BOXER & KICKER
STANDARD

№	Function	Standard
1-6.	**Pulses and credits on channels 1-7;** 1-4 (coinmech 4 channels), 5-7 (scanner 3 channels). Display 1 – setting the number of pulses on mechanic counter (electronic) from 0 to 200 pulses on each channel (1-6)- *(currency value, for example 1 euro, 2 euro..) Display 2 – setting the number of credits for each coin (0, 0.25, 0.5, 1, 2, 3, etc. To 50 credits.	1-1 (1PLN), 2-3 (2PLN), 3-8 (5PLN)
12.	**Time of repeating the presentation.** Display 1 – change (from 5 to 60 minutes)	10 minutes
13.	**The strenght record.** Display 1 – setting the strenght record	550
14.	**Strenght characteristics** – The higher the value is set, the higher result will be achieved at a lighter punch. Display 1 – change from 90 to 110 %	100%
15.	**Electronic counter -** Number of pulses from the beginning of machine's production.	0
16.	**Current electronic counter -** Number of pulses since the last account has been made. Display 1 – Cancel the current electronic counter.	0
17.	**Credits for test –** number of credits for test from the beginning of machine's production. Display 1 -Setting credits for test.	0
18.	**Basic parameters –** Setting basic parameters Time of repeating the presentation – 10min. Record – 550 Strenght characteristics – 100% Credits – 0	
19.	**Language.**	

№	Function	Standard
	Only for producer's use.	
20.	**Free play** Display 1 - 0 – off, 1- on	0
21.	**Ticket dispenser**	0
22.	**Ticket dispenser**	0
23.	**Ticket dispenser**	0
24.	**Ticket dispenser**	0
25.	**Ticket dispenser**	0
26.	**Automatic reset of the record** Display 1 – 0-off; 1-Standard (causes that the values from 27, 28 and 29 are being set as a standard values); 2-Set (set by the machine).	0
27.	**ad. 26** A record value is set, and after it is reached, the counter of games starts running.	
28.	**ad. 26** **Counter of games** Display 1 - After how many games the record will be reset automatically.	
29.	**ad. 26** Value, which will be automatically set as a record, after a particular number of games is played (28) and of course after reaching the particular record earlier (27). *Example: №26=1; №27=950; №28=20; №29=600; After reaching a result higher than 950 and after playing 20 nфьуы from that moment, the record will be cancelled automatically and will be set to 600. The cancellation takes place during the presentation, so it's important to have this option „ON" (№12)*	