter GAME TEST MODE while the unit is reading from or checking the GD-ROM. If error messages are displayed when exiting TEST MODE, you should power the unit off and on again.

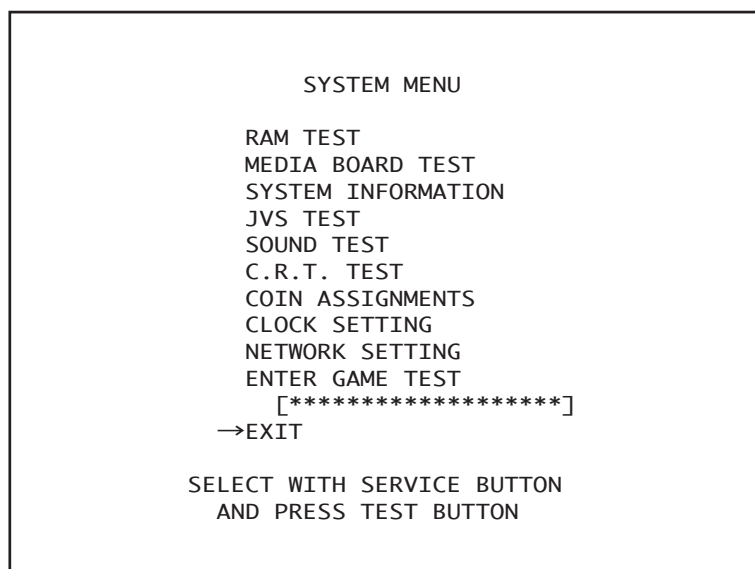
The following settings should be set as indicated for this product.

- COIN CHUTE TYPE : COMMON
- SERVICE TYPE : COMMON
- NETWORK TYPE : ETHER

## 10 — 2A SYSTEM TEST MENU

SYSTEM TEST MODE is used primarily to check if boards are functioning properly, to adjust monitor colours and change coin/credit settings.

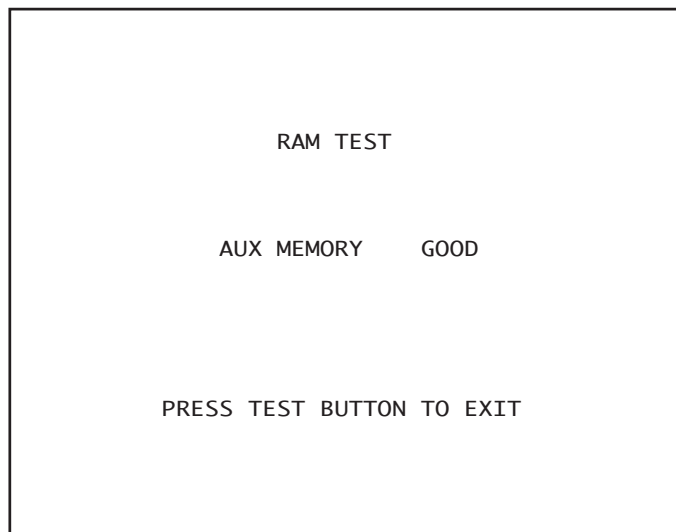
- ① Press the TEST Button after powering on the unit to display the following SYSTEM MENU.



- ② Press the SERVICE Button to move the cursor to the desired test item.
- ③ Move the cursor to the desired item and press the TEST Button to display each test screen.
- ④ Move the cursor to ENTER GAME TEST and press the TEST Button to enter the individual test menus for each game. Refer to "10-3 GAME TEST MODE".
- ⑤ When testing is complete, move the cursor to EXIT and press the TEST Button. The game advertisement screen should be displayed.

## 10 — 2B RAM TEST

Use RAM TEST to run a check of the TRIFORCE MAIN BOARD memory IC.



- ① RAM TEST begins immediately upon entering this test mode.
- ② If "GOOD" is displayed at the right-hand side of the screen, memory IC is functioning properly.
- ③ After the test is complete, move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.



Powering off the system during the MEDIA BOARD TEST with a DIMM BOARD will erase the game programme data. It may be necessary to reload the data.  
Always wait for the test to complete before attempting to exit.

MEDIA BOARD TEST is used to check the memory and IC on the MEDIA BOARD connected to the TRIFORCE. Test screens and test times may differ depending on the type of MEDIA BOARD connected to the unit.

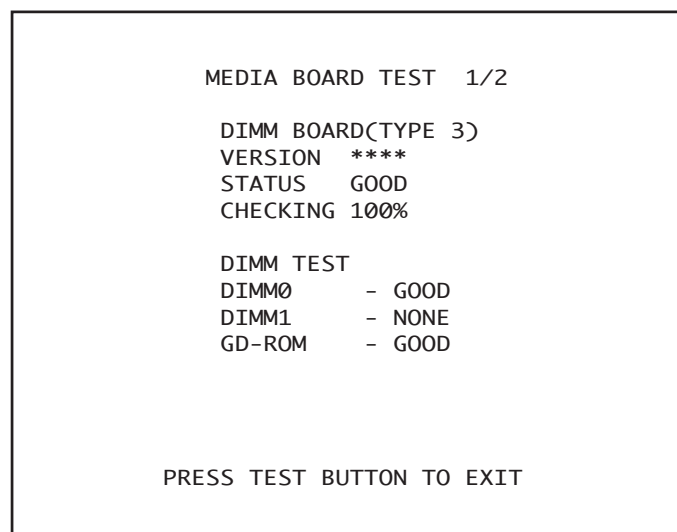


FIG 10. 2 c a MEDIA BOARD TEST Screen (1/2)

- ① MEDIA BOARD TEST begins immediately upon entering this test mode.
- ② If "GOOD" is displayed to the right of each item, the MEDIA BOARD components are functioning properly.
- ③ Press the TEST Button to move to Screen 2/2.
- ④ Press the TEST Button on Screen 2/2 to return to the System Menu screen.

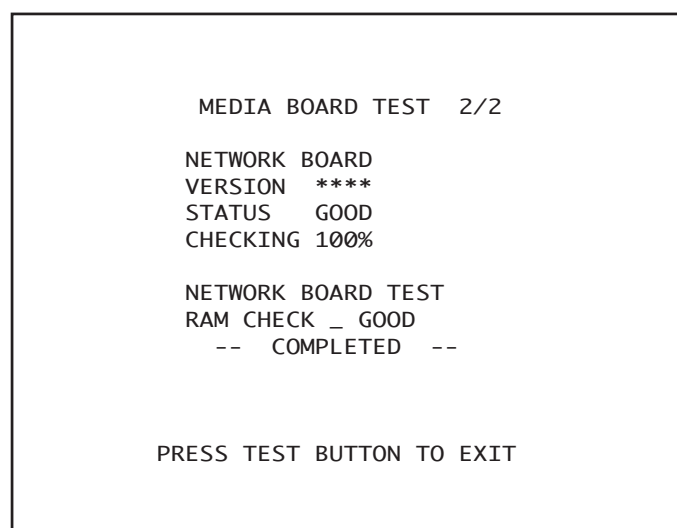


FIG 10. 2 c a MEDIA BOARD TEST Screen (1/2)

## 10 — 2D SYSTEM INFORMATION

Use SYSTEM INFORMATION to check version and other information for system programmes.

Screens may differ depending on the type of MEDIA BOARD connected to the unit.

SYSTEM INFORMATION		
MAIN BOARD		
REGION	****	(A)
BOOT VERSION	****	(B)
FIRM VERSION	****	(B)
FPGA VERSION	****	(B)
SERIAL NO.	*****	(C)
MEDIA BOARD		
DIMM BOARD(TYPE 3) + GDROM		(D)
MEMORY SIZE	512MB	(E)
FIRM VERSION	****	(F)
SERIAL NO.	*****	(G)
NETWORK BOARD		
FIRM VERSION	*****	(F)
PRESS TEST BUTTON TO EXIT		

Press the TEST Button to return to the SYSTEM MENU screen.

- (A) REGION  
The COUNTRY CODE of the MAIN BOARD.
- (B) BOOT VERSION, FIRM VERSION, FPGA VERSION  
Version information for the MAIN BOARD system programmes.
- (C) SERIAL NO.  
Serial number of the MAIN BOARD.
- (D) DIMM BOARD + GDROM  
Type of MEDIA BOARD. This example shows a DIMM BOARD (TYPE 3) with a GD-ROM DRIVE connected.
- (E) MEMORY SIZE  
Capacity of DIMM memory installed on the DIMM BOARD.
- (F) FIRM VERSION  
Version information for the DIMM BOARD system programme.
- (G) SERIAL NO.  
Serial number of the DIMM BOARD.

## 10 — 2E JVS TEST

JVS TEST is used to verify the specs of the I/O BOARD connected to the TRIFORCE and to run input tests.  
I/O BOARD specs are displayed initially.

```

                                JVS TEST
                                INPUT TEST
                                NEXT NODE
                                →EXIT
NODE      1/1
NAME      *****
          I/O BD JVS
          *****
          Ver*****
CMD VER   1.1
JVS VER   2.0
COM VER   1.0
SWITCH    2 PLAYER(S)  12 BITS
COIN       2 SLOT
ANALOG     8 CH
ROTARY     0 CH
KEYCODE    0
SCREEN     X:0 Y:0 CH:0
CARD       0 SLOT
HOPPER OUT 0 CH
DRIVER OUT 22 CH
ANALOG OUT 0 CH
CHARACTER  CHARA:0 LINE:0
BACKUP     0
          SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON

```

- ① Use the SERVICE Button to move the cursor to the desired test item.
- ② Move the cursor to INPUT TEST and press the TEST Button to enter the INPUT TEST screen for the I/O BOARD currently displayed.
- ③ When 2 or more I/O BOARDS are connected, move the cursor to NEXT NODE and press the TEST Button to enter the test screen for the next I/O BOARD. The lower the NODE number, the further away the node is from the TRIFORCE.
- ④ Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.



## INPUT TEST Screen

JVS TEST			
INPUT TEST			
NODE	1/1		
SYSTEM	00		(A)
PLAYER 1	0000		(A)
PLAYER 2	0000		(A)
COIN 1	0000		(B)
COIN 2	0000		(B)
ANALOG 1	0000		(C)
ANALOG 2	0000		(C)
ANALOG 3	0000		(C)
ANALOG 4	0000		(C)
ANALOG 5	0000		(C)
ANALOG 6	0000		(C)
ANALOG 7	0000		(C)
ANALOG 8	0000		(C)
PRESS TEST AND SERVICE BUTTON TO EXIT			

⑤ On-screen values change according to the input from switches and the volume.

(A) SYSTEM, PLAYER

Values change with input from control panel/other switches.

(B) COIN

Increases with input from the COIN SWITCH. The count is cleared when exiting TEST MODE.

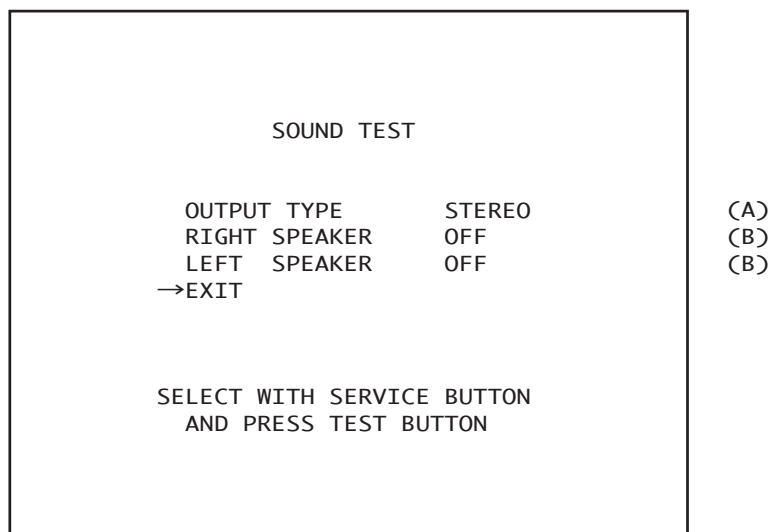
(C) ANALOG

Displays analog values from "0000" to "FF00".

⑥ Press the SERVICE and TEST Buttons simultaneously to return to the JVS TEST main screen.

## 10 — 2F SOUND TEST

Use SOUND TEST to test sound output and to toggle the stereo/mono setting.



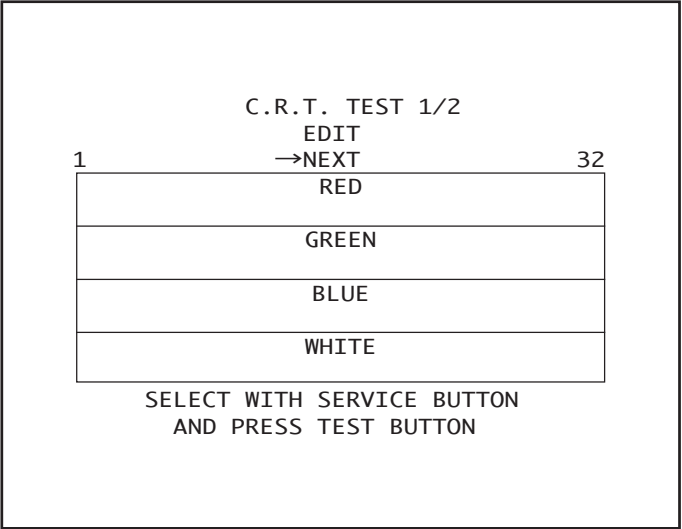
- ① Use the SERVICE Button to move the cursor to the desired test item.
- ② Press the TEST Button to enter the selected item.
  - (A) OUTPUT TYPE (STEREO, MONO)  
Toggle the sound output from the I/O PANEL audio output interface setting between STEREO and MONO.  
Set to STEREO in this game machine.
  - (B) RIGHT/LEFT SPEAKER (ON, OFF)  
When set to "ON", the test sends a beep to each right and left audio output interface. Only the word "SPEAKER" is displayed when the OUTPUT TYPE is set to "MONO", and when set to "ON", the test sends the same beep to both the left/right audio output interfaces.
- ③ Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

10 — 2G C.R.T. TEST

Use the C.R.T. TEST to adjust monitor colours and verify screen size.

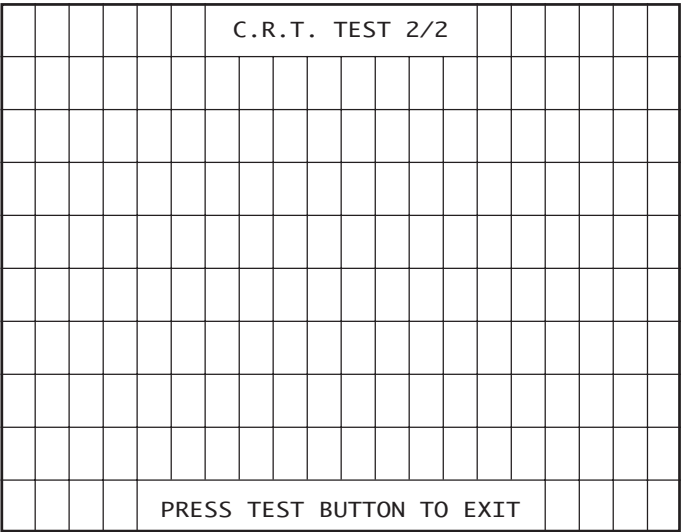
COLOUR CHECK Screen

- ① Monitor COLOUR CHECK screen is displayed initially.  
Each of the colours (red, green and blue) is darkest at the far left and gets progressively lighter (32 steps) towards the right.  
Monitor brightness is set correctly if the white colour bar is black at the left edge and white at the right edge.



- ② Use the SERVICE Button to move the cursor to the desired test item.  
③ Move the cursor to EDIT and press the TEST Button to enter COLOUR ADJUST mode.  
④ Move the cursor to NEXT and press the TEST Button to enter the SIZE CHECK screen.

SIZE CHECK Screen



- ⑤ Adjust the CHECK GRID so that the entire GRID is displayed on the screen.  
⑥ Press the TEST Button to return to the SYSTEM MENU screen.

## COLOUR ADJUST MODE Screen

This mode is for monitors that do not have colour adjustment features.  
Normally the colour should be adjusted through the monitor.

- ⑦ Use the SERVICE Button to move the cursor to the item to be adjusted.
- ⑧ Press the TEST Button to enter the selected item.

C.R.T. TEST 1/2	
VIDEO PARAMETER EDIT	
1	32
BRIGHTNESS	14
CONTRAST	26
CONTRAST_R	255
CONTRAST_G	255
CONTRAST_B	255
AUTO ADJUST	
→EXIT	

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

(A)  
(B)  
(C)  
(D)  
(E)  
(F)

- (A) BRIGHTNESS (10 – 60)  
Adjust the brightness of the screen.
  - (B) CONTRAST (10 – 44)  
Adjust the colour contrast.
  - (C) CONTRAST\_R (155 – 255)  
Adjust the RED contrast.
  - (D) CONTRAST\_G (155 – 255)  
Adjust the GREEN contrast.
  - (E) CONTRAST\_B (155 – 255)  
Adjust the BLUE contrast.
  - (F) AUTO ADJUST  
Adjust colour settings automatically.
- ⑨ Move the cursor to EXIT and press the TEST Button to enter the SIZE CHECK screen.

## 10 — 2H COIN ASSIGNMENTS

Use COIN ASSIGNMENTS to set the credit rate for each coin inserted.

- ① Use the SERVICE Button to move the cursor to the desired test item.
- ② Press the TEST Button to change the setting or to open the detailed settings.
- ③ Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

COIN ASSIGNMENTS			COIN ASSIGNMENTS	
COIN CHUTE TYPE	COMMON	(A)	COIN CHUTE TYPE	INDIVIDUAL
SERVICE TYPE	COMMON	(B)	SERVICE TYPE	INDIVIDUAL
COIN CHUTE #1 COIN TO CREDIT RATE		(C)	COIN CHUTE #1 COIN TO CREDIT RATE	
1 COIN(S) COUNT AS 1 CREDIT(S)		(C)	1 COIN(S) COUNT AS 1 CREDIT(S)	
COIN CHUTE #2 COIN TO CREDIT RATE		(D)	DETAIL SETTING	
1 COIN(S) COUNT AS 1 CREDIT(S)		(H)	GAME COST SETTING	
DETAIL SETTING			→EXIT	
GAME COST SETTING			SELECT WITH SERVICE BUTTON	
→EXIT			AND PRESS TEST BUTTON	

COIN CHUTE TYPE…COMMON

COIN CHUTE TYPE…INDIVIDUAL

### (A) COIN CHUTE TYPE (COMMON, INDIVIDUAL)

Adjust settings according to the specs of the cabinet COIN CHUTE.  
Set to COMMON in this game machine.

#### COMMON

This is for cabinets where a single COIN CHUTE is used by multiple players.

Coins inserted by each player are treated as common credits.

Up to 2 COIN CHUTES (#1 and #2) may be used. The (C) COIN TO CREDIT RATE setting for COIN CHUTE #1 and #2 may be set differently.

#### INDIVIDUAL

This is for cabinets with individual COIN CHUTES for each player.

Coins inserted by each player are treated as individual player credits.

The (C) COIN TO CREDIT RATE setting is used by all COIN CHUTES.

### (B) SERVICE TYPE (COMMON, INDIVIDUAL)

Use this to set the function of each SERVICE Button when there is more than one SERVICE Button.

Set to COMMON in this game machine.

#### COMMON

Pressing any SERVICE Button enters service credits for all players.

#### INDIVIDUAL

Pressing the SERVICE Button enters service credits only for the corresponding player.

(C) COIN TO CREDIT RATE

Set the CREDIT RATE for each coin inserted.

The "△ COIN(S) COUNT AS □ CREDIT(S)" setting indicates that "Inserting △ coins equals □ credits".

Set this to "FREE PLAY" to allow game play without credits.

When (A) COIN CHUTE TYPE is set to "COMMON", COIN CHUTE #2 settings are restricted to some extent by the settings for COIN CHUTE #1.

(D) DETAIL SETTING

This mode allows for more detailed credit rate settings than the (C) COIN TO CREDIT RATE setting.

Changes made in DETAIL SETTING override any (C) COIN TO CREDIT RATE settings.

DETAIL SETTING Screen

COIN ASSIGNMENTS									
DETAIL SETTING									
COIN CHUTE #1 MULTIPLIER									
1 COIN COUNT AS 1 COIN(S)									
COIN CHUTE #2 MULTIPLIER									
1 COIN COUNT AS 1 COIN(S)									
BONUS ADDER									
NO BONUS ADDER									
COIN TO CREDIT 1 COIN(S) 1 CREDIT									
→EXIT									
COIN CHUTE #1 OPERATION									
COIN	1	2	3	4	5	6	7	8	9
CREDIT	1	2	3	4	5	6	7	8	9
COIN CHUTE #2 OPERATION									
COIN	1	2	3	4	5	6	7	8	9
CREDIT	1	2	3	4	5	6	7	8	9
SELECT WITH SERVICE BUTTON									
AND PRESS TEST BUTTON									

COIN CHUTE TYPE...COMMON

(E)	COIN ASSIGNMENTS									
	DETAIL SETTING									
(E)	COIN CHUTE #1 MULTIPLIER									
	1 COIN COUNT AS 1 COIN(S)									
(F)	BONUS ADDER									
(G)	NO BONUS ADDER									
	COIN TO CREDIT 1 COIN(S) 1 CREDIT									
	→EXIT									
	COIN CHUTE #1 OPERATION									
	COIN	1	2	3	4	5	6	7	8	9
	CREDIT	1	2	3	4	5	6	7	8	9
	SELECT WITH SERVICE BUTTON									
	AND PRESS TEST BUTTON									

COIN CHUTE TYPE...INDIVIDUAL

(E) COIN CHUTE MULTIPLIER

Use this to set how many coins will be counted for each coin inserted.

The "1 COIN COUNT AS △ COIN(S)" setting indicates that "Each coin will be counted as △ coins".

When the (A) COIN CHUTE TYPE is set to "COMMON", the setting may be set individually for COIN CHUTE #1 and #2.

(F) BONUS ADDER

Use this to set the number of coins calculated with the (E) COIN CHUTE MULTIPLIER setting that need to be inserted to get 1 bonus coin. When the (A) COIN CHUTE TYPE is set to "COMMON", the sum of the coins for COIN CHUTE #1 and #2 is used for the calculation.

The "△ COINS GIVE 1 EXTRA COIN" setting indicates that "For every △ coins, 1 bonus coin is given".

Set this to "NO BONUS ADDER" to disable bonus coins entirely.

(G) COIN TO CREDIT

Use this to set how many coins calculated with the (F) BONUS ADDER setting count as 1 credit.

The "△ COIN(S) 1 CREDIT" setting indicates that "Every △ coins equals 1 credit."

(H) GAME COST SETTING

Use this mode to set the number of credits required to start a game.

COIN ASSIGNMENTS	
GAME COST SETTING	
2 CREDIT TO START	(I)
1 CREDIT TO BUY A LICENSE CARD	(J)
→EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

( I ) Set the number of credits required to start a game.

( J ) Set the number of credits required to buy a license card.

## 10 — 21 CLOCK SETTING

Use CLOCK SETTING to set the TRIFORCE internal clock.

CLOCK SETTING

2003/06/20(FRI) 05:10:34

YEAR  
MONTH  
DAY  
HOUR  
MINUTE  
→EXIT

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

- ① Use the SERVICE Button to move the cursor to the item to be set.
- ② Move the cursor to the desired item and press the TEST Button to increase values.  
The max value for YEAR is "2099"; further increases return the value to "2000".
- ③ Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.





This product should only be used with the factory settings indicated in this manual. Selecting certain options from the screens listed below may alter settings or bring up other screens. However, since these functions are not used by this machine, they are not described in this manual. In the event that settings are altered on a screen not mentioned in this manual, the machine may cease to function properly. Restore the settings to the values shown on the screens below. Refer to "10-3E Network Settings" for actual network play settings.

Use NETWORK SETTING to establish and test network connections.

- ① Use the SERVICE Button to move the cursor to the desired test item.
- ② Press the TEST Button to change the setting or to open the detailed settings.
- ③ Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

NETWORK SETTING	
NETWORK TYPE	ETHER (A)
SET IP ADDRESS	(B)
CLEAR NETWORK SETTING	
NETWORK TEST	
->EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

#### (A) NETWORK TYPE

Choose a type of the communication network.  
Set to ETHER in this game machine.

NONE:	Sets that the communication system does not perform. Sets to NONE when you don't set the network system.
ETHER:	Sets ETHER for the communication network.
MOBILE:	Sets a mobile communication terminal for the communication network.
ETHER + MOBILE DEFAULT ETHER:	Set ETHER or MOBILE automatically for the communication network. Priority is given to ETHER.
ETHER + MOBILE DEFAULT MOBILE:	Set ETHER or MOBILE automatically for the communication network. Priority is given to MOBILE.

(B) SET IP ADDRESS

This sets up the details of the communication network. Depending on the NETWORK TYPE setting, the contents of setting vary. If setting to NONE, it does not appear.

● ETHER Setting

SET IP ADDRESS 1/1

REMOTEDISABLE

IP ADDRESS(E)

\*\*\*\*\*

SUBNET MASK(E)

-----,-----,-----,-----

GATEWAY(E)

-----,-----,-----,-----

PRIMARY DNS

-----,-----,-----,-----

SECONDARY DNS

-----,-----,-----,-----

->EXIT

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

(C)

(C) REMOTE

This option determines whether network settings will be handled automatically. For this machine, the option should be set to DISABLE.

The other items are set up automatically. It's not necessary to change anything.



- When changing the game configuration, changes will not be enabled until the Game Test Mode has been completed. Be sure to exit the Game Test Mode properly after configuration changes.
- Do not configure the game in ways not described in this text, as this may lead to game malfunctions.

### 10 — 3A GAME TEST MENU

Select GAME TEST MODE from the System Menu screen to display the Game Test Menu screen as follows.

Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to enter the selected item.

After selecting an item, read the explanations below regarding operation.

F-ZERO AX TEST MENU	
INPUT TEST	(10-3B)
OUTPUT TEST	(10-3C)
GAME ASSIGNMENTS	(10-3D)
NETWORK SETTING	(10-3E)
CARD TEST	(10-3F)
CALIBRATION	(10-3G)
RACE RECORD	(10-3H)
BOOKKEEPING	(10-3I)
BACKUP DATA CLEAR	(10-3J)
->EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

FIG. 10. 3 a GAME TEST MENU Screen

After making changes, be sure to select EXIT and press the TEST Button in order to enable the new settings.

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.



- For safe operation, do not fail to check all moving parts. If you should find anything out of the ordinary, do not allow the machine to be used.
- Entering INPUT TEST will disengage the lock on the seat. Be careful not to push the seat while the lock is disengaged, as accidents may occur.

Select INPUT TEST to display the following screen and check the status of input devices. This test should be used periodically to check that each input device is functioning correctly.

INPUT TEST			
STEERING X	0(～FF)	SEAT MOTION	0(～FF)
STEERING Y	0(～FF)	MOTION STOP	OFF(ON)
PADDLE LEFT	OFF(ON)	SEATBELT	OFF(ON)
PADDLE RIGHT	OFF(ON)	SENSOR LEFT	OFF(ON)
BOOST	OFF(ON)	SENSOR RIGHT	OFF(ON)
GAS	0(～FF)	SERVICE	OFF(ON)
BRAKE	0(～FF)	TEST	OFF(ON)
START BUTTON			
VIEW CHANGE 1	OFF(ON)		
VIEW CHANGE 2	OFF(ON)		
VIEW CHANGE 3	OFF(ON)		
VIEW CHANGE 4	OFF(ON)		

PRESS TEST AND SERVICE BUTTON TO EXIT

FIG. 10.3 b a INPUT TEST Screen

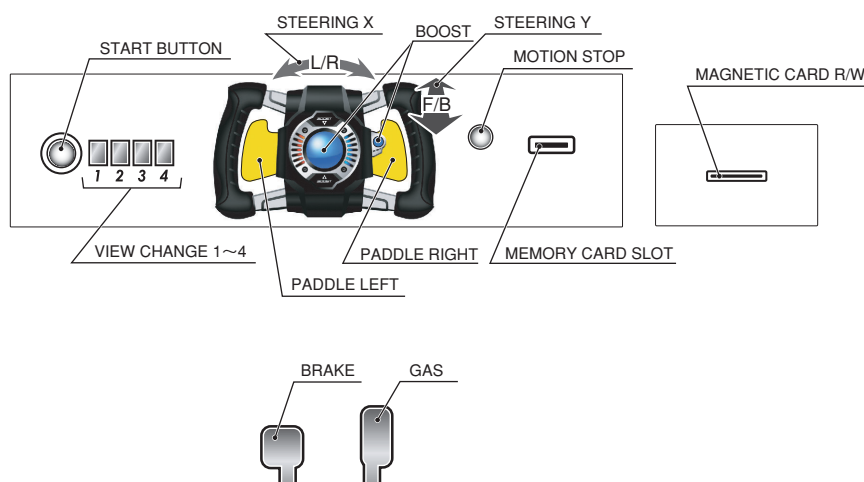


FIG. 10.3 b b

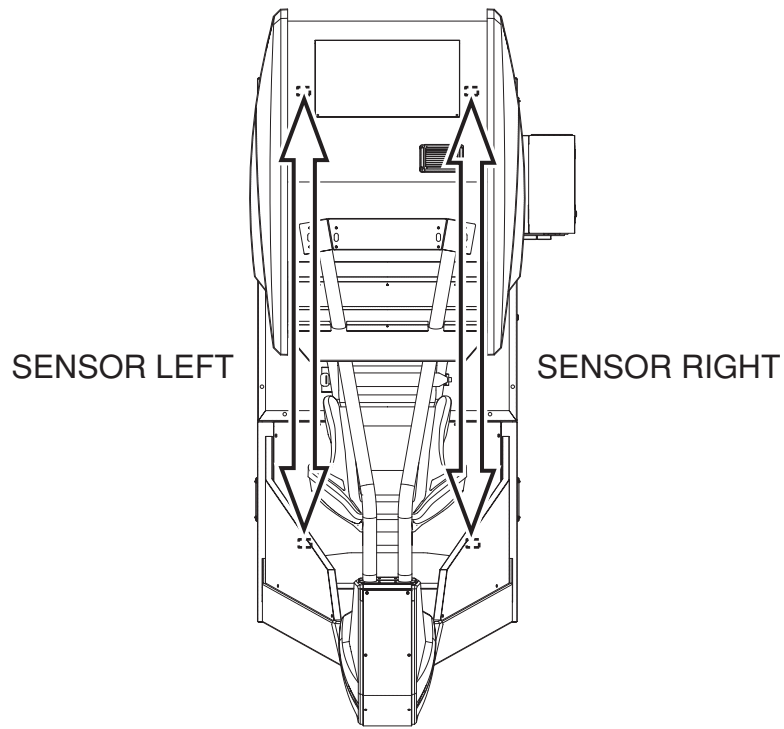


FIG. 10. 3 b c

Test the STEERING, GAS and BRAKE controls to ensure that they are functioning properly and that the parameters change smoothly as each input device is operated.

SEAT MOTION represents the value of the variable resistor that detects the angle of the seat. Tilt the seat by hand and check to make sure this value changes smoothly.

If the other input devices (switches, buttons, sensors) switch from "OFF" to "ON" when operated, they are functioning normally.

Press the SERVICE and TEST Buttons simultaneously to return to the Game Test Menu screen.



- Be sure to check the area around you before testing seat movement and operation. The moving seat may collide with surrounding objects.
- Selecting SEAT and pushing the TEST Button will cause the seat to start moving. Take care to avoid accidents when testing this device.



- To avoid injury, first check that no one is touching the steering wheel. Select OUTPUT TEST and press the TEST Button. After initialization the steering wheel will turn.
- Select STEERING and press the TEST Button to make the steering wheel turn. To avoid injury, first make sure that no one is touching the wheel.

Selecting OUTPUT TEST and pressing the TEST Button will cause the next screen to initialize and load. This allows you to check the status of each output device. This test should be used periodically to check that the lamps are functioning correctly.

OUTPUT TEST	
START BUTTON	OFF(CON)
VIEW CHANGE 1	OFF(CON)
VIEW CHANGE 2	OFF(CON)
VIEW CHANGE 3	OFF(CON)
VIEW CHANGE 4	OFF(CON)
BOOST	OFF(CON)
STEERING	
CENTER	OFF(CON)
LEFT	OFF(CON)
RIGHT	OFF(CON)
SEAT	
LOCK	OFF(CON)
CENTER	OFF(CON)
LEFT	OFF(CON)
RIGHT	OFF(CON)
-> EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON	

FIG. 10. 3 c a OUTPUT TEST Screen

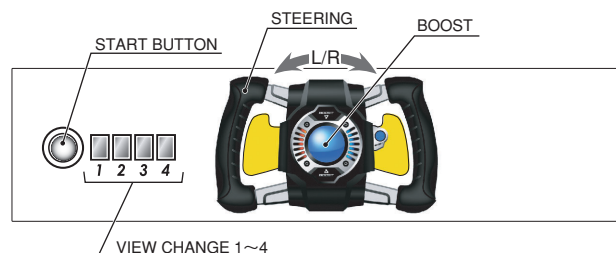


FIG. 10. 3 c b

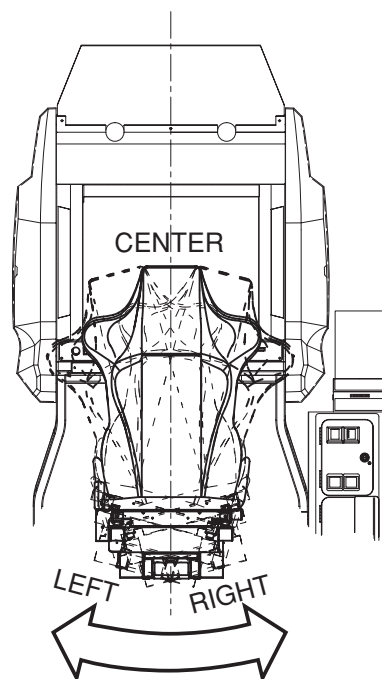


FIG. 10. 3 c c

The START BUTTON, VIEW CHANGE 1-4, and BOOST allow you to check the status of the lights on top of the control panel. Select each item and press the TEST Button to turn the respective light on and off as indicated by the display to the right of the item.

Come to this screen periodically to check that the lamps light up with ON and turn off with OFF.

When you select STEERING or SEAT and press the TEST Button, it will move in the selected direction for a set period of time and stop. SEAT LOCK locks the seat in place.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu screen.

## 10 — 3D GAME ASSIGNMENTS

Select GAME ASSIGNMENTS to display the current game settings and make changes. Periodically come to this screen to check game settings.

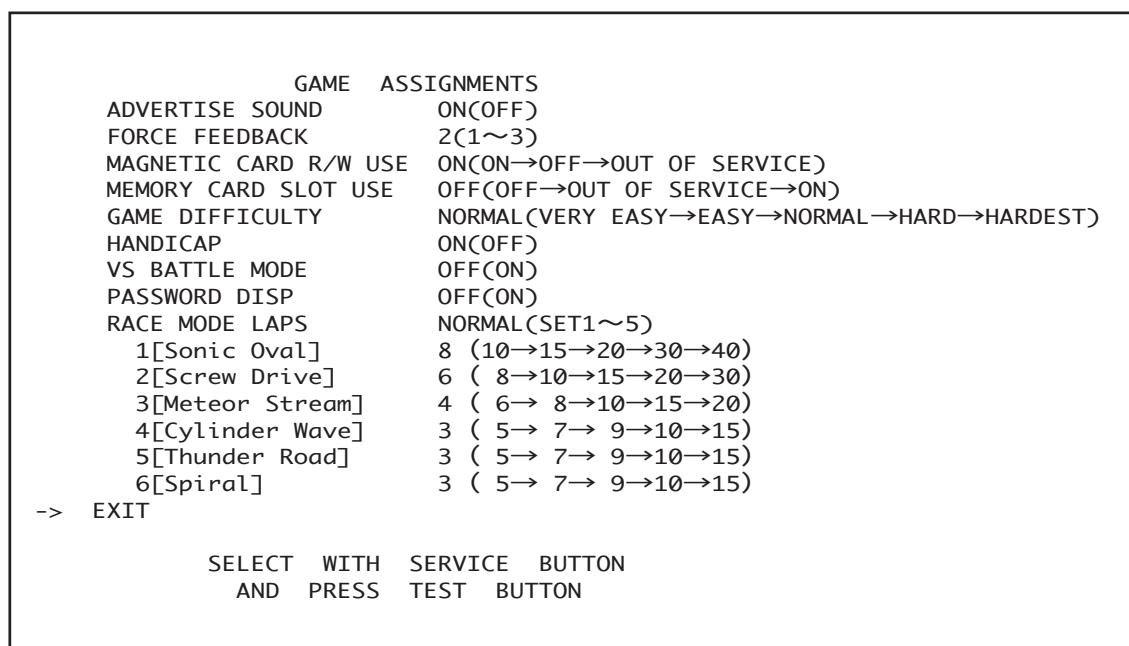


FIG. 10. 3 d GAME ASSIGNMENTS

Press the SERVICE Button and move the cursor to the setting you wish to change. Press the TEST Button to cycle the parameters on the left of the item through its various settings.

Note that GAME DIFFICULTY, HANDICAP, VS BATTLE MODE, PASSWORD DISP and RACE MODE LAPS are shown on the machine whose NUMBER on the NETWORK SETTING screen is set to 1.

Changing the configuration of the NUMBER 1 machine automatically follows the settings of the other numbered machines.

### ● ADVERTISE SOUND

Turn advertising sound output ON and OFF.  
(Default setting: ON)

### ● FORCE FEEDBACK

There are three settings for steering resistance. (Default setting: 2)

- 1: Weak
- 2: Normal
- 3: Strong

### ● MAGNETIC CARD R/W USE

Configure the usability of the card reader/writer. Turn the card reader/writer on and off. (Default setting: ON)

Set it to ON if you want to activate card reader/writer, and to OUT OF SERVICE or OFF if a malfunction or other factor makes the card reader/writer unusable.

- If you set this option to OUT OF SERVICE, the advertising loop (demo screen) will display the message, "The F-ZERO LICENSE CARD can not be used or purchased at this time," and users will be unable to play with license cards.
- If you set this option to OFF, no message regarding license cards will be shown during the advertising loop.



## ● MEMORY CARD SLOT USE

Configure Nintendo GameCube Memory Card usage. This option lets you enable or disable the memory card slot. (Default setting: ON)

- Set this option to ON to enable compatibility with F-ZERO GX for the Nintendo GameCube. Note that this option cannot be used if the player does not have F-ZERO GX game data. Please set this option to OUT OF SERVICE or OFF until F-ZERO GX is released.
- If you set this option to OUT OF SERVICE, the advertising loop will display the message, "Can not use Nintendo GameCube Memory Card."
- If you set this option to OFF, no message regarding the Memory Card will be shown during the advertising loop.  
We recommend that you set this option to OFF until F-ZERO GX is released.

### NOTES:

- \* If both license cards and memory cards are set to OUT OF SERVICE, the advertising loop will display the message, "Cards cannot be used."
- \* If both are set to OFF, no message will be shown.
- \* If one of the two is set to OUT OF SERVICE, the message specific to that card will be shown.
- \* If one is set to OUT OF SERVICE and the other to OFF, no card instructions will be shown during the advertising loop.

## ● GAME DIFFICULTY

Set the game's difficulty level to five settings: VERY EASY, EASY, NORMAL, HARD, and HARDEST. (Default setting: NORMAL)

This changes the amount of bonus time given at checkpoints and the speed of COM machines (Race Mode only).

## ● HANDICAP

Turns the Race Mode (COM battles, player battles) handicap ON or OFF. (Default setting: ON)

## ● VS BATTLE MODE

Sets COM machine participation in Race Mode ON or OFF. (Default setting: OFF)

When set to ON, players race only against other players.

However, note that COM machines will join in Single Mode and Play Solo Even when in Linked Mode.

## ● PASSWORD DISP

Turn password display during Time Attack Mode ON and OFF. When set to ON, the password screen is shown after racing in Time Attack Mode. This password lets users join the F-ZERO Internet Rankings via their home computers. Please set this to OFF if Internet Rankings are not being listed. The launch of Internet Rankings will be announced on the Official F-ZERO Home Page, <http://f-zero.jp/>. (Default setting: ON)

## ● RACE MODE LAPS

In Race Mode, there are six setting levels for the number of laps; Normal and Settings 1 to 5. (Default setting: NORMAL). The game features six courses, and the number to the left of each course is its number of laps. The number of laps in Time Attack Mode cannot be changed.

Changes to settings are not enabled until Test Mode is exited. After changing settings, be sure to exit Test Mode.

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

## 10 — 3E NETWORK SETTING

Select NETWORK SETTING to display the following screen and configure linked play settings.

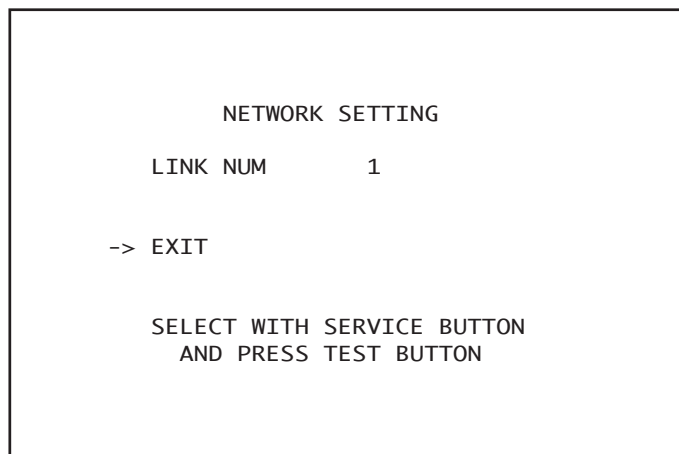
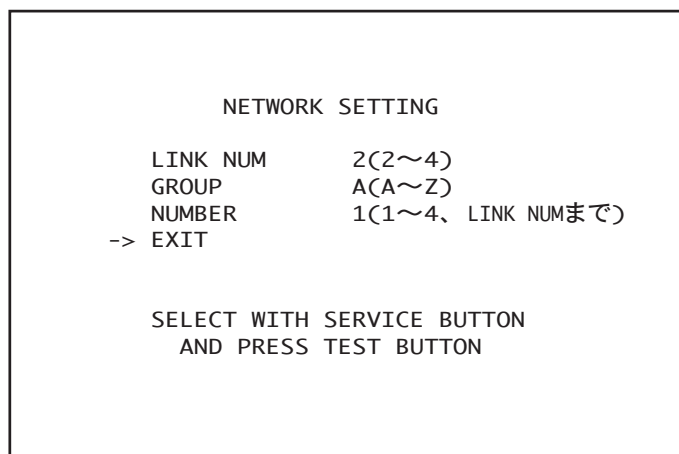


FIG. 10. 3 e NETWORK SETTING Screen

Press the SERVICE Button and move the cursor to select an option to change. Press the TEST Button to cycle through the settings shown to the left of the item.

### ● LINK NUM

Set the number of game machines to link. Set this to "1" for the single setting. "2" or more allows linked play. You will need to set up groups and configure the NUMBER to enable linked play.

### ● GROUP

Used to set groups among the linked machines. For instance, if four machines are connected and you want two groups of two, set two to "A" and the other two to "B." Ensure that you always have a group "A".

### ● NUMBER

Assigns a number for each machine within a group. Do not use the same number twice in one group. Also note that you must set one machine as "1."

Changing the GAME DIFFICULTY, HANDICAP, VS BATTLE MODE, PASSWORD DISP, and RACE MODE LAPS settings of the "1" machine will automatically change the settings of machines numbered "2" to "4."

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

Test the functionality of or clean the card read/writer. The card read/writer should be tested and cleaned periodically.



- Clean the card reader/writer periodically.
- Set the TRIFORCE's internal clock to the correct time (see section 10-21). If the internal clock is not set to the correct time, card play may be turned off at a different time from the one intended.

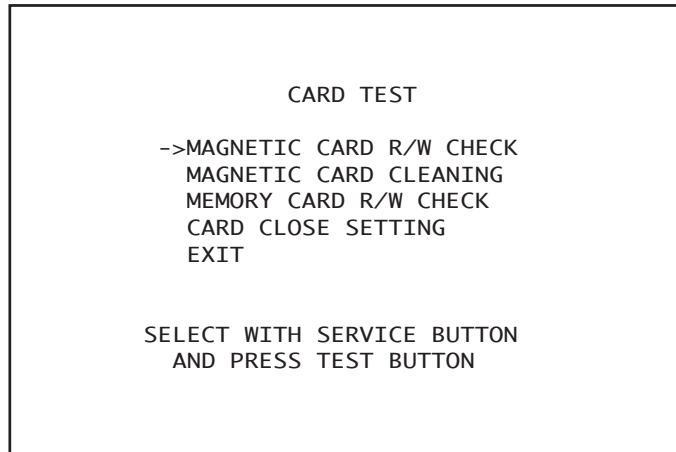


FIG. 10. 3 f a CARD TEST Screen

#### ● MAGNETIC CARD R/W CHECK

Checks the card reader/writer.

When checking, the message "Checking the card reader/writer" is shown and a read test, write test, and print test are automatically performed. Checking uses up one magnetic card.

If the test is completed without an error, the machine dispenses the card from the card reader/writer slot and posts a message asking you to remove the card. When the card has been taken, the screen reads "Succeeded to read/write."

If an error occurs, the screen produces an error display (see 18-1). If the error persists, try cleaning the read/write heads.

#### ● MAGNETIC CARD CLEANING

This allows you to clean the card reader/writer head. For instructions on handling the cleaning card, see "7-2 Head Cleaning".

- 1) Select MAGNETIC CARD CLEANING and press the TEST Button. The message "Insert the CLEANING CARD." will appear on the screen.
- 2) Insert the cleaning card into the card slot.
- 3) When cleaning is complete, the cleaning card will be automatically ejected and the user will be instructed to "Retrieve the CLEANING CARD."
- 4) Remove the cleaning card and throw it away. When the card has been removed, the screen reads "Succeeded to cleaning."

## ● MEMORY CARD R/W CHECK

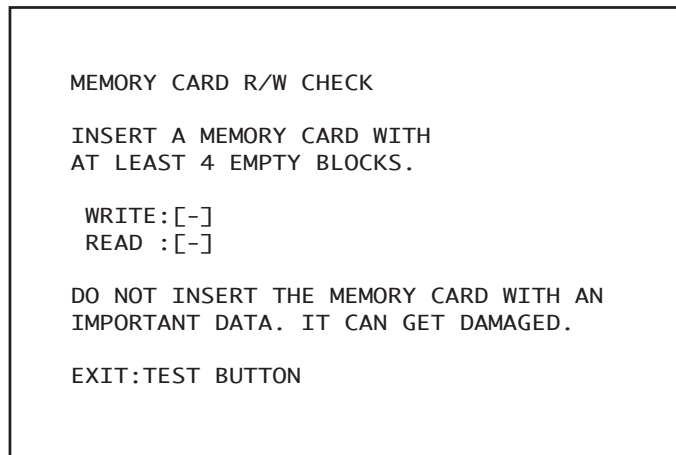


FIG. 10. 3 f b MEMORY CARD SLOT CHECK Screen (1)

This checks the Memory Card slot. To perform the check, you will need a Nintendo GameCube Memory Card with four blocks of free space.

Note that there is a chance of data loss. Do not use a Memory Card that contains important information.

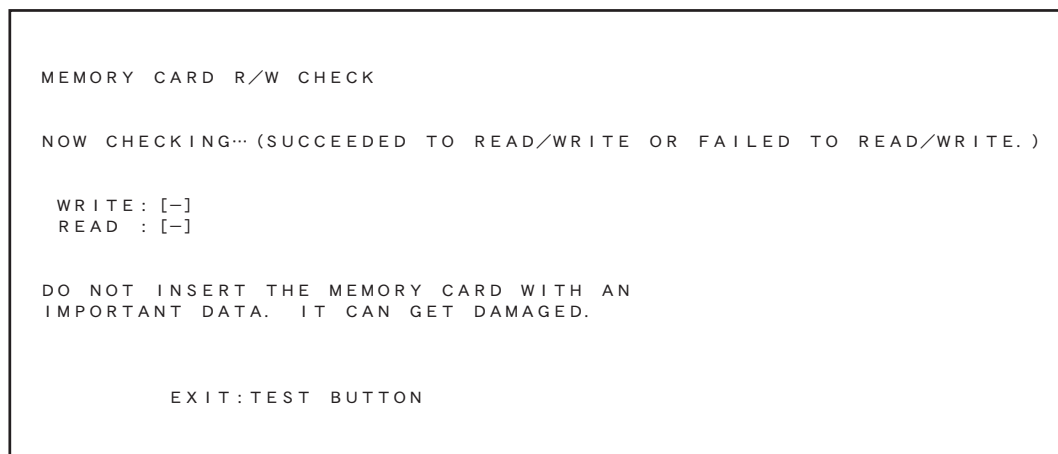


FIG. 10. 3 f b MEMORY CARD SLOT CHECK Screen (2)

Insert the Memory Card to automatically begin reading and writing tests.  
Re-insertion is directed when the Card is already inserted.

If all goes well, "NOW CHECKING..." will switch to "SUCCEEDED TO READ/WRITE." and a circle [○] will appear by each item.

If there is a problem, the message "FAILED TO READ/WRITE" will appear and an "X" will be displayed by each item.

If the " × " continues to appear after repeated tests with different memory cards, check the wiring. If you cannot find anything wrong with the wiring, you will need to replace the Memory Card slot.

## ● CARD CLOSE SETTING



Users will be unable to use their cards during the time(s) that you set. Be sure to set the appropriate time(s) based on the circumstances.

This allows you to assign the "card close" times. Players will not be able to use their cards from the time that you set; cards will remain unusable until the power is reset.

Be sure to set the appropriate time given the circumstances. For instance, if you close at midnight, try setting the time to fifteen minutes before closing, at 11:45.

If you have set RACE MODE LAPS to SET5, the large number of laps may take some time to complete, so 30 minutes before closing time (11:30) might be more appropriate.

There are three ways to set the "card close": WEEK, DAY, and OFF. Set the cursor to DAY and press the TEST Button to change the type.

### Day Time Settings

Use this to set the "card close" time to be the same every day. Configure in the same way as with WEEK.

(The default setting is 23:45.)

```

      CLOSE SETTING

    DAY
    TIME  23:45

-> EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

```

FIG. 10. 3 f d CLOSE SETTING (DAY) Screen

### Weekly Time Settings

Set the "card close" time for each day. Press the SERVICE Button to select the day and the TEST Button to change the time. Times can be changed in fifteen-minute intervals. (The default setting is 0:45 for Friday, Saturday and Sunday, and 23:45 for other days.)

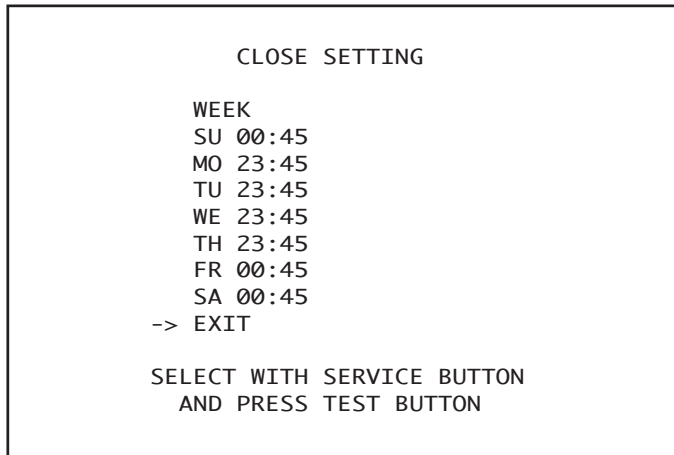


FIG. 10. 3 f c CLOSE SETTING (WEEK) Screen

### The OFF Setting

Disable "card close" setting.

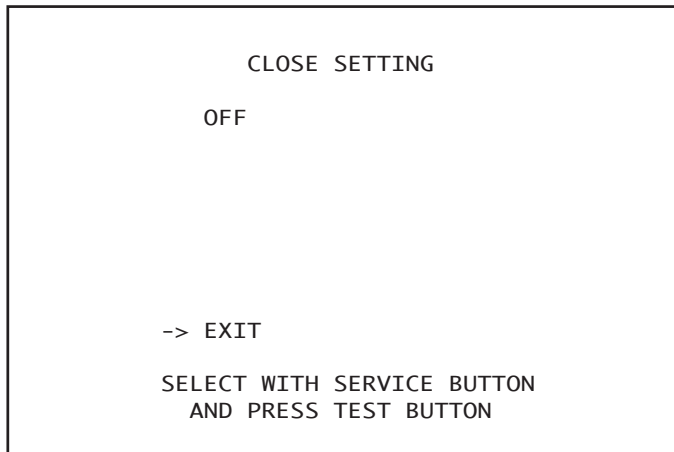


FIG. 10. 3 f e CLOSE SETTING (OFF) Screen

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.



To calibrate the input devices, be sure to move them to their maximum extent. The input devices will not be calibrated unless the number displayed exceeds "10".

Calibration adjusts the controls to eliminate inconsistencies.

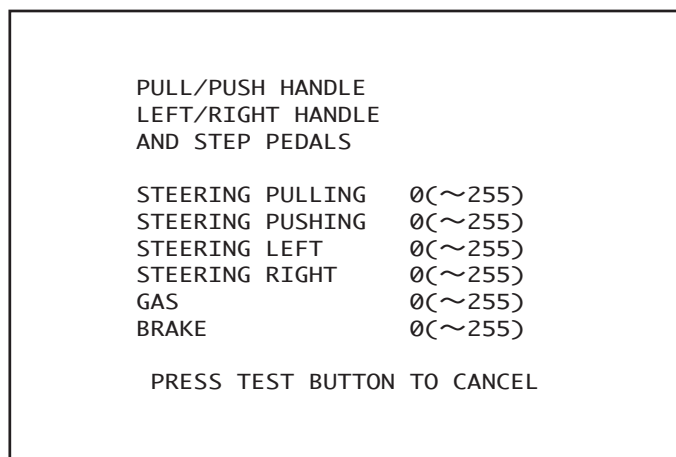


FIG. 10. 3 g CALIBRATION Screen

This calibrates the input magnitudes for the steering wheel, accelerator (GAS), and brake. To calibrate the steering wheel, move the handle all the way up, down, right and left, and press the pedal all the way down. The adjustments made to the values with this program are reflected in the game's controls.

After the input devices have been moved and their input values adjusted, the screen display will change from "PRESS TEST BUTTON TO CANCEL" to "PRESS TEST BUTTON TO EXIT". Press the TEST Button to return to the menu screen; the input devices will be calibrated to reflect the input values.

If the TEST Button is pressed while the screen displays "PRESS TEST BUTTON TO CANCEL", the input devices will not be calibrated.

Press the TEST Button to return to the Game Test Menu screen.

## 10 — 3H RACE RECORD

Select RACE RECORD to display the twelve screens of play data.

Press the TEST Button to cycle through each screen from (1/12) to (12/12). Pressing the TEST Button while the (12/12) screen is displayed returns you to the Game Test Menu.

RACE RECORD 1/12	
NUMBER OF GAMES	00
LICENSE CARD PLAY	00
LICENSE CARD BUY	00
MEMCARD PLAY	00
LINK VS PLAY	00
PRESS TEST BUTTON TO CONTINUE	

FIG. 10. 3 h a RACE RECORD (1/12) Screen

- NUMBER OF GAMES: Total number of games
- LICENSE CARD PLAY: Number of times license cards have been used
- LICENSE CARD BUY: Number of license cards sold
- MEMCARD PLAY: Number of times players have played using the Memory Card
- LINK VS PLAY: Number of times link play has been played

RACE RECORD 2/12					
MACHINE DATA					
Machine	Play	Col 1	Col 2	Col 3	Col 4
ORIGINAL	0	0	0	0	0
BFALCON	0	0	0	0	0
GFOX	0	0	0	0	0
WGOOSE	0	0	0	0	0
FSTING	0	0	0	0	0
RAINP	0	0	0	0	0
SMOON	0	0	0	0	0
RTURTLE	0	0	0	0	0
CDOLPHIN	0	0	0	0	0
SRAT	0	0	0	0	0
PINKS	0	0	0	0	0
BFLASH	0	0	0	0	0
MGULL	0	0	0	0	0
GTAXI	0	0	0	0	0
FATS	0	0	0	0	0
PRESS TEST BUTTON TO CONTINUE					

FIG. 10. 3 h b RACE RECORD (2/12) Screen

Shows the machines and colors chosen by the players.



RACE RECORD 3/12									
VS COURSE DATA									
Course	Play	Runall	destroy		courseout		burst		
			AVG	MAX	AVG	MAX	AVG	MAX	
1	0	0	0.0	0	0.0	0	0.0	0	
2	0	0	0.0	0	0.0	0	0.0	0	
3	0	0	0.0	0	0.0	0	0.0	0	
4	0	0	0.0	0	0.0	0	0.0	0	
5	0	0	0.0	0	0.0	0	0.0	0	
6	0	0	0.0	0	0.0	0	0.0	0	
PRESS TEST BUTTON TO CONTINUE									

FIG. 10. 3 h c RACE RECORD (3/12) Screen

Race Mode play data by course.

- Course: Course number
- Play: Times played
- Runall: Number of times completed
- destroy: Number of rival cars which have been destroyed in a single game (shows average and maximum)
- courseout: Number of times the player has run off course in a single game (shows average and maximum)
- burst: Number of times the player's machine has been destroyed in a single game (shows average and maximum)

RACE RECORD 4/12							
VS COURSE RANK DATA							
COURSE	1	2	3	4	5	6	
RANK 1	0	0	0	0	0	0	
RANK 2	0	0	0	0	0	0	
RANK 3	0	0	0	0	0	0	
RANK 4	0	0	0	0	0	0	
RANK 5	0	0	0	0	0	0	
RANK 6	0	0	0	0	0	0	
RANK 7	0	0	0	0	0	0	
RANK 8	0	0	0	0	0	0	
RANK 9	0	0	0	0	0	0	
RANK 10	0	0	0	0	0	0	
RANK 11	0	0	0	0	0	0	
RANK 12	0	0	0	0	0	0	
RANK 13	0	0	0	0	0	0	
RANK 14	0	0	0	0	0	0	
RANK 15	0	0	0	0	0	0	
RANK 16	0	0	0	0	0	0	
RANK 17	0	0	0	0	0	0	
RANK 18	0	0	0	0	0	0	
RANK 19	0	0	0	0	0	0	
RANK 20	0	0	0	0	0	0	
RANK 21	0	0	0	0	0	0	
RANK 22	0	0	0	0	0	0	
RANK 23	0	0	0	0	0	0	
RANK 24	0	0	0	0	0	0	
RANK 25	0	0	0	0	0	0	
RANK 26	0	0	0	0	0	0	
RANK 27	0	0	0	0	0	0	
RANK 28	0	0	0	0	0	0	
RANK 29	0	0	0	0	0	0	
RANK 30	0	0	0	0	0	0	
PRESS TEST BUTTON TO CONTINUE							

FIG. 10. 3 h d RACE RECORD (4/12) Screen

Shows rank information by course for Race Mode.

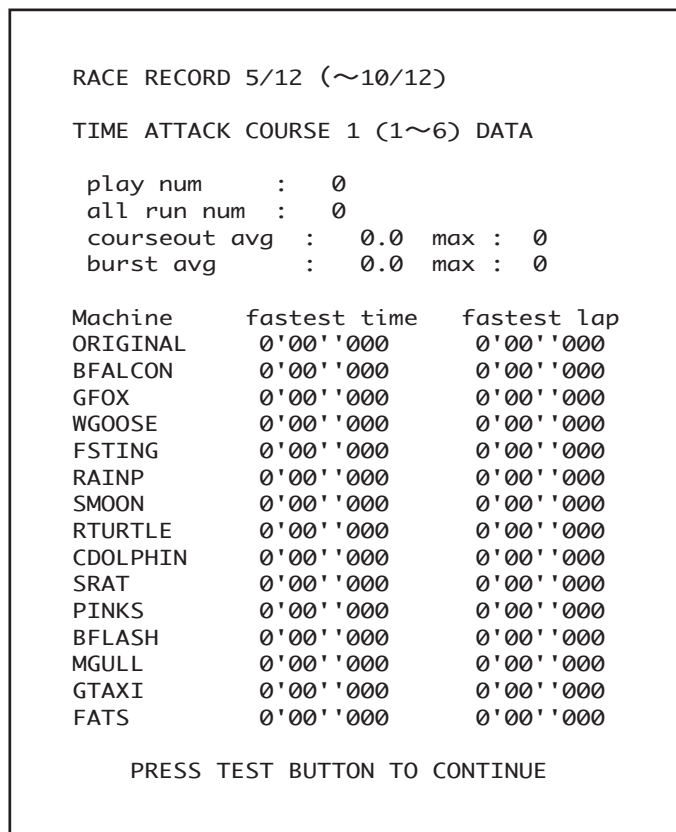


FIG. 10. 3 h e RACE RECORD (5/12) Screen

This is play data by course for Time Attack Mode. Course-specific information is shown on screens (5/12) through (10/12). Press the TEST Button to change the screen (the number "X" will change in the TIME ATTACK COURSE "X" DATA title).

- play num: The number of times each course has been played
- all run num: The number of times races have been completed
- courseout: The number of times players have run off the course (shows average and maximum)
- burst: The number of times machines have exploded (shows average and maximum)

RACE RECORD 11/12		
GARAGE GET PARTS		
NAME	BUY/DISP	RATE
Brave Eagle	0/0	0%
Giant Planet	0/0	0%
Megalo Cruiser	0/0	0%
Splash Whale	0/0	0%
Wild Chariot	0/0	0%
Holy Spider	0/0	0%
Optical Wing	0/0	0%
Dread Hammer	0/0	0%
Silver Sword	0/0	0%
Space Cancer	0/0	0%
Wonder Worm	0/0	0%
Combat Cannon	0/0	0%
Cyber Fox	0/0	0%
Heat Snake	0/0	0%
Rave Drifter	0/0	0%
Spark Bird	0/0	0%
Dank Chaser	0/0	0%
Crystal Egg	0/0	0%
Red Rex	0/0	0%
Sonic Soldier	0/0	0%
Euros-01	0/0	0%
Triangle-GT	0/0	0%
Bluster-X	0/0	0%
Devilfish-RX	0/0	0%
Extreme-ZZ	0/0	0%
Punisher-4X	0/0	0%
Impulse Z20	0/0	0%
Meteor-RR	0/0	0%
Jupiter-Q	0/0	0%
Comet-V	0/0	0%
PRESS TEST BUTTON TO CONTINUE		

FIG. 10. 3 h f RACE RECORD (11/12) Screen

Shows information regarding parts swapped in the Configuration Screen. The denominator is the number of times the part has appeared, and the numerator is the number of times it has been acquired.

RACE RECORD 12/12			
PILOT POINT			
COURSE	AVG POINT	MAX POINT	MIN POINT
1	000	0000	100
2	000	0000	100
3	000	0000	100
4	000	0000	100
5	000	0000	100
6	000	0000	100
PRESS TEST BUTTON TO EXIT			

FIG. 10. 3 h g RACE RECORD (12/12) Screen

Shows pilot points earned by course.

Select BOOKKEEPING to display three screens of operating status data.

Press the TEST Button to cycle through each screen from (1/3) to (3/3). Pressing the TEST Button while the (3/3) screen is displayed returns you to the Game Test Menu.

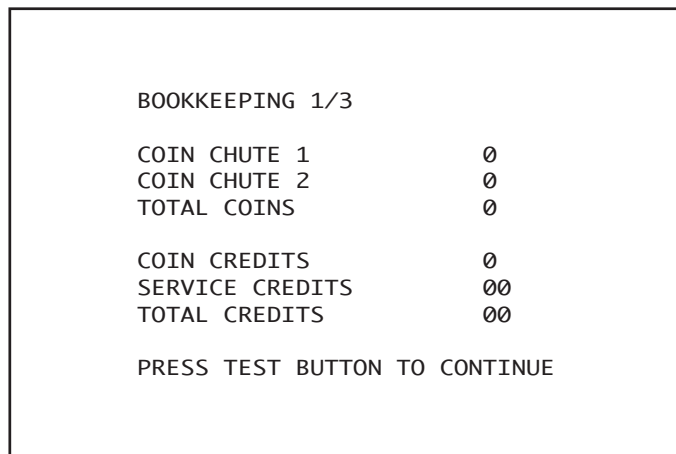


FIG. 10. 3 i a BOOKKEEPING (1/3) Screen

- COIN CHUTE 1 : Number of coins inserted into Coin Slot 1.
- COIN CHUTE 2 : Number of coins inserted into Coin Slot 2.
- TOTAL COINS : Total number of coins inserted into the coin slots.
- COIN CREDITS : Number of credits for the coins inserted.
- SERVICE CREDITS : Number of credits input by the SERVICE Button.
- TOTAL CREDITS : Total credits from coins and the SERVICE Button.

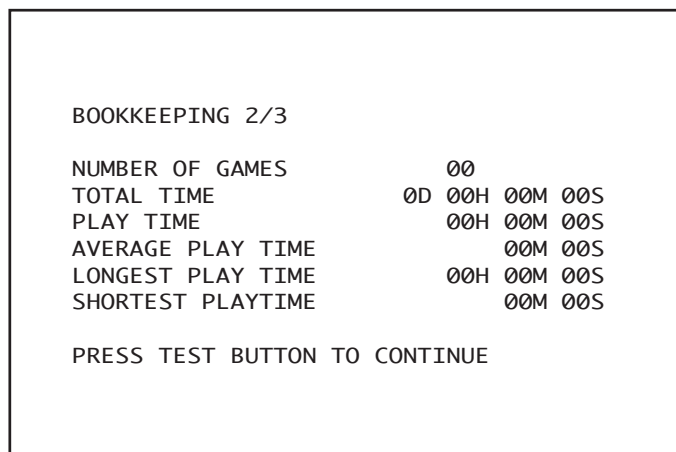


FIG. 10. 3 i b BOOKKEEPING (2/3) Screen

- NUMBER OF GAMES: Total number of games played
- TOTAL TIME: Powered-up time (length of time the machine has been on)
- PLAY TIME: Total playing time
- AVERAGE PLAY TIME: Average game play time
- LONGEST PLAY TIME: Longest game play time
- SHORTEST PLAY TIME: Shortest game play time

BOOKKEEPING 3/3		
TIME HISTOGRAM		
0M00S ~ 0M29S	00	
0M30S ~ 0M59S	00	
1M00S ~ 1M29S	00	
1M30S ~ 1M59S	00	
2M00S ~ 2M29S	00	
2M30S ~ 2M59S	00	
3M00S ~ 3M29S	00	
3M30S ~ 3M59S	00	
4M00S ~ 4M29S	00	
4M30S ~ 4M59S	00	
5M00S ~ 5M29S	00	
5M30S ~ 5M59S	00	
6M00S ~ 6M29S	00	
6M30S ~ 6M59S	00	
OVER 7M00S	00	
PRESS TEST BUTTON TO EXIT		

FIG. 10.3 i c BOOKKEEPING (3/3) Screen

TIME HISTOGRAM shows the number of plays and the respective play times. This histogram should be referred to when setting the Game Difficulty.

## 10 — 3J BACKUP DATA CLEAR

Select BACKUP DATA CLEAR to clear the contents of RACE RECORD and BOOKKEEPING. Game settings and other data besides RACE RECORD and BOOKKEEPING will not be affected.

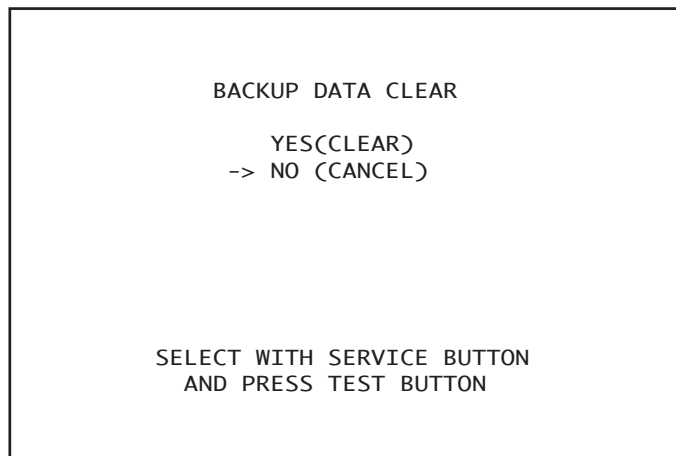


FIG. 10. 3 j BACKUP DATA CLEAR Screen

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and then press the TEST Button. When the data has been cleared, the message "COMPLETED" will be displayed.

Press the TEST Button again to return to the Game Test Menu screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the Game Test Menu screen without clearing the data.

Note that when you clear this data, information about the number of times the card reader/writer has been used will also be cleared. After data clearing the machine moves directly to card reader/writer head cleaning mode. Refer to "7-2 Head Cleaning", when performing head cleaning.