

Money Changer & token vending machine

Cashless 2 Midi, Maxi, 5" display

Operator's Manual



Operator's Manual

CE

SaXXOT

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NOTICE

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

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STORICO REVISIONI			
Revisione n°	Data	Modifica	Note
Creazione 1.00	30.12.14	Creazione	FW CMS v. 1.14 (scheda CMS Full)
Rev. 1.01	18.02.15	Funzioni abilitazione/disabilitazione e erogazione via GSM.	FW CMS v. 1.16
Rev. 1.02	10.03.15	Aumentato timeout visualizzazione valore svuotato. Inserito 1' Timeout di uscita in menu svuotamento	FW CMS v. 1.18
Rev. 1.03	27.06.15	Abbassato timeout cancellazione automatica credito residuo	FW CMS v. 1.19
Rev. 1.04	29.04.16	Inserito lettore ACS	FW CMS v. 1.23
Rev. 2.00	07.03.19	Uniformato manuale con edizione italiana	FW CMS v. 1.26
Rev. 2.10	04.06.20	Integrazione VPOS Touch Nayax (scheda CMS ARM)	FW CMS v. 1.38 (scheda ARM)
Rev. 2.20	07.07.20	Modelli con display 5" (scheda CMG) e VPOS	FW CMG v. 1.06 Nayax – v. 1.07 Valina
Rev. 2.21	11.12.20	Time-out su POS e tabella pagamenti POS indipendente	FW CMG v. 1.11 Nayax – v. 1.11 Valina
Rev. 2.22	30.08.21	Reset of Remaining credit / Hopper adjustment by 5c steps	FW CMG v. 1.11 Nayax / Payter

Dear Customer,

we would like to thank you and congratulate for your choice. We trust that you will appreciate the quality and performance of the automatic Change Machine.

This machine operates by cctalk protocol, the well-established serial communication mode that provides security and precision.

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

1. Package content

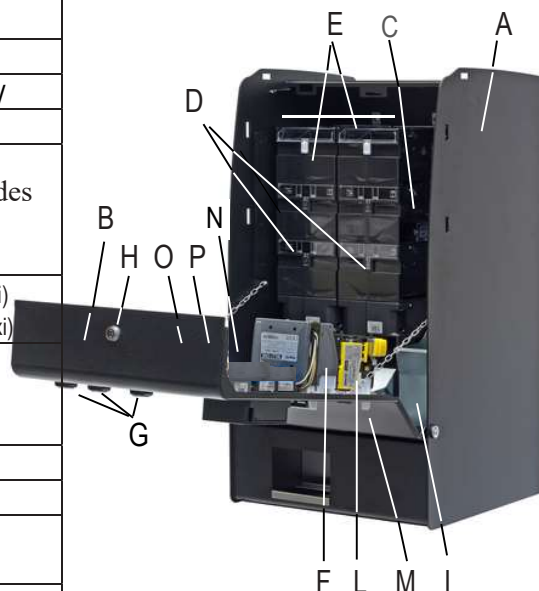
The package contains:

1. Midi / Maxi Change machine
2. 1 pair of keys
3. the power cable (see inside of money box)
4. the instruction manual (this manual)

This product has been packed with the utmost care. In the case that you receive it damaged or incomplete, please notify immediately your findings to the Carrier.

2. Components description

POS.	COD.	DESCRIZIONE
A	A-CM0249	Power Switching box RD-125
B	SH-1N41-0010	ChangeOne CMG board with 5" blue display
C	AA-0177	Hub pcb for Peripheral units
D	K-02C-020040 (Maxi) or K-02C-020070 (midi)	2 x HopperOne S11 ccTalk STD (includes relevant capacity extension E)
E	AA-0315 AA-0333	SECTOR 300 capacity extension (HIRA 2 Midi) SECTOR 100 capacity extension (HIRA 2 Maxi)
F	LB-LU01-0004 or else: LB-MU02-0004	BillyOne ccTalk note validator or else: OryOne ccTalk (stackered) note validator
G	PL-MK21-ET6H	Halo quick-fix square 21 RGB pushbutton
H	AM-1509	Flat key lock L=21mm keyed different
I	AM-1305, else HR1-011A-P00	Plastic "A" coinbox, or else Metal coin box
L	GE-66SU	AL66S coin acceptor
M	IM-N000-0L10	PP coin entry slot
N	CH-CC01	ACS card / key reader
O	C-140102	VPOS Touch Nayax 3G EU-Marshall
P	A-CM0059 or A-CM0068	Nayax VPOS Interface pcb or Valina POS Interface pcb



3. Product description

3.1 General data

Technical specs:	HIRA 2
Size:	See page 6
Weight:	Midi: 39 Kg (59 Kg with floor-stand) – Maxi:35 Kg (55 with floor-stand)
Voltage: Nominal	230 Vac - 50 Hz
power:	340 W max
Operation temperature:	0°C + 50°C
Installation:	Desktop or on floor-stand or wall-mount, indoor
Coin capacity:	Midi: 5600 - Maxi: 7200
Components:	
Power supply unit	Power switching 340W
Control board Note	CHANGEONE CMG 120K with 5" GRAPHIC DISPLAY
validator Pay-out	BILLYONE, or else: ORYONE (with stacker)
Hopper	2 x HopperOne S11 or AH4 (also together)
Coin acceptor	AL66S cctalk
POS Terminal (optional)	VPOS Touch Nayax 3G EU-Marshall, or preset for Worldline Valina
RFID reader (optional)	ACS card/key reader
Remote audit (optional)	Hermes Alberici GSM-GPRS or GPS/GSM/GPRS (*)

Notice: Euro is the preset currency. If you require a different currency, please request your currency before placing your order.

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

3.2 Available functions

- Change of notes and coins into 1 or 2 denomination coins/tokens, at User's choice
- Change of notes and coins into 1 denomination tokens, with cash change returned
- Purchase of tokens by cash or POS transaction (bonus will be available only when POS has been disabled)
- Control of accounts via display (by on-board keys)
- Programmable via menu (by on-board keys)
- Change of display language by external "LANGUAGE/SEL" pushbutton, at User's choice.

4. Warning



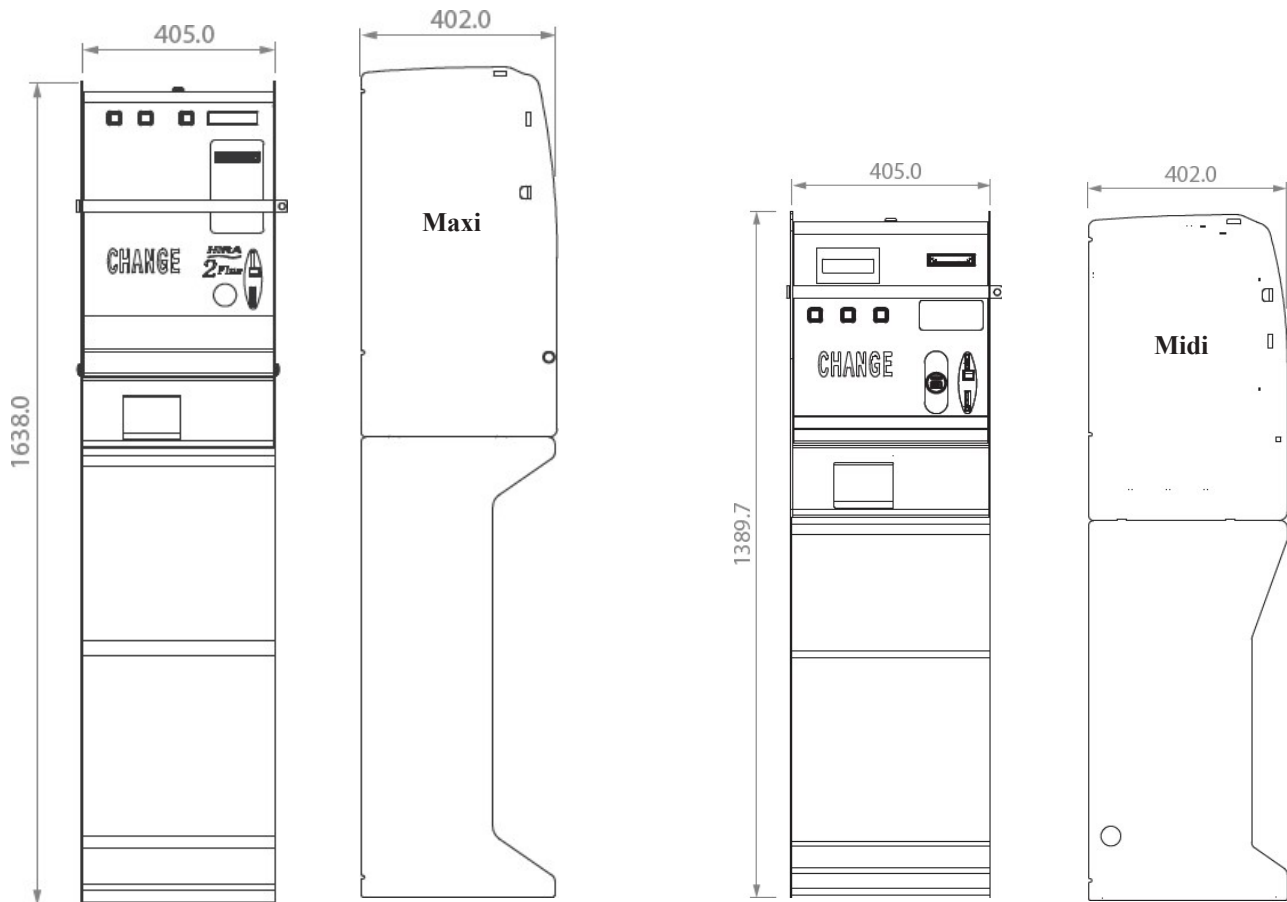
- Comply with the instructions in this manual
- Switch power off before any maintenance operation
- Use only within the recommended temperature/humidity range
- Do not expose the machine (and especially the note acceptor front plate) to direct sun light or to incandescent light (> 3000 Lux)
- When in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

5. Installation



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

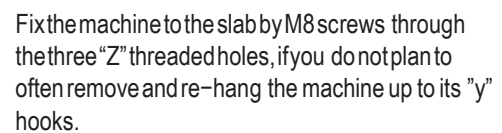
IT IS RECOMMENDED THAT YOU MAKE USE OF THE DEDICATED WALL-MOUNT SLAB (ref. HRM-AM15-V06 for HIRA 2 Midi, HRS-015A-V06 for HIRA 2 Maxi) .



All measures in mm

Put the Change Machine in place and fasten it to the wall by expansion bolts through the “x” holes in the rear side of the cabinet. Keep the on-off switch accessible. In addition, the machine can be secured to the floor: the large holes at the foot allow securing the machine by a binding chain.

The fastening slab allows to easily secure the machine to the wall. Once fixed the slab to the wall, the machine can be either fastened to it by screws (“Z” holes), or just hung upon the slab’s hooks, so as to remove it at ease if necessary to temporarily store it in a safe room.

HRS-015A-V06 for Maxi

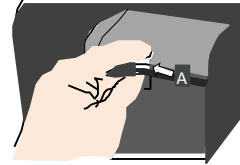
Fix the machine to the slab by M8 screws through the two "Z" threaded holes, if you do not plan to often remove and re-hang the machine up to its "Y" hooks.



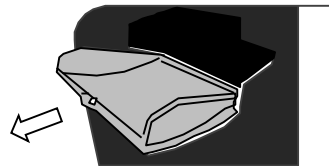
PREPARATION FOR USE:

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

Open the door and locate extensions capacity on top of the hopper.
Unlock the latch A (white slide) of the cover and slide the latter fully out towards the outside, until is positioned as a pilot chute: pour into the hopper the coins or tokens to be dispensed as change.



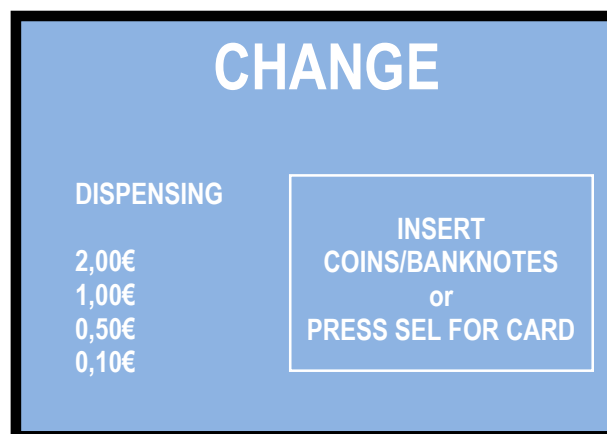
Unlock again the latch A and slide the cover back to "closed" position.
Close the tiltable front flap of the machine.



The coin denomination preset for all the single-coin hoppers is € 2. When the machine is equipped with banknote recycler, the two default denominations for the recyclable banknotes are: € 50 and € 20. It is possible to modify such default configuration through the setting menu: see section 7.3.6.2.

Plug the power cable in, and turn the main switch on. The ON/OFF switch is located by the side of the mains cable socket, on the back side of the machine.

The system shall start automatically self-check and the self-setting. At the end, a message will inform that the machine is ready for operation, showing what coin(s) (tokens) value(s) will be paid in exchange for the notes and the coins introduced.



The change machine will activate different procedures depending on whether it has been set up to operate by the AUTOMATIC MODE (factory setting) or in MANUAL MODE.

In any of these two modes, the Operator must preset in advance the payout combinations that he wants to provide the User with, depending on the amount that the User would introduce (for details, see sections 7.3.6 A and 7.3.6 B):

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

6. Operation

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

6.1 Manual 2P mode

When a note or coin is inserted (or when the smaller value available in the hoppers is reached), the “SELECT” and “CONFIRM” buttons will lit up in green colour. At the same time, the display will show the first one among the various pre-set change combinations proposed, out of the 1-to-3 pre-programmed by the Operator (see section 7.3.6.3 B PAY-OUT TABLE IN MANUAL MODE). Press any “SELECT” button to get to the next page and check the second combination, then press the button again and so on, to find the combination that best suits your wish. Once found it, press the “CONFIRM” button to collect the changed amount or the purchased tokens.

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



6.2 Automatic mode

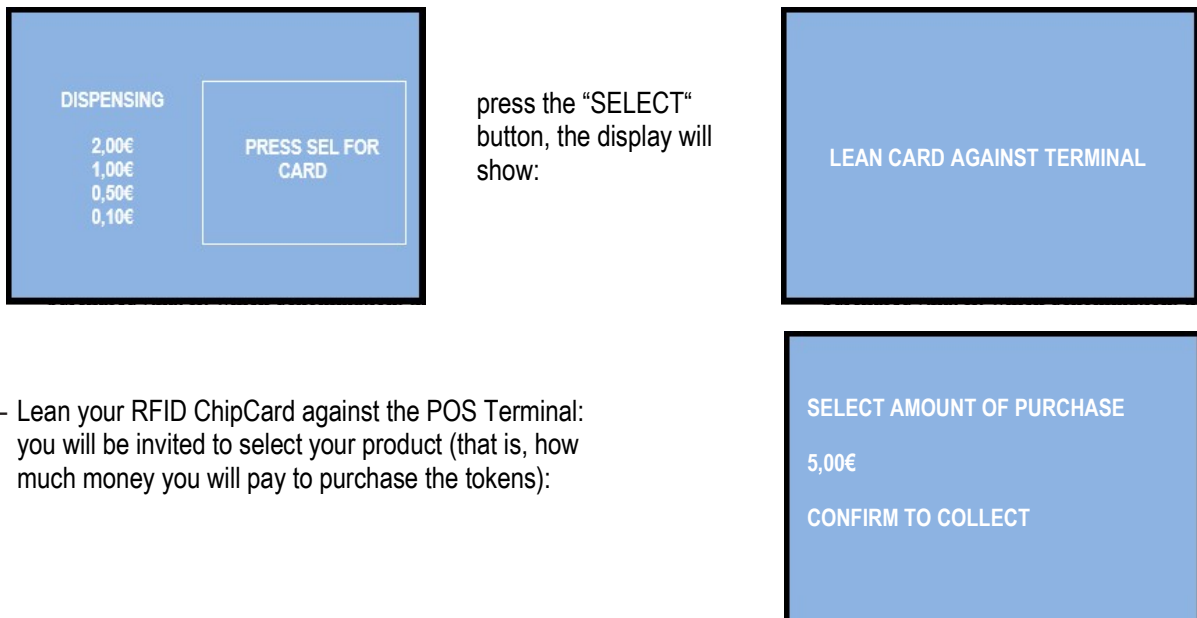
When a note or coin is inserted, the display shows the credited amount, and the control board automatically starts to pay-out the combination that the Operator has pre-programmed for the amount inserted (see section 7.3.6 A PAY-OUT TABLE IN AUTOMATIC MODE). At the end of the payout cycle, the display will show both the inserted amount and the paid out total.



6.3 POS mode

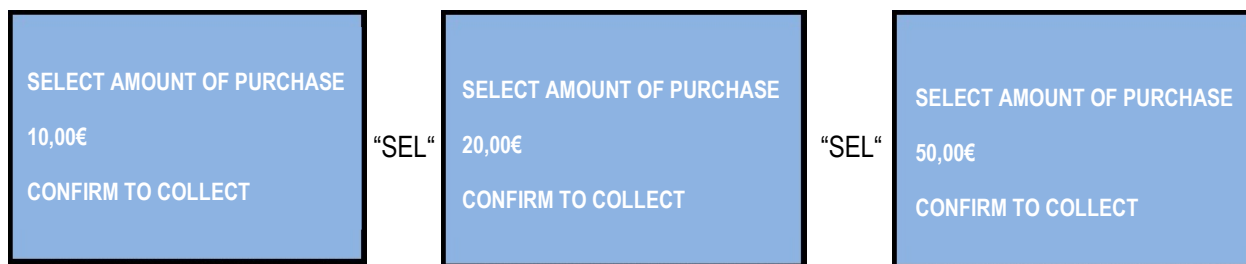
POS operation is allowed uniquely if the machine delivers Tokens only. Using the change machine to cash from credit cards or debit cards is **ILLEGAL**, since the machine is not a licensed ATM.

The instruction on the machine display alternatively prompts the User to press the SEL (SELECT-) button if purchase by credit/debit card is desired:



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


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



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

At the same time, the bank network will Deduct the equivalent amount from your ChipCard account.



 If, after starting the POS procedure by pressing the SEL key, the User does not want to continue, she/he should press the crossed red symbol on the POS terminal. This action returns the system to stand-by mode. Else, if no button is pressed within 30 seconds from POS activation, the machine itself will stop the transaction and return to stand-by mode.

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

7. System configuration

7.1 Default configuration

The HIRA 2 is preset by default as follows (unless requested for different setup):

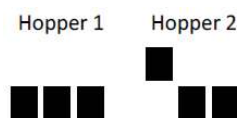
Control Board Parametres	Pay-out mode = AUTOMATIC
Hopper S11 Parameters	Hoppers nr. 1, 2 (*) = € 2.00
Hopper AH4 discriminator (upon request)	Preset by default to 0,50 – 1,00 – 2,00 €
ORYONE / VEGA-RC Validator take	€ 5.00 - - € 100.00
VEGA-RC Recycler takes	€ 20 – 10 = ENABLED
AL66 S coin acceptor takes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

(*) It is possible to decide which one among the 2 hoppers must work as primary (ex. when the machine is used for dispensing tokens or when the pay-out table is not in use).

Each hopper has its own serial address; such serial address is defined by the position of the dip-switches located in the hopper sliding base. The dip-switch rows of the hoppers are set respectively to the following addresses:

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

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

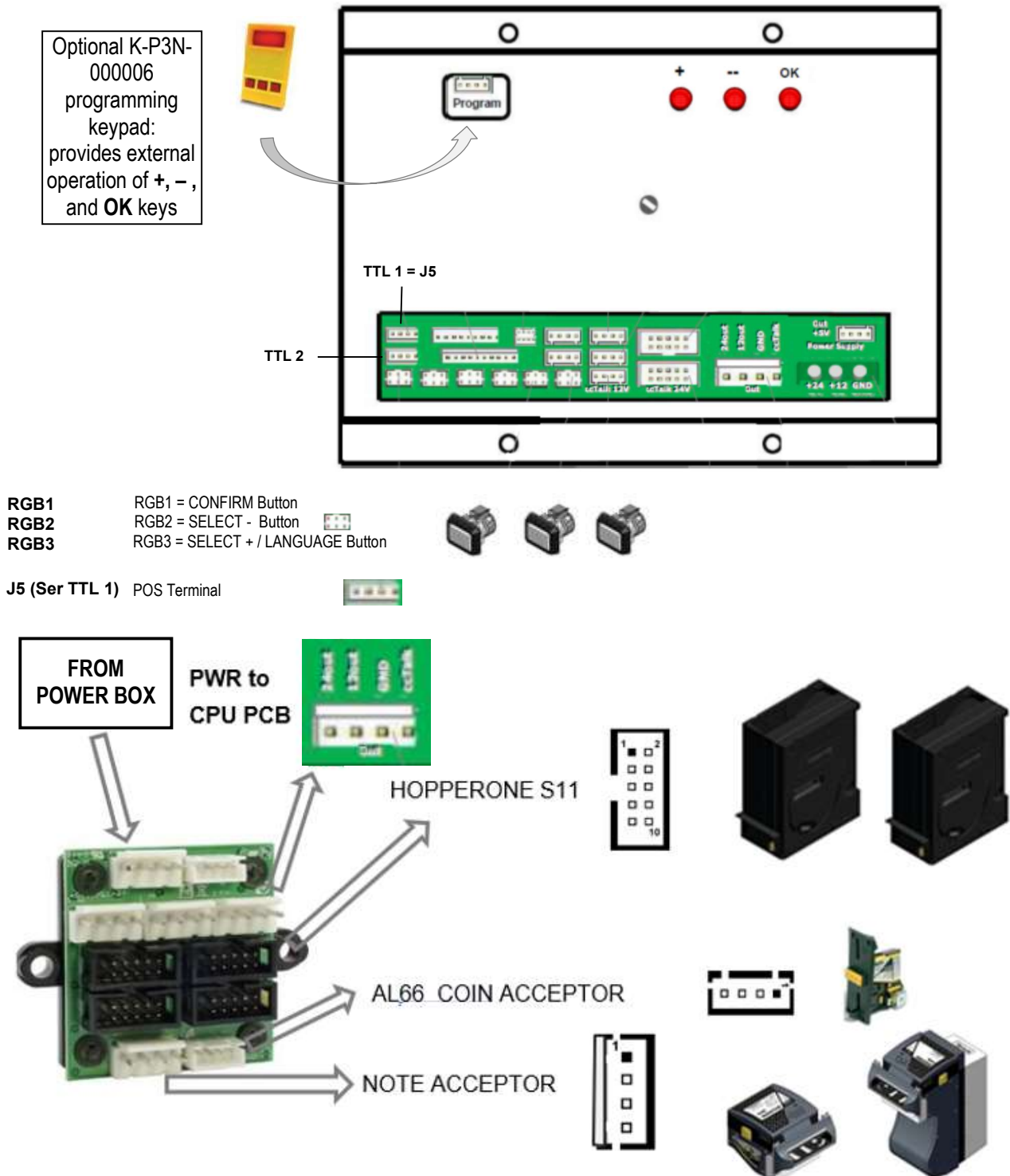


Restore default configuration

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

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

7.2 System connections



7.2.1 INSTALLING THE POS TERMINAL:

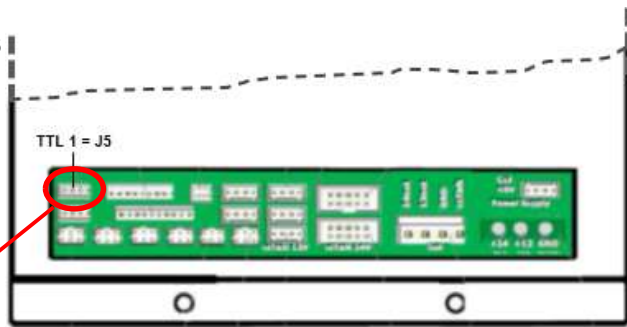
Depending on the type of POS that the machine has been requested, please find the relevant interface cable among the accessories (inside the cashbox):

IF for VPOS Touch Nayax

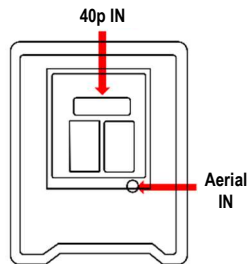
IF for WORLDLINE VALINA

IF for PAYTER

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

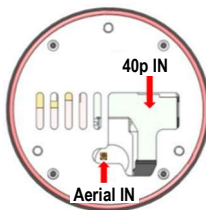


NAYAX 3G



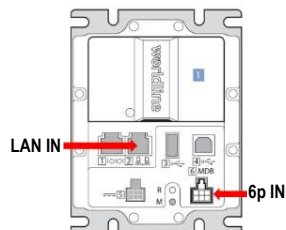
Connect the 40p end of the POS Interface cable and the aerial as indicated

NAYAX ONLYX



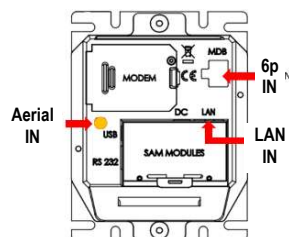
Connect the 40p end of the POS Interface cable and the aerial as indicated

WL VALINA



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

PAYTER



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

Start the Service Menu:

1. Go to Set up Peripheral units (see section 7.3.6.1)
2. Go to Enable POS Terminal (see section 7.3.6.1.C)
3. Enable POS Terminal and Exit
4. Go to Set up Dispensing Mode (see section 7.3.6.2)
5. Set to AUTOMATIC MODE
6. Set the values of pieces in the hopper(s)
7. Program the POS Pay-out Table (see section 7.3.6.3.C)
8. Exit the Menu

7.3 Menu functions

7.3.1 SURF THE MENU:

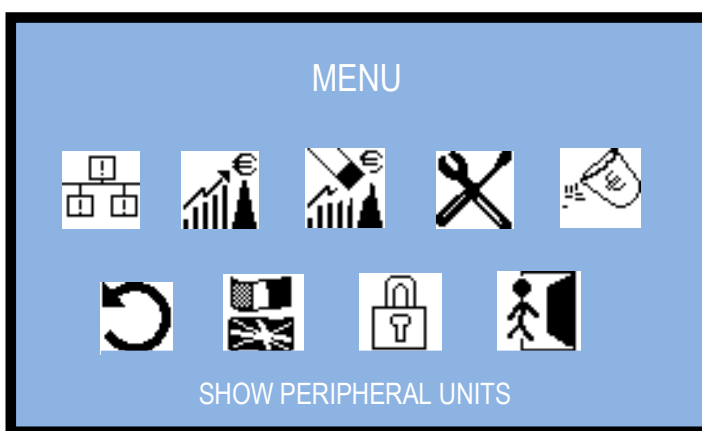
Locate the in-line 3 button-keys on the p.c. board rear side. Get access to the menu by holding the three buttons pressed down at the same time for 5 seconds.

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

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

7.3.2 MENU STRUCTURE

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

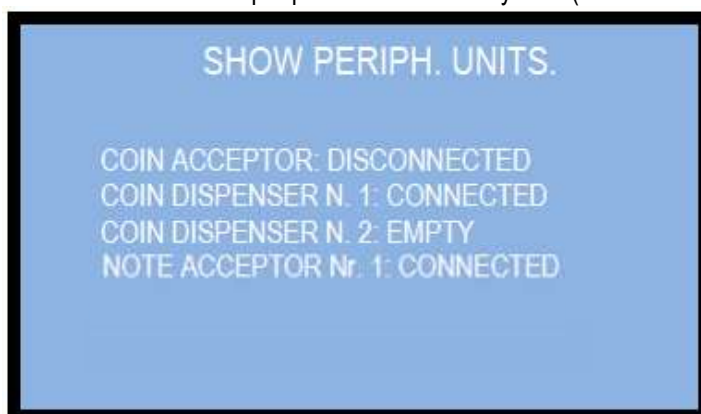


Use the “+” button-key to highlight the icon of the menu function you want to check: the description of the highlighted icon will appear at the bottom of the screen (e.g. SHOW STATUS OF PERIPHERAL UNITS for the first icon, EMPTYING DISPENSERS for the fifth, EXIT for the last one). Press the “OK” button-key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

7.3.3 SHOW PERIPHERAL UNITS



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



Press OK to return to the menu upper level.

7.3.4 SHOW ACCOUNTS



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

SHOW ACCOUNTS	
TOTALS IN:	50,00 €
TOTALS OUT:	50,00 €
BANKNOTES IN:	45,00 €
BANKNOTES OUT (*):	00,00 €
COINS IN:	5,00 €
COINS OUT HP1 :	20,00 €
COINS OUT HP2 :	10,00 €
CASHLESS IN:	0,00 €
LATEST PARTIAL IN:	0,00 €
LATEST PARTIAL OUT:	0,00 €
REMAINING CREDIT PAID (**)	0,00 €

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

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

Press OK to return to the menu upper level.

7.3.5 RESET ACCOUNTS



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

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

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

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

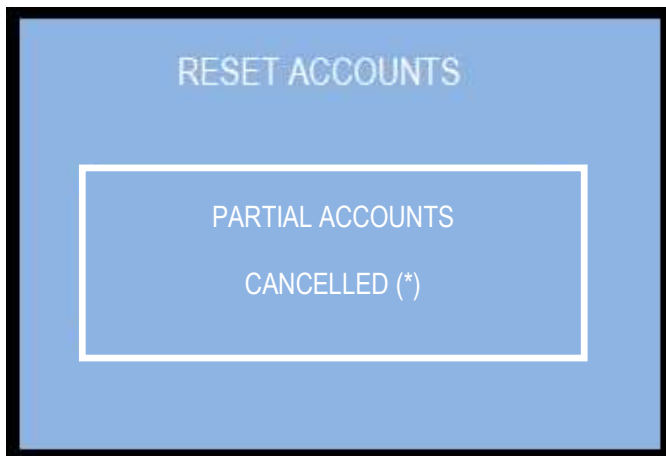
If TOTAL ACCOUNTS RESET is chosen instead, after pressing OK the system will ask you to enter the PIN.

RESET ACCOUNTS
ENTER PIN
<div> <div></div> <div></div> <div></div> <div></div> </div>

Press "OK" to highlight the first character, then press the "-" or the "+" keys until the desired figure appears, and confirm it by "OK". The cursor will move to the next position.

Repeat per each of the following 3 characters of the PIN.

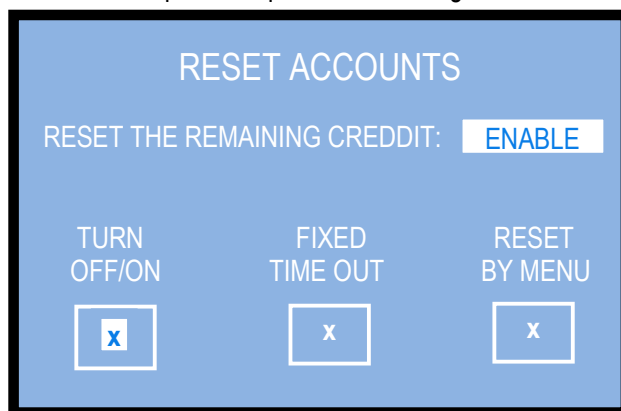
Once entered the fourth character, the recorded Total Accounts data shall get automatically deleted.



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

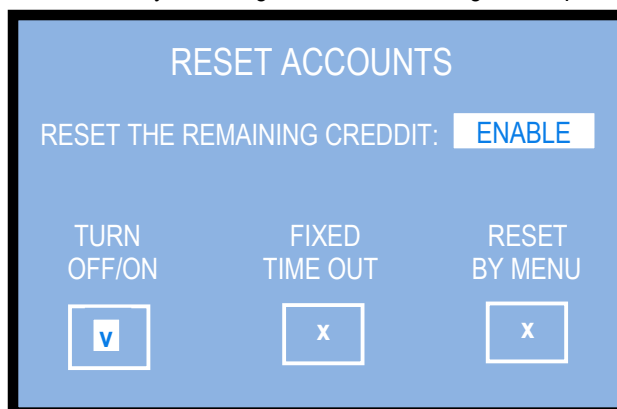
7.3.5.2 *Handling of the Remaining Credit*

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

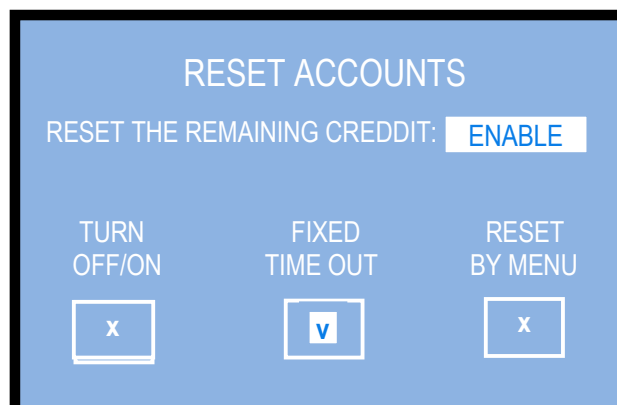


By enabling the Reset option, the remaining credit can be cancelled by choosing one of the following three options:

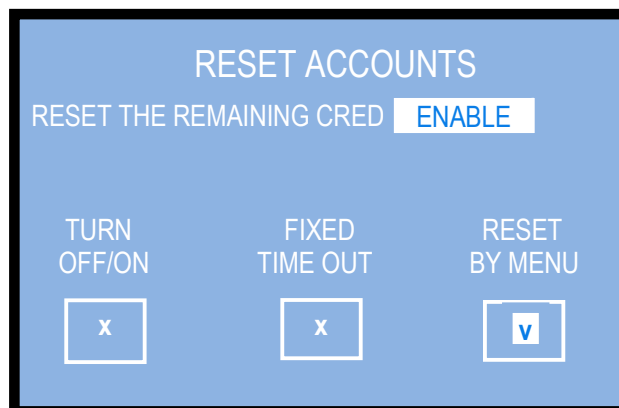
i. by turning the power off and on
(choose the option TURN OFF/ ON)



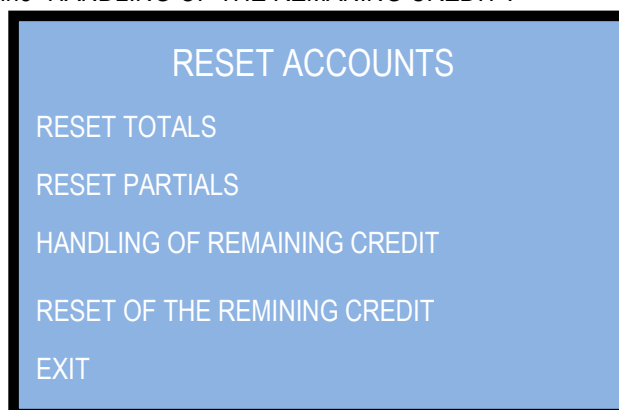
ii. automatic reset, after 30 seconds have passed. If during these 30 seconds more money is inserted, it will be added to the remaining credit amount
(choose the option FIXED TIME-OUT)



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



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



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

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

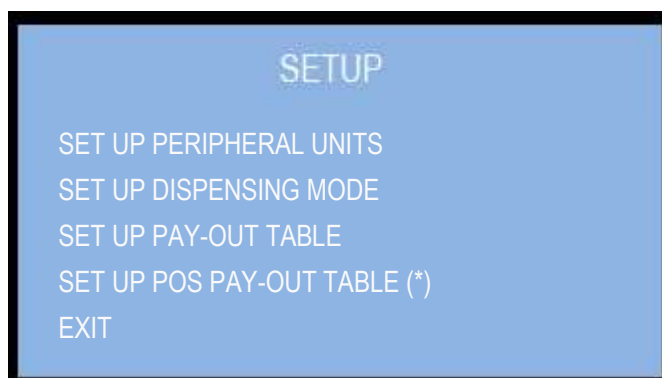
7.3.6 SETUP THE MACHINE



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

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

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



(*) appears only if POS has been enabled, and operation set to Automatic

7.3.6.1 Set up Peripheral Units

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

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

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

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

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

'v' = enabled
'x' = disabled

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

7.3.6.1.B ENABLE COINS

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

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

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

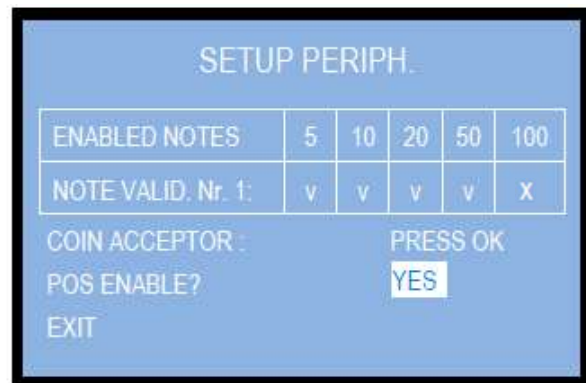
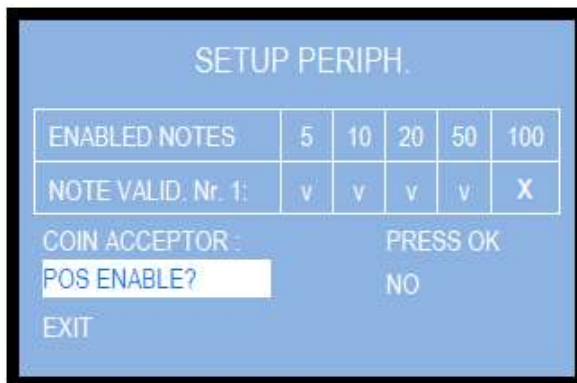
'v' = enabled
'x' = disabled

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



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

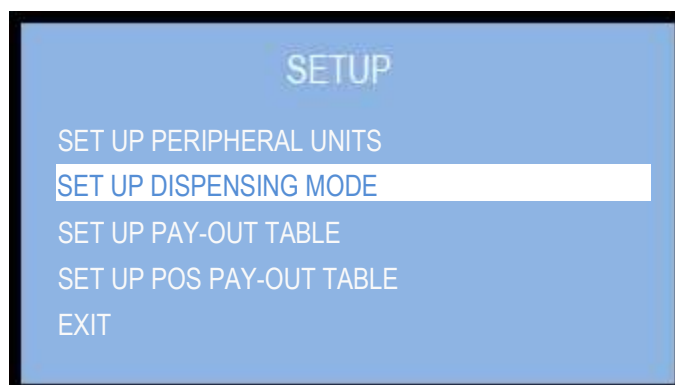
Highlight the POS ENABLE line and press OK to modify its status: the cursor will highlight the present status of the Terminal: make use of the “+” or of the “-” button-key to enable or disable it.



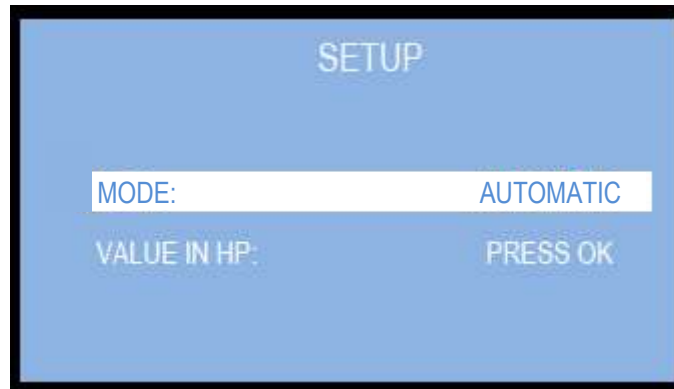
Press the OK button to return to the ENABLE POS function, and press “+” to shift to EXIT, then again press OK to return to the upper menu level.

7.3.6.2 *Set up Dispensing Mode*

The DISPENSING MODE function allows to set the way the machine reacts to the introduction of money (i.e. change money immediately and automatically, or wait for the User to confirm after dropping the money in); it also allows to set the coin denominations that can be individually delivered by the 2 hoppers.



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



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

- when the Pay-out Table is disabled:

- 1) to select the type of coin or token denominations that he wishes, if hoppers contain only tokens or only coins;
- 2) to select how many tokens he wants to obtain, if hopper 1 contains Tokens and hopper 2 contains coins.

- when the Pay-out Table is enabled :

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

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

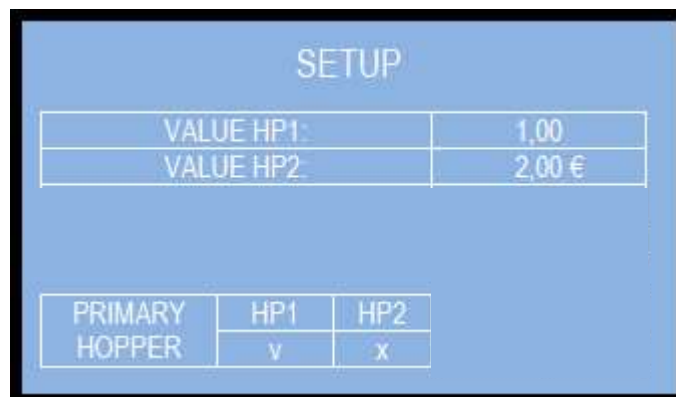


Press OK to check or modify the default or the current settings. The display will show the following table:

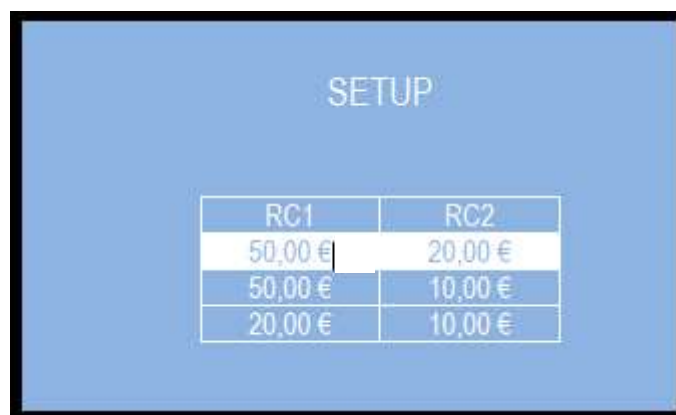
SETUP		
VALUE HP1:	1,00 €	
VALUE HP2:	2,00 €	
PRIMARY HOPPER	HP1	HP2
	V	V

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

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



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

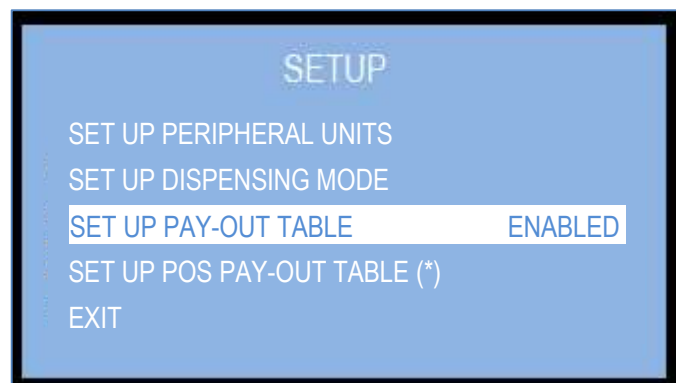


The default setting for the Note Recycler is 50 € / 20 €. Press first “-” / “+” to move the highlighted combination, then press “OK” to confirm the wished one and to return to the previous menu.

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

7.3.6.3 Setup the Pay-out Table

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



(*) appears only if POS has been enabled, and operation set to Automatic

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

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

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

The amounts in the LEVEL boxes can be set to determined values (typically, the accepted coin and note denominations), while the relevant boxes following in the same line can be set to any of the options below:

- if Cash only will be dispensed: number of pieces so that their combination matches the amount set in the LEVEL box;
- if Tokens only will be dispensed: any desired value - this will allow for bonus award as well, but POS must be disabled for the program to allow bonus.
- if Tokens and return cash change will be dispensed: any consistent combination.

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

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

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

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

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

SETTING THE PATTERNS IN THE AUTOMATIC MODE:

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

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

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

EXAMPLES of SETTINGS:

Taking as example that the values in the hoppers have been set to HP1=2€, HP2=0,50€, the Operator might set the change combinations to be dispensed as beside:

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

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

SETUP		
LEVEL	HP1	HP2
1,00 €	0	2
2,00 €	1	1
5,00 €	1	6
10,00 €	5	0
20,00 €	9	4
50,00 €	22	12

Assuming that the hoppers dispense Tokens = 1 €, the setting shown beside will bestow multiple or single Token bonus for increasing amounts introduced (please note that POS must be disabled, otherwise the program settings would not allow for bonus). The table can also be set to provide bonus when the hoppers contain Tokens with different value.

SETUP		
LEVEL	HP1	HP2
1,00 €	1	0
2,00 €	1	1
5,00 €	3	2
10,00 €	10	1
20,00 €	20	4
50,00 €	50	10

Such system makes even for when the Operator wants to sell only one or only a limited amount of pieces. For example, for a Machine dispensing 5 € Tokens and change (HP1=5€, HP2= 1,00€), the below pattern would suit:

SETUP		
LEVEL	HP1	HP2
5,00 €	1	0
10,00 €	2	0
20,00 €	3	5
30,00 €	4	10
40,00 €	6	10
50,00 €	8	10

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

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

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

Once the Enabled option has been confirmed by the OK button, the display will show the following pattern of 3 available combinations relevant to the first pay-in level:

SETUP		
>	LEVEL 1	0,00 €
	HP1	HP2
	0	0
	0	0
	0	0

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

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

SETTING THE PATTERNS IN THE MANUAL MODE:

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

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

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

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

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

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

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

SETUP

LEVEL 1	1,00 €
---------	--------

HP1	HP2
0	2
0	0
0	0

>

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

SETUP

LEVEL 3	5,00 €
---------	--------

HP1	HP2
2	2
1	6
0	10

>

...

SETUP

LEVEL 5	20,00 €
---------	---------

HP1	HP2
10	0
8	8
5	20

>

.....

SETUP

LEVEL 9	100,00 €
---------	----------

HP1	HP2
40	40
30	28
....

>

When confirming the exit arrow icon (>) after Level 9, the system will save all the programmed settings.

- If the Operator wants to make available only a limited number of combinations options (ex. only 2 options), he will leave 0 in all the boxes of the row no. 3.

- If the Operator wants to set only a limited number of levels (ex. 7 levels out of the 9 programmable), he will leave 0 in all the boxes of levels 8 and 9.

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

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



The POS Pay-out table will be available in the display Menu for set-up ONLY if:

- the POS has been enabled (see section 7.3.6.1.C *Enable POS Terminal*);
- the Dispense Mode has been set to AUTOMATIC.

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

SETUP

> LEVEL 1 0,00

HP1	HP2
0	0
0	0
0	0

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

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

SETTING THE PATTERNS IN THE POS MODE:

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

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

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

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

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

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

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

As an example, supposing that HP1=Tokens=1€, HP2= Tokens=0,50€, the following pattern can be programmed for LEVEL 1=1 €:

SETUP

LEVEL 1 1,00 €

HP1	HP2
1	0
0	2
0	0

>

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

SETUP

LEVEL 3

5,00 €

HP1	HP2
5	0
2	2
1	6

>

...

SETUP

LEVEL 5

10,00 €

HP1	HP2
5	10
6	8
7	6

>

.....

SETUP

LEVEL 10

50,00 €

HP1	HP2
30	40
40	20
	30

>

- When confirming the exit arrow icon (>) after Level 10, the system will save all the programmed settings.
- If the Operator wants to make available only a limited number of combinations options (ex. only 2 options), he will leave 0 in all the boxes of the row no. 3.
 - If the Operator wants to set only a limited number of levels (ex. 7 levels out of the 10 programmable), he will leave 0 in all the boxes of levels 8, 9, and 10.

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

7.3.6.4 Exit

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

7.3.7 EMPTY OUT THE DISPENSERS

Use this function to make the selected dispenser(s) pay out all the contained coins / tokens, or, if device is a note recycler, to make it move the contained banknotes in the note validator stacker. During emptying, and once emptied the first dispenser, the relevant emptied amount shall be displayed. Press OK to go on with the second dispenser. Press OK to get access to the emptying options; press “+” to shift down to the next options; press OK to start emptying the highlighted device:

EMPTY OUT DISPENSERS

NOTE DISPENSER

COIN DISPENSER Nr. 1

COIN DISPENSER NR. 2

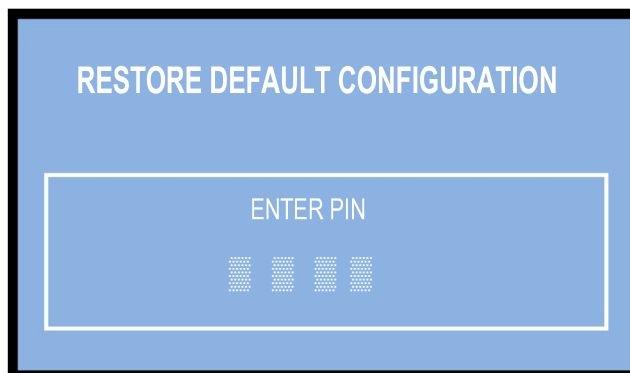
EXIT

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

7.3.8 RESTORE DEFAULT CONFIGURATION



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



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

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



7.3.9 SET UP MAIN LANGUAGE



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



7.3.10 MODIFY THE PIN

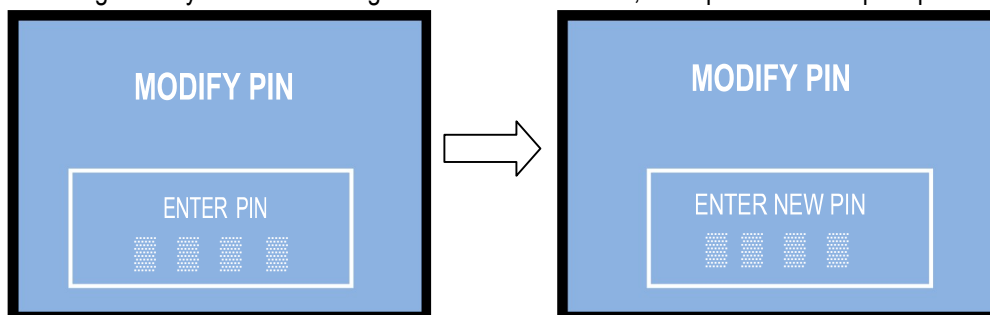


The PIN code allows the Owner of the machine to get access to the discretionary menus of the system. The PIN code is made up by 4 characters (each of them a figure from 0 to 9: 10,000 combinations available).

PAY ATTENTION: the default PIN code is 0000

The settings in the following menus can be modified by using the PIN code:
MODIFY PIN - RESET ACCOUNTS - RESTORE DEFAULT CONFIGURATION

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

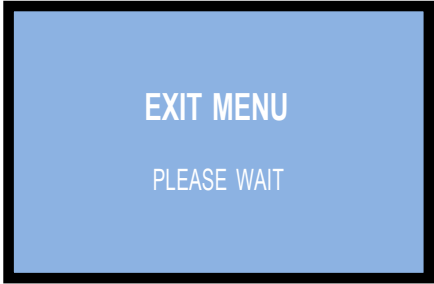


If the entered PIN is not correct, the User is given another 4 tries before the board gets blocked-up by its security interlock. Before the 5th error, the system can be started again by switching it off and on again. After the 5th error, the machine will be blocked, while the display will show two codes.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

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

7.3.11 EXIT MENU

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

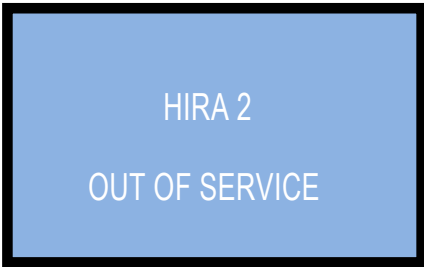




8. Messages

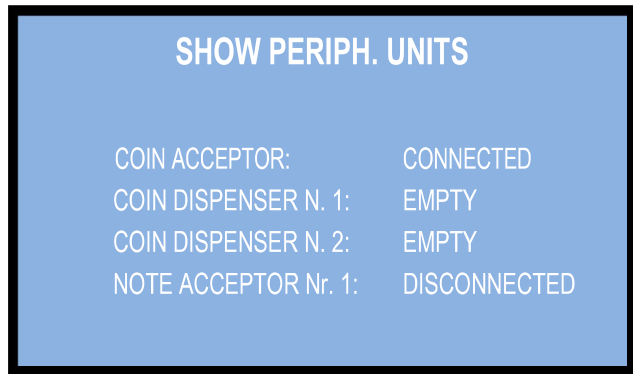
8.1 Messages from the Machine display

8.1.1 FAULTY OPERATION:

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

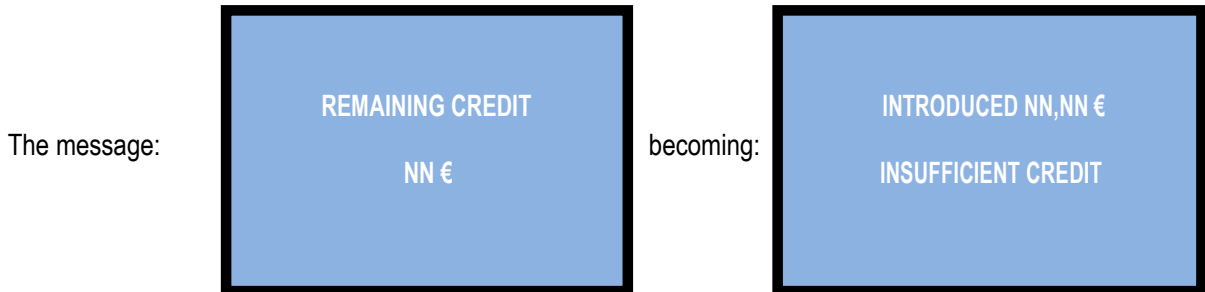


If the “OUT OF SERVICE” alert appears, check the status of the peripheral units in the menu   (see section 7.3.3).
The screen will display the status of the entire system.



8.1.2 REMAINING CREDIT (UNFINISHED TRANSACTION):

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



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

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

8.1.3 COD. RI (CPU BLOCKED)

The 'Code RI' message means that there has been an event that makes it wise to hold the EPROM from operating. If it pops up, hold down for 5 seconds the 3 "OK", "+", and "-" buttons (lfrom behind the display pcb) at the same time: such operation will possibly restore the working conditions, though it will reset the machine to its default configuration. It will then be necessary to re-program the setup according to the needs. In case that the 'Code RI' message pops up again after releasing the 3 keys, it means that the EPROM has been damaged: it will be necessary to replace the board.

8.2 Messages from the Note Validator

8.2.1 FAULTY OPERATION:

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

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

Inlet bezel colour warnings

Flashing blue (2 flashes): means that the stacker has been removed, or else its detection sensor is faulty.

Solid yellow: ccTalk communication error. Check voltage level (12 or 24Vdc). Power off and on.

Fraud-fishing protection

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

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

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

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

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

(*) Dip-Switch SW8 ON

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

(**) Dip-Switch SW8 OFF

Attempt	Validator reaction	Do as described below
1th	Remains in service	-
2th	Remains in service	-
3th	> error (3 red flashes)	Reset (switch off then on)
4th	> error (3 red flashes)	Reset (switch off then on)

After the 5th fraud attempt (3 yellow flashes), it is necessary to wait for automatic restore of service. Take care not to switch the device off.

9. Cleaning the Note Validator



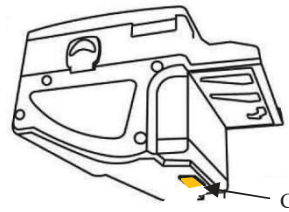
WARNING! Do switch power off before opening the machine!

- **Manual cleaning**

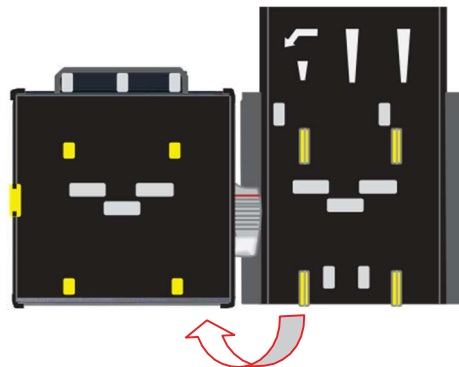
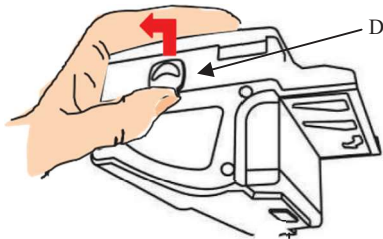
The ability of acceptance may decrease due to the accumulation of dust and cellulose dust released by banknotes during transit, or because of residues or sprays, which may spread on the detecting sensors and on transmission parts.

It is therefore recommended to **clean these parts at least monthly**, as indicated below.

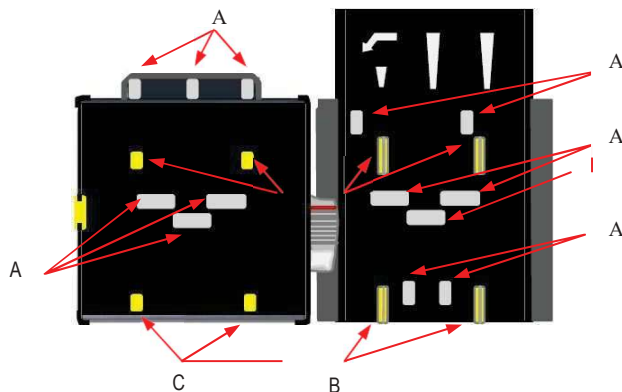
1. Turn power off and unplug the cable from the 10-pin connector interface. Press the yellow button C, located under the reader, to release the main body from the faceplate, and slide it backwards.



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



3. Gently wipe the sensors with a clean, lint-free tissue, or with a cotton swab, or with a small sponge, possibly moistened with isopropyl alcohol.
4. Completely remove the dust and residues from the 4 silicone rollers, and from the 4 elastic matching wheels which are located in the lower surface of the upper lid. To remove the most stubborn dirt from rollers and wheels, use *isopropyl alcohol*.



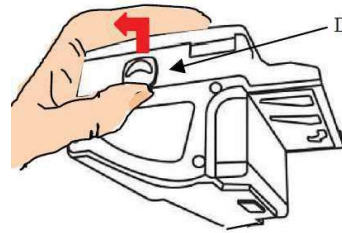
PAY ATTENTION: do not use organic detergents (ex. alcohol, thinners or petrol). Use only isopropyl alcohol.

1. Sensors
2. Rollers
3. Elastic matching wheels

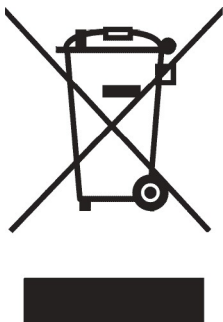
- **Clearing jammed banknotes**

CAUTION! Turn off power before opening its upper lid.

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



10. Disposal of the product



WARNING! DISPOSE OF ACCORDING TO THE GOVERNING LAW IN YOUR COUNTRY!

This equipment may not be treated as household waste. Instead, it must be handed over to the applicable collection point for the recycling of electric and electronic equipment. By ensuring that this product is disposed of correctly, you will help to prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product.

For more detailed information about recycling of this product, please contact the Dealer where you purchased this product.

11. Terms of Guarantee

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

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

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

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

Before sending the product, please get in touch with your Dealer; very malfunctions can be fixed via a simple phone call, saving you costs and time.

Manufacturer will verify that warranty is applicable, i.e. that problem is not caused by:

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

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

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

12. Customer Service

A.u.S. will be pleased to offer all the necessary information on use, ordinary maintenance and technical service. Please call (+43) (0)1 271 66 00 and specify if your request concerns information on use or technical support.

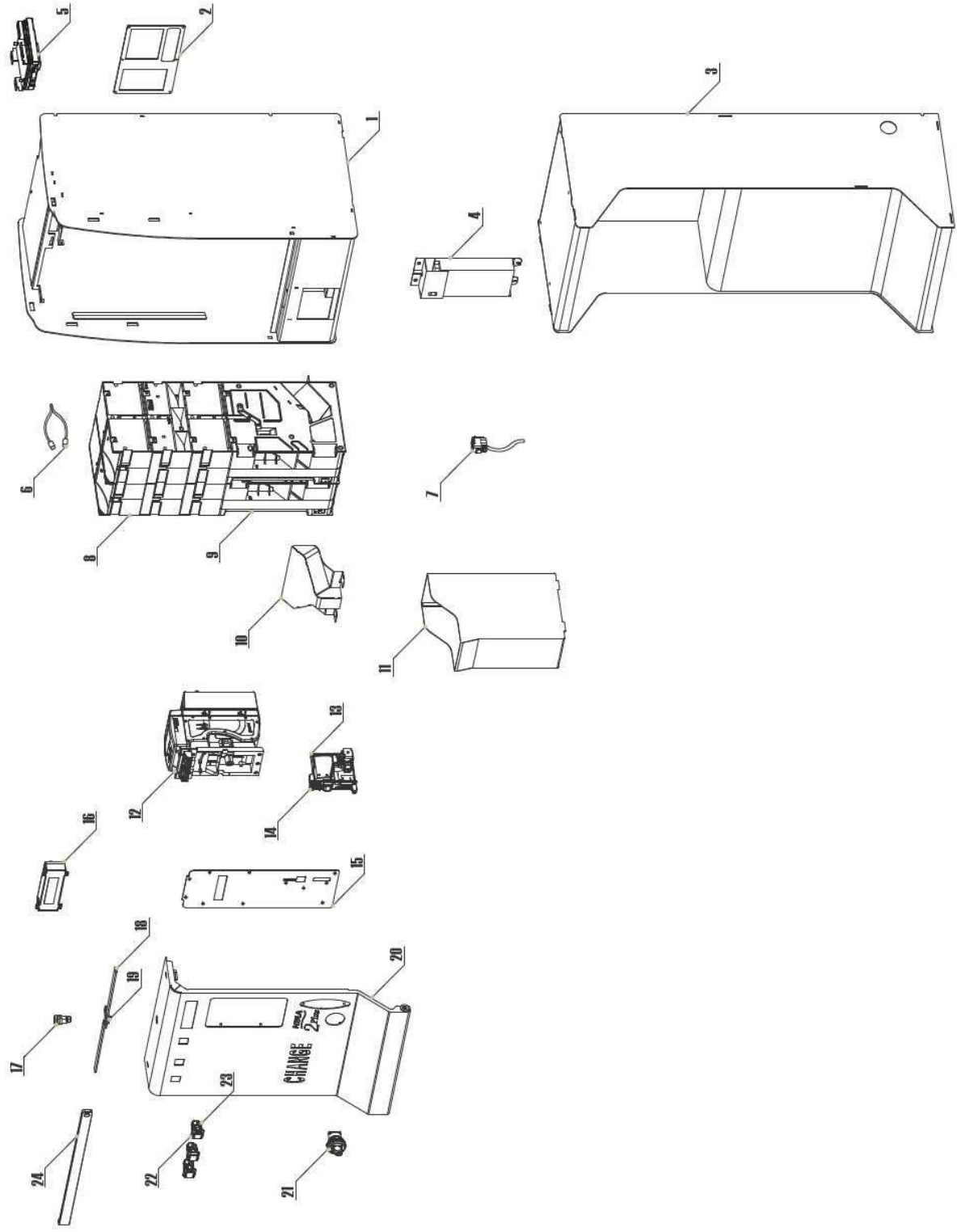
ATTACHMENT: Spare parts List

Maxi

LISTA PARTI PARTS LIST

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

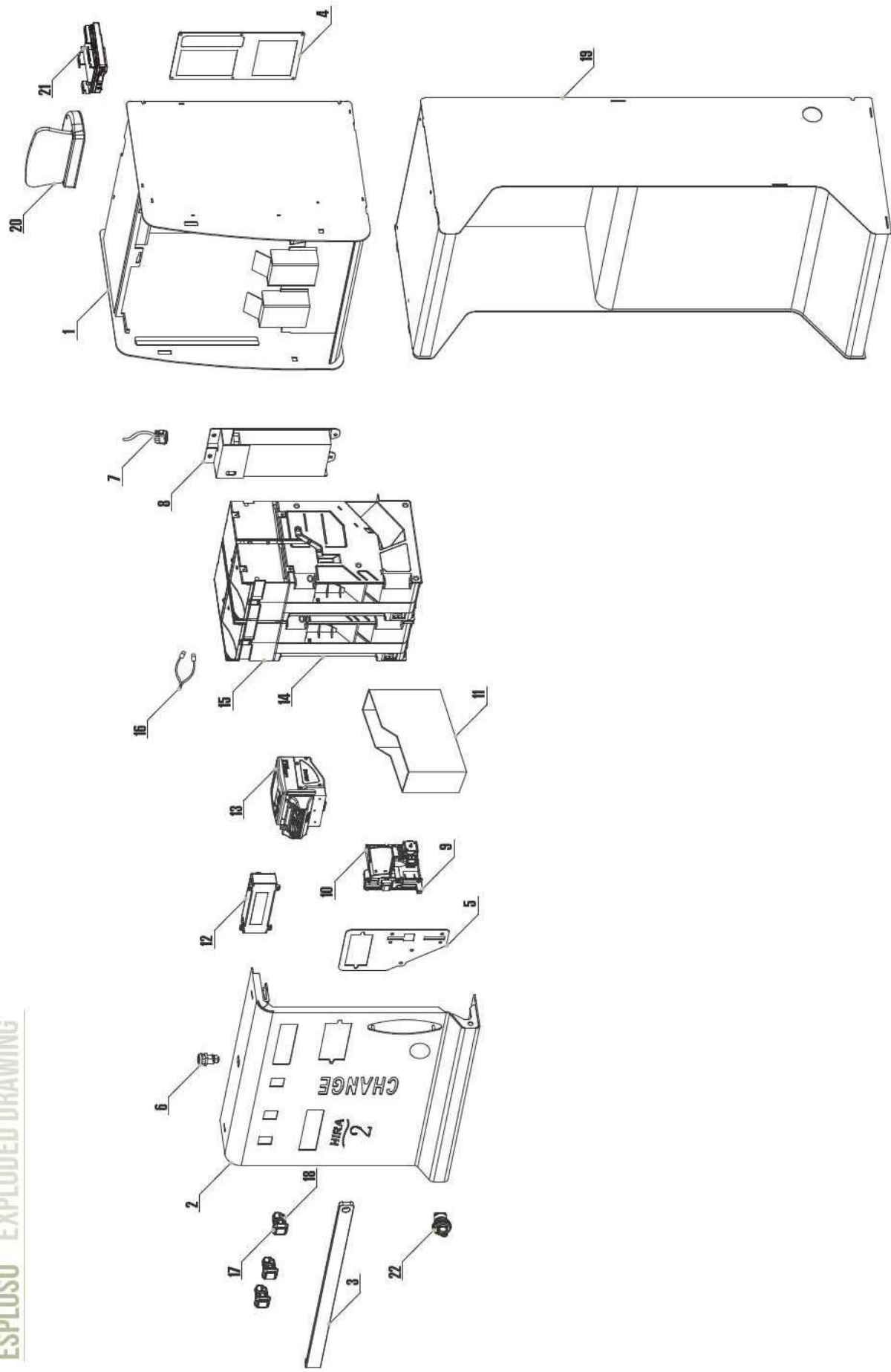
ESPLOSO EXPLODED DRAWING



LISTA PARTI PARTS LIST

REF.	OPT.	COD.	DESCRIZIONE	DESCRIPTION
1		HR2-001A-V06	Assemblato mobile (senza periferiche)	Unit core assembly (w/o Per. units)
2		HR2-006A-V08	Assemblato sportello (con serratura)	Hira 2 door (includes lock)
3		HR2-005A-V06	Barra di chiusura	Anti-intrusion steel bar
4		P-AM0702-10T	Portatarga P3	P3 Paper holder
5	5a	HR1-019A-I00	Piastra chiusura foro gettoniera elettronica	Cut-out closure plate
	5b	HR1-020A-I00	Piastra supporto gettoniera elettronica	Coin acceptor support plate
6		AM-1509	Serratura sicurezza Flat Key sportello	Safety lock (Flat Key)
7		S-030180-000	Cablaggio generale Hira 2	Hira 2 wire harness
8	8a	A-CM0249	Assemblato alimentatore con cavo (include alimentatore)	RD-125 Power box with bracket
	8b	AE-0806	Alimentatore RD-125	RD-125 Power box
9		IM-N000-0L10	Introduzione moneta PP	PP inner bracket for coin acceptor
10		GE-66SU	Gettoniera elettronica AL66 S ccTalk mod.	AL66 S mod. ccTalk coin acceptor
11	11a	HR1-011A-P00	Cassetta moneta Hira per gettoniera	Metal coin box
	11b	AM-1305	Cassetta moneta tipo "A"	Coin box "A"
12		SH-1A21	Scheda elettronica CMS (display blu 2x16)	CMS electronic control board (2x16 blue display)
13	13a	LB-LU01	Lettoce banconote BillyOne UN1	BillyOne UN1 note validator
	13b	LB-MU02	Lettoce banconote OryOne UN1	OryOne UN1 note validator
14	14a	K-02C-020003	HopperOne S11 ccTalk con schedino 10p	HopperOne S11 ccTalk + 10p adaptor
	14b	K-02C-040016	Hopper AH4 Discriminator II ccTalk con schedino 10p	Hopper AH4 Discriminator II ccTalk + 10p adaptor
15		AA-0309	Sector 100 1B/2C prolunga per Hopper	Sector 100 1B/2C capacity extension
16		S-030212-000	Cablaggio estensione per Sens. Ott. Liv. Max	Full level cable for capacity extension
17		PL-MK21-ET60	Puls. lum. miniatura Halo 21 (senza portamicro)	Illuminated push-button Halo miniature 21 (w/o socket)
18		PO-C4A1-Z000	Portamicro elettronico L.E.D. RGB 12V	RGB L.E.D. Mini electronic socket
19		AA-0148-0600	Piedistallo	Free-standing support
20		TL-46S1	Testiata luminosa Keeper	Keeper illuminated topper
21	21a	AA-0175	Modulo Hermes GPRS-GSM-GPS / Wi-Fi modello a Pirna	GPRS-GSM-GPS / Wi-Fi Module Kit - Pin Aerial model
	21b	AA-0172	Modulo Hermes GPRS-GSM-GPS / Wi-Fi modello a Disco	GPRS-GSM-GPS / Wi-Fi Module Kit - Disk Aerial model
	21c	AA-0173	Modulo Hermes GPRS-GSM modello a Pirna	GPRS-GSM Hermes Module Kit - Pin Aerial model
	21d	AA-0170	Modulo Hermes GPRS-GSM modello a Disco	GPRS-GSM Hermes Module Kit - Disk Aerial model
	21e	AA-0174	Modulo Hermes Wi-Fi modello a Pirna	Wi-Fi Hermes Module Kit - Pin Aerial model
	21f	AA-0171	Modulo Hermes Wi-Fi modello a Disco	Wi-Fi Hermes Module Kit - Disk Aerial model
22		CH-BC01	Lettoce ACS Round ccTalk/Pulse	ACS Round module ccTalk/Pulse

ESPLOSO EXPLODED DRAWING





DICHIARAZIONE DI CONFORMITÀ



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

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

D I C H I A R A

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

Modello	Configurazione	N° di Serie e/o matricola
Hira 2 Midi CM	<input type="checkbox"/> OryOne-S11 <input type="checkbox"/> OryOne-AH4 <input type="checkbox"/> display 5" <input type="checkbox"/> BillyOne-S11 <input type="checkbox"/> BillyOne-AH4 <input type="checkbox"/> display 2x16	-----

Essendo realizzato conformemente al modello campione denominato Hira 2 Midi CM avente matricola (numero di serie) 0000003, finito di testare positivamente ai fini EMC e LVD (rapporto 7415 CE - Hira2 Midi.doc) il 22/12/2017, dalla STP S.r.l., con sede legale in via P.F. Andrelini, 42, 47121 Forlì (FC), Italia e sede operativa in via San Donnino, 4, 40127 Bologna (BO), Italia, risulta essere conforme a quanto previsto dalle seguenti direttive comunitarie:

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

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

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

Il Presidente

NOTICE

The manufacturer reserves the right to make changes to the equipment described and to its technical specifications at any time and without notice, in pursuit of the continual improvement of its products.

