




AN 8000

Programming EXE

1. PROGRAMMING

There are two programming menus:

- **General Menu**, all the functions are available. It is accessed through the function <<474>> using option 1.
- **Personal Menu**, it is part of the General Menu, it can be configured with the most common functions. It is accessed using the red button .

1.1. PROGRAMMING BUTTONS

The majority of the functions have a standard format:

On entering the option by pressing the button <<C-EXE>>, the display offers the visualise option or programme the function option.

Pressing button <<A>> shows the parameters presently programmed.

Pressing button <> allows you to programme the function according to your needs.

**Button <<A>>**

You can select the first option, increase a number or select a character.

**Button <>**

You can select the second option, decrease a number or select the next character.

**Button <<C-EXE>>**

You can select the third option or confirm the programming and move to the next section.

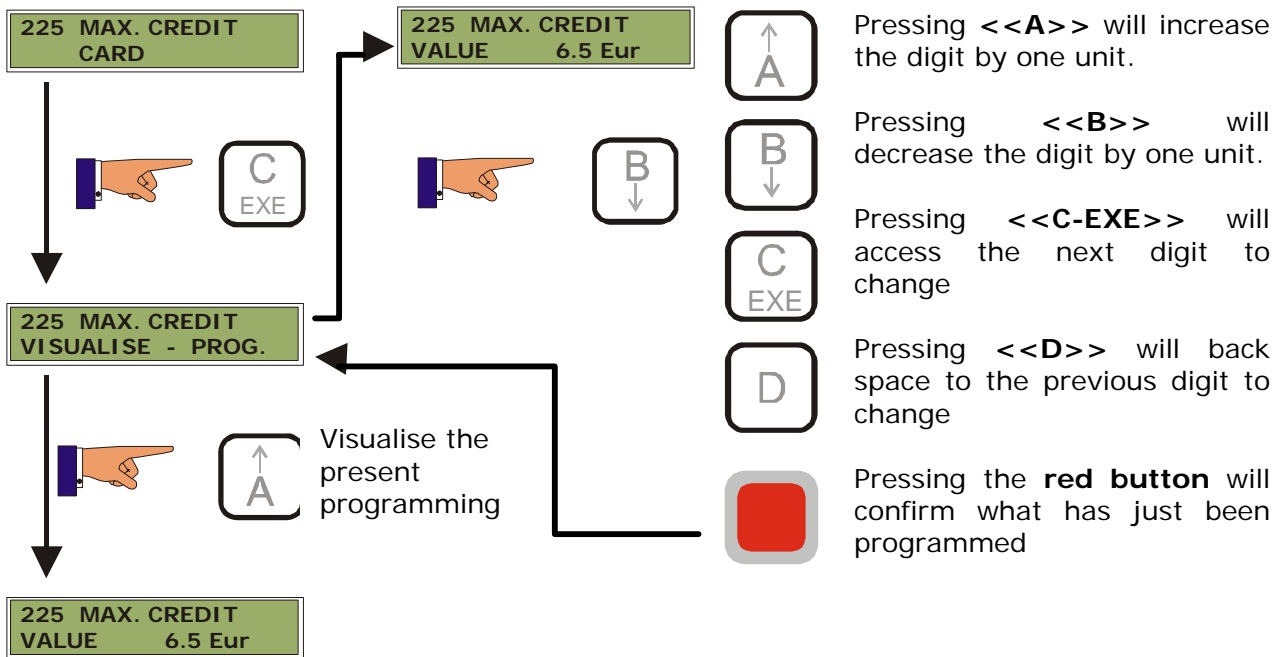
**Button <<D>>**

You can select the fourth option. It also allows you to back space when you are programming numeric values.

**Red Button**

For some functions it is necessary to use the four buttons to select an option. In these cases the red button is used for confirmation. You can also access the programming functions with it.

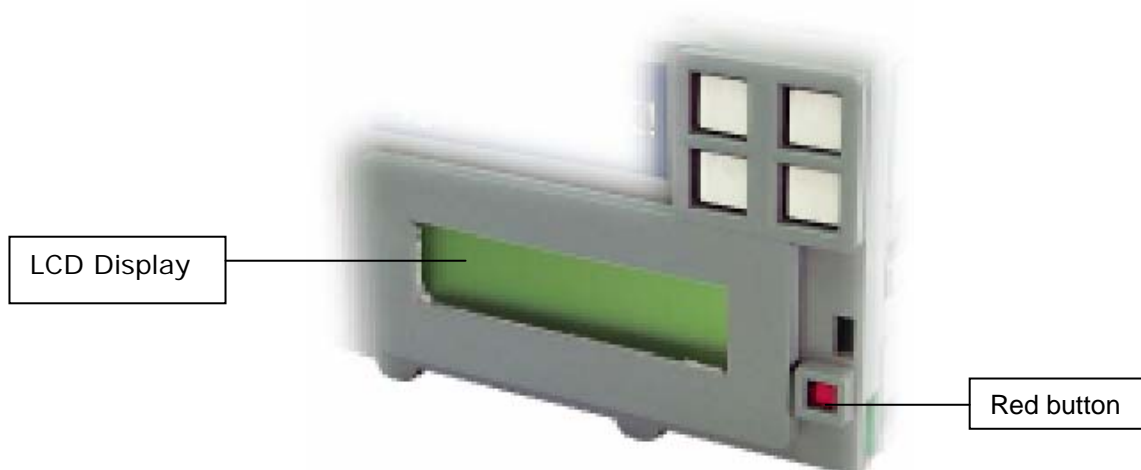
EXAMPLE:




OPERATION


To do the programming, there is an alphanumeric LCD display on the Changer with two 16-character lines, which is accessed by pressing the <<red button>> .

All the programming functions appear with messages that help to understand them, and are ordered in application groups: accounting, programming, etc.



To carry out the programming correctly and choose between the different options on the display, there are four buttons <<A>>, <>, <<C-EXE>> and <<D>> and a fifth <<red button>> .

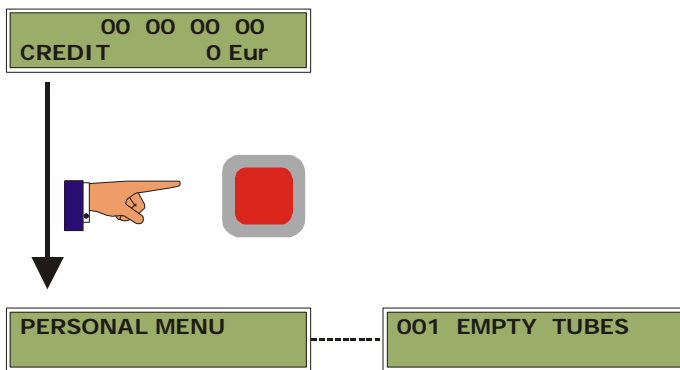
In the majority of the programming functions there are two or more options to choose, to select them use button <<A>> to select the left most option on the display, the next on its right with <>, and the next with <<C-EXE>> and finally the fourth option with <<D>>. If there were a fifth option, it would be selected with the <<red button>> .


Under normal working conditions, the display shows the message "READY" on the first line and the credit on the second line. Pressing the <<red button>>  will make the message "PERSONAL MENU" appear followed by the lowest value function, "001 EMPTY TUBES".

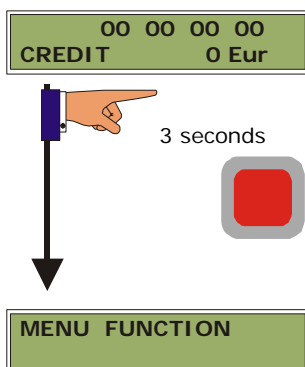
To move forward through the programming functions press <<A>> and if you wish to move back press <>. If you wish to access any of the functions press <<C-EXE>> when they appear.


To leave the programming press the <<red button>> , from any function.

1.2. ACCESS TO THE PERSONAL MENU



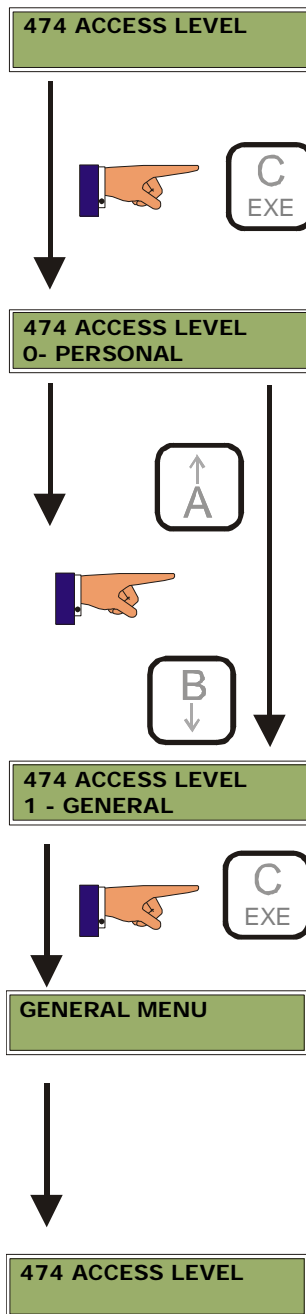
Under normal working conditions, the display shows the message <<00 00 00 00>> on the first line and the credit on the second. On pressing the button  the message <<PERSONAL MENU>> appears for an instant followed by the lowest value function, <<001 EMPTY TUBES>>.



If you wish to access to function directly, press the button  for 3 seconds when you are going the access the programming mode.

The message <<FUNCTION NUMBER>> will appear, introduce the function number using the buttons and you will directly access this function. When you have finished, the screen goes back to the message asking you to introduce the function number. If you introduce the value "000" it will leave this mode of working.

1.2. ACCESS TO THE GENERAL MENU



You have to access the function <<474>>

A» or **«B»**-----Select the available options:

- 0** – Personal menu.
- 1** - General menu.
- 2** - Configuration.

«C-EXE» select the option shown on the *display*

The first function that appears in the general menu is <<474>>

1.2. PROTOCOLS AND PROGRAMMING FUNCTIONS

The operative programming functions for each protocol are the following:

MODEL	PROTOCOL	OPERATIVE PROGRAMMING FUNCTIONS
MULTIPROTOCOL	EXECUTIVE	All
	MDB	001 030 097 401 415 432 475 002 031 099 412 430 471 510 018 032 143 414 431 474 520
	BDV	001 030 097 141 148 223 414 430 454 510 002 031 110 143 149 225 415 431 471 520 010 032 130 144 171 401 417 432 474 012 050 131 145 180 405 418 433 475 018 097 132 146 206 412 419 450 480
MDB	MDB	Special Programming with keyboard
MIXED	4 PRICE LINES	All
	MDB	001 030 097 401 415 432 475 002 031 099 412 430 471 510 018 032 143 414 431 474 520



The programming functions that are shown on the above table are operative in its corresponding protocol. The programming functions that do not correspond to determined protocol, although visible, are not functional



1.3. LIST OF PROGRAMMING FUNCTIONS

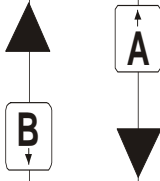
The programming functions are divided into the following five groups:

Group	Functions
Actions	1 to 99
Accounting	100 to 199
Price programming and service modes	200 to 299
Promotions	300 to 399
Programming the machine	400 to 499
Clock	500 to 599



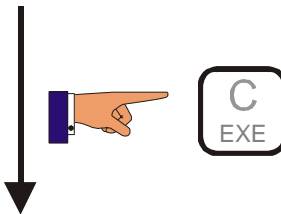
General
menu
<474>
Option
= 1

- 001 Empty change tubes
- 002 Fill change tubes
- 010 Send data to printer
- 012 Send data via RS-232
- 017 Transmit data to PC (2)
- 018 Programming via PC
- 030 Auto-test
- 031 Photodiode test
- 032 Test validator acceptance
- 050 Delete credit from smart card
- 097 Delete RAM
- 099 Reset changer
- 110 Partial sales accounting
- 113 Free sales accounting
- 130 Coins admitted
- 131 Money introduced by operator
- 132 Money in tubes
- 141 Money in cash box
- 143 Amount in tubes
- 144 Money given as change
- 145 Money extracted by operator
- 146 Money unpaid
- 148 Money credited to smart card
- 149 Note accounting
- 171 Delete partial accounting
- 180 Total sales accounting
- 201 Prices with coins
- 205 Prices with smart cards
- 206 Increase/decrease prices with smart card
- 223 Maximum credit allowed
- 225 Maximum credit for smart card
- 240 Service mode
- 303 Promotions
- 401 Protocol
- 405 Audit system
- 406 Delete credit after reset
- 407 Time for remaining credit
- 408 Time for credit introduced
- 409 Base coin
- 411 Control of tubes
- 412 Admission of coins and tokens
- 414 Programme the classification
- 415 Programming the limits in the tubes
- 416 Maximum number of coins per service
- 417 Maximum change
- 418 Coins accepted in Out Of Change
- 419 Programming Out Of Change equations
- 430 Language
- 431 Currency symbol
- 432 Number of decimals
- 433 Position of the decimal point
- 450 Direct extraction buttons
- 454 Type of card reader
- 455 Type of note reader
- 457 Type of exterior display
- 471 Machine number
- 474 Access level
- 475 Password
- 480 Configure printer
- 510 Calendar
- 520 Clock displayed

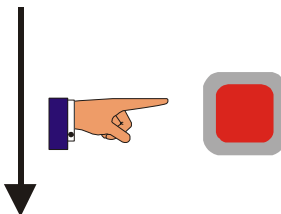


001 EMPTY CHANGE TUBES. This function empties coins from the change return tubes. It can be interrupted by pressing the button . The *display* shows the number of coins in each tube.

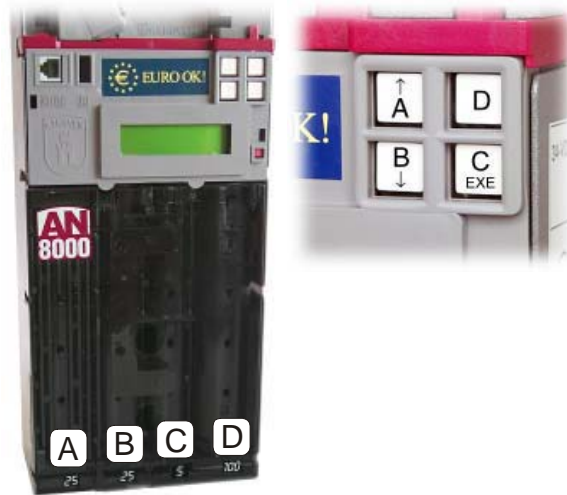
001 EMPTY COINS FROM TUBES



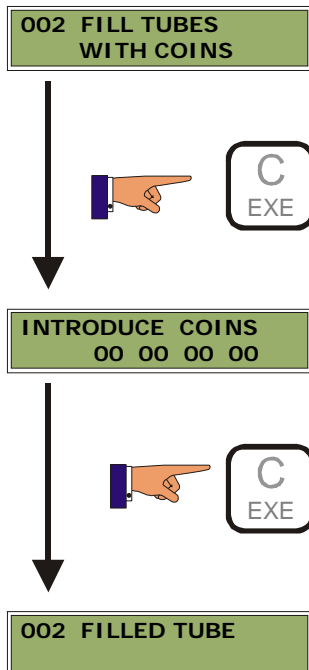
001 EMPTY TUBE
T.A T.B T.C T.D



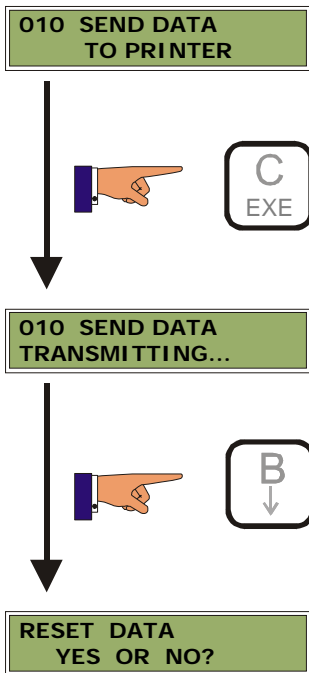
001 EMPTY TUBE



002 FILL CHANGE TUBES. The change tubes are filled with coins. The *display* shows the number of coins that are refilling the *tubes*. The coins refilled are counted in the accounting of function 131 <<MONEY INTRODUCED BY THE OPERATOR>>.



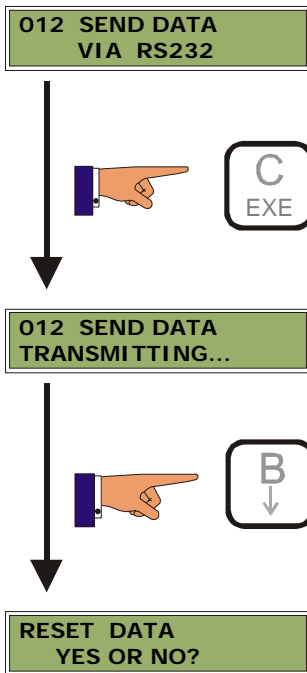
010 SEND DATA TO PRINTER. Transmits accounting data to the printer in the format programmed (speed, DTR and type of ticket) in function <<480 CONFIGURATION OF PRINTERS>>.



«A» deletes the data in function <<110 PARTIAL ACCOUNTING >>. If the *changer* has a password programmed, it needs to be introduced to delete the accounting.

«B» does not delete the data and goes to *main menu*.

012 SEND DATA VIA RS232. Sends the accounting data via **RS232** (1200 bauds, 8 data bits, no parity bit and 1 stop bit). The format of the ticket corresponds to that programmed in function **480 <<CONFIGURATION OF PRINTERS>>**.



Connector SMD 6-WAY

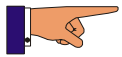
«**A**» deletes the data in function **<<110 PARTIAL ACCOUNTING >>**. If the *changer* has a password programmed, it needs to be introduced to delete the accounting.

«**B**» does not delete the data and goes to *main menu*.

017 TRANSMISSION OF DATA TO PC (2). [This function is not is operative].

018 PROGRAMMING WITH PC. It allows you to programme the *changer* with a PC.

018 CONFIGURE

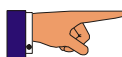


Parameter: It allows you to change all the changer parameters with a PC or TL21, using the programme developed by **Azkoyen**, in a simple, intuitive way.

Programme (flash): not available.

Coin validator: the *changer* has a by-pass system that allows you to connect the *validator* to the reprogrammer (TL21) and modify its parameters for validating coins.

018 CONFIGURE
O-PARAMETERS



«A» or «B» modifies the type of configuration to carry out:

- PARAMETERS
- FLASH (NOT OPERATIVE)
- VALIDATOR

WAITING FOR DATA

030 AUTO-TEST. The *changer* does a test of all its devices.

030 AUTO-TEST

The test should be done with empty tubes. When it requests coins, you should insert the number of coins that are programmed in the minimum for each tube.

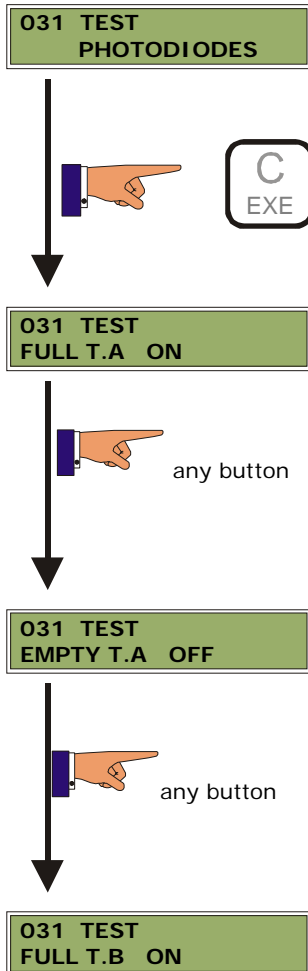
The following is the sequence:

- ✎ Test changer motors.
- ✎ Test photodiodes for full and empty.
- ✎ Introduce coins (stop when minimum level is reached).
- ✎ Test cash box coins (introduce coins that are sent to cash box).
- ✎ Press the coin return lever.

FAULTS DETECTED

- ✓ Faults in motors A, B, C and D.
- ✓ Faults in full sensors A, B, C and D.
- ✓ Faults in empty sensors A, B, C and D.

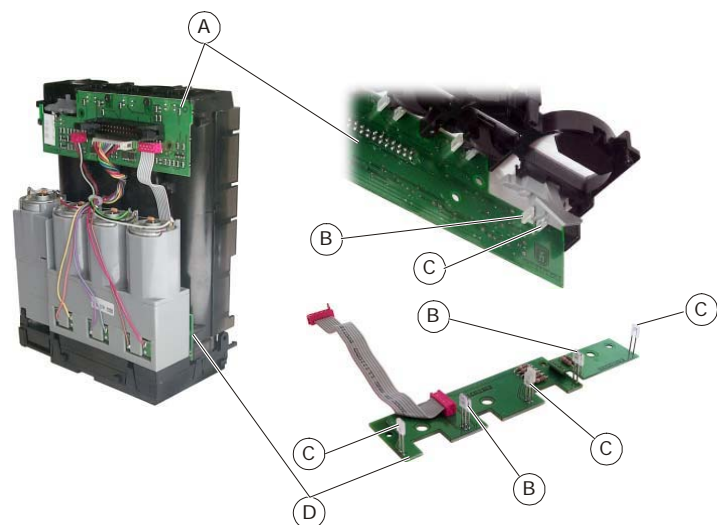
031 TEST OF PHOTODIODES. It tests the state of the maximum and minimum coins in tube sensors.



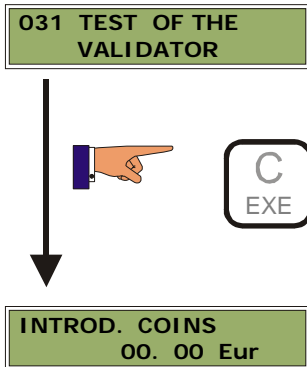
The *display* shows the message **ON** when the full sensors “see” each other and **OFF** when they do not because the tube is full or there is an object blocking the beam.

In the case of the empty sensors, the *display* shows **OFF** if there are no coins and **ON** if there are coins or there is an object blocking the beam.

- A. Full tube PCB
- B. Phototransistor
- C. Photodiode
- D. Empty tube PCB

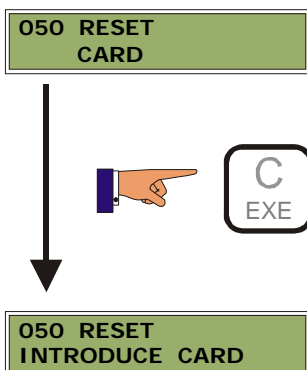


032 VALIDATOR ADMISSION TEST. It carries out a test on the coin validator. The coins that are admitted are sent to refund, and their value is shown on the *display*.



050 DELETE CREDIT ON SMART CARD. This function is operative when the *changer* has a smart card reader. It is used to personalise the *changer* so that when the *master card* is introduced, the cards of other operators are not valid in this *changer*.

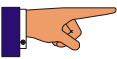
If the card of another operator is introduced the credit is deleted and an ID number is recorded (the first four digits of the machine programmed in the function **471 <<MACHINE NUMBER>>**) so that the *changer* can identify the card and not accept any other that does not have this number.



097 DELETE RAM. It deletes the RAM memory when you wish to completely reprogramme the *changer*.

Before proceeding it is recommended to print out all the accounting data.

097 DELETE RAM



The following functions will be deleted:

110----- Partial sales accounting.

113----- Free sales accounting.

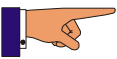
130----- Coins accepted.

180----- Total accounting.

303----- Promotions.

475----- Password.

MODE DELETE RAM
YES - NO



NEED PASSWORD
????

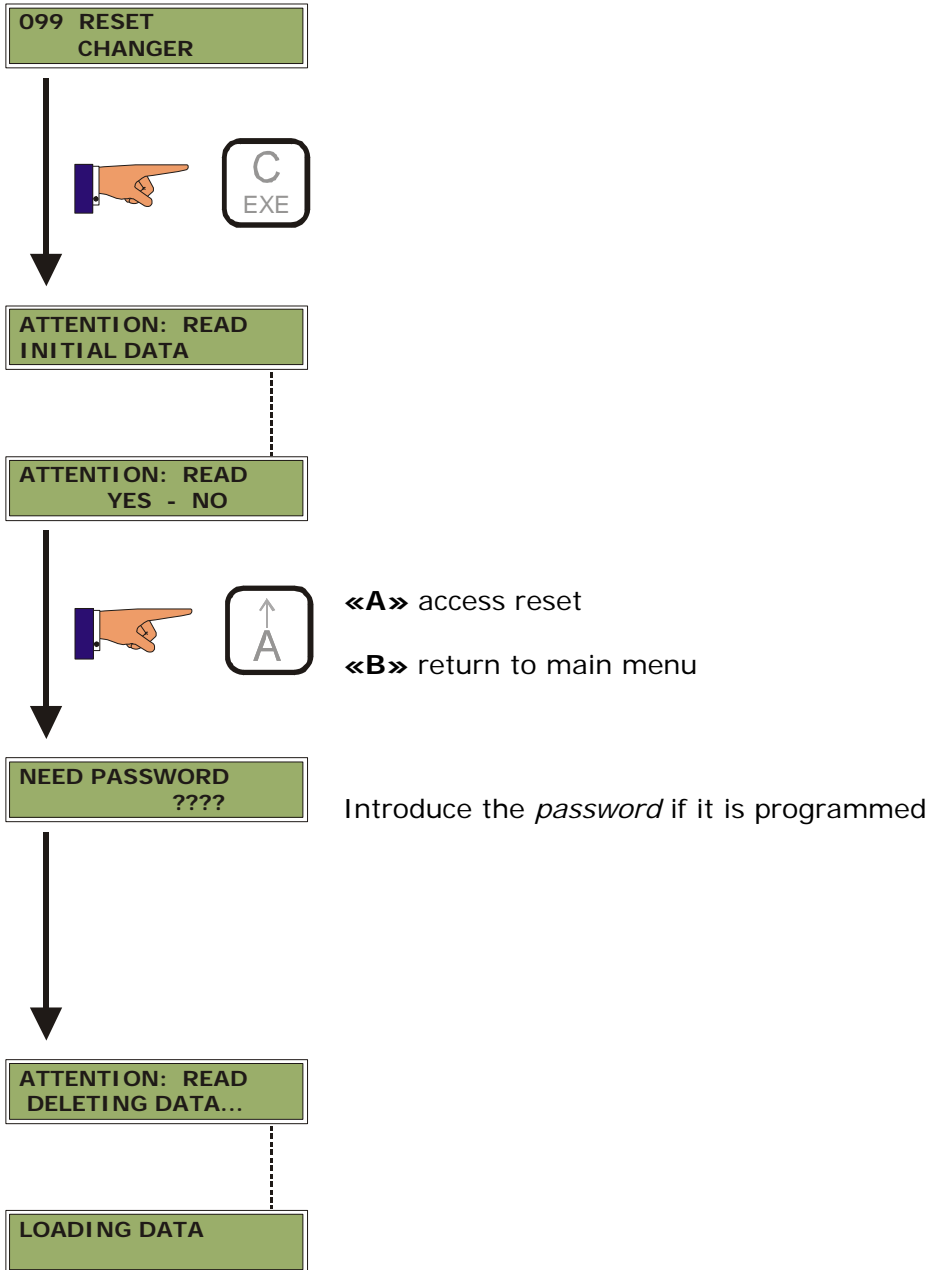
Introduce the *password* if it is programmed



MODE DELETE RAM
DELETING DATA...

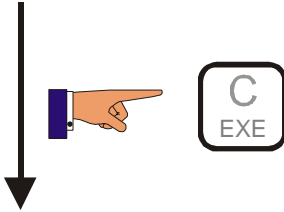
099 RESET CHANGER. It deletes the RAM memory and reprogrammes the *changer* with the last parameters downloaded from the PC or TL21.

Before proceeding it is recommended to print out all the accounting data.



110 PARTIAL SALES ACCOUNTING. It shows the sales accounting of the sales made with coins and smart cards since the last time the functions **171 <<DELETE PARTIAL ACCOUNTING>>**, **099 <<RESET CHANGER>>** or **097 <<DELETE RAM>>** were used.

110 ACCOUNTING
PARTIAL SALES



FROM 15/01/01
TO 22/01/01

Shows the last date the data was deleted and today's date.

NUMBER OF SALES
TOTAL 140

Shows the total number of sales. The "free sales" are not included.

PRICE 1 1.50 Eur
Nº SALES 35

Shows the sales by price using coins.

PRICEK 1 1.20 Eur
Nº SALES 35

Shows the sales by price using smart card.

MONEY TAKEN
TOTAL 360 Eur

Shows the total money taken in coins.

MONEY TAKEN K
TOTAL 150 Eur

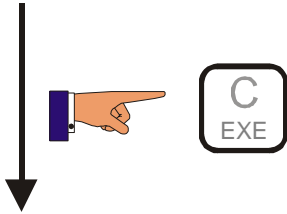
Shows the total money taken with smart card.



If the changer has a smart card reader, this function shows two lists of "sales by price". The second list corresponds to the sales made using the smart card and is identified by the K: "priceK".

113 FREE SALES ACCOUNTING. It shows the accounting of sales made when the cost of the product or service was not charged from the last time the functions, **171 <<DELETE PARTIAL ACCOUNTING>>**, **099 <<RESET CHANGER>>** or **097 <<DELETE RAM>>** were used.

113 ACCOUNTING
FREE SALES



FROM 15/01/01
TO 22/01/01

Shows the last date the data was deleted and today's date.

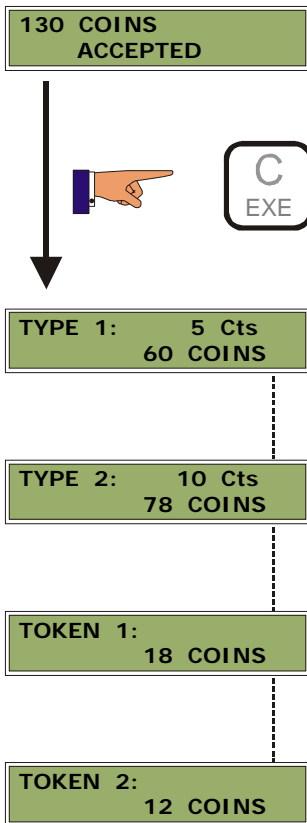
NUMBER OF SALES
TOTAL 12

Shows the total number of free sales.

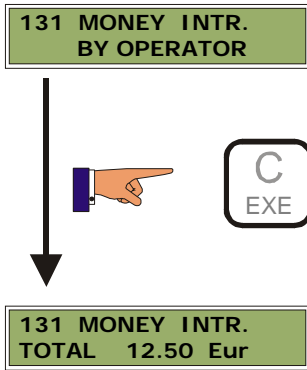
MONEY NOT TAKEN
TOTAL 6.30 Eur

Shows the money that was not taken because the machine was on free sale.

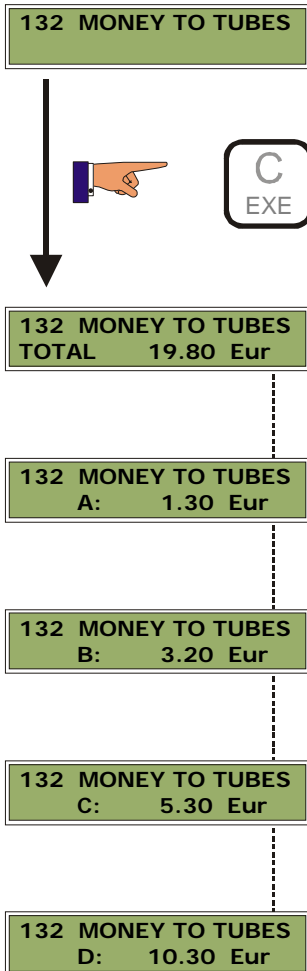
130 COINS ACCEPTED. Shows the number of coins introduced for each type of coin. The coins introduced by the operator using the function 002 <<FILL CHANGE TUBES>> are not counted.



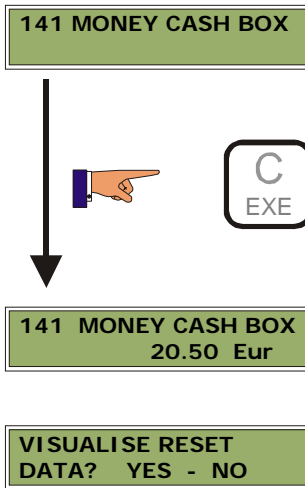
131 COINS INTRODUCED BY THE OPERATOR. Shows the quantity of money introduced into the change tubes by the operator. It is the money used to refill the change tubes in function 002 <<FILL CHANGE TUBES >>.



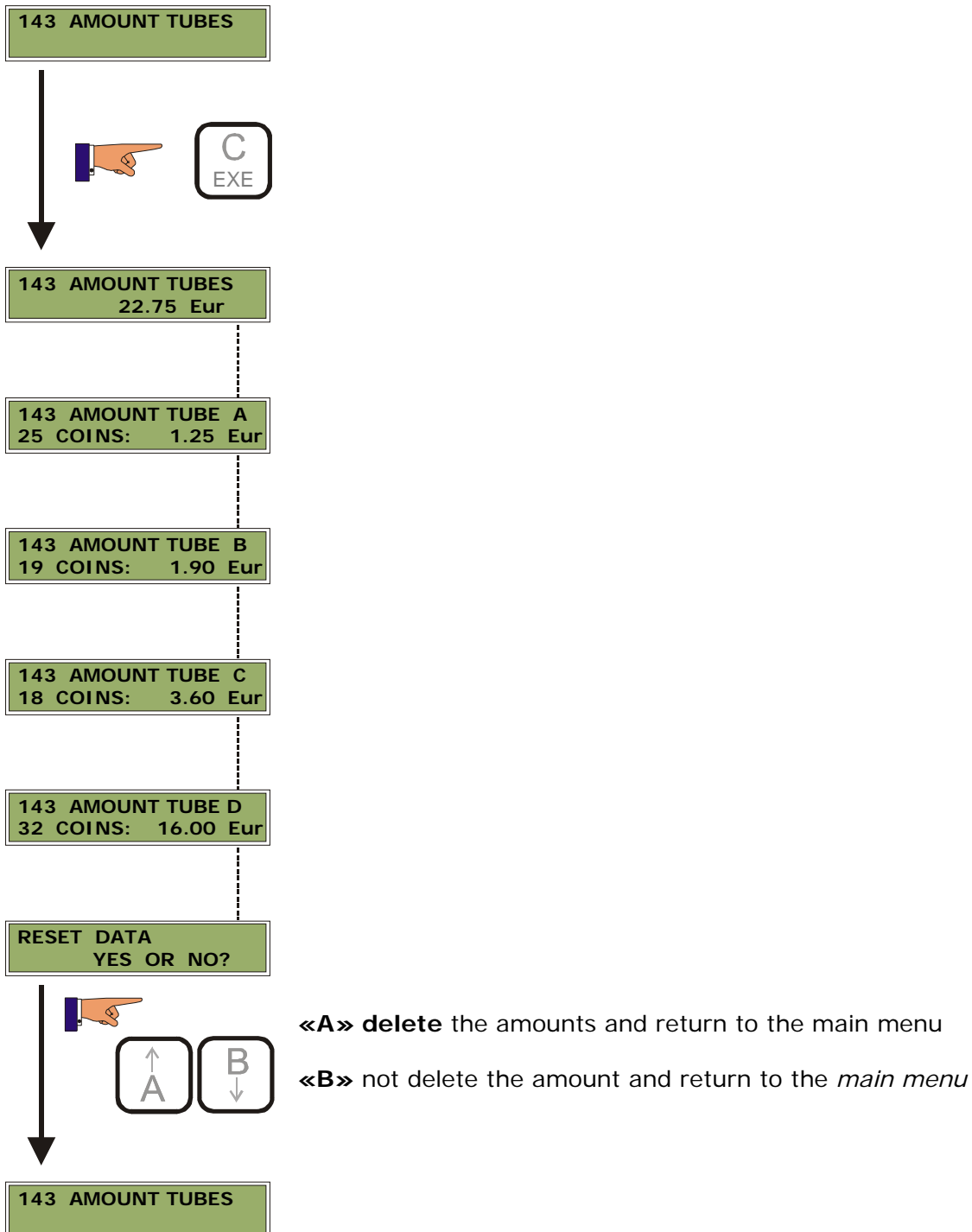
132 MONEY TO TUBES. Shows the quantity of money that has been introduced into the tubes (individual and the sum of the four).



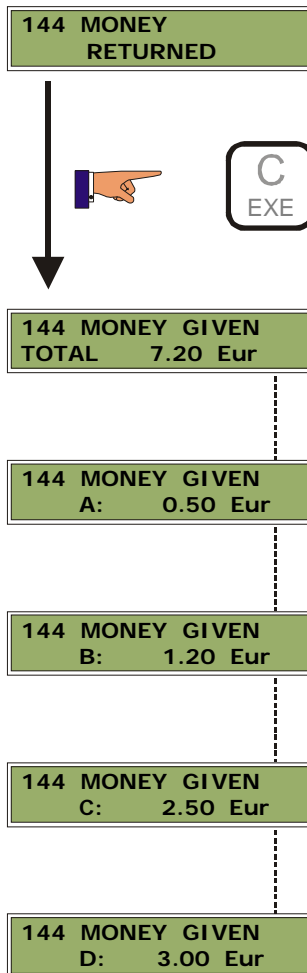
141 MONEY TO CASH BOX. Shows the quantity of money in the cash box.



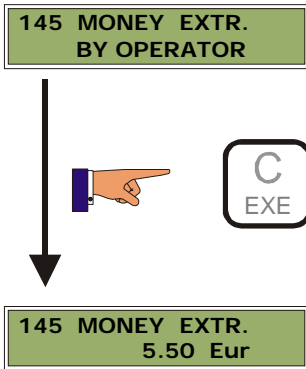
143 AMOUNT IN TUBES. Shows the money in each *change tube* and the sum of all of them. These figures can be deleted.



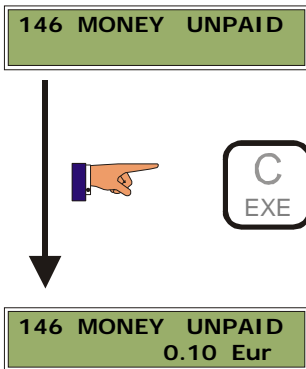
144 MONEY GIVEN AS CHANGE. Shows the money given as change by each of the tubes and the total sum of all the tubes.



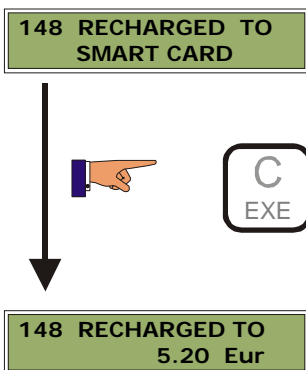
145 MONEY EXTRACTED BY OPERATOR. Shows the quantity of money extracted from each one of the *change tubes* and the total sum using the extraction buttons.



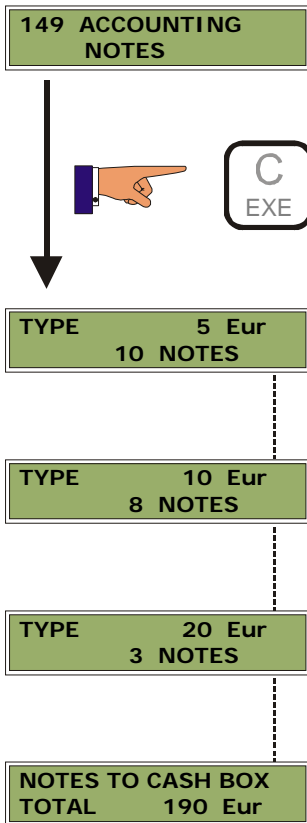
146 MONEY UNPAID. Shows the quantity of money retained by the *changer* because the changer was "Out of change" or because the *changer* or the machine was out of order.



148 MONEY CREDITED TO SMART CARD. Shows the quantity of money received from the recharging of smart cards (not the sale of products).

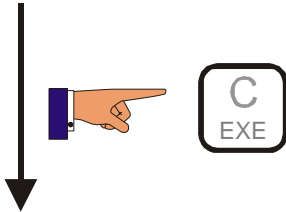


149 NOTE ACCOUNTING. Shows the accounting of notes when the SMILEY note reader has been installed using the function 455 <<TYPE OF NOTE READER >>. If the *changer* had a CBV reader installed, it would only interpret credit pulses that would be reflected in the accounting of the cash box.

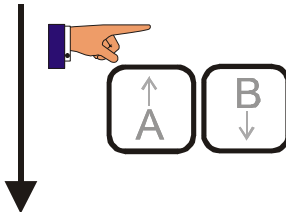


171 DELETE PARTIAL ACCOUNTING. Delete the data in function 110 <<PARTIAL ACCOUNTING>>.

171 DELETE THE ACCOUNTING



RESET THE DATA YES - NO

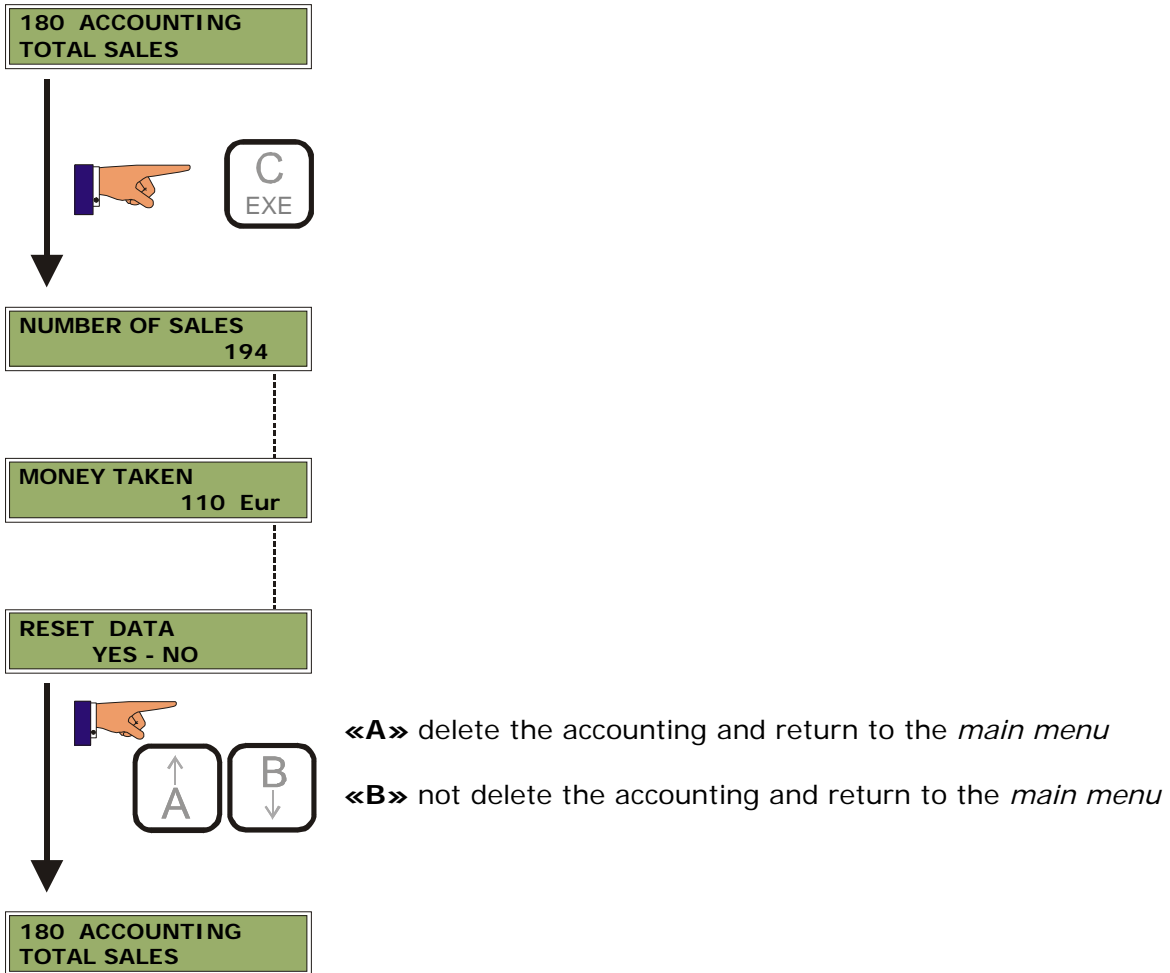


«A» delete the partial accounting and return to the *main menu*

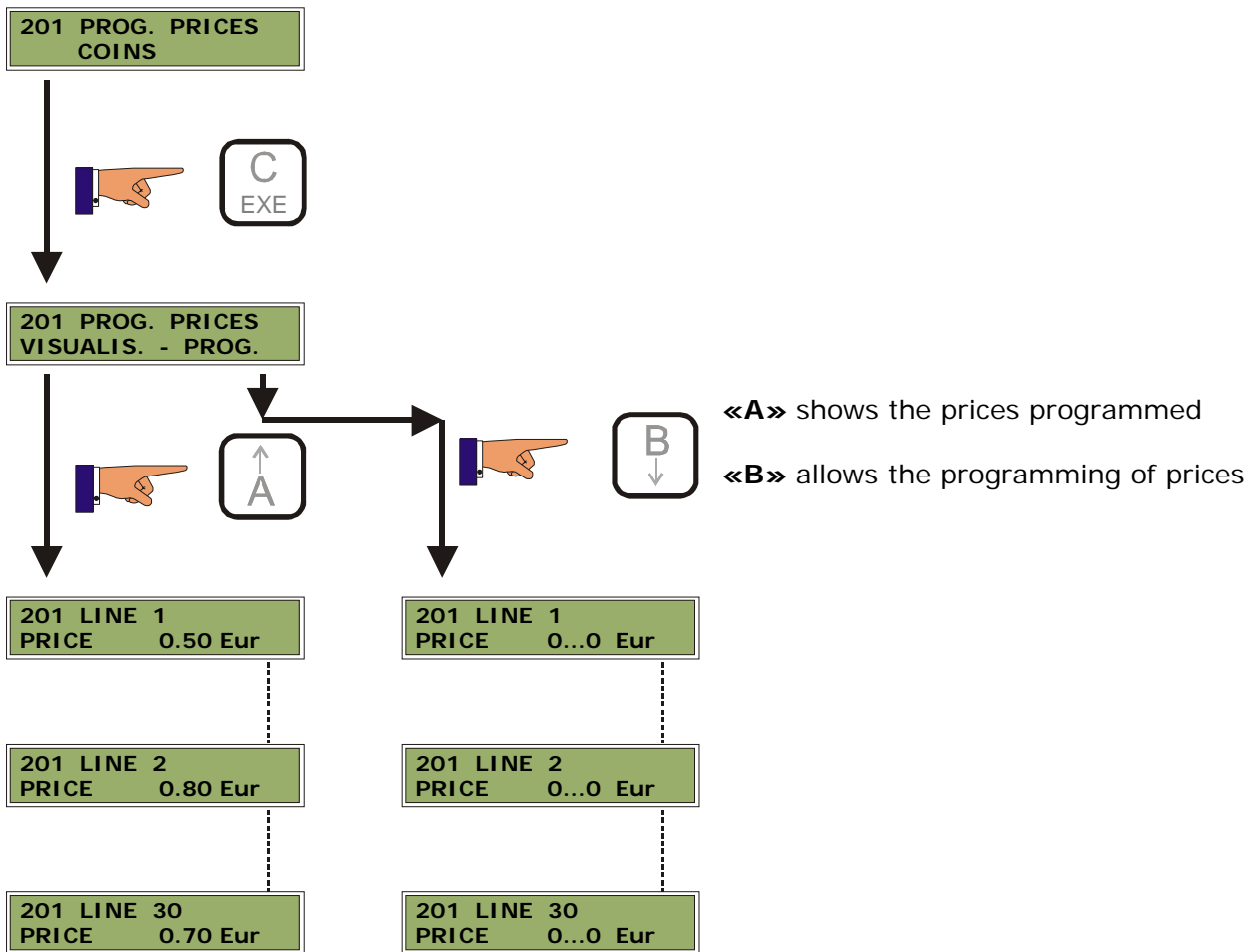
«B» not delete the partial accounting and return to the *main menu*





171 DELETE THE ACCOUNTING

180 ACCOUNTING TOTAL SALES. Shows the number of total sales and the money received since the last time the RAM was deleted at the function 110 <<DELETE RAM>>.

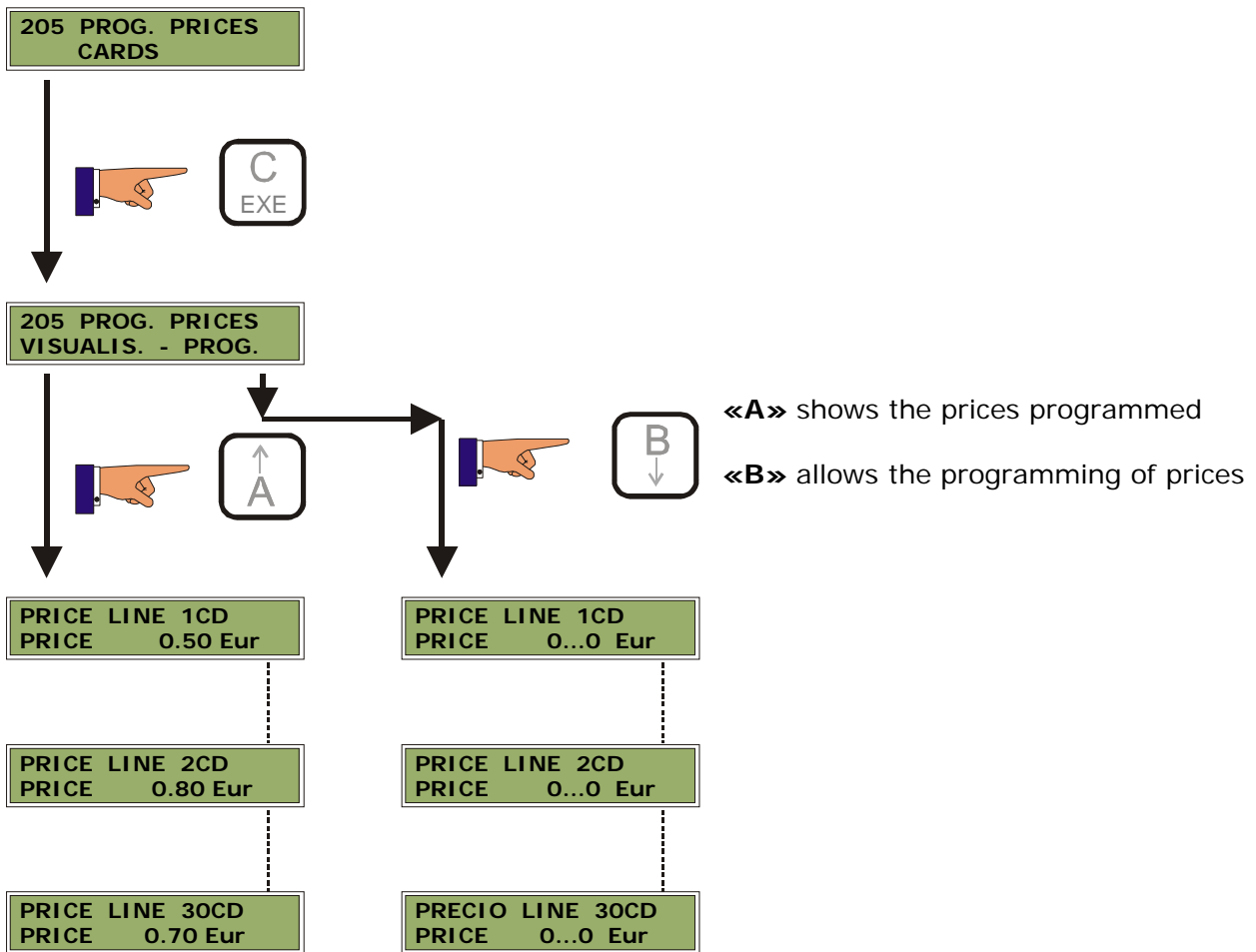


201 PRICES WITH COINS. The *changer* has a maximum of 30 price lines to programme the same number of different prices. These prices are used in sales made with coins and with the *changer* programmed in *Price holding* mode (prices in *changer* function <<240 SERVICE MODE>>).



-  «A» increases the digit by one unit.
-  «B» decreases the digit by one unit.
-  «C-EXE» goes to the next digit.
-  «D» goes back to the previous digit.

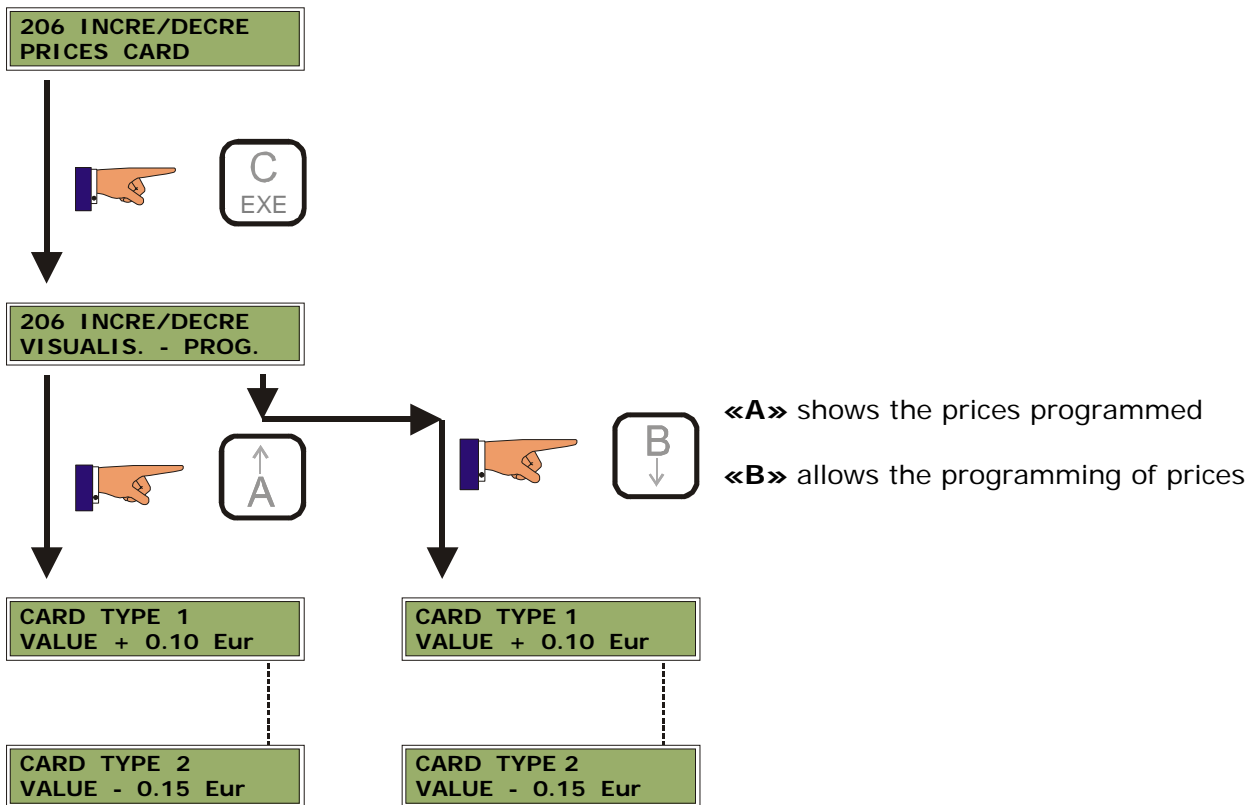
205 PRICES WITH A SMART CARD. The *changer* has a maximum of 30 price lines to programme the same number of different prices. These prices are used in sales made with a card and with the *changer* programmed in *Price holding* mode (prices in *changer* function <<240 SERVICE MODE>>).







Machines that have a smart card reader can have the prices programmed the same or different depending if the user uses coins or card. So the machine can vend the same product at two different prices depending if the user uses coins or card.

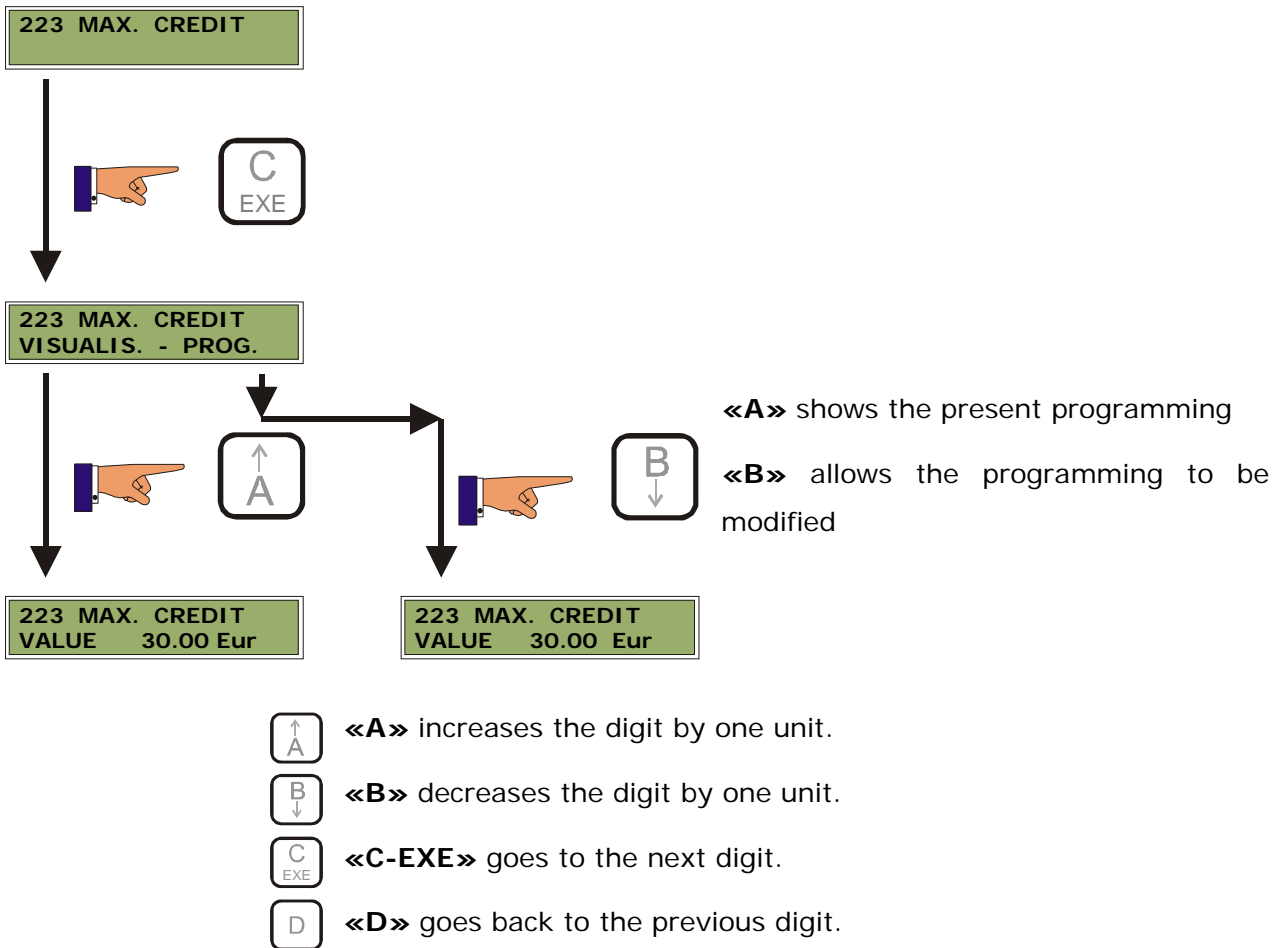
- «A» increases the digit by one unit.
- «B» decreases the digit by one unit.
- «C-EXE» goes to the next digit.
- «D» goes back to the previous digit.

206 INCREASE/DECREASE PRICES WITH SMART CARD. Value of increase/decrease on the price programmed in function 205 <<PRICES WITH CARD>> when using cards of type 1 or 2. These changes will only apply when the *changer* is programmed in PRICE HOLDING or prices in *changer* in function 240 <<SERVICE MODE>>.

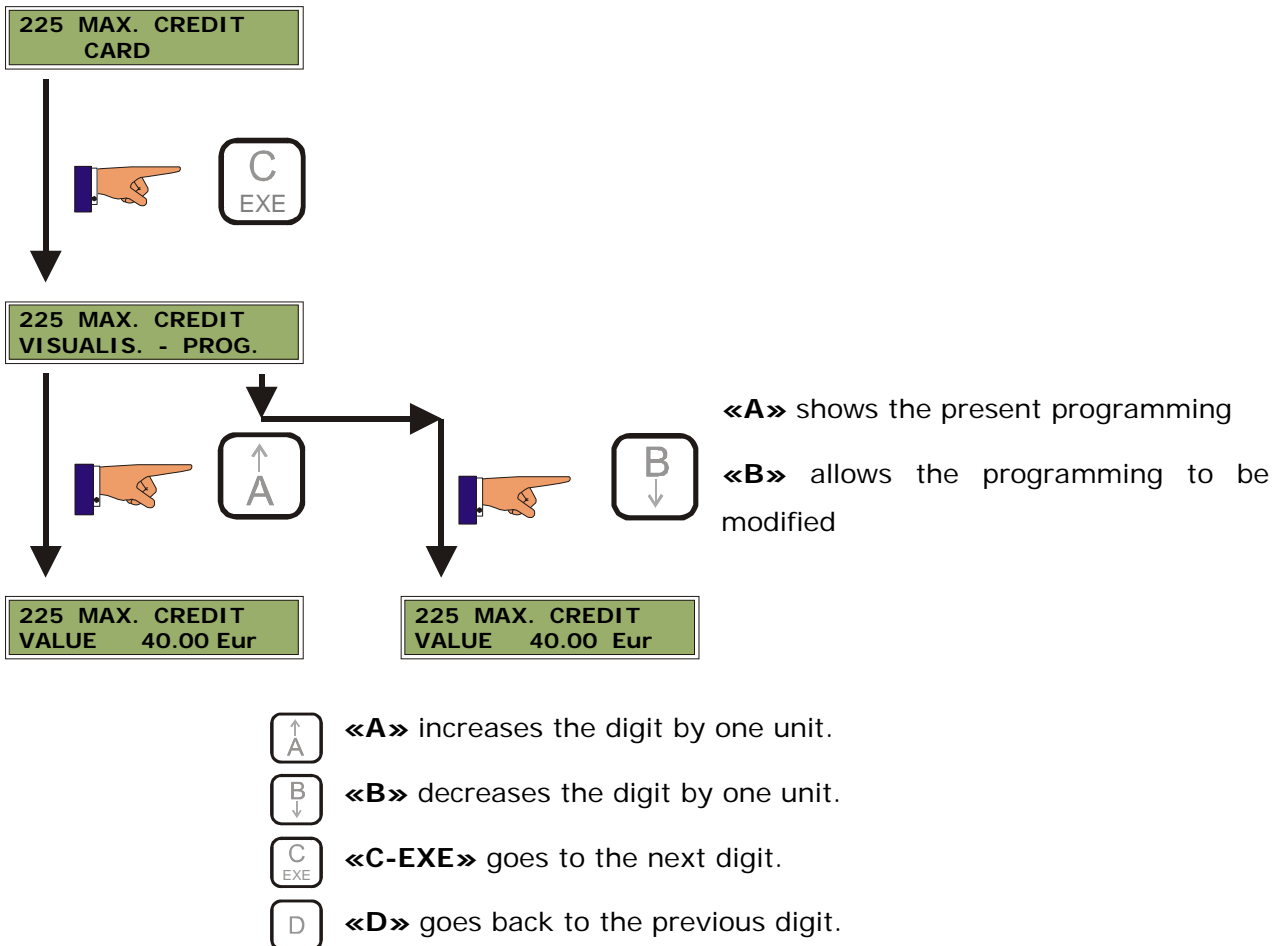


-  «A» increases the digit by one unit.
-  «B» decreases the digit by one unit.
-  «C-EXE» goes to the next digit.
-  «D» goes back to the previous digit.

223 MAXIMUM CREDIT ALLOWED. Maximum limit of credit that the *changer* accepts. The changer will not allow the user to introduce more credit than is programmed in this function.



225 MAXIMUM CREDIT FOR SMART CARD. Maximum limit that the smart card can be recharged. This limit can not be passed.



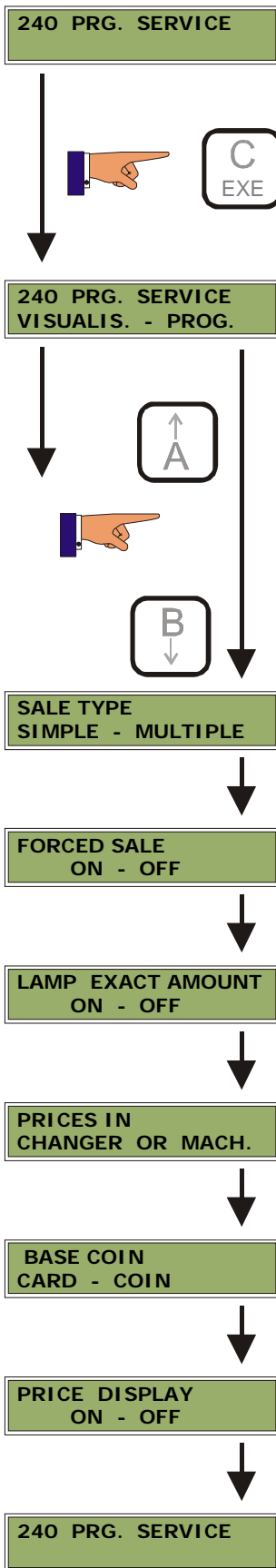


240 SERVICE MODE. The way the changer works can be programmed with this function.

EXECUTIVE PROTOCOL

The available options are:

- ✚ Simple / Multiple sale.
- ✚ Forced sale ON / OFF.
- ✚ Exact amount ON / OFF.
- ✚ Prices in *CHANGER* / *MACHINE*.
- ✚ Coin Base *CARD* / *COIN*.
- ✚ Price *Display* ON / OFF.



«A» shows the present programming

«B» allows the programming to be modified

«A» (simple sale). After each sale, the *changer* gives the change for that service.

«B» (multiple sales). The *changer* holds the change on the display as credit. When the user finishes buying, s/he presses the recuperation button to receive the change.

«A» (Forced sale ON). Once the money has been introduced into the *changer*, the user must buy something. Only the change after the sale is recuperated.

«B» (Forced sale OFF). No obligation to buy any product.

«A» (ON). The *changer* illuminates the lamp for «out of change» on the machine when there is no change in the changer.

«B» (OFF). The *changer* does not illuminate the lamp for «out of change» on the machine although there is no change in the changer.

«A» (*changer*). The prices are programmed on the *changer*. It is known as **price-holding mode**.

«B» (machine). The prices are programmed on the machine. It is known as **standard mode**.

«A» (card). Indicates that the base coin selected is in the smart card.

«B» (coin). The base coin selected is programmed in the function 409 <<BASE COIN>>.

«A» = ON. Prices on *display*. If the prices are programmed on the *changer*, on pressing a selection on the machine, its display will show the price of the product.

«B» = OFF. No prices on *display*. On pressing a selection on the machine, its display will not show the price of the product.

In a machine with **Executive** protocol the maximum sales price is 250 times the base coin, that is, if the base coin is €0.05 the maximum sales price of the machine is $250 \times 0.05 = €12.5$, this price on some occasions may not be high enough, to solve this problem the changer can work in **Price holding mode**, so that the prices are held in the changer, and what is programmed in the machine is a value that associates that selection with a price line in the changer.

You may programme up to 30 price lines in the changer and in each one of these a price is programmed.

The way to associate the selections of the machine with the price lines of the changer is the following:



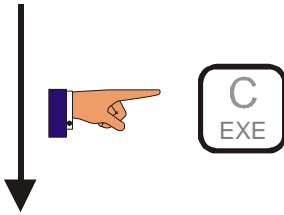
Value to programme in each selection of the machine = = Number of the price line of the changer X base coin

PRICE LINE PROTOCOL

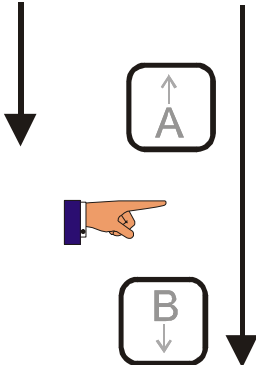
The available options are:

- ✚ Simple / Multiple sale.
- ✚ Forced sale ON / OFF.
- ✚ Exact amount ON / OFF.
- ✚ Credit relay ON / OFF.
- ✚ Free sale ON / OFF.
- ✚ Price Display ON / OFF.
- ✚ Maintain Price line ON / OFF.
- ✚ EA Line ON / OFF.
- ✚ Delete INTERNAL / EXTERNAL.

240 PRG. SERVICE



240 PRG. SERVICE
VISUALIS. - PROG.



TYPE SALE
SIMPLE - MULTIPLE

FORCED SALE
ON - OFF

LAMP EXACT AMOUNT
ON - OFF

«A» shows the present programming

«B» allows the programming to be modified

«A» (simple sale). After each sale, the *changer* gives the change for that service.

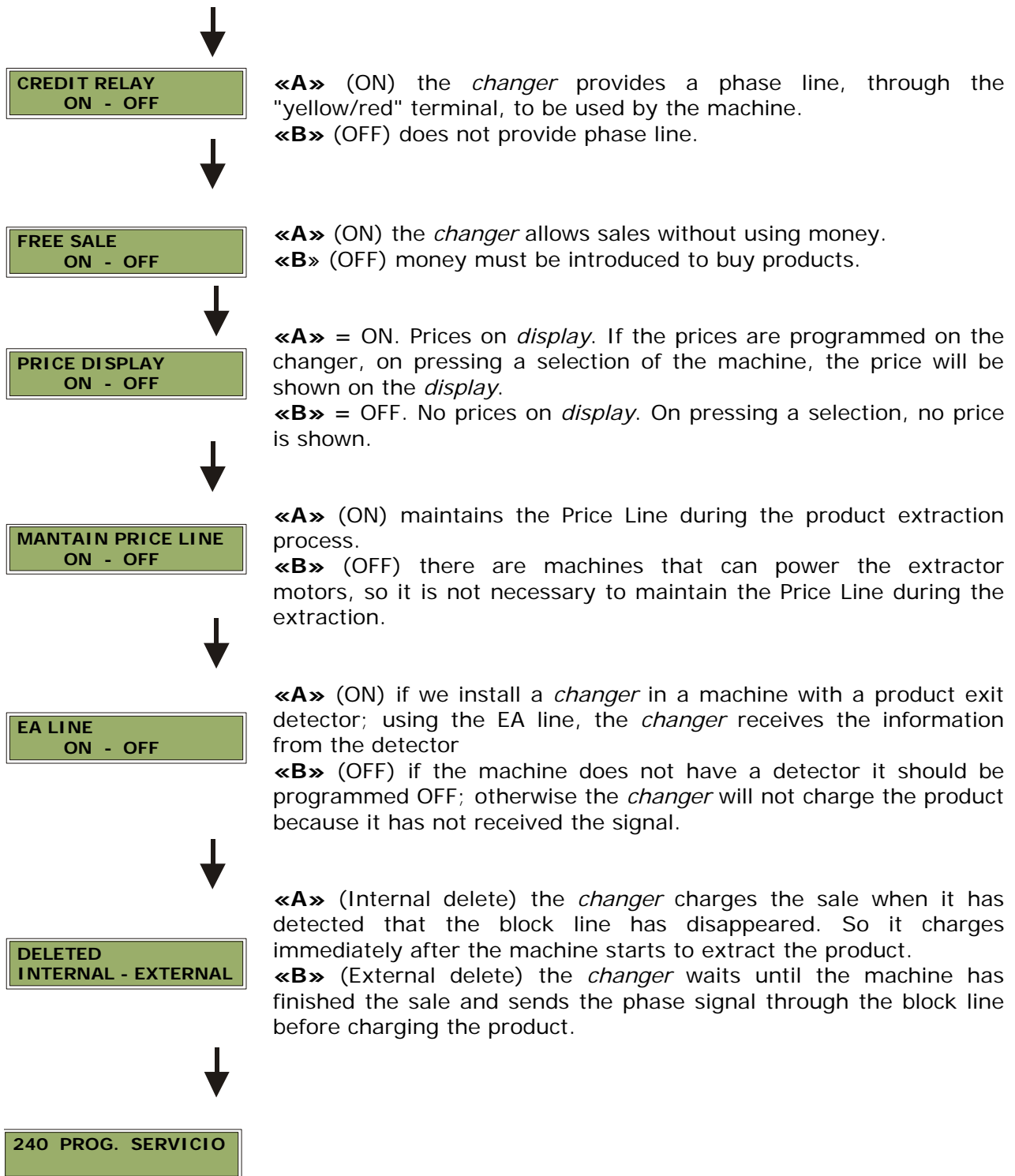
«B» (multiple sale). The *changer* holds the change on the display as credit. When the user finishes buying s/he presses the recuperation button to receive the change.

«A» (Forced sale ON). Once the money has been introduced into the *changer*, the user must buy something. It cannot be recuperated.

«B» (Forced sale OFF). No obligation to buy any product.

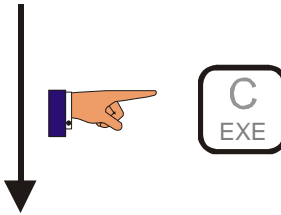
«A» (ON). The *changer* illuminates the lamp for «out of change» on the machine when there is no change in the changer.

«B» (OFF). The *changer* does not illuminate the lamp for «out of change» on the machine although there is no change in the changer.

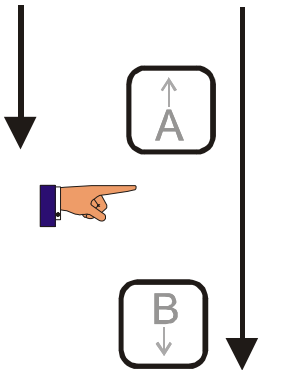


303 PROMOCIONES. Allows the programming of a value to be subtracted from the sale price for a period of time which is programmable. It is only accessible when the *changer* is programmed in PRICE HOLDING.

303 PROMOTIONS



303 PROMOTIONS
VISUALIS. - PROG.

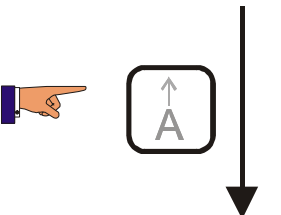


«A» shows the present programming

«B» allows the programming to be modified

Programme the interval of time of the first promotion.

PROM. REQUIRED?
YES - NO



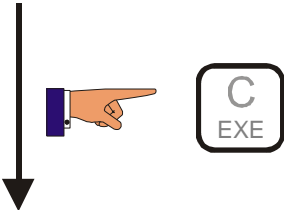
Programmes the first promotion. The quantity programmed here, is discounted from the price programmed in the function 201 <<PRICES WITH COINS>>.

1st PROMOTION
FROM 00:00 TO 00:00

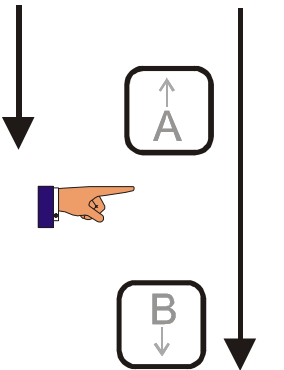
1st PROMOTION
VALUE 0.15 Eur

401 PROTOCOL. This function designates the type of protocol with which the *changer* operates.

401 PROTOCOL



401 PROTOCOL
VISUALIS. - PROG.

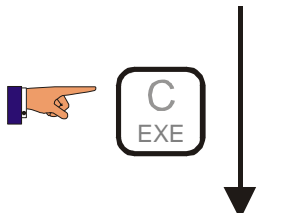


«A» shows the present programming

«B» allows the programming to be modified

«A» or «B» select the type of protocol the *changer* works with:

401 PROTOCOL
0 - EXECUTIVE



MULTIPROTOCOL

MIXED

0 - Executive

0 - Price Lines

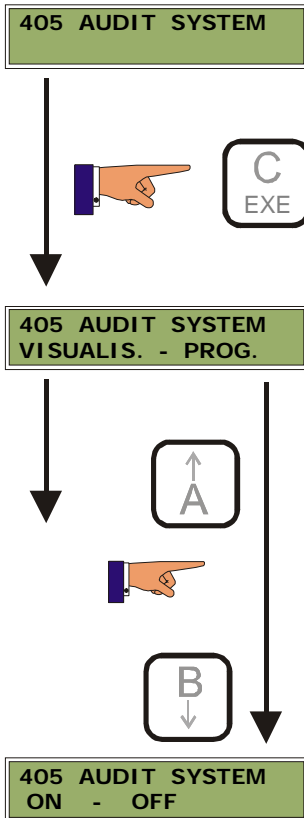
1 - MDB

1 - MDB

2 - BDV

401 PROTOCOL

405 AUDIT SYSTEM. Allows an audit system to be incorporated in the machine and *changer*. This may be integrated in the VMC or be external.



«A» shows the present programming

«B» allows the programming to be modified

«A» or «B» change between ON and OFF.

ON: Allows an audit system to be incorporated in the machine and *changer*. This may be integrated in the VMC or be external.

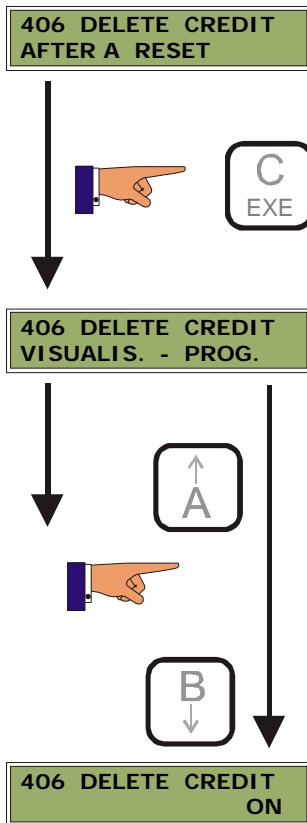
OFF: audit system disabled.

«C-EXE» programmes the option shown on the *display*.

If the VMC **does not** have an Audit System, this function should be programmed **OFF**. If not, the *changer* will not work and on the *display* it will show **THE VMC DOES NOT RESPOND TO COMMAND STATUS**.

The data transmitted in the Audit system is received by the Executive Protocol.

406 DELETE CREDIT AFTER RESET. When this function is programmed ON, each time the *changer* is reset or we come out of programming, the credit will be in 0 Euro. If programmed OFF, the credit will remain on the display.



«A» shows the present programming

«B» allows the programming to be modified

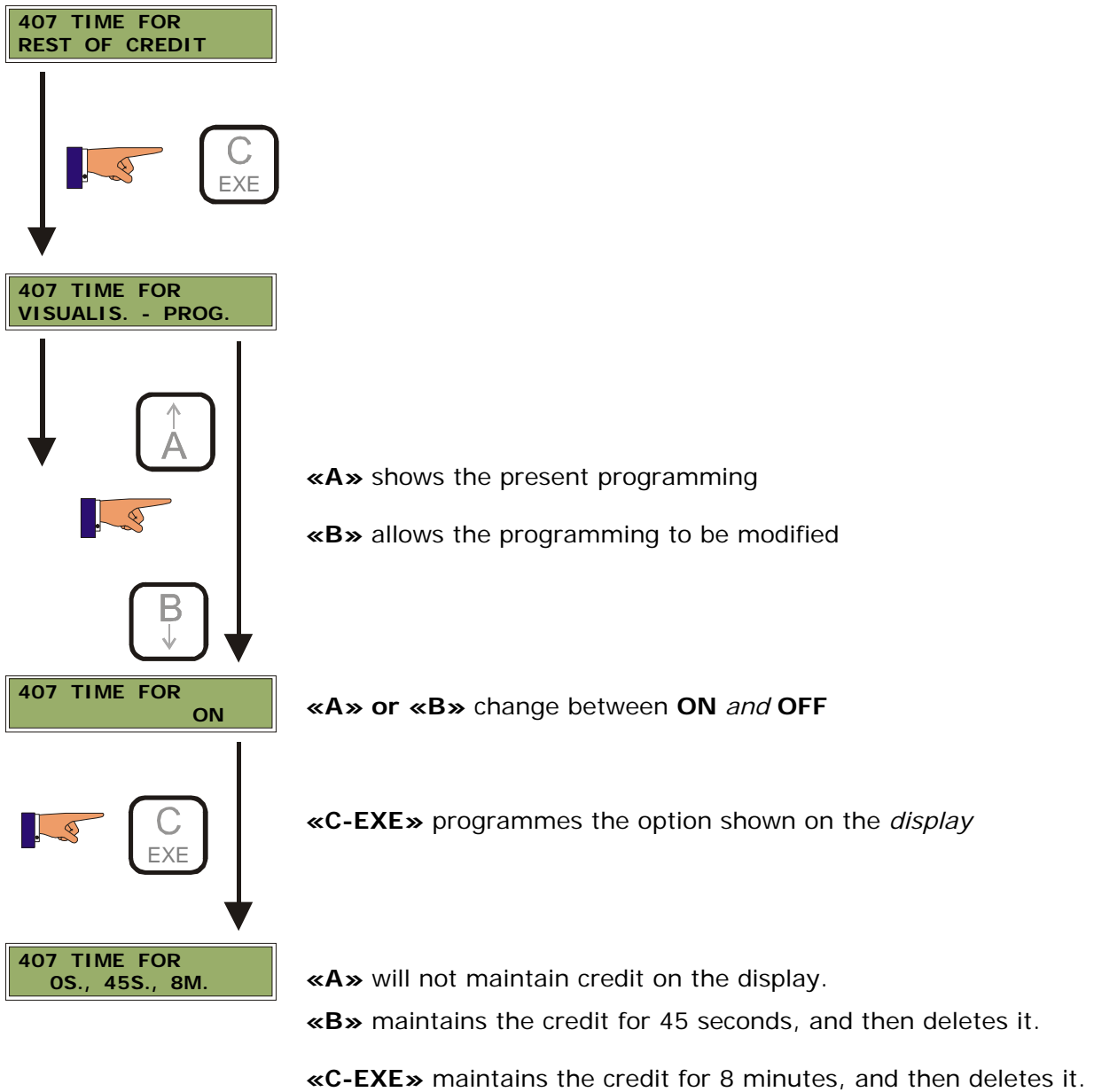
«A» or «B» change from **ON** to **OFF**.

ON: always start with €0.

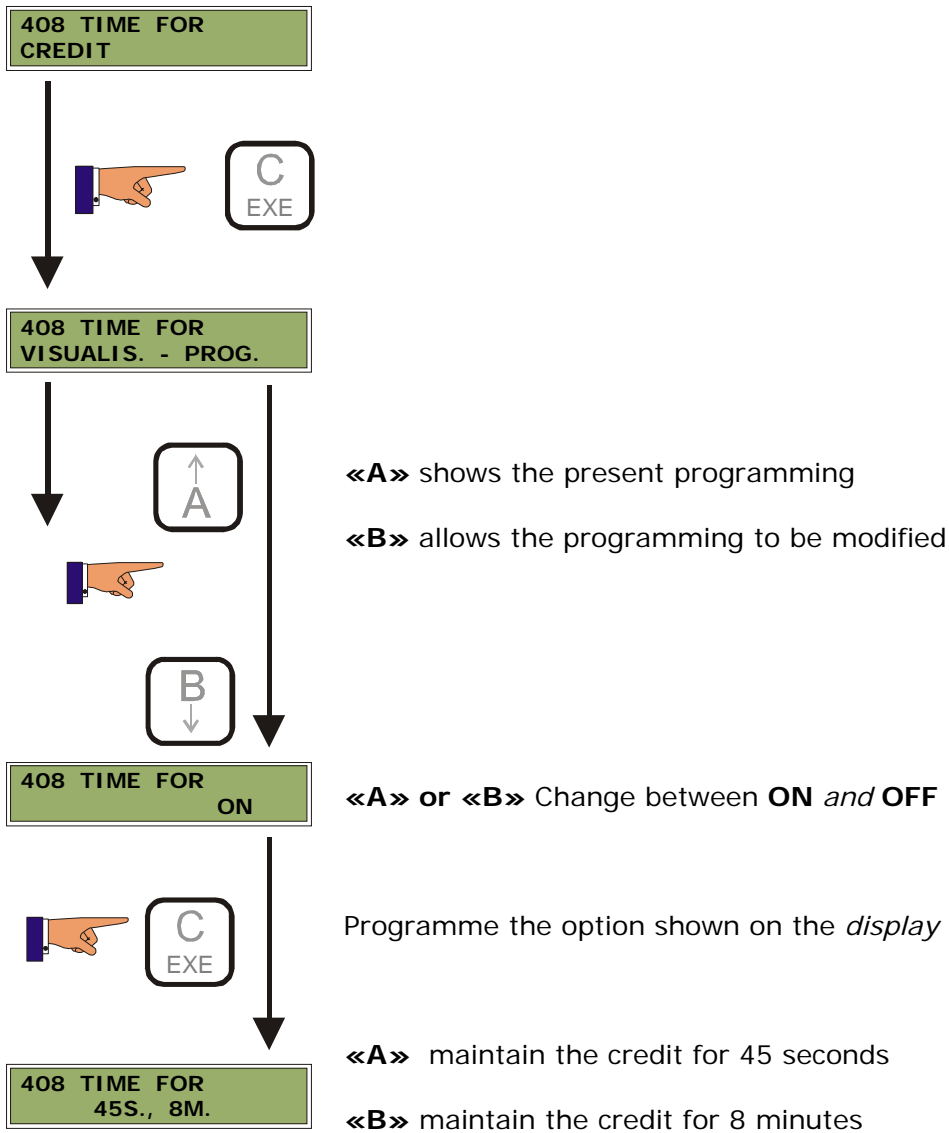
OFF: saves the credit even if there is a power cut.

«C-EXE» programmes the option shown on the *display*.

407 TIME FOR REST OF CREDIT. When the *changer* cannot give the change after a sale when the change tubes are empty, the time the remaining credit stays on the display can be programmed to be indefinite or 0 seconds, 45 seconds or 8 minutes.

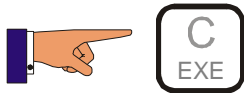


408 TIME FOR CREDIT INTRODUCED. Programme if you wish to maintain the credit indefinitely or for a programmable period. If you opt for a programmable period, the time is 45 seconds or 8 minutes. After this time and no action has been taken, it is deleted.



409 BASE COIN.

409 BASE COIN

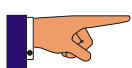


It allows you to choose which coin will be the base coin of all the coins that are accepted by the changer. The election of this parameter is related to all the functions that any type of price or amount is programmed. The maximum price that the changer can be programmed to in Executive mode, is 250 times the base coin. So if the base coin is 10 cts, the maximum sales price will be €25. If you wish to sell a product at more than this price, you need to change the base coin to a higher figure. If the base coin is programmed to 10 cts, you will need to programme the changer to not accept the coins of a lower value (5 cts, 2 cts and 1 cts). If they have not been inhibited by the changer, they will be accepted but the changer will not recognise them for the accounting.

409 BASE COIN
VISUALIS. - PROG.

«A» shows the present programming

«B» allows the programming to be modified



409 BASE COIN
TTPE 1: 5 Cts

409 BASE COIN
TYPE 1: 5 Cts



«A» select the following coin

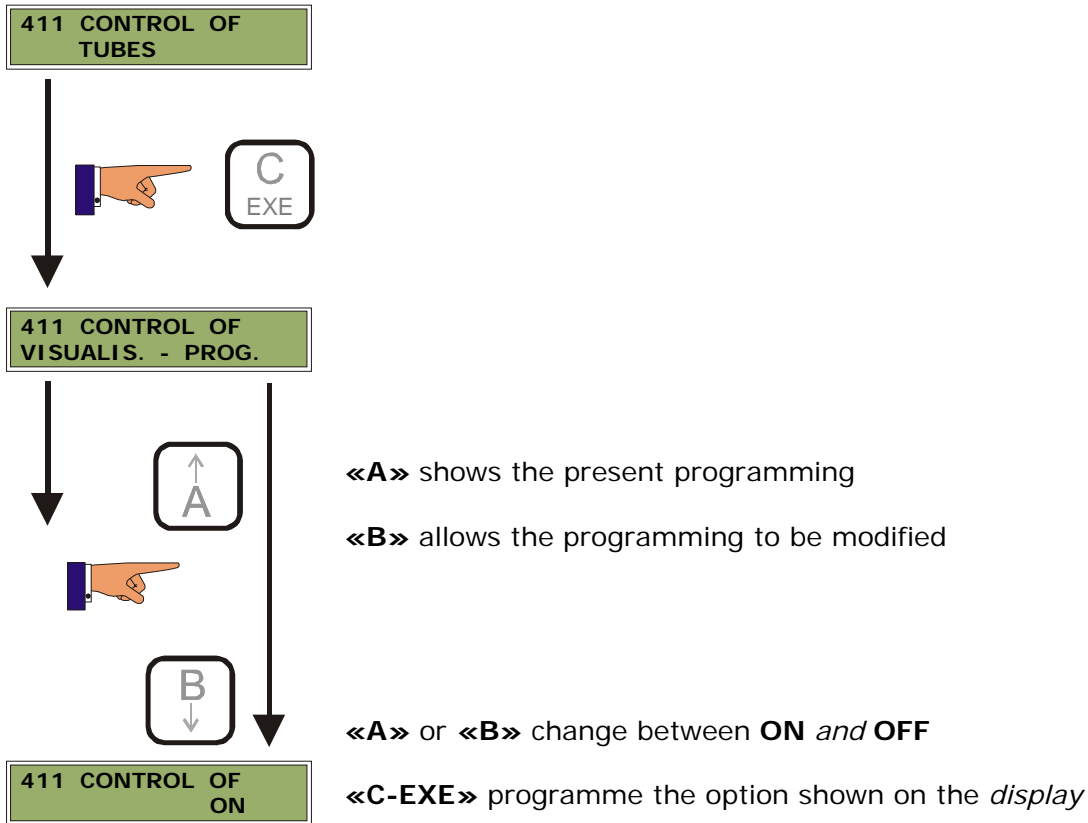


«B» select the previous coin



«C-EXE» confirm the new coin

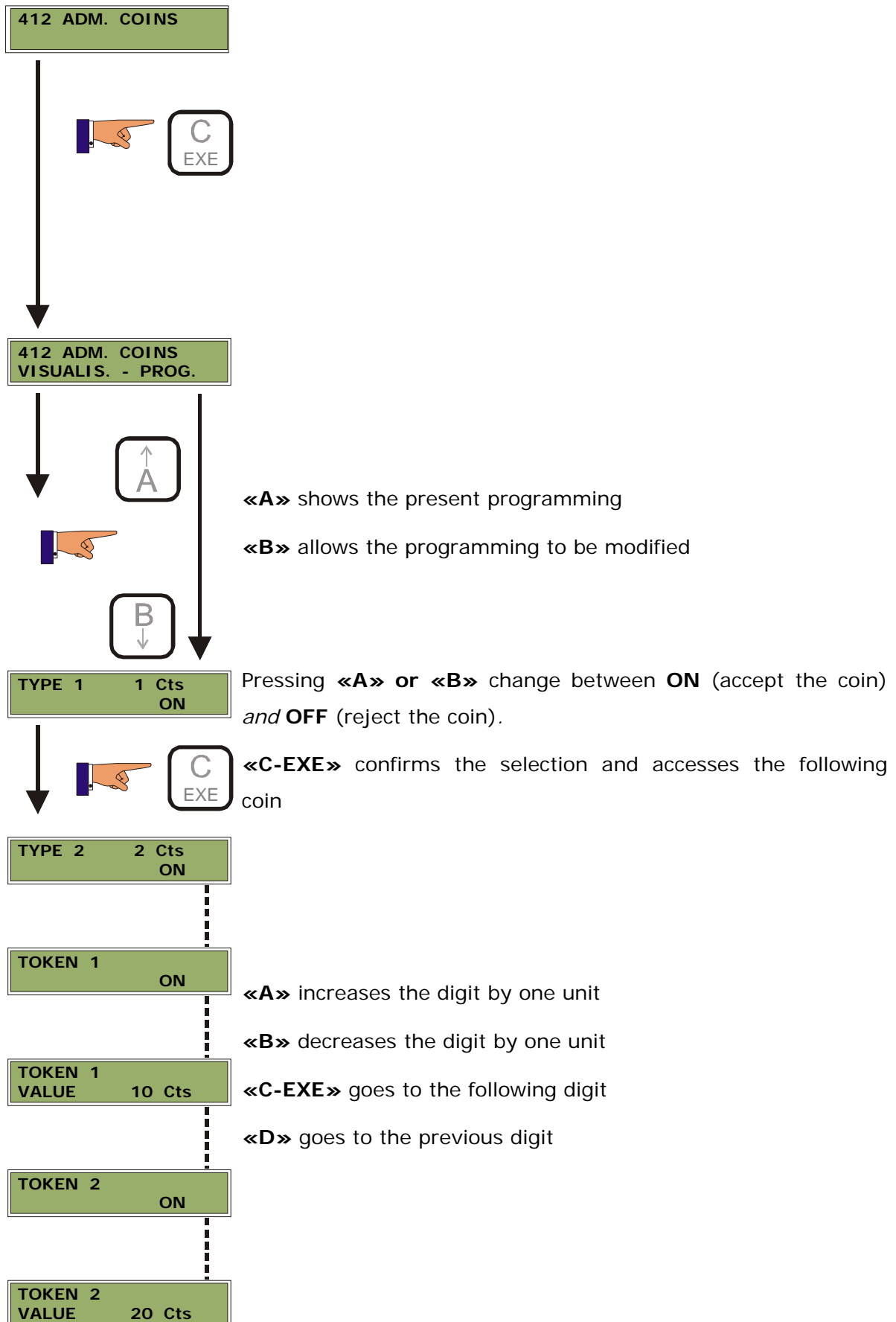
411 CONTROL OF TUBES. Programme if the *changer* works with or without change.



412 ADMISSION OF COINS AND TOKENS. Activate or deactivate each individual coin. Programming **ON**, the coin is accepted and programming **OFF** it is rejected.

In the case of tokens, if they are programmed **ON** it allows you to also programme the value assigned to the token.

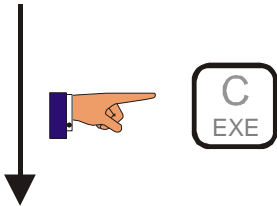
The *Changer* will not give change when buying with tokens.



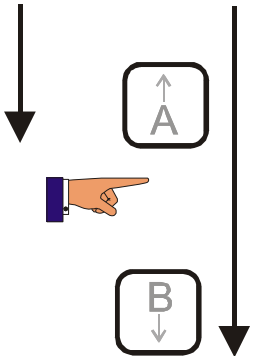


414 PROGRAMME THE CLASIFICACION. This function is used to programme the coins we wish to give as change. It allows us to assign each coin used as change to a corresponding tube. One coin can be assigned to more than one tube.

414 CLASSIFIER

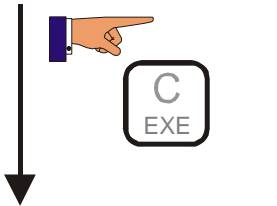


414 CLASSIFIER
VISUALIS. - PROG.



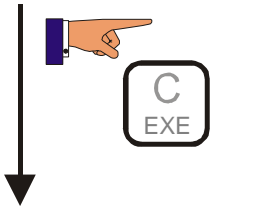
«A» select the coin following
«B» select the previous coin

CLASSIFIER T.A
TYPE 3 5 Cts

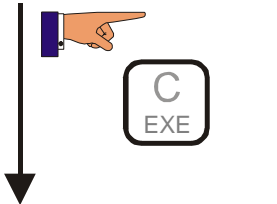


Programme the coin shown on the *display*

CLASSIFIER T.B
TYPE 4 10 Cts



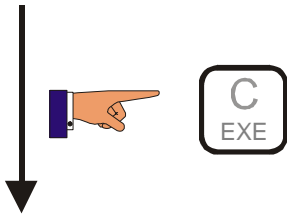
CLASSIFIER T.C
TYPE 5 20 Cts



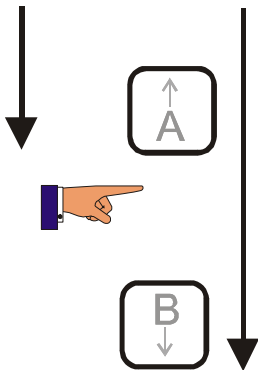
CLASSIFIER T.D
TYPE 6 50 Cts

415 PROGRAMMING MAXIMUMS AND MINIMUMS IN THE TUBES. Programme the coin limits in the tubes. The minimum limit indicates the minimum number of coins that the tube must have for the exact amount lamp to switch off. The maximum limit is the maximum number of coins that the tube can have.

415 PRG. MAX/MIN
COINS IN TUBES



415 PRG. MAX/MIN
VISUALIS. - PROG.



415 PRG. MAX/MIN
MIN. T.A 08 COINS

415 PRG. MAX/MIN
MIN. T.B 10 COINS

415 PRG. MAX/MIN
MAX T.C 70 COINS

415 PRG. MAX/MIN
MAX T.D 30 COINS

«A» shows the present programming

«B» allows the programming to be modified

«A» increases the digit by one unit

«B» decreases the digit by one unit

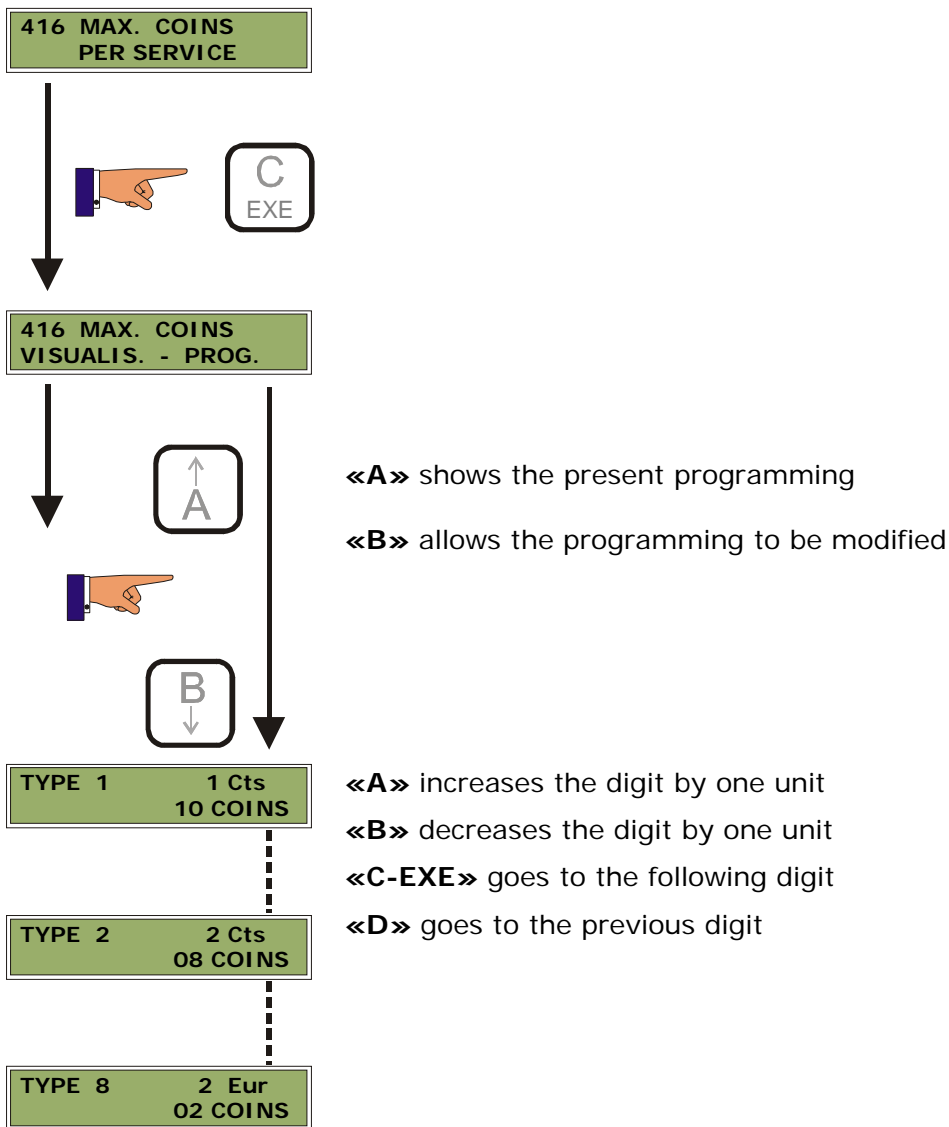
«C-EXE» goes to the following digit

«D» goes to the previous digit

Coins per tube:

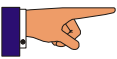
Tube	Coin (Euro)	Minimum	Maximum
A	5 cts	8	70
B	10 cts	8	65
C	20 cts	8	60
D	50 cts	6	35

416 MAXIMUM NUMBER OF COINS PER SERVICE. Programme the maximum number of coins of one type allowed for each sale.

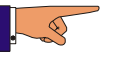


417 MAXIMUM CHANGE. Programme the maximum change that can be given after a sale or after pressing the refund button. If the *changer* has more credit than indicated in the maximum change programmed, it can not be recuperated by the user.

417 MAXIMUM
CHANGE



417 MAXIMUM
VISUALIS. - PROG.



417 MAXIMUM
3.05 Eur

«A» shows the present programming

«B» allows the programming to be modified

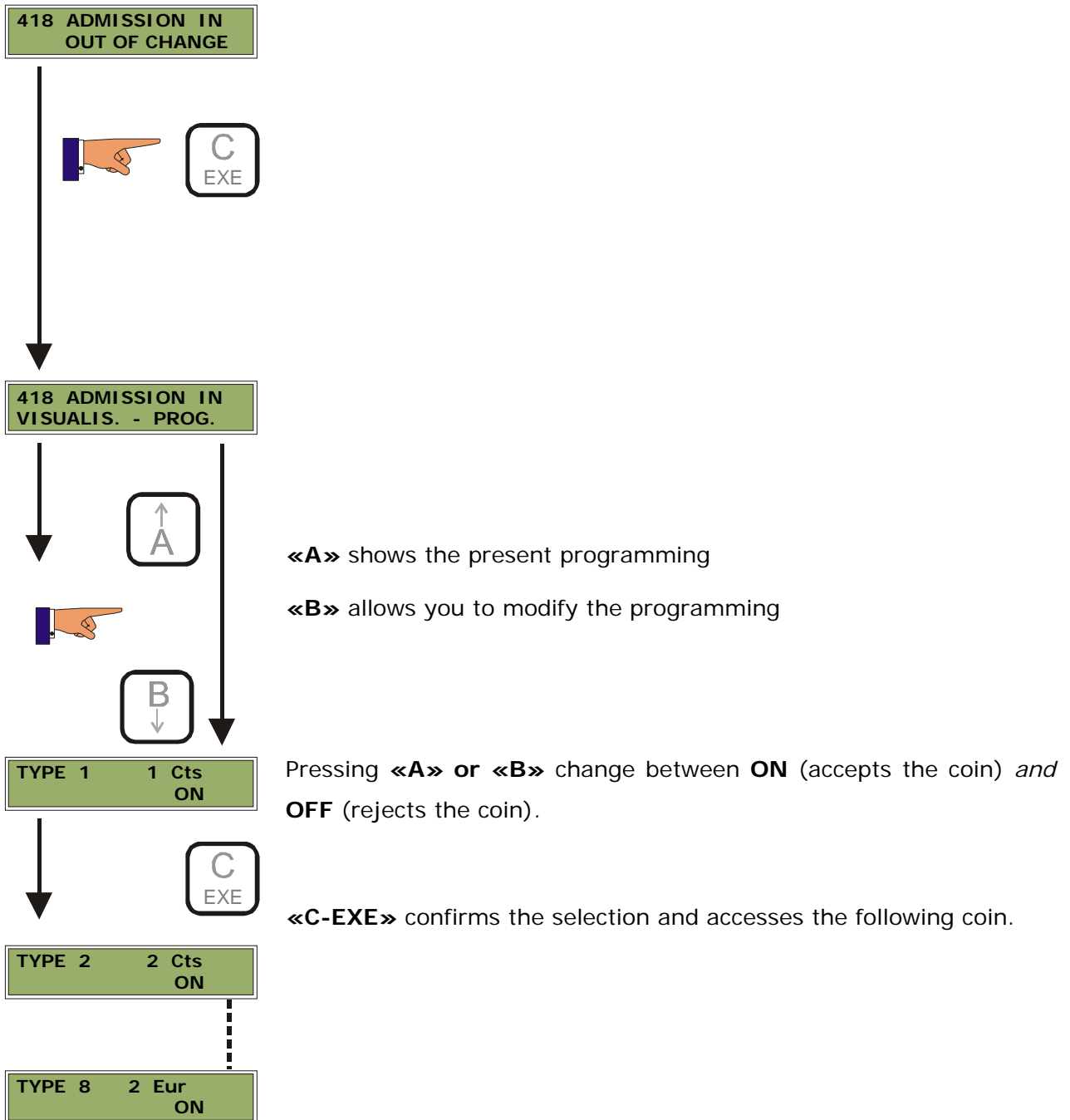
«A» increases the digit by one unit

«B» decreases the digit by one unit

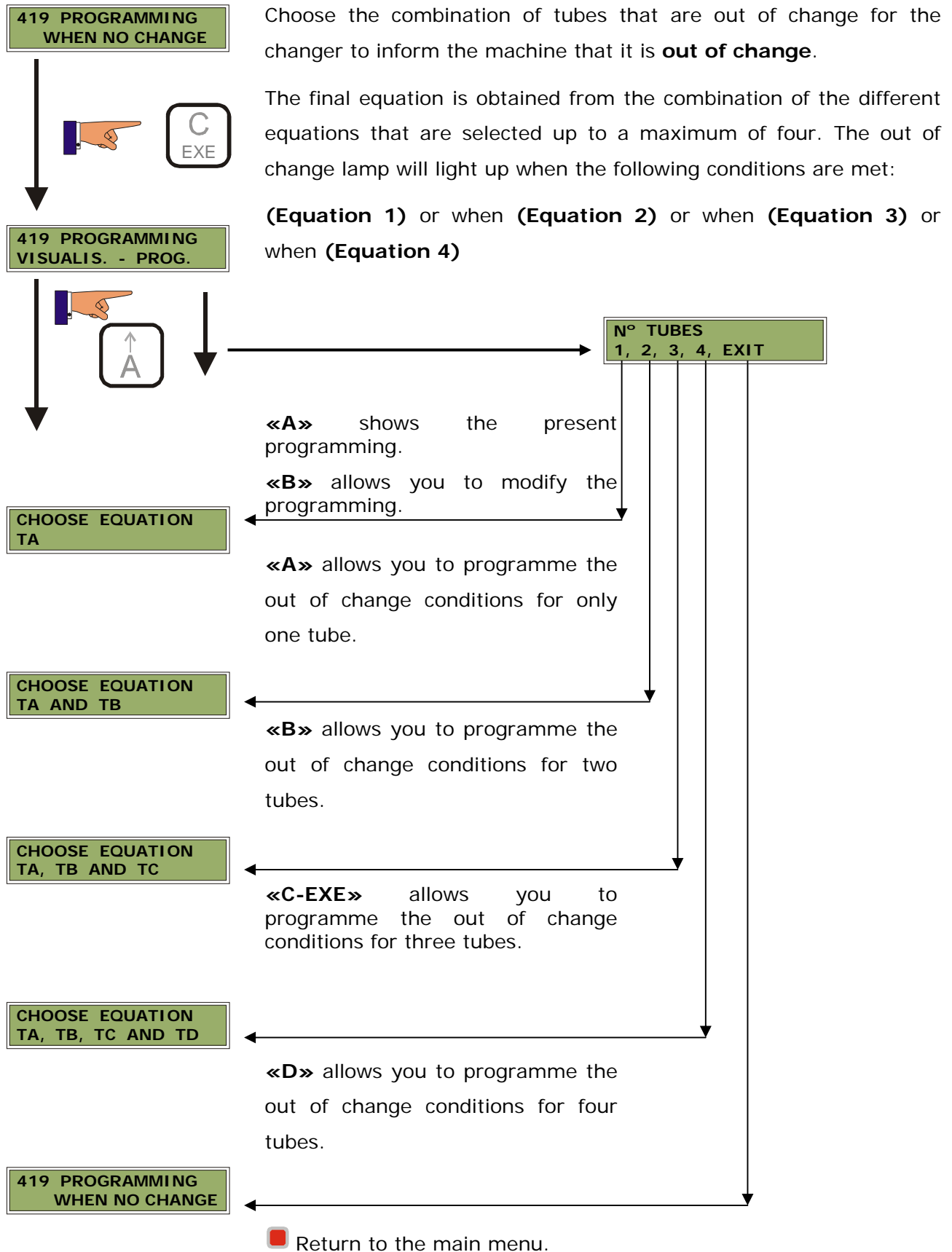
«C-EXE» goes to the following digit

«D» goes to the previous digit

418 COINS ACCEPTED WHEN OUT OF CHANGE. Activate or inhibit each type of coin independently, when the machine is in "exact amount" due to a shortage of change.



419 PROGRAMME OUT OF CHANGE EQUATIONS





The possible conditions (equations) to choose are the following:

For 1 tube	TA
	TB
	TC
	TD
For 2 tubes	TA and TB
	TA and TC
	TA and TD
	TB and TC
	TB and TD
	TC and TD
For 3 tubes	TA and TB and TC
	TA and TB and TD
	TA and TC and TD
	TB and TC and TD
For 4 tubes	TA and TB and TC and TD

Example:

If the *changer* has the following coin types for change:

TA	TB	TC	TD
5 cts	10 cts	20 cts	50 cts

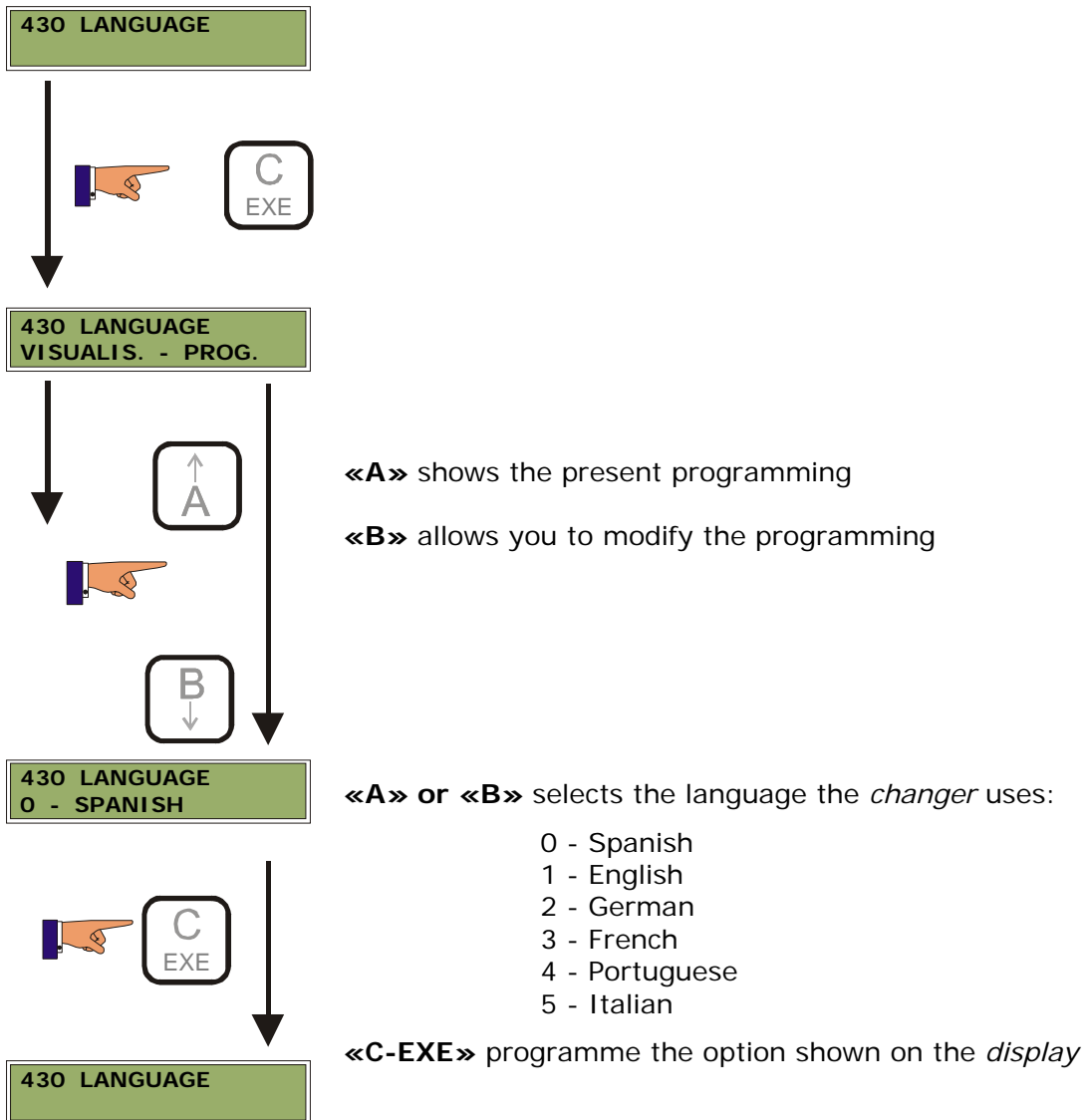
... and you want the out of change lamp to light when tube C is empty, or both tubes A and D; you should programme as follows:

For 1 tube: TC.

For 2 tubes: TA and TD.

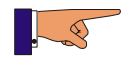
The *changer* allows you to select another two out of change conditions that are not obligatory to programme, with these two conditions it is sufficient to light the out of change lamp.

430 LANGUAGE. Programme the language that is shown on the *display* and in the menus when programming the *changer*.



431 SYMBOL OF THE CURRENCY. This function is used to programme the currency symbol. You may use UPPER CASE LETTERS (A-Z) and lower case letters (a-z) and up to a maximum of three characters.

431 SYMBOL
CURRENCY UNIT



431 SYMBOL
VISUALIS. - PROG.



431 SYMBOL
Eur

«A» shows the present programming

«B» allows you to modify the programming

«A» increases the digit by one unit

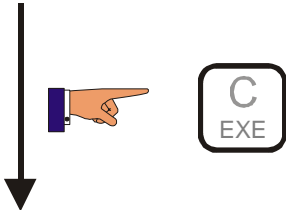
«B» decreases the digit by one unit

«C-EXE» goes to the following digit

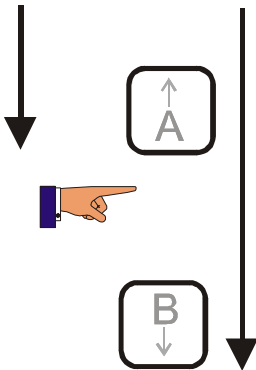
«D» goes to the previous digit

432 NUMBER OF DECIMALS. Indicates the number of decimals the amounts on the *display* of the *changer* are shown with.

432 N° DECIMALS
ON DISPLAY

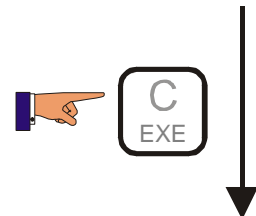


432 N° DECIMALS
VISUALIS. - PROG.



«A» shows the present programming
«B» allows you to modify the programming

432 N° DECIMALS
2 - TWO DECIMALS



«A» or «B» select the number of decimals on the *display*:
0 - No decimals (0000)
1 - One decimal (000.0)
2 - Two decimals (00.00)

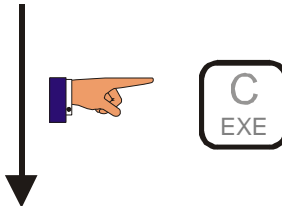
«C-EXE» programme the option shown on the *display*

432 N° DECIMALS
ON DISPLAY

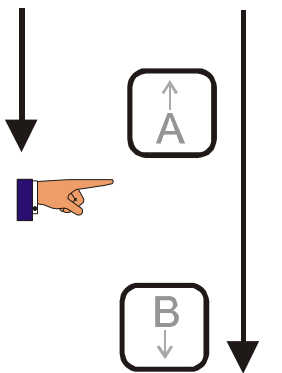
433 POSITION OF THE DECIMAL POINT. Optionally the *changer* has an exterior *display*. It shows the user the time and the credit.

So that the credit corresponds with the message shown on the *display* it is necessary to programme the decimal point correctly.

433 LED POINTS



433 LED POINTS
VISUALIS. - PROG.

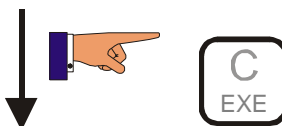


«A» shows the present programming

«B» allows you to modify the programming

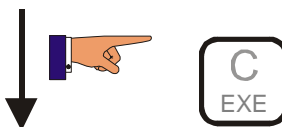
«A» or «B» changes between **ON** (shows the point) and **OFF** (no point).

DIGIT A OFF

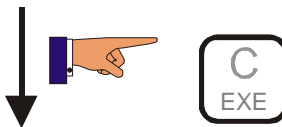


«C-EXE» confirms the selection and accesses the following point

DIGIT B OFF



DIGIT C ON

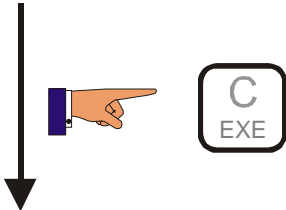


DIGIT D OFF

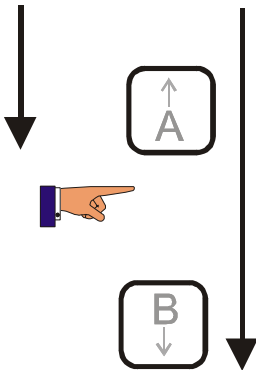
Digit				Display
D	C	B	A	
off	off	off	off	0000
off	off	off	on	0000.
off	off	on	off	000.0
off	on	off	off	00.00
on	off	off	off	0.000

450 DIRECT EXTRACTION BUTTONS. Activate the buttons to be able to extract coins from any of the change tubes without having to enter the programming.

450 ACTIVATE
EXTR. BUTTONS



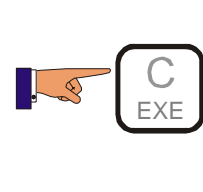
450 ACTIVATE
VISUALIS. - PROG.



«A» shows the present programming
«B» allows you to modify the programming

450 ACTIVATE
ON

«A» or «B» changes between **ON** (activate the direct extraction buttons. On pressing any button, a coin will be extracted from the corresponding tube) and **OFF** (deactivate the operation of the buttons for direct extraction).

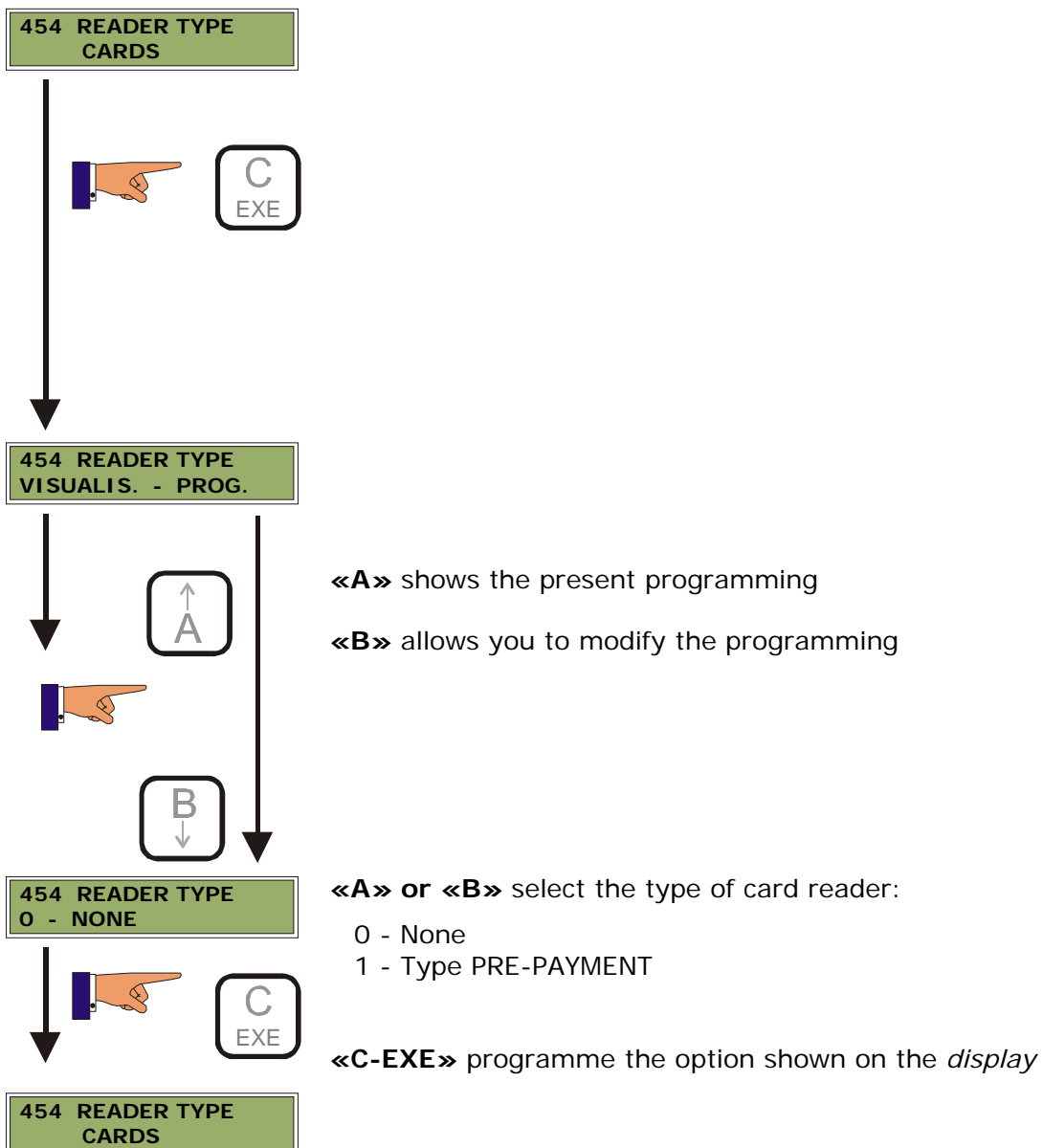


«C-EXE» confirms the selection and returns to the *main menu*

450 ACTIVATE
EXTR. BUTTONS

454 TYPE OF CARD READER. Programme what type of card reader is to be used. For reasons of hardware incompatibilities, when programming a smart card reader and the message **OPTION INHIBITED** appears, it will be necessary to inhibit the option that makes the use of the smart card reader incompatible, and later, activate this option.

The installation of smart card reader **is not compatible** with the installation of a CBV note reader CBV.





455 TYPE OF NOTE READER. Programme the type of note reader that is used with the *changer*.

As with the previous function, the programming of one of these readers can produce hardware incompatibilities with other peripherals.

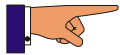
If a SMILEY note reader is connected, you **cannot connect**:

- ↘ Printers.
- ↘ Infrared.
- ↘ Serial transmission (data line, load parameters).

If a CBV note reader is connected, you **cannot connect**:

- ↘ Smart card reader.

455 READER TYPE NOTES



«A» or «B» selects the type of note reader:

- 0 - None
- 1 - Type CBV. (pulses)
- 2 - Type Smiley. (Serial communication)
- 3 - Type MDB

«C-EXE» programme the option shown on the *display*

Select a note reader and then configure the types of notes it will accept:

«A» or «B» change between **ON** (the reader accepts this type of note) **and OFF** (the reader does not accept the note).

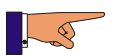
455 READER TYPE VISUALIS. - PROG.



«A» shows the present programming

«B» allows you to modify the programming

455 READER TYPE 2 - SMILEY



«C-EXE» confirms the selection and accesses the following note

NOTES ACCEPTED
TYPE 5 Eur ON

NOTES ACCEPTED
TYPE 10 Eur ON

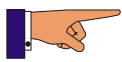
NOTES ACCEPTED
TYPE 50 Eur ON

457 TYPE OF EXTERIOR DISPLAY. The exterior *display* is only operative in the models **Executive and Price lines.**

Three types of exterior display can be programmed.

As with the previous function, the programming of one of these *displays* may produce hardware incompatibilities with the other *display* installed.

457 DISPLAY TYPE



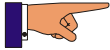
C
EXE

457 DISPLAY TYPE
VISUALIS. - PROG.



A
↑

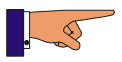
«A» shows the present programming



«B» allows you to modify the programming

B
↓

457 DISPLAY TYPE
0 - NO DISPLAY



C
EXE

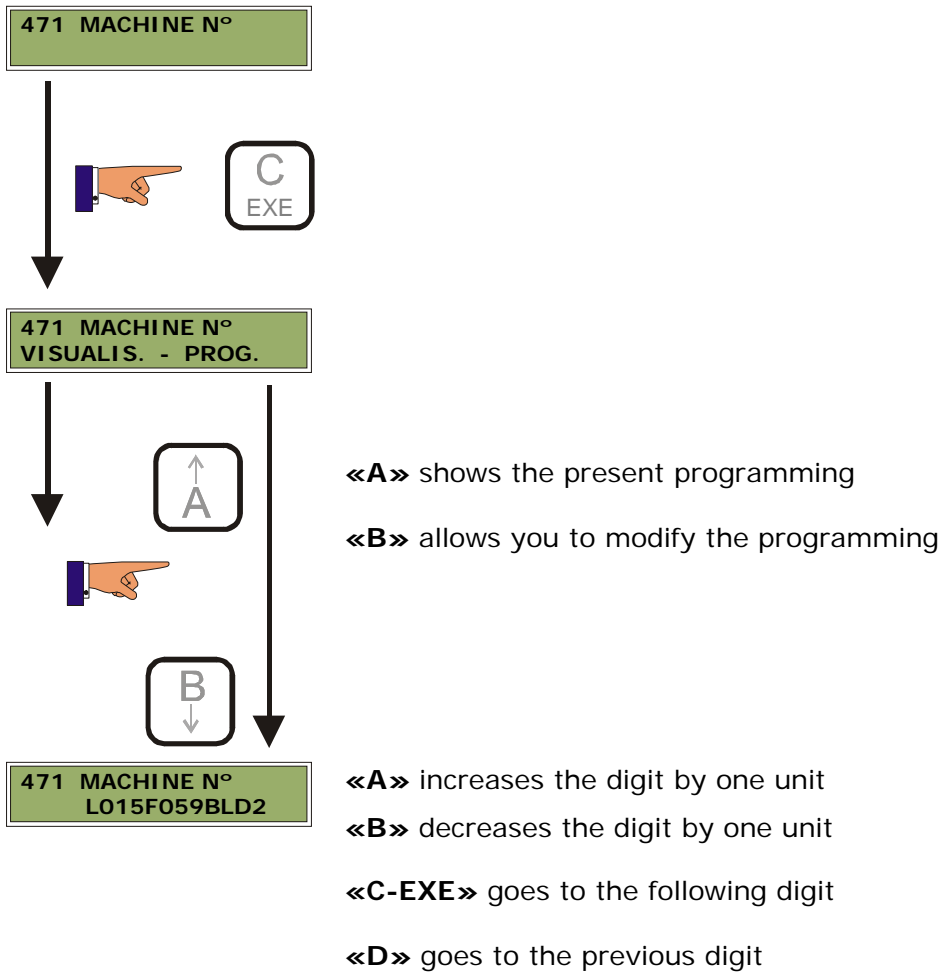
«A» or «B» select the type of exterior *display*:

- 0 - No *display*.
- 1 - Azkoyen.
- 2 - Type 2

«C-EXE» programmes the option shown on the *display* of the *changer*.

457 DISPLAY TYPE

471 MACHINE NUMBER. Personalise the *changer* (and therefore the machine it is installed in) with 12 characters (numbers, letters or symbols). When various machines are owned and the data is read using a PC, it allows you to recognise each machine and control the accounting of each individual machine.




Do not use the character «*» in the programming.

If the *changer* has a card reader, the first four characters will be used to identify the smart cards



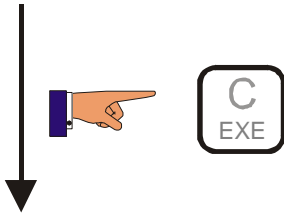
474 ACCESS LEVEL TO FUNCTIONS.

This function offers three options:

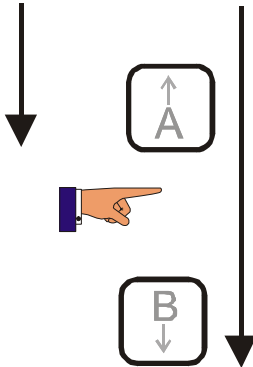
0 – Personal Menu. Access only to the functions chosen by the operator using the option **2 - CONFIGURATION** of this function. They are the same functions as entering the programming using the button .

- 1. General Menu.** Access to all the functions in the *changer*. It is necessary to introduce a password if it is programmed in the function **475 << PASSWORD>>**.
- 2. Configuration.** Select the functions that you wish to hide in the **Personal Menu**. It is necessary to introduce a password if it is programmed in the function **475 << PASSWORD>>**. The only function that cannot be hidden is **474**.

474 ACCESS LEVEL



474 ACCESS LEVEL
0- PERSONAL

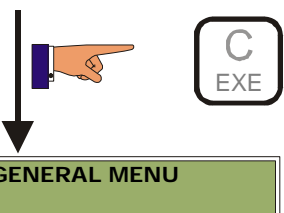


A» or «B»-----Select the available options:

- 0 - Personal Menu.
- 1 - General Menu.
- 2 - Configuration.

«C-EXE» select the option shown on the *display*

474 ACCESS LEVEL
1 - GENERAL



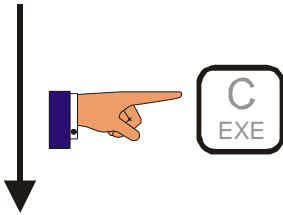
GENERAL MENU

474 ACCESS LEVEL

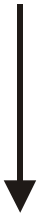
The first function to appear is <<474>>.



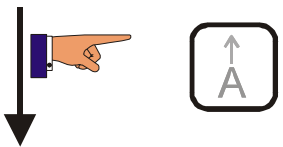
474 ACCESS LEVEL
2 - CONFIGURE



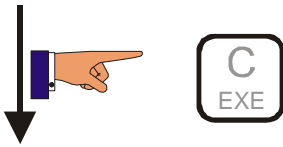
CONFIGURE MENU



474 ACCESS LEVEL



475 PASSWORD



475* PASSWORD

To configure the functions that are hidden in the **Personal Menu** select the option **2 - CONFIGURATION**. It is necessary to introduce a password if one is programmed in the function **475 << PASSWORD>>**.

It shows the name of the function and an asterisk (*) follows the number in those functions that are hidden. With buttons **<<A>** and **<** you advance and retreat through the menu.

To hide a function, press the button **<<C-EXE>** and we see that the **<<*>** appears. Pressing again makes the **<<*>** disappear and therefore visible in the **Personal Menu**.

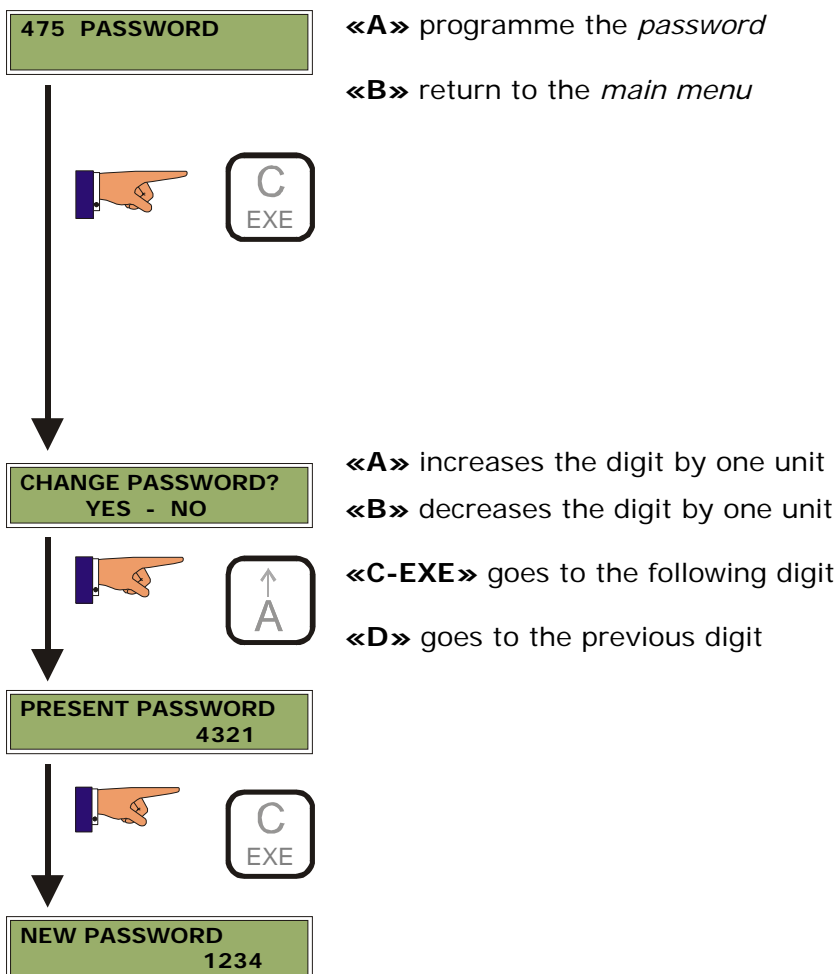
475 PASSWORD. Programme a *password* of 4 digits that will later be necessary to access the following functions:

- **097** Delete ram
- **099** Reset changer
- **171** Delete partial accounting
- **180** Accounting total sales
- **474** Access to the general menu and the configuration of the personal menu
- **475** Password

This *password* stops access to the reprogramming of the *changer* with a PC.

There are two ways to remove the *password*:

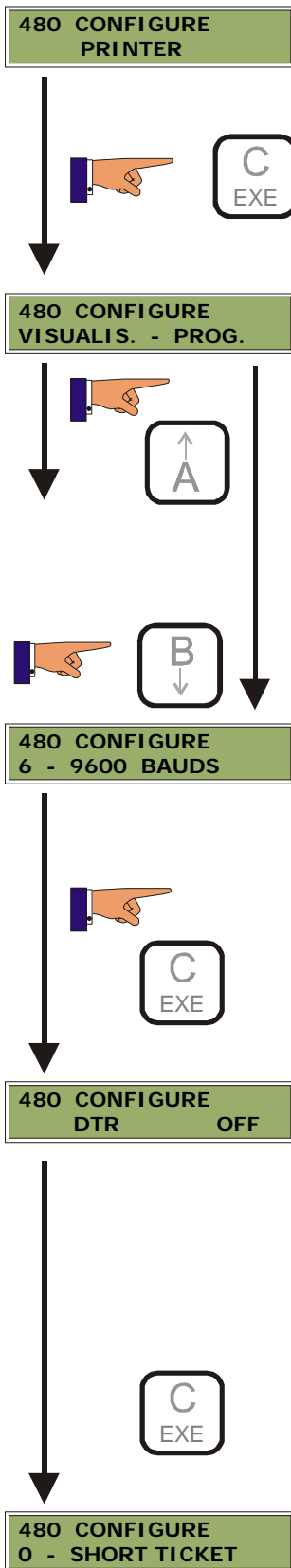
- Introduce the new password "0000" in function <<475>>.
- Delete the Ram in function <<097>>





480 CONFIGURACION OF PRINTERS. Configure the communication protocol for the printer and the type of ticket to print

Some printers cannot print at the same speed as the *changer* transmits the data. If the printer does not have a buffer to store the data transmitted by the *changer*, use the command D.T.R. "on".



«A» shows the present programming

«B» allows you to modify the programming

«A» or «B» select the transmission speed:

- | | |
|----------------|----------------|
| 0 - 110 bauds | 4 - 2400 bauds |
| 1 - 300 bauds | 5 - 4800 bauds |
| 2 - 600 bauds | 6 - 9600 bauds |
| 3 - 1200 bauds | |

«C-EXE» programme the option shown on the display of the changer

«A» or «B» change between **ON** (the changer stops transmission when it receives the command D.T.R. from the printer) and **OFF** (It ignores the command D.T.R. and transmits the data without interruption).

«C-EXE» confirms the selection and accesses the following configuration option.

«A» or «B» select the type of ticket:

- 0 – Short Ticket
- 1 – Long Ticket
- 2 – Short Ticket F
- 3 – Long Ticket F

«C-EXE» programme the option shown on the display of the changer



The printed ticket shows:

ACCOUNTING FOR 12345678
TOTAL SALES > 46
from 08/08/03
to 15/09/03(16:56)
PARTIAL SALES> 4

Price 1> 0.50 Eur
NO. SALES> 1
Price 2> 0.65 Eur
NO. SALES> 1
Price 3> 0.25 Eur
NO. SALES> 2
Price > 0
NO. SALES> 15

TO CASH BOX > 11.00 Eur
NOTES TO CASH BOX> 0.00 Eur
TAKEN > 82.60 Eur
TAKEN K> 1.00 Eur
FREE SALES > 0.00 Eur
I. OPERATOR > 893.25 Eur
E. OPERATOR > 24.00 Eur
TO TUBES > 178.25 Eur
TO CHANGE> 40.70 Eur
UNPAID > 162.50 Eur
RECHARGED TO CARD > 0.00 Eur

Ready

Short Ticket

ACCOUNTING FOR 12345678
TOTAL SALES > 46
from 08/08/03
to 15/09/03(16:56)
PARTIAL SALES> 4

Price 1> 0.50 Eur
NO. SALES> 1
Price 2> 0.65 Eur
NO. SALES > 1
Price 3> 0.25 Eur
NO. SALES > 2
Price > 0
NO. SALES > 15

COINS
type 1: 0.05 Eur> 40 coins
type 2: 0.10 Eur> 9 coins
type 3: 0.20 Eur> 43 coins
type 4: 0.50 Eur> 67 coins
type 5: 1.00 Eur> 1 coins
type 6: 2.00 Eur> 5 coins
Token1: 0.00 Eur> 0 coins
Token2: 0.00 Eur> 0 coins.
type 1 : 5.00 Eur 0 NOTES
type 2 : 10.00 Eur 0 NOTES
type 3: 20.00 Eur 0 NOTES

TO CASH BOX > 11.00 Eur
NOTES to CASH BOX> 0.00 Eur
TAKEN > 82.60 Eur
TAKEN K> 1.00 Eur
FREE SALES> 0.00 Eur
I. OPERATOR > 893.25 Eur
E. OPERATOR > 24.00 Eur
TO TUBES > 178.25 Eur
TO CHANGE > 40.70 Eur
UNPAID > 162.50 Eur
RECHARGED TO CARD > 0.00 Eur
TO TB. A:> 3.45 Eur
TO TB. B:> 19.40 Eur
TO TB. C:> 24.40 Eur
TO TB. D:> 131.00 Eur
CH. FROM A:> 0.40 Eur
CH. FROM B:> 0.50 Eur
CH. FROM C:> 6.80 Eur
CH. FROM D:> 33.00 Eur
IN TUB. A:> 1.20 Eur
IN TUB. B:> 2.20 Eur
IN TUB. C:> 3.60 Eur
IN TUB. D:> 9.00 Eur

Ready

Long Ticket



```
=====
ACCOUNTING FOR
AZKOYEN CHANGER

TIME AND DATE
15/09/03 (17:02)

MACHINE NO. 12345678

TICKET NO. 1
TOTAL TAKEN 14.75
TOTAL NO. SALES 46
IN TUBES 16.00
TIMES SWITCHED OFF 206
.....
AFTER MODIF. MACHINE NO.

TICKET NO. 1
TOTAL TAKEN 82.60
TOTAL TAKEN CARD 1.00
TOTAL NO. SALES 28
.....
TAKEN AFTER TICKET NO. 1

TO CASH BOX 11.00
TO TUBES 178.25
TO CHANGE 40.70
INTR. BY OPERAT 893.25
EXT. OPERATOR 24.00
TAKEN 82.60
TAKEN CARD 1.00
NO. SALES 28
UNPAID 162.50
DISCOUNTS 0.00
TOKEN/CARD 0.00
REVALUATION MC 0.00
.....

NO. DELETIONS MADE
=====
```

Short Ticket F

```
=====
ACCOUNTING FOR
AZKOYEN CHANGER

TIME AND DATE
15/09/03 (17:02)

MACHINE NO. 12345678

TICKET NO. 1
TOTAL TAKEN 14.75
TOTAL NO. SALES 46
IN TUBES 16.00
TIMES SWITCHED OFF 206
.....
AFTER MODIF. MACHINE NO.

TICKET NO. 1
TOTAL TAKEN 82.60
TOTAL TAKEN CARD 1.00
TOTAL NO. SALES 28
.....
TAKEN AFTER TICKET NO. 1

TO CASH BOX 11.00
TO TUBES 178.25
TO CHANGE 40.70
INTR. BY OPERAT 893.25
EXT. OPERATOR 24.00
TAKEN 82.60
TAKEN CARD 1.00
NO. SALES 28
UNPAID 162.50
DISCOUNTS 0.00
TOKEN/CARD 0.00
REVALUATION MC 0.00
.....
PARTIAL SALES
N. SALES. ACUM PRICE
1 1 0.50 0.50
2 1 0.65 0.65
3 2 0.25 0.50

PARTIAL SALES CARD
NO. SALES ACUM. PRICE
1 4 0.25 1.00

0 15 0.00 0.00
.....

NO. DELETIONS MADE
=====
```

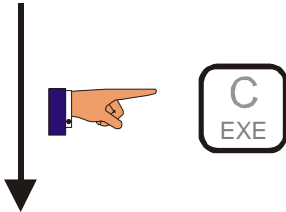
Long Ticket F

481 ACTIVATE INFRARED. Activate the bidirectional communication with another device, using infrared light to communicate.

481 ACTIVATE
INFRARED

ON Activate infrared

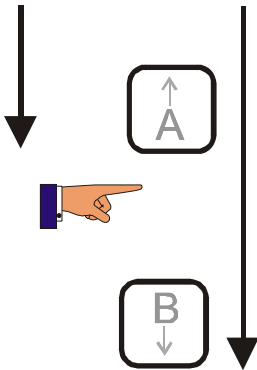
OFF Deactivate infrared



481 ACTIVATE
VISUALIS. - PROG.

«A» shows the present programming

«B» allows you to modify the programming

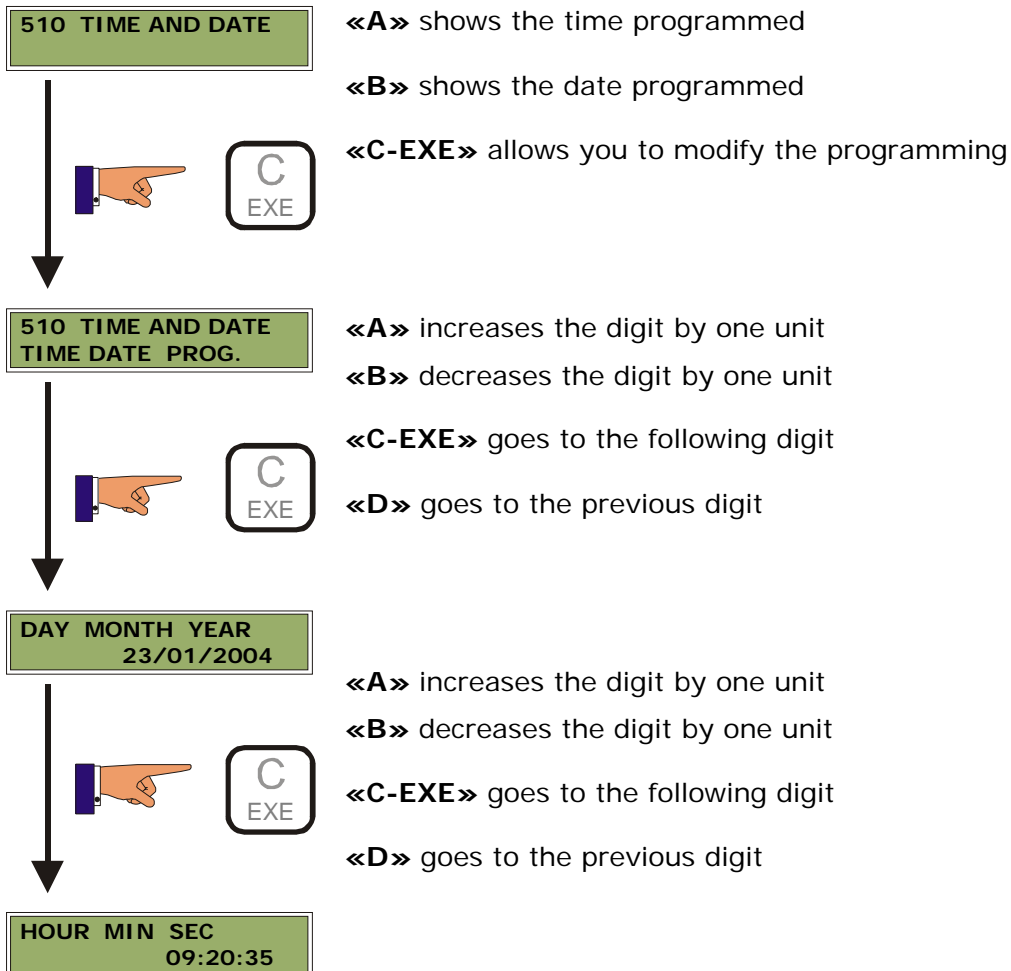


«A» or «B» changes between **ON** (activate the use of infrared) and **OFF** (deactivate infrared communication).

481 ACTIVATE
OFF

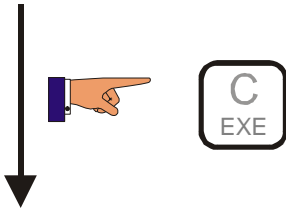
«C-EXE» confirm the selection and access the *main menu*

510 PROGRAMMING THE TIME AND DATE. Programme the time and date. It is important to correctly programme the time and date because of the implications this has on the accounting and promotions.

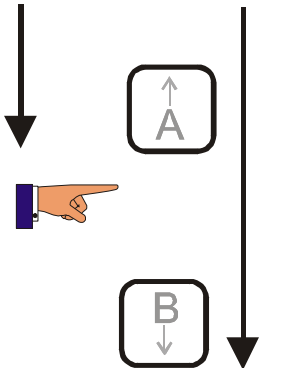


520 PRESENCE OF CLOCK. Programme the presence of the clock on the *display* of the machine.

520 PRESENCE CLK



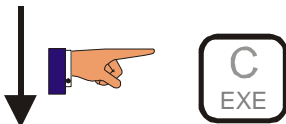
520 PRESENCE CLK
VISUALIS. - PROG.



«A» shows the present programming

«B» allows you to modify the programming

520 PRESENCE CLK
ON



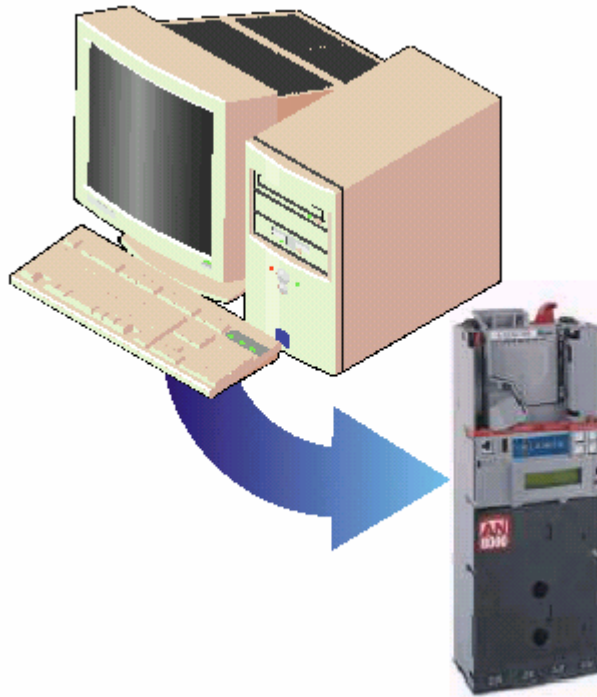
520 PRESENCE CLK

1.4. PROGRAMMING THE PARAMETERS OF THE CHANGER FROM A PC

To programme the parameters in an easier and quicker way, you can use the software of «AZKOYEN MoE2PROM».

Using a PC and serial communication RS232 you can control and configure the parameters of the changer with speed and accuracy. You may have various configurations stored on the hard disk of the PC and download them to the changer in seconds.

For more information on the software «AZKOYEN MoE2PROM» contact your distributor or the Sales department of **Azkoyen S. A.**





Brand of



AZKOYEN

AZKOYEN MEDIOS DE PAGO S.A.

AZKOYEN

H O S T E L E R Í A

Teidde