



User's Manual of Panda Link

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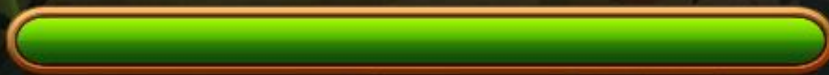
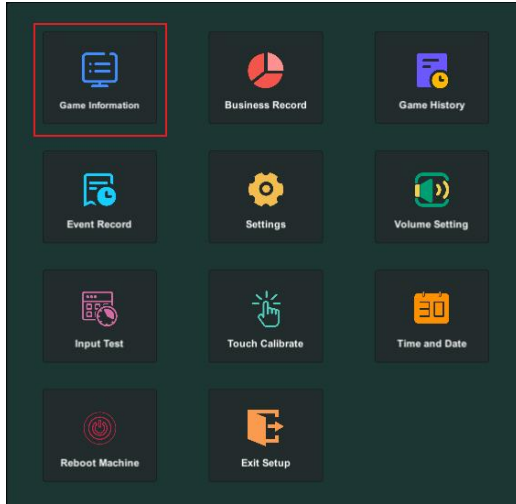


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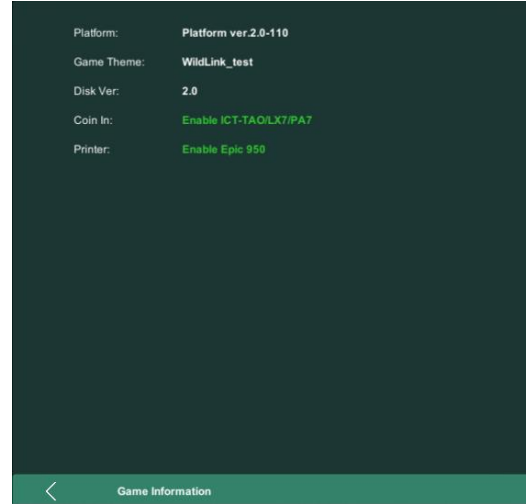
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1. Game Information

1) After the device is turned on, enter the back-end and select **【Game Information】** to view game information



<Figure 1>

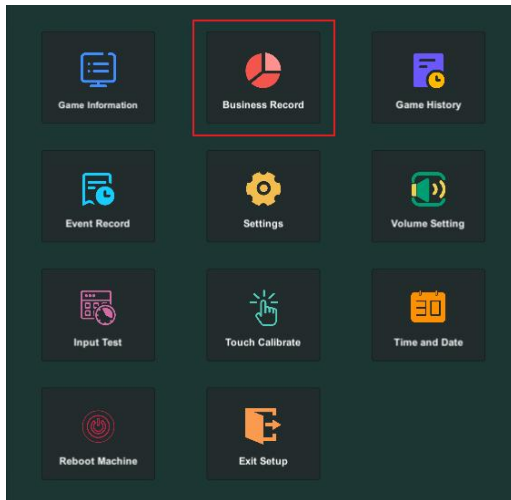


<Figure 2>

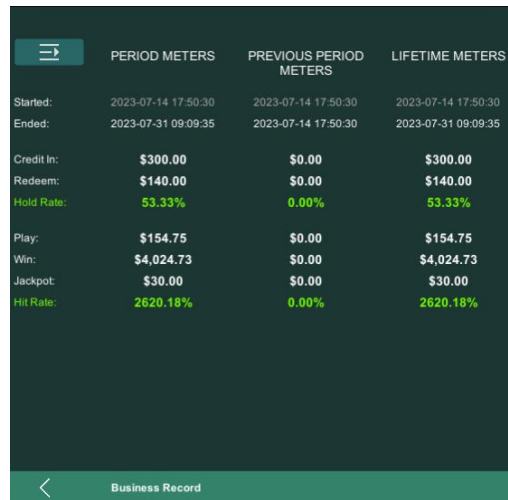
Game Information		
1	Platform	Platform Version Number
2	Product Name	Panda Link
3	Disk Ver.	32 bit system display 1.0; 64 bit system display 2.0
4	Coin In	(Enable Pulse@1:100) Indicates that 1 coin is 100 points
5	Printer	(Enable Pulse@1:100) Indicates that 1 coin redeemed is 100 points
6	<	Click it to back to the main page of back-end

2. Business Record

1) Enter the back-end and select **【Business Record】** to view business records



<Figure 3>




<Figure 4>



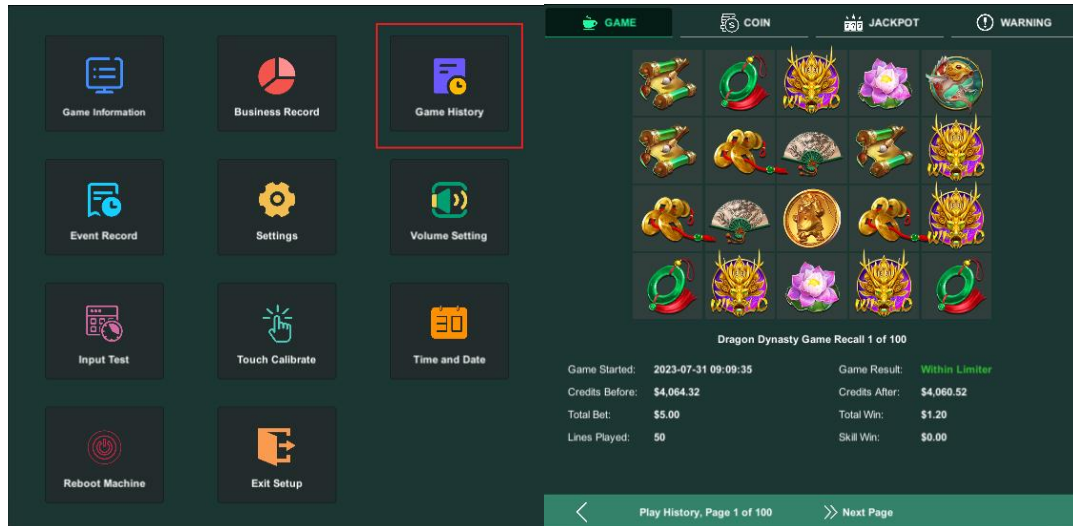
<Figure 5>

Business Record		
1	PERIOD METERS	Data for the current period meters
2	PREVIOUS PERIOD METERS	Data of the previous period meters
3	LIFETIME METERS	The sum of all period meters
4	Started	Start Time

5	Ended	End Time
6	Credit In	Data of Credit In
7	Redeem	Data of Credit Out
8	Hold Rate	PERIOD METERS> Current period meters(Credit In - Credit Out) /Credit In; PREVIOUS PERIOD METERS> Previous period meters (Credit In - Credit Out) / Credit In; LIFETIME METERS> All Period meters (Credit In - Credit Out) / Credit In;
9	Play	Credit played
10	Win	Credit won from other than Jackpot
11	Jackpot	Credit won from Jackpot
12	Hit Rate	PERIOD METERS> Current period meters (WIN+JACKPOT)/PLAY; PREVIOUS PERIOD METERS> Previous period meters (WIN+JACKPOT)/PLAY; LIFETIME METERS> All period meters (WIN+JACKPOT)/PLAY;
13		Click it to enter the setting page
14	Close	Close the settings page and return to the business records page
15	Print Period	Print all data for the current period meters
16	Print Previous	Print all data for the previous period meters
17	Print Lifetime	Print all data for all period meters
18	Clear Period	Clear all data for the current period meters
19	Clear Lifetime	Clear all data for all period meters
20	Shift	Submitting the date of current period meters to the previous period meters, requires administrator password (Initial Password: 11111111)
21	<	Return to the main back-end page

3. Game History

1) Enter the back-end and select **【Game History】** to view game history

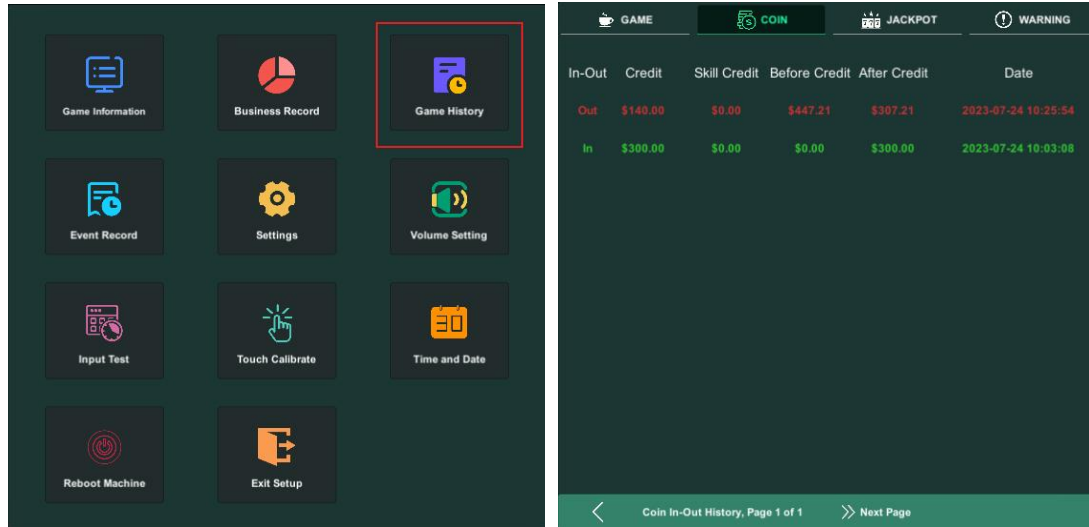


<Figure 6>

<Figure 7>

GAME HISTORY		
1	Dragon Dynasty Game Recall 1 of 100	Game name+current page No.+ total page No.
2	Game Started	The start time of the game
3	Game Result	Game Result
4	Credits Before	Data before play game
5	Credits After	Data after play game
6	Total Bet	Total Bet
7	Total Win	Total Win
8	Lines played	50 lines
9	Skill win	Won in skill game
10	<	Click it to return to the main back-end page
11	Play History,Page 1 of 100	Play history, current page No., and total page No.
12	>>Next Page	Go to next page

2) COIN

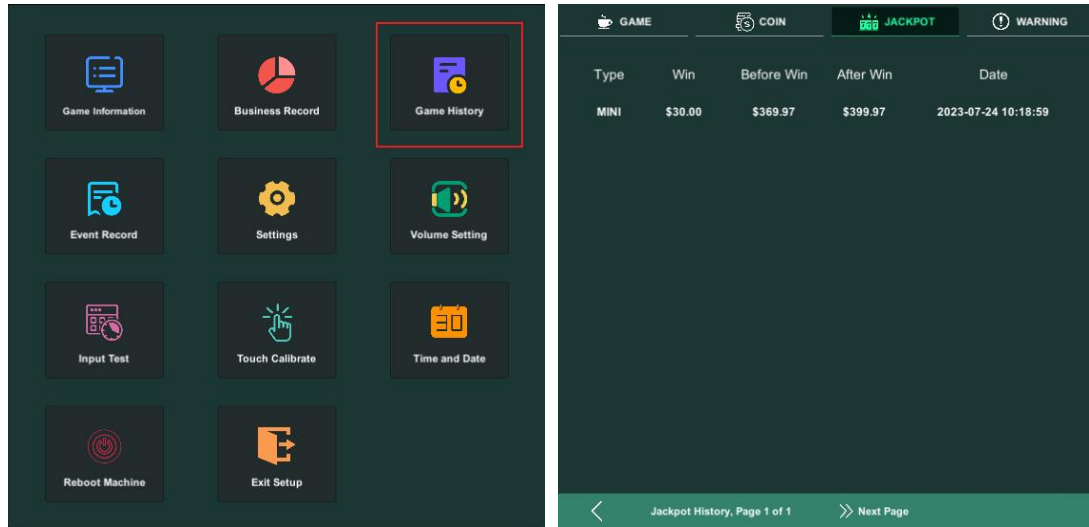


<Figure 8>

<Figure 9>

COIN		
1	In-Out	IN=Credit in, OUT=Credit out
2	Credit	Credit In or Credit Out
3	Skill Credit	Credit In or Credit Out of Skill Game
4	Before Credit	Credit before In/Out
5	After Credit	Credit after In/Out action (AFTER = BEFORE + CREDIT)
6	Date	Time recorded when players Credit in or out
7	<	Click it to return to the main back-end page
8	Coin In-Out History, Page 1 of 100	Coin In-Out history, current page No., and total page No.
9	>>Next Page	Go to next page

3) JACKPOT

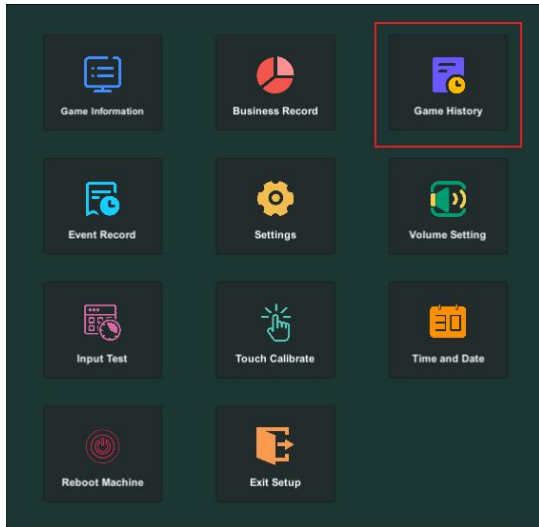


<Figure 10>

<Figure 11>

JACKPOT		
1	Type	Jackpot Type: Mini, Minor or Major
2	Win	Jackpot Credit won
3	Before Win	Credit before jackpot won
4	After Win	Credit after jackpot won (AFTER = BEFORE +WIN)
5	Date	Time recorded when jackpot was won
6	<	Return to the main back-end page
7	Jackpot History,Page 1 of 100	Jackpot history, current page No., and total page No.
8	>>Next Page	Go to next page

4) WARNING



<Figure 12>

A screenshot of the 'WARNING' section in the application. It features a table with columns for Play, Win, Limiter, Status, and Date. The table contains three rows of data. Below the table, there are navigation arrows and the text 'Warning History, Page 1 of 1' and 'Next Page'.

Play	Win	Limiter	Status	Date
\$5.00	\$14.60	\$0.20	Pending	2023-07-31 09:22:07
\$0.25	\$1.62	\$0.20	Pass	2023-07-26 09:45:18
\$5.00	\$62.00	\$0.20	Pass	2023-07-24 14:43:51

<Figure 13>

A screenshot of the 'WARNING' section, similar to Figure 13, but with a 'Close' button on the left side and filter options for 'Pass' and 'No Pass'. The table data is identical to Figure 13.

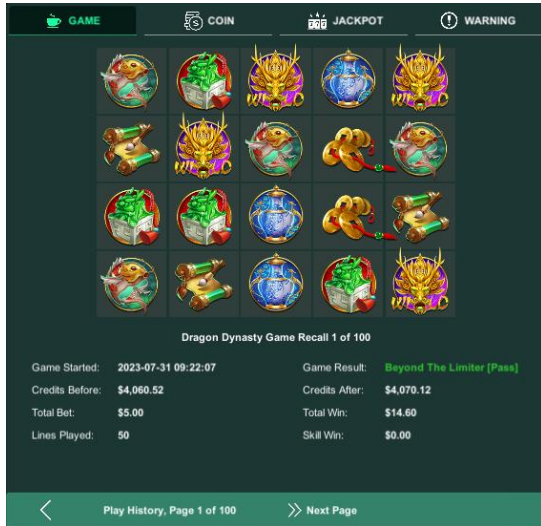
Play	Win	Limiter	Status	Date
\$5.00	\$14.60	\$0.20	Pending	2023-07-31 09:22:07
\$0.25	\$1.62	\$0.20	Pass	2023-07-26 09:45:18
\$5.00	\$62.00	\$0.20	Pass	2023-07-24 14:43:51

<Figure 14>

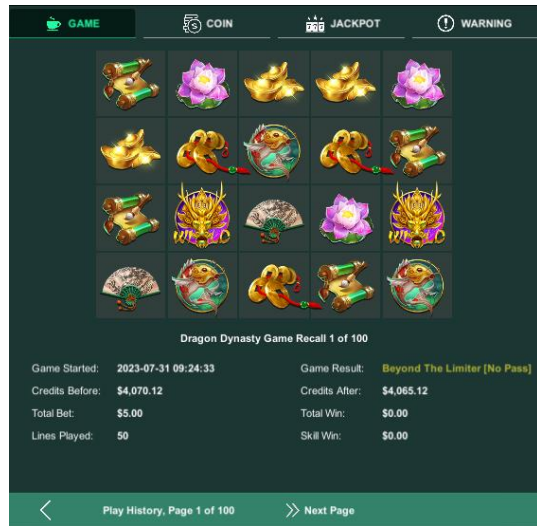
A screenshot of the 'Dragon Dynasty Game Recall' page. It displays a 4x5 grid of game symbols. Below the grid, there is a title 'Dragon Dynasty Game Recall 1 of 100' and a table of game statistics. At the bottom, there are navigation arrows and the text 'Play History, Page 1 of 100' and 'Next Page'.

Game Started:	Game Result:
2023-07-31 09:25:09	Beyond The Limiter
Credits Before: \$4,085.12	Credits After: \$4,060.12
Total Bet: \$5.00	Total Win: \$0.00
Lines Played: 50	Skill Win: \$0.00

<Figure15>



<Figure 16>

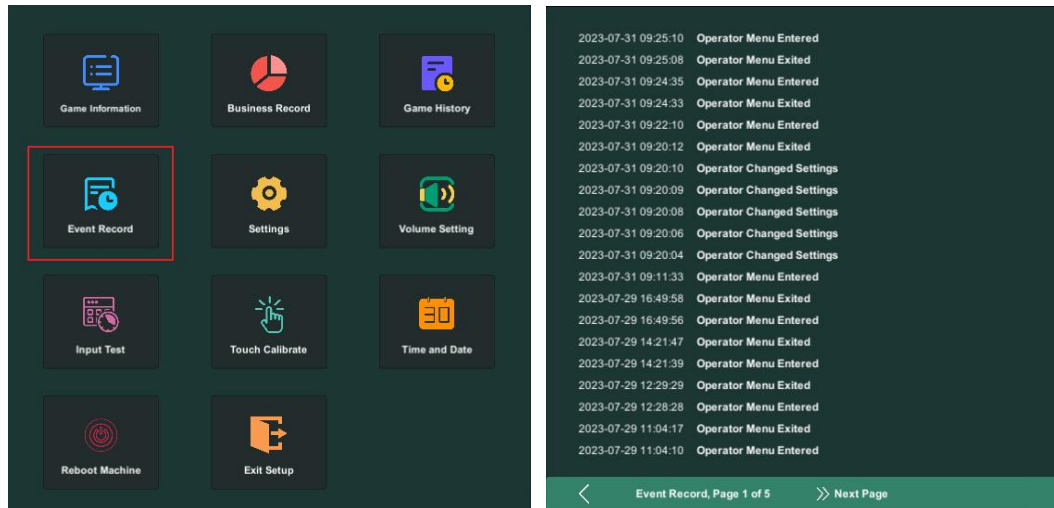


<Figure 17>

WARNING		
1	Play	Credit played
2	Win	Credit won
3	Limiter	Winning limit
4	Status	State of the game (PENDING- require validation; PASS- winning was allowed; NO PASS-winning was thrown out) If passed, adding the player's winning points; If not passed, deducting the player's winning points; After being set to PASS or NO PASS, it cannot be modified
5	Date	Time recorded of the warning
6	Close	Close
7	Pass	Pass
8	No Pass	No Pass
9	<	Return to the main back-end page
10	Warning History,Page 1 of 100	Warning history, current page No., and total page No.
11	>>Next Page	Go to next page

4. Event Record

1) Entering the back-end and select the **【Event Record】** to view operation records



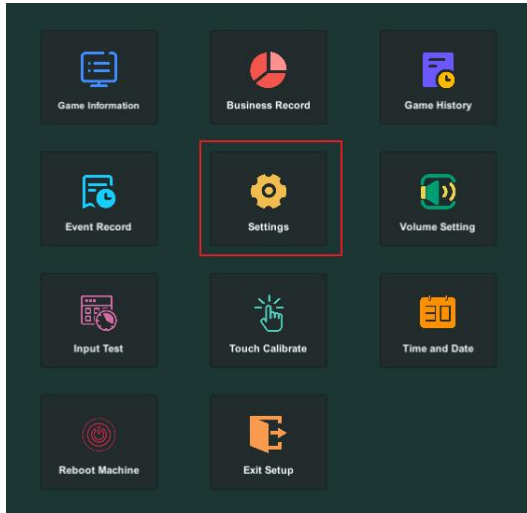
<Figure 18>

<Figure 19>

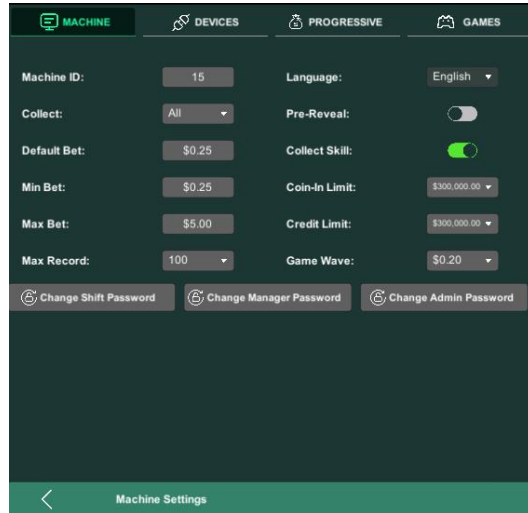
Event Record		
1	<	Return to the main back-end page
2	Page of	Current page No., and total page No.
3	>> Next Page	Go to next page

5. System Setting

1) Enter the back-end and select **【Setting】** to enter the password to view system settings (Initial password: 11111111)



<Figure 20>

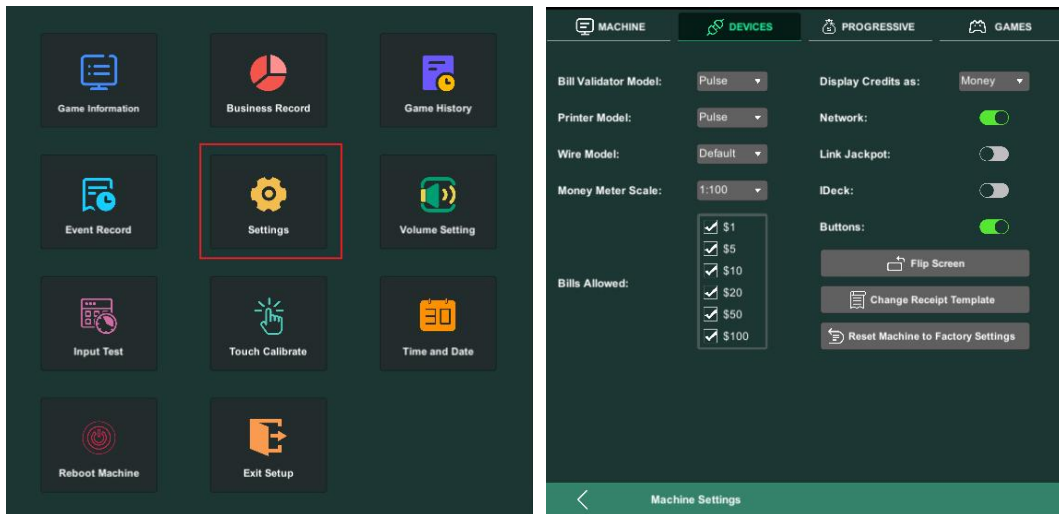


<Figure 21>

System Setting		
1	Machine ID	Machine number. It cannot be duplicated between different devices, which is the prerequisite for normal connection to the JP Server and Ideck;
2	Collect	Adjusting the payout mode, the default setting is "ALL", which means all points can be refunded at once. If you choose a specific value, you can only refund the corresponding points once at a time. And only play a game again, you can obtain the right to refund the points again, and so on.
3	Default Bet	Default bet option
4	Min Bet	Min bet option
5	Max Bet	Max bet option
6	Max Record	Maximum number of game reports (Range: 100-400, increasing by 100 each time)
7	Language	Default English (There are no other languages to choose right now)

8	Pre-Reveal	Pre-Reveal feature(gray button=off, highlighted button=on); ON: A PRE-REVEAL button will appear above the SPIN to show the next game points, and the pre-reveal values of each game do not affect each other
9	Collect Skill	Collect Skill Game (gray button=off, highlighted button=on); ON: Triggering the game and need to collect points according to the setting of Collect
10	Coin-in Limit	Coin-in Limit (200-30000000) When you set a value, the players' coin-in value will not exceed it. If it exceeds, the coin-in door will be closed. If DBA in pulse mode, no coin-in limit
11	Credit Limit	Credit Limit (200-30000000) When you set a value, the total credits of players will not exceed it. Once the credit balance is over the limit, the game will be prohibited and must redeem to the restricted range to continue
12	Game Wave	Game Wave (200-30000000) When you set a value, the value won by the player will not exceed it. Once the value is over the limit, the game will be prohibited and needs to contact the administrator to operate the warning report
13	Change shift Password	Change shift Password (Initial password: 11111111) It only use for data transfer at employee shifts
14	Change Manager Password	Change Manager Password (Initial password: 11111111) It only use for modify game parameters
15	Change Admin Password	Change Admin Password (Initial password: 11111111) It only use for clear operation data and initialize system
16	<	Return to the main back-end page

2) DEVICES

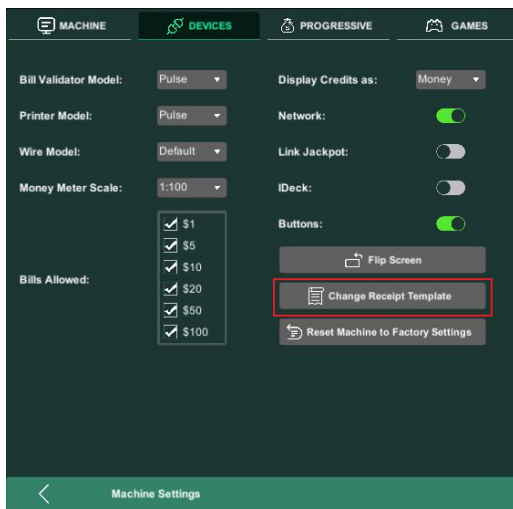


<Figure 22>

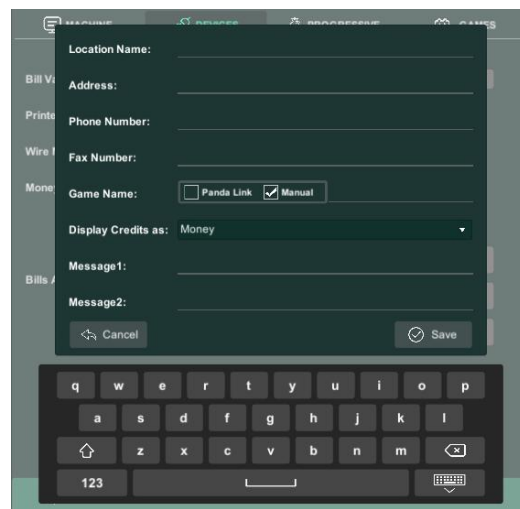
<Figure 23>

DEVICES		
1	Bill Validator Model	Bill Acceptor model option
2	Printer Model	Printer model option
3	Wire Model	Wire model option
4	Money Meter Scale	Rate, 1: 100 means 1 coin is 100 cents; It will be displayed in [Game Information]; Selection can only be made when the Bill Validator Model is Pulse
5	Bills Allowed	The denomination of the player's coin-in, a range of values (100-500-1000-2000-5000-1000)
6	Display Credits as	Setting of US dollar and Credits to display the value Money>The value on the game will display a symbol (\$), (JP Server+game back-end+public UI + other related values); Points>The value will display in the form of credits, (JP Server+game back-end+public UI + other related values)
7	Network	Settings for STATIC and DHCP IP (Grey=STATIC IP, Highlighted=DHCP IP) ; Note: If set to DHCP, it is necessary to connect to a router network with open DHCP services through a network cable
8	Link Jackpot	Connecting to the JP server(Grey=OFF, Highlighted=ON) After opening, it will automatically find and connect to the JP server

9	IDeck	TOUCH PAD (Grey=OFF, Highlighted=ON)
10	Buttons	Buttons (Grey=OFF, Highlighted=ON)
11	Flip Screen	Clicking to rotate the game page display 180 degrees
12	Reset Machine to Factory Settings	System initialization, clear all game data (Need to enter super administrator password)



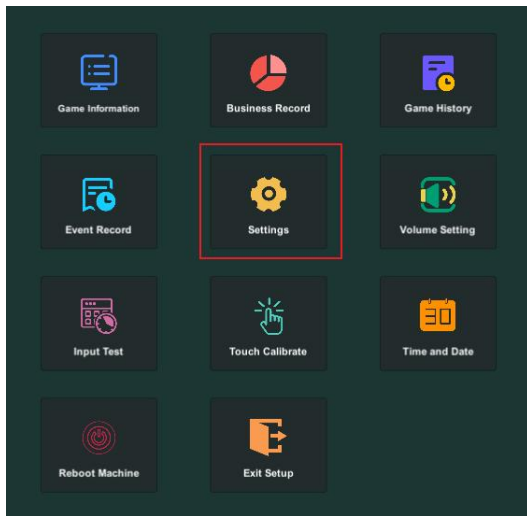
<Figure 24>



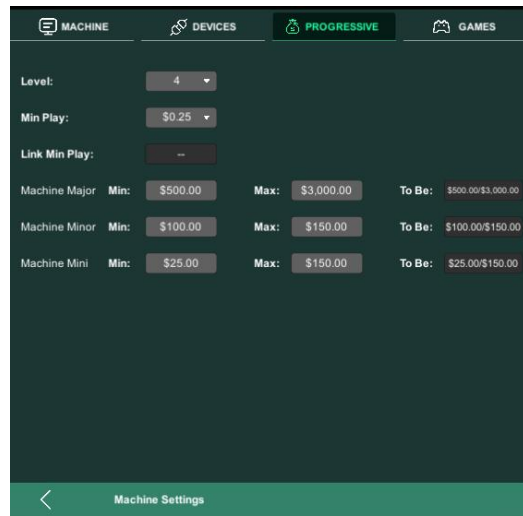
<Figure 25>

DEVICES(Change Receipt Template)		
1	Location Name	Location Name
2	Address	Address
3	Phone Number	Phone Number
4	Fax Number	Fax Number
5	Game Name	Game Name (PANDALINK: Default game name, MANUAL: Custom Game Name)
6	Display Credits as	Print US dollars or Credits
7	Message1	Message1
8	Message2	Message2
9	Cancel	After clicking, the parameter will not be saved and will return to the previous menu
10	Save	After clicking, the parameter will be saved and will return to the previous menu

3) PROGRESSIVE



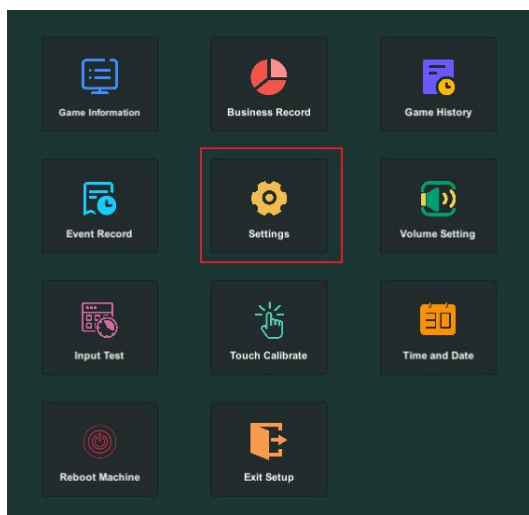
<Figure 26>



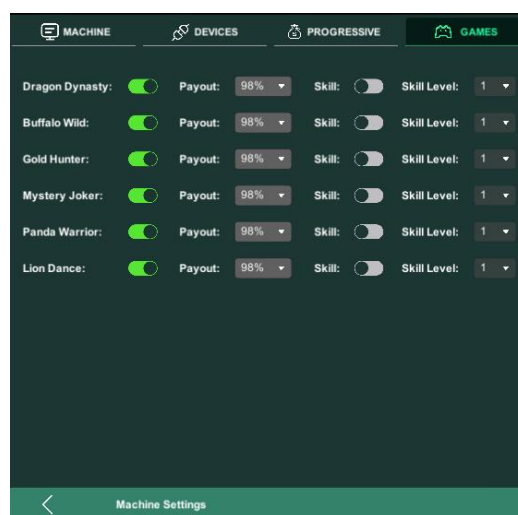
<Figure 27>

<p>LOCAL JACKPOT</p>	<p>LEVEL=The probability of winning the Jackpot, which can be adjusted to (1~8). The larger the value, the greater the chance of winning (with an initial value of 4);</p> <p>Min Play=Minimum bet to win Local Jackpot, with options (25-50-75-100);</p> <p>Link Min Play=Minimum bet to win community jackpot, can only be read but not changed. To change, go to Community Jackpot back-end;</p> <p>Local JP Major, Minor and Mini JP are set up as:</p> <p>Factory defaults of beginning to max: Major 30000 – 450000; Minor 10000 – 15000; Mini 2500 – 3750</p> <p>Selectable range for beginning level: Major 30000 – 150000; Minor 10000 – 80000; Mini 2500 – 30000</p> <p>Default max level will be 1.5 times of selected beginning level</p> <p>Or, select the max level within 1.5 – 10 times of the beginning level</p>
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4) GAMES



<Figure 28>

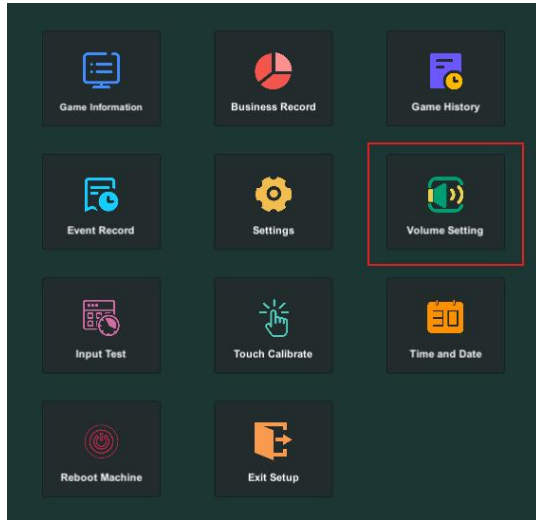


<Figure 29>

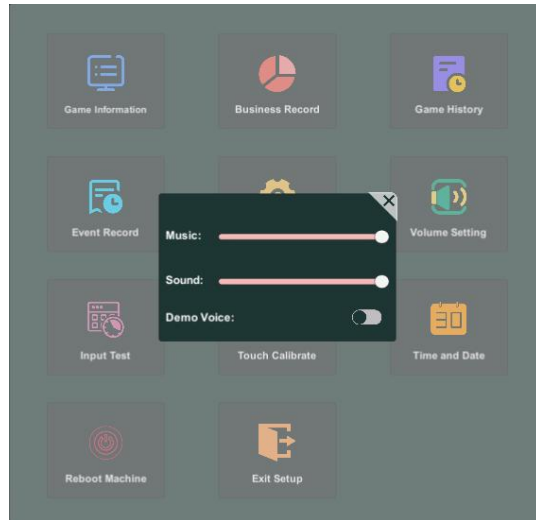
1	Dragon Dynasty	<p>Left switch: (gray button=off, highlighted button=on) If you choose ON, the game card in the lobby will be highlighted, and you can play the game; If you choose OFF, the game cards in the lobby are grayed out, you cannot play the game; Payout means the difficulty level of the game: adjustable range (85%~99%) ; 85% is the most difficult, 99% is the least difficult</p> <p>Right switch: (gray button=off, highlighted button=on) Skill: Skill game. When the winning points in one game is less than the betting points, the skill game will be triggered. If the game wins, there will be an additional reward: (Play- Win) * 1.1; Skill Level: the difficulty level of skill games, which can be adjusted to different levels. The higher the value set, the greater the difficulty (currently fixed at 1)</p>
2	Buffalo Wild	
3	Gold Hunter	
4	Mystery Joker	
5	Panda Warrior	
6	Lion Dance	

6. Volume Setting

1) Select **【Volume Setting】** to set the volume



<Figure 30>

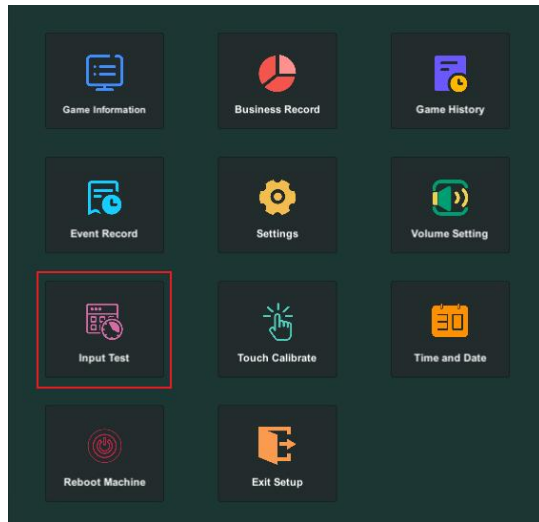


<Figure 31>

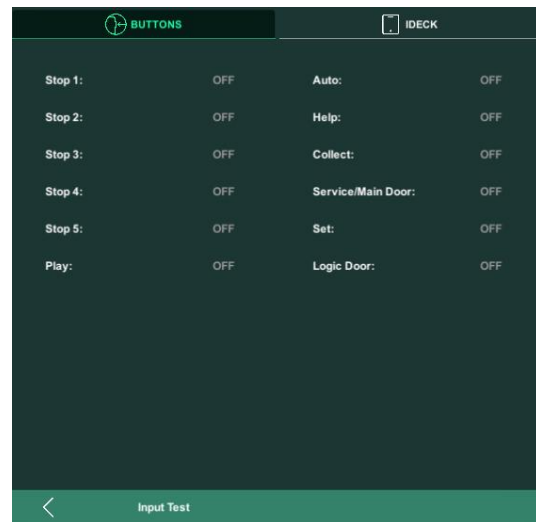
Volume Setting		
1	VOLUME	Volume control (MUSIC SOUND) DEMO VOICE: A highlighted state (ON) indicates that there is sound in the game during demonstration mode; The gray state (OFF) indicates that there is no sound in the game during demonstration mode

7. Input Test

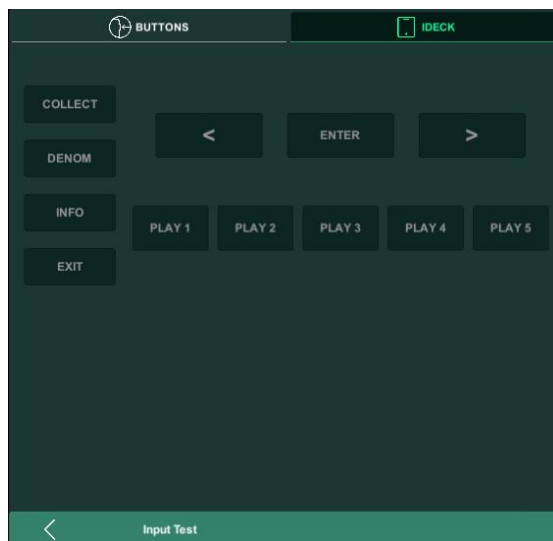
1) Enter the back-end and select the **【Input Test】** to test input button



<Figure 32>



<Figure 33>



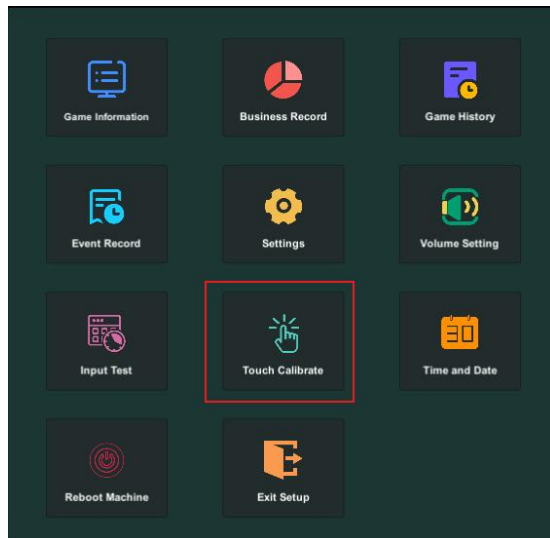
<Figure 34>

Input Test

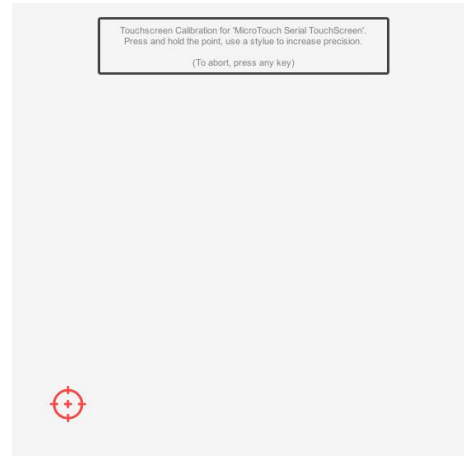
1	BUTTONS	There are 12 buttons can be test. In the initial state, the red font "OFF" is displayed to the right of the button, indicating that the button has not been pressed or turned on. Press the corresponding button, and if it works properly, the green font "ON" will be displayed on the right side of the corresponding button. As shown in<Figure 33>
2	IDECK	There are 12 hot-spot positions can be test. In the initial state, the virtual button displays a red button name.If you press (touch) a virtual button on IDECK and the position of the button responds correctly, the virtual button name on the corresponding test module will be displayed in green. If incorrect, always display in red font (currently not controlled). As shown in<Figure 34>

8. Touch Calibrate

1) Enter the back-end and select **【Touch Calibrate】** to check touch calibration



<Figure 35>

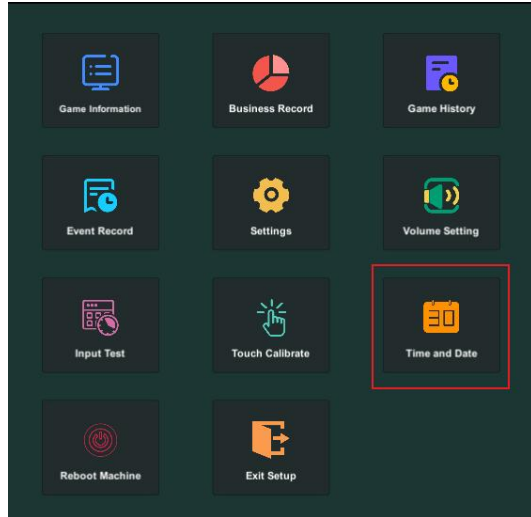


<Figure 36>

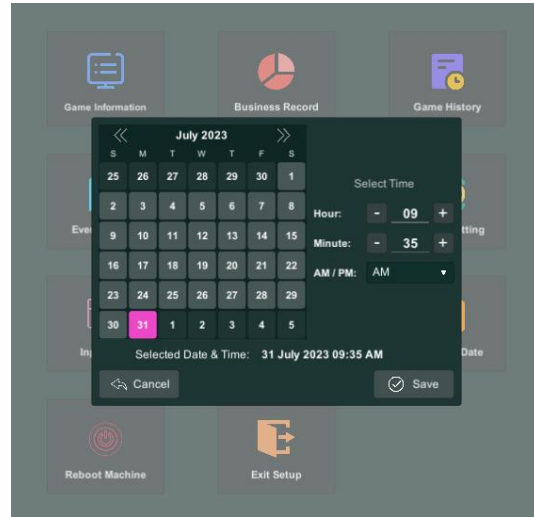
Touch Calibrate		
1	Touch Calibrate	<p>Used as an auxiliary setting for re-calibrating the touch screen when touching an inaccurate position on the screen. As shown in<Figure 35> and <Figure 36>, following the prompts on the screen (Touchscreen Calibration for 'Micro Touch Serial Touchscreen' . Press and hold the point, use a stylus to increase precision, (To abort, press any key))</p> <p>Firstly, find the red aiming symbol in the lower left corner and hold it for 3 seconds. Then, find the red aiming symbol in the upper right corner and hold it for 3 seconds. The calibration is completed and the system will be automatically returns to the previous menu</p>

9. Time and Date

1) Enter the back-end and select **【Time and Date】** to set the time and date



<Figure 37>

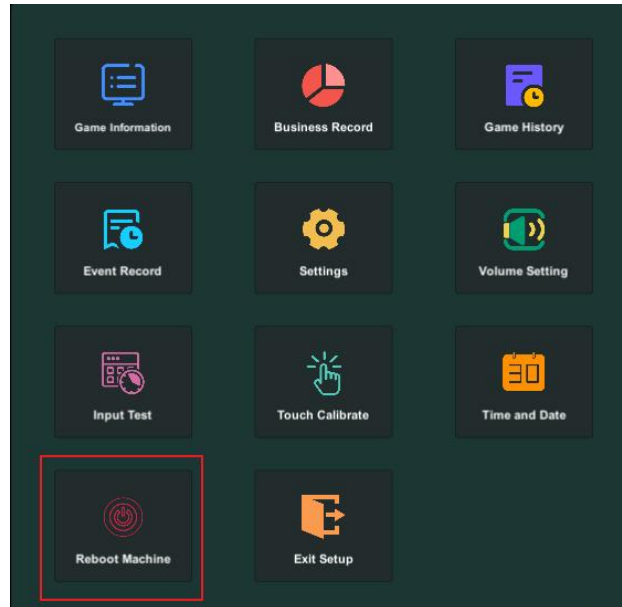


<Figure 38>

Time and Date		
1	Hour	Hour
2	Minute	Minute
3	AM/PM	AM/PM
4	Selected Date & Time	Selected Date & Time
5	Cancel	Cancel
6	Save	Save

10. Reboot Machine

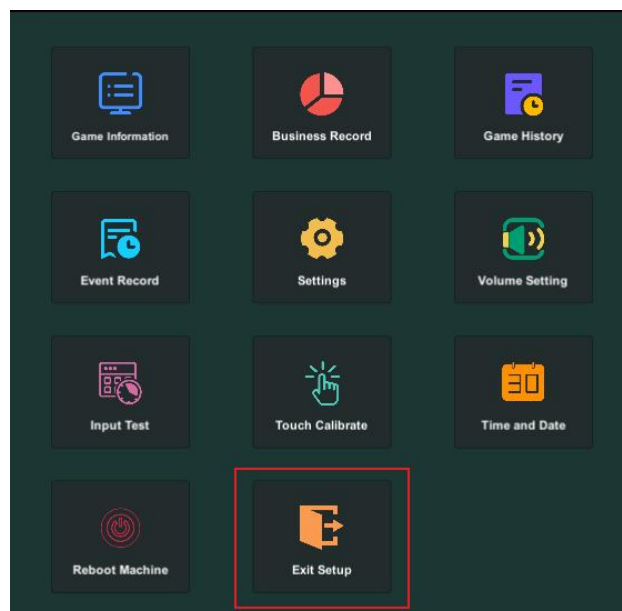
- 1) Enter the back-end and selecting **【Reboot Machine】** will restart the program



<Figure 39>

11. Exit Setup

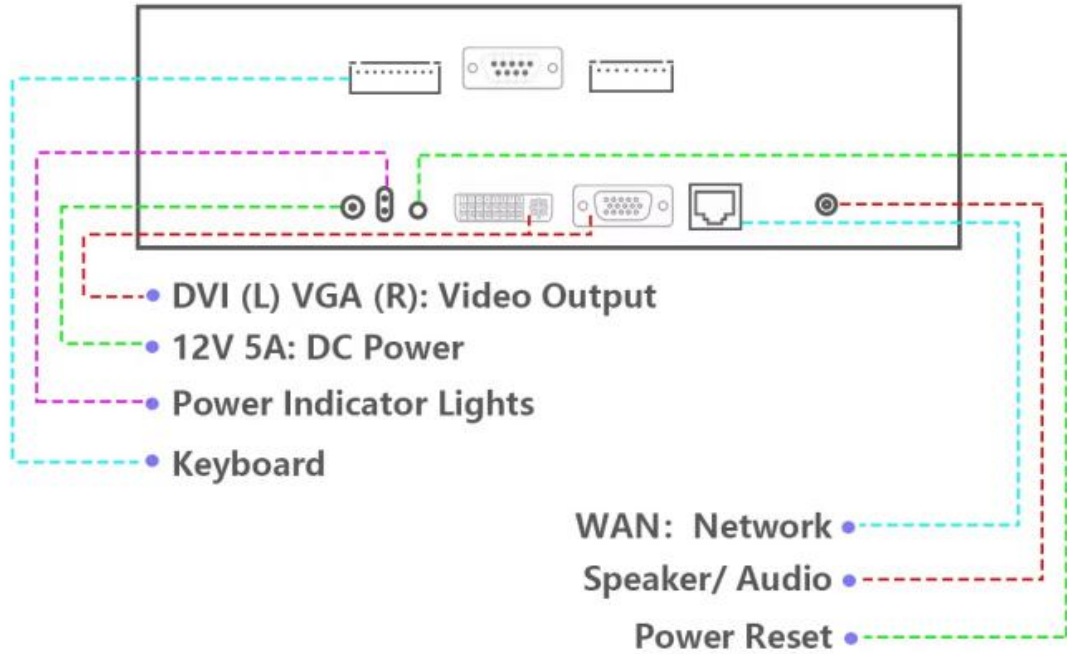
- 1) Select **【Exit Setup】** to exit and return to the game hall page



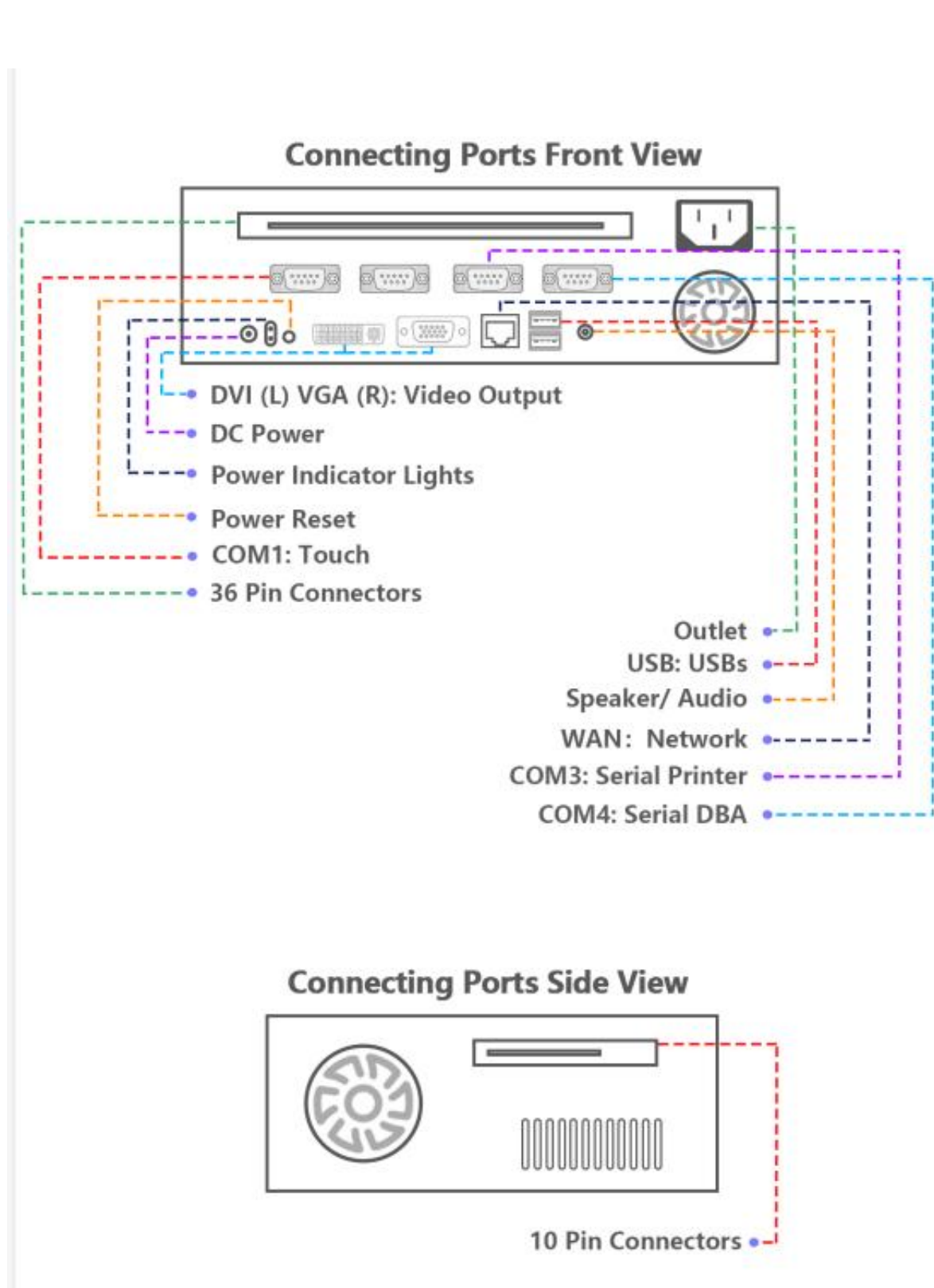
<Figure 40>

12. CONNECTION DIAGRAM OF JP SEVER

Jackpot Linking Diagram



13. CONNECTION DIAGRAM OF PANDA LINK









Pin out Connection Diagram For Panda Link

JENKA LAB WIRE TYPE		
36Pins		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R +	2	SPEAKER_R -
SPEAKER_L +	3	SPEAKER_L -
	4	SPEAKER_L -
	5	
	6	
	7	
	8	
	9	
	10	PLAY BUTTON
	11	
	12	SPEAKER_L +
	13	
	14	LOGIC DOOR SW
	15	MAIN DOOR SW
	16	TICKET LAMP
	17	
PULSE BILL IN	18	
	19	
CLERK MENU SW	20	ADMIN MENU SW
	21	TICKET BUTTON
	22	
METER TOTAL IN	23	
	24	DISCONNET
	25	
	26	DISCONNET
	27	DISCONNET
METER TOTAL OUT	28	
	29	
	30	
	31	PLAY LAMP
	32	
	33	
	34	
	35	DISCONNET
SPEAKER_R -	36	

JENKA LAB WIRE TYPE		
10 Pins		
PARTS SIDE		SOLDER SIDE
GROUND	1	GROUND
GROUND	2	GROUND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
	7	
	8	
GROUND	9	GROUND
GROUND	10	GROUND

14. WARNING PROMPTS

Explanation		
Icon	Tips	Solution
	Bill acceptor format error	Recheck the pulse or serial port
	Printer format error	Recheck the pulse or serial port
	Credit in exceeded the limit	Redeem below the limit credits or setting a higher limit credits in the back-end
	Total credit out of limit	Redeem below the limit credits or setting a higher limit credits in the back-end
	Winning credit exceeded the limit	Select PASS / NO PASS buttons in the 【WARNING RECORD】
	Linked jackpot is not connected	Connect to linked jackpot server board