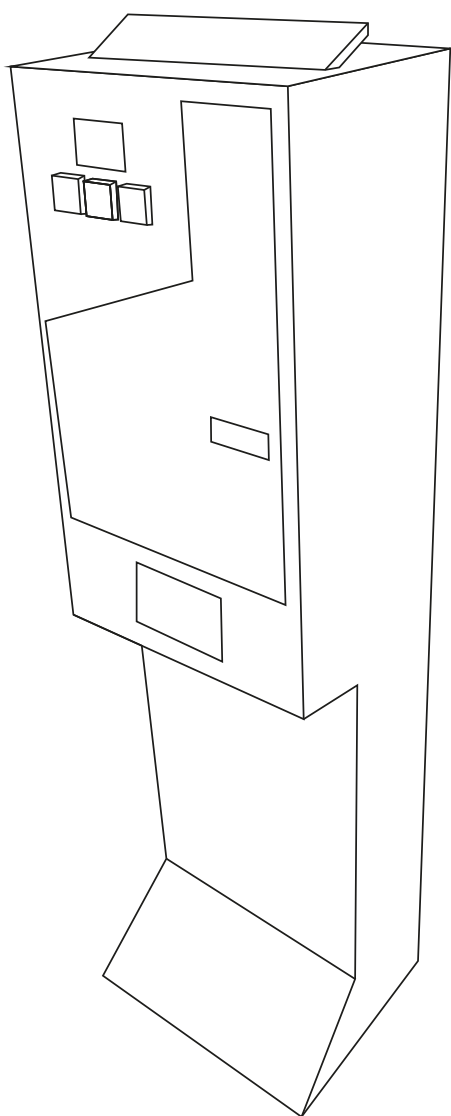
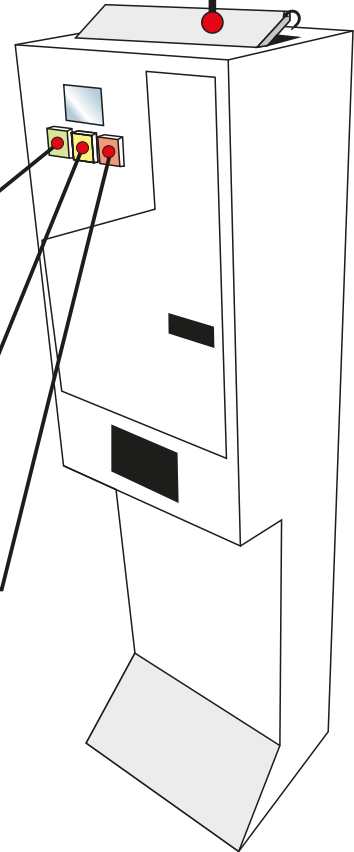
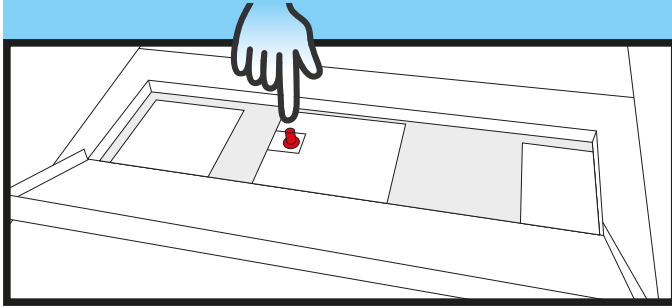


# MONEY CHANGER

## MANUAL

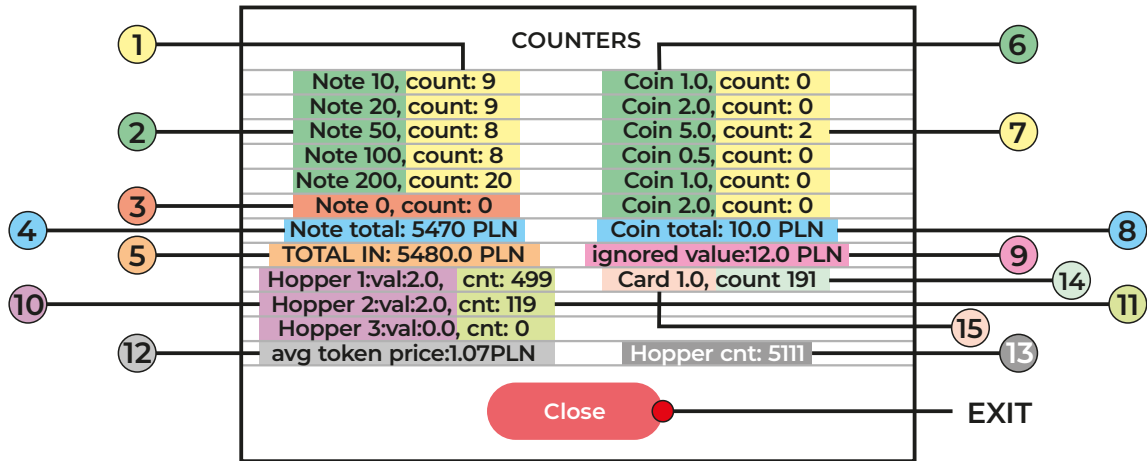


HOLD TO OPEN MENU

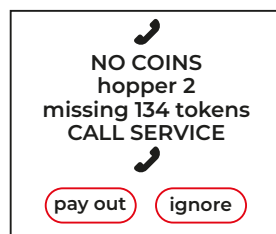


1. COUNTERS
2. COUNTERS RESET
3. COUNTERS LIFETIME
4. HOPPER COINS (ADD)
5. HOPPER COINS (SET TOTAL)
6. LOGS
7. PAYOUT „X” COINS
8. PAYOUT AND COUNT ALL COINS
9. TESTS
10. CONFIGURATION
11. BANKNOTE READER CONFIGURATION
12. COIN ACCEPTOR CONFIGURATION
13. BONUS CONFIGURATION
14. PULSE CONFIGURATION (NAYAX)
15. WIFI CONFIGURATION
16. EXIT MENU

# 1. COUNTERS

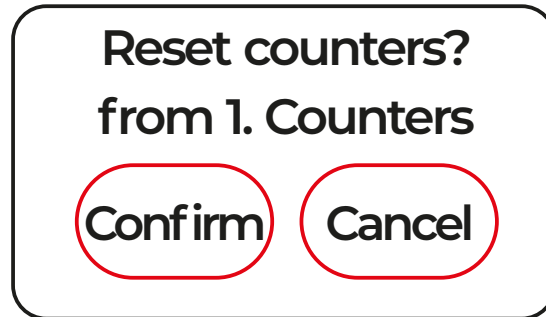


- ① NUMBER OF ACCEPTED BANKNOTES OF A GIVEN VALUE
- ② VALUE OF BANKNOTES ON A GIVEN CHANNEL
- ③ INACTIVE CHANNEL
- ④ TOTAL VALUE OF ACCEPTED BANKNOTES
- ⑤ TOTAL VALUE OF ACCEPTED BANKNOTES, COINS AND CARD IMPULSES
- ⑥ TOTAL VALUE OF ACCEPTED COINS
- ⑦ NUMBER OF ACCEPTED COINS OF A GIVEN VALUE
- ⑧ VALUE OF COINS ON A GIVEN CHANNEL
- ⑨ VALUE OF COINS THAT WERE NOT PAID OUT TO CUSTOMER DUE TO LACK OF COINS IN HOPPER AND WAS SET TO 'IGNORE' BY STAFF AFTER REFILING HOPPERS



- ⑩ VALUE OF COIN IN A GIVEN HOPPER
- ⑪ NUMBER OF PAID OUT COINS FROM A GIVEN HOPPER
- ⑫ VALUE OF PAID OUT COINS OR AVERAGE VALUE OF SINGLE TOKEN WHEN USING BONUSES
- ⑬ TOTAL NUMBER OF PAID OUT COINS
- ⑭ NUMBER OF IMPULSES RECEIVED FROM CARD READER
- ⑮ VALUE OF SINGLE IMPULSE FROM CARD READER

## 2. COUNTERS RESET



---

Select by pressing left/right button  
Accept by pressing ENTER

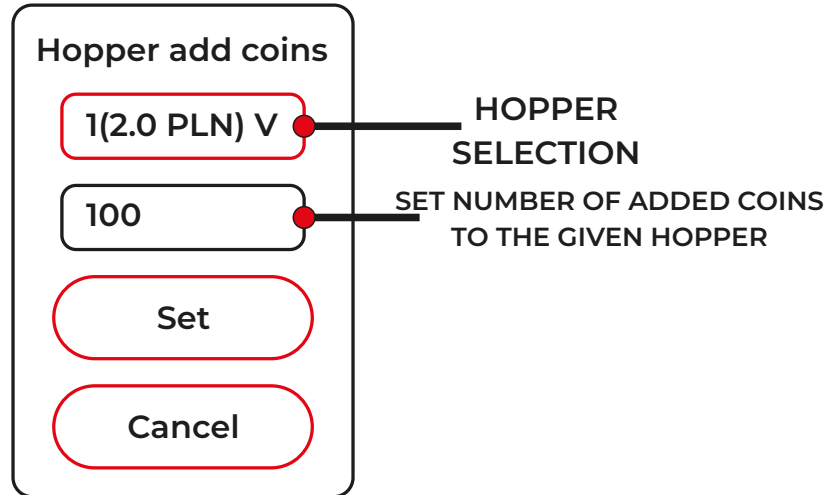
## 3. COUNTERS LIFETIME

**DESCRIPTION SAME AS IN 1. COUNTERS**

NUMBER OF ACCEPTED/PAID OUT COINS/BANKNOTES VISIBLE  
IN THIS SCREEN CANNOT BE ERASED AND  
REPRESENT TOTAL AMOUNT OF ACCEPTED/PAID  
OUT COINS/BANKNOTES FROM THIS MACHINE  
VALUE OF ACCEPTED/PAID OUT COINS/BANKNOTES  
DEPEND ON CURRENT CONFIGURATION OF  
BANKNOTE/COIN/HOPPER AND WILL CHANGE  
IF YOU CHANGE ANY OF THE VALUES

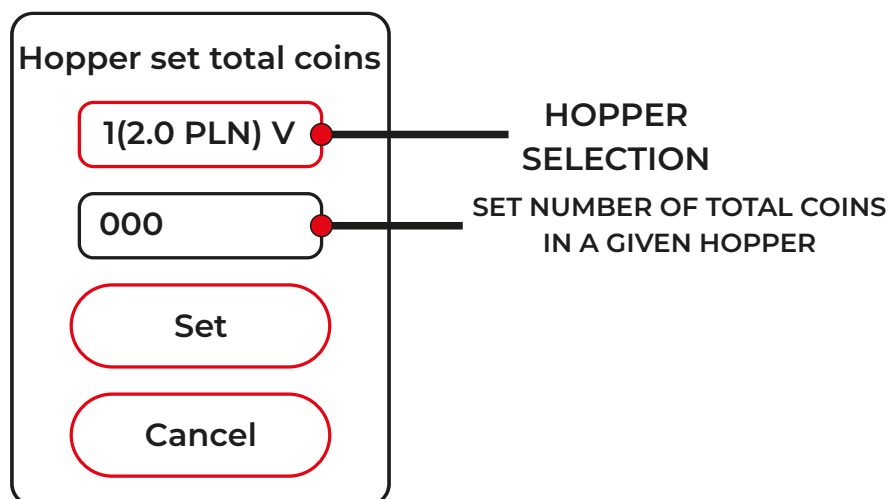
# 4. HOPPER COINS (ADD)

You must keep track of added coins only in case of setting "work mode, block on:" to "hopper coins left counter = 0"



# 5. HOPPER COINS (SET TOTAL)

You must keep track of added coins only in case of setting "work mode, block on:" to "hopper coins left counter = 0"

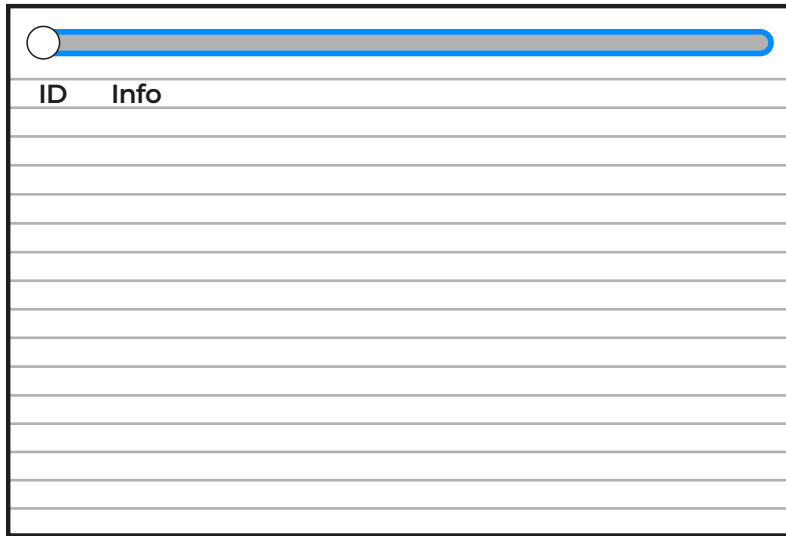


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Select by pressing left/right button  
Accept by pressing ENTER  
Hold ENTER to end current selection

# 6. LOGS

(LOG OF LAST 100 EVENTS)



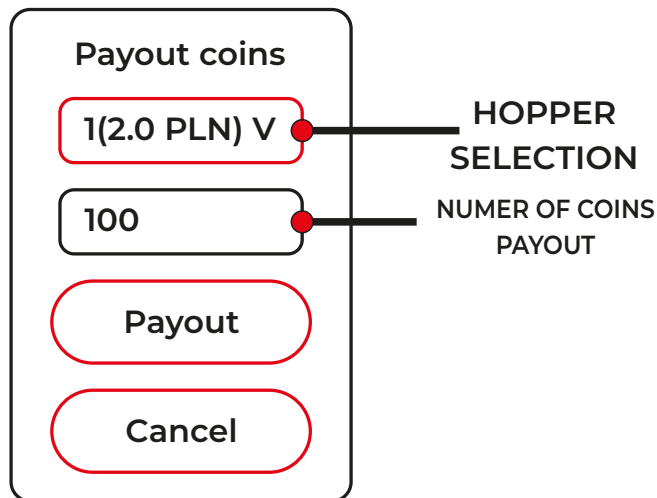
The image shows a terminal window with a title bar at the top. The title bar contains a small circle on the left and a blue horizontal bar on the right. Below the title bar is a table with two columns: 'ID' and 'Info'. The table has 10 rows, all of which are empty.

ID	Info

---

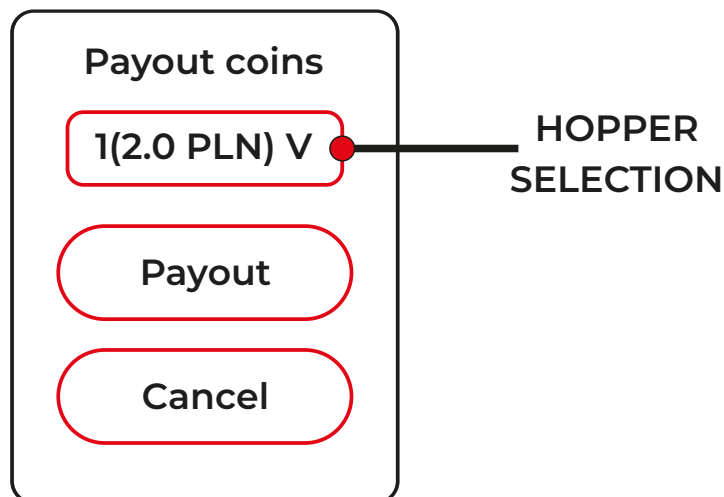
Select by pressing left/right button  
Accept by pressing ENTER

## 7. PAYOUT 'X' COINS



In menu, paid out coins are not counted by any counter

## 8. PAYOUT AND COUNT ALL COINS



In menu, paid out coins are not counted by any counter

---

Select by pressing left/right button  
Accept by pressing ENTER  
Hold ENTER to end current selection

# 9. TESTS

(STATUS OF CONNECTED HOPPERS)

## TEST

Hopper 1:  
Serial:0  
Last error code:0  
State code:1

Hopper 2:  
Serial:0  
Last error code:0  
State code:1

Hopper 3:DISABLED

Close



# 10. CONFIGURATION

CONFIG  
Set coin value to 0.0 to disable hopper

Hopper 1 coin value: 02.0

Hopper 2 coin value: 02.0

Hopper 3 coin value: 00.0

Coin name: PLN

Work mode, block on: low level sensor active

Token mode: yes

Service unpaid timeout(0=disable): 0300

Save

- 1 SET COIN CALUE TO 0.0 TO DISABLE HOPPER
- 2 VALUE OF COINS IN A GIVEN HOPPER
- 3 NAME OF CURRENCY DISPLAYED ON A SCREEN
- 4 HOPPER WORK MODE

THERE ARE THREE MODES ON WHICH HOPPER MAY STOP PAYING OUT COINS:

- "LOW LEVEL SENSOR ACTIVE" - MONEY CHANGER WILL STOP ACCEPTING BANKNOTES/COINS AND PAYING OUT COINS WHEN HOPPER WILL DETECT THAT IT HAS LOW LEVEL OF COINS. WHEN USING THIS MODE, MONEY CHANGER WILL STOP ACCEPTING WHILE THERE ARE STILL SOME COINS LEFT IN HOPPERS. IT IS VERY UNLIKELY FOR CUSTOMER TO NOT RECEIVE FULL NUMBER OF COINS (IT WILL STOP ACCEPTING)

- "EMPTY HOPPER" - MONEY CHANGER WILL STOP ACCEPTING BANKNOTES/COINS ONLY WHEN IT DETECTS THAT IT CANNOT GIVE ANY MORE COINS (ARE HOPPERS ARE COMPLETELY EMPTY). WHEN USING THIS MODE, IN CASE OF LOW NUMBER OF COINS LEFT IN HOPPER IT IS VERY LIKELY FOR CUSTOMER TO NOT RECEIVE FULL NUMBER OF COINS AND WILL HAVE TO WAIT FOR STAFF FOR REFILL

- "HOPPER COINS LEFT COUNTER = 0" - MONEY CHANGER WILL STOP ACCEPTING BANKNOTES/COINS WHEN NUMBER OF COINS IN HOPPER SET IN 4. AND 5. REACHES ZERO. WHEN USING THIS MODE YOU HAVE TO KEEP TRACK OF ALL COINS ADDED INTO THE HOPPERS BUT CUSTOMER WILL ALWAYS RECEIVE FULL NUMBER OF COINS.

- 5 TOKEN MODE  
THIS OPTION SET THE MONEY CHANGER IN TOKEN MODE ALLOWING TO ADD BONUSES.
- 6 AUTOPAY AFTER POWER LOSS

---

Select by pressing left/right button  
Accept by pressing ENTER

# 11. BANKNOTE READER CONFIGURATION

**BANKNOTE CONFIG**  
Set note value to 0.0 to disable channel

Channel 1 value:	<input type="text" value="0010"/>
Channel 2 value:	<input type="text" value="0020"/>
Channel 3 value:	<input type="text" value="0050"/>
Channel 4 value:	<input type="text" value="0100"/>
Channel 5 value:	<input type="text" value="0200"/>
Channel 6 value:	<input type="text" value="0000"/>

**Save**

SET VALUE OF BANKNOTE ON A GIVEN CHANNEL

# 12. COIN ACCEPTOR CONFIGURATION

**COIN CONFIG**  
Set coin value to 0.0 to disable channel

Channel 1 value:	<input type="text" value="001.0"/>
Channel 2 value:	<input type="text" value="002.0"/>
Channel 3 value:	<input type="text" value="005.0"/>
Channel 4 value:	<input type="text" value="000.5"/>
Channel 5 value:	<input type="text" value="001.0"/>
Channel 6 value:	<input type="text" value="002.0"/>

**Save**

SET VALUE OF COIN ON A GIVEN CHANNEL

---

Select by pressing left/right button  
Accept by pressing ENTER  
Hold ENTER to end current selection

# 13. BONUS CONFIGURATION

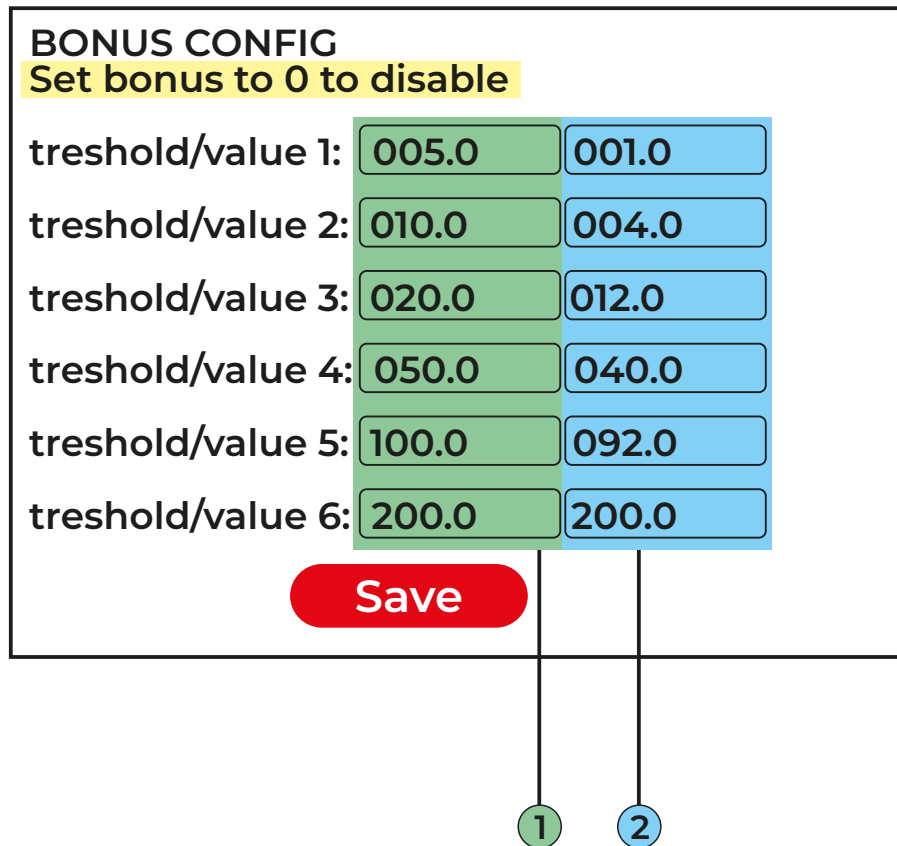
(ONLY IN TOKEN MODE)

**BONUS CONFIG**  
Set bonus to 0 to disable

treshold/value 1:	005.0	001.0
treshold/value 2:	010.0	004.0
treshold/value 3:	020.0	012.0
treshold/value 4:	050.0	040.0
treshold/value 5:	100.0	092.0
treshold/value 6:	200.0	200.0

Save

①      ②



- ① ACCEPTED COIN/BANKNOTES VALUE TRESHOLD ABOVE WHICH COINS WILL BE PAID OUT WITH GIVEN BONUS
- ② NUMBER OF BONUS COINS PAID OUT ABOVE GIVEN TRESHOLD

---

Select by pressing left/right button  
Accept by pressing ENTER  
Hold ENTER to end current selection

# 14. PUSLE CONFIGURATION

## NAYAX

**PULSE CONFIGURATION(NAYAX)**  
Set pulse to 0.0 to disable channel

Chanel 1 value:  1

Max pulse value (ms):

Min pulse value (ms):

Pulse polarity:

**Save**

### 1 VALUE OF SINGLE IMPULSE

---

Select by pressing left/right button  
Accept by pressing ENTER  
Hold ENTER to end current selection

# 15. WIFI CONFIGURATION

(STATUS OF WIFI CONNECTION)

**WIFI CONFIG**

**Network name:**  
**Device ip address:**  
**subnet:**  
**gateway:**  
**dns:**

[Close](#)

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Select by pressing left/right button  
Accept by pressing ENTER  
Hold ENTER to end current selection