7.10 Send Gaming Machine ID and Information Long Poll (ゲーム機IDと情報を返す<1F>/R)

要約: eGM からゲーム機情を取得する;
    (例: マックス別途、デノミ、ペイテーブル情報、プログレシブグループ、ゲームオプション)
    → eGM: res/ (7.10);

7.10 Send Gaming Machine ID and Information Long Poll
To obtain specific information regarding the gaming machine, such as its max bet, denomination, paytable information, progressive group, and game options, the host can issue a type R long poll with command code 1F to request gaming machine ID and information. The gaming machine response to this is detailed below in Table 7.10.
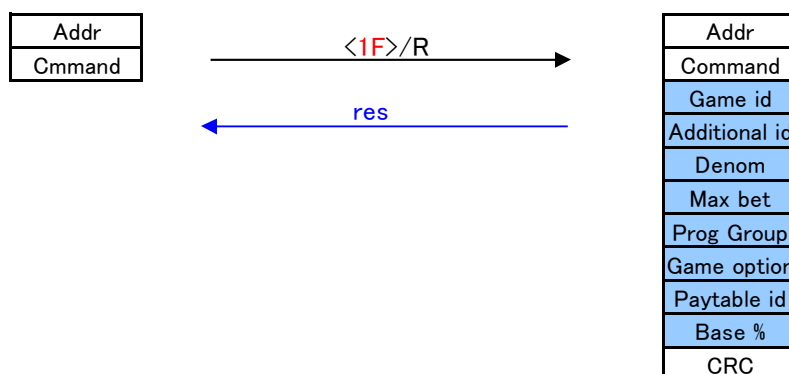
Note: For multi-game gaming machines in which the games available to the player are a subset of the total implemented games, the max bet field should contain the largest configured max bet for the games currently available to the player, and the base % field should contain an average of the theoretical percentage for the games currently available to the player.
Max bet is in units of game credits, independent of the SAS accounting denom.

注: プレイヤがプレイできるゲームが実装済みのゲーム全体のサブセット(一部)である eGM
    (マルチゲーム機)のとき:

  * マックスベットフィールド: = プレイヤが現在プレイできるゲームに設定済みの最大マックスベット;
  * ベースフィールド: = プレイヤが現在プレイできるゲームの論理的な平均(戻し)率;
    を、それぞれ返す:

  * マックスベット: = SASアカウンティングデノミに関係なく、ゲームクレジット単位;