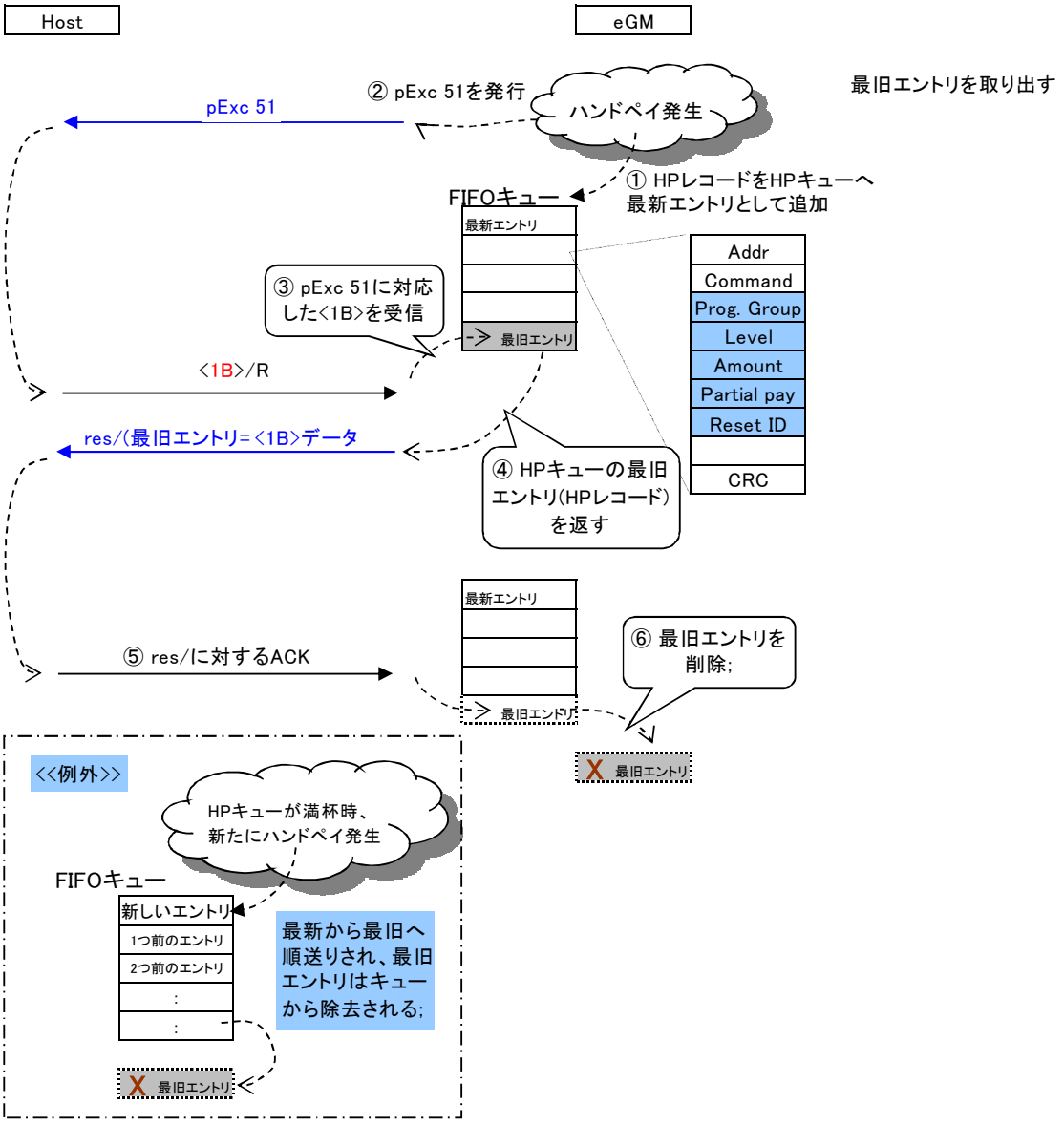
7.8.1 Handpay Queue (ハンドペイキュー)

要約: eGM: HP (ハンドペイ) キュー (FIFO: 最小5エントリ) を設定してハンドペイデータを保存/管理すること;
→ Exc 51/52 => pExc として扱う; (= Exc (エクセプション)キューへ挿入しない)
→ HP発生時:
＊ eGM: ① <1B>/resに必要な全データをHPレコードとしてHPキューへ挿入/保存;
＊ ② pExc 51を発行する;
＊ <<例外>> HPキューが満杯時: HPレコードは失われる;

→ eGM: ③ pExc 51に対応した<1B>を受信; ④ HPキューの最旧エントリ(HPレコード)を <1B>/res で返す;
→ ホスト: ⑤ <1B>/res のACK を送信;

7.8.1 Handpay Queue
To prevent the loss of handpay information in the event that the SAS link is down and multiple handpays occur, the gaming machine must maintain an n-entry (minimum of 5) FIFO (first in/first out) handpay queue.
When operating with the handpay queue, exceptions 51 and 52 are treated as priority exceptions.
When a handpay occurs, the gaming machine stores all pertinent data required for the 1B long poll in the handpay queue and sends exception 51.
If the handpay queue is already full, the oldest handpay record will be lost.
When long poll 1B is received, the oldest unreported entry in the queue is sent to the host.
When the gaming machine's response is acknowledged, this entry is marked as reported or removed from the queue.