

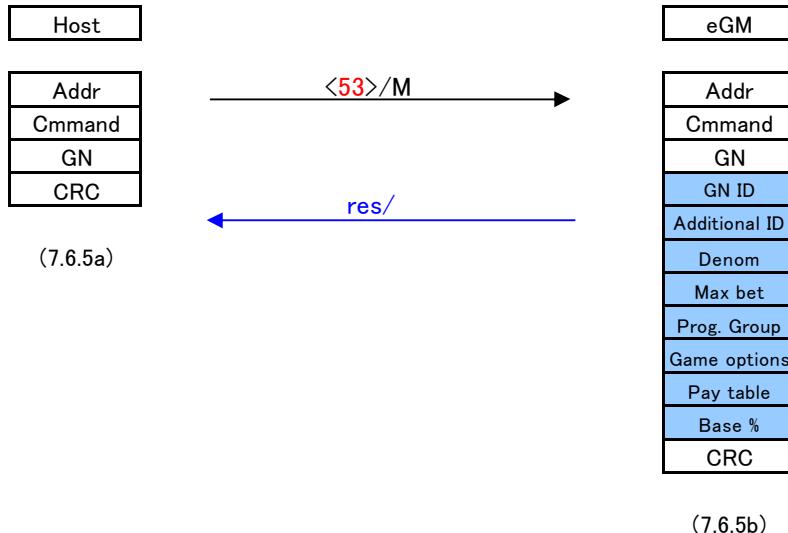
7.6.5 Send Game N Configuration (ゲームNの設定(構成)を返す<53>/M)

要約: マルチゲーム eGM の特定ゲームの情報をホストへ返す;
 → <53>lp (7.6.5a;)

7.6.5 Send Game N Configuration

To obtain a specific game's information from a multi-game gaming machine, the host issues a type M long poll with a 53 command code and specifies the game number.

The command, detailed in Table 7.6.5a, specifies the game number of the desired game.



Note: If the host issues the send game n configuration long poll with a 0000 game number, the information in the data fields must match the information returned in long poll response 1F.

Max bet is in units of game credits, independent of the SAS accounting denom.

注: <53>lp にゲーム番号0000を指定したときは、<1F>/res と同じ情報を返すこと(7.10;)

<53>/res/[Max bet]: SASアカウンティングデノミに関係なく、ゲームクレジットが返される;