



Tests v1.0.6

- Switch Test
 - The switch test will show switch activity on the game. Each switch event will be accompanied by a sound and an indicator at the end of the switch name. The indicator (A) stands for the switch becoming active and the indicator (I) shows when the switch becomes inactive.
- LED Test (Single)
 - The single LED test will cycle through each LED in the system and display its associated name and LED number. This test is useful for identifying any miss-mapped LEDs in case they were plugged back into the wrong LED harness position.
- LED Test (All)
 - This LED test will cycle all LEDs in a Red-Green-Blue-Whitish pattern. This test is useful to see if any LEDs are out or any channels on your LEDs are out.
- Coil Test
 - This is a pretty standard coil test mode used to check the functionality of the game coils. The coil pulses can be started and stopped by pressing the start button or the enter button on the coin door. A coil will continue to pulse until the test is exited or the start/enter button is pressed stopping the cycle.
- Music Test
 - The music test will play game music and is useful for testing and tuning the audio system. The music can be changed by pressing the start button or the enter button on the coin door. The volume can also be adjusted during this mode by using the volume up and volume down buttons on the coin door.
- Shaker Test
 - The shaker test will cycle through a few different shaker intensities. This is just used to test proper functionality of the shaker outside of the coil test. This works better.
- Burn In
 - The burn in is used by the Spooky Pinball LLC. Factory to make sure the entire game is physically functioning properly. It will cycle through all the coils, play music, play animations, turn on the backglass LEDs, turn on the beacon topper, and make all the LEDs on the playfield whitish.