To obtain terminal-wide meters, use game number 0000. It is possible that not all meters will be supported on all platforms, and that some meters that are supported on a terminal-wide basis may not be supported for individual games or denominations.

＊ eGM 全体の累計メータを取得するにはGN=0000とする;

＊ マルチゲームeGM: 全部のゲームが全部の累計メータをサポートする必要はない;
eGMとしてサポートする累計メータの一部をサポートしないゲームがあってもよい;

Meters are transmitted as three to 12 bytes per meter.
The first two bytes are the meter code from Table C-7, indicating the specific meter being transmitted.
The third byte indicates the size of the meter in number of bytes.
The size not only indicates the number of bytes of meter data being transmitted, but also implies the maximum number of digits in the meter, i.e. meter rollover.
The size will be zero if the meter requested is not supported by the gaming machine. In this case no meter data is included.
Unlike long poll 2F, the response to 6F or AF must include at a minimum the meter code and a size byte for every meter specified in the 6F or AF command, unless including the meter would cause the maximum number of meters or the maximum message length to be exceeded.
Also note that meter codes beyond FF are not available using long poll 2F.

累計メータ:
＊ 3-12バイト長/メータ;
内訳: → [メータコード(C-7;)/2バイト]+[メータのサイズ/1バイト]+[メータの値/0-9バイト]

＊ サイズ=0; eGM のサポートしていないメータのとき;

＊ <6F>,<AF> へのレスポンス: 最小限、指定されたメータのメータコードとサイズバイトを含めること;
ただし最大メッセージ長を超える場合を除く;
＊ メータコード長: <2F>: 最大FF(1binary)まで; <6F>,<AF> : 最大FFFF(2binary)まで;

In allowing the gaming machine to specify its meter size, it is important to understand meter rollover.
It is expected that cumulative meters by nature have a maximum capacity, and the potential to roll over.
It is also expected that the maximum capacity of any meter can be expressed as a string of decimal nines, for example 99,999,999 for an eight digit meter.
It is further expected that the maximum capacity is reasonably fixed by game design issues, and will not change dynamically.
A meter that rolls over at 99,999,999 is said to have a maximum capacity of eight digits, and would therefore always have a size byte of 04, and be transmitted as 4 BCD bytes of meter data.
A meter with a maximum capacity of 12 digits would always have a size byte of 06 and be transmitted as six BCD bytes.

累計メータのロールオーバー(桁あふれ):

＊ 累計メータ: 最大許容値があり、桁あふれする可能性がある;

→ 最大許容値 = 9 (10進数) の列で表現; 例: 8桁メータ = 99,999,999 = 4BCDバイトで送信;

→ 最大許容値: ゲームのデザインで決定する事項; ゲーム稼働時に変更しない;

→ 最大許容値12桁のメータ: サイズバイトは必ず06; = 6BCDバイトで送信;

Please note, if a meter's current value is 99,999,999, for example, and adding one to that meter would result in a value of 100,000,000, the meter obviously does not roll over at eight digits, and it is not correct to ever transmit that meter value as 04 99 99 99 99.

例:

累計メータの値: 99,999,999 のとき

＊ メータに +1 すると 値は 100,000,000 となる; => 8桁目で桁あふれしない;
→ これを 値 04 99 99 99 99 (BCD) として送信するのは正しくない;