

7.17 Receive Date and Time (日時の受付け <7F>/S/G 両用タイプ)

- 要約: 1) 全 eGM の日時をホストのリアルタイムクロックと同期させる;
 ← グローバルブロードキャスト; レスポンスなし;
- 2) eGM を個別に指定して日時を設定する;
 ← ACK/NACK; (7.4b) を返す;

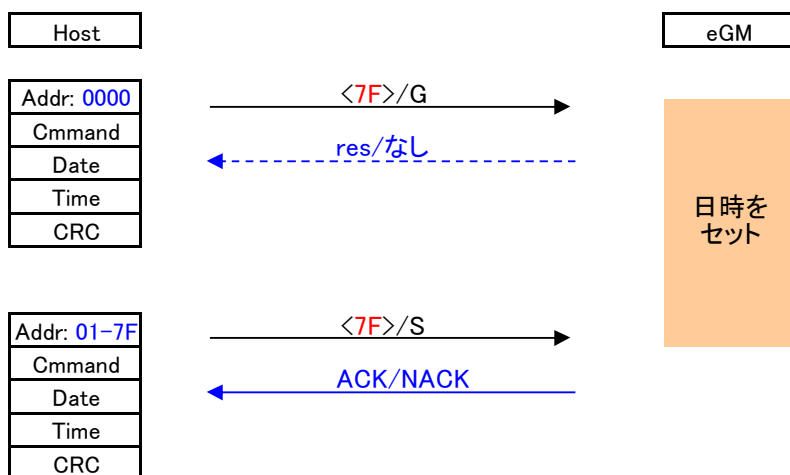
7.17 Receive Date and Time

When the host desires to synchronize all gaming machines to the same real time clock, it can use the type G global broadcast detailed in Table 7.17.

Gaming machines do not respond to global broadcasts.

Long poll 7F can also be sent to any single gaming machine as a type S poll.

When received as a type S poll, the gaming machine ACKs or NACKs this message, as detailed in Table 7.4b on page 7-5.



7.18 Send Current Date and Time (現在の日時を返す) <7F>/S

- 要約: eGM を個別に指定して日時を設定する;
 ← ACK/NACK; (7.4b) を返す;

7.18 Send Current Date and Time

The host can issue a type R long poll with a 7E command code to read a gaming machine's current date and time.

The response to this long poll is detailed in Table 7.18.

