

# AL&& ccTalk Münzprüfer

## Gebrauchsanweisung

Rev. 1.00

### 1. Fachinformation

Der **AL66** mit **Veränderbar ccTalk** ist erhältlich als:

**V** = Einwurf von oben, akzeptierte Münz von unten vorn, abgelehnt Münze von unten hinten

**I** = Einwurf von oben, akzeptierte Münz von unten hinten, abgelehnt Münze von unten vorn

**K** = Einwurf von vorn/oben, akzeptierte Münz von unten hinten, abgelehnt Münze vorn

**S** = Einwurf von vorn, akzeptierte Münz von unten hinten, abgelehnt Münze vorn

#### Technische Datei

##### Mechanische Daten

Einbaumaße	3 1/2" standard
Höhe x Breite x Tiefe	88 x 102 x 52 mm
Gewicht	200 g

##### Electrische Daten

Betriebsspannung:	8 V DC - 26 V DC
Akzeptierungs Nennstrom:	350 mA(30 ms)/100 mA
Messungs Nennstrom:	≤25 mA
Stand by Mode	≤20 mA
Standard Energiesparen	≤2,5 mA
Auto-Weck	≤3,5 mA
Ausgang	Open collector
Sättigungs Ausgang Spannung	≤1 V
Ausgang Spannung max.	50 V
Ausgang Strom max.	250 mA
Eingang Auslösung Spannung min.	3 V
Eingang Spannung max	50 V
Eingang Impedanz	≈55 kΩ

##### Annahme:

16 gleichzeitig aktive Kanäle für max. 15 verschiedene Münzen	
Durchmesser min.	16 mm
Durchmesser max.	32 mm
Dicke	1 to 3,4 mm

##### Zeit Daten

Wiederherstellung nach Einschaltung	≤200 ms
Wiederherstellung nach Auto-Weck	≤50 ms

##### Raumlage

Temperaturbereich	0°C - 60°C
Lager Temperatur	minus 30°C - 70°C
Feuchte	bis 75% (nichtkondensierend) standard bis 95% tropenfest version

##### EMC

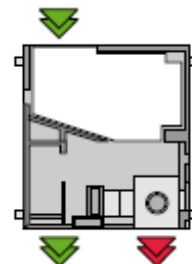
Diese Produkt ist mit EN55014-1 und EN55014-2 verträglich

> 8-bit Microprozessor mit 36 KB Flash-funktion, geschützt gegen magnetisch Interferenz und extreme Raumlage.

> Meßwerte aus Sechs Induktiv Sensoren und ein optisches Detektor vereinigen zu geben die höchste Genauigkeit der Unterscheidung.

> Mechanisches Schutz gegen Manipulation. Optisches Sensoren sind so gelegen, die kein Schwindel auftreten kann.

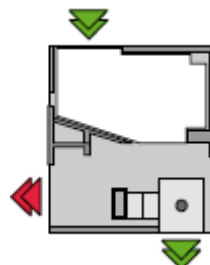
VERSIONE  
VERSION I



VERSIONE  
VERSION V



VERSIONE  
VERSION K



VERSIONE  
VERSION S



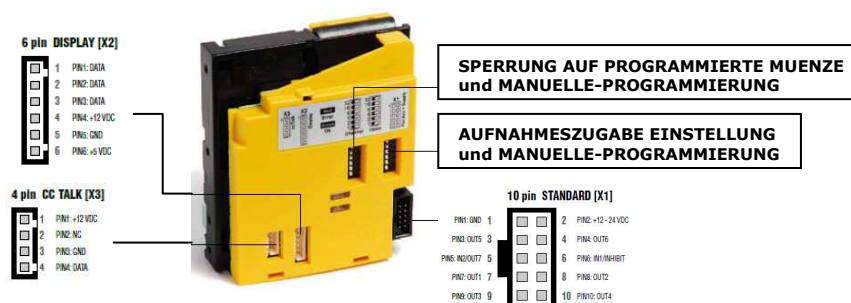
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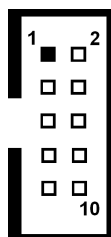
## 2. Anschlüsse



Man kann der Münzprüfer mit andere Peripherie oder mit Haupt-Platine durch die folgende Anschlüsse verbinden:

### X1. Betriebsspannung und Parallel-Schnittstelle.

Der X1 Anschluß ist ein IDC 10-polig stecker (sehen Sie die beiliegend Verzeichnis-Tabelle). Es kann auch mit 3-Weg oder 5-Weg sortierer verbinden (sehen Sie an Seite 3).



Nr.	Beschreibung
1	Gnd
2	8-26 Vdc
3	Out 5 / Sortierer-Spule B
4	Out 6 / Sortierer-Spule A
5	Out 7 (Inventur) / In 2
6	In 1 (Sperrung)
7	Out 1
8	Out 2
9	Out 3
10	Out 4 / Sortierer-Spule C

### X2. Display / Crypto.

Der X2 Anschluß ist ein IDC 6-polig stecker (sehen Sie die beiliegend Verzeichnis-Tabelle) für display Verbindung. Verschiedene BUS-Typen als SPI oder I<sup>2</sup>C sind kompatibel (sehen Sie die beiliegend Liste).



Nr.	Beschreibung
1	5 Vdc
2	Gnd
3	12 Vdc
4	Daten
5	Daten
6	Daten

Die Ausstattung für Display muß von Alberici vor eingestellt. Man kann denn die Ausstattung ändern durch den kostenlos Software AL66 WinProg. Die folgende typen sind vereinbar:

- MC 14499 (4 digits),
- MC 14489 (5 digits)
- MAX 7219 (6 digits)
- M643 (8 digits) LCD

**X3. CCTALK.** Der X3 Anschluß 4-p ist ein IDC 6-polig stecker (sehen Sie die Verzeichnis-Tabelle) für serielle Protokoll **ccTalk®** (sehen Sie an Seite 4) - übermittlungs-mode als „slave“ angeordnet.

Durch diese Stecker kann man mit Programmierungskit und PC den Ausstattung des Münzprüfer ändern, bei Parallel/Impuls- oder veränderbar ccTalk- Münzprüfer.

Durch USB-ccTalk Schnittstelle (Ref.-Nr. GETTO333), kann man der Münzprüfer direkt anschliessen an einen PC (sehen Sie den GETTO333-Schnittstelle Anleitung).



Nr.	Beschreibung
1	Daten
2	Gnd
3	NC
4	12 Vdc

**BITTE WARTEN!** Der Münzprüfer 90°-95° bezüglich horizontal Ebene installiert sein muß.

### SPERRUNG AUF PROGRAMMIERTE MUENZE

DIE 50 €c, 1 € und/oder 2 € MUENZE ZU SPERREN, ABSETZEN ZU "OFF" DIE ENTSPRECHENDE DIP-SCHALTER (sehen Sie an die beilegend Tabelle). DARAUF AUSCHALTEN UND WIEDER EINSCHALTEN.

Dip-Schalter Nr. in Rehie	SW1	Entsprechende Münz
1		2,00 €
2		1,00 €
3		0,50 €
u.s.w.		u.s.w.

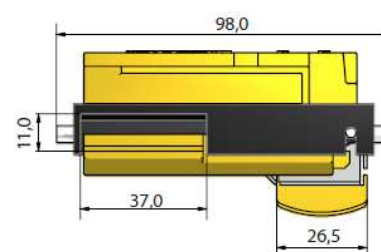
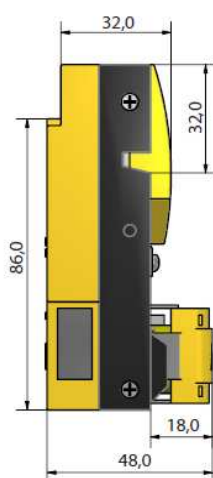
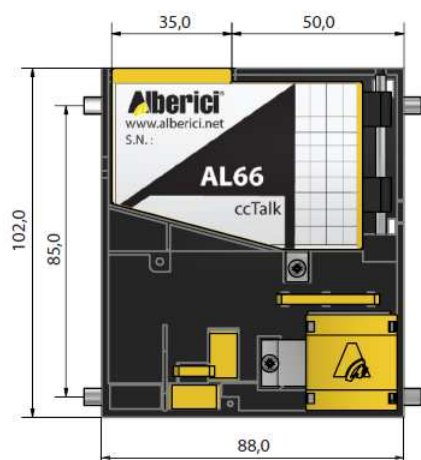
### WIE DIE AUFNAHMESZUGABE EINSTELLEN

DIE ENTSCHEIDUNGSFAEHIGKEIT DES MUENZPRUEFER ERHOERT KANN, INDEM DIE DIP-SCHALTER NR. 6 IN REHIE SW2 ZU "OFF" ABSETZEN.

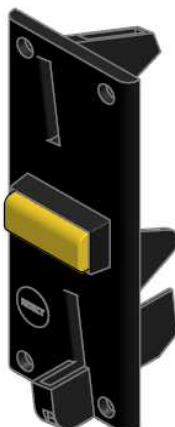
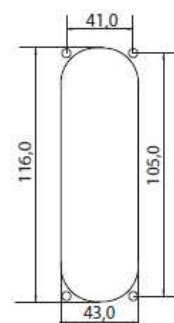
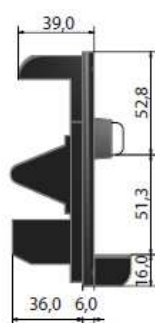
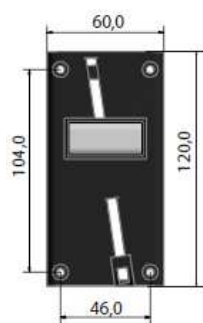
Position auf Dip-Schalter Nr 6 (Rehie SW2)	Entscheidungs Fähigkeit
0	Normal Aufnahme
OFF	Festhalte Aufnahme

AL66V + "C"-Gehäuse + Variant Sortierer	Verschiedene Kombinationen mit AL66V	AL66S + "S"-Frontplatte
		

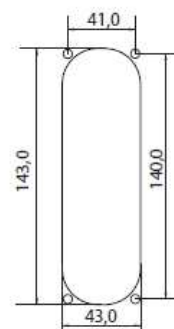
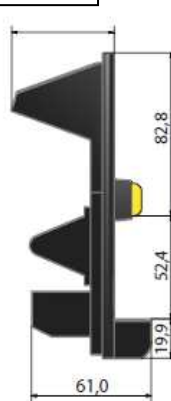
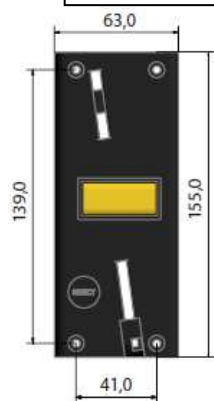
### 3. Abmessungen



"S" FRONTPLATTE FUER AL66S



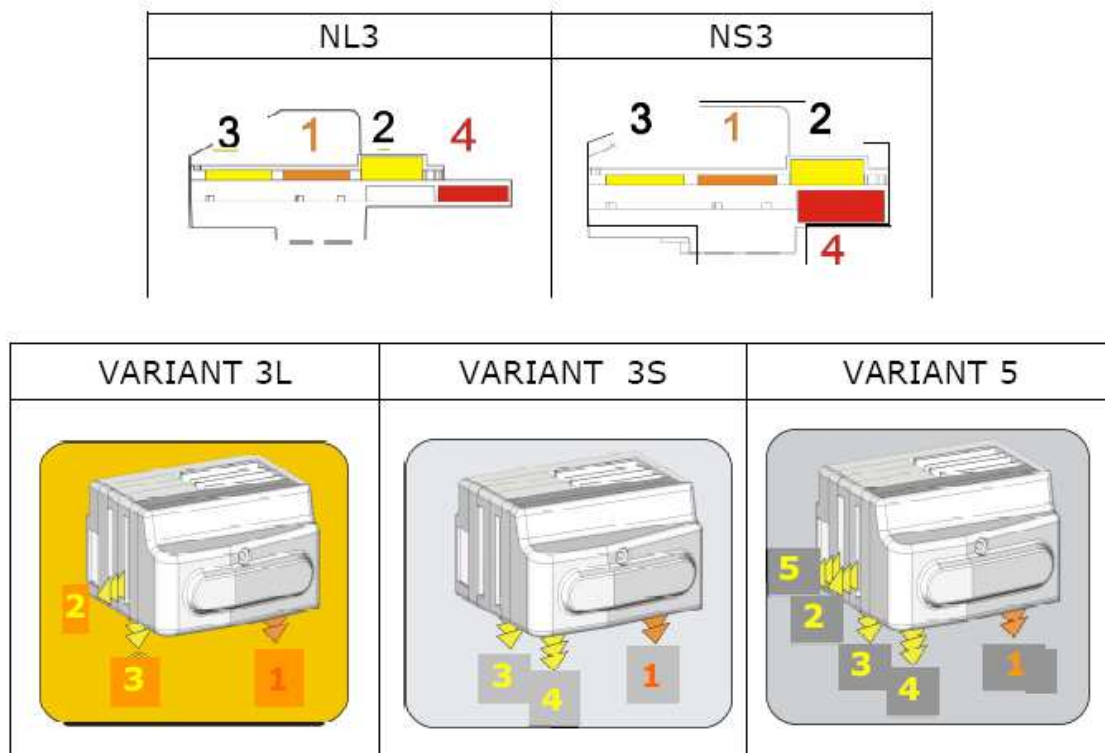
"K" FRONTPLATTE FUER AL66S



## 4. Sortierer

### Wie die Sortierer NL3, NS3 und VARIANT ansteuern:

Die cctalk sortieren zum befehlen, bitte sehen Sie die folgende angezeigt Ausgangs-Wegen:



## 5. Aenderungs-Anleitung

**AENDERUNGS-ANLEITUNG FUER AL66 MIT "OFFENEN" CCTALK PROTOKOLL  
(nicht für Länder, wo die Änderung von ccTalk gesetzlich untersagt ist. Z.B.:Italien)**

*Bitte warten: - erst Ausschalten !*

- 1 Münzprüfer von der Betriebsspannung nehmen.
- 2 Alles Dip-Schalter von Reihe SW2 auf "ON" schalten.
- 3 Die GETTO642-Schnittstelle des Münzprüfer (4-polig Anschluss X1) direkt mit PC-USB (sehen Sie den den GETTO600-Schnittstelle Anleitung)verbinden. Den USB-Port des PC mit dem X3 (4-polig)am Münzprüfer anschliessen.
- 4 Den Driver für die Schnittstelle und die Programmierungs-Software "AL66WinProg" für den AL66 installieren.
- 5 Münzprüfer einschalten. Die Software "AL66 WinProg" öffnen. Die Datei ändern gemäß Ihre Bedarf. Die AL66WinProg Software ist in Englisch erstellt, wie die AL66WinProg-Anleitung
- 6 Wenn die Einstellung geändert ist, Münzprüfer ausschalten.
- 7 Alles Dip-Schalter der Reihe SW2 auf OFF schalten.
- 8 Die Funktion überprüfen.

## 6. Cctalk Angabe

Bitte finden Sie hierunten die komplett Liste des ccTalk-Angabe:

Code	Command header	Note
255	FF	Factory specific test
254	FE	Simple poll
253	FD	Address poll
252	FC	Address clash
251	FB	Address change
250	FA	Address random
249	F9	Request polling priority
248	F8	Request status
246	F6	Request manufacturer id
245	F5	Request equipment category id
244	F4	Request product code
243	F3	Request database version
242	F2	Request serial number
241	F1	Request software revision
240	F0	Test solenoids
238	EE	Test output lines
237	ED	Read input lines
236	EC	Read opto states
233	E9	Latch output lines
232	E8	Perform self test
231	E7	Modify inhibit status
230	E6	Request inhibit status
229 *	E5	Read buffered cred. or error c.
228	E4	Modify master inhibit status
227	E3	Request master inhibit status
226	E2	Request insertion counter
225	E1	Request acceptance counter
221	DD	Request sorter override status
219	DB	Enter new PIN number
218	DA	Enter PIN number
216	D8	Request data storage availability
215	D7	Read data block
214	D6	Write data block
213	D5	Request option flags
210	D2	Modify sorter paths
209	D1	Request sorter paths
202	CA	Teach mode control
201	C9	Request teach status
197	C5	Calculate ROM checksum
196	C4	Request creation date
195	C3	Request last modification date
194	C2	Request reject counter
193	C1	Request fraud counter
192	C0	Request build code
188	BC	Request default sorter path
185	B9	Modify coin id
184	B8	Request coin id
176	B0	Request alarm counter
173	AD	Request thermistor reading
170	AA	Request base year
169	A9	Request address mode
4	04	Request comms revision
3	03	Clear comms status variables
2	02	Request comms status variables
1	01	Reset device

(\*) Ob man die Mitteilung des Fehler braucht, man beim Bestellung des Münzprüfer abfragen muß. Bitte sehen die Fehlerchiffre-Liste in Seit 5.

## Fehlerchiffre Liste

VERFUEGBAR VON DEM MUENZPRUEFER, NUR BEIM BESTELLUNGSABFRAGE

Code d.	Code h.	Error	Coin rejected
0	00	Null event	No
1	01	Reject coin (not recognized)	Yes
2	02	Inhibited coin (master inhibit)	Yes
3	03	Multiple window (fraud or similar coin)	Yes
5	05	Validation (measuring) time out	Yes
6	06	Credit sensor (recognition to opto 2) time out	Possible
8	08	Second close coin	Yes/both
11	0B	Sorter not ready	Yes
13	0D	Validation sensor not ready	Yes
16	10	Credit sequence error (Jojo)	No
18	12	Coin to fast (opto 2 minimum time not elapsed)	No
19	13	Coin to slow (opto 2 time out)	No
128	80	Inhibited coin (position 1)	Yes
...	...	Inhibited coin (position n)	Yes
143	8F	Inhibited coin (position 16)	Yes
255	FF	Unspecified alarm code	-

## 6. Serielle ccTalk Uebermittlungsmode

(von 6.5 in Englische Angabe)

Der Münzprüfer AL55 und AL66 annehmen **cctalk®** Uebermittlungsmode. Diese Protokoll ist für die Verbindung auf verschiedene Peripherie entwickelt.  
Allgemeine Auskunft an: [www.cctalk.org](http://www.cctalk.org).

**Das ccTalk Protokoll in der Münzprüfer AL55/66 befolgen gewöhnlich Vorschrift 4.4.**

### 6.1 Uebermittlungs Vorschrift

Serielle Uebermittlung wurde abgeleitet von der Standard RS232.

Diese Asynchron Uebermittlungs arbeitet bei langsame Uebertragung NRZ (**Non Return to Zero**), mit die folgende Eigenschaften:

Baud rate 9600, 1 start bit, 8 data bits, no parity, 1 stop bit.

Die RS232 handshaking Signal (*RTS*, *CTS*, *DTR*, *DCD*, *DSR*) sind nicht unterstützt.

Die Integrität des Meldung wird durch Checksum Errechnung kontrolliert.

#### 6.1.1 Baud rate

Das Baud rate ist 9600.

Die Zeitaufnahme Toleranz ist gleich mit Protokoll RS232, und dürfte weniger als 4% sein.

#### 6.1.2 Spannungsniveau

Die "Level shifted " Ausführung des Protokoll RS232 wird abgewendet.

Der unbeschäftigt Zustand in dem serielle Anschluss ist 5V; der aktiv Zustand ist 0 V:

Mark state ( <i>idle</i> )	+5V nominal	from 3.5V to 5V
Space state ( <i>active</i> )	0V nominal	from 0.0V to 1.0V

Die Datei-Linie I/O ist „offene Kollektor“: danach ist es möglich der Münzprüfer in andere Systeme angliedern (z.B. älte Systeme arbeitete mit 12V-„pull up“).

### 6.1.3 Anschluß

Der Münzprüfer wird durch ein 4-polig Anschluß (JST *standard Typ 7*) in den Systeme verbunden. Der Anschluss ist für Versorgung und Uebermittlung benützt. Bild 1 zeigt wie der Anschluss in den Münzprüfer erscheint.

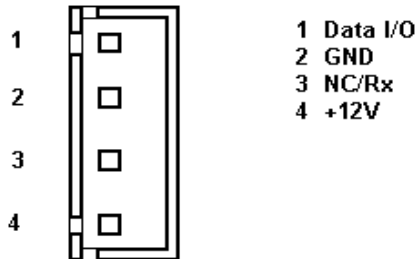


Bild 6.1 Uebermittlungsanschluß

Anschluß für Peripherie ist *JST B 4B-XH-A mit crimp-Klemmer SXH-001T-P0.6*

**Man kann durch GETTO-333 Schnittstelle der ccTalk Münzprüfer mit USB-Port in PC verbinden** (sehen Sie bitte die Anleitung für GETTO-333).

## 6.2 Meldungs Anordnung

Jeden Uebermittlungsfolge wird auf 2 Meldungs-Reihe zusammengesetzt.  
Im Falle von rein „checksum“, die Meldungs-Reihe so angeordnet ist:

[ Destination address ]  
[ Nr. of data bytes ]  
[ Source address ]  
[ Header ]  
[ Data 1 ]  
...  
[ Data n ]  
[ Checksum ]

Ein Sonderfall gibt es, wenn der Apparat antwortet an „Address poll“ oder „Address clash“<sup>1</sup>:  
die Antwort ist danach auf nur 1 byte entsprechend die Adresse, die verhältnismaßig zu Adreeseswert verspätete ist . Im Falle von „checksum“, das Format ist:

[ Destination address ]  
[ Nr. of data bytes ]  
[ CRC 16 LSB ]  
[ Header ]  
[ Data 1 ]  
...  
[ Data n ]  
[ CRC 16 MSB ]

### 6.2.1 Adresse

Adresse range kann von 0 bis 255 sein.  
Adresse 0 speziell ist, daß heißt „broadcast address“.  
Adresse 1 „default host address“ ist.

<sup>1</sup> Sehen cctalk44-2.pdf, Address poll



Vorgeschlagene Standard Adresse für die verschiedenen Apparaten:

Apparat	Adresse	Zusätzl. adr.	Anmerkung
<b>Coin Acceptor</b>	<b>2</b>	<b>11 - 17</b>	<b>Coin validator, selector,</b>
Payout	3	4 - 10	Hopper
Reel	30	31 - 34	
Bill validator	40	41 - 47	Banknote reader
Card Reader	50		-
Display	60		Alphanumeric LC display
Keypad	70		-
Dongle	80	85 - 89	Safety equipment
Meter	90		Replacement for el.mec. counters
Power	100		Power supply
Printer	110		Ticket printing
RNG	120		Random Number Generator

Table 6.1 standard Adresse für die verschiedenen Apparaten

Ergestellte Adresse für Münzprüfer AL55/66 ist **2**.  
 Diese Adresse mag durch MDCES-Befehl geändert werden:  
**Address change** oder **Address random**.

### 6.2.2 Nummer auf data byte

In jeder Übermittlung die Nummer auf Datei-Byte mag von 0 bis 252 sein<sup>2</sup>.

Der Wert 0 bedeutet daß, kein Datei byte in die Übermittlung steht; danach, die ganze Reihe nur 5 bytes lang ist.

### 6.2.3 Kopfdaten (Anleitungen)

Es gibt gesamt 255 Kopfdaten; man kann unter-Kopfdaten anfügen (mittels Kopfdaten 100, 101, 102 and 103).

**Header 0** bedeutet Antwort **ACK** (*acknowledge*) aus Apparat zum Host (Hauptplatine).

**Header 5** bedeutet Antwort **NAK** (*No acknowledge*) aus Apparat zum Host (Hauptplatine).

**Header 6** bedeutet Antwort **BUSY** aus Apparat zum Host (Hauptplatine).

In diese 3 Fälle, kein Daten byte wird verlagert. Behandlung auf Kopfdaten ACK und NACK wird näher aufgeklärt.

Kopfdaten sind in verschiedene Gruppen, gemäß seiner Anwendungsbesonderheit, geteilt:

- Grundsätzlich allgemeine Kopfdaten
- Zusätzlich allgemeine Kopfdaten
- Kopfdaten für Münzprüfer
- Kopfdaten für Notenleser
- Kopfdaten für Hopper
- MDCES-Kopfdaten für

**ALBERICI Münzprüfer AL55/66 benutzen ganz 55<sup>3</sup> Kopfdaten.**

### 6.2.4 Daten

Gibt es keine Grenze in der Benützung des Daten-format. Daten können BCD (*Binary Coded Decimal*) Nummern, Hexa-Nummern, oder ASCII Reihen.

### 6.2.5 Checksumme

Die Integrität der Übermittlung durch den Verlag wird kontrolliert mit der reinen Kalkulation der Checksumme Null.

Reine Checksumme wird mit 8-bit Summe (Modulus 256) auf die ganze byte in der Übermittlung angebaut. Wenn die Summe auf alles die byte ist „nicht-Null“, es bedeutet daß einen Fehler gibt<sup>4</sup>.

<sup>2</sup> 252 bytes + Adresse auf Versorgung, Kopfdaten und Checksumme (Total 255 Byte)

<sup>3</sup> Einigen Typen auf Münzprüfer alle Kopfdaten nicht akzeptieren möchten

<sup>4</sup> Sehen Sie bitte 6.4 Handlung des Fehlers



Für Anwendungsfall in Störung-laden Umfeld, oder für Höhe Sicherheit Anwendung, möglich ist mehr verzweigt 16-bit CRC CCITT Checksumme zu benutzen, z.B.:  
 $x^{16} + x^{12} + x^5 + 1$  und anfänglich Wert auf CRC-Register **0x0000**.

Nach Kunden-Anfrage, die Münzprüfer AL55/66 können so eingestellt werden, sodaß mit CRC-16 Checksumme laufen können.

## 6.3 Anweise über Zeitmessung

Zeitmessung ist nicht sehr kritisch bezüglich ccTalk Protokoll, aber einigen wichtige Vorgeschlagen befolgt müßen.

### 6.3.1 Zeit zwischen zwei byte

Während die Erhaltung auf ein Uebermittlungs-Reihe, die Software muß bis **50 msek.** für nächste byte warten. Wenn „Time-out „ kommt, die Software muß alle Mitteilung abbrechen und für nächste Uebermittlung warten. Während die Uebermittlung, die Verzögerung zwischen den byte muss weniger als 2 msek., und nicht mehr als 10 msek., sein.

### 6.3.2 Zeit zwischen Befehl und Antwort

Späteste Antwort muss in max 10 msek. erhalten werden. Die Antwort an die Befehlen, die der Betrieb eines Funktion in den Münzprüfer aktivieren, nach die Funktion geendet wird, antreten können<sup>5</sup>.

### 6.3.3 Anlauf Zeit

Nach dem Einschaltung, der Münzprüfer bereit zum einen ccTalk Meldung in weniger als 250 msek. akzeptieren und antworten sollte.

## 6.4 Fehler Behandlung

Ob der Münzprüfer einen Meldung mit falsch Checksumme (oder mit vermisst Datei) erhältet, der Empfangs-Zwischenspeicher wird ausgelöscht. Der Hauptplatine sollte dann die Meldung wieder absenden.

## 6.5 Command headers (Englische Sprache)

Command header set, that host could use in communication with coin selectors AL55 and AL66 is given in the table 6.2.

Command headers are divided in to 3 different groups:

- Common command headers
- Coin acceptor command headers
- MDCES command headers

Code	Command header	Note
255	FF	Factory specific test
254	FE	Simple poll
253	FD	Address poll
252	FC	Address clash
251	FB	Address change
250	FA	Address random
249	F9	Request polling priority
248	F8	Request status
246	F6	Request manufacturer id
245	F5	Request equipment category id
244	F4	Request product code
243	F3	Request database version

<sup>5</sup> Z.B. mehr als 100 msek. für die Verprüfung des Spule.

242	F2	Request serial number	From 0 to 16.777.215
241	F1	Request software revision	'u3.n p3.m' n=0..9, m=0..9
240	F0	Test solenoids	Coil on for 100 ms
238	EE	Test output lines	Supported
237	ED	Read input lines	[In1=MSb,DIP-sw1][In2=MSb,DIP-sw2]
236	EC	Read opto states	bit0=opto1, bit1=opto2
233	E9	Latch output lines	Supported
232	E8	Perform self test	Supported
231	E7	Modify inhibit status	[inhibit 1][inhibit 2] total 16 position, volat.
230	E6	Request inhibit status	Supported
229	E5	Read buffered cred. or error c.	Five two byte event buffer
228	E4	Modify master inhibit status	bit0=0 inhibited ..1=enable, volatile
227	E3	Request master inhibit status	Supported
226	E2	Request insertion counter	[Rjct1-MSB][ Rjct2][ Rjct3-LSB]
225	E1	Request acceptance counter	[Rjct1-MSB][ Rjct2][ Rjct3-LSB]
221	DD	Request sorter override status	[FF] Normal sorting
219	DB	Enter new PIN number	Supported, non volatile
218	DA	Enter PIN number	ACK return if PIN is correct
216	D8	Request data storage availability	[00][00][00][00][00], not available
215	D7	Read data block	For encrypted data exchange!
214	D6	Write data block	For encrypted data exchange!
213	D5	Request option flags	bit0=0 cred. code format position
210	D2	Modify sorter paths	[coin pos][path], volatile
209	D1	Request sorter paths	Supported
202	CA	Teach mode control	Supported
201	C9	Request teach status	Supported
197	C5	Calculate ROM checksum	[ROM-H][ROM-L][EEPR-H][EEPR-L]
196	C4	Request creation date	Supported
195	C3	Request last modification date	Supported
194	C2	Request reject counter	[Rjct1-MSB][ Rjct2][ Rjct3-LSB]
193	C1	Request fraud counter	[Frd1-MSB][ Frd2][ Frd3-LSB]
192	C0	Request build code	'AL66 V1.0'
188	BC	Request default sorter path	[01] No sorting
185	B9	Modify coin id	Supported
184	B8	Request coin id	Supported
176	B0	Request alarm counter	Supported, one byte cumulative count
173	AD	Request thermistor reading	If thermistor is mounted
170	AA	Request base year	'2000'
169	A9	Request address mode	[84] addr. change non volatile(FLASH)
4	04	Request comms revision	[02][04][02] ,level2, issue4.2
3	03	Clear comms status variables	Supported
2	02	Request comms status variables	[Rx timeout][ Rx b. ignored][ Rx bad chks.]
1	01	Reset device	Software reset

Table 6.2 cctalk instruction header list

### 6.5.1 Common command headers

Common commands are used in all type of devices to detect there presence on cctalk network or to describe them. Information like: manufacturer or product type id, serial number, different settings etc. are transmitted to host.

#### 6.5.1.1 Command 254 [hexFE], Simple poll

The fastest way for host to detect all attached devices in cctalk network.

Addressed device-coin selector respond with ACK (*Acknowledge*).

If within predicted amount of time Coin selector does not respond coin selector is probably not connected, powered or simple not working properly.

Message format is:

Host sends: [Dir] [00] [01] [FE] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk]

As coin selector default address is 2, example of message string is:

Host sends: [02] [00] [01] [FE] [FF]

Coin s. respond: [01] [00] [02] [00] [FD] ACK message

#### 6.5.1.2 Command 246 [hexF6], Request manufacturer ID

Coin selector respond with ASCII string representing manufacturer name.

Message format is:

Host sends: [Dir] [00] [01] [F6] [Chk]

Coin s. respond: [01] [Nr.b] [Dir] [00] [a1] [a2] . . . . [an] [Chk]

Nr. b is number of data bytes-characters sent by coin selector, and a1 to an are ASCII characters. For **Alberici** coin selector example of message string is:

Host sends: [02] [00] [01] [F6] [07]

Coin s. respond: [01] [08] [02] [00] [41][6C][62][65][72][69][63][69] [DA]

#### 6.5.1.3 Command 245 [hexF5], Request equipment category ID

Respond to command header is standardized name for coin selectors, coin validators or coin mechs. Coin selector respond with ASCII string of characters representing standardized name for that type of device **Coin Acceptor**.

Message format is:

Host sends: [Dir] [00] [01] [F5] [Chk]

Coin s. respond: [01] [0D] [Dir] [00] [43][6F][69][6E][20][41][63][63][65][70][74][6F][72] [Chk]

Number of data byte is always 13, hex [0D].

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [F5] [08]

Coin s. respond: [01] [0D] [02] [00] [43][6F][69][6E][20][41][63][63][65][70][74][6F][72] [16]

#### 6.5.1.4 Command 244 [hexF4], Request product code

Coin selector respond with ASCII string of character, representing the factory type of coin selector. For ALBERICI coin selectors of new generation possible response will be:

- **AL55V1, AL55K1, AL55I1**
- **AL66V2, AL66K3, AL66I3**

In special version for italian gambling machines response is allways <b>AL05V-c</b> .
---

Host sends: [Dir] [00] [01] [F4] [Chk]

Coin s. respond: [01] [07] [Dir] [00] [a1][a2] . . . [a7] [Chk]

Number of data bytes sent by coin selector is 6 or 7, hex [07].

Example of message string for coin selector(*address 2*) type **AL06V-c** is:

Host sends: [02] [00] [01] [F4] [09]

Coin s. respond: [01] [07] [02] [00] [41][4C][30][36][56][2D][63] [1D]

#### 6.5.1.5 Command 242 [hexF2], Request serial number

Coin selector respond with three byte serial number. Message format is:

Host sends: [Dir] [00] [01] [F2] [Chk]

Coin s. respond: [01] [03] [Dir] [00] [Serial 1 - LSB] [Serial 2] [Serial 3 - MSB] [Chk]

Serial 1 – first data byte sent is LSB of serial number.

Example of message string for coin selector(*address 2*) with serial number: **1234567** (hex [BC][61][4E]) is:

Host sends: [02] [00] [01] [F2] [0B]

Coin s. respond: [01] [03] [02] [00] [4E][61][BC] [8F]

#### 6.5.1.6 Command 241 [hexF1], Request software revision

Coin selector return ASCII string of character representing software version and revision.

Message format is:

Host sends: [Dir] [00] [01] [F1] [Chk]

Coin s. respond: [01] [Nr.b] [Dir] [00] [a1] [a2].... [an] [Chk]

Number of data bytes in ASCII string is not limited and each producer has it's own system of labelling. Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [F1] [0C]

Coin s. respond: [01] [09] [02] [00] [75][31][2E][30][20][70][31][2E][30][2E][30] [71]

Coin selector respond is 'u1.0 p1.0.0'.

ALBERICI coin selectors has program firmware label divided in two parts.

First label **u** is for protected FLASH memory program(*monitor program*) revision.

First digit is for major changes and second for minor changes. In this case it is **u1.0**.

Second label is revision of main program FLASH memory.

Main program software revision labelling use 3 digits. First most significant digit is for major software changes, second is for minor software changes and third for "bug" correction. In this case it is **u1.0.0**.

#### 6.5.1.7 Command 197 [hexC5], Calculate ROM checksum

Coin selector respond with four bytes of micro controller internal memory checksum. First two bytes are program ROM CRC and the second is data EEPROM CRC. Any changes in program or data will change the respond of coin selector.

Message format is:

Host sends: [Dir] [00] [01] [C5] [Chk]

Coin s. respond: [01] [4] [Dir] [00] [CRC1-H][CRC1-L] [CRC2-H] [CRC2-L] [Chk]

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [C5] [38]

Coin s. respond: [01] [04] [02] [00] [D9][2A][7E][79] [96]

#### 6.5.1.8 Command 192 [hexC0], Request build code

Coin selector respond with ASCII string of character representing it's hardware version and revision. Last revision of printed circuit board for coin selectors AL55/66 is:

**AL66 V1.0**. Message format is:

Host sends: [Dir] [00] [01] [C0] [Chk]

Coin s. respond: [01] [Nr.b] [Dir] [00] [a1] [a2].... [an] [Chk]

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [C0] [3D]

Coin s. respond: [01] [09] [02] [00] [41][4C][2D][30][35][20][56][35][30] [FA]

#### 6.5.1.9 Command 169 [hexA9], Request address mode

Coin selector respond with one byte data<sup>6</sup> information about addressing mode. Address could be stored in different type of memory(*RAM, ROM or EEPROM*), set with DIP-switch at printed circuit board or hard-wired at external connectors. Some devices support address change with MDCES command headers<sup>7</sup>. Message format is:

Host sends: [Dir] [00] [01] [A9] [Chk]

Coin s. respond: [01] [01] [Dir] [00] [Address mode] [Chk]

<sup>6</sup> Details of description see in public document cctalk44-2.pdf

<sup>7</sup> Address change, Address random

ALBERICI coin selector has address is stored in non-volatile memory(*FLASH*) and address change is supported.

Example of message string for coin selectors(*address 2*) is:

Host sends: [02] [00] [01] [A9] [54]

Coin s. respond: [01] [01] [02] [00] [84] [78]

#### 6.5.1.10 Command 4 [hex04], Request comms revision

Coin selector respond with three byte data information about level of cctalk protocol implementation, major and minor revision. Message format is:

Host sends: [Dir] [00] [01] [04] [Chk]

Coin s. respond: [01] [03] [Dir] [00] [Level] [Mag.rev.] [min. rev.] [Chk]

Example of message string for coin selector(*address 2*) with level of implementation **1**, cctalk protocol issue **4.4** is:

Host sends: [02] [00] [01] [04] [F9]

Coin s. respond: [01] [03] [02] [00] [01][04][04] [F1]

#### 6.5.1.11 Command 3 [hex03], Clear comms status variables

After acceptance of command header 3, coin selector clears all three bytes of communication errors counters and respond with ACK message. Message format is:

Host sends: [Dir] [00] [01] [03] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK message

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [03] [FA]

Coin s. respond: [01] [00] [02] [00] [FD] ACK message

#### 6.5.1.12 Command 2 [hex02], Request comms status variables

Coin selector respond with three byte data representing communication errors.

First byte is receive time out counter, second byte is number of ignored receive bytes<sup>8</sup> and third byte is number of checksum errors. Message format is:

Host sends: [Dir] [00] [01] [02] [Chk]

Coin s. respond: [01] [03] [Dir] [RxErr1] [RxErr2] [RxErr3] [Chk]

Example of message string for coin selector(*address 2*) with no errors is:

Host sends: [02] [00] [01] [02] [FB]

Coin s. respond: [01] [03] [02] [00] [00] [00] [FA]

#### 6.5.1.13 Command 1 [hex01], Reset device

After acceptance of Reset command, coin selector execute software reset and clear all variables in RAM or set them at default value, including different counters and credit buffer. ACK message is sent before reset of coin selector. Host software must set again:

- inhibit state
- sorter path
- master inhibit (*if necessary*)

Message format is:

Host sends: [Dir] [00] [01] [01] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK message

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [01] [FC]

Coin s. respond: [01] [00] [02] [00] [FD] ACK message

Host software must wait at least **100 ms**, to continue communication with coin selector after reset instruction!

<sup>8</sup> Number of receive buffer overflow bytes.

### 6.5.2 Coin acceptor specific command headers

Coin selectors use some specific commands, mostly for control of coin input, acceptance and direction<sup>9</sup>.

Some commands are shared with other device like banknote reader or payout device.

#### 6.5.2.1 Command 249 [hexF9], Request polling priority

Basic principle of detecting credit input or eventual errors from coin selector is sequential polling<sup>10</sup>. Coin selectors due to differences in mechanical and electrical construction has different acceptance speed. All events are registered in memory buffer with limited size<sup>11</sup>. To avoid credit loss, host must read coin selector credit buffer within limited time period. Coin selector has internal mechanism to block the coin acceptance and registration of all events if polling time elapse.

For ALBERICI coin selector acceptance speed is from 3 to 4 coins per second<sup>12</sup>.

Considering that it is possible to register 5 event in the buffer, the adequate polling time will be about 1 sec. Because of necessity to register even "close" and non accepted coins polling time must be even shorter.

For ALBERICI coin selectors AL55/66 using cctalk interface, poll time is set to 500 ms.

Coin selectors that use standard 10 pole interface are not necessary to poll.

In that case polling time unit is set to 0(*no polling*)!

Minimum time for polling must not be shorter than overall message time<sup>13</sup>.

Coin selector respond to command with two bytes of data. First byte is poll time unit and second is polling time value<sup>14</sup>. Message format is:

Host sends: [Dir] [00] [01] [F9] [Chk]

Coin s. respond: [01] [01] [Dir] [Time] [Chk]

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [F9] [04]

Coin s. respond: [01] [02] [02] [00] [02] [32] [C7]

First byte **02** is unit **x10ms**, and second byte is time value **hex32 = 50**.

Polling time is calculated as:

$$T = 10 \times 50 = 500 \text{ ms}$$

#### 6.5.2.2 Command 248 [hexF8], Request Status

ALBERICI coin selectors has no additional COS<sup>15</sup> and return mechanism.

Response to that command is always hex[00], coin selector Ok.

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [F8] [05]

Coin s. respond: [01] [01] [02] [00] [00] [FC]

#### 6.5.2.3 Command 243 [hexF3], Request data base version

The respond to that command is version of coin data base. Version of data base is important for coin selectors with remote programming support.

For all ALBERICI coin selectors type AL55/66 current data base version is 00.

Message format is:

Host sends: [Dir] [00] [01] [F3] [Chk]

Coin s. respond: [01] [01] [Dir] [Ver.] [Chk]

---

<sup>9</sup> Sorter control commands

<sup>10</sup> Reading memory buffer from coin selector

<sup>11</sup> Five stage double byte memory buffer

<sup>12</sup> Dependant on mechanical type of coin selector (K, S type is faster) and coin

<sup>13</sup> For coin selector with respond time 2 ms and byte gap 1 ms it is 38 ms

<sup>14</sup> For details see, cctalk44-2.pdf

<sup>15</sup> Coin On String

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [F3] [0A]

Coin s. respond: [01] [01] [02] [00] [00] [FC]

#### 6.5.2.4 Command 240 [hexF0], Test solenoids

Host sends one byte mask to determinate which solenoid must be tested.

Coin selector accept gate solenoid or sorter solenoid will be switched on for period of 100 ms and after that, ACK message will be transmitted. Message format is:

Host sends: [Dir] [01] [01] [F0] [Mask.] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK

Example of message string for coin selector(*address 2*) acceptance gate test is:

Host sends: [02] [01] [01] [F0] [01] [0B]

Coin s. respond: [01] [00] [02] [00] [FD] Single click -> 100 ms, ACK

Bit position for output that is used to drive sorter coil are:

bit 0 = accept gate coil

bit 1 = sorter coil "A"(out 6/pin 4)

bit 2 = sorter coil "B"(out 5/pin 3)

bit 3 = sorter coil "C"(out 4/pin 10)

If output selected with bit in mask is not programmed for sorter activation it will not be activated but coin selector will still response with ACK.

#### 6.5.2.5 Command 238 [hexEE], Test output lines

Host sends one byte mask to determinate which output line must be tested.

Coin selector output line that correspond to bit set in the mask will be pulsed for 100 ms and after that, ACK message will be transmitted. Message format is:

Host sends: [Dir] [01] [01] [EE] [Mask.] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK

Example of message string for coin selector(*address 2*) first output(*pin 7*) is:

Host sends: [02] [01] [01] [EE] [01] [0D]

Coin s. respond: [01] [00] [02] [00] [FD] Single pulse out 1 -> 100 ms, ACK

Bit positions for output test are:

- bit 0 Output 1(*pin 7*)
- bit 1 Output 2(*pin 8*)
- bit 2 Output 3(*pin 9*)
- bit 3 Output 4(*pin 10*)
- bit 4 Output 5(*pin 3*)
- bit 5 Output 6(*pin 4*)
- bit 6 Output 7(*pin 5*)
- bit 7 Not used

Unused output (*not programmed*) will not be turned on, but message ACK will be returned.

#### 6.5.2.6 Command 237 [hexED], Read input lines

Coin selector respond with two data byte representing the state of DIP-switches and state of inputs In1(*pin 6*) and In2(*pin 5*)<sup>16</sup>.

ALBERICI coin selectors has one or two banks of DIP-switches for various data or operating modes setting. First data byte is state of first DIP-switch(*bank 1*) and In1, while second represent second DIP-switch(*bank 2*) and In2. LSB is first switch in bank and MSb is state of input. Switch closed state is represented with logic "1", and input active state is logic "1".

Message format is:

Host sends: [Dir] [00] [01] [ED] [Chk]

Coin s. respond: [01] [02] [Dir] [Mask1] [Mask2] [Chk]

Example of message string for coin selector(*address 2*), with all switches "off" and inputs not active is:

Host sends: [02] [00] [01] [ED] [10]

---

<sup>16</sup> If In2 is programmed as input



Coin s. respond: [01] [02] [02] [00] [00] [00] [FB]

Example of message string for coin selector(*address 2*), with all switches "on" and input 1(*inhibit acceptance*) active is:

Host sends: [02] [00] [01] [ED] [10]

Coin s. respond: [01] [02] [02] [00] [BF] [00] [3C]

#### 6.5.2.7 Command 236 [hexEC], Read opto states

Coin selector respond with one data byte representing the state of opto pairs.

ALBERICI coin selectors has up to 3 pairs of optical sensor<sup>17</sup> for detection of coin position, speed and direction and 2 pairs of opto sensors for diameter measurement.

Bit position for opto pairs are:

- bit 0 Diam. measure opto 1
- bit 1 Diam. measure opto 2
- bit 2 Control opto 1
- bit 3 Control opto 2
- bit 4 Control opto 3
- bit 5 Not used
- bit 6 Not used
- bit 7 Not used

Control opto sensor 2 is called "credit" opto sensor exist in all version of coin selectors and it is placed after the acceptance gate. Other pairs are optional and some coin selectors has 2 and some 3 control optical pairs. Number of control pairs make part of coin selector type label. For example coin selector type AL66V2 has 2 control opto sensor pairs. The unused bits or non existing optical sensors are always read as 0.

Interruption of light barrier of opto sensor correspond to bit value 1.

Message format is:

Host sends: [Dir] [00] [01] [EC] [Chk]

Coin s. respond: [01] [01] [Dir] [Mask.] [Chk]

Example of message string for coin selector(*address 2*) with opto sensors cleared is:

Host sends: [02] [00] [01] [EC] [11]

Coin s. respond: [01] [01] [02] [00] [00] [FC]

#### 6.5.2.8 Command 233 [hexE9], Latch output lines

This instruction is similar to instruction 238. Host sends one byte mask to determinate which output line must be activated(*latch*). ACK message will be transmitted immediate.

Coin selector output line that correspond to bit set in the mask will be latched and active till reset or new instruction with bit cleared is sent. Message format is:

Host sends: [Dir] [01] [01] [E9] [Mask.] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK

Example of message string for coin selector(*address 2*) first output(*pin7*) is:

Host sends: [02] [01] [01] [E9] [01] [12]

Coin s. respond: [01] [00] [02] [00] [FD] Latch out 1 -> ACK

#### 6.5.2.9 Command 232 [hexE8], Perform self-test

Coin selector respond to command with one or two bytes of data according to table 6.3. First byte is fault code and second is optional data, usually representing fault sensor number(*from 1 to 3*).

---

<sup>17</sup> In some case group could contain more than one opto pairs

<u>Code</u>	<u>Fault</u>	<u>Optional data</u>	<u>Comment</u>
<u>0</u>	<u>OK No fault detected</u>	<u>=</u>	<u>=</u>
<u>2</u>	<u>Fault on inductive sensor</u>	<u>Sensor number</u>	<u>=</u>
<u>3</u>	<u>Fault on credit sensor</u>	<u>=</u>	<u>Control opto sensor 2</u>
<u>6</u>	<u>Fault on diameter sensor</u>	<u>=</u>	<u>=</u>
<u>18</u>	<u>Fault on reject sensor</u>	<u>=</u>	<u>Control opto sensor 3</u>
<u>33</u>	<u>Power supply out of limits</u>	<u>=</u>	<u>=</u>
<u>34</u>	<u>Temperature out of limit</u>	<u>=</u>	<u>Optional</u>
<u>255</u>	<u>Unspecified fault code</u>	<u>=</u>	<u>=</u>

Table 6.3 Fault codes for AL55/66 coin selectors

Inductive sensor numbers are:

- 01 Upper inductive sensor
- 02 First lower inductive sensor
- 03 Second lower inductive sensor

Message format is:

Host sends: **[Dir] [00] [01] [E8] [Chk]**

Coin s. respond: **[01] [01/02] [Dir] [Fault c.][Data opt.] [Chk]**

Example of message string for coin selector(*address 2*) with no fault detected is:

Host sends: **[02] [00] [01] [E8] [15]**

Coin s. respond: **[01] [01] [02] [00] [00] [FC]** No fault detected

Example of message string for coin selector(*address 2*) with first lower sensor fault detected is:

Host sends: **[02] [00] [01] [E8] [15]**

Coin s. respond: **[01] [02] [02] [00] [02][02] [F7]** Fault on first lower sensor detected

#### 6.5.2.10 Command 231 [hexE7], Modify inhibit status

With this command host is able to inhibit the acceptance of some or all coins.

Acceptance or inhibition is set with a two byte mask sent by host.

Bits from 0 do 15 determinate coin positions from 1 to 16<sup>18</sup>.

Number of coin channels in new ALBERICI coin selectors AL55/66 is same as number of position(16). Message format is:

Host sends: **[Dir] [02] [01] [E7] [LSB Mask.] [MSB Mask.] [Chk]**

Coin s. respond: **[01] [00] [Dir] [00] [Chk]** ACK

Example of message string to enable all position for coin selector(*address 2*) is:

Host sends: **[02] [02] [01] [E7] [FF] [FF] [16]**

Coin s. respond: **[01] [00] [02] [00] [FD]** ACK

After that all programmed coins will be enabled. Command has no effect on coin position that are not programmed. Initially coin channels could be programmed with acceptance enabled or disabled.

**For coin selectors that are using only cctalk interface, all coins position must be initially inhibited!**

<sup>18</sup> Positions are sent by coin selector during reading credit buffer or error codes (*header 229*)

#### 6.5.2.11 Command 230 [hexE6], Request inhibit status

Coin selector respond with two byte data that correspond to inhibit state mask for all 16 positions of coin. If bit value is 1 acceptance of coin in that position is enabled. If bit value is 0 coin is inhibited. Message format is:

Host sends: [Dir] [02] [00] [E6] [Chk]

Coin s. respond: [01] [02] [Dir] [00] [LSB Mask.] [MSB Mask.] [Chk]

Example of message string for coin selector(*address 2*) **AL06V-c**<sup>19</sup> after power-up or reset is:

Host sends: [02] [00] [01] [E6] [17]

Coin s. respond: [01] [02] [02] [00] [00] [00] [FB]

Example of message string for coin selector(*address 2*) with programmed positions from 1 to 6, after receiving command to enable acceptance of all 16 position is:

Host sends: [02] [00] [01] [E6] [17]

Coin s. respond: [01] [02] [02] [00] [3F] [00] [BC]

First byte represent the mask for coin positions 1 to 8 and second for 9 to 16.

Coin channels(*positions*) that are not programmed are always represented as zero bit!

#### 6.5.2.12 Command 229 [hexE5], Read buffered credit or error codes

This is the most important command used by host to detect import of coins in to a machine and to report eventual errors. As previously mentioned coin selectors store all events in volatile memory called credit buffer. Buffer has 5 level and use two bytes for each event. In first byte coin position or coin value<sup>20</sup> is stored. The second byte point to a sorter path or indicate error code.

If during coin acceptance any error occurs, stored value of coin position is 0, hex [00].

Error codes supported in ALBERICI coin selectors AL55/66 are shown in table 6.4.

Code d.	Code h.	Error	Coin rejected
0	00	Null event	No
1	01	Reject coin (not recognized)	Yes
2	02	Inhibited coin (master inhibit)	Yes
3	03	Multiple window (fraud or similar coin)	Yes
5	05	Validation (measuring) time out	Yes
6	06	Credit sensor (recognition to opto 2) time out	Possible
8	8	Second close coin	Yes/both
16	10	Credit sequence error (Yo-yo)	No
18	12	Coin to fast (opto 2 minimum time not elapsed)	No
19	13	Coin to slow (opto 2 time out)	No
128	80	Inhibited coin (position 1)	Yes
...	...	Inhibited coin (position n)	Yes
143	8F	Inhibited coin (position 16)	Yes
255	FF	Unspecified alarm code	-

Table 6.4 Acceptance error codes

Coin selectors also use one eight bit counter<sup>21</sup> that is incremented each time a new coin is detected. At the same time data in coin credit buffer are shifted two position to the right. When counter reaches the value of 255 it toggle to a value 1 and continue to increment on each event. Event counter is set to value "0" after each power-up or acceptance of reset command. The first two byte (*LSB*) in coin credit buffer always contain the data of last event. Host software must read event counter and coin credit buffer data in period short enough to prevent the loss of coin data<sup>22</sup>. Message format is:

Host sends: [Dir] [00] [00] [E5] [Chk]

<sup>19</sup>Coin selector for Italian gambling machines

<sup>20</sup> If coin selector use CVF (*Coin Value Format*)

<sup>21</sup> Event counter

<sup>22</sup> See command 249 Request polling priority

Coin s. respond: [01][0B] [Dir] [00] [Ev.cnt.][coin code 1][dir/err] [coin code 2][dir/err] . . .  
 . . . [coin code 5][dir/err] [Chk]

Examples of message string for coin selector(*address 2*) after coin insertions:

Host sends: [02] [00] [00] [E5] [18] Polling minimum each 500 ms

Coin s. respond: [01] [0B] [02] [00] [00][00][00][00][00][00][00][00][00] [F2]

The respond after power-up or reset

Coin s. respond: [01] [0B] [02] [00] [01][01][02][00][00][00][00][00][00] [EE]

First event, coin position 1, sorter path 2 accepted

Coin s. respond: [01] [0B] [02] [00] [02][02][01][ 01][02][00][00][00][00][00] [EA]

Second event, coin position 2, sorter path 1 accepted

Coin s. respond: [01] [0B] [02] [00] [03][00][02][02][01][01][02][00][00][00][00] [E7]

Third event, coin rejected due to master inhibit active

Coin s. respond: [01] [0B] [02] [00] [04][00][83][ 00][02][02][01][01][02][00][00] [63]

Fourth event, coin position 4 inhibited and rejected

From example we can notice shifting of data in the coin credit and error buffer and increment of event counter.

#### 6.5.2.13 Command 228 [hexE4], Modify master inhibit status

This command is used to inhibit acceptance of all coins and has same effect as command modify inhibit status with sent with two bytes of zeros. Host sends only one byte of data. If first bit (*LSb*) is set to "0" coin selector is inhibited. Bits 1 to 7 has no influence to coin selector. Message format is:

Host sends: [Dir] [01] [01] [E4] [Mask.] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK

**Initially coin selectors are programmed with acceptance enabled.  
Change is stored in RAM location .  
On customer demand it is possible to set inhibition as default .**

Example of message string to inhibit the acceptance for coin selector(*address 2*) is:

Host sends: [02] [01] [01] [E4] [00] [18]

Coin s. respond: [01] [00] [02] [00] [FD] ACK

After that coin selector acceptance will be inhibited till reset or next instruction that will change master inhibit status.

#### 6.5.2.14 Command 227 [hexE3], Request master inhibit status

Coin selector respond with one byte data information of main inhibit status.

Only first (*LSb*) bit is used. If bit 0 is "1" acceptance is enabled, and if bit 0 is "0" coin selector is inhibited and acceptance is disabled.

Other bits has no meaning and always read as "0". Message format is:

Host sends: [Dir] [00] [00] [E3] [Chk]

Coin s. respond: [01] [01] [Dir] [00] [Mask.] [Chk]

Example of message string for coin selector(*address 2*) after power-up is:

Host sends: [02] [00] [01] [E3] [1A]

Coin s. respond: [01] [01] [02] [00] [01] [FB] Acceptance enabled (*default*)

Example of message string for coin selector(*address 2*) after activation of master inhibit<sup>23</sup> is:

Host sends: [02] [00] [01] [E3] [1A]

Coin s. respond: [01] [01] [02] [00] [00] [FC] Coin selector inhibited

<sup>23</sup> Using command 210, Modify master inhibit status

#### 6.5.2.15 Command 226 [hexE2], Request insertion counter

Coin selector respond with three bytes of insertion counter data.

First byte is LS byte of three byte counter in RAM. Insertion counter is set to zero after power up or reset command. It is incremented each time a new coin is inserted in to coin acceptor.

Message format is:

Host sends: [Dir] [00] [00] [E2] [Chk]

Coin s. respond: [01] [03] [Dir] [00] [Cunt1-LSB] [Cunt2] [Cunt3-MSB] [Chk]

Example of message string for coin selector(*address 2*) after power-up is:

Host sends: [02] [00] [01] [E2] [1B]

Coin s. respond: [01] [03] [02] [00] [00] [00] [00] [FA]

#### 6.5.2.16 Command 225 [hexE1], Request accept counter

Coin selector respond with three bytes of acceptance counter data.

First byte is LS byte of three byte counter in RAM. Acceptance counter is set to zero after power up or reset command. It is incremented each time a new coin pass acceptance sensor<sup>24</sup>.

Message format is:

Host sends: [Dir] [00] [00] [E1] [Chk]

Coin s. respond: [01] [03] [Dir] [00] [Cunt1-LSB] [Cunt2] [Cunt3-MSB] [Chk]

Example of message string for coin selector(*address 2*) after power-up is:

Host sends: [02] [00] [01] [E1] [1C]

Coin s. respond: [01] [03] [02] [00] [00] [00] [00] [FA]

#### 6.5.2.17 Command 221 [hexDD], Request sorter override status

Coin selectors AL55/66 do not support override of sorter path.

Coin selector respond will be always: hex[FF] – Normal sorting.

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [DD] [20]

Coin s. respond: [01] [01] [02] [00] [FF] [FD]

#### 6.5.2.18 Command 219 [hexDB], Enter new PIN number

Host send four byte data of new PIN number. If correct PIN was previously received<sup>25</sup> coin selector will accept the new PIN and respond with ACK message Coin selectors AL06x-c has PIN number stored in EEPROM. Message format is:

Host sends: [Dir] [04] [01] [DB] [PIN1-LSB][PIN2][PIN3][PIN4-MSB] [Chk]

Coin s. respond: [01] [00] [02] [00] [FD] ACK if PIN is correct

Coin s. respond: no respond if PIN is incorrect or not recieved

Example of message string for coin selector(*address 2*) with default PIN:

hex[00][00][00][00] previously received and NEW pin hex[01][02][03][04] is:

Host sends: [02] [04] [01] [DB] [01][02][03][04] [14]

Coin s. respond: [01] [00] [02] [00] [FD] ACK message

#### 6.5.2.19 Command 218 [hexDA], Enter PIN number

Host send four byte data of PIN number. If PIN is correct, coin selector will respond immediately with ACK message. If PIN is incorrect the NAK message will be sent with time delay of 100 ms. Coin selectors AL06x-c has PIN number stored in EEPROM. Message format is:

Host sends: [Dir] [04] [01] [DA] [PIN1-LSB][PIN2][PIN3][PIN4-MSB] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK if PIN is correct

---

<sup>24</sup> Credit sensor

<sup>25</sup> See next chapter

Coin s. respond: [01] [00] [Dir] [05] [Chk] dly 100 ms ->NAK if PIN is incorrect

Example of message string for coin selector(*address 2*) with default PIN:

hex[00][00][00][00] and wrong pin is:

Host sends: [02] [04] [01] [DA] [01][00][00][00] [1F]

Coin s. respond: [01] [00] [02] [05] [F8] dly 100 ms ->NAK if PIN is incorrect

#### 6.5.2.20 Command 216 [hexD8], Request data storage availability

Coin selector respond with five byte of data that describes type of memory and availability for host to read and to write. Message format is:

Host sends: [Dir] [00] [01] [D8] [Chk]

Coin s. respond: [01] [05] [Dir] [00] [d1][d2][d3][d4][d5] [Chk]

ALBERICI coin selectors AL55/66 currently do not support write or read to host accessible memory. Respond to command will be always as in example:

Host sends: [02] [00] [01] [D8] [25]

Coin s. respond: [01] [05] [02] [00] [00][00][00][00][00] [F8]

#### 6.5.2.21 Command 213 [hexD5], Request option flags

Coin selector respond with one byte of data that describes type of coin format. For CVF (*Coin Value Format*) bit 0 is set to 1, and for coin position format value is "0". Other bits are not used and read always as "0". Message format is:

Host sends: [Dir] [00] [01] [D5] [Chk]

Coin s. respond: [01] [01] [Dir] [00] [d1] [Chk]

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [D5] [28]

Coin s. respond: [01] [01] [02] [00] [00] [FC] Coin position format

#### 6.5.2.22 Command 210 [hexD2], Modify sorter paths

With this command host is able to change direction of coins in sorter if sorter is supported.

Host sends two bytes of data to select the coin position and sorter path (*direction of exit*). First byte of data (*LSB*) represent coin position and second byte of data point to sorter path.

ALBERICI coin selectors has support for most existing sorters that has direct drive of coils from coin selector with open collector transistor. Most common are 3 or 4 way sorter with two coils<sup>26</sup>, but recently 5 way sorters<sup>27</sup> with 3 coils are in use. Message format is:

Host sends: [Dir] [02] [01] [D2] [Coin pos.] [Sort.Path] [Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK if sorter path is possible to set

Coin s. respond: [01] [00] [Dir] [05] [Chk] NAK if coin selector does not support setting

**Initially all coin position has sorter paths set to direction 1 hex[01].  
If sorter is not supported, sorter path is set initially to 0 hex[00]!**

If host sends command to modify sorter path that is not existent or for coin not programmed, the coin selector will respond with message NAK. Example of message string for coin selector(*address 2*) redirection of coin **pos. 1** in to **path 2** is:

Host sends: [02] [02] [01] [D2] [01] [02] [26]

Coin s. respond: [01] [00] [02] [00] [FD] ACK

After acceptance of command, accepted coins with position 1 will exit in direction 2 of the sorter. The path or direction 1 is usually one without activation of any coil.

Different coil activation schematics is possible to program by setting the sorter type.

#### 6.5.2.23 Command 209 [hexD1], Request sorter paths

<sup>26</sup> Maximum current consumption for each coil is 500 mA

<sup>27</sup> 5-way VARIANT sorter from ALBERICI

Host send one byte of coin position and coin selector respond with one byte of sorter path.

Message format is:

Host sends: [Dir] [01] [00] [D1] [Coin pos.] [Chk]

Coin s. respond: [01] [01] [Dir] [00] [Sort.Path] [Chk]

Example of message string for coin selector(*address 2*) for initial sorter path 1 of coin position 1:

Host sends: [02] [01] [01] [D1] [01] [2A]

Coin s. respond: [01] [01] [02] [00] [01] [FB]

Example of message string for coin selector (*address 2*) for sorter path 2 of coin position 1:

Host sends: [02] [01] [01] [D1] [01] [2A]

Coin s. respond: [01] [01] [02] [00] [02] [FA]

**If host request sorter path for non programmed coins or non existent position<sup>28</sup>, the coin selector will respond with message NAK !**

#### 6.5.2.24 Command 202 [hexCA], Teach mode control

This command is used to start teach process(program coin recognition data).

The respond of coin selector is ACK if teach mode is supported.

With command header host must send number of channel to program.

ALBERICI coin selectors AL55/66 has possibility to program 16 different coins.

Some coin selectors that must not be reprogrammed for security or any other reason do not support this instruction<sup>29</sup>. If teach mode instruction is not supported coin selector will not respond to this instruction. Message format is:

Host sends: [Dir] [01] [01] [C9] [ch][Chk]

Coin s. respond: [01] [00] [Dir] [00] [Chk] ACK if ch is between 1-16

Coin s. respond: [01] [00] [Dir] [05] [Chk] NAK if ch is 0 or bigger than 16

Example of message string for coin selector(*address 2*) to teach (*program*) coin on position (*channel*) 1:

Host sends: [02] [01] [01] [C9] [01] [31]

Coin s. respond: [00] [02] [00] [FD] ACK

#### 6.5.2.25 Command 201 [hexC9], Request teach status

This command is used during teach process, after instruction 202 Teach mode control. The respond of coin selector is according to teach state.

There is two different format for this instruction.

Format "a" is with data hex[00], after which coin selector respond with number of inserted coins and state of teach process.

Second format is "b" with data hex[01], after which coin selector abort the teach process and respond with code dec[252], teach aborted and number of inserted coins. Teach status codes are:

252	Teach aborted	253	Teach error
254	Teaching in progress(busy)	255	Teach completed

Message format (a) is:

Host sends: [Dir] [01] [01] [C9] [00][Chk] Request status

Message format (b) is:

Host sends: [Dir] [01] [01] [C9] [01][Chk] Abort teach process

Coin s. respond: [01] [02] [Dir] [00] [coin nr.][status] [Chk]

#### 6.5.2.26 Command 196 [hexC4], Request creation date

<sup>28</sup> Position bigger than 16

<sup>29</sup> Italian cctalk coin selectors AL06V-c for gambling machines



Coin selector respond with two byte of data that represent codified date of production. Date of production is codified in so called *RTBY (Relative To Base Year)*<sup>30</sup> format. Message format is:

Host sends: [Dir] [00] [01] [C4] [Chk]

Coin s. respond: [01] [02] [Dir] [00] [LSB] [MSB] [Chk]

Example of message string for coin selector (*address 2*) with date of production *05.07.2003* is:

Host sends: [02] [00] [01] [C4] [39]

Coin s. respond: [01] [02] [02] [00] [E5] [06] [10]

ALBERICI coin selectors has date of production written in monitor part of MCU FLASH memory which is not possible to change without factory FLASH reprogramming.

#### **6.5.2.27 Command 195 [hexC3], Request last modification date**

Coin selector respond with two byte of data that represent codified date of last modification of software<sup>31</sup>. Date of modification is codified also in RTBY format.

Message format is:

Host sends: [Dir] [00] [01] [C3] [Chk]

Coin s. respond: [01] [02] [Dir] [00] [LSB] [MSB] [Chk]

Example of message string for coin selector (*address 2*) with date of modification *23.07.2003* is:

Host sends: [02] [00] [01] [C3] [3A]

Coin s. respond: [01] [02] [02] [00] [F7] [06] [FE]

NOTICE: after each up-grade of coin selector program FLASH memory date will correspond to software modification date, not to the actual date of up-grade!

#### **6.5.2.28 Command 194 [hexC2], Request reject counter**

Coin selector respond with three bytes of reject counter data.

First byte is LS byte of three byte counter in RAM. Reject counter is set to zero after power up or reset command. It is incremented each time a coin is inserted but not recognized. Message format is:

Host sends: [Dir] [00] [00] [C2] [Chk]

Coin s. respond: [01] [03] [Dir] [00] [Cunt1-LSB] [Cunt2] [Cunt3-MSB] [Chk]

Example of message string for coin selector(*address 2*) after power-up is:

Host sends: [02] [00] [01] [C2] [3B]

Coin s. respond: [01] [03] [02] [00] [00] [00] [00] [FA]

#### **6.5.2.29 Command 193 [hexC1], Request fraud counter**

Coin selector respond with three bytes of fraud coins counter data.

First byte is LS byte of three byte counter in RAM. Fraud counter is set to zero after power up or reset command. It is incremented each time a coin acceptor recognize coin that is programmed as "fraud" coin<sup>32</sup>. Message format is:

Host sends: [Dir] [00] [00] [C1] [Chk]

Coin s. respond: [01] [03] [Dir] [00] [Cunt1-LSB] [Cunt2] [Cunt3-MSB] [Chk]

Example of message string for coin selector(*address 2*) after power-up is:

Host sends: [02] [00] [01] [C1] [3C]

Coin s. respond: [01] [03] [02] [00] [00] [00] [00] [FA]

#### **6.5.2.30 Command 188 [hexBC], Request default sorter path**

For ALBERICI coin selectors AL55/66 the default sorter path is always hex[01].

Example of message string for coin selector(*address 2*) is:

---

<sup>30</sup> For details see cctalk protocol, document cctalk44-2.pdf

<sup>31</sup> Up-grade of FLASH program memory

<sup>32</sup> Coins with close recognition parameters sometime called "killer coin or channel"

Host sends: [02] [00] [01] [BC] [41]

Coin s. respond: [01] [01] [02] [00] [01] [FB]

### 6.5.2.31 Command 185 [hexB9], Modify coin ID

With this command it is possible to change coin ID message string that will be used in communication with host. String has 6 ASCII characters:

- Country code(2 bytes)
- Value(3 bytes)
- Mint issue(1 byte)

Each country has a 2 letter designator code described in ISO 3166-1-A2.

ALBERICI coin selectors has limited possibility to change the country code.

Table of four country codes must be programmed first(*by customer*). Code sent by the host must be one from the table or NAK message will be returned to host.

Default country code table programming for europe is:

EU	07B2 + 07B3	"EU" is code for euro coins, "TK" is for token, "GB" is for british pounds and "." is code for non programmed coin positions. It is possible to change or add country code by writing code in memory location from address hex 07B2 (4x2 bytes):
TK	07B4 + 07B5	
GB	07B6 + 07B7	
...	07B8 + 07B9	

slave+numbytes+master+"FF 03"+"07 B6"+Hex(ascii code)+Hex(ascii code)+cks

- Example: 02+05+01+FF+03+07+B6+47+42+cks

ACK message will be returned.

Now coin ID message string can be modified:

slave+numbytes+master+Header B9+coin

position+CountryCode1+CountryCode2+chr(table

6.5)1+chr(table 6.5)2+chr(table 6.5)3+chr(Mint)+cks

- Example:

02+07+01+B9+01+47+42+32+30+30+41+cks

ACK message will be returned.

Coin value code must be selected from table 6.5 or else

NAK message will be returned to host.

Mint issue must also be selected as "A", "B", "C" or "." for non programmed coins!

3 x ASCII Characters	Value
001	1
002	2
2.5	2,5
005	5
010	10
020	20
025	25
050	50
100	100
200	200
250	250
500	500
...	Not prog.

Table 6.5 Coin value codes

### 6.5.2.32 Command 184 [hexB8], Request coin ID

Host use this command at initialization process to build table for each coin position value. If coin selector uses CVF it is obsolete command.

Host send one byte data of coin position and coin selector respond with 6 byte ASCII string of characters that describes the requested coin position.

Message format is:

Host sends: [Dir] [01] [01] [B8] [Coin pos] [Chk]

Coin s. respond: [01] [06] [Dir] [00] [a1][a2][a3][a4][a5][a6] [Chk]

Example of message string for coin selector(*address 2*) and coin position 1(2 Euro) is:

Host sends: [02] [01] [01] [B8] [01] [43]

Coin s. respond: [01] [06] [02] [00] [45][55][32][30][30][41] [8A] Coin 'EU200A'

For none-programmed position the ASCII string is: '.....'.

Example of message string for coin selector(*address 2*) and coin position 12 that is not programmed is:

Host sends: [02] [01] [01] [B8] [0C] [38]

Coin s. respond: [01] [06] [02] [00] [2E][ 2E][ 2E][ 2E][ 2E] [E3] Coin not programmed

#### 6.5.2.33 Command 176 [hexB0], Request alarm counter

Coin selector respond with one bytes of alarm counter data.

Alarm counter is set to zero after power up or reset command. It is incremented each time a coin acceptor detect any type of erroneous coin acceptance<sup>33</sup>.

Message format is:

Host sends: [Dir] [00] [00] [B0] [Chk]

Coin s. respond: [01] [01] [Dir] [00] [Cunt] [Chk]

Example of message string for coin selector(*address 2*) after power-up is:

Host sends: [02] [00] [01] [B0] [4D]

Coin s. respond: [01] [03] [02] [00] [00] [FC]

#### 6.5.2.34 Command 173 [hexAD], Request thermistor reading

Some coin selectors AL66<sup>34</sup> has built in linear temperature sensor.

Using this command is possible to read temperature on surface of coin selector PCB.

If temperature sensor is not built in coin selector will not respond to this command.

Temperature sensor is linear type, with 1 unit change for one degree Celsius change.

For 0°C value will be dec[50], for ie. 25°C it will be dec[75], for -10°C it will be

dec[40] and for 50°C it will be dec[100]. Message format is:

Host sends: [Dir] [00] [00] [AD] [Chk]

Coin s. respond: [01] [01] [Dir] [00] [Temp] [Chk]

Example of message string for coin selector(*address 2*) at ambient temperature of 25°C is:

Host sends: [02] [00] [01] [AD] [50]

Coin s. respond: [01] [01] [02] [00] [4B] [B1]

#### 6.5.2.35 Command 170 [hexAA], Request base year

Coin selector respond with four byte ASCII string of character representing the base year for calculation of exact date of production. Message format is:

Host sends: [Dir] [00] [01] [AA] [Chk]

Coin s. respond: [01] [04] [Dir] [00] [a1][a2][a3][a4] [Chk]

For ALBERICI coin selectors base year is **2000**.

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [AA] [53]

Coin s. respond: [01] [04] [02] [00] [32][30][30][30] [37]

### 6.5.3 MDCES command headers

MDCES stands for **M**ulti-**D**rop **C**ommand **E**xtension **S**et, or so called Multi-drop buss commands. Multi-drop buss commands gives additional functionality to systems that require change of address for devices in cctalk network.

Some of commands has different message format than usual cctalk message.

Commands are:

- Address poll
- Address clash
- Address change
- Address random

Because host always use address 1 and address 0 is for broadcast message all commands that changes the address should not accept this settings.

**All changes are stored in non-volatile memory, EEPROM !**

<sup>33</sup> Alarms: Coin direction error(Jojo), coin to slow(Coin jam ) or coin to fast

<sup>34</sup> Coin selectors for use in extreme ambient temperature conditions(external use)

#### 6.5.3.1 Command 253 [hexFD], Address poll

This is a broadcast message used by host to determinate all address of device attached on cctalk network. Coin selector respond with only one byte (*non-standard message format*), after a delay that is proportional to address value multiplied with 4 milliseconds. Message format is:

Host sends: [00] [00] [01] [FD] [Chk] Broadcast message

Coin s. respond: Dly -> [Address]

Example of message string for coin selector(*address 2*) is:

Host sends: [00] [00] [01] [FD] [02]

Coin s. respond: Dly=8 ms -> [02] Address is 2

Example of message string for coin selector (*address 250*) is:

Host sends: [00] [00] [01] [FD] [02]

Coin s. respond: Dly=1 s -> [FA] Address is 250

#### 6.5.3.2 Command 252 [hexFC], Address clash

Command Address clash has same respond from coin selector but host issue this command with specific device address. Coin selector respond with only one byte (*non-standard message format*), after a random value of time delay to prevent collision if two devices share same address. Message format is:

Host sends: [Dir] [00] [01] [FC] [Chk]

Coin s. respond: Random Dly -> [Address]

Example of message string for coin selector(*address 2*) **AL06V-c** is:

Host sends: [02] [00] [01] [FC] [01]

Coin s. respond: Random Dly -> [02] Address is 2

#### 6.5.3.3 Command 251 [hexFB], Address change

Command Address change is issued to a specified device only. Coin selector respond with ACK message. Message format is:

Host sends: [Dir] [01] [01] [FB] [Address] [Chk]

Coin s. respond: [01] [00] [02] [00] [FD] ACK

Example of message string for coin selector(*address 2*) change to address to 20:

Host sends: [02] [01] [01] [FB] [14] [ED]

Coin s. respond: [01] [00] [02] [00] [FD] ACK Address is now 20

Coin selector does not respond to attempt of change an address to 0 or 1.

#### 6.5.3.4 Command 250 [hexFA], Address random

Command Address random has the same respond from coin selector. New address is not sent because each device set its own random address.

Host software sometime can issue this command as broadcast. This will cause change of all device addresses. Coin selector respond with ACK message. Message format is:

Host sends: [Dir] [00] [01] [FA] [Chk]

Coin s. respond: [01] [00] [02] [00] [FD] ACK

Example of message string for coin selector(*address 2*) is:

Host sends: [02] [00] [01] [FA] [03]

Coin s. respond: [01] [00] [02] [00] [FD] ACK Address is changed

Example of broadcast message string for coin selector is:

Host sends: [00] [00] [01] [FA] [05] Broadcast message

Coin s. respond: [01] [00] [00] [00] [FD] ACK Address is changed

<b>Coin selector has internal mechanism that prevent setting of address 0 or 1!</b>
---

#### 6.5.4 ALBERICI specific command

First command header for specific factory setting and testing is **255 Factory set-up and test**. This command has several modes of use and some of them are factory secret and are not explained in this document.

Beside this next chapter describe two modified cctalk commands<sup>35</sup> for encrypted exchange of data between host and coin selector.

##### 6.5.4.1 Command 255, Factory set-up and test

This instruction header is used only for factory testing and programing!

With instruction command header one data byte must be sent for definition of command mode.

Modes are:

- Mode 0(hex 00) No description – reserved for factory use only
- Mode 1(hex 01) No description – reserved for factory use only
- Mode 2(hex 02) Read coin selector memory data
- Mode 3(hex 03) Write coin selector memory data
- Mode 4(hex 04) Analog circuit test
- Mode 5(hex 05) Coin parameter test
- Mode 6(hex 06) Up-grade FLASH(*program memory*)
- Mode 7(hex 07) Re-initialization

**First two modes are only for internal factory use and they are not described in this document!**

To use read and write instruction user must have basic knowledge about coin selectors memory data organization<sup>36</sup>!

##### 6.5.4.1.1 Command 255 mode 2, Read coin sel. memory

This instruction sends back to host block of memory data that was requested.

Data memory of coin selector is divided into a 6 group:

- Coin channel data address hex 0600 do 06FF(256 byte-a)
- Input/Output data address hex 0700 do 073F(64 byte-a)
- Factory common data address hex 0740 do 079F(96 byte-a)
- User general data address hex 07A0 do 07E9(74 byte-a)
- Statistic setting address hex 07EA do 07FD(20 byte-a)
- Statistic counters address hex 0800 do 083F(64 byte-a)

Factory key or user PIN protection are some time set to disable the access to some blocks of memory. Usually all memory is accessible for red instruction.

On any attempt to read memory location that is protected without clearing key or PIN protection mechanism, coin selector will respond with **NAK** message.

If number of blocks to read exceed block range, coin selector will also respond with **NAK** message. Maximum memory block read of 137 data bytes are limited by coin selector transmit buffer that has 142 bytes<sup>37</sup>. If block size extend this number coin selector will respond with NAK message to. Message string format is:

Host sends: [Dir] [04] [01] [FF] [02][Start add-hi][ Start add-lo][ data nr.] [Chk]

Coin s. respond: [01] [n] [Dir] [00] [data 1] [data 2] . . . [data n] [Chk]

Start add-hi is start address hi byte, while start add-lo is address low byte. Data nr. represent the number of data to read (block size).

Data 1 to data n are requested coin selector memory data.

The example of message string for reading of first coin channel data is:

Host sends: [02] [04] [01] [FF][02] [06][ 00] [10] [E2]

Coin s. respond: [01][10][02][00][89][87][B4][77][A7][9F][08][08][0C][16][0A][04][08][01][09][C8][52]

##### 6.5.4.1.2 Command 255 mode 3, Write coin sel. memory

This command sends block of data to be written in the coin selector RAM memory.

<sup>35</sup> Commands 214 Write data block and 215 Read data block

<sup>36</sup> Details are available on customer request, see document AL55/66-MemDataOrg-v1.pdf

<sup>37</sup> Destination address+Bytes nr.+Source address+Header+59 data+Checksum=142

As for the previous command(*read*) access to some memory blocks could be protected by factory key or user PIM mechanism. Factory common data are usually protected with factory key and statistic counters and setting with user PIN. Exception is made for statistic counter write. Any attempt to write in to statistic counter will erase those counters, thus protecting user from manipulation with statistics!

Number of bytes sent in command string are representing number of statistic to be erased.

Message string format is:

Host sends: [Dir] [n+3] [01] [FF] [03][Start add-hi][ Start add-lo][ data 1]. . . [ data n] [Chk]

Coin s. respond: [01][00] [Dir] [00] [Chk] ACK

The example of message string for programming first output of coin selector **AL55/66** (*address 2*) as pulse parallel output for coin(*channel*) position 1 is:

Host sends: [02] [0B] [01] [FF][03] [07][ 00] [01][00][00][00][14][00] [D2]

Coin s. respond: [01][00][02][00] [FD] ACK

The example of message string for erase of all 20 statistic counters<sup>38</sup> for coin selector **AL55/66** (*address 2*) is:

Host sends: [02] [04] [01] [FF][02] [08][ 00] [14] [DB]

Coin s. respond: [01][00][02][00] [FD] ACK

User PIN must be sent before erase(*write*) of statistic counters otherwise coin selector will respond with **NAK** message.

**Data write will change data in coin selector RAM, and changes will be lost if power supply turns off! Use write to FLASH command to save changes<sup>39</sup>!**

To save all coin selector RAM data in to FLASH, send write command with no data:

Host sends: [02] [01] [01] [FF][03] [FA]

Coin s. respond: [01][00][02][00] [FD] dly 20 -100 ms ->ACK

Coin selector will reply with ACK if write to FLASH was successful.

#### **6.5.4.1.3 Command 255 mode 4, Analog circuit test**

This command returns to host string of data that can be used to test analog measuring circuit state. Details are described in internal documents and not available to users.

#### **6.5.4.1.4 Command 255 mode 5, Coin parameter test**

This command returns to host string of data from the last coin measurement.

This data are coin measured parameters and could be used to create and analyze coin data base. Message string format is:

Host sends: [Dir] [01] [01] [FF][05] [Chk]

Coin s. respond: [01] [6] [Dir] [00] [data 1] [data 2] . . . [data 6] [Chk]

Data string description:

- data 1 Measured coin parameter 1, AM1
- data 2 Measured coin parameter 2, PH1
- data 3 Measured coin parameter 3, AM2
- data 4 Measured coin parameter 4, PH2
- data 5 Measured coin parameter 5, PI3
- data 6 Measured coin parameter 6, DIM

The example of message string after insertion of one Euro coin for coin selector **AL66** (*address 2*) is:

Host sends: [02] [01] [01] [FF][05] [F8]

Coin s. respond: [01] [6] [02] [00] [8A] [80][8C] [5C] [AB] [8A] [D0]

Coin measured parameters(*data*) are available for read till next coin insertion. This instruction is used by our coin programming software.

#### **6.5.4.1.5 Command 255 mode 6, Up-grade FLASH**

This command is used to up-grade coin selector FLASH program memory.

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<sup>38</sup> 20 x 3 byte of memory!

<sup>39</sup> Special case write command

User can up-grade coin selector in cases when he knead some new function or improvement, which where not available at the moment when coin selector was purchased. This instruction is used by our coin selector programming software and generally is not useful to most users. Additional information are available on request.

**Up-grade files are encrypted in factory and decryption is done internally by monitor program of coin selector.**  
**Coin selector will accept only correct type of up-grade file!**

#### **6.5.4.1.6 Command 255 mode 7, Factory reset**

This command will set all coin selector data to initial factory programming values!

**Warning: This could lead to unwanted coin selector function if different coin , input/output or user setting data where programmed!**

The example of message string reset the factory settings is:

Host sends:     **[02] [01] [01] [FF][07] [F6]**

Coin s. respond:   **[01][00][02][00] [FD]**                   ACK

After that, coin selector must be switched off/on!





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