

LAND Multi-changer POS

Operator's Manual

Rev. 1.05 EN

LAND Money Changer / Token Dispenser



CE



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Progettazione e produzione di sistemi di pagamento e accessori per macchine Gaming, Vending e Car-Wash
Design and manufacture of payment systems and accessories for the Industries of Gaming, Vending and CarWash

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NOTICE

This manual has been drafted with the utmost care. Nevertheless, it is not possible to guarantee at all times the absolute correspondence of the descriptions contained therein with the actual characteristics of the product. Alberici S.p.A. declines any and all responsibility towards the User with reference to damages, losses, or claims of third parties, resulting from the use of the product or caused by incorrect interpretations of this manual. Alberici S.p.A. reserves the right to modify, without prior notice and in any way, any part of this manual and the technical specifications of this product, as part of the continuous pursuit of improvement of its products.

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STORICO REVISIONI			
Revisione n°	Data	Modifica	Note
Creazione 1.00	23.07.2018	Creazione	FW v. 1.01
Rev. 1.01	14.07.2020	Integrazione VPOS Touch Nayax e Valina	FW CMG v. 1.09 Nayax – v. 1.07 Valina
Rev. 1.02	11.12.2020	Time-out su POS e tabella pagamenti POS indipendente	FW CMG v. 1.11 Nayax – v. 1.11 Valina
Rev. 1.03	08.03.2021	Inserito errore ccTalk (luce gialla fissa)	FW CMG v. 1.11 Nayax – Valina - Payter
Rev. 1.04	30.08.2021	Reset of Remaining credit / Hopper adjustment by 5c steps	FW CMG v. 1.11 Nayax / Payter
Rev. 1.05	16.12.2022	Modulo di alimentazione integrato MP1	FW CMG v. 1.15 Nayax – v. 1.16 Payter

Dear Customer,

we would like to thank you and congratulate for your choice. We trust that you will appreciate the quality and performance of the LAND automatic Change Machine. This machine operates by cctalk protocol, the serial communication mode that provides security and precision.

Please read carefully this handbook, to obtain the most from your machine.

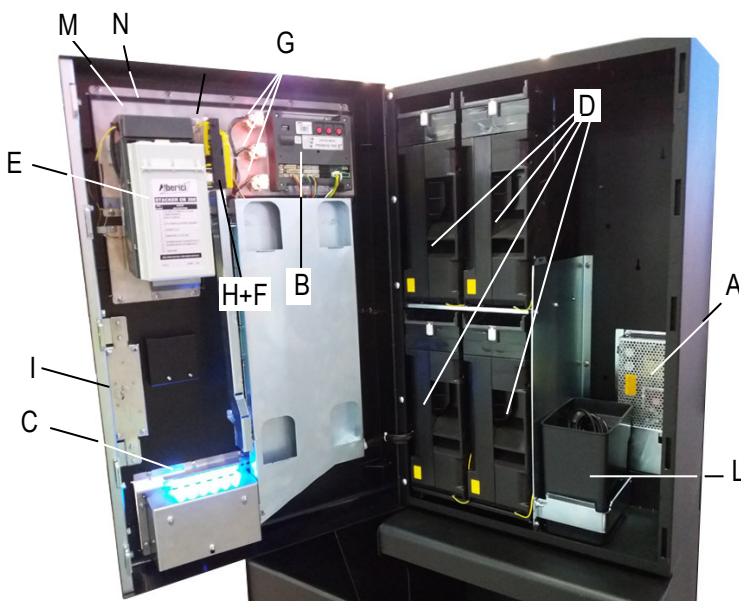
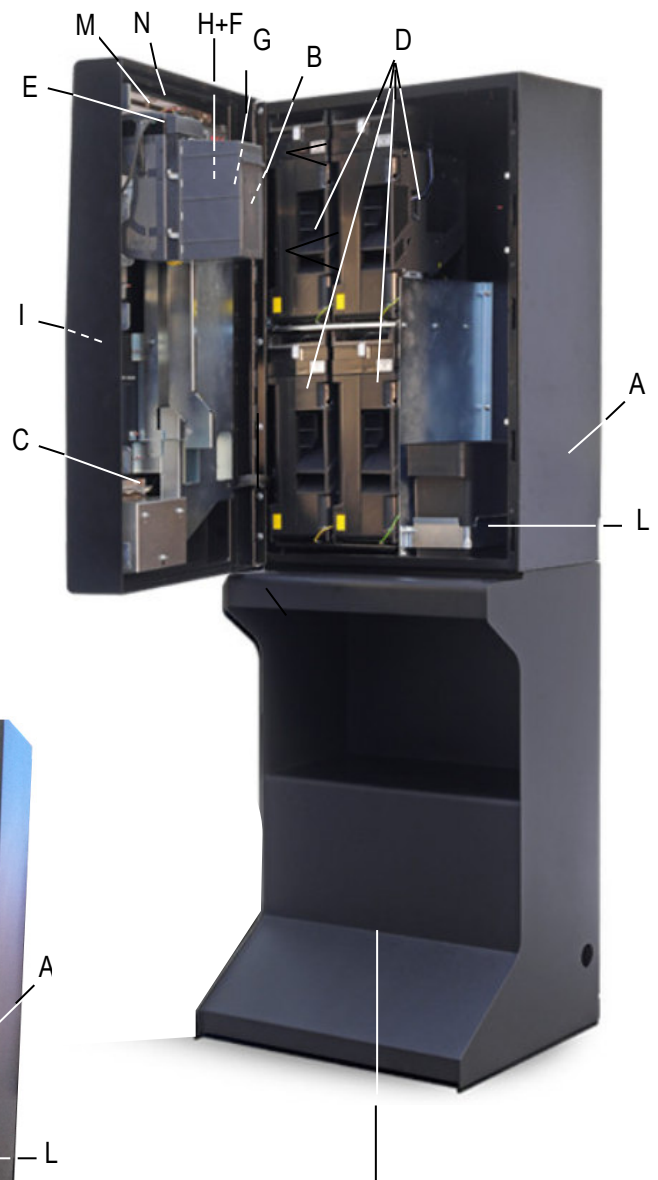
1. Package content

- The package contains:
1. the Alberici "LAND" Money-change machine
 2. one pair of keys
 3. the power cable (see inside of money box)
 4. the instruction manual (this manual)

This product has been packed with the utmost care. In the case that you receive it damaged or incomplete, please notify immediately your findings to the Carrier, and ask him to record your findings on the delivery receipt. All packaging material must be recycled or disposed of in compliance with your local applicable laws.

2. Components description

#	COD.	DESCRIPTION
A	AE-0806 or A-PW0002	Power supply box RD-125 or MP1 integrated Power Module, with Hub pcb
B	SH-1D41-0010	ChangeOne CMG pcb, 5" blue display
C	S-020934-000	3 blue-led bar
D	K-02C-020047	4 x Hopper S11 CCT (no base) + Sector 75 extension (AA-0313)
E	LB-MU03-0004	OryOne UN1 ccTalk note validator, 600-banknotes stacker
F	GE-66SU	AL66S coin acceptor
G	PN-MDOT-000H	3 x RGB Vandalproof pushbutton
H	IM-N000-0L10	PP coin entry slot
I	C-070103-000	Main lock with straight latch
L	AM-1305	Plastic coin box 'A'
M	C-140102	Nayax VPOS Touch 3G Marshall
N'	A-CM0059	Nayax VPOS Interface pcb
N"	A-CM0068	Valina POS Interface pcb



The foot-stand (AA-0181-0600) is not part of the unit.

3. Product description

3.1 General technical specifications

Size max:	547 mm (w) x 810 mm (h) x 360 mm (d)
Size max. on floor-stand:	547 mm (w) x 1595 mm (h) x 440 mm (d) [floor-stand 585 (w) x 785 (h) x 440 (d)]
Weight:	55,5 kg (82 kg with floor-stand)
Voltage:	110 - 230 Vac - 50 Hz
Nominal power:	340 W max.
Operation temperature:	0°C ÷ +50°C
Installation:	Desktop, or on floor-stand, or wall-mount, indoor
Coin capacity:	with 4 x Hopper S11: 7500 (various denominations) with 3 x Hopper S11: 5600 (various denominations) + 1 x Hopper AH4: 1600 (mixed)
Components:	
Power supply unit	Power switching 340W
Control board	CHANGEONE CMG 120K with 5" GRAPHIC DISPLAY
Note validator	ORYONE (600 banknotes capacity by default; 300 banknotes as option), or as option: VEGA-RC with Recycler (300 banknotes capacity, 30+30 recyclable banknotes)
Pay-out Hopper	4 x HopperOne S11; or 3 x S11 + 1 AH; or 2 x S11 + 2 AH4; or 1 x S11 + 3 x AH4
Coin acceptor (optional)	AL66S cctalk
Remote audit (optional)	Alberici Hermes GSM-GPRS or GPS/GSM/GPRS (*)

Notice: Euro is the preset currency. If a different currency is required, please specify when placing your order.

(*) The system requires that the B-to-B Alberici SIM card is present into the Hermes module SIM slot, and that a subscription is entered into the ARGO Portal, in order to control the machine via the Internet.

3.2 Available functions

- Change of notes and coins into various denomination coins, in various combinations
- Change of notes and coins into one or more denomination tokens, in various combinations, without or with return change, without or with bonus (bonus will be available only when POS has been disabled)
- Purchase of tokens by POS transaction, without bonus
- Control of accounts via display (by on-board buttons or extension keypad)
- Programmable via menu (by on-board buttons or extension keypad)
- Courtesy button for display language change.

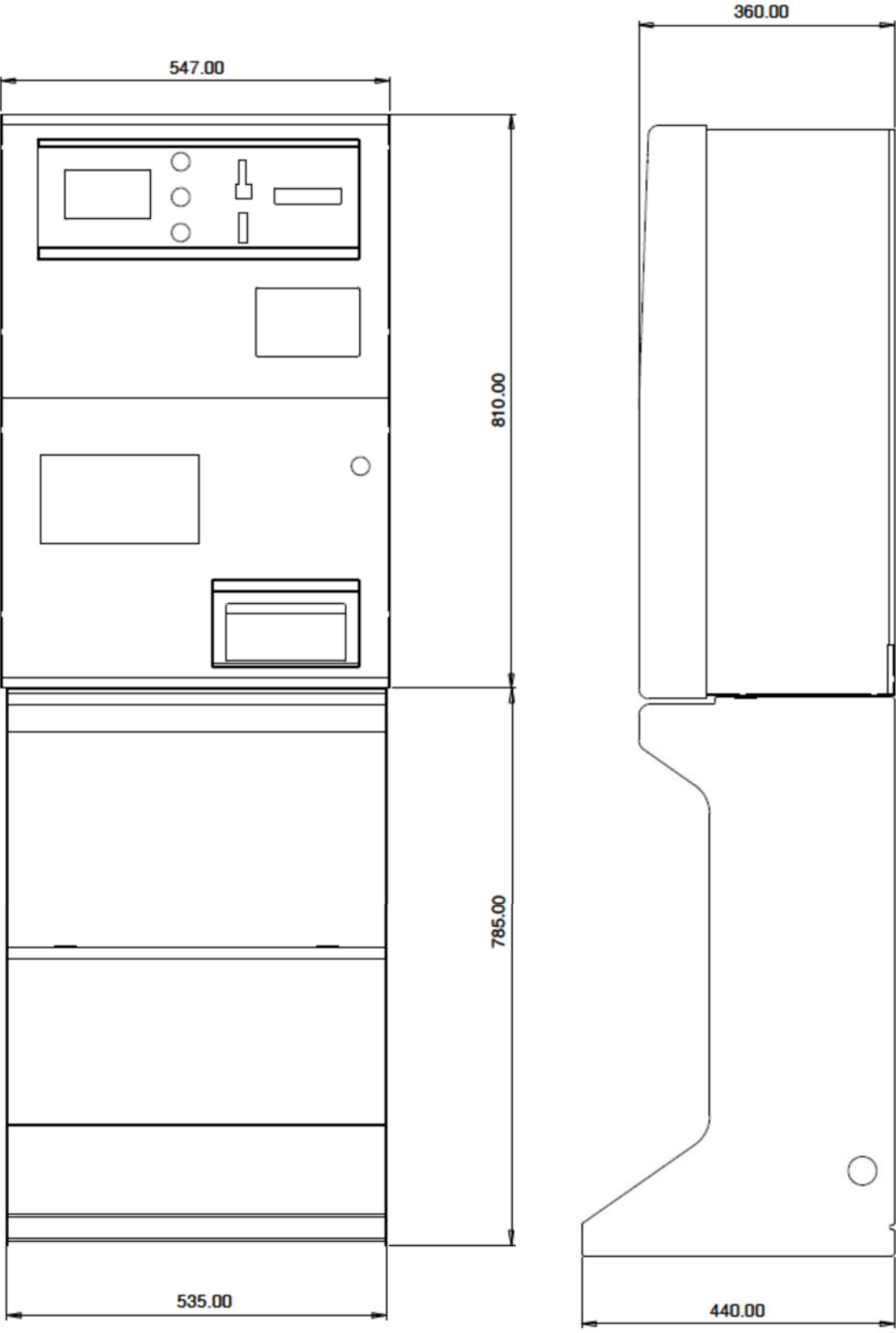
4. Warning



- Comply with the instructions in this manual
- Switch power off before any maintenance operation
- Use only within the recommended temperature/humidity range
- Do not expose the machine (and especially the note acceptor front plate) to direct sun light or to incandescent light (> 3000 Lux)
- When in presence of car exhaust gas or smoke, clean and check the components (the note acceptor in particular) regularly and frequently.
- Do not favour contact with dusts or chemical moisture or sprays, water or other liquids
- Instal indoor
- Wipe clean by a dry piece of cloth (or slightly wet with alcohol)
- Do not use thinners or organic solvents
- The note acceptor could reject (or get jammed by) stained notes, or worn out, wet, wrinkled, torn, dog-eared, oil-smearred, with sticking tape or similarly affected.
- Clean monthly the sensors of the note acceptor. Remove paper dust that has accumulated on the drive wheels, by a clean piece of cloth or a cotton swab. Do not use alcohol nor solvents or scrapers.

5. Installation

5.1 Dimensions



5.2 Mounting the unit



PAY ATTENTION: IT IS ESSENTIAL TO FASTEN THE MACHINE TO A SOLID WALL BY USING RELIABLE EXPANSION BOLTS.

IT IS RECOMMENDED TO FASTEN THE UNIT TO THE WALL BY USING THE DEDICATED MOUNTING SLAB (ref. MT0-AM16-V06).

Rear view of the Change Machine:

'x' = fastening holes to the wall

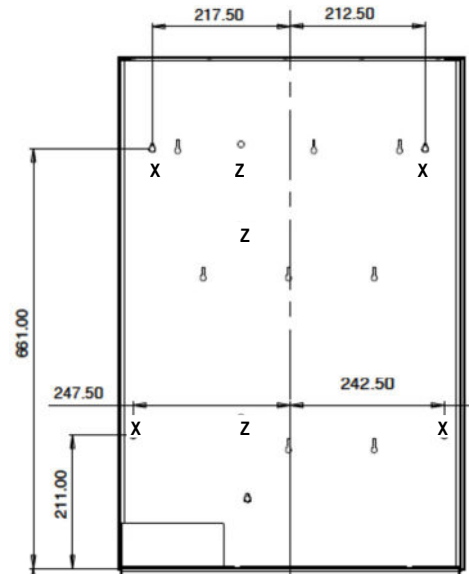
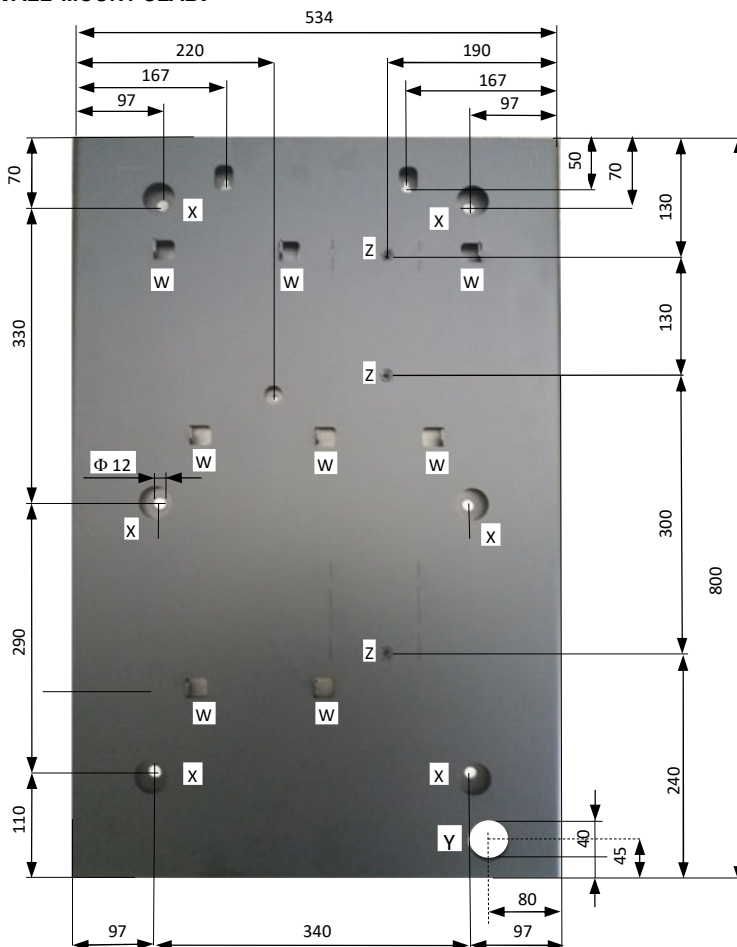
'z' = fastening holes to the wall-mount slab

Put the Change Machine in place and fasten it to the wall by expansion bolts, through the "x" holes in the rear side of the cabinet. Take care not to obstruct the power socket. In addition, the large holes at the rear foot of the floorstand allow to secure the machine to the floor by binding chain or pass-through bar.

The fastening slab allows to easily secure the Change Machine to the wall:

once fixed the slab to the wall (see below), the machine can be hung upon the "w" slab's hooks, and then comfortably fastened to it by screws ("z" holes), or just left hanging so as to remove it at ease.

WALL-MOUNT SLAB:



All measures in mm

Prepare the tunnel for the power cable in the wall (corresponding to "Y" hole in the slab).

Slip the cable through the "Y" hole. Fasten the slab to the wall by sturdy expansion bolts, through the 6 "x" ($\Phi 12$ mm) holes.

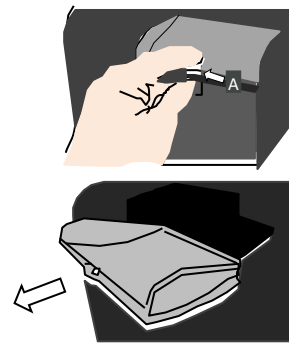
Connect the cable to its socket behind the machine, and hang the latter on the "w" supporting hooks.

Fix the LAND unit to the slab by M8 screws through the three "z" threaded holes, unless you plan to remove the machine from the wall every evening to store it in a safer place.

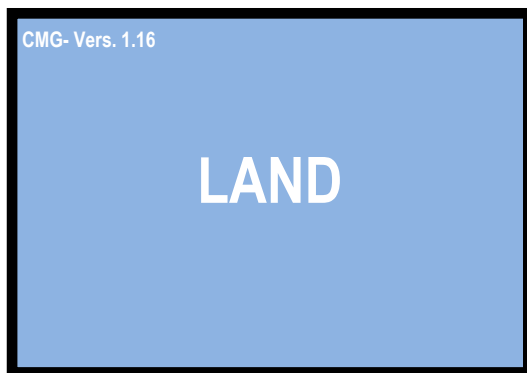
5.3 PREPARATION FOR USE:

PAY ATTENTION: FILL THE HOPPERS ONLY WHEN THE MACHINE IS OFF.

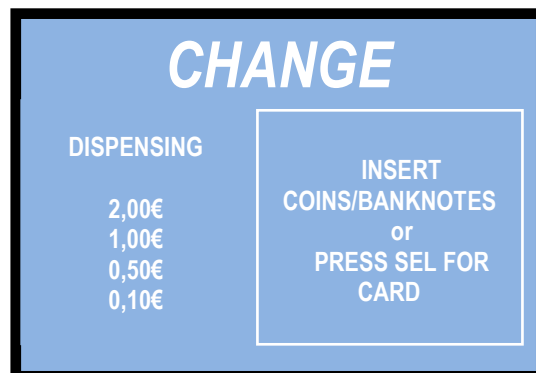
Open the door and locate extensions capacity on top of the hopper.
 Unlock the latch A (white slide) of the cover and slide the latter fully out towards the outside, until is positioned as a pilot chute: pour into the hopper the coins or tokens to be dispensed as change.
 Unlock again the latch A and slide the cover back to “closed” position.
 Close the tiltable front flap of the machine.



The coin denomination preset for all the single-coin hoppers is € 2. When the machine is equipped with banknote recycler, the two default denominations for the recyclable banknotes are: € 50 and € 20. It is possible to modify such default configuration through the setting menu: see section 7.3.6.2.
 Plug the power cable in, and turn the main switch on. The ON/OFF switch is located at the left side of the power box; remove the coinbox to get easy access to it.
 The system shall start automatically self-check and the self-set up. At the end, a message will show what denominations (coins or tokens) value(s) will be paid in exchange for the notes and the coins introduced.



...



The change machine will activate different procedures depending on whether it has been set up to operate by AUTOMATIC MODE (factory setting) or in MANUAL 2P MODE.
 When set to standard Automatic Mode, the machine will pay-out a balanced combination of the denominations (pieces) contained in its hoppers, against paid-in cash. Else, the Operator can enable and program the Pay-out Table: in which, for each of 6 programmable pay-in levels, he will be able to program 1 combination of the amounts paid out by each hopper, according to his convenience (see Section 7.3.6.3 A).
 When set to standard Manual Mode, the User will be able to choose the desired denomination. Else, the Operator can enable and program the Pay-out Table: in which, for each of 9 programmable pay-in levels, he will be able to program up to 3 pay-out combinations of the amounts paid out by each hopper, according to his convenience: the User will be able to choose among such 3 combinations (see Section 7.3.6.3 B).
 To allow the User to buy Tokens by POS card according to the Operator’s convenience, the POS Pay-out Table must be programmed - in which, for each of 10 programmable pay-in levels, 3 pay-out combinations of the amounts paid out by each hopper can be set: the User will so be able to choose among such 3 combinations (see Section 7.3.6.3 C). If the Table is disabled, the machine will pay out the most even combination of denominations from the hoppers. In the Automatic Mode, it is mandatory to set the POS Pay-out Table. In the Manual Mode, it is optional.

AUTOMATIC MODE	MANUAL 2P MODE	POS MODE
<p>For each inserted amount out of 6 programmable levels (to be chosen among 0,10 - 0,20 - 0,50 – 1 - 2 - 5 - 10 – 20 - 50 - 100 €), the User will receive the relevant combination of Tokens/Coins preset by the Operator.</p> <p>If the note recycler is present, the User will receive the preset combination of Tokens/Coins and Banknotes.</p>	<p>For each inserted amount out of 9 programmable levels (to be chosen among. 0,10 - 0,20 - 0,50 – 1 - 2 - 5 - 10 – 20 - 50 - 100 €), the User will be able to choose among 3 combinations of Tokens/Coins preset by the Operator.</p> <p>If the note recycler is present, the User will be able to choose among 3 preset combinations of Tokens/Coins and Banknotes.</p>	<p>For each inserted amount out of 10 programmable levels (to be chosen among. 0,10 - 0,20 - 0,50 – 1 - 2 - 5 - 10 – 20 - 50 - 100 €), the User will be able to choose among 3 combinations of Tokens preset by the Operator.</p>

6. Operation

Three buttons are available: “SELECT-”, “LANGUAGE/SELECT+”, and “CONFIRM” allow the User to make his choice when the unit is set to operate in MANUAL MODE. These buttons are lit up in blue colour when the unit is in stand-by. The “LANGUAGE/SELECT+” button allows the user to choose his preferred interact language.

6.1 Automatic mode (see section 7.3.6.3 A)

When a note or coin is inserted, the display shows the credited amount, and the control board automatically starts to pay-out a balanced combination of the denominations (pieces) contained in its hoppers. If the Pay-out Table has been enabled, the hoppers shall provide the combination that the Operator has pre-programmed for the amount inserted.

If the purchase is made by credit / debit card (POS), see 6.3.

At the end of the payout cycle, the display will show both the inserted amount and the paid-out total.



6.2 Manual 2P mode (see section 7.3.6.3 B)

When a note or coin is inserted (or when the smaller value available in the hoppers is reached), the “SELECT” and “CONFIRM” buttons will lit up in green colour. Continue to introduce cash money up to the desired amount, then press "SELECT" to choose the denomination that you want to receive, and press "CONFIRM". If the Pay-out Table has been enabled, the display will show the first one among the various pre-set change combinations proposed, out of the 1-to-3 pre-programmed by the Operator. Press any “SELECT” button to get to the next page and check the second combination, then press the button again and so on, to find the combination that best suits your wish. Once found it, press the “CONFIRM” button to collect the changed amount or the purchased tokens.

If the purchase is made by credit / debit card (POS), see 6.3.

At the end of the payout cycle, the display will show both the inserted amount and the total amount paid out.



6.3 POS mode (see section 7.3.6.3 C)

POS operation is allowed uniquely if the machine delivers Tokens only. Using the change machine to cash from credit cards or debit cards is *ILLEGAL*, since the machine is not a licensed ATM.

The instruction on the machine display alternatively prompts the User to press the “SELECT” button if purchase by credit/debit card is desired:



press the illuminated “SELECT” button:



the display will invite to present the Card to the POS terminal:



- Lean your Credit/Debit Card against the POS Terminal: you will be invited to select your product (that is, how much money you will pay to purchase the tokens):




- touch any "SELECT" button as many times as necessary to obtain the desired amount.



- then, press the "OK" button, to make the machine dispense the variety of tokens corresponding to the combination that the Operator has pre-programmed for the amount inserted (see section 7.3.6.3 C POS PAY-OUT TABLE).

At the same time, the bank network will deduct the equivalent amount from your Credit / Debit Card account.



 If, after starting the POS procedure by pressing the "SELECT" key, the User does not want to continue, she/he should press the crossed red symbol on the POS terminal. This action returns the system to stand-by mode.

Else, if no button is pressed within 30 seconds from POS activation, the machine itself will stop the transaction and return to stand-by mode.

WARNING: if there are not enough pieces in the hopper to fulfil the whole change request, the remaining credit shall be retained in memory. Switch off the machine, fill the hoppers, and switch on again to pay the remaining credit out. An alternative option is to set the Remaining Credit Menu (see section 7.3.5) so as to cancel the remaining credit - and at the same time record it in the Accounts menu - by switching the machine off and on again.

7. System configuration

7.1 Default configuration

The device parameters of the LAND Money-change machine / Token dispenser are preset by default as follows:

Control Board Parametres	Pay-out mode = AUTOMATIC
Hopper S11 Parameters	Hoppers nr. 1, 2, 3, 4 (*) = € 2.00
Hopper AH4 discriminator (upon request)	Preset by default to 0,50 – 1,00 – 2,00 €
ORYONE / VEGA-RC Validator take	€ 5.00 - - € 100.00
VEGA-RC Recycler takes	€ 20 – 10 = ENABLED
AL66 S coin acceptor takes	€ 0.05 - € 0.10 - € 0.20 = DISABLED
	€ 0.50 - € 1.00 - € 2.00 = ENABLED

(*) The Hoppers are physically positioned in pairs, one pair above the other. It is possible to decide which one among the 4 hoppers must work as the primary one (ex. when the machine is used for dispensing tokens, or when the pay-out table is not in use). Each hopper has its own serial address; such serial address is defined by the position of the dip-switches located in the hopper sliding base. The dip-switch rows of the hoppers are set respectively to the following addresses:

Dip-switches in HP1: address 3 (all DS to OFF)

Dip-switches in HP2: address 4 (no. 1=ON, nos. 2=3=OFF)

Dip-switches in HP3: address 5 (no. 2=ON, nos. 1=3=OFF)

Dip-switches in HP4: address 6 (nos. 1=2=ON, no. 3=OFF)



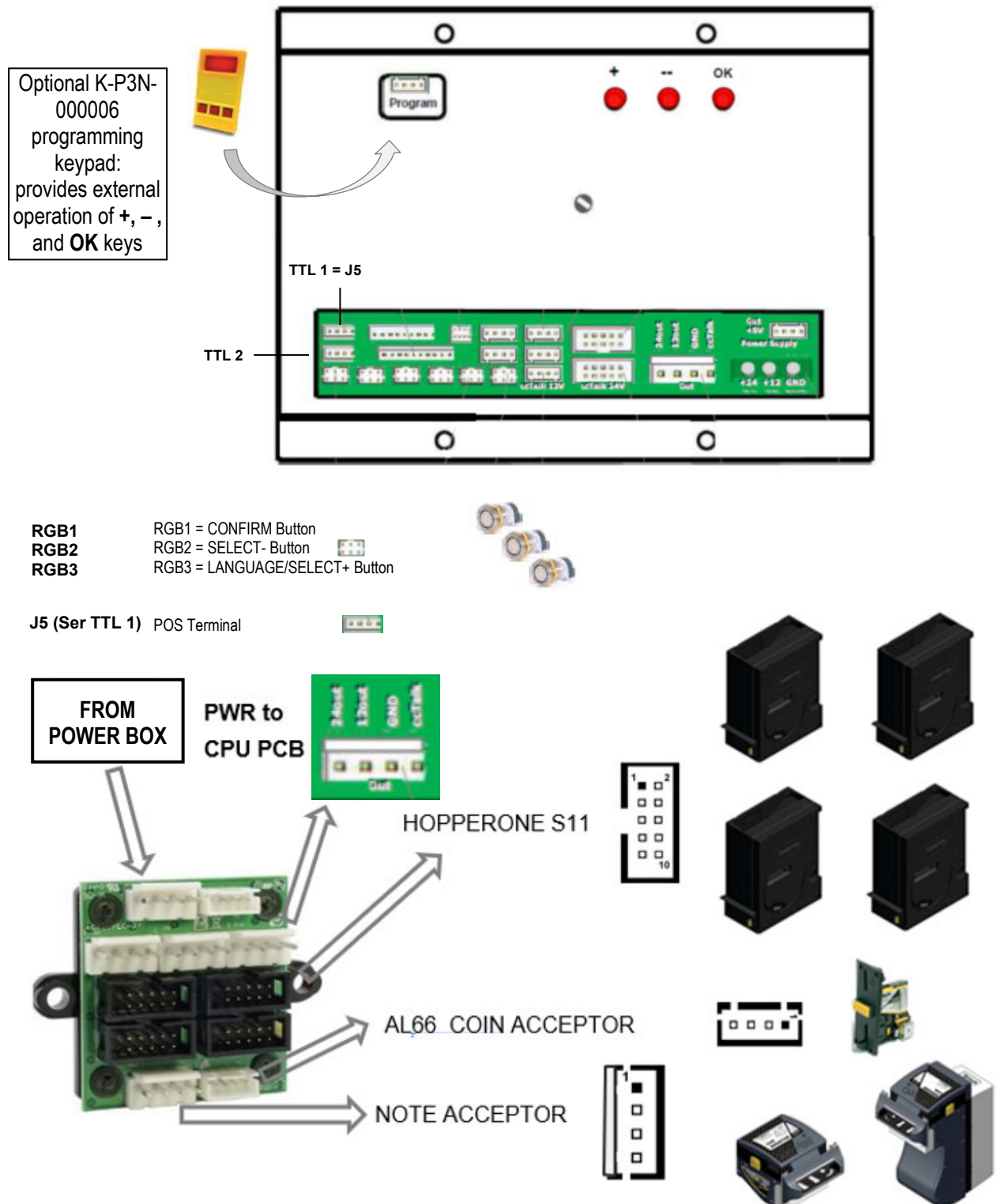
Restore default configuration

If any unwanted variation is made, it will be possible to restore the default configuration as follows: enter menu, scroll by UP and DOWN keys and choose RESTORE DEFAULT CONFIGURATION, then press OK; the message DEFAULT CONFIG. RESTORED will be displayed and the unit shall return to its original setting.

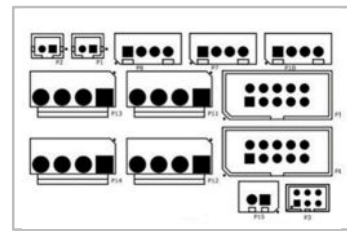
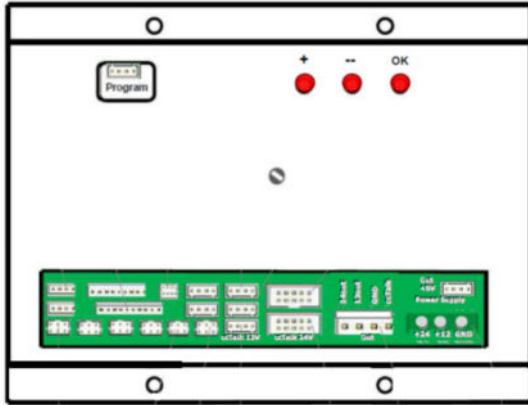
NOTICE: the *RESTORE DEFAULT CONFIGURATION* command resets the default PIN code (0000) .

7.2 System connections

7.2.1 MODELS WITH SEPARATE POWER BOX AND HUB PCB



7.2.2 MODELS WITH MP1 POWER MODULE AND INTEGRATED HUB PCB



HUB PCB FOR CONNECTION OF THE PERIPHERAL UNITS



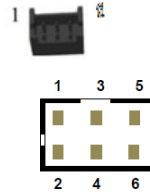
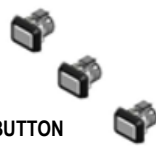
SOCKETS IN CHANGEONE CMG PCB

PWR IN/CCT = from the Hub pcb
(in the MP1 Power Module):
+24V / +12V / GND / CCTALK



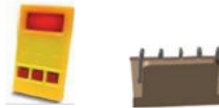
+24V	1	Pin 1 = green wire
+12V	2	Pin 2 = yellow wire
GND	3	Pin 3 = black wire
DATA	4	Pin 4 = white wire

- P1 = OK PUSHBUTTON
- P2 = SEL- PUSHBUTTON
- P3 = SEL+/LANGUAGE PUSHBUTTON



TTL1 = to the POS Terminal

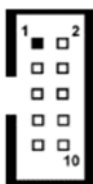
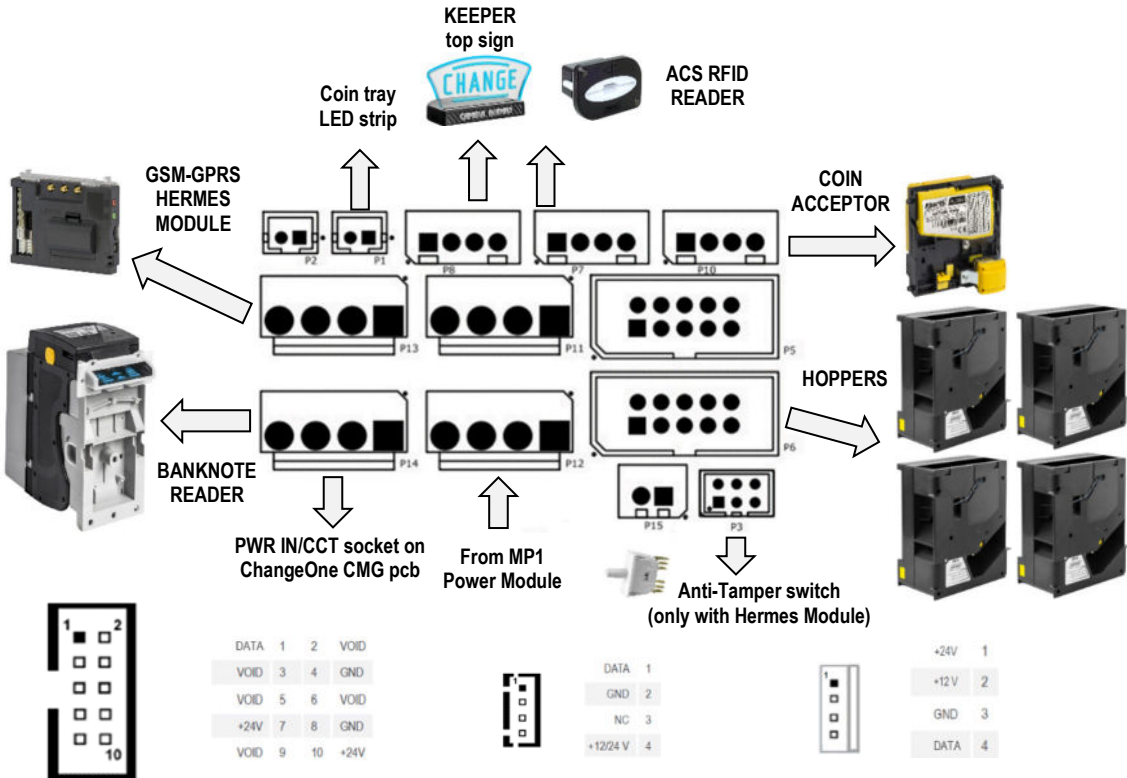
PROG = socket for the optional K-P3N-000006
external programming keypad



Micro NO	1	Pin 1 = grey wire
LED R (Red)	2	Pin 2 = red wire
+12 V	3	Pin 3 = yellow wire
LED B (Blue)	4	Pin 4 = blue wire
GND	5	Pin 5 = black wire
LED G (Green)	6	Pin 6 = green wire

5 pin (not connected)

SOCKETS IN HUB PCB (ON INTEGRATED MP1 POWER MODULE)



DATA	1	2	VOID
VOID	3	4	GND
VOID	5	6	VOID
+24V	7	8	GND
VOID	9	10	+24V



DATA	1
GND	2
NC	3
+12/24 V	4



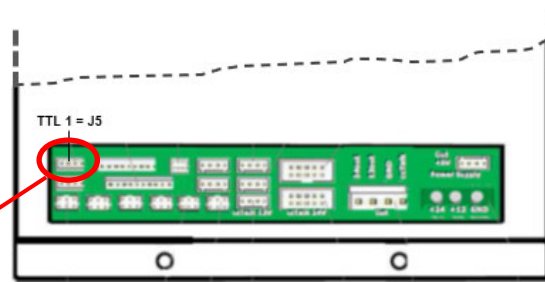
+24V	1
+12 V	2
GND	3
DATA	4

7.2.3 INSTALLING THE POS TERMINAL

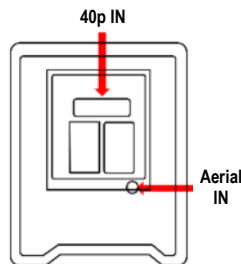
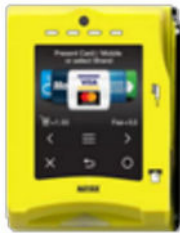
Depending on the type of POS that the machine has been requested, please find the relevant interface cable among the accessories (inside the cashbox):

IF for VPOS Touch Nayax
 IF for WORLDLINE VALINA
 IF for PAYTER

Connect the 4p end of the POS Interface cable to the TTL1 (J5) socket of the main pcb

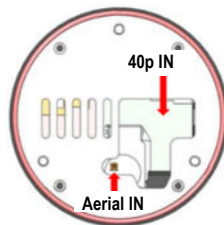
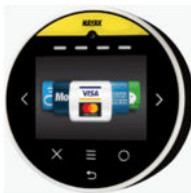


NAYAX 3G



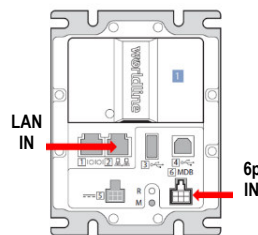
Connect the 40p end of the POS Interface cable and the aerial as indicated

NAYAX ONLYX



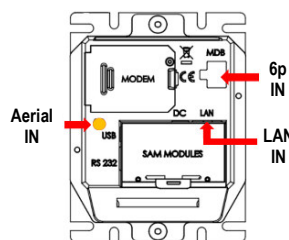
Connect the 40p end of the POS Interface cable and the aerial as indicated

WL VALINA



Connect the black 6p (MDB) end and the Ethernet connector (LAN) of the POS Interface cable as indicated.

PAYTER



Connect the white 6p (MDB) end and the Ethernet connector (LAN) of the POS Interface cable as indicated.

Start the Service Menu (see section 7.3.1):

1. Go to the "Set up Peripheral units" option in the Menu (see section 7.3.6.1)
2. Go to "Enable POS?" (see section 7.3.6.1.C) and ENABLE it.
3. Go back to "Set up Peripheral units"
4. Go to "Set up Dispensing Mode" (see section 7.3.6.2)
5. Set to "AUTOMATIC MODE" or "MANUAL 2P MODE"
6. Enable/disable the monitoring of the Level Sensors (see section 7.3.6.2);
7. Set the values of tokens in the hoppers (see section 7.3.6.2);
8. If the AUTOMATIC mode has been chosen, enable and program the "Pay-out Table" (see sect. 7.3.6C); the "Pay-out Table" can be programmed also in MANUAL 2P Mode (recommended option) or left disabled;
9. The display will go back to "Set up Dispensing Mode";
10. Exit the Menu

7.3 Menu functions

7.3.1 SURF THE MENU:

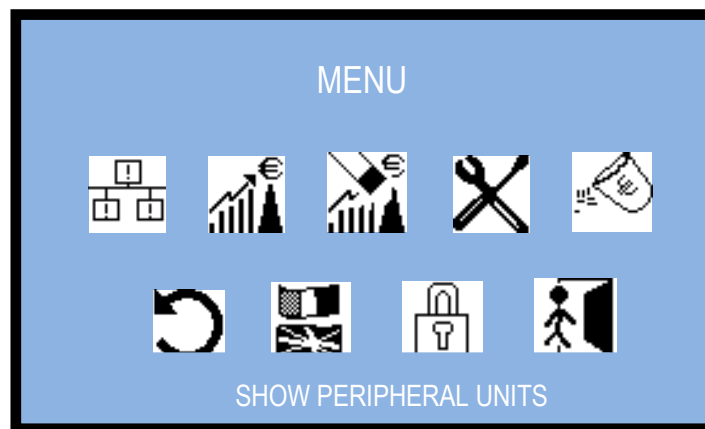
Locate the in-line 3 button-keys on the p.c. board rear side. Get access to the menu by holding the three buttons pressed at the same time for 5 seconds.

“OK” key	confirm selection
“+” / “-“ key	navigate menu UP and DOWN; or, modify figures and letters
REG trimmer	adjust display brightness

Else, it is possible to temporarily connect the external keypad (K-P3N-000006) to the ‘Program’ socket in the rear side of the p.c. board.

7.3.2 MENU STRUCTURE

When switching to the menu, the following set of icons get displayed on the screen:

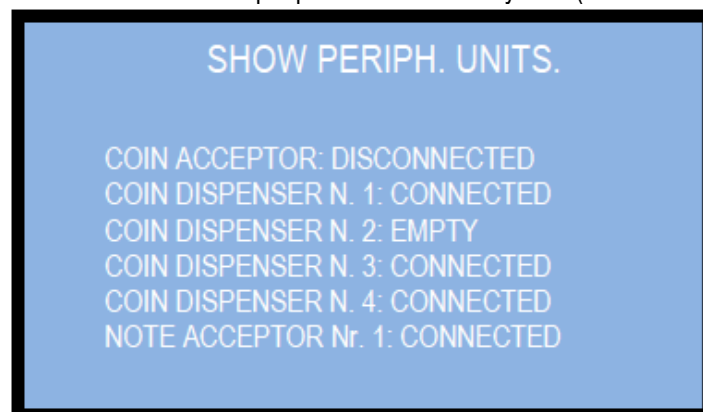


Use the “+” button-key to highlight the icon of the menu function you want to check: the description of the highlighted icon will appear at the bottom of the screen (e.g. SHOW STATUS OF PERIPHERAL UNITS for the first icon, EMPTYING DISPENSERS for the fifth, EXIT for the last one). Press the “OK” button-key to access the function.

7.3.3 SHOW PERIPHERAL UNITS



This sub-menu allows to check the state of the peripheral units in the system (connected or not, in error, empty):



Press OK to return to the menu upper level.

7.3.4 SHOW ACCOUNTS



This menu allows to read the cashed totals and partials, the totals and partials paid out. Partials are made available for banknotes and for coins/tokens. E.g., if Hopper 1 = 2 €, Hopper 2 = 1 €, Hopper 3 = 0,50 €, Hopper 4 = 0,10 €:

SHOW ACCOUNTS	
TOTALS IN:	50,00 €
TOTALS OUT:	50,00 €
BANKNOTES IN:	45,00 €
BANKNOTES OUT (*):	00,00 €
COINS IN:	5,00 €
COINS OUT HP1:	21,00 €
COINS OUT HP2:	5,00 €
COINS OUT HP3:	4,00 €
COINS OUT HP4:	10,00 €
CASHLESS IN:	0,00 €
LATEST PARTIAL IN:	0,00 €
LATEST PARTIAL OUT:	0,00 €
REMAINING CREDIT PAID (**)	0,00 €

(*) Line available only if the unit is equipped with Banknote Recycler.

(**) Line available only if the RESET REMAINING CREDIT (check section 7.3.5) option has been enabled.

Press OK to return to the menu upper level.

7.3.5 RESET ACCOUNTS



By this function it is possible to completely reset the registered Accounts records (either totals or partials). To cancel the recorded totals it is necessary to enter the PIN code. It is also possible to choose how to deal with the Remaining credit amounts: maintain it or cancel it (and in which way).

RESET ACCOUNTS
RESET TOTALS
RESET PARTIALS (*)
HANDLING OF REMAINING CREDIT
EXIT

(*). Whenever the Partials data get cancelled, the previous value recorded in "Last Partials cancelled" gets replaced by the amount that has just been reset.

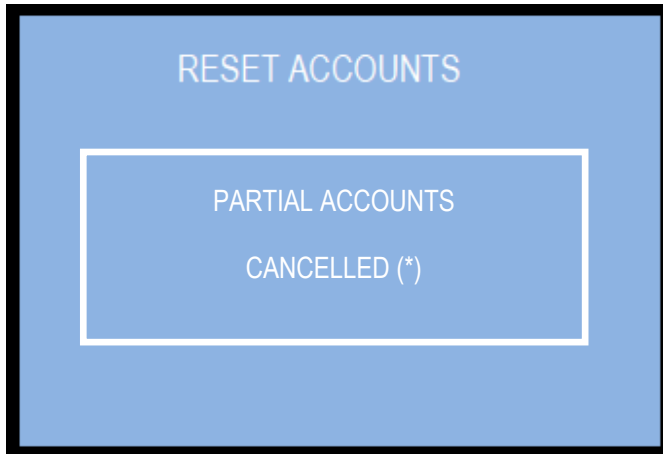
7.3.6.1 Reset of partial and of total audits

The highlighted item appears on a white background: if you choose RESET PARTIALS, simply press OK to delete these data (the message PARTIAL ACCOUNTS RESET will briefly appear);

If TOTAL ACCOUNTS RESET is chosen instead, after pressing OK the system will ask you to enter the PIN.

RESET ACCOUNTS
ENTER PIN
■ ■ ■ ■

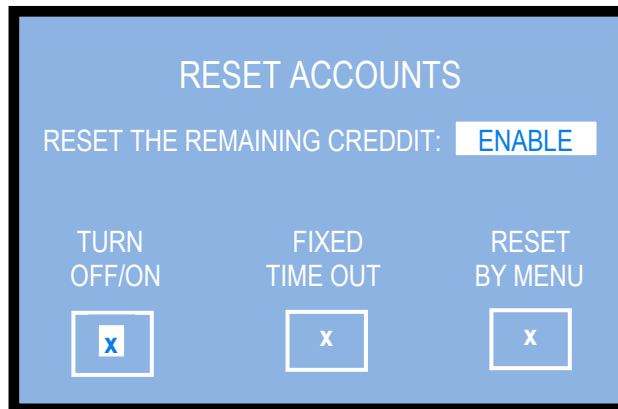
Press "OK" to highlight the first character, then press the "-" or the "+" keys until the desired figure appears, and confirm it by "OK". The cursor will move to the next position. Repeat per each of the next 3 characters of the PIN. Once entered the fourth character, the recorded Total Accounts data shall get automatically deleted.



(*) When erasing the partial accounts, the existing record of the LAST PARTIALS cancelled (cf. 7.3.4 Show Accounts) gets replaced by the latest values deleted (sum of banknotes and coins, IN and OUT). In addition, all the recorded data regarding the Refill records are reset as well.

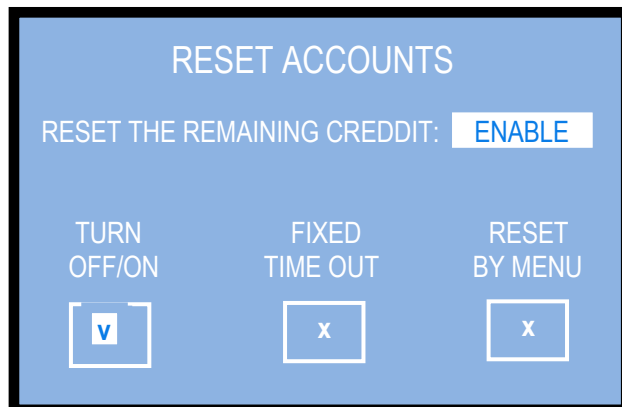
7.3.5.2 Handling of the Remaining Credit

Should the hoppers not contain enough pieces to satisfy the entire request of purchase, the remaining credit is shown on the display and stored in memory. Normally, if an operator is present, it will be sufficient for him to switch off the machine, fill the hoppers and switch on again: the residual credit will then be paid. It is possible to manage what to do with any remaining credit by setting this function. The display shows:

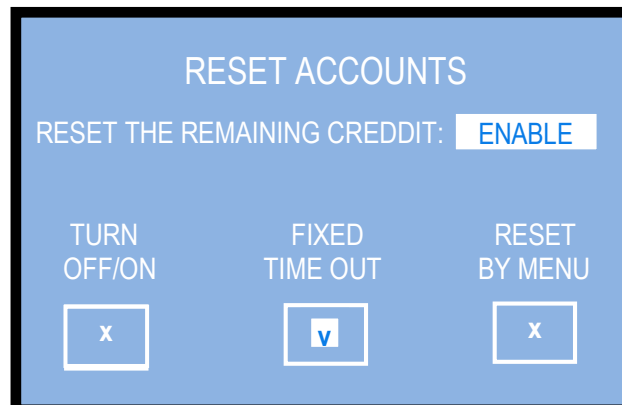


By enabling the Reset option, the remaining credit can be cancelled by choosing one of the following three options:

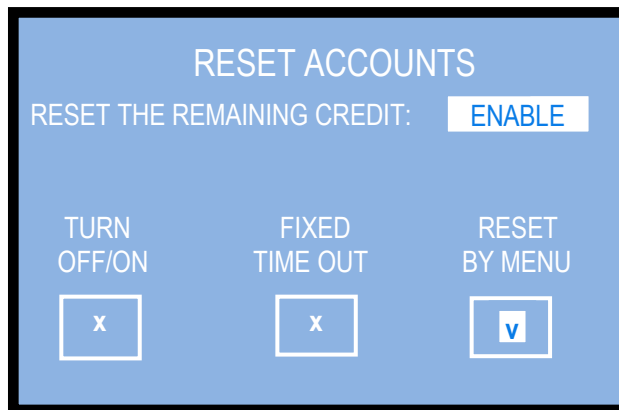
i. by turning the power off and on (choose the option TURN OFF/ ON)



ii. automatic reset, after 30 seconds have passed. If during these 30 seconds more money is inserted, it will be added to the remaining credit amount (choose the option FIXED TIME-OUT)



iii. By accessing the RESET ACCOUNTS Menu and confirming the line named RESET OF THE REMAINING CREDIT (choose the option RESET BY MENU) .



The line "RESET OF THE REMAINING CREDIT" will be made available and active only once the RESET BY MENU option has been validated. It appears below the line "HANDLING OF THE REMANING CREDIT".



When the option is enabled, to delete the remaining credit enter the RESET ACCOUNTS Menu, select the line "RESET OF THE REMAINING CREDIT", and confirm your choice.

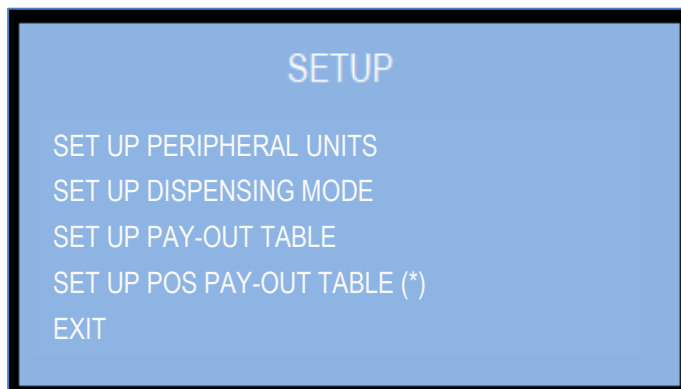
Upon clearing the remaining credit amount by means of any of the three modes, the canceled amount gets recorded in the SHOW ACCOUNTS Menu, under the item REMAINING CREDIT PAID.

7.3.6 **SETUP THE MACHINE**

The PERIPHERAL UNITS function allows to set which banknote and coin denominations must be accepted; if POS device is included, its operation can be enabled or disabled by this function. If the telemetry module is part of the machine, this sub-menu allows to configure the GSM-GPS fuction.

The DISPENSE MODE function allows to set the way the machine reacts to the introduction of money (i.e. change money immediatly and automatically, or wait for the User to confirm after dropping the money in); it also allows to set the coin denominations (and possibly the note denomiations) that can be delivered by the dispensers.

When the Pay-out Table is enabled, the Operator can set different change combinations related to the amount introduced by the User; different operating options can be set, according to whether the DISPENSE MODE has been set to AUTOMATIC mode or to MANUAL mode. The POS has its own dedicated table. If not set, POS will not operate.



(*) appears only if POS has been enabled (see section 7.3.6.1.C)

7.3.6.1 Set up Peripheral Units

This section allows to set which banknote and coin denominations must be accepted; if POS device is included, its operation can be enabled or disabled by this function.

SETUP PERIPH.					
ENABLED NOTES	5	10	20	50	100
NOTE VALID. 1:	v	v	v	v	v
COIN ACCEPTOR:	PRESS OK				
NOTE VALUE (*)	PRESS OK				
POS ENABLE?	NO				
EXIT					

(*) Only if the Note Recycler is connected

7.3.6.1.A ENABLE NOTES (NOTE DENOMINATIONS TO BE ACCEPTED):

All the programmed note values (5-to-100 Euro) are enabled ('v' = enabled) by default. To modify such condition, or to change later modifications, press OK to get to the first denomination box (ex. 5 €), then press "+" or "-" to reverse its status. Press OK to confirm (the sign 'v' will turn to 'x', and viceversa) and to shift to the next option (ex. 10 €).

SETUP PERIPH.					
ENABLED NOTES	5	10	20	50	100
NOTE VALID. Nr. 1:	v	v	v	v	x
COIN ACCEPTOR:	PRESS OK				
NOTE VALUE (*)	PRESS OK				
POS ENABLE?	NO				
EXIT					

'v' = enabled
'x' = disabled

(*) Only if the Note Recycler is connected

Press OK to confirm and return to the upper level. Then press "+" to shift to the following line (*ENABLE COINS*).

7.3.6.1.B ENABLE COINS

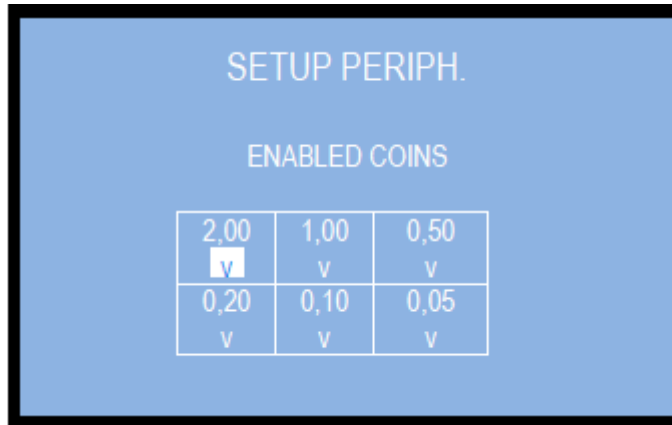
By this function, the Operator can decide which coin denominations the machine must accept and which ones it must reject and immediately return to the User.

The default coin denomination is 2 € for all 4 Hopper S11. If at least one Hopper AH4 (discriminator) is part of the machine, default denominations are 0,50 € – 1,00 € – 2,00 €.

SETUP PERIPH.					
ENABLED NOTES	5	10	20	50	100
NOTE VALID. Nr. 1:	v	v	v	v	x
COIN ACCEPTOR:	PRESS OK				
POS ENABLE?	NO				
EXIT					

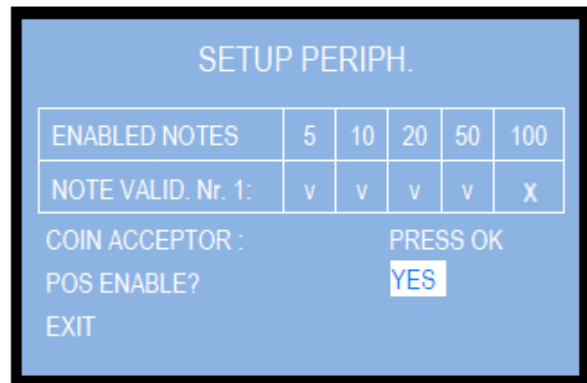
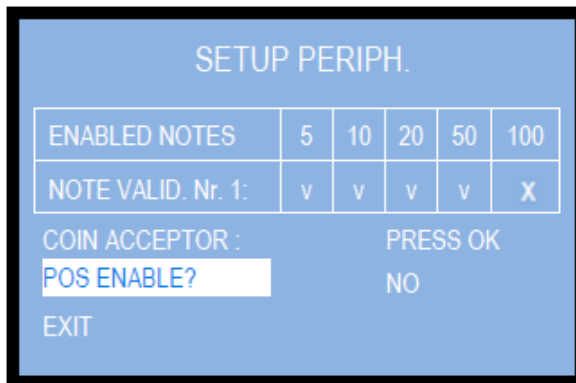
'v' = enabled
'x' = disabled

Press OK to get access to the modification controls. Press OK again to get to the first denomination box (ex. 2,00 €), then press "+" or "-" to reverse its status. Press OK to confirm the setting (the sign 'v' will turn to 'x', and viceversa) and to shift to the next box (ex. 1,00 €).



7.3.6.1.C *ENABLE POS TERMINAL (IF PRESENT):*

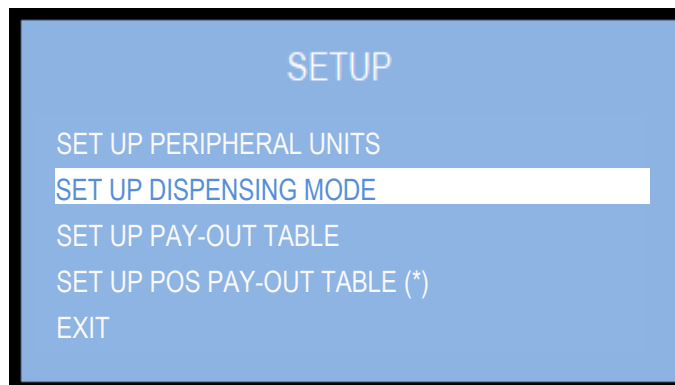
Highlight the POS ENABLE line and press OK to modify its status: the cursor will highlight the present status of the Terminal: make use of the “+” or of the “-” button-key to enable or disable it.



Press OK to return to the ENABLE POS function, and press “+” to shift to EXIT, then again OK to return to the upper menu level.

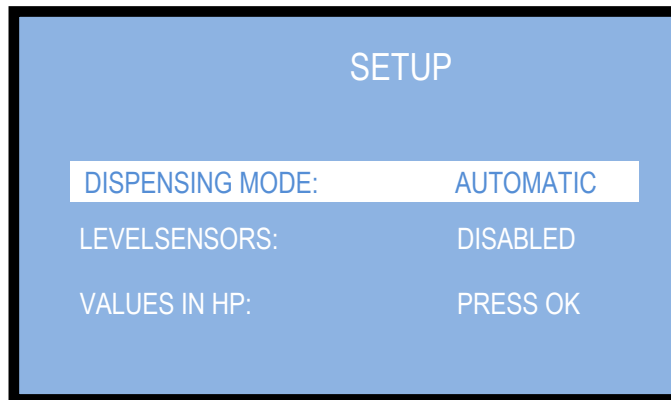
7.3.6.2 **Set up Dispensing Mode**

The DISPENSING MODE function allows to set the way the machine reacts to the introduction of money (i.e. change money immediately and automatically, or wait for the User to confirm after dropping the money in); it also allows to set the coin denominations that can be individually delivered by the 4 hoppers.



(*) appears only if POS has been enabled (see section)

Press OK to start the modification of the current setting: the mode latter setting (ex. AUTOMATIC) will be displayed. When set to AUTOMATIC mode, and the Pay-out Table is disabled, the machine will pay out as much evenly as possible from each hopper (e.g. 5 pcs from HP1, 5 pcs from HP2, 5 pcs from HP3, 5 pcs from HP4); if set to AUTOMATIC mode, and the Pay-out Table is enabled, the machine will pay out the combination preset by the Operator (see section 7.6.3.A).



To transform the setting to MANUAL 2P, press the “+” key or the “-“ key. The MANUAL 2P mode allows the following:

- when the Pay-out Table is disabled:

1) to select the type of coin or token denominations that he wishes, if hoppers contain only tokens or only coins;

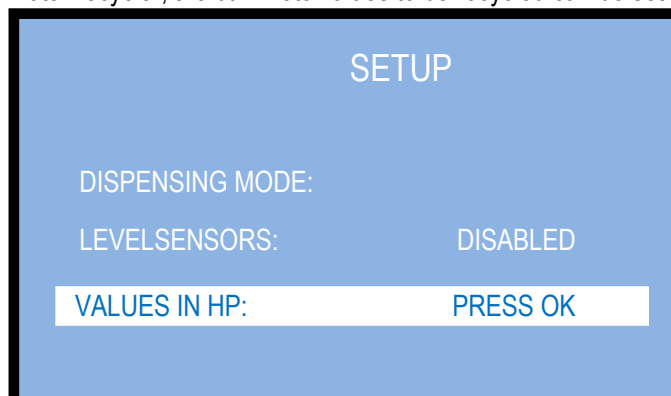
2) to select how many tokens he wants to obtain, if hopper 1 contains Tokens and hopper 2 contains coins.

- when the Pay-out Table is enabled :

3) to obtain the combination of coins and/or tokens that he wishes to receive, among the ones that have been preset by the operator (see section 7.3.6B). The User will check the available options by pressing the SELECT button, and will start the payment of the chosen option by pressing the CONFIRM button.

LEVEL SENSORS: if the control is ENABLED, and the coins drop below the minimum level, the display warns that the hoppers are empty. However they still contain a certain quantity of pieces, generally sufficient to be able to finish a possible dispensing. If, on the other hand, the empty state is detected when the machine is (re)started, the display will show "Out of Service", and it will be necessary to fill the hoppers. If instead the control is DISABLED, the quantity of available coins is not monitored, therefore the machine will command the hoppers to dispense coins even if they are empty. If the hoppers become empty during dispensing, the display will show the remaining credit. If they remain empty when finished dispensing or are empty when turned on, no alerts will appear.

VALUES in the HOPPERS: following to that, It is possible to set the hoppers for the wished coin denominations. If the unit includes the Note Recycler, the banknote values to be recycled can be set as well.



Press OK to check or modify the default or the current settings. The display will show the following table:

SETUP

VALUE HP1:	1,00 €
VALUE HP2:	2,00 €
VALUE HP3:	0,50 €
VALUE HP4:	0,20 €

PRIMARY HOPPER	HP1	HP2	HP3	HP4
	v	v	v	v

By pressing the OK button, highlight the box that needs be changed, then press the “+” key or the “-“ key to increase or decrease the value of the coin denomination to be paid out by the hopper.

It is possible to set which hopper must preferably pay out, i.e. when tokens are dispensed by e.g. HP1, and the Operator wishes to sell as many tokens as can be purchased by the money introduced. This is obtained by setting HP1 only as Primary Hopper.

SETUP				
VALUE HP1:	1,00			
VALUE HP2:	2,00 €			
VALUE HP3:	0,50 €			
VALUE HP4:	0,20 €			
PRIMARY HOPPER	HP1	HP2	HP3	HP4
	v	x	x	x

PLEASE NOTICE: if the Note Recycler is part of the machine, this section will offer as well the possibility to set the note denominations to be recycled, choosing them among the accepted ones.

SETUP	
RC1	RC2
50,00 €	20,00 €
50,00 €	10,00 €
20,00 €	10,00 €

The default setting for the Note Recycler is 50 € / 20 €. Press first “-“ / “+” to move the highlighted combination, then press “OK” to confirm the wished one and to return to the previous menu.

PAY ATTENTION: it is not possible to reverse the order in the combinations: the greater value is always matched to Recycler 1 (which means: it is not possible to program the € 20 in the RC1 and the € 50 in the RC2).

7.3.6.3 Setup the Pay-out Table

When the Pay-out Table is enabled, the Operator can set different change combinations for the amounts introduced by the User; different operating options can be set, according to whether the DISPENSE MODE has been set to AUTOMATIC mode or to MANUAL mode. The POS has its own dedicated table, that will be made available in the Menu only if the Dispensing Mode has been set to AUTOMATIC. If the Pay-out Table has not been set, the POS will not operate.

SETUP	
SET UP PERIPHERAL UNITS	
SET UP DISPENSE MODE	
SET UP PAY-OUT TABLE	ENABLED
EXIT	

(*) appears only if POS has been enabled (see section 7.3.6.1.C)

Press “+”/“-“ to change the state of the function between ENABLED and DISABLED. According to which choice is made, see possible operation in the next pattern:

- if the Pay-out table is ENABLED has been chosen, it will be possible to set the table;
- if it is DISABLED, and the machine is set to AUTOMATIC mode, the system will pay out balanced quantities of pieces from each hopper;
- if it is DISABLED, and the machine is set to MANUAL mode, the system will prompt the User to choose which coin denomination/token type (= from which hopper) he wishes to receive as change for the amount introduced.

PAY-OUT TABLE	AUTOMATIC MODE	MANUAL MODE	POS MODE
ENABLED	See section 7.3.6.3.A	See section 7.3.6.3.B	See section 7.3.6.3.C
DISABLED	Change of the whole amount introduced, in balanced quantities from the dispensers	Number of Tokens/Denominations as per User's choice	Number of Tokens as per User's choice

- The amounts in the LEVEL boxes can be set to determined values (typically, the accepted coin and note denominations), while the relevant boxes following in the same line can be set to any of the options below:
- if Cash only will be dispensed: number of pieces so that their combination matches the amount set in the LEVEL box;
- if Tokens only will be dispensed: any desired value - this will allow for bonus award as well. If accumulation of credit (to reach the bonus level) is necessary, please set the Dispensing Mode to MANUAL.
- if Tokens and return cash change will be dispensed: any consistent combination.

WARNING: when finished setting the Payout table, the display prompts for “Reset Total Accounts” (see sect. 7.3.5), in order to prevent any possible future data inconsistency.

7.3.6.3 A PAY-OUT TABLE IN THE AUTOMATIC MODE [6 levels available; each level one combination]

Once confirmed the Enable option by pressing OK, the display proposes the following patterns (the one at the right side appears only when the machine includes the Note Recycler):

SETUP				
LEVEL	HP1	HP2	HP3	HP4
0,00 €	0	0	0	0
0,00 €	0	0	0	0
0,00 €	0	0	0	0
0,00 €	0	0	0	0
0,00 €	0	0	0	0
0,00 €	0	0	0	0

SETUP						
LEVEL	HP1	HP2	HP3	HP4	RC1	RC2
0,00 €	0	0	0	0	0	0
0,00 €	0	0	0	0	0	0
0,00 €	0	0	0	0	0	0
0,00 €	0	0	0	0	0	0
0,00 €	0	0	0	0	0	0
0,00 €	0	0	0	0	0	0
0,00 €	0	0	0	0	0	0

SETTING THE PATTERNS IN THE AUTOMATIC MODE:

highlight first level by “OK” and set its value by the “+” key, then confirm by “OK”.

The cursor will highlight the HP1 box: confirm by “OK”, and set its value by the “+” key (modify by “-“), then confirm by “OK”, and so on. Shift from first to second level by the “+” key, and repeat the above process.

HOW IT WILL WORK AFTER SETTING THIS TABLE: when the User insertS money corresponding to any of the programmed levels, the machine shall pay out the combination of pieces that the Operator has pre-programmed for the amount inserted by the User (see section 6.1). See next page for some examples of settings.

EXAMPLES of SETTINGS:

taking as example that the values in the hoppers have been set to HP1=2€, HP2=1€, HP3=0,50€, and HP4=0,20€, the Operator might set the change combinations to be dispensed as below:

SETUP				
LEVEL	HP1	HP2	HP3	HP4
1,00 €	0	0	2	0
2,00 €	0	1	2	0
5,00 €	2	0	0	5
10,00 €	4	0	2	5
20,00 €	8	2	2	5
50,00 €	20	5	6	10

Even the pattern alongside could be programmed with full rights, as well as other legitimate combinations, irrespective of whether the hoppers contain tokens or coins.

E.g.: 2 € can be paid out as 2 x 1€, or 1€ + 2 x 0,5€, or 4 x 0,50€, or 1 x 1€ + 2 x 0,50€, or 1 x 1€ + 5 x 0,20€, or 10 x 0,20€, or:

SETUP				
LEVEL	HP1	HP2	HP3	HP4
1,00 €	0	0	0	5
2,00 €	0	1	0	5
5,00 €	2	0	1	5
10,00 €	5	0	0	0
20,00 €	9	1	2	0
50,00 €	15	15	8	5

The setting shown beside will bestow multiple bonus Tokens for increasing amounts introduced (please note that POS must be disabled, otherwise the program settings would not allow for bonus).

In the same way, bonus can be set to be paid out by one hopper (Token denomination) only.

SETUP				
LEVEL	HP1	HP2	HP3	HP4
1,00 €	0	0	2	0
2,00 €	0	1	2	0
5,00 €	3	0	0	5
10,00 €	5	0	3	5
20,00 €	9	2	2	5
50,00 €	25	5	6	5

Such system makes as well for when the Operator wants to sell only one or only a limited amount of pieces. As an ex., for a machine dispensing 5 € Tokens and change (HP1=5€, HP2=HP3=2€, HP4=1,00€), the below pattern would suit:

SETUP				
LEVEL	HP1	HP2	HP3	HP4
5,00 €	1	0	0	0
10,00 €	2	0	0	0
20,00 €	2	2	2	2
0,00 €	0	0	0	0
0,00 €	0	0	0	0
0,00 €	0	0	0	0

If HP1 gets empty, then the other hoppers will return change equivalent to the cashed amount.

PLEASE PAY ATTENTION ! if all the boxes in the pattern are set to 0 (zero), the machine will then behave as if the Pay-out Table is disabled, so paying out as much evenly as possible from each hopper.

7.3.6.3 B PAY-OUT TABLE IN THE MANUAL MODE [9 levels available, each level allows 3 combinations]

Once the Enabled option has been confirmed by the OK button, the display will show the following pattern of 3 available combinations relevant to the first pay-in level (the pattern at the right side appears only when the machine includes the Note Recycler):

SETUP				
>	LEVEL 1	0,00		
HP1	HP2	HP3	HP4	
0	0	0	0	
0	0	0	0	
0	0	0	0	

SETUP					
>	LEVEL 1	0,00			
HP1	HP2	HP3	HP4	RC1	RC2
0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0

Nine (9) levels can be set for the amounts introduced by Users. Such amounts must be entered in the box right of the LEVEL 1, ..., LEVEL 9 legends. For each of the 9 levels, 3 different combinations can be programmed.

HOW IT WILL WORK AFTER SETTING THIS TABLE: when the User will introduce the relevant amount of money, he will be prompted to choose among the 3 programmed combinations associated to that amount (see section 6.1).

SETTING THE PATTERNS IN THE MANUAL MODE:

Highlight LEVEL 1 and confirm it by OK; the cursor will shift to the value box: set such value by the “+” button (make corrections by the “-” button), then confirm by “OK” (ex. 1,00 €).

The cursor will return at the left of the LEVEL 1 box; step down by the “+” button to the table underneath so as to start setting the number of pieces to be dispensed by the hoppers. Confirm by “OK” to modify the first box of the HP1 column, then set it by the “+” button (make corrections by the “-” button), and confirm by “OK”.

The cursor will shift to the HP2 box in the first line. Continue in the same way until first line is fully set.

Press “OK” to move the cursor back before the first line, and press the “+” button to shift it to the second line.

Go on as explained above until the 3rd line (or previous, if enough for your purpose) has been filled.

When the cursor returns left of the 3rd line, press the “+” button to make the exit icon (>) available at the bottom right corner of the display.

As an example, supposing that HP1=2€, HP2= 1€, HP3=0,50€, HP4=0,10€, the following pattern could be programmed for the LEVEL 1 = 1 €:

LEVEL 1		1,00 €	
HP1	HP2	HP3	HP4
0	0	2	0
0	0	1	5
0	0	0	10

Press “OK” to open the following LEVEL 2. Repeat as above using a higher value and the relevant 3 possible combinations, then shift to LEVEL 3, choosing 3 possible combinations out of all the valid ones for the amount set in Level 3, and so on, until last level (LEVEL 9) is completed, e.g.:

LEVEL 3		5,00 €	
---------	--	--------	--

...

LEVEL 5		20,00 €	
---------	--	---------	--

.....

LEVEL 9		100,00 €	
HP1	HP2	HP3	HP4
30	25	20	50
27	28	30	30
....

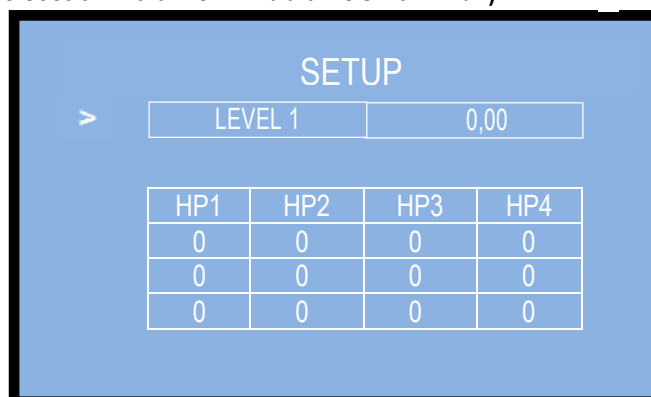
- When confirming the exit arrow icon (>) after Level 9, the system will save all the programmed settings.
- If the Operator wants to make available only a limited number of combinations options (ex. only 2 options), he will leave 0 in all the boxes of the row no. 3.
 - If the Operator wants to set only a limited number of levels (ex. 7 levels out of the 9 programmable), he will leave 0 in all the boxes of levels 8 and 9.

PLEASE PAY ATTENTION: if all the boxes in each level are set to 0 (zero), the machine will react as if the Pay-out Table is disabled; so it will prompt the User to choose from which hopper (i.e. which Token or coin or banknote denomination) he intends to collect his change.

7.3.6.3 C PAY-OUT TABLE IN POS MODE [10 levels available, each level allows 3 combinations]



The POS Pay-out table will be available for set-up in the display Menu ONLY if the POS has been enabled (see section 7.3.6.1.C *Enable POS Terminal*).



Select and confirm 'Enable': the display will show the following pattern of 3 available combinations relevant to the first pay-in level:

Ten (10) levels can be set for the amounts introduced by Users. Such amounts must be entered in the box right of the LEVEL 1, ..., LEVEL 10 legends. For each of the 10 levels, 3 different combinations can be programmed.

HOW IT WILL WORK AFTER SETTING THIS TABLE: when the User will introduce the relevant amount of money, he will be prompted to choose among the 3 programmed combinations associated to that amount (see section 6.1).

SETTING THE PATTERNS IN THE POS MODE:

highlight LEVEL 1 and confirm it by OK; the cursor will shift to the value box: set the first level value in the box by the "+" button (make corrections by the "-" button), then confirm by "OK" (ex. 1,00 €).

The cursor will return at the left of the LEVEL 1 box; step down by the "+" button to the table underneath so as to start setting the number of pieces to be dispensed by the hoppers.

Confirm by "OK" to modify the first box of the HP1 column, then set it by the "+" button (make corrections by the "-" button), and confirm by "OK".

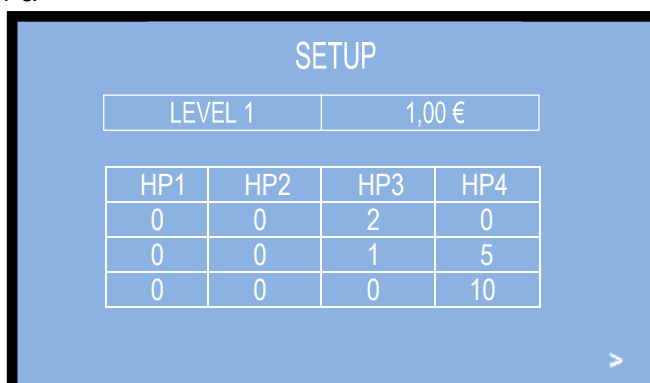
The cursor will shift to the HP2 box in the first line. Continue in the same way until first line is fully set.

Press "OK" to move the cursor back left of the first line, and shift to the second line by pressing the "+" button.

Go on as explained until the 3rd line (or the previous one, if enough for your purpose) has been filled.

When the cursor returns left of the 3rd line, press the "+" button to make the exit icon (>) available at the bottom right corner of the display.

As an example, supposing that HP1=2€, HP2= 1€, HP3=0,50€, HP4=0,10€, the following pattern could be programmed for LEVEL 1 = 1 €:



Press "OK" to open the following LEVEL 2. Repeat as above using a higher value and the relevant 3 possible combinations, then shift to LEVEL 3, choosing 3 possible combinations out of all the valid ones for the amount set in Level 3, and so on, until last level (LEVEL 10) is completed, e.g.:

The image shows three sequential screenshots of the 'SETUP' menu. Each screen has a title 'SETUP' at the top. Below the title is a box containing the level number and the amount in Euros. Below that is a table with four columns labeled HP1, HP2, HP3, and HP4. Each screen has a right-pointing arrow icon in the bottom right corner.

- LEVEL 3**: 5,00 €. Table:

HP1	HP2	HP3	HP4
2	1	0	0
2	0	2	0
1	2	0	5
- LEVEL 5**: 20,00 €. Table:

HP1	HP2	HP3	HP4
5	5	8	10
8	2	4	0
5	7	5	5
- LEVEL 10**: 100,00 €. Table:

HP1	HP2	HP3	HP4
30	25	20	50
27	28	30	30
....

When confirming the exit arrow icon (>) after Level 10, the system will save all the programmed settings.

- If the Operator wants to make available only a limited number of combinations options (ex. only 2 options), he will leave 0 in all the boxes of the row no. 3.
- If the Operator wants to set only a limited number of levels (ex. 7 levels out of the 10 programmable), he will leave 0 in all the boxes of levels 8, 9, and 10.

PAY ATTENTION: if all the boxes in each level are set to 0, the machine will react as if the Pay-out Table is disabled: it will prompt the User to choose from which hopper (i.e. denomination) he wants to collect his tokens.

7.3.6.3 Exit

To return to the upper menu level, highlight the EXIT line by the "+" button-key, and confirm by "OK".

7.3.7 EMPTY OUT THE DISPENSERS



Use this function to make the selected dispenser(s) pay out all the contained coins / tokens, or, if device is a note recycler, to make it move the contained banknotes in the note validator stacker. During emptying, and once emptied the first dispenser, the relevant emptied amount shall be displayed. Press OK to go on with the second dispenser.

Press OK to get access to the emptying options; then press the "+" / "-" keys (or the "LANGUAGE / SELECT" buttons on the front door) to shift down to the next options; press OK (or the "CONFIRM" button) to start emptying the highlighted device:

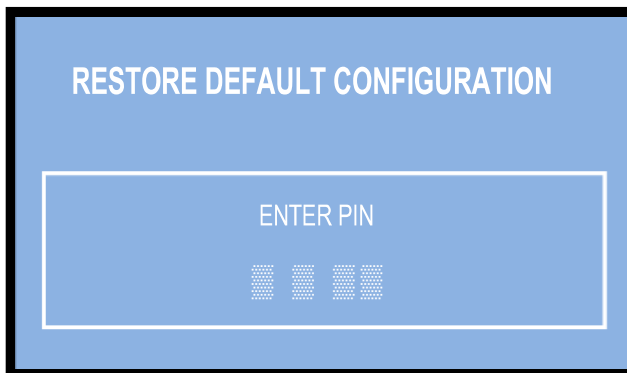
The screenshot shows a menu titled 'EMPTY OUT DISPENSERS'. The first option, 'NOTE DISPENSER', is highlighted with a white background. Below it are four options for coin dispensers and an 'EXIT' option at the bottom.

- NOTE DISPENSER
- COIN DISPENSER Nr. 1
- COIN DISPENSER NR. 2
- COIN DISPENSER Nr. 3
- COIN DISPENSER Nr. 4
- EXIT

PLEASE NOTE: if the emptying menu remains still for over 1 minute (e.g. without receiving any command, as for instance when the service staff might forget to exit the menu after service operations), the system will return to stand-by, to prevent the risk that any unauthorized person may have free access to the controls.

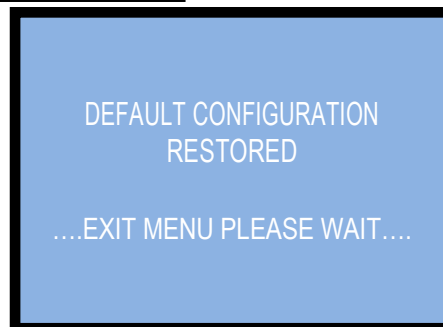
7.3.8 RESTORE DEFAULT CONFIGURATION

To use this sub-menu it is necessary to enter the PIN code: use first the “+” and “-“ keys to set each figure, then confirm it by OK. As every single figure gets confirmed, an asterisk takes its place, so preserving secrecy.



If the entered PIN is not correct, the User is given another 4 tries before the board gets blocked-up by its security interlock. Before being blocked, the system can be started again by switching it off and on again.

Once the 4th character of the PIN has been confirmed, reset will be started. Then, the message RESTORED SETTINGS will appear briefly, while the machine exits the menu and returns to the stand-by condition: *WARNING: in case of reset to the default configuration, the PIN code will be reset to the default 0000 setting. Account records shall not be cancelled.*



7.3.9 SET UP MAIN LANGUAGE

Choose the language you wish to use as the standard communication language on the display. Make use of the “+” and “-“ button-keys, and confirm with the OK key. If a User speaking a different language wishes to use the machine, he can make his choice among the available idioms from the "Change Language" courtesy button. NOTICE: the display will restore the programmed language 1 minute after the machine has remained idle.



7.2.10 MODIFY THE PIN

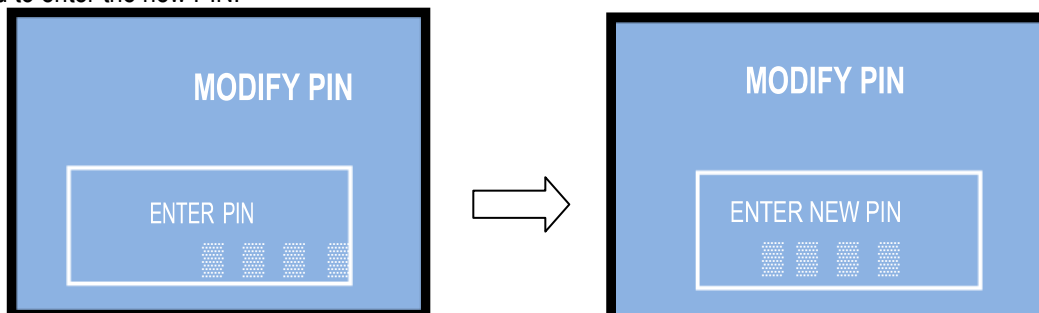
The PIN code allows the Owner of the machine to get access to the discretionary menus of the system. The PIN code is made up by 4 characters (each of them a figure from 0 to 9: 10,000 combinations available).

PAY ATTENTION: the default PIN code is 0000

The settings in the following menus can be modified by using the PIN code:

MODIFY PIN - RESET ACCOUNTS - RESTORE DEFAULT CONFIGURATION

To modify the existing PIN, press OK, and digit the old PIN code: to digit each single figure, first set its value by “+” and “-“ keys, then confirm it by OK. The cursor will shift to the next character. As every single figure gets confirmed, an asterisk takes its place, so preserving secrecy. Once the 4th figure has been confirmed, the Operator will be prompted to enter the new PIN:



If the entered PIN is not correct, the User is given another 4 tries before the board gets blocked-up by its security interlock. Before the 5th error, the system can be started again by switching it off and on again. After the 5th error, the machine will be blocked, while the display will show two codes. Please send such codes to Alberici Assistance, to get reset information.

Once the new PIN has been entered, the machine will return to the upper menu.
WARNING: in case of reset to the default configuration, the PIN code will be reset to the default 0000 setting.

7.2.11 EXIT MENU



Press OK to go back to stand-by condition.
The display will invite to wait until the stand-by screen is restored and the unit is ready to resume operation





8. Messages

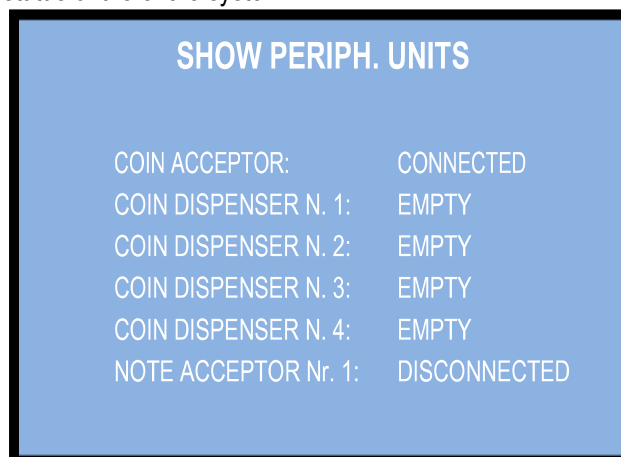
8.1 Messages from the Machine display

8.1.1 FAULTY OPERATION:

When all dispensers are empty, or when any critical combination of working conditions prevents the unit to operate properly, the following message gets displayed:



If the "OUT OF SERVICE" alert appears, check the status of the peripheral units in the submenu   (see 7.3.3).
The screen will display the status of the entire system.



8.1.2 REMAINING CREDIT (UNFINISHED TRANSACTION):

If there is not enough cash in the dispensers to complete the transaction, the remaining credit shall be displayed and retained in memory.

The message:



becoming:



and back, means that the cash available for paying out the remaining amount has run out. Therefore, it is necessary to insert enough money to reach (at least) the next available price, so that the machine can dispense the correspondent quantity of tokens and cancel the remainder amount.

If this is not possible, and an Operator is present, he could switch off the machine, fill the hoppers, and power it on again: the remaining credit shall be paid out. **Else, act as explained in section 7.3.5.2 Handling of the Remaining Credit.**

8.1.3 COD. RI (CPU BLOCKED)

The 'Code RI' message means that there has been an event that makes it wise to hold the EPROM from operating.

If it pops up, hold down for 5 seconds the 3 "OK", "+", and "-" buttons (from behind the display pcb) at the same time: such operation will possibly restore the working conditions, though it will reset the machine to its default configuration.

It will then be necessary to re-program the setup according to the needs.

In case that the 'Code RI' message pops up again after releasing the 3 keys, it means that the EPROM has been damaged: it will be necessary to replace the board.

8.2 Messages from the Note validator

8.2.1 ORYONE VALIDATOR

During operation, the amount of consecutive red flashes produced by the entry slot indicates the possible malfunctions (see chart below):

nr of red flashes	Description
1	Validator is open
2	Jammed banknote
3	Fraud attempt detected
5	Adjust optic sensors
7	Stacker full (OryOne Only)
9	Low power supply
11	Check operation of the encoder + efficiency of the validator motor
12	Check operation of the encoder + efficiency of the stacker motor (OryOne only)
14	ROM error

8.2.1.1 Inlet bezel flashing blue

Two repeating blue blinking: the stacker has been removed, or its detection sensor is faulty.

Regular blue blinking: dip-switch 1 is to OFF position (Pulse mode).

8.2.1.2 Solid yellow light

The front bezel shall illuminate in still yellow light when an error in ccTalk communication has occurred. Check that the voltage level from the power box is enough: 24 – 24,50 Vdc. Power the device off and on.

8.2.1.3 Fraud-fishing protection

The banknote reader is equipped with a security device that gets activated in the event of fishing fraud attempts repeated over a period of time.

This device can be set through the dip-switch SW8 (DS-row on the Validator side) to operate in a "soft" mode (* DS8 = ON) or in "extended" mode (** DS8 = OFF), according to the next table.

* DS8 = ON: if set on "soft" anti-fraud mode, the banknote is returned at each attempt of fraud, without any light signaling, as if it was an unknown denomination.

** DS8= OFF: if set to "extended" anti-fraud mode, the validator returns the banknote without reporting the fraud, and remains in operation. On the 3rd attempt, the reader sets automatically to warning mode and the inlet bezel flashes three times red. Power the device off and on again. The same happens on the 4th fraud attempt. On the 5th fraud attempt, the reader goes into error mode, and emits successive sequences of three yellow flashes.

Please wait for automatic recovery, without turning off the unit.

(*) Dip-Switch SW8 ON

Any attempt at “fishing” will cause the note to be rejected, without showing any visible signal.

() Dip-Switch SW8 OFF**

Attempt	Validator reaction	Do as described below
1th	Remains in service	-
2th	Remains in service	-
3th	> error (3 red flashes)	Reset (switch off then on)
4th	> error (3 red flashes)	Reset (switch off then on)
<i>After the 5th fraud attempt (3 yellow flashes), it is necessary to wait for automatic restore of service. Take care not to switch the device off.</i>		

8.2.2 VEGA NOTE VALIDATOR AND RECYCLER

The flashing of the Leds in the front entry of the validators provides information about malfunctions.

The following chart shows the possible cases:

State of the unit	Colour	Nr. of flashes	Error description	Suggested solution
Out of service	none	None	Power off	The machine display will also report an error
		None	Communication with control board interrupted	The machine display will also report an error. Check that the dip-switches are correctly set
		None	CPU out of service	Check connections and cables inside the validator. The display will also report an error.
Out of service	yellow	variable	ROM or RAM out of service	See Vega manual, chart 13, according to the number of flashes
Jammed notes	red	variable	notes or parts clogging the reading path	Check the reading path
			Configuration malfunctioning	See Vega manual, chart 13, according to the number of flashes
Rejected notes	yellow	variable	DIP switches have been wrongly set	See Vega manual
			Sensors are dirty	Clean the sensors in the reading path
			Sensor's malfunction	See Vega manual, chart 14, according to the number of flashes
Diminished acceptance rate	yellow	variable	Software not updated to recently minted notes	Check that the note and its minting year are consistent with the software update version
			Sensors are dirty	Clean the sensors in the reading path
			Sensor's calibration required	Check the flashing pattern, then See Vega manual, chart 14, according to the number of flashes Carry out the calibration test.

9. Cleaning the Note Validator

9.1 OryOne

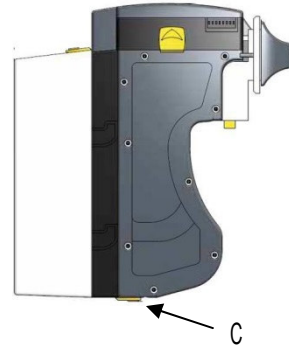
9.1.1 Cleaning



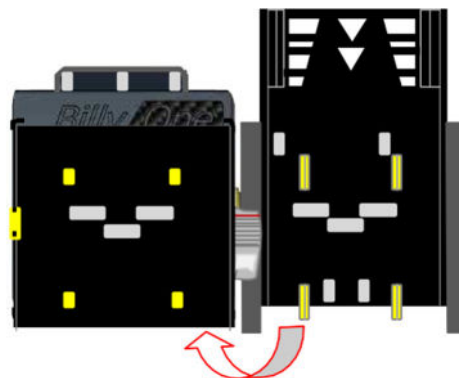
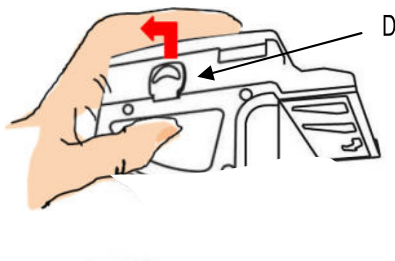
WARNING! Do switch power off when servicing the machine!

The ability of acceptance may decrease due to the accumulation of dust and cellulose dust released by banknotes during transit, or because of residues or sprays, which may spread on the detecting sensors and on transmission parts. It is therefore recommended that you **clean these parts monthly**, as indicated below.

Turn off the power and unplug the cable from the 10-pin connector interface. Press the yellow button C, located under the reader, to release the main body from the faceplate, and slide it backwards.

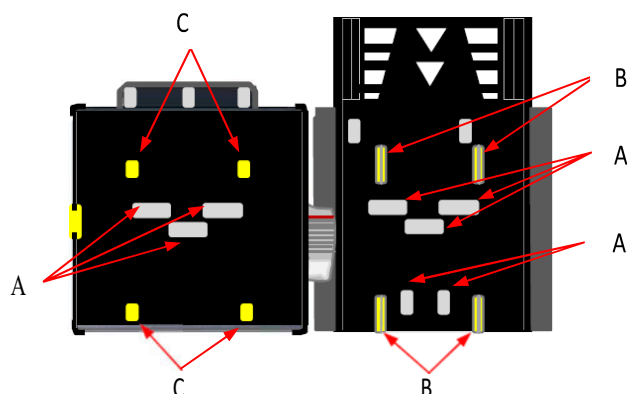


Move the D button upward, hold it while sliding the cover backwards; then lift the latter up and rotate it 180° rightwards.



Gently wipe the sensors with a clean, lint-free tissue, or with a cotton swab, or with a small sponge, possibly moistened with isopropyl alcohol.

Completely remove the dust and residues from the 4 silicone rollers, and from the 4 elastic matching wheels which are located in the lower surface of the upper lid. To remove the most stubborn dirt from rollers and wheels, use *isopropyl alcohol*.



PAY ATTENTION: use only isopropyl alcohol. Do not use organic detergents (such as alcohol, thinners, petrol, a.s.o.).

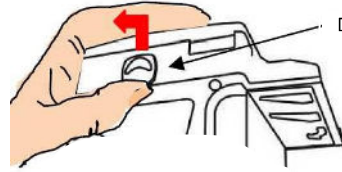
1. Sensors
2. Silicon Dragging Rollers
3. Elastic matching wheels

After cleaning, it is advisable to calibrate the OryOne by using the Alberici Calibration Card AA-0245 (see OryOne manual, Chapter 7. Calibration).

9.1.2 Clearing jammed banknotes

CAUTION! Turn off power before opening its upper lid.

Open the top cover by pressing D, and pull out the stuck banknote (as well as any other objects that will hinder the transit of the banknotes).



9.2 Vega-RC

9.2.1 Cleaning



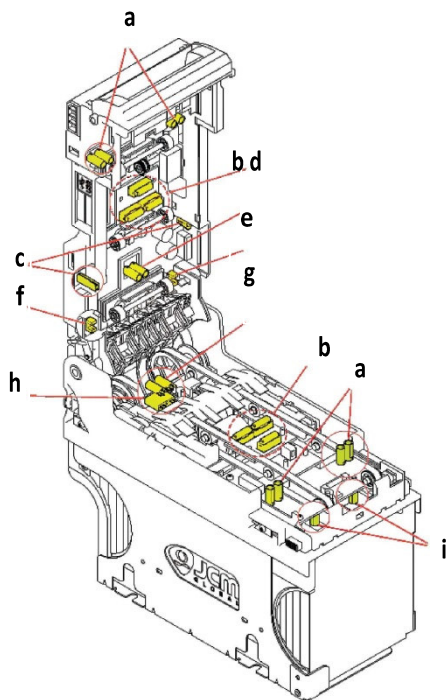
WARNING! Do switch power off when servicing the machine!



CAUTION: Do not use alcohol, thinner or citrus based products for cleaning any inner or outer surfaces.

Cleaning the Banknote Recycler's Transport path is very important. Adhering Iron powder or dirt on the Recycler's Sensors may cause poor performance or errors. Perform a scheduled cleaning at least once a month to keep the Recycler Transport path clean. Use a dry, soft, lint-free cloth or a Cotton swab to wipe dirt and stains from the Magnetic and Optical Sensors, Rollers and Belts. If necessary, blow the inside of the Unit clean with a compressed air jet to remove clinging foreign objects. Pay attention not to scratch the sensors lenses.

How to clean the sensors:
Make sure that power is off.
Open the upper cover flap.
Clean each sensor and its path.



Wipe clean by a lint-free piece of cloth:

- a – Input Sensor
- b – Validation Sensor
- c – Side Sensor
- d – Escrow Sensor

Clean by pressurized air:

- e – Recycler flap Sensor
- f – Stacker door flap Sensor
- h – Cash box present Sensor
- i - Pusher mechanism home position Sensors

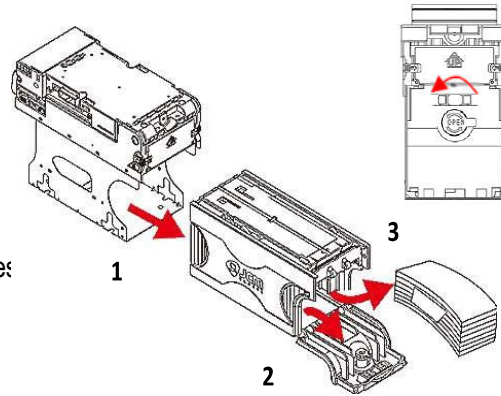
Clean by cotton swab:

- g – Stacker input Sensor

9.2.2 Removing jammed banknotes

- Retrieving Banknotes

1. Pull the Release Handle to free the Cash Box from the Frame and pull the Cash Box forward.
2. Rotate the Thumb Lock Knob counterclockwise and drag down the Cash Box Door
3. With the Cash Box Door open, retrieve the Banknotes



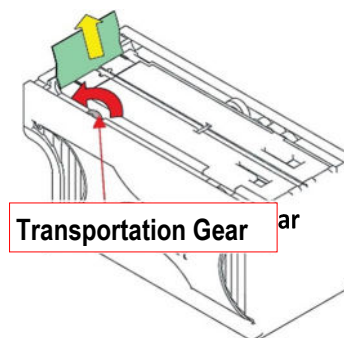
- Clearing Banknote Jams

1. Do not power up the validator during this operation.
2. Press buttons A and lift the Upper Validation Section open.
3. Remove the Course Reversing Guide Cover by pressing in on the two buttons B.
4. Turn the Thumb Lock Knob C to gain access to the jammed Banknote
5. Remove the jammed Banknote or any foreign object jamming the transport path.


C

- Clearing a Banknote jammed in the stacker

1. Do not power up the validator during this operation.
2. Remove the cash box.
3. Rotate the Cash Box Banknote Transportation Gear in the necessary direction to remove the jamming banknote.



10. Disposal of the product

	<p>WARNING! DISPOSE OF ACCORDING TO THE GOVERNING LAW IN YOUR COUNTRY!</p> <p>This equipment may not be treated as household waste. Instead, it must be handed over to the applicable collection point for the recycling of electric and electronic equipment. By ensuring that this product is disposed of correctly, you will help to prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product.</p> <p>For more detailed information about recycling of this product, please contact the Dealer where you purchased this product.</p>
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11. Terms of Guarantee

The manufacturer will fix malfunctions arising from production faults in this machine or parts of it within 12 months from the date of sale.

All communications referring to guarantee repairs or replacements must be accompanied by the product serial number and the copy of the sale invoice.

To obtain your guarantee repair, please send the part to the Dealer where you purchased the machine, together with the following documents:

- copy of the sale invoice
- delivery note stating "returned for guarantee repair"
- detailed report of the problem found and the circumstances in which it occurs.

Before sending the product, please get in touch with your Dealer or with Alberici S.p.a. (+39 051 944300); very malfunctions can be fixed via a simple phone call, saving you costs and time.

Alberici S.p.a. will verify that warranty is applicable, i.e. that problem is not caused by:

- transport damages
- damages from incorrect installation or wrong configuration
- installation in premises or areas not complying with the prescribed safety requirements
- intentional or unwilling tampering
- wrong or careless use or maintenance
- non-compliance with precautions prescribed (see Chapter 4. Caution)
- natural disasters, vandalisms, intentional or unintentional damage

Guarantee is considered automatically expired if outer and inner labels are missing.

Transport costs of repaired products are at the Customer's charge.

12. Customer Service

Alberici S.p.a. will be pleased to offer all the necessary information on use, ordinary maintenance and technical service. Please call (+39) 051 944300 and specify if your request concerns information on use or technical support.

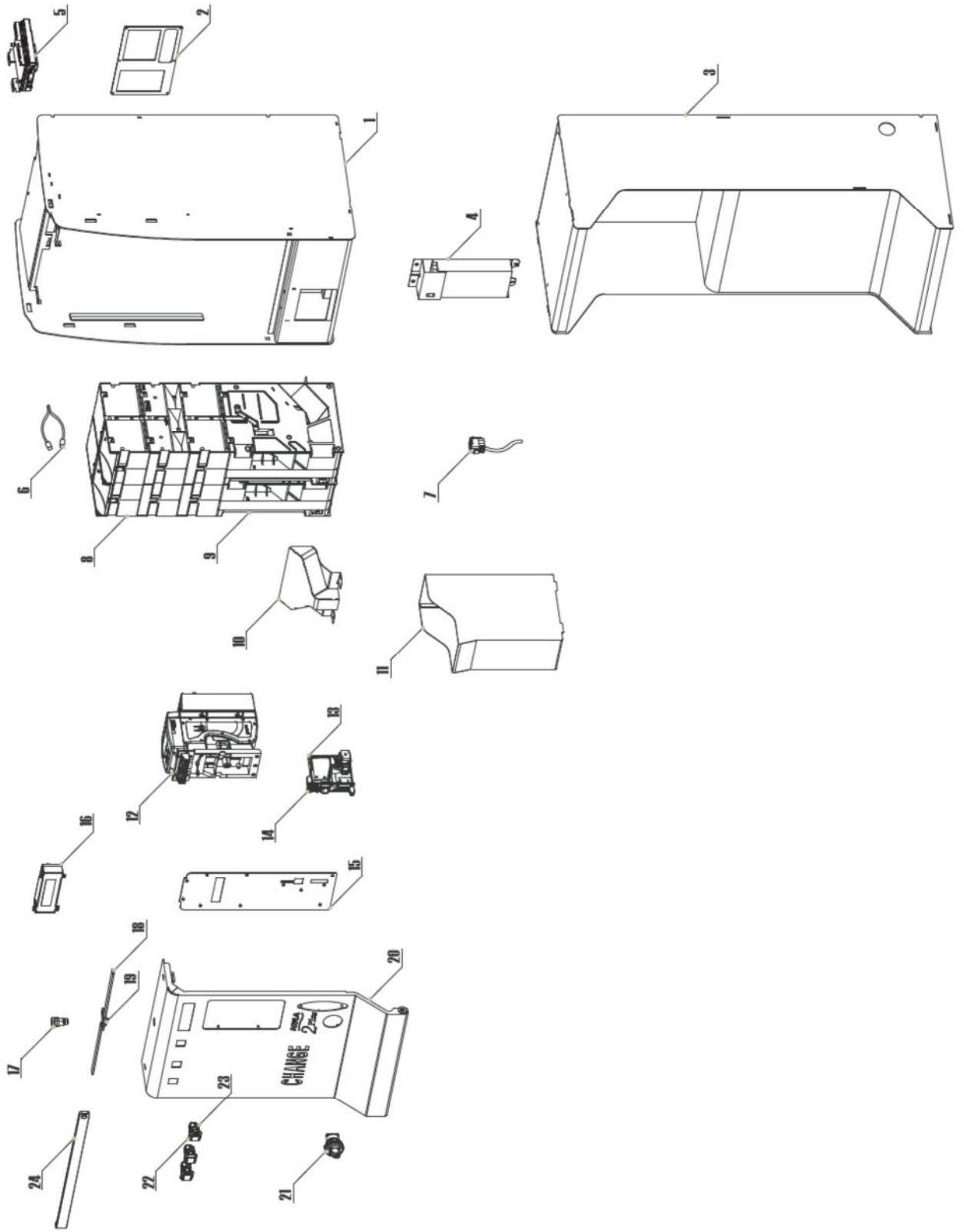
Spare parts List

LAND

LISTA PARTI PARTS LIST

REF.	OPT.	COD.	DESCRIZIONE	DESCRIPTION
1		HRS-001A-V06	Mobile (senza periferiche)	Unit core (w/o Per. units)
2		P-AM0702-10T	Portatarga P3	P3 Paper holder
3		AA-0163	Piedistallo	Free-standing support
4	4a	A-CM0050	Assemblaggio alimentatore	RD-125 Power unit with bracket
	4b	AE-0806	Alimentatore RD-125	RD-125 Power box
	5a	AA-0175	Modulo Hermes GPRS-GSM-GPS / Wi-Fi modello a Pinna	GPRS-GSM-GPS / Wi-Fi Module Kit - Pin Aerial model
	5b	AA-0172	Modulo Hermes GPRS-GSM-GPS / Wi-Fi modello a Disco	GPRS-GSM-GPS / Wi-Fi Module Kit - Disk Aerial model
	5c	AA-0173	Modulo Hermes GPRS-GSM modello a Pinna	GPRS-GSM Hermes Module Kit - Pin Aerial model
	5d	AA-0170	Modulo Hermes GPRS-GSM modello a Disco	GPRS-GSM Hermes Module Kit - Disk Aerial model
	5e	AA-0174	Modulo Hermes Wi-Fi modello a Pinna	Wi-Fi Hermes Module Kit - Pin Aerial model
	5f	AA-0171	Modulo Hermes Wi-Fi modello a Disco	Wi-Fi Hermes Module Kit - Disk Aerial model
6		S-030212-000	Cablaggio estensione per Sens. Ott. Liv. Max	Full level cable for capacity extension
7		S-030183-010	Cablaggio generale Hira 2 Maxi	Hira 2 Maxi wire harness
8		AA-0315	Sector 300 1B/2C prolunga per Hopper	Sector 300 1B/2C capacity extension
9	9a	K-02C-020003	HopperOne S11 ccTalk con schedino 10p	HopperOne S11 ccTalk + 10p adaptor
	9b	K-02C-040016	Hopper AH4 Discriminator II ccTalk con schedino 10p	Hopper AH4 Discriminator II ccTalk + 10p adaptor
10		HRS-002A-Z00	Canalizzatore monete	Coin tunnel
11		HRS-011A-Z00	Cassetta moneta metallica	Metal coin box
12	12a	LB-LU01	Lettoie banconote BillyOne UN1	BillyOne UN1 note validator
	12b	LB-MU02	Lettoie banconote OryOne UN1	OryOne UN1 note validator
13		GE-66SU	Gettoniera elettronica AL66 S ccTalk mod.	AL66 S mod. ccTalk coin acceptor
14		IM-N000-0L10	Introduzione moneta PP	PP inner bracket for coin acceptor
	15a	HRS-060A-100	Piastra supporto Payjer®+OryOne UN1	Payjer®+OryOne UN1 support plate
	15b	HRS-061A-100	Piastra supporto Payjer®+BillyOne UN1+gettoniera	Payjer®+BillyOne UN1+coin acceptor support plate
	15c	HRS-062A-100	Piastra supporto OryOne UN1+gettoniera	OryOne UN1+coin acceptor support plate
	15d	HRS-063A-100	Piastra supporto BillyOne UN1+gettoniera	BillyOne UN1+coin acceptor support plate
	15e	HRS-064A-100	Piastra supporto BillyOne UN1	BillyOne UN1 support plate
	15f	HRS-065A-100	Piastra supporto OryOne UN1+gettoniera+ACS	OryOne UN1+coin acceptor+ACS support plate
16		SH-1A21	Scheda elettronica CMS (display blu 2x16)	CMS electronic control board (2x16 blue display)
17		AM-1509	Serratura sicurezza Flat Key sportello	Safety lock Flat Key
18		HRS-009A-Z00	Asta per chiusura	Locking bar
19		HRS-008A-Z00	Fulcro per serratura	Lock pin
20		HRS-007-V08	Sportello	Hira 2 Maxi door
21		CH-BC01	Lettoie ACS Round ccTalk/Pulse	ACS Round module ccTalk/Pulse
22		PL-MK21-ET60	Puls. lum. miniatura Halo 21 (senza portamico)	Illuminated push-button Halo miniature 21 (w/o socket)
23		PO-C4A1-Z000	Portamico elettronico L.E.D. RGB	RGB L.E.D. Mini electronic socket
24		HRP-005A-V06	Barra di chiusura	Anti-intrusion steel bar

ESPLOSO EXPLODED DRAWING





DICHIARAZIONE DI CONFORMITÀ



DIRETTIVA 2014/35/UE - DIRETTIVA 2014/30/UE

La ditta Alberici S.p.A., avente sede in via Ca' Bianca, 421, 40024 Castel San Pietro Terme (BO) – Italia,

DICHIARA

Che il sistema classificato nella famiglia di prodotto apparecchio elettrico d'uso domestico e similare – Cambiamonete/banconote, finito di costruire e collaudare il ___/___/___, identificato univocamente da:

Modello	Configurazione	N° di Serie e/o matricola
LAND CM	<input type="checkbox"/> OryOne-4S11 <input type="checkbox"/> BillyOne-4S11 <input type="checkbox"/> Vega-RC1/2-4S11	-----
	<input type="checkbox"/> OryOne-3S11-1AH4 <input type="checkbox"/> BillyOne-3S11-1AH4 <input type="checkbox"/> Vega-RC1/2-3S11-1AH4	

Essendo realizzato conformemente al modello campione denominato Land CM avente matricola (numero di serie) 0000001, finito di testare positivamente ai fini EMC e LVD con rapportoRif: (7415/757): 7415 CE – LAND CM.doc) il 31/07/2018, dalla STP S.r.l., con sede legale in via P.F. Andrelini, 42, 47121 Forlì (FC), Italia e sede operativa in via San Donnino, 4, 40127 Bologna (BO), Italia, risulta essere conforme a quanto previsto dalle seguenti direttive comunitarie:

- a) le norme armonizzate (per i punti applicabili):
- CEI EN 55014-1 (CEI 110-1);
 - CEI EN 55014-2 (CEI 210-47);
 - CEI EN 55022 (CEI 110-5);
 - CEI EN 55024 (CEI 210-49);
 - CEI EN 60065 (CEI 92-1);
 - CEI EN 60335-1 (CEI 61-150);
 - CEI EN 60335-2-82 (CEI 61-226);
 - CEI EN 60950-1 (CEI 74-2);
 - CEI EN 61000-3-2 (CEI 110-31);
 - CEI EN 61000-3-3 (CEI 110-28);
 - CEI EN 61000-4-2 (CEI 210-34);
 - CEI EN 61000-4-3 (CEI 210-39);
 - CEI EN 61000-4-4 (CEI 210-35);
 - CEI EN 61000-4-5 (CEI 110-30);
 - CEI EN 61000-4-11 (CEI 110-29);
 - CEI EN 61000-6-1 (CEI 210-64);
 - CEI EN 62233 (CEI 61-251).
- b) In conformità ai requisiti essenziali di sicurezza della Direttiva Bassa Tensione:
- L. 791 del 18 Ottobre 1977 e s.m.;
 - 2014/35/UE del 26 Febbraio 2014;
- c) in conformità ai requisiti essenziali di sicurezza della Direttiva Compatibilità Elettromagnetica:
- D.Lgs. 194 del 06 Novembre 2007.
 - 2014/30/UE del 26 Febbraio 2014;

che conferiscono la presunzione di conformità alla Direttiva 2014/30/UE

Castel San Pietro Terme (BO), Italia li, ___/___/___

Felizio Alberici

Il Presidente

Alberici S.P.A.

Progettazione e produzione sistemi di pagamento, accessori per videogames e vending machines

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NOTICE

Alberici S.p.A. reserves the right to make changes to the equipment described and to its technical specifications at any time and without notice, in pursuit of the continual improvement of its product.



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