

## 7.21 Send Extended Meters for Game N (ゲームNの拡張メータを返す<6F, AF>/M)

- 要約: \*
- 最長18桁長の累計メータをホストへ返す; 例: マルチデノミeGMなどで必要;
  - 8桁メータを扱う既存のロングポール: メータの下位8桁を扱う手段として継続使用すること;
  - 拡張メータのサポート: <A0>/res/Features2/ビット3 = 1 でホストへ知らせる;

### 7.21 Send Extended Meters for Game N

To better address modern metering needs in the gaming industry, such as those presented by multidenomination gaming machines, the following method is provided to communicate cumulative meters to the host that are up to 18 decimal digits in length. Existing long polls that communicate eight digit meters must continue to send the least significant eight digits of the requested meter. A gaming machine indicates its support of extended meters by setting Features2 bit 3 to one in its long poll A0 response.

Two different long poll codes can be used to access the exact same meter data. Two different codes are provided to allow a host to perform consecutive meter polls and still provide a proper implied acknowledgement in accordance with Section 3.1.

Using the type M long poll 6F, Send Extended Meters, or long poll AF, Send Extended Meters (Alternate), the host can obtain up to 12 meters per poll. For ultimate flexibility, the host can select from the list of meters detailed in Table C-7.

The length of the meters is not fixed as with long poll 2F. It is, however, recommended that meters accumulate at least as many digits as implied by the size column in Table C-7.

Long polls 6F and AF are defined as multi-denom-aware polls (see long poll preamble B0, Section 16.1), so some meters may also be retrieved for all games at a specific denomination. These variable length commands are detailed in Table 7.21a.

- \* 2つのロングポールコード(6F, AF)を(交互に連続して)使用し、同一メータデータにアクセス;  
→ ホスト: 異なるポールコードを連続して発行し、同一メータを取得; コード違いのため暗黙のACKとなる;

- \* この方法により最大12メータ/ポールを取得できる;  
→ 対象とする累計メータ: ホストがC-7から任意に選択可能;  
→ 取得する累計メータの長さ: <2F> 1 binary/00-FF  
<6F, AF> 2 binary/0000-FFFF

**推奨:** eGM: 累計メータは最短でも C-7; Min Size 桁を累計すること;

- \* (6F, AF): マルチデノミ認識ポール;

