Hamilton Manufacturing Corp.

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Tokenote® Programming Guide

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I. Introduction

A Tokenote® is a paper coupon that can be accepted by the Hamilton Validator. It is intended to give credit towards the wash price and not as a substitiute for cash. Because of this, change will not be dispensed if the value of a Tokenote® credit exceeds the wash price. Likewise, the value of a Tokenote® cannot be refunded in cash.

NOTE: It is important to realize that accepted Tokenotes® will issue a programmable amount of credit towards all wash selections. Tokenote® use cannot be limited to a specific wash or subset of washes in the Hamilton Changers, ACW 4/5 machines or Hamilton Gold Line v1.03 or lower.
Tokenotes® can be limited to a specific wash or subset washes in the Hamilton Gold Line v1.05 or higher.

These must be specially ordered from Hamilton Mfg. or your Hamilton Distributor.

NOTE: It is important that all Tokenotes® and Coupons are intended for the type of Validator being used. For example, Tokenotes® and Coupons intended for an HV7-T will not work in an HVX. When ordering new Tokenotes® and Coupons, please specify the Validator type. Training Coupons that may be labeled "HVX" will also work in an STA and XE Validator.

When programming your machine to accept Tokenotes®, refer to the appropriate section in this manual.

* When programming more than one Tokenote®, it is important to keep the following in mind: Up to 14 differently coded Tokenotes® can be programmed at one time into the HVX or XE Validator or 15 differently coded Tokenotes® for the STA Validator.

* It is possible to use one training coupon to program several differently coded Tokenotes®, as long as they are of equal value. (For example, Training Coupon #1 can be used to program 3 differently coded Tokenotes® with a value of $5 each).

* The same Tokenote® code cannot be programmed into different categories. Tokenotes® may be programmed into four COUPON DISCOUNTS categories (Coupon #1 - 4) and the TOKENOTE® VALUE? category all at the same time (allowing a total of five categories). Tokenotes® may be distributed evenly throughout these categories, or spread out using any combination, as long as the Tokenote® values are the same for each category.

II. Tokenote® and Training Coupons

Gold Line®, ACW 4/5 and Audit Pro Controllers

♦ Tokenote®	Used to program credit for a discount
♦ Training Coupon #1	Used to program credit for Coupon #1 discount
♦ Training Coupon #2	Used to program credit for Coupon #2 discount
♦ Training Coupon #3	Used to program credit for Coupon #3 discount
♦ Training Coupon #4	Used to program credit for Coupon #4 discount
♦ Clear All	Used to erase all trained Tokenotes® so that the Validator will no longer accept any Tokenotes®.
♦ Null	Used to accept a particular Tokenote® without giving credit for it. (example: an expired note)
♦ Clear One	Used to erase one or more trained Tokenotes® so that the Validator will no longer accept cleared Tokenotes®.

Changers

♦ Issue 1 Coin	Used to program the payout of 1 coin per Tokenote®
♦ Issue 2 Coins	Used to program the payout of 2 coins per Tokenote®
♦ Issue 5 Coins	Used to program the payout of 5 coins per Tokenote®
♦ Issue 10 Coins	Used to program the payout of 10 coins per Tokenote®
♦ Isssue 20 Coins	Used to program the payout of 20 coins per Tokenote®
♦ Clear All	Used to erase all trained Tokenotes® so that the Validator will no longer accept any Tokenotes®.
♦ Null	Used to accept a particular Tokenote® without giving credit for it. (example: an expired note)
♦ Clear One	Used to erase one or more trained Tokenotes® so that the Validator will no longer accept cleared Tokenotes®.

III. Gold Line Tokenote® Scenario

For Gold Line controller version 1.08 or higher

Coupon Mode: Single Value Tokenote® Mode: Multiple	Result: Multiple Coupons per Transaction and Multiple Tokenote® per Transaction
Coupon Mode: Single Value Tokenote® Mode: Single Credit	Result: 1 Coupon per Transaction or 1 Tokenote per Transaction
Coupon Mode: Multiple Value Tokenote® Mode: Single Credit	Result: 1 Coupon per Transaction or 1 Tokenote per Transaction
Coupon Mode: Multiple Value Tokenote® Mode: Multiple Credit	Result: 1 Coupon per Transaction and Multiple Tokenote® per Transaction

Single coupon mode equals one settable value per coupon
Multiple coupon mode equals four settable values per coupon.

Example: Single coupon mode
Tokenote® = 1.25
Coupon 1 = .25
Coupon 2 = .50
Coupon 3 = .75
Coupon 4 = 1.00

Example: Multiple coupon mode
Tokenote® = 1.25

	1	2	3	4
Coupon 1 =	.25	.50	.75	1.00
Coupon 2 =	6.00	0.00	0.00	0.00
Coupon 3 =	1.00	1.00	1.00	1.00
Coupon 4 =	.75	.50	.25	0.00

IV. Programming Tokenotes®

Gold Line

Tokenote® Value

1. Enter into programming mode of the controller by pressing the white & yellow buttons together for 5 seconds and then releasing.
   Note: Display on door will read "Inventory Deposits"

2. Using wash button #2 or #3 on the door; scroll to "**Tokenote Mode**", and press wash button #4 to enter.

3. Using wash button #2 or #3, scroll to select which mode you want to use. There are 2 modes to select from:

   *** Single Credit Mode** = If you only want a customer to use one Tokenote per visit.
   *** Multiple Credit mode** = If you want to allow a customer to use more than one Tokenote per visit

4. After selection is made, press wash button #1 to exit the menu. Display should read "Tokenote Mode".

5. Now scroll through to "**Tokenote Value"**, and press wash button #4 to enter.

6. Enter the value you want for the Tokenote using wash button #2 or #3 to scroll through the values. Values wlll increase in .25 cent increments from $0.00 to $63.75.

7. After you have a value selected, press wash button #1 to save and exit this menu. Display should read **"Tokenote Value"**.

8. Press the refund button to exit programming mode.

Programming of the Validator

1. Next you need to train the Validator to accept the Tokenote®. To do this, start with all the Validator switches turned to the "**OFF**" position.

   ***Note that STA validators only have 8 dip switches, all other validators have 10 dip switches.**

2. Starting with bottom dip switch or greatest number, turn all the switches to the "**ON**" position, one at a time.

3. There should be a letter "**P**" showing on the Validator's display at this time.

4. Then run a "**Clear All**" training coupon through the Validator.

5. Next run a sample of the Tokenote through the Validator. (The stacker will not stack while in program mode).

6. Now turn all dip switches "**OFF**" starting with the top switch or lowest number and going down to the bottom switch, one switch at a time. **(All switches must be turned off).**

7. The programming is complete and you can now turn your dip switches to where you would normally have them set.

   NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted.

XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	Not used	Not used
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

Single Coupon Values

1. Enter into programming mode of the controller by pressing the white & yellow buttons together for 5 seconds and then releasing.
Note: Display on door will read "Inventory Deposits".

2. Using wash buttons #2 or #3 on the door; scroll to "**Coupon Mode**", and press wash button #4 to enter.

3. Using wash buttons #2 or #3, scroll to select which mode you want to use. There are 2 modes to select from:

* **SingleValue Mode** = one value per coupon
* MultipleValue Mode = Multiple values for ONE coupon

4. After choice is made, press wash button #1 to exit the menu. Display should read **"Coupon Mode"**.

5. Push wash button #2 to "**Coupon Value"**, press wash button #4 to enter.

6. Push wash button #4 to enter coupon #1 values. Enter the value you want using wash buttons #2 or #3. Values will increase in .25 increments from $0.00 to $63.75.

7. After you have a value selected for coupon #1, press wash button #1 to go back to set coupon 1 values. Push wash button #2 to go to set coupon #2 values. Press wash button #4 to enter coupon 2 values. Enter the value you want using wash buttons 2 or 3. Values will increase in .25 increments from $0.00 to $63.75. Repeat these steps for coupons 3 and 4.

8. Once all your values are set, push the #1 wash button to go back to set coupon 4 values, then push wash button #1 again to go back to coupon values.

9. Press refund to go back to your welcome prompt.

Programming of the Validator

1. Start with turning all switches of the Validator to the "**OFF"** position.

2. Starting with bottom dip switch, turn all switches **"ON"**. You should see the **"letter P"** showing on the display.

3. Then run a **"Clear All"** training coupon through the Validator. (*****Stacker will not run while in "Program Mode").

4. Next, run a sample of the coupon you designated as "#1 Coupon" through, and follow with **"TRAINING COUPON #1".**

5. Next, run sample of the coupon you designated as "#2 Coupon" through, and follow with **"TRAINING COUPON #2".**

6. Next, run sample of the coupon you designated as "#3 Coupon" through, and follow with **"TRAINING COUPON #3".**

7. Next, run sample of the coupon you designated as "#4 Coupon" through, and follow with **"TRAINING COUPON #4".**

8. Starting with the top dip switch on the Validator, turn all switches "**OFF**", one at a time. **(All switches must be turned off)**.

9. Programming is now complete. You can turn your dip switches to their normal settings.

10. Remove all coupons from stacker.

NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted.

XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	Not used	Not used
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

Multiple Coupon Values

1. Enter into programming mode of the controller by pressing the white & yellow buttons together for 5 seconds and then releasing.
Note: Display on door will read "Inventory Deposits". Pressing wash button #2 scroll to "Coupon Mode" , then press wash button #4 to enter.
There are 2 modes to choose from:

*Single Value Mode = One value per coupon
***Multiple Value Mode =** Multiple values for ONE coupon

2. After selection is made, press wash button #1 to exit this mode.

3. Now, scroll to "COUPON VALUES" using wash button #2 or #3, press wash button #4 to enter menu.

4. Display will read "COUPON #1". Press wash button #4, display should now read "ITEM 1".Then press wash button #2 or #3 to scroll through the values. Values will increase in .25 increments from $0.00 to $63.75. This will be the value of Coupon #1 when customer is selecting wash #1, at the top button position on the door.

5. After the price is entered, press wash button #4, display should now read "ITEM 2". Then press wash button #2 or #3 to scroll through the values. Values will increase in .25 increments from $0.00 to $63.75. This will be the value of the same coupon if wash #2 is selected by the customer.

6. After this price is entered, press wash button #4, display should now read "ITEM 3".Then press wash button #2 or #3 to scroll through the values. Values will increase in .25 increments from $0.00 to $63.75. This will be the value of the same coupon if wash #3 is selected by customer.

7. After this price is entered, press wash button #4, display should now read "ITEM 4"**.** Then press wash button #2 or #3 to scroll through the values. Values will increase in .25 increments from $0.00 to $63.75.This will be the value of the same coupon if wash #4 is selected by customer.

8. Now press wash button #1 to exit. Display will read "COUPON #1", press wash button #2. This will bring you to "COUPON #2".

9. Now press wash button #4 to enter pricing for "COUPON #2".

10. Follow steps 4 through 9 to complete pricing for "COUPON #2".

11. Follow the same steps to complete "COUPON #3" and "COUPON #4".

12. After all pricing is done, press wash button #1 to exit pricing menu, and then press wash button #1 again to exit to the main menus.

***Note- When using Tokenotes for "Multiple Values", you will only allow one Tokenote per visit.**
**** Note – To have a Tokenote fire a wash without having to select a wash button, use the "Multiple Values" mode as above.**
A) Put the value of the desired wash in the position of that wash button. (example: Wash Button #3 = "Item #3")
B) Then price the remaining "Items" at a value of zero dollars. This will then fire that specific wash upon receiving the Tokenote.

Programming of the Validator

1. Start with turning all switches of the Validator to the "**OFF"** position.

2. Starting with bottom dip switch, turn all switches **"ON"**. You should see the letter **"P"** showing on the display.

3. Then run a **"Clear All"** training coupon through the validator. (*****Stacker will not run while in "Program Mode").

4. Next, run a sample of the coupon you designated as "#1 Coupon" through, and follow with **"TRAINING COUPON #1".**

5. Next, run sample of the coupon you designated as "#2 Coupon" through, and follow with **"TRAINING COUPON #2".**

6. Next, run sample of the coupon you designated as "#3 Coupon" through, and follow with **"TRAINING COUPON #3".**

7. Next, run sample of the coupon you designated as "#4 Coupon" through, and follow with **"TRAINING COUPON #4".**

8. Starting with the top dip switch on the Validator, turn all switches "**OFF**", one at a time. **(All switches must be turned off)**.

9. Programming is now complete. You can turn your dip switches to their normal settings.

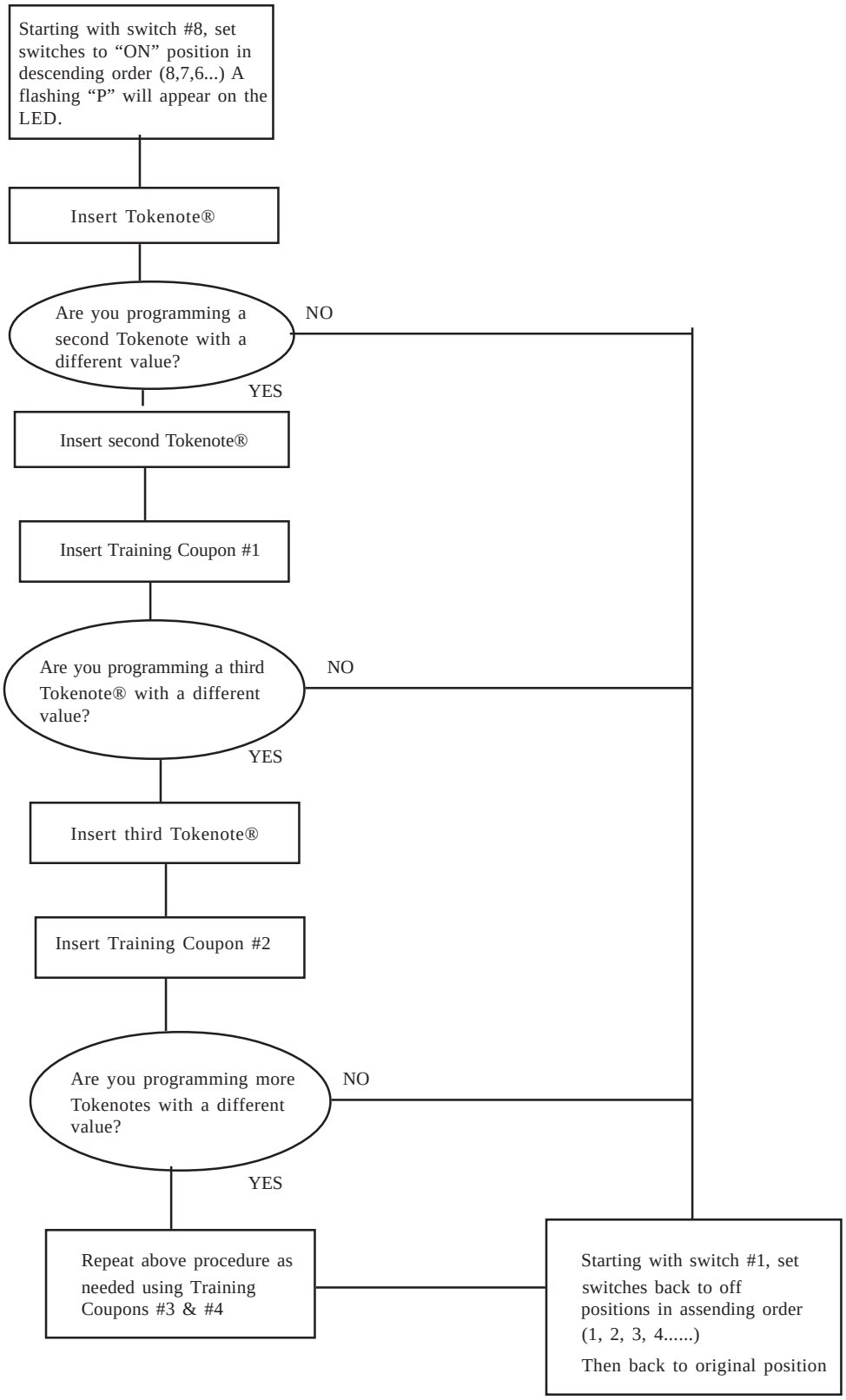
10. Remove all coupons from stacker.

NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted.

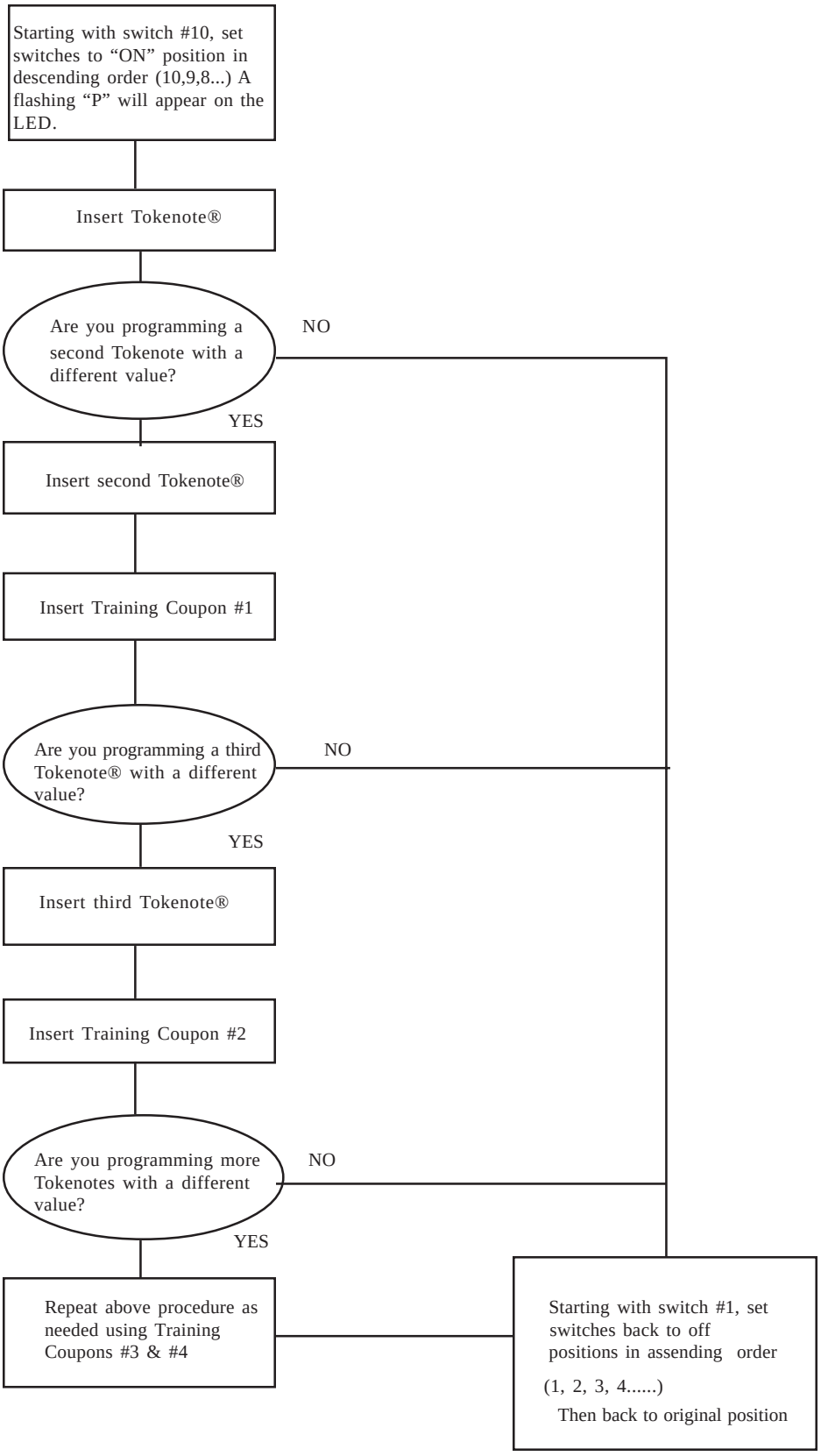
XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	Not used	Not used
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

STA Validator Programming



HVX and XE Validator Programming



ACW 4/5

Tokenote® Mode

1. Enter into programming mode of the controller by pressing the yellow button for 5 seconds and then releasing.
Note: Display on door will read "Inventory Deposits"

2. Using the Red or Blue (or Black) buttons on the controller; scroll to **"Tokenote Mode"**. Press the yellow button to enter.

3. Select which mode you want to use. There are 2 modes to choose from.

   Single Credit Mode = If you want the customer to use ONE Tokenote® per visit.
   Multiple Credit Mode = If you allow a customer to use more then one Tokenote® per visit.

4. After selection is made, press the white button one time, display should read "Tokenote Mode".

Tokenote® Value

1. Using the Red or Blue (or Black) buttons on the controller; scroll to "**Tokenote Value**" and press the yellow button to enter.

2. Using the Red or Blue (or Black) scroll through the values. Values will increase in .25 cent increments from $0.00 to $63.75.

3. After you have a value selected, press the White button on the controller twice to return to "Welcome Prompt".

Programming of the Validator

1. Next you will need to train the Validator to accept the Tokenote® . To do this, start with the Validator switches turned to the **"OFF"** position.

2. Starting with the bottom dip switch or greatest number, turn all the switches to the **"ON"** position, one at a time.

3. There should be a letter **"P"** showing on the Validator's display at this time.

4. Then run a **"Clear All"** training coupon through the Validator.

5. Next, run a sample of the Tokenote® through the Validator. (* The stacker will not stack while in "Program Mode").

6. Now turn all dip switches **"OFF"** starting with the top switch or lowest number and going down to the bottom switch, one switch at a time. **(All switches must be turned off).**

7. The programming is complete and you can now turn your dip switches to where you would normally have them set.

HVX sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	High External Light Sensitivity	Low External Light Sensitivity
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

Tokenote® Mode

1. Enter into programming mode of the controller by pressing the yellow button for 5 seconds and then releasing.
Note: Display on door will read "Inventory Deposits"

2. Using the Red or Blue (or Black) buttons on the controller; scroll to **"Tokenote Mode"**. Press the yellow button to enter.

3. Select which mode you want to use. There are 2 modes to choose from.

Single Credit Mode = If you want the customer to use ONE Tokenote® per visit.
Multiple Credit Mode = If you allow a customer to use more then one Tokenote® per visit.

4. After selection is made, press the white button one time, display should read "Tokenote Mode".

Coupon Discounts

1. Using the Red or Blue (or Black) buttons on the controller, scroll to **"COUPON DISCOUNTS"** and press the yellow button to enter.

2. The next screen displays **"COUPON #1"**. Using the Red or Blue (or Black) buttons scroll through the values. Values will increase in .25 cent increments from $0.00 to $63.75.

3. After you have a value selected press the **yellow** button to advance to **"COUPON #2"**.

4. If you are using Coupon#2, Coupon #3 or Coupon #4, follow steps 3 and 4 for desired values.

5. If you are only using Coupon #1, once value is selected press the **white** button twice to return to "Welcome Prompt".

Programming of the Validator

1. Start with turning all the switches of the Validator to the **"OFF"** position.

2. Starting with the bottom dip switch, turn all switches **"ON"**. You should see the letter **"P"** showing on the display.

3. Then run a **"Clear All"** training coupon through the Validator. (*Stacker will not run while in "Program Mode").

4. Next, run a sample of the coupon you designated as "#1 Coupon" through, and follow with **"TRAINING COUPON #1".**

5. Next, run a sample of the coupon you designated as "#2 Coupon" through, and follow with **"TRAINING COUPON #2".**

6. Next, run a sample of the coupon you designated as "#3 Coupon" through, and follow with **"TRAINING COUPON #3".**

7. Next, run a sample of the coupon you designated as "#4 Coupon" through. and follow with **"TRAINING COUPON #4".**

8. Starting with the top dip switch on the Validator, turn all switches **"OFF"**, one at a time. (**All switches must be turned off**)

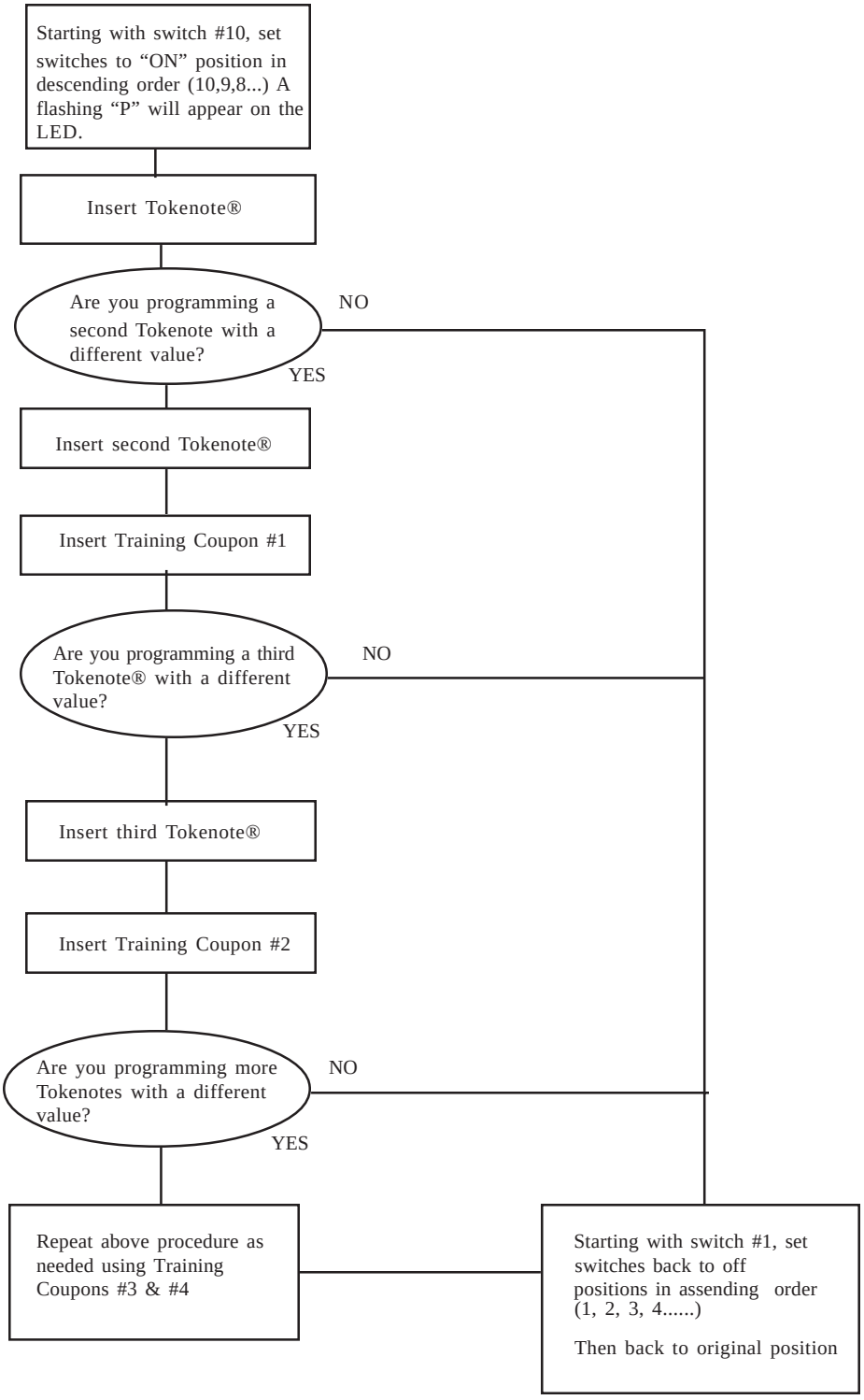
9. Programming is now complete. You can turn your dip switches to their normal settings.

10. Remove all coupons from stacker.

Note: The number of coupons you are using will determine the number of steps you will be using above.

HVX sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	High External Light Sensitivity	Low External Light Sensitivity
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

HVX Validator Programming



CHANGERS C-20000

Programming of the Validator

1. Start with turning all the switches of the Validator to the **"OFF"** position.

2. Starting at bottom dip switch, turn all switches **"ON".** You should see the letter **"P"** showing on the display.

3. Then run a **"Clear All"** training coupon through the Validator. (*Stacker will not run while in "Program Mode").

4. Next, run a sample of the Tokenote® through the Validator and follow it with an **"ISSUE COIN COUPON"**.

If your desired target price for the Tokenote® is 8 then use **"ISSUE 5 COINS"**, **"ISSUE 2 COINS"** and **"ISSUE 1 COIN"**

Note: Up to 12 training coupons can be assigned to each Tokenote®, depending on the desired payout. The Validator can be programmed to payout up to 240 coins per Tokenote®.

5. If you are using more Tokenotes® coded differently and with different payouts repeat step 4.

6. Now turn the dip switches **"OFF"** starting with the top switch or lowest number and going down to the bottom switch, one switch at a time. **(All switches must be turned off)**.

7. The programming is complete and you can now turn your dip switches to where you would normally have them set.

NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted.

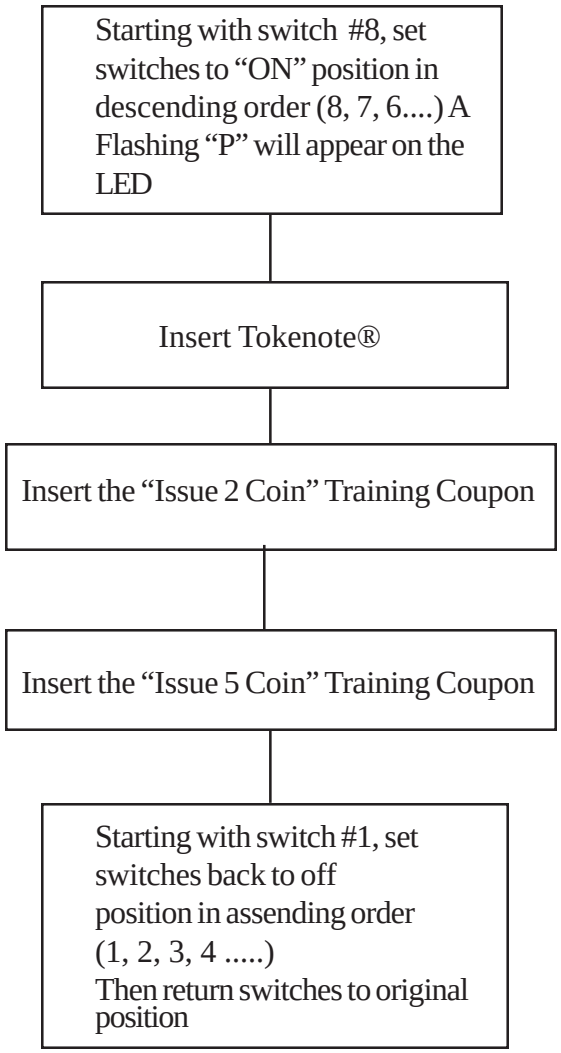
XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	Not used	Not used
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

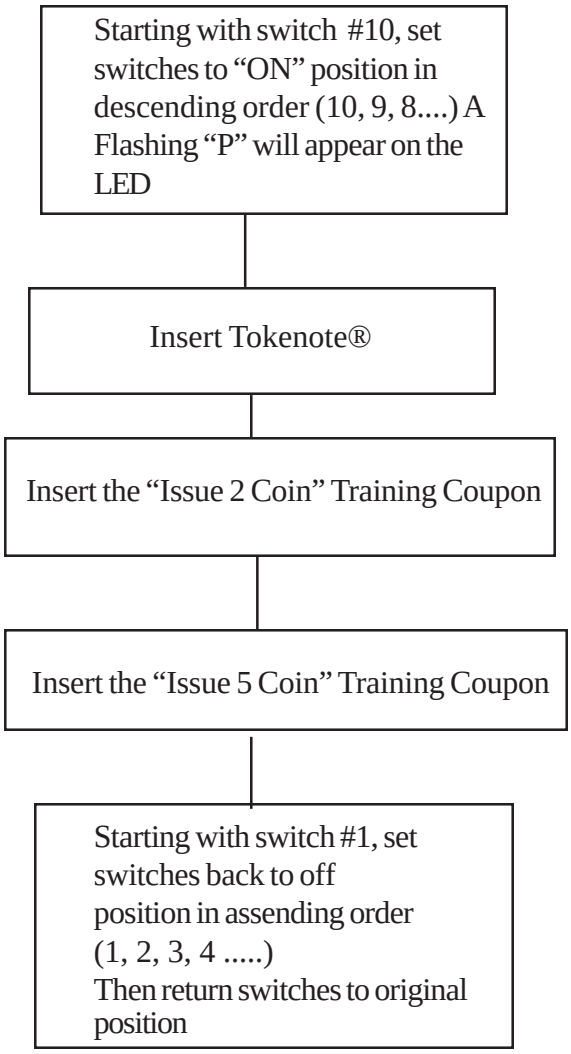
HVX sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	High External Light Sensitivity	Low External Light Sensitivity
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA Validator Programming

Example of programming a Tokenote® to payout 7 coins



Example of programming a Tokenote® to payout 7 coins



NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted.

Audit Pro

Tokenote® Values

1. Turn power off to machine and connect handheld to Audit Pro controller. (Connecting DB-9 connector on harness to DB-9 connector on controller)

2. Turn power on and wait for screen to display main menu.

3. Press #1 for **"Program Payouts"**

4. You will be prompted for a password, press in " 123456"

5. Press #4 for **"Tokenotes"**. The next screen displays

Token Payout For
Tokenote
Hopper 3 Coins
Coins: 0

Note: If you have a one hopper machine, your primary hopper is hopper 3. If you have two hoppers it will be hopper 3 and 2 and if you have a three hopper machine it will be hopper 3, 2, and 1. The number of hoppers that are dispensing tokens will determine the number of hoppers you can program tokens to be dispensed back by the Tokenote®.

NOTE: When accepting Tokenotes®, you must also dispense tokens.

6. Select the number of tokens you would like dispensed from hopper when Tokenote® is accepted. Then press the right arrow **(-->)** to advance to next screen.

7. Next screen displays:

Token Payout For
Coupon 1
Hopper 3
Coins: 0

8. If the Tokenote® was the only one you were going to accept then press **"ESC"** until you return to main menu.

9. If you are programming another Tokenote® then proceed with steps 6-8

10. Once complete use the **"ESC"** button to return to main menu. Turn off machine and disconnect harness from controller.

11. Turn power back on.

Programming of the Validator

1. Start with turning all switches of the Validator to the "**OFF"** position.

2. Starting with bottom dip switch, turn all switches **"ON"**. You should see the letter**" P"** showing on the display.

3. Then run a **"Clear All"** training coupon through the Validator. (*****Stacker will not run while in "Program Mode").

4. Next, run a sample of the coupon you designated as "#1 Coupon" through, and follow with **"TRAINING COUPON #1".**

5. Next, run sample of the coupon you designated as "#2 Coupon" through, and follow with **"TRAINING COUPON #2".**

6. Next, run sample of the coupon you designated as "#3 Coupon" through, and follow with **"TRAINING COUPON #3".**

7. Next, run sample of the coupon you designated as "#4 Coupon" through, and follow with **"TRAINING COUPON #4".**

8. Starting with the top dip switch on validator, turn all switches "**OFF**", one at a time. **(All switches must be turned off)**

9. Programming is now complete. You can turn your dip switches to their normal settings.

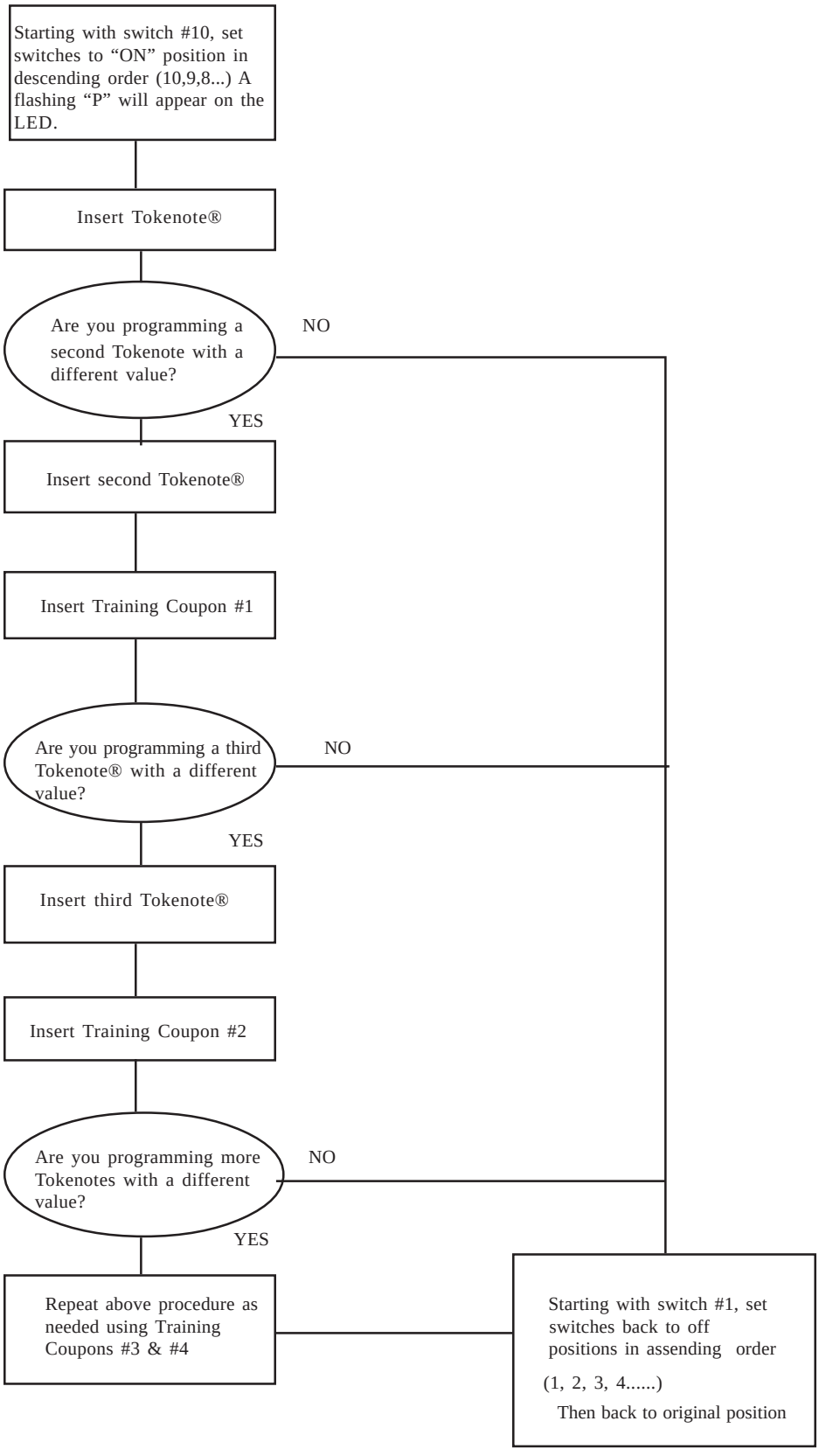
10. Remove all coupons from stacker.

NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted.

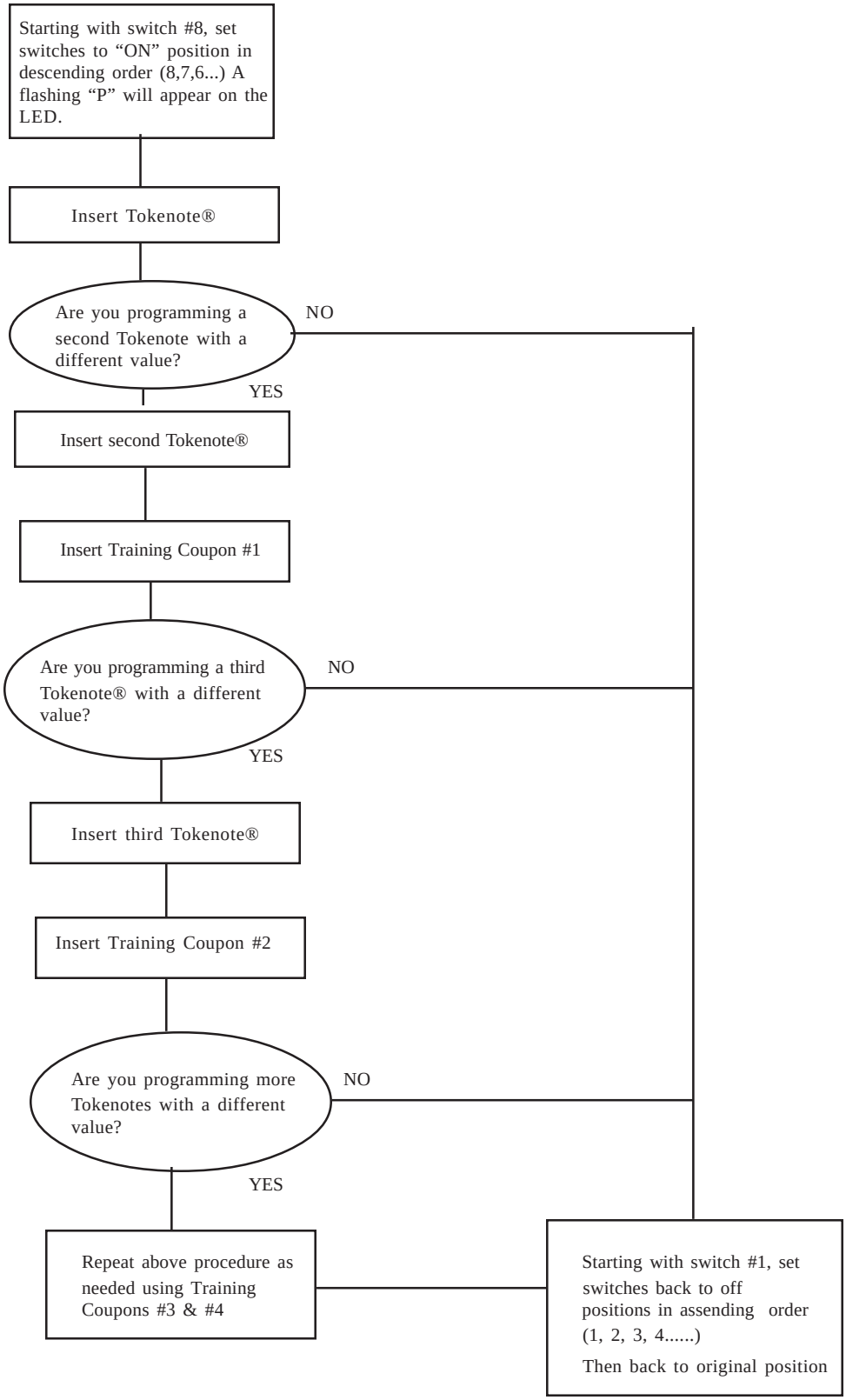
XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	Not used	Not used
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

HVX and XE Validator Programming



STA Validator Programming



V. Voiding Tokenotes®

Clear All

1. Start with turning all switches of the Validator to the **"OFF"** position.

2. Starting with the bottom dip switch, turn all switches **"ON"**. You should see the letter **"P"** showing on the display.

3. Then run a **"Clear All"** training coupon through the Validator. (* Stacker will not run while in "Program Mode").

Note: Once you run a **"Clear All"** training coupon through the Validator it will clear the memory of the Validator.

4. Starting with the top dip switch on Validator, turn all switches **"OFF"**, one at a time. **(All switches must be turned off)**

5. Clearing is now complete. You can turn your dip switches to their normal settings.

6. Remove all coupons from stacker.

NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted.

XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	Not used	Not used
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

Clear One

1. Start with turning all the switches on the Validator to the **"OFF"** position.

2. Starting with bottom dip switch, turn all switches **"ON"**. You should see the letter **"P"** showing on the display.

3. Insert the Tokenote® that you wish to void into the Validator, making sure it is accepted.

4. Insert the **"Clear One"** training coupon into the Validator, making sure it is accepted.

5. Repeat steps 3-4 for each Tokenote® you wish to void.

6. Starting with the top dip switch on Validator, turn all switches **"OFF"**, one at a time. **(All switches must be turned off)**

7. Voiding is now complete. You can turn your dip switches to their normal settings.

8. Remove all coupons from stacker.

NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted

XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
3	Not used	Not used
4	Not using Dual stacker	Dual stacker being used
5	Accepts both directions	Black seal First
6	Hopper payout	Pulsed payout
7	Accepts $1	Rejects $1
8	Accepts $5	Rejects $5
9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

Null

1. Start with turning all the switches on the Validator to the **"OFF"** position.

2. Starting with bottom dip switch, turn all switches **"ON"** You should see the letter **"P"** showing on the display.

3. Insert the Tokenote® that you wish to void into the Validator, making sure it is accepted.

4. Insert the **"NULL"** training coupon into the Validator, making sure it is accepted.

Note: The **"Null"** training coupon allows you to accept a Tokenote® and not give credit for it. (Example: A promotion is over and you do not want to have that Tokenote used anymore).

5. Repeat steps 3-4 for each Tokenote® you wish to void.

6. Starting with the top dip switch on Validator, turn all switches **"OFF"**, one at a time. (All switches must be turned off)

7. Voiding is now complete. You can turn your dip switches to their normal settings.

8. Remove all coupons from stacker.

NOTE: An XE Validator will flash "0.4" after switch #1 is turned off and will keep flashing this until a bill is inserted and accepted

XE sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	rejects tokenotes
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9	Accepts $10	Rejects $10
10	Accepts $20	Rejects $20

STA sw	Off	On
1	Normal	Diagnostic
2	Accepts Tokenotes	Rejects Tokenote
3	Accepts both Directions	Black seal first
4	Hopper payout	Pulsed payout
5	Accepts $1	Rejects $1
6	Accepts $5	Rejects $5
7	Accepts $10	Rejects $10
8	Accepts $20	Rejects $20

LIMITED WARRANTY AGREEMENT OF HAMILTON MANUFACTURING CORP.

Hamilton Manufacturing Corp., an Ohio Corporation, ("Seller") warrants to Purchaser that all new equipment shall be free from defects in material and factory workmanship for a period of one (1) year from the original shipping date. Hamilton Manufacturing Corp. further warrants if any part of said new equipment in Seller's sole opinion, requires replacement or repair due to a defect in material or factory workmanship during said period, Seller will repair or replace said new equipment. Purchaser's remedies and the liabilities and obligations of Seller herein shall be limited to repair or replacement of the equipment as Seller may choose, and Seller's obligation to remedy such defects shall not exceed the Purchaser's original cost for the equipment. Purchaser EXPRESSLY AGREES this is the EXCLUSIVE REMEDY under this warranty. There are no other express or implied warranties which extend beyond the face hereof. All warranty repair service must be performed by either a Factory Trained Service Representative or **HAMILTON MANUFACTURING CORP., 1026 Hamilton Drive, Holland, Ohio 43528 PHONE (419) 867-4858 or (800) 837-5561, FAX (419) 867-4867.**

The limited warranty for new equipment is conditioned upon the following:

1. The subject equipment has not, in the Seller's sole opinion, been subjected to: accident, abuse, misuse, vandalism, civil disobedience, riots, acts of God, natural disaster, acts of war or terrorism.
2. The Seller shall not be liable for any expense incurred by Purchaser incidental to the repair or replacement of equipment and Purchaser shall assume full responsibility for any freight or shipping charges.
3. The coverage of this warranty shall not extend to expendable parts.
4. Purchaser shall have a warranty registration card on file with Seller prior to any claim in order for warranty protection to apply.
5. No warranty coverage is applicable to any equipment used for currency other than that specified at the time of the purchase.
6. Seller expressly disclaims any warranty that counterfeit currency will not activate said equipment.
7. Seller expressly disclaims any warranty for any losses due to bill manipulation or theft or loss of cash under any circumstances.
8. Use of the equipment for anything other than its intended and designed use will void the Limited Warranty Agreement. Use of equipment for anything other than its intended and designed use includes, but is not limited to, downloading software/applications not certified by Seller such as e-mail, spyware, screen savers, viruses, worms, third party software, web search engines, cookies, spam, desktop applications, games, web surfing, etc.

Seller further warrants all repair or service work performed by a factory trained representative or Hamilton Manufacturing Corp. for a period of ninety (90) days from the date the repair or service work was performed. Purchaser's remedies and the liabilities and obligations of Seller herein shall be limited to repair or replacement of equipment as Seller may choose, and Seller's obligation to remedy such defects shall not exceed the Purchaser's depreciated value of the equipment. Purchaser EXPRESSLY AGREES this is an EXCLUSIVE REMEDY under this warranty. There are no other express or implied warranties on repair or service work performed by a factory trained representative or Hamilton Manufacturing Corp. which extend beyond the face hereof.

The limited warranty for repair and service work is conditioned upon the following:

1. The subject equipment has not, in the Seller's sole opinion, been subjected to: accident, abuse, misuse, vandalism, civil disobedience, riots, acts of God, natural disaster, acts of war or terrorism.
2. The Seller shall not be liable for any expense incurred by Purchaser incidental to the repair or replacement of equipment and Purchaser shall assume full responsibility for any freight or shipping charges.
3. The coverage of this warranty shall not extend to expendable parts.
4. Purchaser shall have a warranty registration card on file with Seller prior to any claim in order for warranty protection to apply.
5. No warranty coverage is applicable to any equipment used for currency other than that specified at the time of the purchase.
6. Seller expressly disclaims any warranty that counterfeit currency will not activate said equipment.
7. Seller expressly disclaims any warranty for any losses due to bill manipulation or theft or loss of cash under any circumstances.
8. No person or entity other than a factory trained representative or Hamilton Manufacturing Corp. has performed or attempted to perform the subject repair or service.
9. Using equipment which has been serviced or repaired for anything other than its intended or designed use such as downloading software applications not certified by Seller will void the Limited Warranty Agreement. This includes software/applications such as e-mail, spyware, screen savers, viruses, worms, third party software, web search engines, cookies, spam, desktop applications, games, web surfing, etc.

THIS AGREEMENT IS MADE WITH THE EXPRESS UNDERSTANDING THAT THERE ARE NO IMPLIED WARRANTIES THAT THE EQUIPMENT SHALL BE MERCHANTABLE, OR THAT THE GOODS SHALL BE FIT FOR ANY PARTICULAR PURPOSE. PURCHASER HEREBY ACKNOWLEDGES THAT IT IS NOT RELYING ON THE SELLER'S SKILL OR JUDGMENT TO SELECT OR FURNISH EQUIPMENT SUITABLE FOR ANY PARTICULAR PURPOSE AND THAT THERE ARE NO WARRANTIES WHICH EXTEND BEYOND THAT WHICH IS DESCRIBED HEREIN.

The Purchaser agrees that in no event will the Seller be liable for direct, indirect, or consequential damages or for injury resulting from any defective or non-conforming new, repaired or serviced equipment, or for any loss, damage or expense of any kind, including loss of profits, business interruption, loss of business information or other pecuniary loss arising in connection with this Limited Warranty Agreement, or with the use of, or inability to use the subject equipment regardless of Sellers knowledge of the possibility of the same.

Hamilton Manufacturing Corp.

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Holland, OH 43528

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