

## Terminator 2 L8.3

History/Summary of Releases:

Revision	Date	Checksum	Info
L-8	Dec. 15, 1992	BE08	Official release
L8.1	April 9, 2011	7608	Small change to have the attract mode "boom boom" sound only when Feature Adjustment A2.16 "Attract Sounds" is set to "ON".
L8.2	April 1, 2012	6F08	This is 8.1 plus changes to attract mode sequence to have previously played game scores shown more often especially at game-over. This image also deletes the "T2 Fan Club".
L8.3	June 28, 2022	7308	Selectable 8.1, 8.2, 8.3 attract mode. L8.3 attract mode playing "I am a cybernetic organism" more often. Profanity ROM logic. Custom ROM embedded attract mode message. Bug fixes for: attract mode, DMD animation flicker, multiball ball-lock issues, German text, ball-search. Selectable original or corrected DMD animation logic. Selectable original and LED lamp driver. Selectable drop-target state at multiball start. Selectable 3-bank lamp behavior.

*L8.3 Beta versions were tested with checksums: 3E08, 4508, BB08, 7508, A008, FF08, 7708, 7608*

### L8.3 Change Log

- Added a "L8.3" attract mode. Same as 8.2 but plays "I am a cybernetic organism" call more often.
- Supports T2 "Profanity ROM" w/FUA database award in place of 100,000 (w/adjustment).
- Added selectable attract mode, 8.1, 8.2, 8.3. *The 8.1 mode will not include T2 Fan Club message.*
- Fixed bug in display animations that were being shown with unintended flickering (w/adjustment).
- Support of the anti-ghosting lamp matrix code patch to prevent LED ghosting (w/adjustment).
- Improved anti-ghosting patch code to prevent controlled-lamp flicker during "GI Power Saver" mode.
- Added Feature Adjustment 22 to allow enable/disable of profanity mode.
- Added Feature Adjustment 23 to allow selection of the attract mode, L8,1, L8,2 or L8.3.
- Added Feature Adjustment 24 to allow selection of original or corrected DMD animation logic.
- Added Feature Adjustment 25 to allow selection of original or anti-ghost LED lamp driver code.
- Added Feature Adjustment 26 to allow selection of drop-target state at multiball start.
- Added Feature Adjustment 27 to allow selection of timed 3-bank lamp state at end-of-ball.
- Fixed bug in WPC custom message where it was showing "Testing..." message prior to display.
- Fixed bug in Game-Over L8.1 attract mode where the previous game scores were not displaying.
- Added support for a custom embedded attract mode message w/ 3-line selectable font & placement.
- Corrected spelling errors in the German text strings.
- Fixed multiball bug where multiball state was being exited while multiple balls remained on playfield.
- Fixed multiball bug where ball lock sometimes reported "Jackpot Multiplied 0x=0".
- Fixed multiball bug when final "Load the gun" period was sometimes skipped at end of multiball.
- Fixed ball-search bug, drop-target knock-down was accumulating points and played speech.
- Fixed ball-search bug, drop-target was getting kicked up when adjustment A.2 20 was set to "On".
- Fixed Sound Test T.7 05 (Database) during "repeat" doesn't restart the music every few seconds.
  - *Some 3<sup>rd</sup> party sound boards classify 05 as non-music & continue playing 05 during "running" test.*