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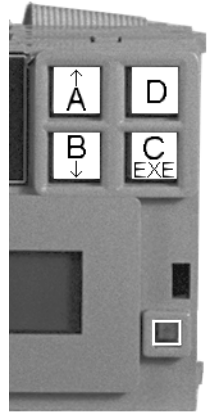
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1. Programming buttons

In order to carry out programming, an alphanumeric LCD has been included in the payout unit, with two lines at 16 characters each.

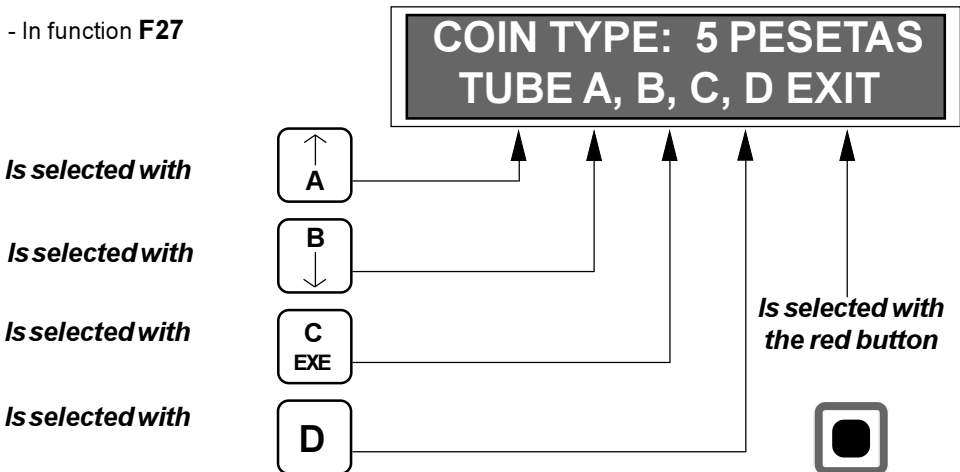
In order to be able to correctly carry out the programming functions and choose among the various options that appear on the display, there are 4 pushbuttons labelled "A", "B", "C", and "D", and a fifth, smaller red button located to the right of the display.

In the majority of the programming functions, there are two or more options to choose from. In order to select them, keep in mind that the option viewed to the left of the display is selected with button "A", the next one to the right with "B", the next with "C", and the fourth with "D". If there were a fifth option, it would be selected with the red button.



Example:

- In function **F27**



2. Programming functions

Under normal operating conditions, the display shows the "READY" message on the first line and the credit on the second.

Function F01 is accessed by pushing the red button. In order to advance through the programming functions, push "A", and in order to go back, push "B". In order to access the submenu for the functions, push "C/EXE" when the desired function is viewed on the display.

In order to exit to the service mode from any programming level, push the red button.

When a secret number has been recorded in order to access programming (see function F21), the payout unit only allows access to "F01, Empty tubes"; "F02, Fill tubes"; "F14, Sales volume"; "F21, Secret number" (or password); and "F40, Printing." If this number is known, the next programming level is reached.

READY
CREDIT 0 PTS

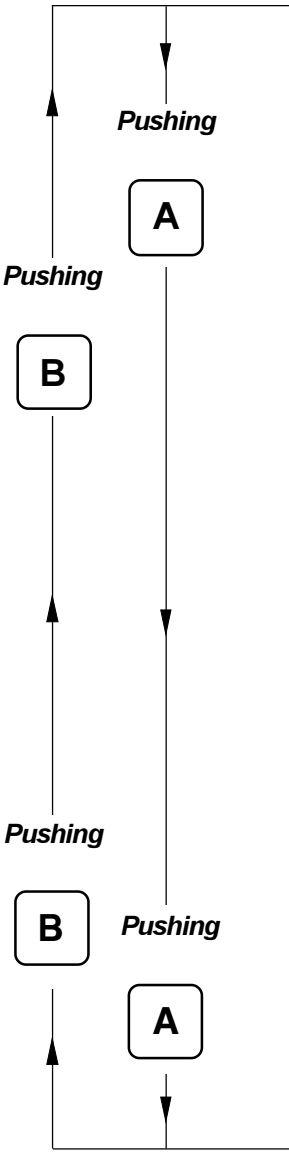
Pushing the red button



Pushing the red button



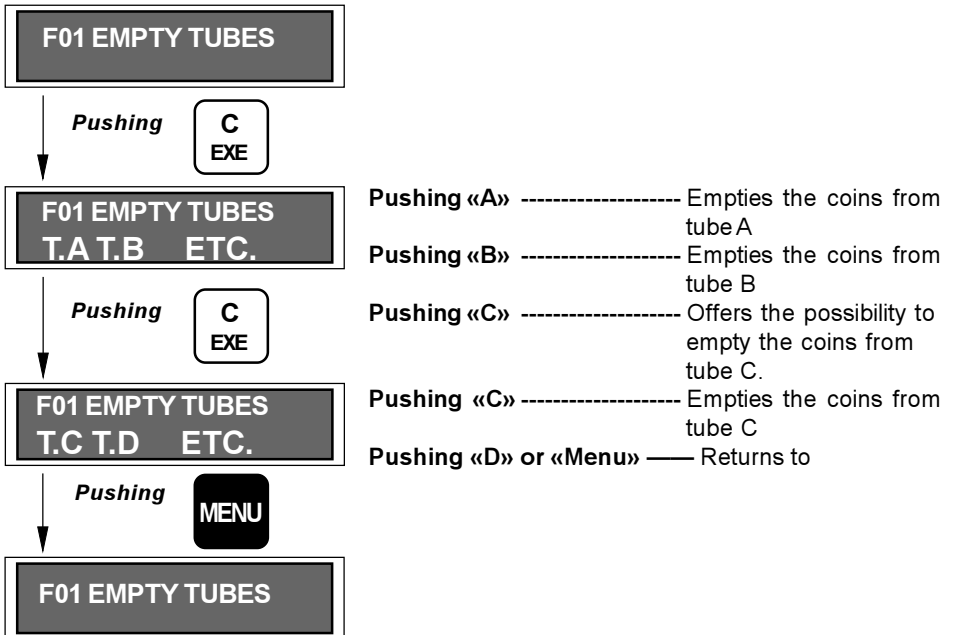
- F01 EMPTY TUBES
- F02 FILL TUBES
- F03 PROGRAMMING LIMITS
- F04 VENDING MODE PROGRAMMING
- F05 PROGRAMMING PRICES
- F06 TUBE COUNT
- F07 ACCEPTED COINS
- F08 TIME AND DATE
- F09 COIN ACCEPTANCE
- F10 MACHINE NUMBER
- F11 PROGRAMMING MINIMUMS
- F12 PROGRAMMING MAXIMUMS
- F13 PROMOTIONS
- F14 SALES VOLUME
- F15 RESET
- F16 PRINTING
- F17 PROGRAMMING BY PC
- F18 TUBE PHOTOCELLS
- F19 LED DISPLAY POINTS
- F20
- F21 SECRET NUMBER (OR PASSWORD)
- F22 ERASE RAM
- F23 ERASE CARD
- F24 EXTERIOR TUBE
- F25
- F26 CLOCK PRESENT
- F27 CLASSIFIER
- F28 AUDIT SYSTEM
- F29 PC TRANSMISSION
- F30 ACCEPTING COINS WHEN "OUT OF CHANGE"
- F31 START 0 PESETAS
- F32 BASE COIN
- F33 OUT-OF-CHANGE PROGRAMMING
- F34 ACCEPTANCE TEST
- F35 TUBE PRESENCE
- F36 PC TRANSMISSION (2)
- F37 PC VIEWING (2)
- F38 MAXIMUM CREDIT LIMIT ON CARD
- F39 RELOADED ON CARD IN PESETAS
- F40 PRINTING (2)
- F41 MAXIMUM NUMBER OF COINS PER SERVICE
- F42 TOKENS
- F43 DISPLAY TYPE



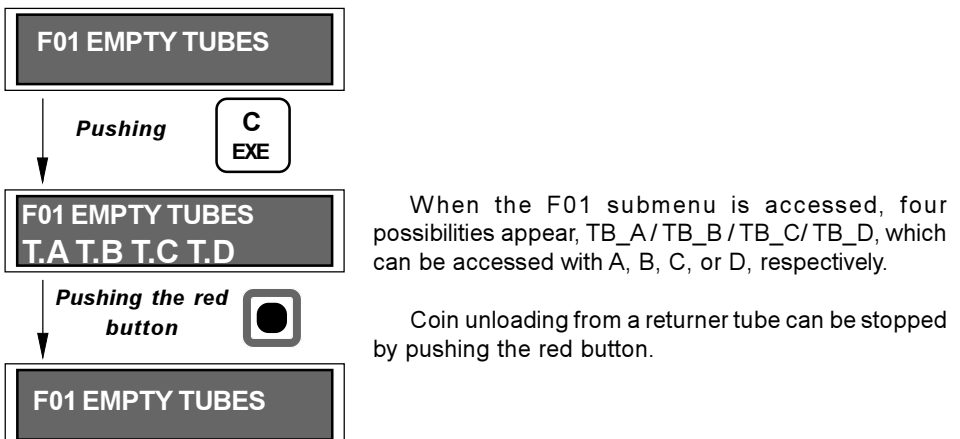
F01. Empty tubes

This function allows individual tubes to be emptied and only from the one selected.

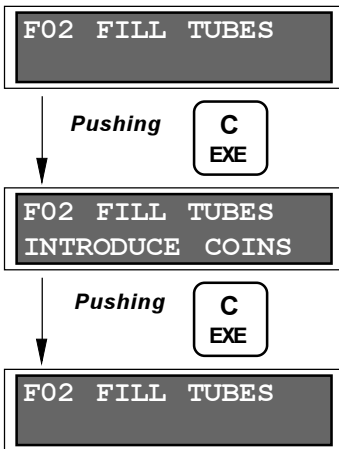
AN 300 Payout unit models



AN 400 Payout unit models



F02. Fill tubes



This function allows coins to be introduced into the returner tubes for later use as change.

When "Introduce coins" appears on the display, a mix of the three different types of coins can be introduced. The classifier takes care of sending them to their corresponding tube.

When finished, press "C-EXE". This way the payout unit "knows" the number of coins that have gone to each tube and accumulates it in accounting as "money introduced by the operator" (see F07).

NOTE

Be sure that the coins that are going to be introduced into the tubes correspond to those that are programmed in function F27. If they are not, the payout unit will reject them.

F03. Programming limits

The values for maximum admission and maximum return in the payout unit are programmed through this function. These values are used so that the machine can protect itself from being used as a change machine.

The payout unit allows the maximum, programmed admission of any type of coin to be reached, even though that programmed quantity may have been exceeded. If, for example, a maximum amount of 300 pesetas has been programmed, the payout unit would allow introducing 295 pesetas and any coin after that, even one for 500 pesetas. Nevertheless, if 300 pesetas are introduced, after that not even one more coin will be allowed.

If all of the selections in a machine cost the same price, 100 pesetas for example, then that quantity of 100 pesetas is what should be programmed as the maximum admission.

Before programming the maximum return, it is a good idea to keep in mind that if the payout unit has to give more change than what is programmed as the maximum return, the difference is not given nor is it maintained as credit. It is a quantity of money that the payout unit "keeps".

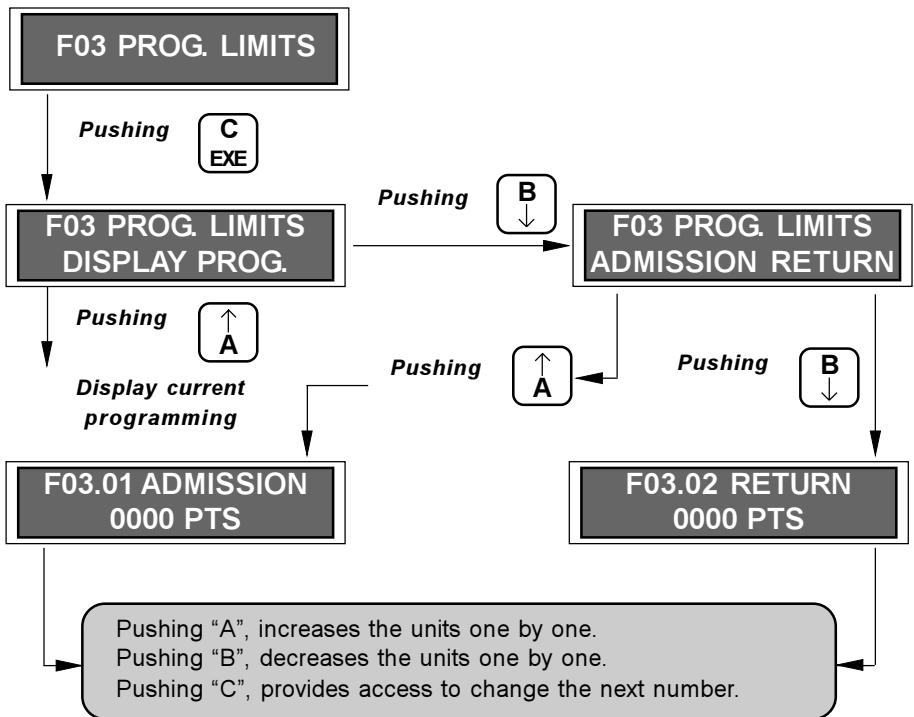
If the payout unit does not have enough coins to give change, the difference is maintained on the display as credit, erasing it later after a few minutes.

495 pesetas is a good amount to program as the maximum return. This way, whatever the amount of credit introduced, no client is going to lose money. The only exception is if mandatory sale (F04) has not been programmed: If someone introduces 500 pesetas, and then tries to recover it immediately, the payout unit would only return 495 pesetas.

If there are two different prices in a machine, for example 100 and 150 pesetas, 150 pesetas should be programmed as the maximum admission. For the maximum return, two things can be done:

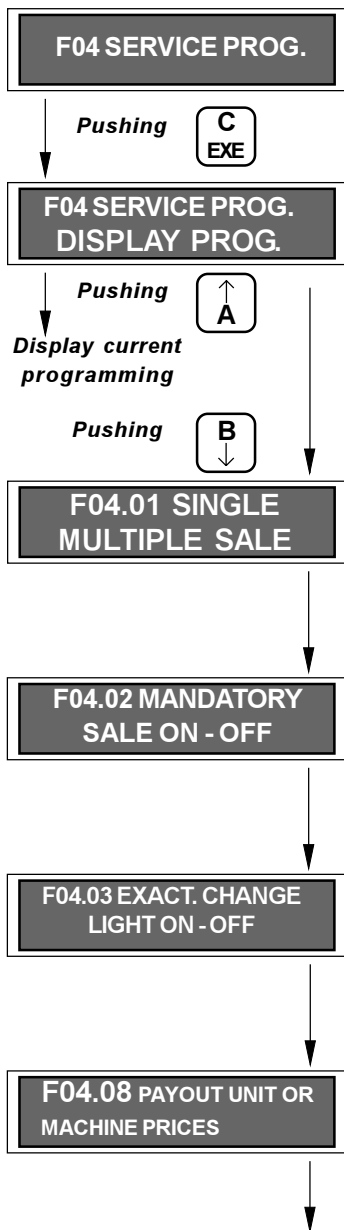
- 1 — Program 495 pesetas
- 2 — So that a client can never lose money under any case, program:
 $495 + (150 - 100) = 545$ pesetas as the maximum return.

F03 operating method. Programming limits



F04. Service mode programming

AN 300/AN 400 «executive» type models



Pushing “A” — Single sale. After completing the sale, the payout unit provides change, if necessary.

Pushing “B” — Multiple sale. The payout unit keeps the change on display as credit. This change is provided by pushing the machine coin return button.

Pushing “A” — Mandatory sale ON. Once the money is introduced into the payout unit, it does not allow a return, rather it forces the product to be consumed.

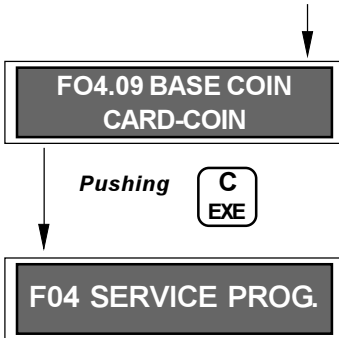
Pushing “B” — Mandatory sale OFF. It does not force the product to be consumed.

Pushing “A” — ON. The payout unit illuminates the “out-of-change” light on the machine when it does not have change.

Pushing “B” — OFF. It does not illuminate the “out-of-change” light, even though it is “out of change”. It allows selecting whether the product sale prices are going to be programmed in the payout unit or in the machine.

Pushing “A” — Prices in the payout unit (Price holding)

Pushing “B” — Prices in the machine.

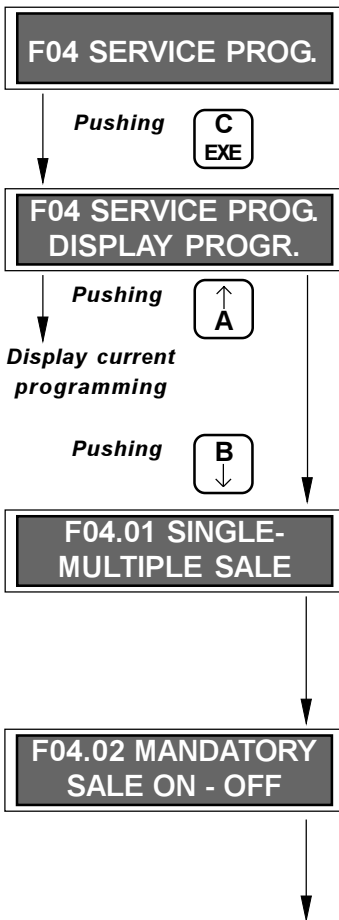


Azkoyen payout units are prepared to be connected to a “pre-paid card reader.” This function allows selecting whether the payout unit as well as the card reader will operate with the base coin programmed in the payout unit (see function F32) or with what is programmed on the pre-paid card (1 peseta).

Pushing “A” — Card base coin.

Pushing “B” — Payout unit base coin.

AN 300 / AN 400 «price line» models



Pushing “A” — Single sale. After carrying out the sale, the payout unit provides the corresponding change.

Pushing “B” — Multiple sale. The payout unit keeps the change on display as credit. It gives this change when the machine coin return button is pushed.

Pushing “A” — Mandatory sale ON. Once money is introduced into the payout unit, it cannot be recovered. The product must be consumed.

Pushing “B” — Mandatory sale OFF. It does not force the product to be consumed.

**F04.03 EXACT CHANGE
LIGHT ON - OFF**

Pushing "A" — ON. The payout unit illuminates the machine "out-of-change" light when it has no change.

Pushing "B" — OFF. The payout unit does not illuminate the "out-of-change" light, even though it is "out of change".

**F04.05 FREE
SALE ON - OFF**

Pushing "A" — ON. The payout unit allows vending without the need to introduce money.

Pushing "B" — OFF. It is necessary to introduce money for vending.

**F04.06 INTERNAL
EXTERNAL-ERASE**

If "internal erase" is programmed in this function, this means that the payout unit will charge the sale when it detects that the blocking line has disappeared. Therefore, it charges the sale immediately after the machine starts to vend the product.

If "external erase" is programmed, the payout unit waits to charge the sale until the machine has finished the sale and sends phase through the blocking line again.

**F04.07 MAINTAIN PRICE
LINE ON - OFF**

Maintain the price line or not. There are machines that can feedback to their extractor motors, so that it is not necessary to maintain the price line for the entire time that the product is extracted (See "MODULE 2: Technical Characteristics, Advanced Level).

**F04.04 RL CREDIT
ON - OFF.**

Pushing "A" — ON. When the credit exceeds 0 pesetas, the payout unit provides a phase line, through its "yellow/red" terminal, to be used by the machine if needed.

Pushing "B" — OFF. It does not provide a phase line.

**F04.08 USE EA LINE
OFF - ON**

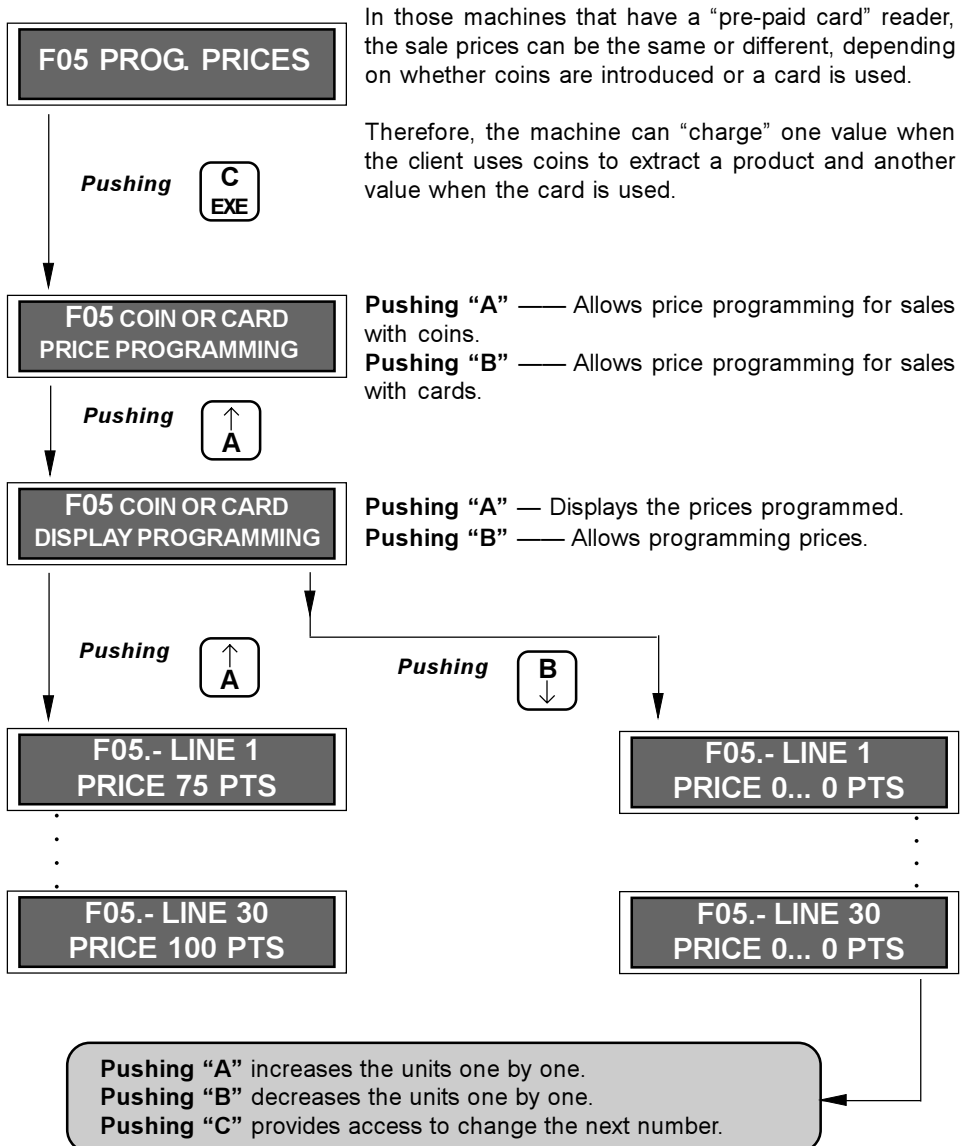
Pushing



F04 PG. SERVICE PROG.

F05. Price programming

- ✓ For the AN300 / AN 400 (executive type) payout units, this function is only operational if price programming in the payout unit has been selected in function F04
- ✓ This function allows programming the prices for the machine selections.



Card prices can be displayed or programmed the same way.

In all of the price line payout units, the possibility for programming 10 price lines is always offered, even though 2, 4, or 10 lines will be operational, depending on whether the payout unit is a 302/402, a 304/404, or a 310/410 AN model.

The AN 300 and AN 400 (“Executive”) payout units are designed to be placed in machines that have a price programming function. Prices will only be programmed in the payout unit when the machine has been provided with a card reader. In this case, when prices are selected in the payout unit, the machine will operate in the so-called “Price holding” mode.

The payout unit offers the possibility of programming 30 different prices and this is also the number of sales prices that the machine can have.

When a machine has an “Executive” payout unit operating in the “Price holding” mode, meaning that prices have been selected in the payout unit, machine selections are associated with the payout unit prices through the price programming function of the machine. The way to make this association depends on whether the base coin selected is that of the payout unit or the card. The two cases are the following:

1. The base coin selected is from the card. The pre-paid cards have the peseta factory-programmed as the base coin.

In order to associate the selections with prices, enter the machine price programming function. Press the selection to be associated, for example number 3.

Program a 1 to associate it with price 1, a 2 to associate it with price 2, etc., up to a maximum of 30 prices that are available.

2. The base currency selected is from the payout unit. The payout unit base currency is programmable using function F32. In general, the 5-peseta coin is the one normally programmed as the base coin.

In order to associate the selections with the prices, enter the machine price programming function. Press the selection to be associated, for example number 3.

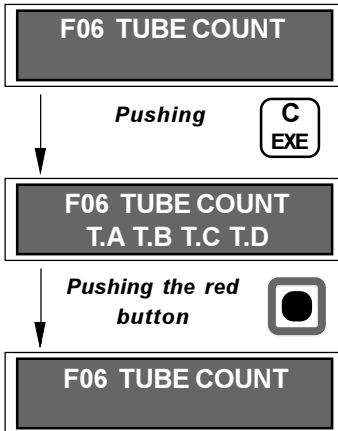
Now, 5 should be programmed to associate this selection to price 1, a 10 to associate it with price 2, a 15 to associate it with price 3, etc., up to a maximum of 30 prices that are available.

In both cases, the association of prices with selections is done by denominating the prices programmed in the payout unit using the value or multiples of the value of the base coin.

According to whether the base coin is that of the card or of the payout unit, the thirty payout unit prices are denominating the following way:

| Payout Unit price number | Denomination with the card base coin (1 peseta) | Denomination with the payout unit base coin (5 pesetas) |
|--------------------------|---|---|
| 1 | 1 | |
| 2 | 2 | |
| 3 | 3 | |
| ... | ... | |
| 30 | 30 | |

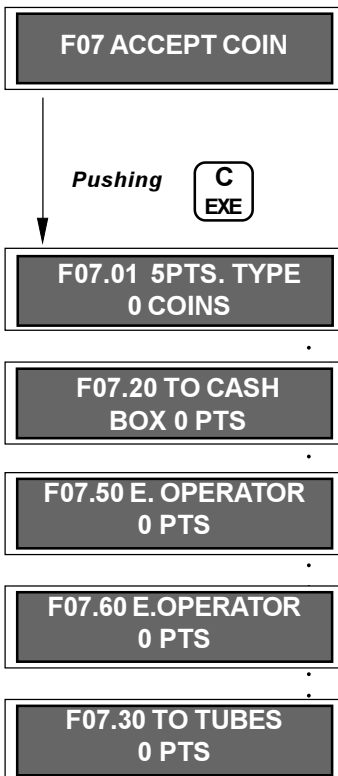
F06. Tube count



This function allows displaying the quantity of coins and money that are in each returner tube.

Pushing keys "A", "B", "C" or "D" displays the counts in tubes A, B, C, and D, respectively.

F07. Accepted coin



The payout unit, in addition to accounting for sales completed by the machine, also accounts for the coins that it has as well as all of the coins that have been introduced and extracted.

This accounting is shown automatically on the display. The order is the following:

Type of coin (5, 10, 25, etc.) and how many of each have been accepted.

Money that has gone to the coin bin.

Money introduced by the operator into the returner tubes (F02).

Money extracted by the operator from the returner tubes.

Total for all money that has gone to the three returner tubes.

**F07.40 TO CHANGE
0 PTS**

Total money that the payout unit has given as change.

**F07.70 UNPAID
0 PTS**

Total money that has not been "returned."

When more change than what has been programmed as the maximum return has to be returned, the difference "stays" with the payout unit.

Also, when there are not enough coins in the returner tubes in order to give the necessary change, the difference is maintained on the display as credit. After a few minutes, if this credit has not been used to extract another product, the payout unit erases it.

**F07.3 TO TUBE
A: 0 PTS**

The quantity of money introduced from the exterior and that the classifier has taken to tube A.

**F07.3 TO TUBE
B: 0 PTS**

Quantity of money that has gone to tube B.

**F07.3 TO TUBE
C: 0 PTS**

Quantity of money that has gone to tube C.

**F07.3 TO TUBE
D : 0 PTS**

Quantity of money that has gone to tube D.

**F07.4 RETURN FROM
A: 0 PTS**

Quantity of money that has been given as change from tube A.

**F07.4 RETURN FROM
B: 0 PTS**

Quantity of money that has been given as change from tube B.

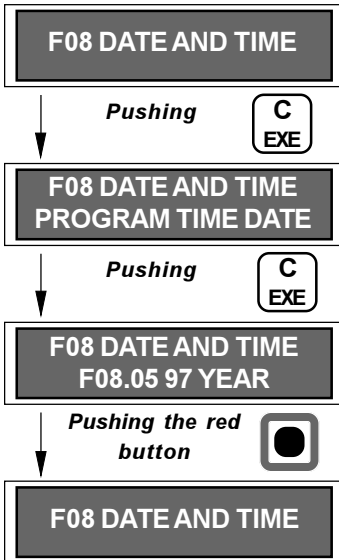
**F07.4 RETURN FROM
C: 0 PTS**

Quantity of money that has been given as change from tube C.

**F07.4 RETURN FROM
D: 0 PTS**

Quantity of money that has been given as change from tube D.

F08. Date and time



The payout unit has a permanent clock that can show the date, hour, and minutes at any time, and which can be programmed by the user.

Pushing "A" — Displays the programmed time.

Pushing "B" — Displays the programmed date.

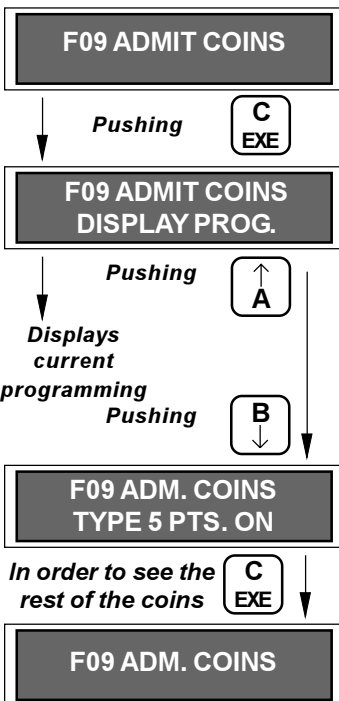
Pushing "C" — Allows date and time programming.

Pushing "A" — Increases the figure one by one.

Pushing "B" — Decreases the figure one by one.

Pushing "C" — Provides access to changing another figure.

F09. Admitted coin



All coins can be individually selected for the payout unit to admit or not.

Pushing "A" — ON. Admits this type of coin.

Pushing "B" — OFF. Rejects this type of coin.

F10. Machine number

F10 MACHINE N°

Pushing



F10 MACHINE N°
DISPLAY PROG.

Pushing



F10 MACHINE N°
E45317A8EG!Z

It allows personalising the payout unit (and therefore the machine where it is installed) with a set of twelve characters (numbers, letters, or symbols).

In case there are various machines installed and to be able to access accounting information in them by computer or infrared scanner, it allows recognising each machine and maintaining individual accounting control.

Pushing "A" — Displays the currently programmed number.

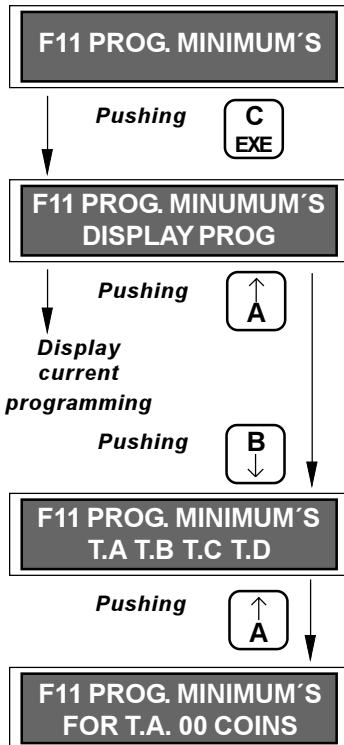
The character to the left, in this case the 1, appears blinking. It can be modified by pushing "A" or "B". The next character can be accessed by pushing "C-EXE".

NOTE

It is recommended that you not use the special character "*" as one of those to be programmed, since this character is used in other functions that could erroneously interpret its meaning. It is also advisable to use the four characters to the right as operator identification and the four preceding characters as the specific machine identification.

If the payout unit has a pre-paid card reader, the four characters on the left are used to identify the pre-paid cards.

F11. Programming minimum's



The payout unit has optical sensors that detect when the change has run out in each one of the returner tubes. These sensors, due to their location, allow between five and eight coins to remain (depending on their thickness) when they detect that the change has run out.

In addition, there is a permanent count programmed for the number of coins existing in each tube. This count allows programming in the payout unit a certain number per returner tube, so that when only the programmed number of coins remains in the tube, the payout unit should indicate that change has run out in that tube.

Pushing "A" — Increases the figure.

Pushing "B" — Decreases the figure.

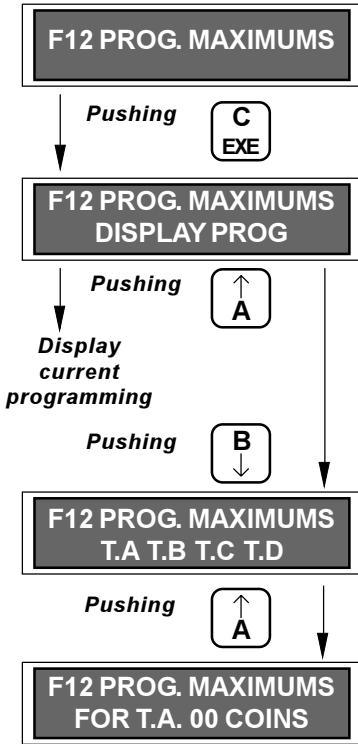
Pushing "C" — Selects the next figure to modify.

In any case, if the number of coins falls below the minimum optical level, the payout unit does not take into account the programmed count, and it illuminates the "out-of-change" light on the machine.

F12. Programming maximums

This function allows programming the maximum number of coins desired for each tube. After this figure, the coins will go to the coin bin.

If the coin count is defective, the payout unit gives priority to the full optical sensors.

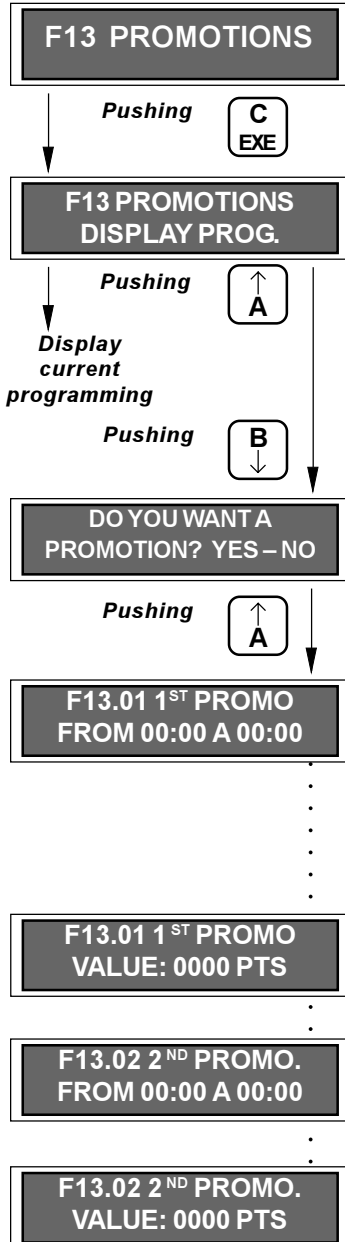


Pushing "A" — Increases the figure.

Pushing "B" — Decreases the figure.

Pushing "C" — Selects the next figure to modify.

F13. Promotions



This function is only operational in the price line payout units.

It allows programming two time intervals in which the products will be sold at a certain discount.

Allows programming the time interval for the first promotion.

Pushing "A" — Increases the figure.

Pushing "B" — Decreases the figure.

Pushing "C" — Selects the following figure to modify.

Programs the first promotion. The quantity programmed here will discount the price programmed in function F05.

Programs the interval for the second promotion.

Programs the price of the second promotion, which can be the same as or different from the first.

In case the two promotions have the same time interval, the payout unit takes the value of the promotion programmed in the first one.

F14. Sales volume

F14 SALES VOLUME

This allows viewing the accounting for completed sales since the last time it was zeroed out.

Pushing

C
EXE

PAYOUT UNIT
ABSOLUTE SALES 1283

This is absolute accounting for sales. It includes all completed sales since the payout unit was put into operation. The sales made under "free sale" are included. It is only possible to zero out this accounting by erasing the RAM (F22).

FROM 15/01/96
TO 22/01/96

The last date that a reset was made and the current date appear.

F14.01 TOTAL N°
OF SALES 174

The number of sales since the last time the data was reset. Sales made under "free sale" are included.

PRICE 25 PTS
No. OF SALES 34

Displays the number of sales at each price.

PRICE 50 PTS
No. OF SALES 0

PRICE 75 PTS
No. OF SALES 60

RESET DATA
YES or NO ?

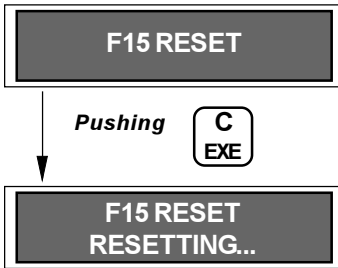
This zeros out the total sales figure but not the absolute sales.

Pushing
A

Pushing
B

If the payout unit has a pre-paid card reader, this function displays two lists of the "number of sales per price." The second list corresponds to the sales made using the pre-paid card, and they are differentiated by using a K: "priceK".

F15. Reset



This is used to void a possible breakdown from the payout unit memory after having eliminated or corrected the problem that caused it.

This function is executed automatically every time that you exit programming (from any function) to go to normal operations.

F16. Printing



This function is optional, so that in order for it to be operational, the payout unit must be ordered with the corresponding output wiring cable.

It allows the counts to be exported using a Centronix parallel port, a tool for attaching a computer that has the same type of interface.

F17. Programming by PC



This function is operational when the payout unit has an RS232 C series port (optional).

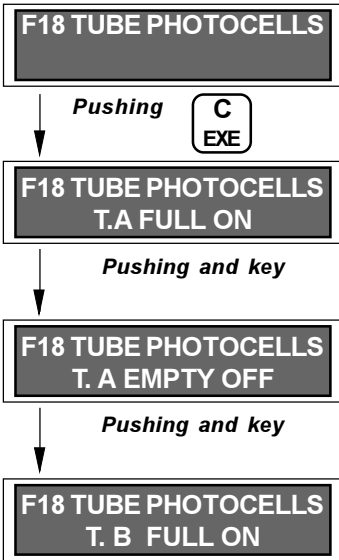
The payout unit can be programmed using its five keys, as it is being explained. Additionally, it can receive programming through an RS232 C series port from this function.

For this purpose, it should be kept in mind that the programming process must be the following:

***** AN * RAM address* Contents * RAM address * Contents ***.**

With this sequence of addresses and data, communication will be optimal, and it can be verified at any time through the display. The order and number of "*" must be respected.

F18. Tube photocells

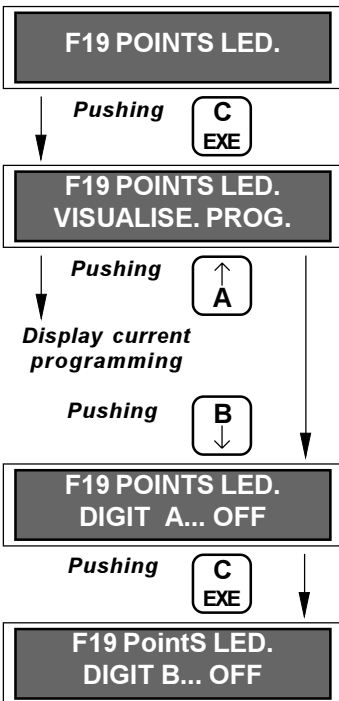


This allows verifying the proper operation of the tube level detectors (the optical sensors), as well as their possible wear or the accumulation of dirt.

For the full sensors, ON is shown when there are no coins and OFF is shown if they are full or if a dark object is in the way.

For the empty sensors, OFF is shown when there are no coins, and ON is shown if there are coins or a dark object is in the way.

F19. LED Points



The payout unit has an output cable in order to be connected to an LED type of display on the machine. This way the user can view the time and credit.

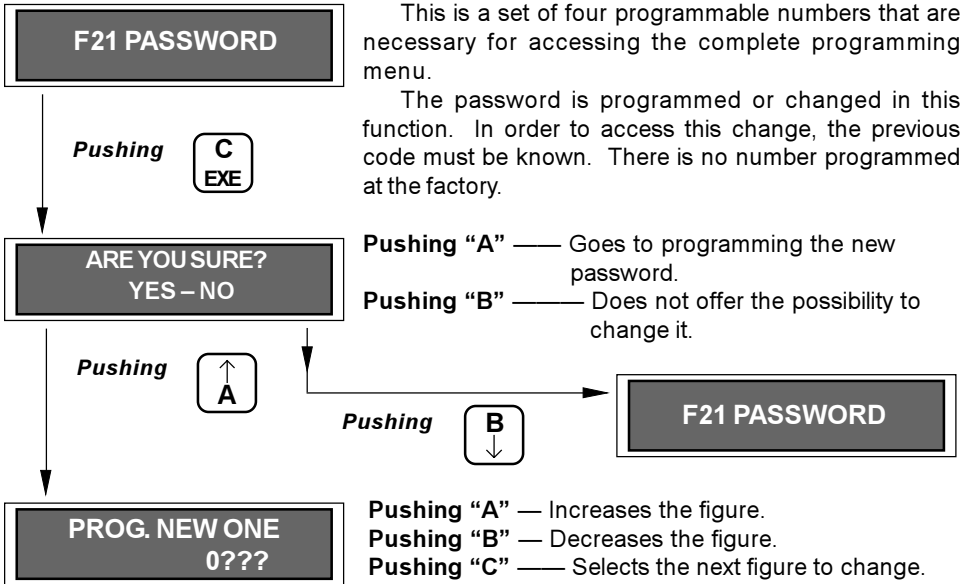
So that the accumulated credit corresponds correctly with the message displayed in each country, choose where to view the decimal point, if necessary.

Pushing "A" or "B" — Changes between ON and OFF.

Programming ON displays the point.
Programming OFF does not display the point.

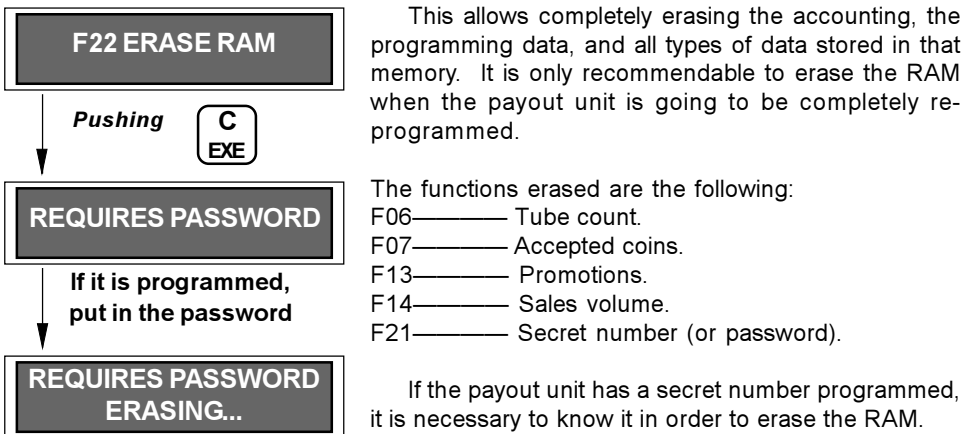


F21. Secret number (or Password)



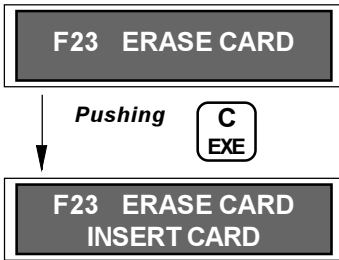
Once this function has been entered, it cannot be exited without programming a number. Even though four zeros are programmed, this will be the secret number. The only way to erase it is to erase the RAM (see F22), and in order to do that the password must be known.

F22. Erasing the RAM memory



If the RAM is erased, it will be necessary to remove the change coins (if there were any) and to introduce them again since the count in function F06 has returned to zero.

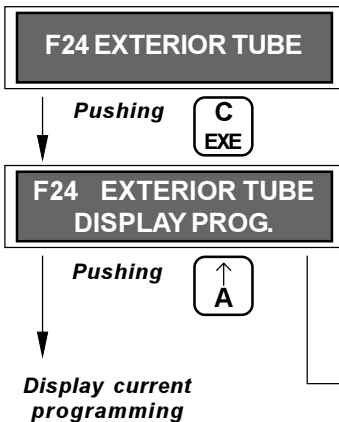
F23. Erase card



This function is operational when the payout unit has been prepared to be connected to a pre-paid card reader (which is optional).

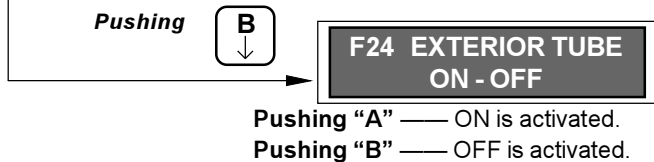
In this function, the payout unit initialises the card, giving it an identification number (the first four digits programmed in function F10). This way, during normal machine operations, the payout unit will be capable of identifying the card since it carries the identification number, and it will not accept any other card that does not have that number.

F24. Exterior tube

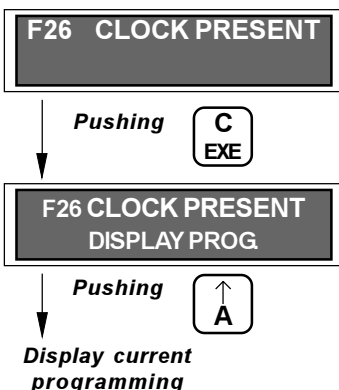


It is possible to attach a manually loaded exterior tube to the payout unit that would act as support for the base coin that is used for change. If there are 5-, 25-, and 100-peseta coins, the exterior one would return 5-peseta coins.

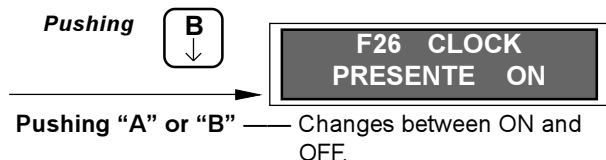
This function allows the presence of the exterior returner tube to be enabled. If ON is recorded in this function, the payout unit starts to utilise the exterior returner tube from that moment on, whether it has one or not.



F26. Clock presentiza su calendario y reloj.



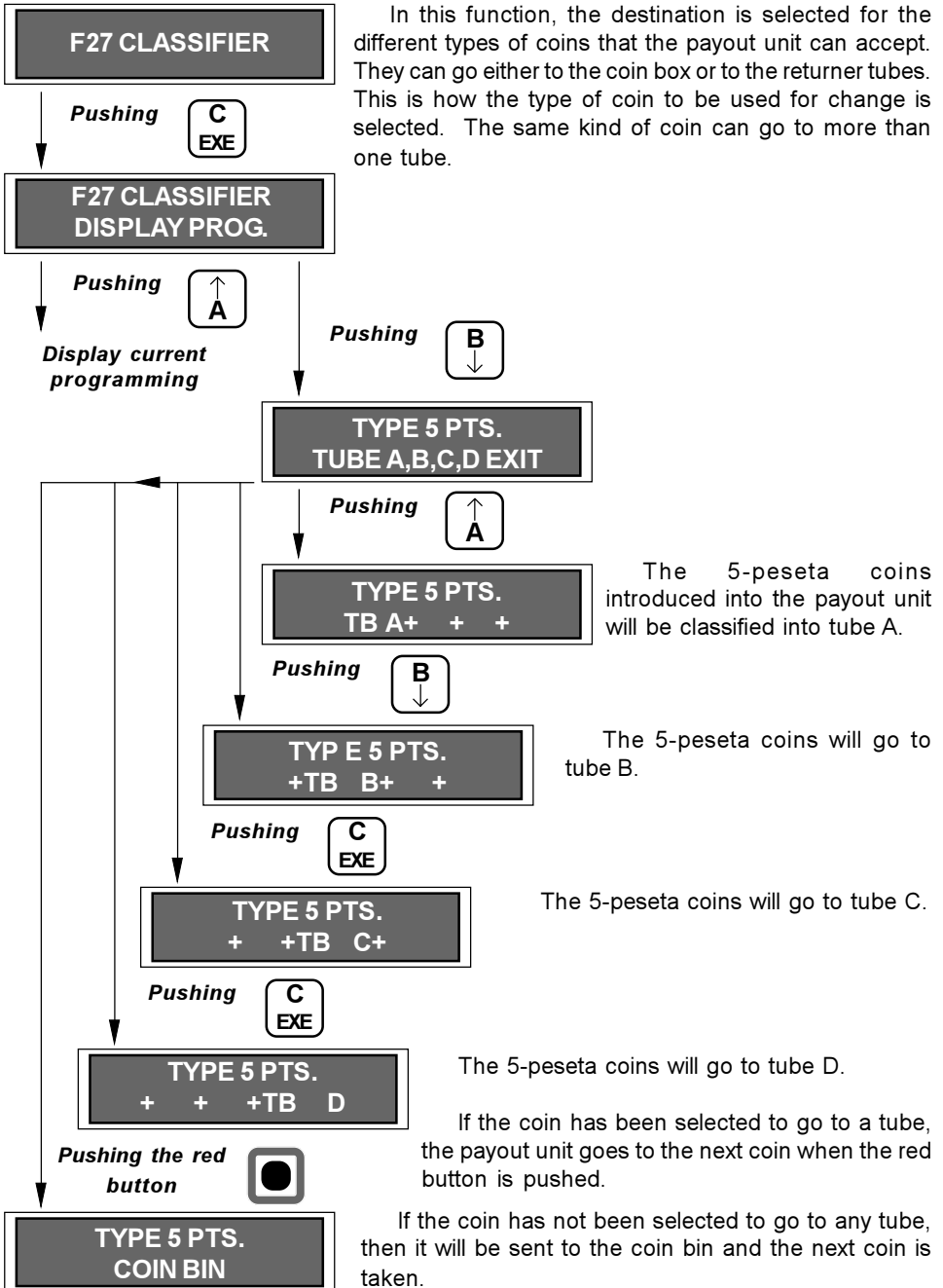
If ON is programmed in this function, the payout unit reflects the time on the machine LED display.

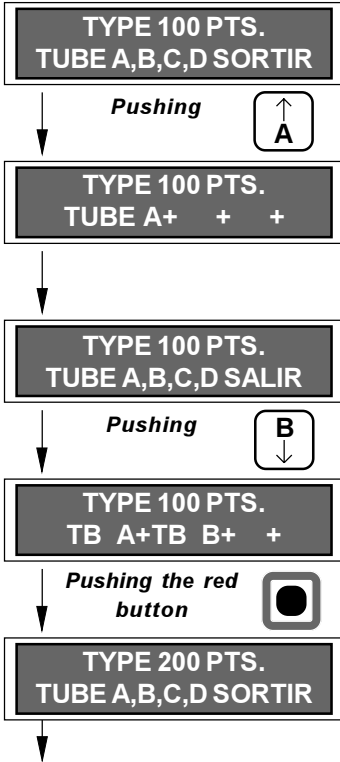


ON — The payout unit uses its calendar and clock.
OFF — The payout unit does not use its calendar and clock.

Pushing "C" — Programs the data viewed on the display.

F27. Classifier

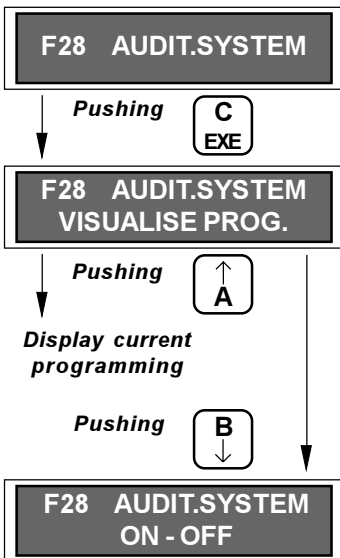




In order for one coin to go to two tubes at the same time, for example the 100-peseta coin to go to tubes A and B, follow the procedure indicated on the left.

NOTE
Any change in the type of return coins could necessitate a change in the interior of the returner tubes in order to adjust the diameter of the coin to that of the tube. Therefore, before making any change, it is a good idea to consult "MODULE 4: ADDITIONS AND ACCESSORIES."

F28. Audit System



Programming ON allows adding more extensive communications between the payout unit and the VMC, referring only to the coin input and output process.

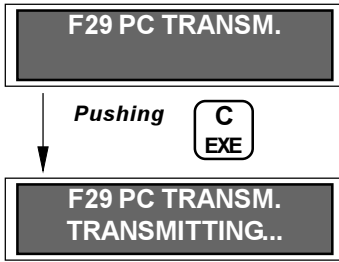
If OFF is programmed, the payout unit does not send coin data to the VMC.

The audit system does not consist of physical components, it is simply a part of the VMC operational program.

If the VMC does not have an audit system, OFF should be programmed in this function. If not, the payout unit will not operate, and "The VMC does not respond to command status" will be shown on its display.

Pushing "A" — ON is activated.
Pushing "B" — OFF is activated.

F29. Transmission by PC



The payout unit can export all of its accounting data to a computer through an RS 232 C series port (optional).

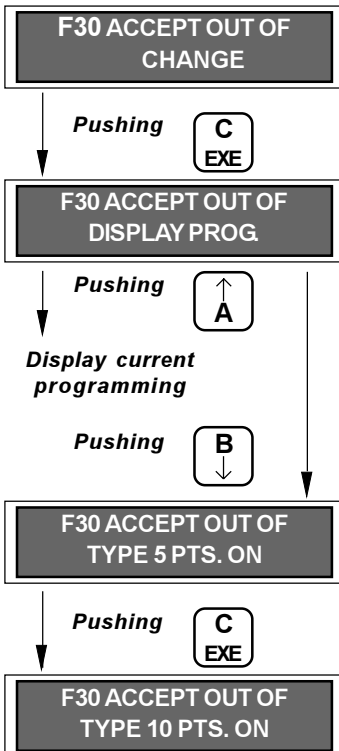
The protocol for transmission is the following: 1200 Baud rate, 8 bits, without parity, and one stop bit. It cannot be modified.

The format in which the accounting data is going to be displayed on the computer screen depends on what has been programmed at function F40, Printing (2).

The connection cable between the payout unit and the exterior system is an optional accessory. See module 4: "Additions and accessories"

Extraction of accounting data by computer is incompatible with an infrared data transmission-reception system.

F30. Accepting coins when "out of change"

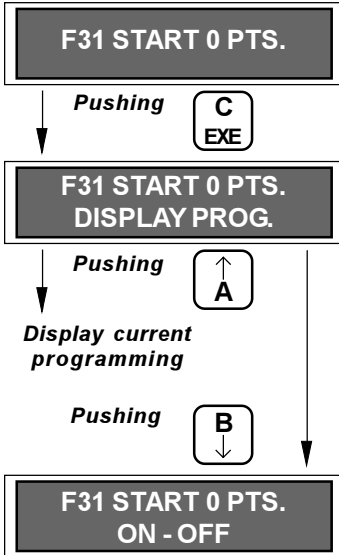


This function allows indicating to the payout unit which coins to be accepted and those not to be accepted when working with exact change (out of change).

Pushing "A" — ON. Accepts this type of coin when there is no change.

Pushing "B" — OFF. Rejects this type of coin when there is no change.

F31. Start 0 pts.



This function allows choosing whether the payout unit indefinitely maintains the credit introduced or, on the contrary, if the it “erases” the credit when certain conditions occur. These conditions are:

- The electric current that feeds the payout unit is cut off.
- Accessing the programming functions after having introduced credit.
- After the time transpires that is programmed at function F48 (Time for rest of credit).

Pushing “A” or “B” — Changes between ON and OFF.

- ON — It always starts with credit of 0 pesetas.
- OFF — It maintains the credit indefinitely.

Pushing “C” — Programs the data viewed on display.

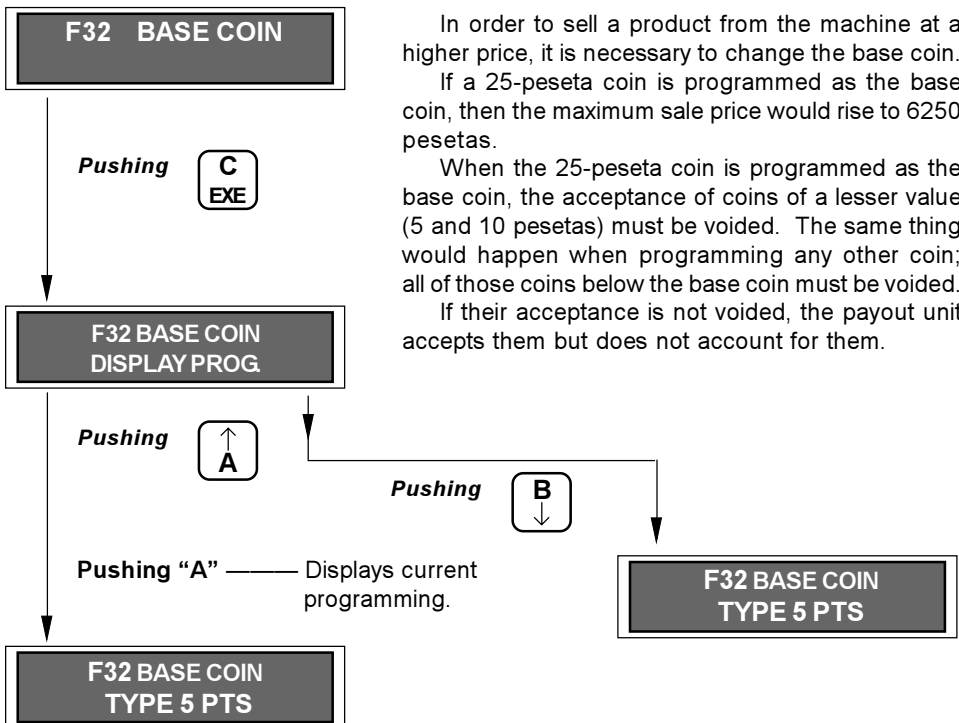
F32. Base coin

The base coin is defined as the “the programmable value of the lowest coin starting from which the payout unit can work.”

Therefore, like its name indicates, the payout unit is based on this coin in order to operate correctly.

A clear example of the affect of the base coin is the maximum sale price:

The maximum price at which the AN 300 or the AN 400 (executive type) payout unit can sell is 250 times its base coin. Therefore, if it has a base coin of 5 pesetas programmed, the maximum sale price will be 1250 pesetas.



Pushing “A” or “B” — Selects the coin to be used as the “base coin”.

Pushing “C/EXE” — Saves as the base coin the one that is viewed on display at that moment, and returns to the main menu.

F33. Out-of-change programming

AN 300 model payout units

This function allows selecting the out-of-change statuses for the returner tubes, starting from which the payout unit will indicate “out of change.”

For example, if the possibility “TC or (TA & TB)” is selected, then the payout unit would indicate “out of change” in two cases:

F33 CHANGE OUT PROG.

Pushing



1. When tube «C» runs out of coins (the number of coins is equal to or less than the number programmed as the minimum in function F11). This is independent of whether or not tubes “A” and “B” have sufficient coins.

2. When tubes “A” and “B” are both out of coins at the same time (even though tube “C” has not run out).

**F33 CHANGE OUT PROG.
DISPLAY PROG.**

Pushing



Pushing



Pushing “A” ——— Displays current programming.

**F33 CHANGE OUT PROG.
TC OR (TA & TB)**

**F33 CHANGE OUT PROG.
TC OR (TA & TB)**

Pushing “A” or “B” – Displays all of the possible combinations indicated in the list below.

Pushing “C/EXE” ——— Saves the combination viewed on display at that moment and returns to the main menu, “F33 CHANGE OUT PROG.”

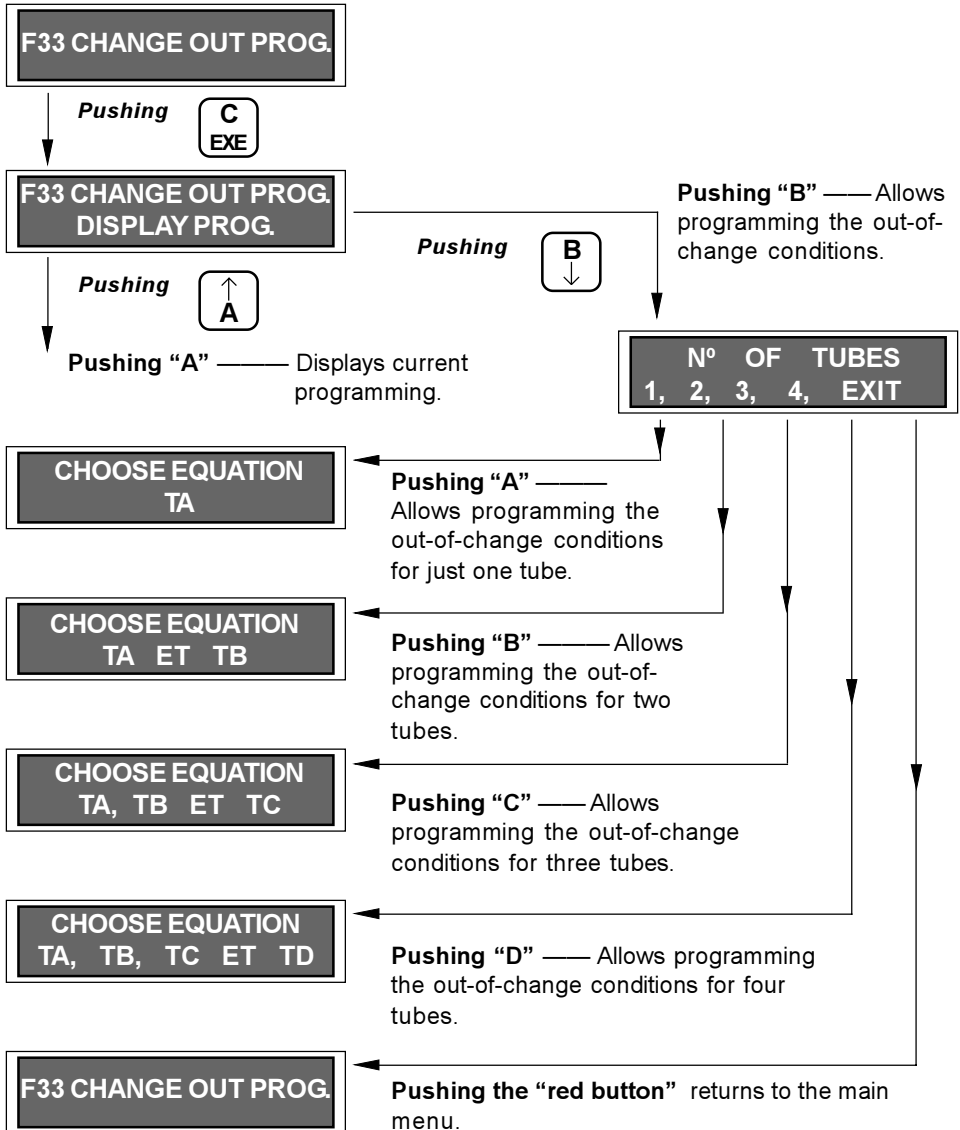
The possible combinations to choose from are the following:

- | | | |
|--------------------|-------------------|--------------------|
| - TA or (TB & TC). | - TA or TB or TC. | - TC. |
| - TA & TB & TC. | - TA & TC. | - TB or (TA & TC). |
| - TA & TB. | - TA or TC. | - TB & (TA or TC). |
| - TA & (TB or TC). | - TB & TC. | - TC or (TA & TB). |
| - TA. | - TB. | - TC & (TA or TB). |
| - TA or TB. | - TB or TC. | |

AN 400 model payout units

This function allows selecting the condition or conditions under which the payout unit will activate the “out-of-change” light.

Up to four possible conditions can be programmed so that the payout unit activates the “out-of-change” light. These conditions can be for 1 tube, 2 tubes, 3 tubes, or 4 tubes.



The possible combinations to choose from are the following:

| | |
|--------------------|-------------------|
| For 1 tube | TA |
| | TB |
| | TC |
| | TD |
| For 2 tubes | TA y TB |
| | TA y TC |
| | TA y TD |
| | TB y TC |
| | TC y TD |
| For 3 tubes | TA y TB y TC |
| | TA y TB y TD |
| | TA y TC y TD |
| | TB y TC y TD |
| For 4 tubes | TA y TB y TC y TD |

Example:

If the payout unit has the following types of return coins:

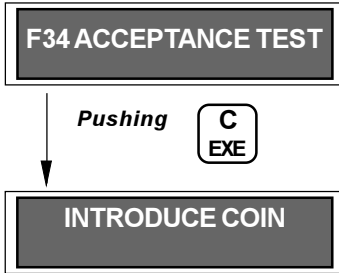
| TA | TB | TC | TD |
|----|----|----|-----|
| 5 | 25 | 5 | 100 |

In order to illuminate the out-of-change light whenever tube C, or both tubes A and B together, run out of change, program the following in F33:

For 1 tube ——— TC.
For 2 tubes ——— TA y TD.

The payout unit allows selecting another two out-of-change conditions that are not necessary to program, since with these two previously programmed it is enough to get the "out-of-change" light to illuminate under the desired conditions.

F34. Acceptance test

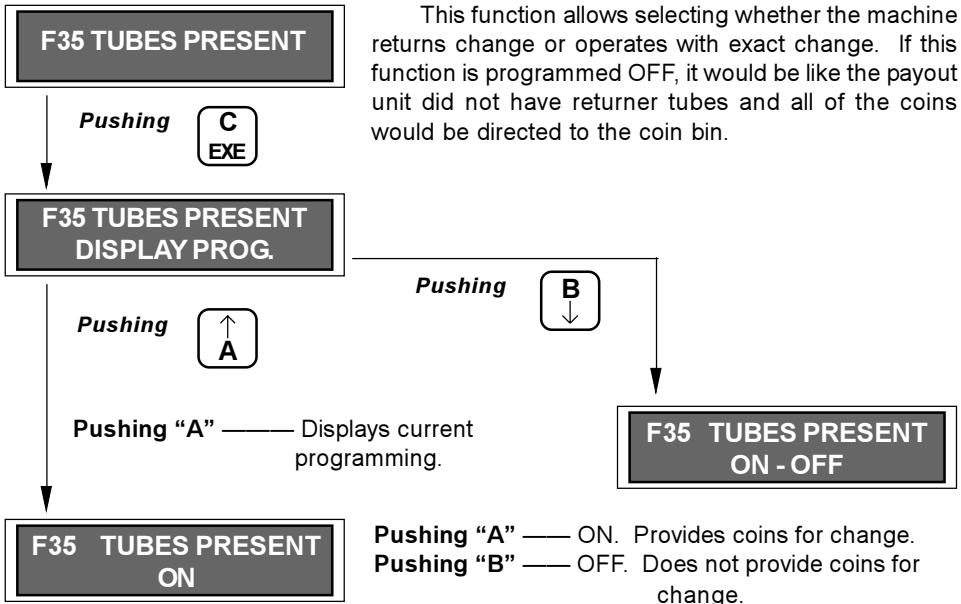


This allows performing quick verification of coins that are legal tender and that are possible frauds, verifying if the selector accepts the introduced coin as good or if it is rejected.

All coins introduced in this function, whether accepted as “valid” or as “rejected”, are directed to the return box. In case the coin is accepted as “valid”, the payout unit display shows the value corresponding to that coin and keeps it there until the next coin is introduced and recognised as “valid”.

Pushing “C/EXE” again returns to the main menu “F34 ACCEPTANCE TEST”.

F35. Tubes present



This function allows selecting whether the machine returns change or operates with exact change. If this function is programmed OFF, it would be like the payout unit did not have returner tubes and all of the coins would be directed to the coin bin.

F36. PC Transmission (2)

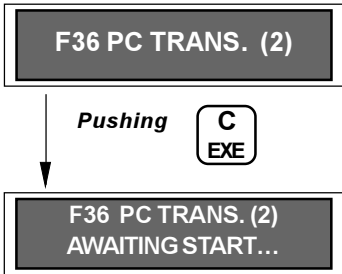
This function is similar to F29, except that in this case there is less data transmitted. For this function to be operational, the payout unit must have the necessary RS 232C series wiring (optional) for the transmission.

The communication protocol is the following:

- Speed** = 4.800 Baud rate.
- Parity** = PAR.
- Bits** = 7.
- Stop bit** = 1.

The following data is sent:

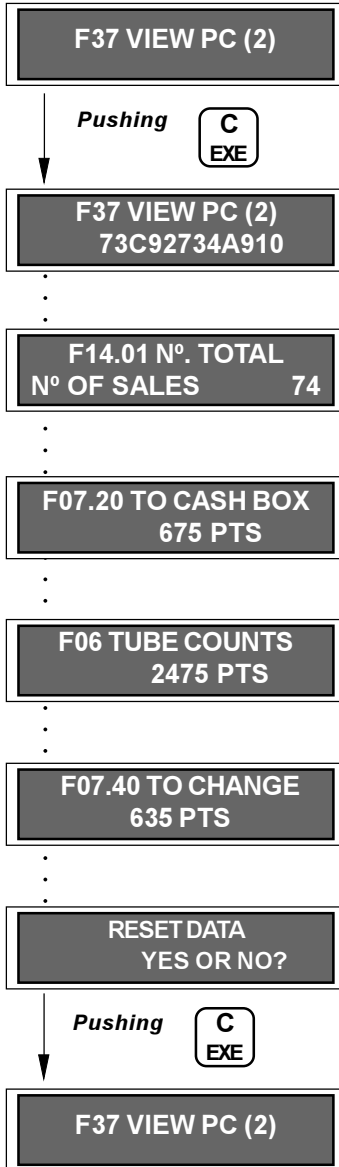
- F10.02** _____ Machine number _____ (8 bytes).
- F14.01** _____ Total number of sales _____ (6 bytes).
- F07.20** _____ Money in the coin bin _____ (6 bytes).
- F06** _____ Amount of money in returner tubes _____ (6 bytes).
- F07.40** _____ Money given as change _____ (6 bytes).
- Cecksum without carry** _____ (1 byte).



The payout unit will start transmitting after receiving a "T" character that is sent from the computer. When the transmission has been completed, the payout unit will wait for a series of responses from the computer:

- R** — Restart data transmission.
- S** — Data received correctly. This data is not erased.
- B** — Data received correctly. The data should be erased and initiated, starting from that moment.

F37. View PC (2)



This function allows viewing the data from function F36 on the payout unit display.

It also allows zeroing out all of the accounting data.

✓ Machine number.

✓ Total number of sales.

✓ Money in the coin bin.

✓ Money in tubes.

✓ Money provided as change.

Pushing "A" — YES. Puts the data from this function at zero.

Pushing "B" — NO. The data from this function is not changed.

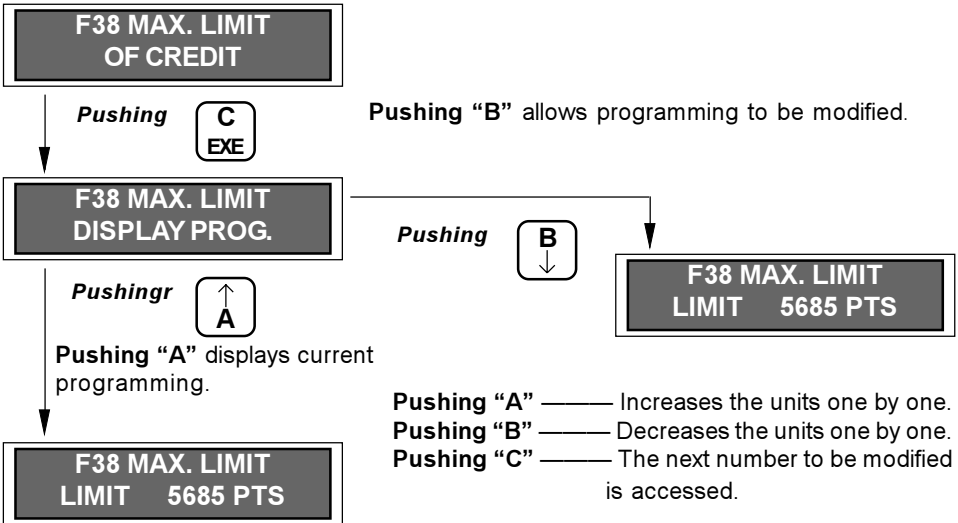
Pushing "C/EXE" — Returns to the main menu.

F38. Maximum card limit

This function is only operational if your machine has a “pre-paid card” reader.

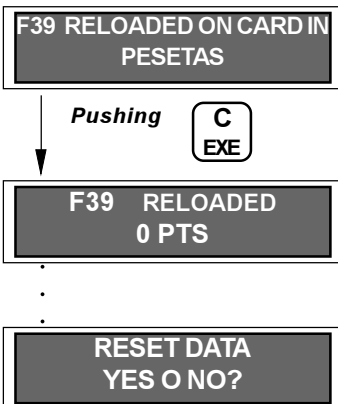
The owner of a “pre-paid card” can put credit on that card. To do so, just introduce the card in the machine’s reader and input money into the coin slot. When the card is removed, it will have accumulated the credit.

This function allows programming the maximum credit that can be “loaded” on the “pre-paid cards”, up to a limit of 9999 pesetas.



F39. Money re-loaded on the pre-paid card

This function is only operational if your machine has a “pre-paid card” reader.



This function is only operational if your machine has a “pre-paid card” reader.

The “pre-paid cards” can be “loaded” with credit by their owners by introducing money into the payout unit (up to a maximum programmed in F38).

This function allows viewing the amount of money introduced into the payout unit and that has been credited to the “pre-paid cards.”

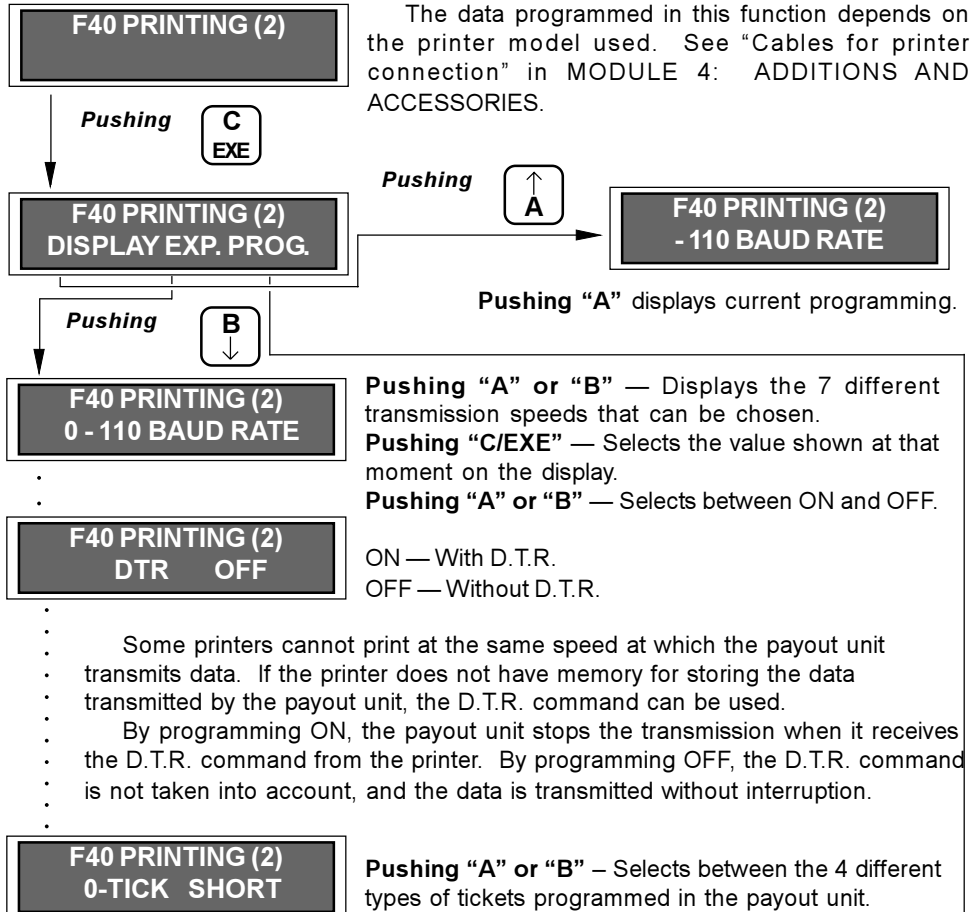
Pushing “A” — YES. Erases the amount of money credited to the card.

Pushing “B” — NO. Does not erase the amount of money introduced as credit on the card.

F40. Printing (2)

This function allows exporting all accounting data on a printer through an RS232C series port.

Azkoyen recommends printer model PR40 from SEIKO. Nevertheless, any other printer model can be used since this function allows selecting the transmission speed as well as using the D.T.R or not.



Pushing



Pushing



Pushing “C/EXE” initiates the data transmission process.

F40 PRINTING (2)
TRANSMITTING...

⋮

ANOTHER COPY?
YES OR NO?

En appuyant sur «A»

Transmet
à nouveau les données.

Pushing

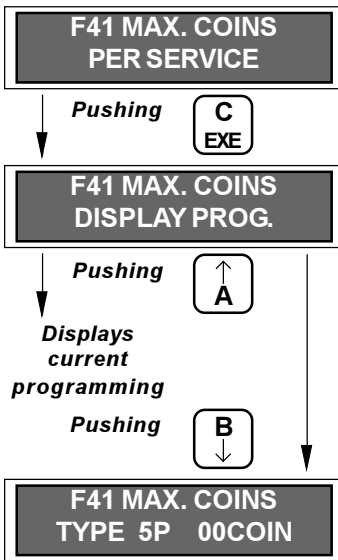


RESET DATA
YES OR NO?

Pushing “A” — Erases the accounting data. If the payout unit has a “Password” programmed, it will have to be entered in order to erase.

Pushing “B” — Does not erase the data and exits to the main menu “F40 PRINTING (2)”

F41. Maximum number of coins per service

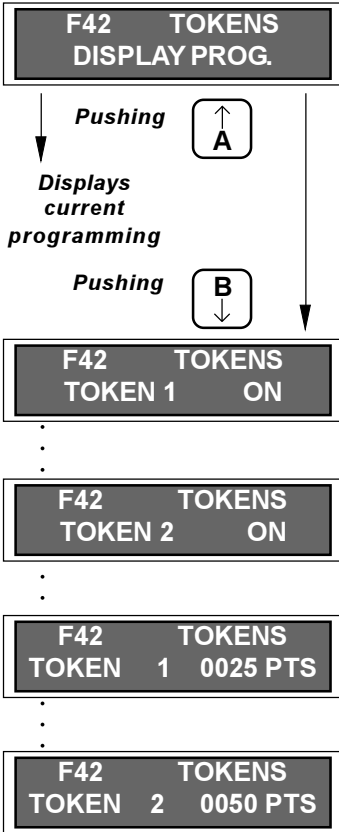


This function allows programming the maximum number of each type of coin that the payout unit is going to accept for carrying out a sale. This value can be programmed between 00 and 99.

- Pushing "A"** — Increases the units one by one.
- Pushing "B"** — Decreases the units one by one.
- Pushing "C"** — Allows programming the next type of coin.

This operation must be completed for each type of coin.

F42. Tokens



This function allows programming “tokens” to be accepted or not, as well as the value that they will be given. In order for the payout unit to accept “tokens”, it must have an LS6 coin selector, which is currently the only one capable of auto-programming to accept tokens. The way to carry out this program can be seen in module 2: “Technical characteristics, advanced level.”

Pushing “A” or “B” — Allows validating whether they are accepted or not (ON/OFF).

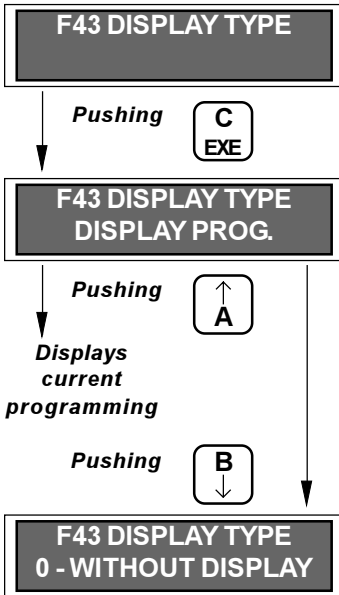
Pushing “C/EXE” — Confirms the data viewed on display.

Pushing “A” — Increases the units one by one.

Pushing “B” — Decreases the units one by one.

Pushing “C” — Allows programming the next digit.

F43. Display type



This function allows choosing the external display type connected to the payout unit:

- "0" — Without display.
- "1" — Azkoyen display.
- "2" — Mars display.

The cable reference number for connecting these displays to the payout unit can be seen in "MODULE 4: ADDITIONS AND ACCESSORIES."

Pushing "A" or "B" — Allows viewing the different types of display that can be connected to the payout unit.

Pushing "C" — Confirms the value viewed on display.

F44. Card type

Currently not operational.

F44A. Test card

Currently not operational.

F45. Optical level control

Currently not operational.

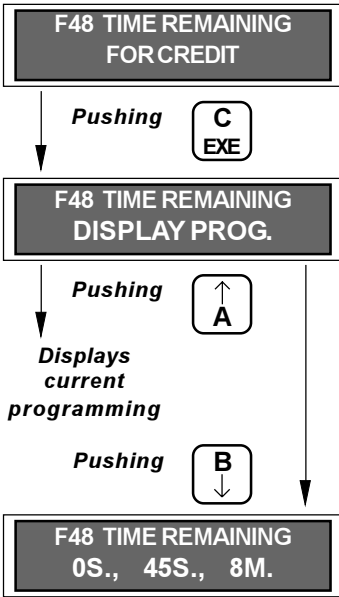
F46. Accounting tickets

Currently not operational.

F47. Bill acceptance

Currently not operational.

F48. Time remaining for credit



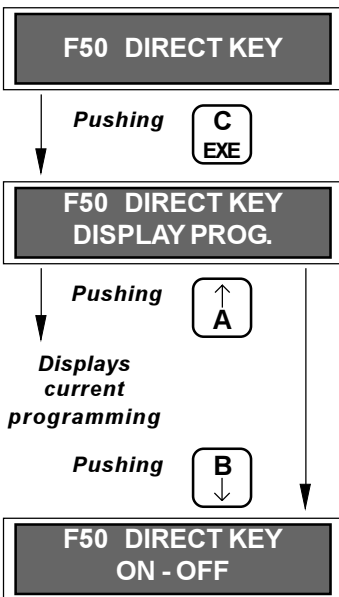
When the payout unit cannot provide change after a service because its returner tubes are out of change, the time that the payout unit will keep as credit on display the amount that should be returned as change can be programmed.

Pushing "A" — 0 seconds. It does not keep as credit the change that should have been returned. It "erases" the credit after the service is completed.

Pushing "B" — 45 seconds. It keeps the change as credit for 45 seconds, after which time the credit is "erased."

Pushing "C" — 8 minutes. In this case, it keeps the change as credit for 8 minutes.

F50. Direct key



This function allows selecting whether buttons A, B, C, and D function or not when the payout unit is not programming. This way, it can be programmed that it is only possible to extract coins from the returner tubes by accessing the corresponding function.

Pushing "A" — ON. This allows extracting coins from the returner tubes from outside of programming.

Pushing "B" — OFF. It does not allow extracting coins from the returner tubes from outside of programming.

3. Programming AN 300 and AN 400 payout units in the M.D.B. language

The AN 300 M.D.B. and AN 400 M.D.B. payout units have four keys and five keys, respectively, for programming, but they do not have displays.

They only have one programming function, which is the "Programming return coins" function.

3.1 Programming return coins

In order to enter programming, push the "red button" (for the AN 400) or the "MENU" button (for the AN 300) for about three seconds, until the coin extractor motors start to move in the following order: A, B, C, and D (if there were one). At this time, the payout unit is not communicating with the machine, and it is in the programming mode.

In order to program the coin to be returned from tube A, push key "A", and the payout unit will drive motor A in order to indicate that it is ready to receive the coin that will go into that tube. Next, the coin must be introduced through the payout unit selector. If it is accepted it will be sent to tube A and then returned through automatic extraction.

The coin to be returned from tube A is now programmed. In order to program the return coins for tubes B, C, and D (if there is one), the same process must be carried out, but pushing keys "B", "C", or "D", depending on the tube to be programmed.

Once programming is complete, it must be confirmed by pressing the "red button" or the "MENU" key again for about three seconds until the coin extractor motors start to move again in the reverse order that they did when entering programming - D, C, B, and A, - which will indicate the end of the programming process.

Programming is accumulative, meaning that it allows different coins to go to the same tube and that the same coin can go to more than one tube.

If a mistake is made during programming, disconnect power from the payout unit and then re-connect it again. This way programming can be started again since no data would have been recorded.

Very important:

- The coin tubes must be completely empty before starting to program.
- Verify the programming once it has been completed in order to guarantee correct operation.
- Any change in the type of return coins can imply a need to change the interior of the returner tubes in order to adjust the diameter of the tube to the coin. Therefore, before making any change, it is a good idea to consult "MODULE 4: ADDITIONS AND ACCESSORIES."

