7.4.1 Shutdown (Lock Out Play) Command (シャットダウン(ロックアウト プレイ)コマンド<01>/S)

要約: ゲームをプレイできない状態にするコマンド;
    → カジノのメンテナンス、ROMシグナチャの不一致、行政的な要求等による;
    → eGM: アイドル時にコマンドを受信: "キャッシュアウト"と"チェンジ/アテンダント"以外のすべての入力を
      ディセーブルにする;
    → eGM: クレジットを自動的にキャッシュアウトする; または
      プレイヤにキャッシュアウトさせる;

7.4.1 Shutdown (Lock Out Play) Command
This command is used to make a gaming machine unplayable. Situations where a gaming machine may be disabled include
preparing for casino maintenance, ROM signature mismatch, jurisdictional requirement, etc.
If a gaming machine is in the idle state when it receives the shutdown command, it should disable all user inputs except "cash out"
and "change/attendant." The gaming machine can either automatically cash out any accumulated credits or allow the user to cash them out.

If an active gaming machine receives the shutdown command, it must first complete the current game cycle, including any double up
sequences.
If there are any pending bonus awards, they are awarded upon completion of the game along with any base game win.
If the win results in a handpay condition, the handpay condition is processed and reset normally.
Once the gaming machine has completed processing the current game, it disables itself as detailed in the preceding paragraph.