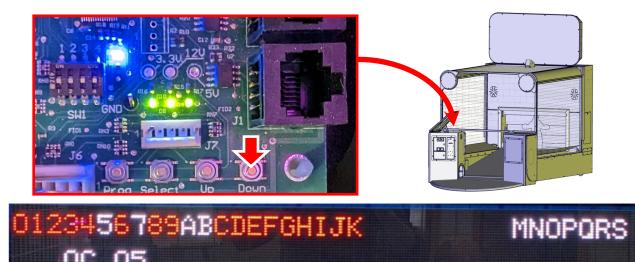
World Football Pro Diagnostic Menu

To enter diagnostic mode, in attract mode (not in game mode), open the left podium lid and press and hold the down button for five seconds.



Left side numbers are inputs, right side are boards

1

3

5

7

9

В

D

F

н

J

L

LEFTSIDE:

- **0** Goal input from Score Display Board
- 2 Foul Line 2 from Front Board
- 4 Right Exit Ball Sensor Target board 2
- **6** Goalie Right from Target 3
- 8 Left Ball Release Target board 1
- A Left Ball Available from Target 1
- **C** Right Zero Count
- E Left Arrow from Front Board
- **G** Right Arrow from Front Board
- Select Button from Front Board
- K Dn Button from Front Board

RIGHTSIDE:

- M Score Matrix Board Rear Cabinet
- O Target 1 Board Left Front Podium
- **Q** Target 3 Board Rear Cabinet Board (or Goalie board) **R**
- **S** Left Side Time of Flight Board Rear Cabinet

- Foul line 1 from Front Board
- Left Exit Ball Sensor Target board 1
- Cheat Sensor from Score Display Board
- Goalie Left from Target 3
- Right Ball Release Target board 2
- Right Ball Available from Target 2
- Left Zero Count
- Enter Button from Front Board
- Program Button from Front Board
- Up Button from Front Board
 - SD card audio files(s) incorrect / SD card Removed (after Boot)
 - N Front Board Left Front Podium
 - P Target 2 Board Right Front Podium
 - Right Side Time of Flight Rear Cabinet or Goalie board emulated

Note that the scrolling sign does not currently display a missing code, since if it is not working then how can it tell you it is not working since there is no way to know it.

For sensors RED indicates the sensor is blocked. White indicates unblocked.

There are two numbers that are below the Button indicators. The one on the left, or the first number, refers to the value that is being read from the bar/goal piezo. The one on the right, or second, refers to the valued being read by the goalie piezo. This is useful to set the sensitivity for the audio triggers if there is an issue with the piezo. (not used anymore)