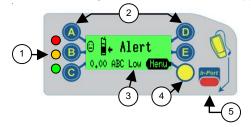


Quick Reference Card V 1.18

Understanding the User Interface Keypad



| 1 | 3 LEDs | Red, Amber, Green | |
|---|-------------------|---|--|
| 2 | A to E | Dispense coins & navigate through menus | |
| 3 | Display (LCD) | Menu information & warning display | |
| 4 | Mode Button | Access service & set-up menus | |
| 5 | Service Connector | CPM Compatible | |

General Keypad Operation

When the coin manager is in the idle state, the blue buttons can be used to dispense coins from the tubes. If however, the mode button is pressed beforehand, these buttons are used to navigate through the service & set-up menu options.



The mode button can be used to access the two configuration modes available. Service Mode and Set-up mode.

Service Mode: gives access to the most frequently used product configuration options. (See Service Mode Options)

Set-up Mode: gives access to general product configuration options that are required when setting up your Coin Manager. (See Set-up Mode Options)

| Mode Button Operation | | |
|---|--|--|
| Press Once to access Service Mode menu | | |
| Press & Hold for 2 seconds to access Set-up Mode menu | | |
| Press twice to view Coin Manager audit data. Ensure tube cassette is fitted. | | |
| Remove tube cassette and press twice to Park the dispenser arms. | | |

Service Mode Options

| Press Button Sequence | Description / Action | |
|-----------------------|---|--|
| | PAR coin tubes / Insert coins if asked | |
| | Custom tube cassette teach / Follow Instruction | |
| | Predefined tube cassette teach | |

LED Light Codes

The 3 LEDs fitted on the Coin Manager provides up to the minute status information. Please refer to the table below for more details.

| On On | Coin Manager OK | \odot |
|-------------|--|--|
| Cycles X 5 | Normal power up / Reset or Accept (prior to going solid green). Coin Manager OK | \odot |
| Blinks off | Coin accepted/ Rejected (Refer to green LED Codes on the next page) | |
| Flashing | Coin Manager in Menu mode (Refer to green LED Codes) | |
| On On | Coin Manager inhibited by VMC | Θ |
| Flashing | Coin Manager requires attention (Refer to Amber LED Codes) | |
| Off Off | No Power to Coin Manager . Check Power harnesses are connected & ensure power switched ON. | |
| Alternating | Coin Manager Faulty (Send unit in for repair) | $\overline{\ensuremath{\mathfrak{S}}}$ |

Green LED Codes

| After Pressing Mode Button | LED Codes for when in Set-up or Service Mode | | |
|-------------------------------|--|--|--|
| ⊘≁Ò | Slow Flash | Coin manager is in Set-up Mode/ Service | |
| | Fast Flash | Message Available | |

| Coin Accepted / Rejected | Coin Discrimination LED Codes | | |
|-----------------------------|-------------------------------|--|--|
| 9 | 1 X Blink | Inserted coin was accepted | |
| | 2 X Blink | Inserted coin was rejected - unknown (not recognized by discriminator) | |
| | 3 X Blink | Coin rejected/inhibited by machine or Coin Manager program settings | |

Amber LED Codes

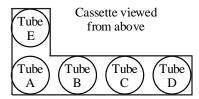
The amber LED allows you to pinpoint a fault that may have occurred on one of the modules of the coin manager. These types of fault can be rectified at the machine and can be for example; a coin jam, dirt built up on a particular sensor or cassette removed etc. The Coin Manager also displays the fault on it's display.

| Amber Flashes | Coin Manager Maintenance LED Codes | | |
|------------------|--|--|--|
| 1 X 🌔 | Discriminator error | B* Alert Reject lever (Mont) | |
| 2 X 🜔 | Accept gate error | ⊖]+ Alert Accept gate (MenD) | |
| з х 🌔 | Separator module top level sensor Tube cassette error | © ∰+ Alert Cassette out €1270 | |
| 4 X Ŏ | Dispenser module error | ⊖ <mark>8. Alert</mark> Dispenser C € MenD | |
| 5 X 🍎 | Low on change | Eow on Change | |

Selecting a Predefined Cassette

The Coin Manager has stored in memory a selection of predefined tube cassettes. Each cassette allows a different payout option to be selected. (See table below). Using the buttons on the keypad, press the button sequence as shown on the table or refer to the tube cassettes front label for the button sequence. Once the Coin Manager has accepted the code, the chosen cassette will be set.

| To set a Pi | To set a Predefined cassette :Press opposed by the key code | | | | |
|-------------|---|--------------|-------------|---------------|---------------|
| Key Code | Tube A | Tube B | Tube C | Tube D | Tube E |
| AA | 10c | 5c | 25c | 25c | 5c |
| AB | 10c | 5c | 25c | \$1 | 5c |
| BA | 25c | 5c | 25c | 25c | 25c |
| BB | 10c | 5c | 10c | 25c | 5c |
| CC | Custom cassette 1 - defined in factory or by service tool | | | | |
| CD | Custom of | cassette 2 - | define your | self using ca | assette teach |
| DAC | 25c | 5c | \$1 | \$1 | 25c |
| DCA | 25c | 10c | 25c | \$1 | 5c |
| DCB | 25c | 10c | \$1 | \$1 | 5c |
| DCC | 25c | 10c | 25c | 25c | 5c |
| DCD | 5c | 10c | 10c | 10c | 5c |
| DCE | 10c | 10c | 10c | 10c | 5c |



The Coin Manager can also be custom configured by removing any of the coin tubes and replacing them with another denomination tube. But there are restrictions:

Always include at least one 5c tube in all custom configured cassettes. Do <u>not</u> place the \$1 tube in tube A or B position.

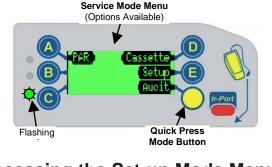
Do not place the 25 cent tube in tube B position.

Do not place the 10 cent tube in tube E position.

| | Tube # & | Max Fill (\$) | Manual Fill(\$) | Position |
|------|----------|---------------|-----------------|-----------|
| Coin | Base | (by Coin | (do not fill | In |
| | Color | Manager) | more than) | cassette |
| 5c | 22 Red | 77 (\$3.85) | 87 (\$4.35) | A,B,C,D,E |
| 10c | 20 White | 115 (\$11.50) | 127 (\$12.70) | A,B,C,D |
| 25c | 25 Black | 84 (\$21.00) | 96 (\$24.00) | A,C,D,E |
| \$1 | 27 Blue | 69 (\$69.00) | 81 (\$81.00) | C,D,E |

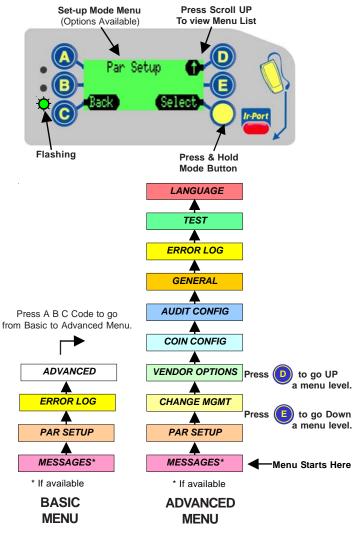
Accessing the Service Mode Menu

A Quick press of the Yellow (mode) button will take you into the **Service Mode menus**. The display will change to show the available option available. (see picture below).



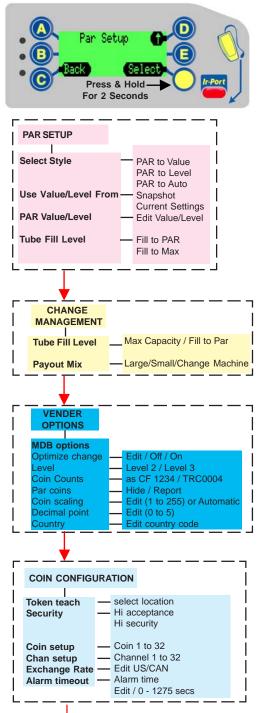
Accessing the Set-up Mode Menu

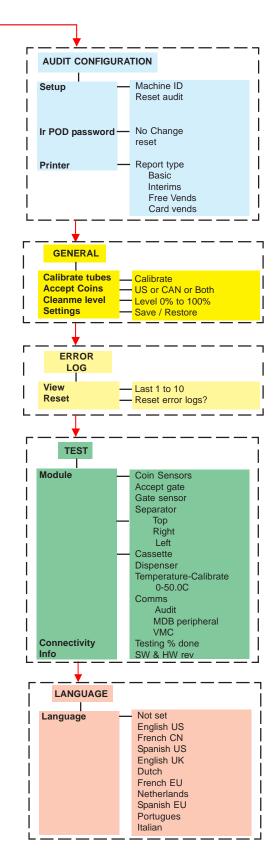
To access the Set-up Mode menus, press and hold the yellow (mode) button for approximately 2 seconds. The display will change to show the available options available (see picture below).



Advanced Mode Menus

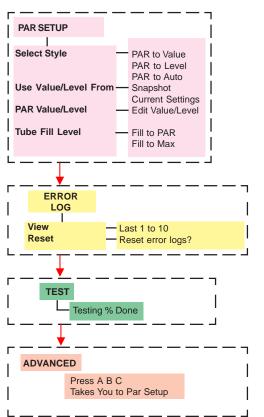
This chart shows a detailed structure of the Advanced Set-up Menu.





Basic Mode Menus

This chart shows a detailed structure of the Basic Set-up Menu.



Display - Symbol Indicators

During the coin manager programming or normal operation, icons may be shown on the display. These icons will indicate if the coin manager requires any attention or will assist you in selecting a particular program mode.



| Symbol | Meaning | Comment | |
|------------|----------------------|--|--|
| | Menu Navigation | Move Cursor to the Right | |
| | Menu Navigation | Move Cursor to the Left | |
| | Menu Navigation | Move Up through Menu | |
| | Menu Navigation | Move Down through Menu | |
| \sum | Message Waiting* | A message has been left for you to read | |
| \odot | Smiley face | Coin Manager is OK | |
| Θ | Average face | Coin Manager requires assistance | |
| \odot | Sad face | Coin Manager requires replacing | |
| * | Maintenance required | Check Discriminator for coin jam or foreign material | |
| É + | Maintenance required | Check Accept gate for coin jam or foreign material | |
| É+ | Maintenance required | Check Seperator coin level sensors for coin jam or foreign material | |
| É. | Maintenance required | Check Dispenser for coin jam or foreign material | |



*Message Waiting Icon:- If there is a message waiting to be read, the envelope icon will be shown on the display. This message is displayed when/if the coin manager has detected that it can be optimized for

better performance e.g. better tube combinations, payout algorithm etc. thus improving sales.

Reading the Message: Access the setup menu in the normal way (the display will show the word "**messages**") and follow the instructions on the display. The messages will be displayed in the order of; last in first out.

The coin manager can store up to four messages at a time, when these have been read, you can delete them by going through to the delete messages menu.