CS-7900 W

CS-7100

CS-7300

CS-2490

CACHESYSTEM USER'S MANUAL
All Models

Document History		
Document Number	*Date*	*Remarks*
97982139	01/15	Rev. 0 First production release.
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STORE INFORMATION

Store Name:_____

Address:_____

City:_____**State:**_____**Zip:**_____

Serial Number:_____

Model Number:_____

Terminal ID Number:_____

Installation Date:_____

Armored Car Company:_____

Warranty

A) **Warranty** - Armor Safe Technologies, LLC hereby warrants, subject to the conditions and exceptions herein below set forth, that should the Armor Safe Technologies, LLC product purchased prove defective by reason of improper workmanship or materials, Armor Safe Technologies will repair or replace all necessary parts without charge for parts or labor for a period of up to one year after the original installation date, provided, however that in no event shall this limited warranty extend for more than eighteen (18) months after the date the product is shipped from Armor's factory. If installation date is undocumented, the serial number date plus 15 days will be used. Labor, in connection with any replacement or repair work, will be performed during the period of 8:00 a.m. to 5:00 p.m. Monday through Fridays local site time. This warranty expressly does not cover paper jams and bill path jams. Consumable items such as paper, printer ribbons, plastic tubes, envelopes, bill boxes, bags, and keys are warranted only to the extent that such items are shipped in new, proper working condition from Armor Safe Technologies.

B) **Maintenance** - Failure to maintain the general upkeep, cleaning, and lubrication may, at the discretion of Armor Safe Technologies, result in voiding the warranty.

C) **Inspection** - The customer will inspect the product promptly after receipt and shall notify Armor Safe Technologies in writing at PO Box 560275, The Colony, TX 75056 of the facts upon which any claim may be based including claims of breech of warranty, within 30 days after discovery or within 30 days after such claim or breech should have been discovered. Failure to give written notice of a claim within that period may, at the discretion of Armor Safe Technologies, LLC be deemed a waiver of such claim.

D) The warranty start date will start no later than 15 day after the date of manufacture, unless prior notification of delayed installation is given in writing to the above address.

E) **Abuse, Unauthorised Repair** - The product or any of its electronic or mechanical parts must not have been altered repaired or serviced by anyone other than an authorised service facility. The serial number must not have been altered or removed. The product must not have been subject to accident, misuse, abuse or operated contrary to the instructions accompanying the product.

Warranty

F) Limitations of warranty - The provisions of paragraph "A" are the sole obligation and exclude all other remedies and warranties, express or implied, including warranties of MERCHANT ABILITY and FITNESS FOR A PARTICULAR PURPOSE, whether or not purpose or specifications are described herein. Further, Armor Safe Technologies, LLC disclaims any responsibility whatsoever to you or to any other person for injury to person or damage to or loss of property or value caused by any product which has been subject to misuse, negligence, or accident misapplied or used in violation of product manuals, instructions or warning, modified or repaired by unauthorised persons or improperly installed. Should this product prove defective in workmanship or material, the consumer's sole User Interface Basics remedy will be such repairs or replacement as above expressly provided in this document and under no circumstances will Armor Safe Technologies, LLC be liable for any loss or damage, direct or consequential, arising out of the use or improper functioning of the product.

G) Limitation of action - No action, regardless of form, arising out of this contract may be commenced more than one year after cause of such action has occurred, except any action for nonpayment.

H) FCC Statement- THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS. (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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USER INTERFACE

User Interface Basics
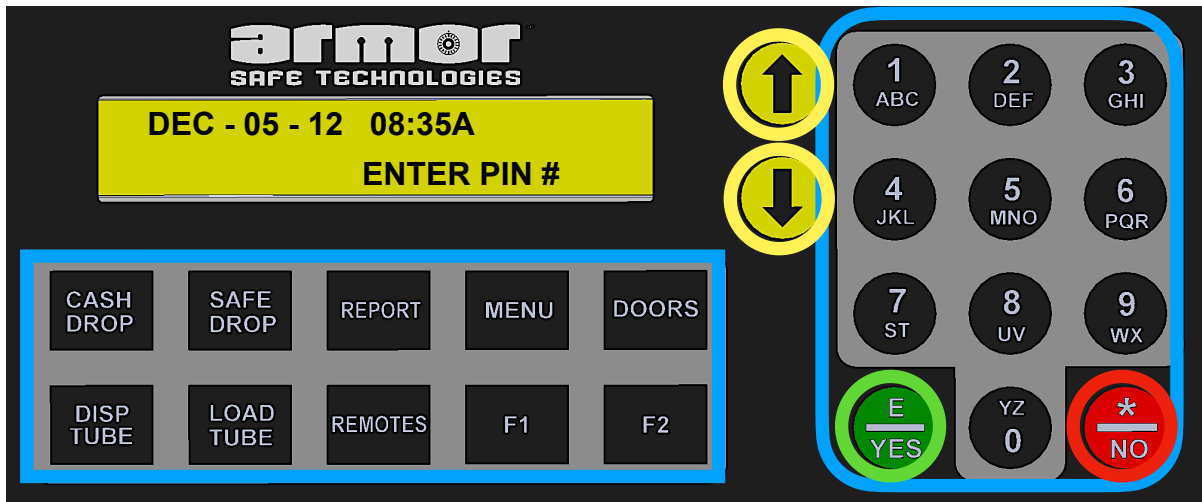
The keypad and display are the user's window to programming and user operations needs.

The User interface is made of:

1. Alphanumeric Keypad
2. UP and DOWN (Scroll) Arrow Keys
3. YES (Confirm) and NO (Exit) Green and Red Keys
4. Quick Action keys

Most actions will require at the end of each transaction a "E" (ENTER) "YES" or "NO" confirmation. Please familiarise with the interactive menu keypad. There are a number of **Quick User Actions keys** that address most common needs. Additional keys are to manage other user actions. At a glance:

Quick User Actions:
These are pre-set keys to allow the user engage with the required action with a simple touch.

Cash Drop: Press the CashDrop Key and insert bills.

Safe Drop: Press the SafeDrop and drop your envelope

Report: when Report Key is pressed, select the required Report option.

Menu:

Doors: Access to the Open Door Panel

Dispense Tube: Dispense a Tube Value from any of the available Columns

LOG IN

There are two different length PINs.

The four-digit PIN is a user. There are 239 users, and each user is part of a privilege class. This privilege class determines what functions are allowed to be performed.

The six-digit PIN is the system's programmer. There is only one system programmer. The programmer is only allowed to setup or change the system and run reports.

Before the system can be used, the safe must be programmed through the system's programmer menu.

The **PIN** (**P**ersonal **I**dentification **N**umber) tells the system who you are, what privileges you are entitled to and who should be credited with any transactions performed while logged in.

Each PIN is linked to a user number. When any transaction is performed, your user number becomes part of the transactions record. This record is stored in the system's memory and is used to generate reports that show, who used the system, what functions were performed and any monies added to or removed from the system.

When the system is idle, the date and time screen is displayed.
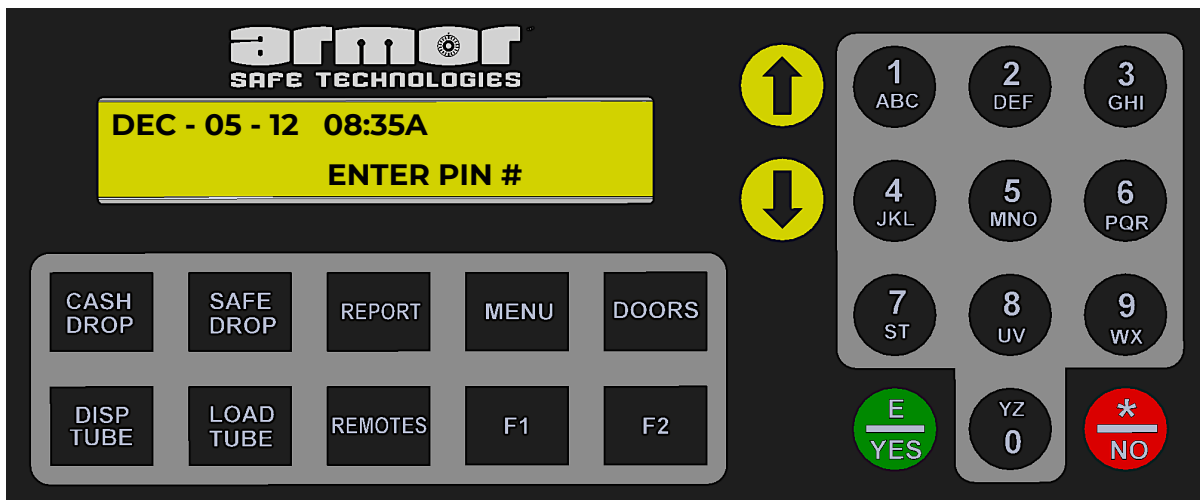
LOG IN cont.

1. The user logs in by using the keypad and entering his or her PIN. When entering the first digit of the PIN, the following screen is displayed.
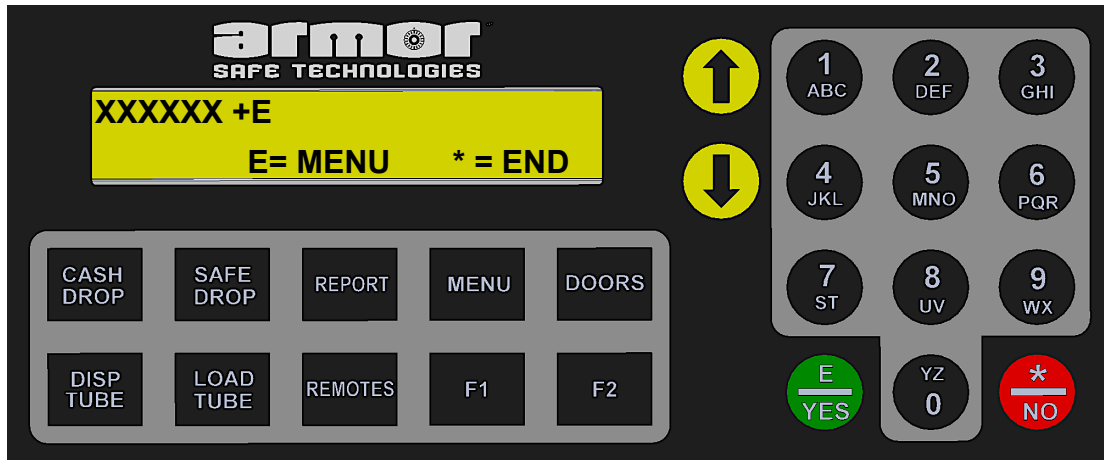
2. The user continues entering the PIN. When the last digit is entered, press the ⏺ key.

    NOTE: If the user is entering a six-digit PIN, pressing the **E** key is not necessary.

3. When the **E** ⏺ key is pressed, the following screen is displayed.
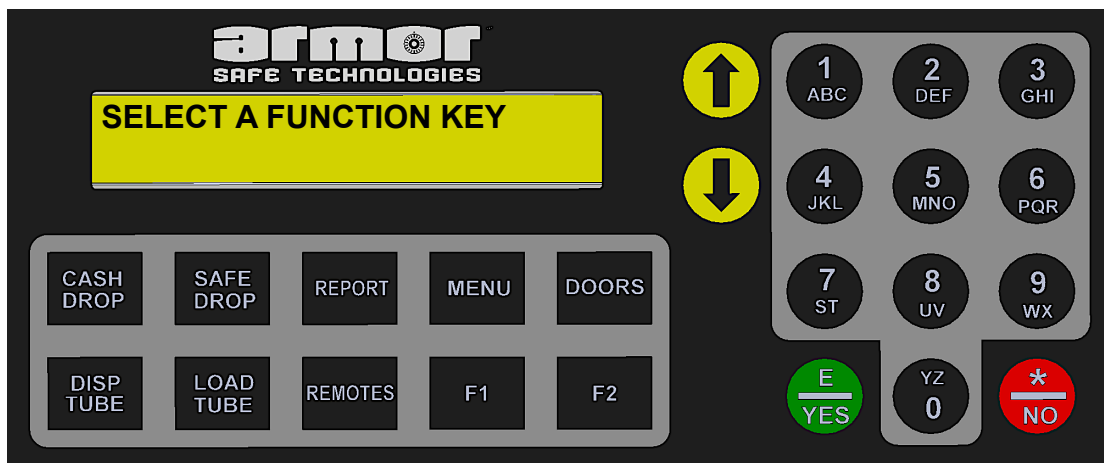
4. The user can then select one of the function keys. This screen is displayed for only 20 seconds. If a selection is not made, the system exits to the date and time screen.

<u>**LOG IN**</u> cont.

5. When the user presses a function key, the opening screen of that function is displayed. If the user presses a function key that has no access to or not available, one of two screens is displayed.

    If the user's class does not permit the selected function to be used, the following screen is displayed.
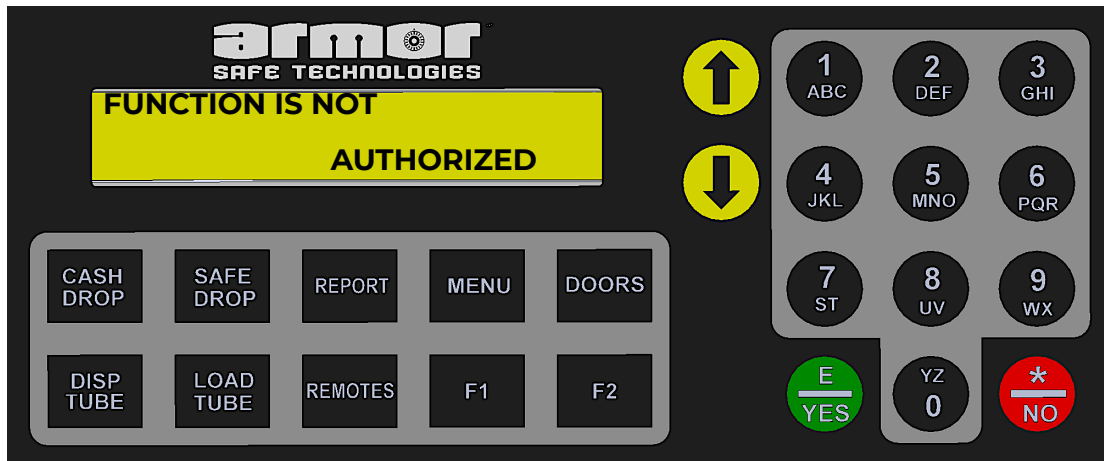
If the user selects a function that is not available on the system because of its configuration, the following screen is displayed.
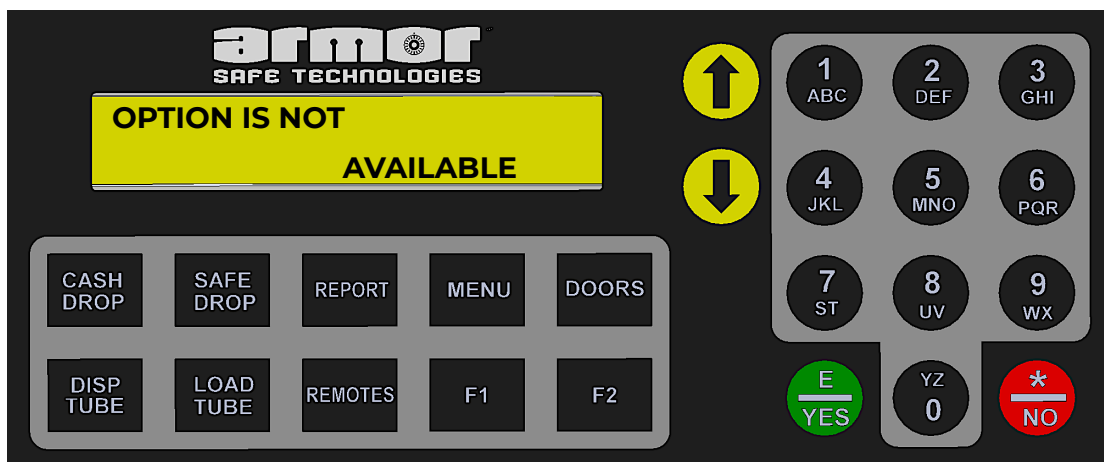
the user enters an incorrect PIN three times in a row, the system will lock out. This lock out condition will last for five minutes. **DURING THIS LOCK OUT PERIOD, THE SYSTEM IS UNUSABLE BY ANY USER**. The lockout is also recorded in the system's memory as a **DENY** transaction.

Always log out by pressing the 🔴 key until the date and time screen is displayed

LOG IN cont.

The system uses a menu timeout timer. If a key is not pressed for 20 seconds, the system assumes the user has stopped using the machine. At this time the system will step back one level. This level stepping will continue until the date and time screen is displayed.

WARNING: Do not rely on the automatic timeout feature to log out. This is a security risk and some operations do not incorporate this function.

PROGRAM SAFE

Program Safe

This chapter describes and explains the steps required to setup and maintain the system. This section is only accessible using the six-digit programmer PIN.

Program safe changes are reported on the system's **DETAIL REPORT** and can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.**
The following is a list of the programming functions covered by this chapter.

	Master PIN #		Date & Time
	User Privileges		Seal # Enabled (Disabled)
	Program User PIN		End Of Day Info
x	Program Safe ID	x	Language
x	*Enable Columns*	x	Bill Box Size
x	*Zero Balance*	x	Receipt On/Off
x	*Num Col 8 / 10*	x	Safe Drop Types
x	Num Bill Readers	x	*Bookmarks* Num Copies ACREP
x	*Buy Chg Reader*	x	(Armored Car Report)
x	*Tube Drop Lo/Hi*	x	Armor Car
x	*Dispense Delay*	x	Vault Key
x	*Dispense Timeout*	x	Bill Direction
x	*Program $/Column*	x	Cash Drop Timeout
x	Available Doors	x	Network Setting
x	*Till Setup*	x	Man Xact (On / Off)
x	Door Delays	x	Drop For
	Set Door Lock		USB Printer
	Daylight Savings		Set Coin Off
	Date Format		Enable Large Bills
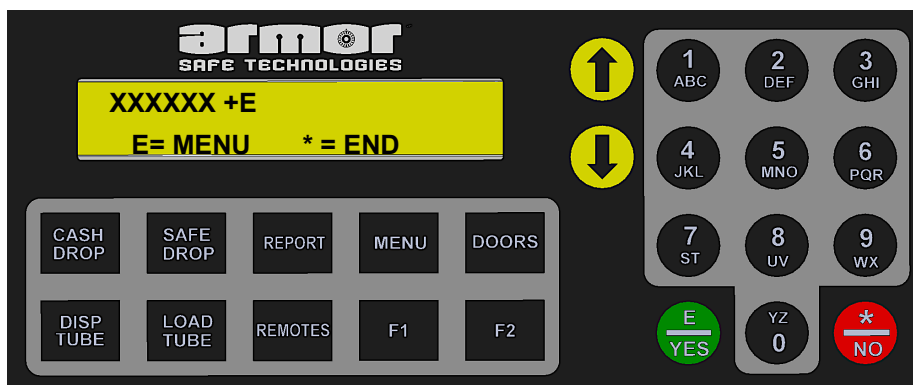
To access one or all of the program safe options, log in to the system using the six-digit PIN and press the MENU key. Use the Arrow keys to scroll to the desired menu item and press the **E/YES** key.

This manual includes programming instructions for all functions currently available. All of the program functions described here may not be available on all units.

Note: Items in **Bold Italics** are used for dispensing safes only

Master PIN

The master PIN is also referred to as the programmer PIN. The programmer PIN is a six-digit number, all other PINs are four digit. The default master PIN is 123456.

1. Enter the six-digit PIN and press the **MENU** key. Press [E YES] at the following display.
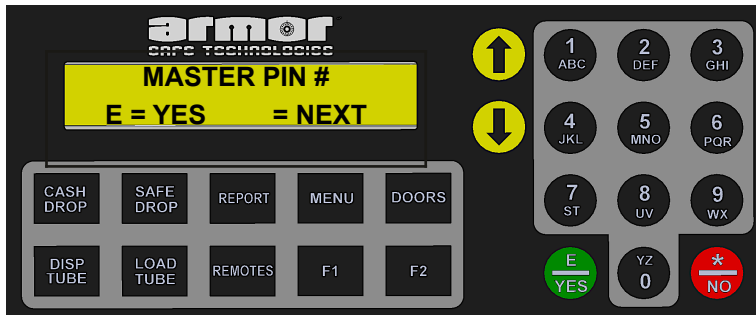
2. After pressing **E,** the following screen is displayed.

Using the system's keypad, enter the new six-digit PIN.
Each number is displayed as it is entered.

3. After entering the sixth digit of the new PIN, the following screen is displayed.
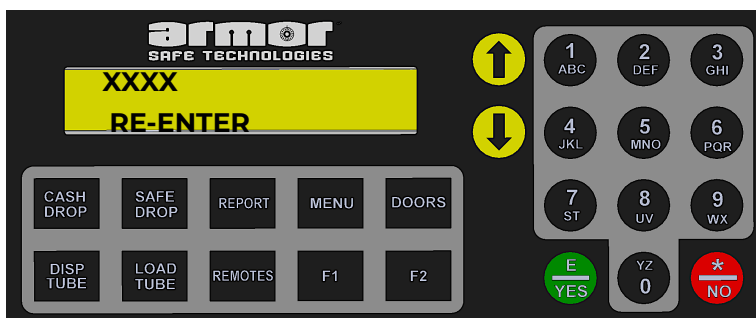
Enter a second time the new PIN. The PIN entered on the first screen and the PIN entered on this screen must be the same, or the new PIN will be rejected.

4. If the new PIN is accepted, the screen will indicate **New Master PIN# Entered**

This screen is displayed for five seconds. The screen will return to the program safe menu selections

Master PIN # Programming Errors

The following messages may be displayed while programming the new master PIN.
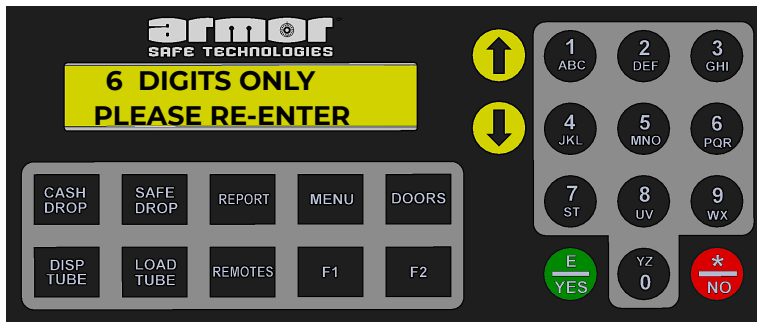
The programmer's PIN must be six-digits long. If the PIN entered is less than six-digits. This message above will be displayed for five seconds. It will be required to restart at step 2 above.

PIN MISMATCH

The six-digit programmer's PIN just entered does not match the first six digit number entered. It will be required to restart at step 3 above.

NOTE: To discontinue the master PIN changing process, press the 🔴 key at any time prior to the system confirming the new master PIN. The previous master PIN will remain in effect.

It is suggested to use the 123456 PIN, until familiar with the system's operations. However, change the PIN for security reasons before the safe is placed into service.

IMPORTANT: Write down the PIN and keep it in a safe place.
The master PIN is required to perform all programming functions.

User Privilege

The user privilege programming function allows the programmer to specify what functions a privilege class (security level) has access to. At least one privilege class must be programmed and a maximum of up to ten. A privilege class can have any number of users from 1 to 239. Each user in the privilege class has the same functions as every other user in the same privilege class.

1. Enter the six-digit PIN and press the **MENU** key. Use Arrow Keys to scroll to the following screen and press
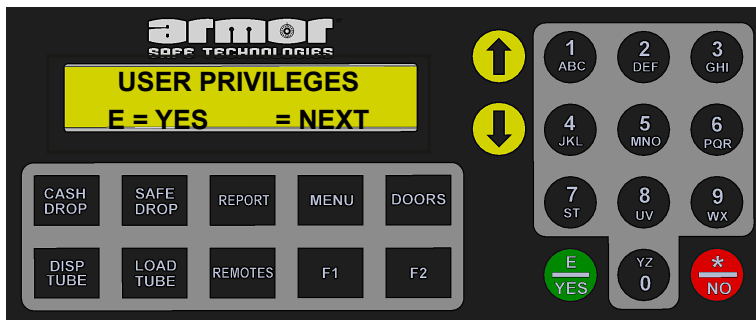
The user privilege programming menu selection has five sub-menu selections.

x **MODIFY CLASS** Modify one or more existing classes.
x **CREATE CLASS** Create a new class.
x **DELETE CLASS** Delete one or more existing classes.
x **PRT USER RANGES** Print all the of the user classes by name and the user numbers in the class.

Modify Class

1. Press the **E** key to display the following screen.
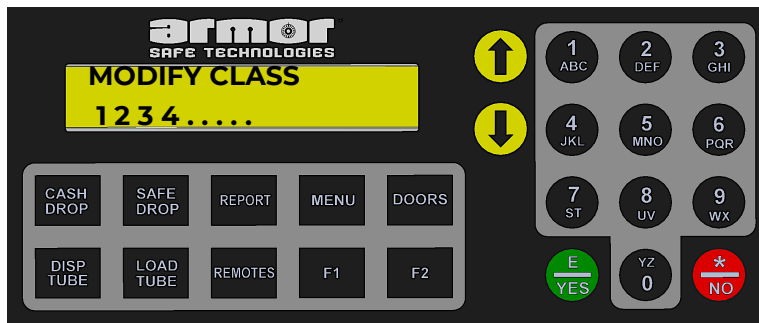
2. To select the desired group to modify, press the number that corresponds with the group to be modified. The first screen will show the user class name. In the following example the user privilege class 1 will be modified

```
1:MANAGER
    E = YES        = N0
```

3. If this is the class needed to be modified, press the key. If it is not, press the key. Press the **E** key to display the following screen.

```
MANAGER
    E=YES        =NO
```
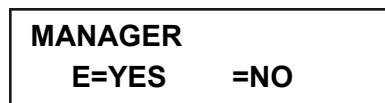
4. If the class name is correct press, **E**. If the name is not correct, it can be changed using the system's keypad enter the privilege class name. See Alphanumeric programming instructions page 12

5. When the class name is correct, press **E** to accept the name.
    Prior programming the remainder of the privilege class it is required to verify the privilege class name.

   Pressing will return to step 5 above. Pressing **E** key will launch the next programming step.

User Privilege

1. After the 🟢 key is pressed, a series of questions will be asked.
   Refer to (Table 1) for the definitions and usage of each parameter.
   Figure 01 is a sample of a typical manager privilege class programming.

PRIVILEGE CLASS 1	MANAGER
MIN USER	1
MAX USER	15
CASH DROP	1
DISPENSE	
SAFE DROP	1
CASH EXCHANGE	1
SAFE EXCHANGE	
DISPENSE TILL	
LOAD SAFE	
OPEN DOOR	
REMOVE CASH	0
PROGRAM USER	1
USER REPORT	0
SHIFT REPORTS	0
CLEAR REPORT	1
OVERRIDE DOOR	0
DATE/TIME	0
PRIVATE	0
OPEN VAULT DOOR	0
OPEN INNER DOOR	0
OPEN REMOTE DOOR	0

Figure 01 Typical Store Manager - Privilege Class Programming

2. After making all the changes to the user class, press **E/YES** 🟢 to accept the changes. A print with the different choices is available if confirmed.

Privilege Class Report

1. Press the ⊛ key to cancel and return the class parameters as they were before any changes made.

2. After modifying an existing user class, press the ⊛ key to return to the programming menu or press ⊛ key until returned to the date and time screen.
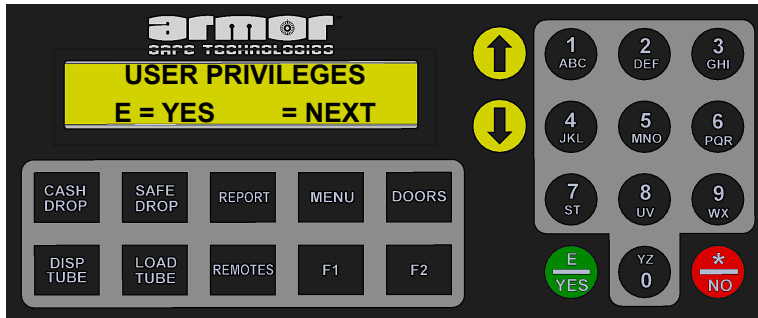
Create Class

1. Enter the six-digit PIN and press the **MENU** key. Use the Arrow Keys to scroll to the following screen and press **E**. ⊛
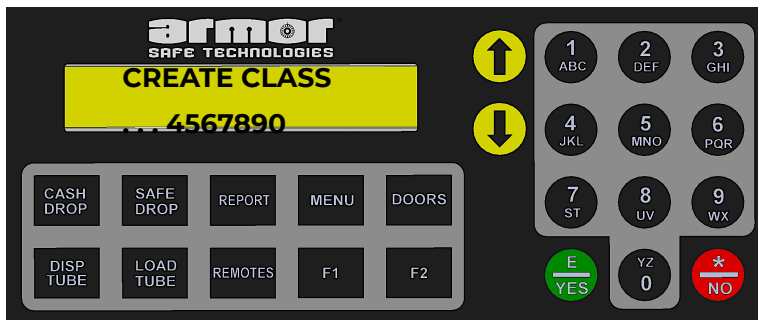
2. Use the Arrow Keys to scroll to the following screen.

3. Select an available class by pressing the number of the class to create. A period **(.)** represents a user class already in use.

4. The first screen will show the user class name screen. **. . . 4567890**

Class Programming Options

Table 1 A User Privilege

OPTION	DESCRIPTION	NOTES/REMARKS
MIN USER	Enter the starting user number for this privilege class. The number can not be included in any other user privilege class and must be at least one number lower than the **MAX USER** number.	
MAX USER	Enter the ending user number for this privilege class. The number can not be included in any other user privilege class and must be at least one number higher than the **MIN USER** number.	
CASH DROP	**1 = CASH DROP** accessible from the **CASH DROP** key or included in the MENU group. This menu selection activates the bill reader.	* Bookmark active only when **CASH DROP** set to 1.
DISPENSE	**1 = DISPENSE** accessible from the **DISP TUBE** key or included in the **MENU** group. This menu selection allows the dispensing of rolled coin or currency from the systems dispensing mechanism. Options can be set that allow user to dispense freely or require them to insert money into the system's bill acceptors, or an entry in **SAFE DROP** before they can dispense.	* **DISPENSE** will go to 0 if **CASH EXCHANGE** or **SAFE EXCHANGE** is set to 1. * If either exchange is set to 1, then only exchange can be done for cash and safe drop.
SAFE DROP	**1 = SAFE DROP** accessible from the **SAFE DROP** key or included in the **MENU** group. This menu selection allows the user to enter a dollar amount into one of the system's safe drop categories.	* Must be set to 1 before **SAFE EXCHANGE** will be activated.
CASH EXCHANGE	**1 = CASH EXCHANGE** accessible from the **DISP TUBE** key or included in the **MENU** group. This menu selection allows the user to dispense only up to the amount inserted in the bill acceptors.	* **CASH DROP** must be set to 1. * If set to 1 **DIS-** * **PENSE** will go to 0.

Class Programming Options

Table 1 B User Privilege

OPTION	DESCRIPTION	NOTES/REMARKS
SAFE EXCHANGE	**1 = SAFE EXCHANGE** included in the **MENU** group. This menu selection allows the user to dispense only up to the amount entered in safe drop. **SAFE EXCHANGE** is not available in **HOT KEY** mode.	* **SAFE DROP** must be set to 1. * If set to 1 **DIS-PENSE** will go to 0.
DISPENSE TILL	**1 = DISP TILL** included in the **MENU** group. This menu selection allows the user to dispense a cash till. The cash till is defined by the system's programmer. The **DISP TILL** menu selection overrides any time delays and requirements to insert money before dispensing.	
LOAD SAFE	**1 = LOAD SAFE accessible** from the **LOAD SAFE** key or included in the **MENU** group. This menu selection allows the user to enter the number of money tubes being loaded in to the systems memory.	
OPEN DOOR	**1 = OPEN DOOR** accessible from the **DOORS** key or included as an option under the **MENU** group. This option allows the user to open all doors in the system.	
REMOVE CASH	**1 = REMOVE CASH** accessible from the **DOORS** key or included as an option under the **MENU** group. This menu causes the dollar amount stored in the bill box behind the door to be recorded and then cleared from memory.	
PROGRAM USER	**1 = PROGRAM USER PIN** included in the **MENU** group. This menu selection allows the user to **ADD**, **DELETE** or **MODIFY** PINs except the six-digit PIN.	

Class Programming Options

Table 1 C User Privilege

OPTION	DESCRIPTION	NOTES/REMARKS
USER REPORT	**1 = USER REPORTS** included in the **REPORTS** menu group. Access to the **USER REPORT** for the currently logged user. The **USER REPORT** when selected, will run automatically.	Select only one of the three report types. If more than one is selected, the last one selected will become active.
SHIFT REPORT	**1 = SHIFT REPORTS** included in the **REPORTS** menu group. View report types are: **END DAY REPORT** **USER REPORT (Any User)** **STATUS REPORT** **DETAIL REPORT** **SHIFT REPORT** **USER LOAD REPORT**	Select only one of the three report types. If more than one is selected, the last one selected will become active.
CLR REPORT	**1 = CLEARING REPORTS** included in the **REPORTS** menu group. Clearing report types are: **END DAY REPORT** **USER REPORT (Any User)** **STATUS REPORT** **USER NAME REPORT** **DETAIL REPORT** **SHIFT REPORT** **ARCHIVE REPORTS** **USER LOAD REPORT**	Select only one of the three report types. If more than one is selected, the last one selected will become active.
OVERRIDE DOOR	1 = Allows the bill readers to be used if one or both of the door sensors fail.	Be careful with this option. The operator with this option active will be allowed to insert currency with the door open.
DATE / TIME	**1 = DATE / TIME** included in the **MENU** group. This menu selection allows the user to set or change the system's clock and calendar.	
PRIVATE	**1 = PRIVATE (active)** prevents anyone in a user group that's allowed to add, modify or delete a user from a user group marked as **PRIVATE**. Only the sixdigit can add, modify or delete a user from a private user group.	
OPEN VAULT DOOR	**1 = ACTIVE** Allows user to open main Vault Door.	
OPEN INNER DOOR	**1 = ACTIVE** Allows user to open inner Compartment Door. If Electric capability available. Not all models have electric inner door lock	
OPEN REMOTE DOOR	**1 = ACTIVE** Allows user to open SideCar/ Remote Door.	

<u>User Privilege, Create Class</u> (Cont.)

1. Use the alpha programming instructions on page 12 to enter the class name.
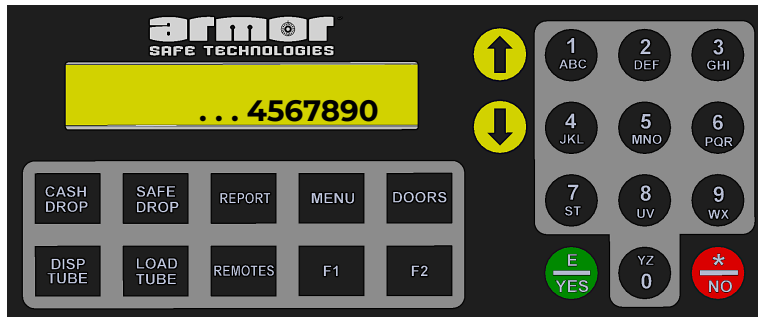
   When the name has been entered, press the 🟢 key.

2. After pressing the 🟢 key. Refer to (Table 1) for the definitions and use of each parameter. Figure 01 is a sample of a typical manager privilege class programming.

3. After making all the changes to the user class, press 🟢 to accept the changes. Option to print a **PRIVILEGE CLASS REPORT** will be displayed.

   To cancel the changes, press the 🔴 key and return the class parameters as they were before any changes.

4. After creating the new user class, press the 🔴 key to return to the programming menu or press 🔴 until returned to the date and time screen.

<u>Delete Class</u>

1. Enter the six-digit PIN and press the **MENU** key. Use the Arrow Keys to scroll to the following screen and press **E**. 🟢
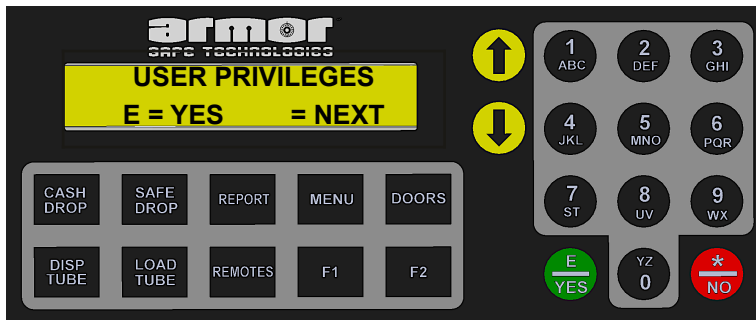
2. Use the Arrow Key to scroll to the following screen.

<div align="center">

DELETE CLASS
1 2 3 . . . .

</div>

3. Select the class to be deleted by pressing its class number.
4. After entering the class number the following screen will be displayed.

Press 🟢 to enter/accept, if not press 🔴 to select another class.

5. After deleting the class, press the 🔴 key to return to the programming menu or press 🔴 until the date and time screen.

Prt User Ranges

1. Enter the six-digit PIN and press the **MENU** key. Use the Arrow Keys to scroll to the following screen and press **E**.

2. Use the Arrow Keys to scroll to the following screen.
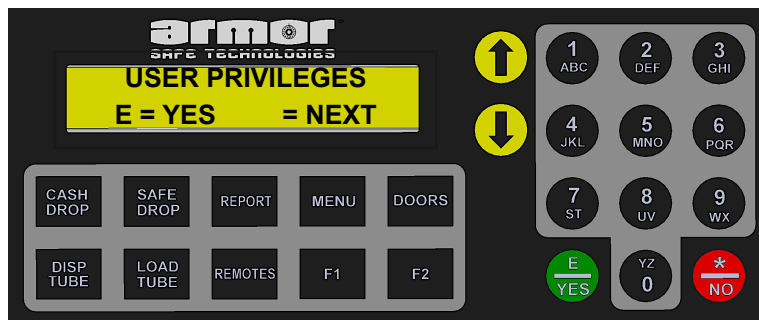
> **PRT USER RANGES**
> **E = YES   = NEXT**

3. Press the key to print the user ranges.

4. When the key pressed the next programming menu selection will be displayed.

5. When the next menu selection is displayed, use the Arrow keys to select another programming option or press the key to exit to the date and time screen

Figure 02 is a typical user range report.

```
 USER RANGES

 ACCOUNT # 00000123-000456
 OCT 04, 2011   06:01:13PM

 CLASS NAME        RANGE

 1: MANAGER     1 - >  15
 2: CLERK      16 - > 238
 3: REMOVE CASH  239 - > 239
 END OF USER RANGE
```

<u>User Privilege Programming Rules</u>

x   Before a new user privilege class can be created, first modify the user numbers in an existing class. A user can exist only in one class. Attempting to enter a user into more than one class, an error message will be displayed when pressing the key to accept the changes.

x   The 🔘 key is used to **ACCEPT** any changes made to the new or existing user privilege class.

x   The Arrow key will move to the next menu selection screen. When the 🔴 key is pressed any changes made will be cleared and the class name will be displayed. Press the 🔘 key to display the first menu screen again.

x   Certain menu selections are mutually exclusive of each other. Only one item of the group can be selected at a time. These groups are noted and grouped together.

x   To **DELETE** a class all users must be deleted from the class. An **ERROR** message will be displayed if the class still contains users.

Table 02
User Privilege Setup Sheet

Here is a sample Privilege setup. It is suggested each customer use this set up as reference when programming or whenever a reprogramming might be necessary

PRIVILEGE CLASS NUMBER	
CLASS NAME	
MIN USER	
MAX USER	
CASH DROP	
DISPENSE	
SAFE DROP	
CASH EXCHANGE	
SAFE EXCHANGE	
DISP TILL	
LOAD SAFE	
OPEN DOORS	
REMOVE CASH	
PROGRAM USER	
USER REPORT	
SHIFT REPORTS	
CLR REPORTS	
OVERRIDE DOOR:	
DATE/TIME:	
PRIVATE:	

Programming

Alpha Programming

Alpha programming is done using the letters on each key of the ten-key pad. The following is a list of the keys and character associated with it.

Key #   Characters
1)   ABC1
2)   DEF2
3)   GHI3
4)   JKL4
5)   MNO5
6)   PQR6
7)   ST7
8)   UV8
9)   WX9
10)   YZ0
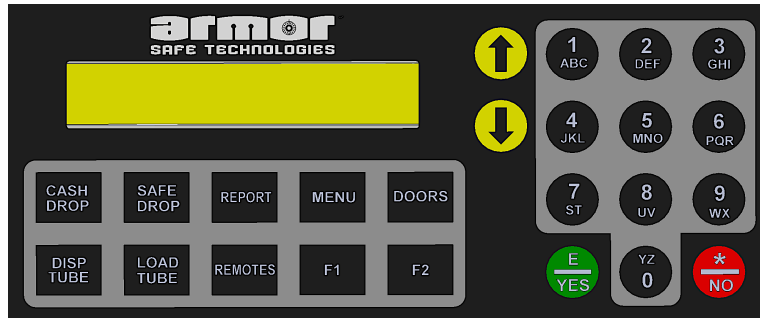
To enter a character, press the number key associated with the character. Press the number key until the desired character is displayed and press the Arrow key. After the last character associated with the key is displayed, pressing the key again will display the first character on the key. To enter a space press the Up Arrow key without a character selected. If a mistake occurs, press the arrow key to go back and erase any character that have been entered

Example program the name CAT1, press the following keys 1-1-1="C," 1="A," 7-7="T" and 1-1-1-1="1." After the last letter has been displayed, press the arrow key one more time to enter the letter into memory. Failing to enter into memory the last letter selected will not be displayed or printed when required.

If to program the name CAT1, press the following keys 1-1-1="C," 1="A," 7-7="T" and 1-1-1-1="1." After the last letter has been displayed, press the arrow key one more time to enter the letter into memory. Failing to enter into memory the last letter selected will not be displayed or printed when required.

Add User

The add user function allows to add a user to the system. Access to the privilege class is necessary, choose the user's name and their PIN.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.

2. When the **E** is pressed the following screen is displayed.

```
        MANAGER
  E = YES       = NEXT
```
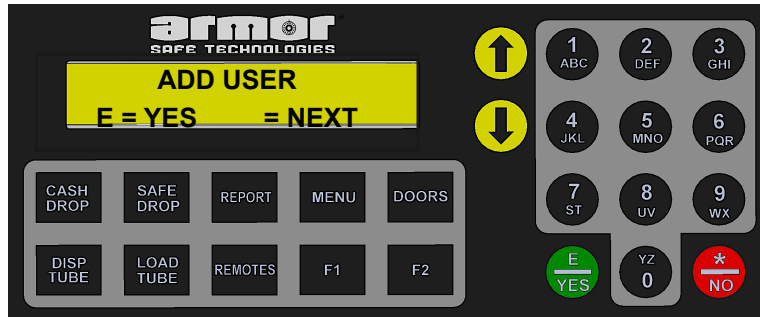
3. If programming a MANAGER PIN press , if not press   key. When the key is pressed the next user class will be displayed. Press the key when the correct user class is displayed

   Note: The default user classes are Manager, Clerk and Remove Cash.

4. When the is pressed the name entry screen is displayed.

```
        ENTER NAME  E = YES
```

5. Using the system's keypad enter the user's name. See Alphanumeric programming instructions page 30

6. After the name has been programmed press the **E** key. If not using user name press the **E** key without entering any characters.

7. After the **E** is pressed will be asked to confirm.
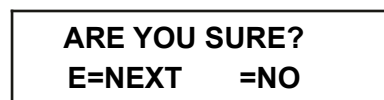
```
     ARE YOU SURE?
     E=NEXT      =NO
```

Add User (cont.)

8. If the name is correct press **E**. If not press. 🔴 and will be allowed to reenter or correct the name.

9. After pressing **E** the enter PIN will be displayed.
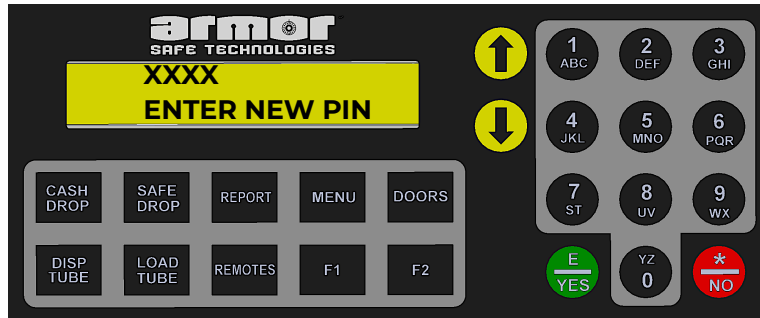
10. Use the system's keypad and enter the user's four-digit PIN.

```
        ✳✳
    ENTER NEW PIN
```

If the system displays invalid PIN the number entered for some reason is incorrect. Re-Enter a Valid PIN

```
    INVALID PIN
    RE-ENTER PIN
```

11. After entering the fourth-digit of the PIN the re-enter PIN will be displayed.

```
        XXXX
    RE-ENTER NEW PIN
```

12. Re-enter the PIN previously entered.

```
        ✳✳
    RE-ENTER NEW PIN
```

13. If invalid PIN is displayed the number entered was not the same as previously entered. Start over at step 9 above.

INVALID PIN RE-ENTER PIN

14. After PIN is entered correctly the add user will be displayed.

```
        ADD USER
    E=YES      CANCEL
```

15. If you need to add another user press **E**. Pressing 🔴 will return you to select a function.   **SELECT A FUNCTION KEY**

Modify User

Using the user's user number allows to change their privilege class and user's name. Change of the User's PIN is required.

> **WARNING** be sure to modify the correct user. Modifying the wrong user may have an impact on store operations and security.

1. Enter the six-digit PIN and press the **MENU** key. Use the Arrow keys to scroll to the following screen and press **E**
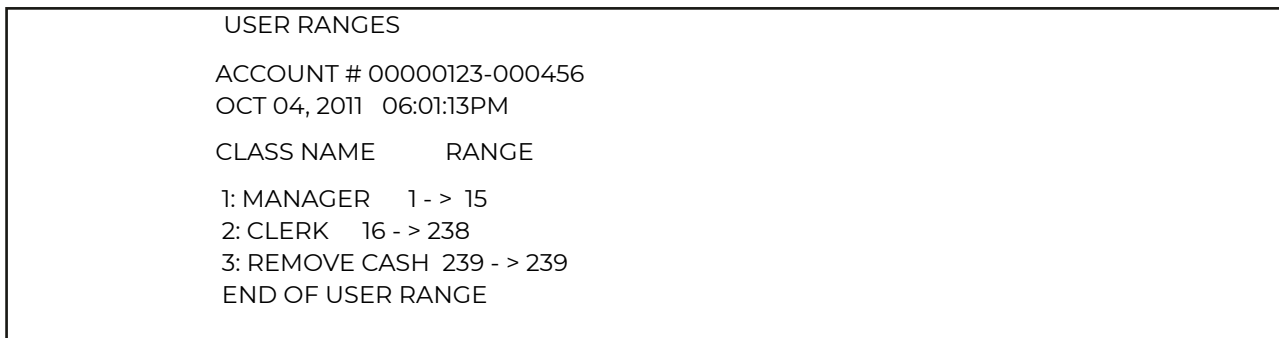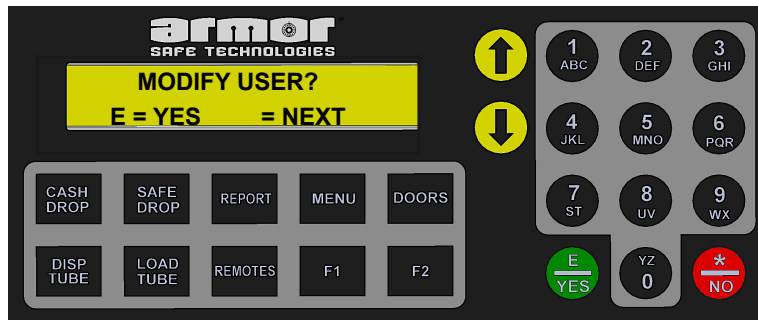

2. Press to enter user id is displayed.

> **ENTER USER ID #**

3. Using the system's key pad enter the three-digit user number being changed.

> **✳✳✳**
>
> **ENTER USER ID #**

4. If the user does not exist the following will be displayed.

> **USER DOES NOT EXIST!**

5. When the third-digit is pressed the user's current privilege class is displayed.

> **MANAGER**
> **E = YES   = NEXT**

6. If the correct privilege class is displayed press   If need to change to another privilege class use the Arrow Keys and scroll to the correct privilege class and press

> **Note: The default user classes are Manager, Clerk and Remove Cash.**

Modify User (cont)

1. When the 🟢 is pressed the user's name will be displayed.
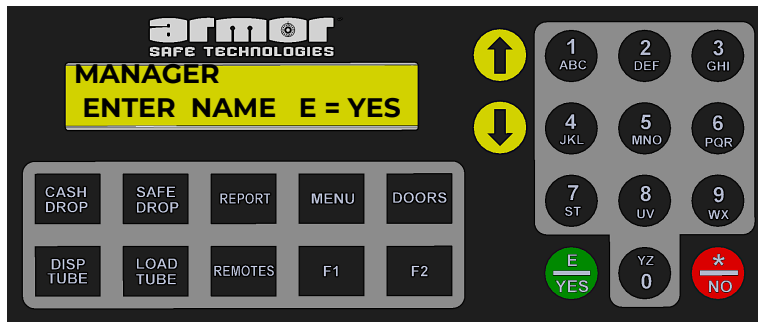
If the name is correct press 🟢 If not use the system's key pad and make the necessary changes and press **E**. See Alphanumeric programming instructions page 12

2. After the name has been programmed press the 🟢 key. If you are not using user name press the **E** key without entering any characters.

3. After the 🟢 is pressed will be asked to confirm.

```
        ARE YOU SURE?
    E=NEXT        =NO
```
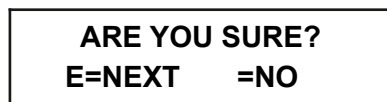
10. If the name is correct press 🟢 . If not press 🔴 and will be allowed to reenter or correct the name.

11. After pressing 🟢 the enter PIN entry screen will be displayed.

```
    XXXX
    ENTER NEW PIN
```

12. Use the system's key pad and enter the user's four-digit PIN.

```
    ✱✱
        ENTER NEW PIN
```

13. If the system displays invalid PIN the number a new PIN will need to be Entered.

```
    INVALID PIN
    RE-ENTER PIN
```

Modify User (cont.)

14. After entering the fourth-digit of the PIN the re-enter PIN will be displayed.
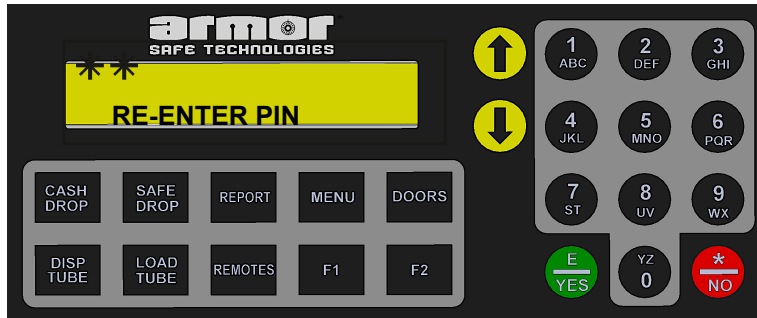
15. Re-enter the PIN previously entered.

    If invalid PIN is displayed the number entered was not the same as previously entered. Start over at step 14 above.

```
INVALID PIN
          RE-ENTER PIN
```

16. After PIN is entered correctly the modify user will be displayed.

```
        MODIFY USER
E=YES        CANCEL
```

17. If need to modify another user press 🟢 . Pressing 🔴 will return to the select a function menu.

```
SELECT A
FUNCTION KEY
```

Delete User

The delete user function allows to remove a user's PIN from the system. This will prevent them from logging in. To remove a user, the user's PIN is not required. Only their user number.

> **WARNING** be sure to modify the correct user. Removing the wrong user may have an impact on store operations and security.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.


```
       DELETE USER
  E = YES        = NEXT
```
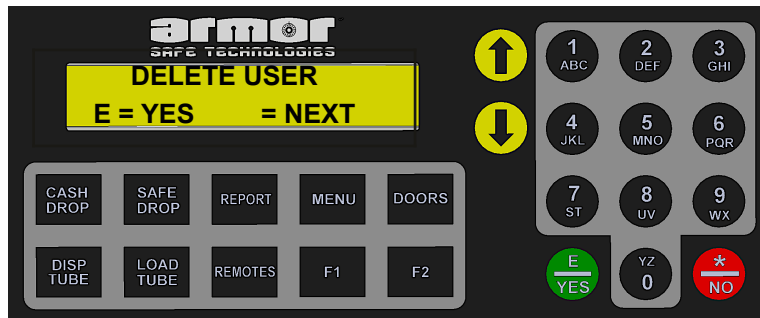
2. When **E** is pressed enter user id is displayed.

```
      ENTER USER ID #
```

3. Enter the three-digit user number for the user to be deleted.

```
      004
      ENTER USER ID #
```

If the user does not exist the following will be displayed

```
      USER DOES NOT
           EXIT!
```

4. After the third-digit is entered the user's name is displayed.

```
         B SMITH
   E = YES        = NEXT
```

Delete User (cont.)

5. Pressing **E** 🟢 will delete the user.

6. After about five-seconds the following is displayed.

```
          DELETE USER
      E = YES   = CANCEL
```
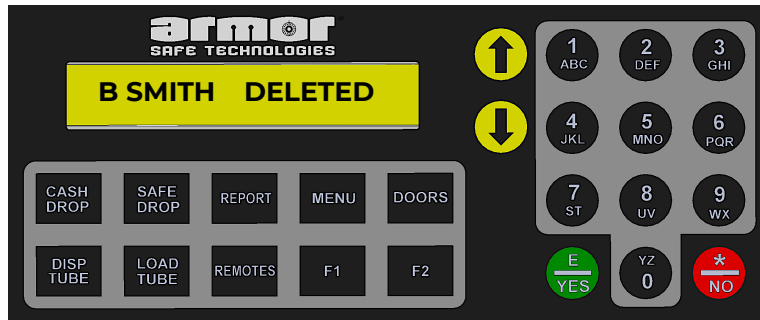
7. Pressing 🟢 will allow you to delete another user. Pressing 🔴 will display the select a function key.

```
          SELECT A
          FUNCTION KEY
```

Program Safe ID | XML Report

This option is used to enter the safe's six digit ID number, and the store's eight-digit account number. Depending on the system settings, an option to program XML format reporting will be available. If XML reporting is needed proceed to program this section as follows. If not required jump to section six to enter the Safe's ID and Store's eight-digit number.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press

2. When the **E** key is pressed, the following screen is displayed.

```
XML REPORT OFF
E = CHG        = NEXT
```

3. Choose if **XML Report** needs to be switched **ON**. Follow the prompted indications on the screen:

```
0
ENTER NEW CRN
```

```
ARE YOU SURE?
E:YES  *:NO
```
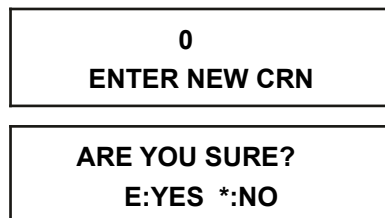
Note: a CRN number only admits numeric number and if a CRN has been previously programmed it will be required to enter a greater number than the previous CRN Number.

4. Enter the unit's **Serial Number.**

```
XXXXXXXXXXXX
ENTER SERIAL NUMBER
```
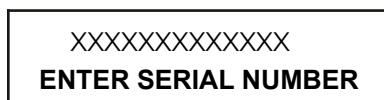
Note: Serial number is an eighteen character digit can be numeric or alphanumeric. Toggle between the arrow to choose letters or numbers.

Program Safe ID | XML Report(cont)

5. Following enter the **Site Name:**

```
          XXXXXX
      ENTER SITE NAME
```

6. Following Enter the unit's ID number. The numbers are displayed as they are entered. If the ID # is less than six-digits press the **E** key and the *Account #* screen will be displayed. If the sixth digit are entered the *Account #* screen will be displayed enter the 6 digit **Unit #**

```
          XXXXXX                    XXXXXXXX
       ENTER UNIT #              ENTER ACCOUNT #
```

Note: a number less than six or eight-digits will be padded with leading zeros to fill the six-eight digit field.

7. The next menu selection is displayed. Press the   key to exit to the date and time screen.

Enable Columns

This selection allows to enable all the columns currently disabled. A column becomes disabled because an attempt to dispense from the column failed three times in a row. This failure could be caused by a mechanical problem, observe caution when enabling the columns. This action is recorded in the system's memory.

1   Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press

2. After pressing the ⬤ key, the following screen is displayed.

┌─────────────────────────┐
│ **ALL COLUMNS**   │
│ **ARE NOW ENABLED**   │
└─────────────────────────┘
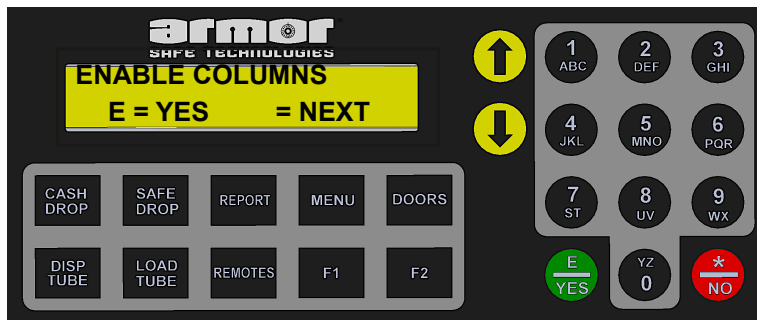
3. This screen is displayed for about five seconds then the "Enable Columns" menu selection is displayed

4. Use the arrow keys to select another programming option or press the. ⬤ key to exit to the date and time screen.

Zero Balance

The zero balance option sets all column balances and door add totals to $0.00. This function will not affect the bill count or the dispensed total. After the column balances and door add totals are set to $0.00, the tube counts must reload using the "Load Tube" function and the "Door Add" balance by using the "Door Add" function.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press

2. After pressing the 🟢 key, the following is displayed and the tube vault balance is now zero.

```
SAFE BALANCE IS
  NOW $0000.00
```

   This screen is displayed for about five seconds then the "Zero Balance" menu selection displayed

3. When the next menu selection is displayed, Use the Arrow keys to select another programming option or press the 🔴 key to exit to the date and time screen.

Num Col 8 / 10

This option allow the programmer to set the number of dispensing columns. The current choices are eight or ten columns. The default is 10 columns.

1. Enter the six-digit PIN and press the MENU key. Use arrow keys to scroll to the following screen and press **E**

2. The current setting is displayed. If the number is correct press the key. If need to change the number of columns press **E**

3. After pressing **E** the new number of columns is displayed.
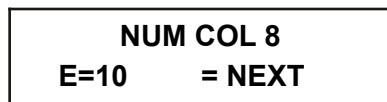
```
        NUM COL 8
  E=10         = NEXT
```

4. Use the Arrow keys to select another programming option or press the. key to exit to the date and time screen

Num Bill Readers

This menu selection allows to set the number of bill reader are installed. This number is set between one and four. The default is zero.

1. Enter the six-digit PIN and press the MENU key. Use the arrow keys to scroll to the following screen and press

2. When the **E** key pressed the next programming menu selection will be displayed.

> **# OF READERS 2**
> **E = YES   = NEXT**

3. Using the Arrow Keys select the number of bill readers on the system. The keypad can also be used to enter the number. Select or enter a number between zero and four. Press **E** to save the entry.

    WARNING Selecting the incorrect number of bill readers will cause the system to operate incorrectly.

4. When the key pressed the "Num Bill Readers" menu selection will be displayed.
5. Use the arrow keys to select another programming option or press the key to exit to the date and time screen.

Buy Chg Reader

This menu selection allows to select one of the system's installed bill readers to be the "Buy Change" reader. The "Buy Change" reader is only active when the user wishes to dispense tubes and they are required to insert bills equal to or greater than the tubes they wish to dispense.

NOTE: When this selection is activated, **ALL** users, without exception, **MUST BUY CHANGE**.

A valid choice is limited to the maximum readers number in the system. This is set in the "Num Bill Readers" programming option. To deactivate the "Buy Change" reader set the number to zero (0).

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.

2. When the **E.** key pressed the next programming menu selection will be displayed.

```
       BILL READER 0
   E = YES        = NEXT
```

3. Using the arrow keys select the bill reader number to use as the "Buy Change Reader.". The keypad can also be used to enter the number. Press **E** to save the entry.

```
       BILL READER 2
   E = YES        = NEXT
```

4. When the **E** key pressed the "Buy Chg Reader" menu selection will be displayed

Tube Drop LO/HI

This selection allows to turn LOW or HIGH the Tube Drop Optics.
Please verify with AST Customer Service prior to make any changes to this setting.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.
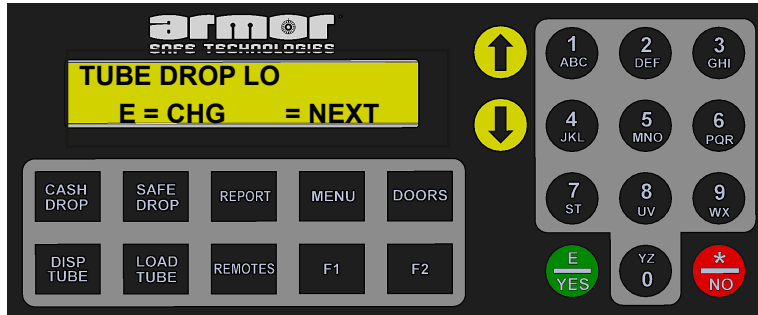
2. When the **E** is pressed the following is displayed showing the current status of the Tube Drop Lo/Hi option.

```
        TUBE DROP HI
    E = SAVE     = CHG
```

3. Press the arrow key to select the opposite option. **HI** if currently **LO** or **LO** if currently **HI.** When the selected option is correct press the **E** key to proceed to the next programming option.

Dispense Delay

The dispense delay is the amount of time that a column will be delayed between dispenses (up to 99 minutes) . Each column is in a group and each group has a delay time assigned to it. When a tube is dispensed from a group, the time delay will start for that group. Until the time delay for the group expires, dispensing from any columns in the group is not allowed. The factory default is one column in each of ten groups. The default time delay is one minute.

The **DISPENSE DELAY** has the following submenu selections.

x   **Pre Delay** Manage the amount of time that a column will be delayed to dispense the first tube. (Up to 99 minutes)

x   **Post Delay** Manage the amount of time that a column will be delayed

x   **MODIFY GROUP** Modify one or more of the existing delay groups.

x   **CREATE GROUP** Create a delay group by defining what columns are in the group and the delay time.

x   **DELETE GROUP** Delete an existing delay group.

x   **PRINT DELAY GROUPS** Print a list of the active delay groups. This list shows each group by number. Below each group number, the columns that are in the group and the group's time delay are also printed. A list of any inactive columns is also printed.

Modify Group

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E.** 🟢
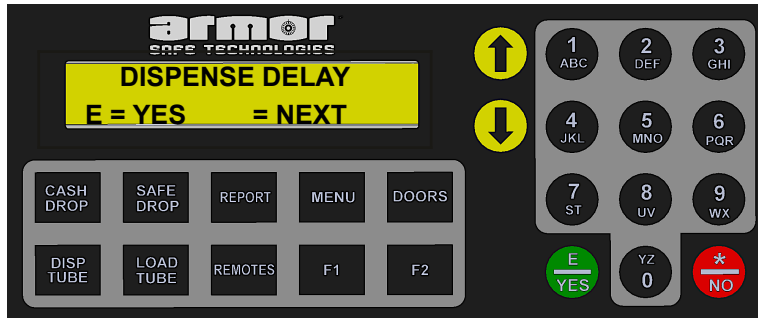
2. When the **E.** 🟢 key is pressed, the following screen is displayed. Using the arrow keys , scroll to the function. The first selection is **MODIFY GROUP.**

```
MODIFY GROUP
  1 2 3 . . . . . . .
```

3. Press the number of the group need to modify and the following screen is displayed.

```
= YES vvv  v
= NO   12345 . 7 . . . .
```
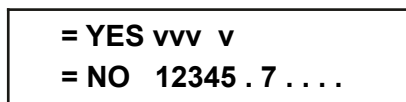
4. A "**v**" above the number means it is part of this group. Without a "**v**" means the column is available. Using the keypad, enter the number of the column need to add or delete, and the "**v**" will toggle on and off.

5. This example shows the results of adding columns 4 and 7 to the group and deleting column 5 from the group.

```
= YES vvvv    v
= NO   12345 . 7 . . . .
```
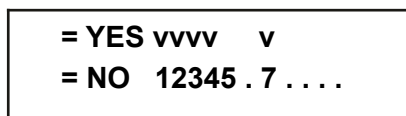
6. When finished adding and deleting columns press the arrow key to display the groups delay time screen. **GROUP DELAY   01 MINUTES**

7. Enter the new delay time in minutes. The delay period can be any time between 00 and 99 minutes in one minute increments.

8. When finished making changes, press E 🟢 key to accept the changes. If need to cancel the changes, press the 🔴 to return to the **MODIFY GROUP** display without making any changes.

9. When the next menu selection is displayed, press the 🔴 key to exit to the date and time screen.

Create Group

1   Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
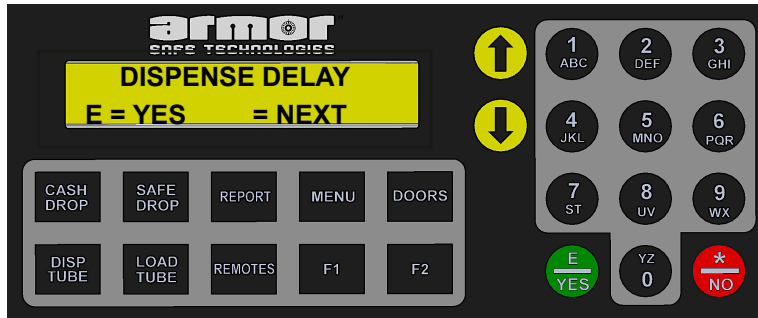
2. When the **E** key is pressed, the **MODIFY GROUP** screen, is displayed. Using the Arrow keys, scroll to **CREATE GROUP**.

```
CREATE GROUP
          . . . . 567890
```

3. This display shows group numbers that are available. At the **CREATE GROUP** screen, press the number of the delay groups need to create. When the number is pressed, the following screen is displayed.

```
^  = YES
*  = NO   . . . . . . . . 90
```

4. Using the system's keypad, enter the number of the column in the new group. When you press the number, a "**v**" will be displayed above the selected column.

    NOTE: A group must contain at least one column. Do not attempt to create a group without a column, an error message will be displayed.

5. When you have selected all the columns you want, press the arrow key to display the group's delay time screen.

```
GROUP DELAY
01 MINUTES
```

6. Enter the delay time in minutes. The delay period can be any time between 00 and 99 minutes in one minute increments.

7. When finished, press the **E** key to accept the changes. If need to cancel the changes, press the to return to the **CREATE GROUP** display.

8. When the next menu selection is displayed, press the key to exit to the date and time screen.

Delete Group

1   Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
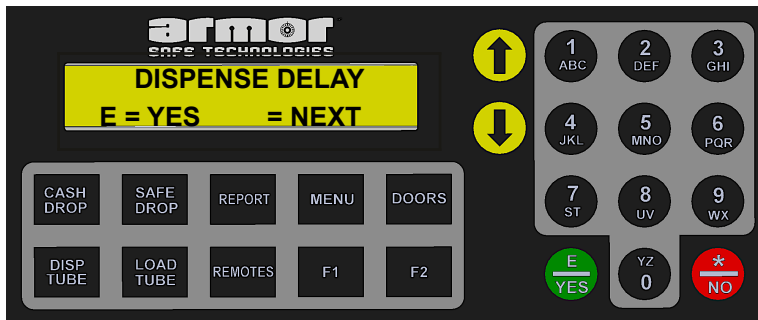
2.   When the **E** [E YES] key is pressed, the **MODIFY GROUP** screen is displayed. Use the arrow keys to scroll to **DELETE GROUP**.

```
DELETE GROUP
      1234 . . . . . .
```

3.   This display shows the numbers of the current delay groups. At the **DELETE GROUP** screen, press the number of the delay group to be deleted.

4.   When the group number is pressed, the following screen will be displayed.

```
DELETE GROUP XX
    E=YES     =NO
```

   Note: XX is the group number being deleted.

5.   Press the **E** [E YES] key to delete, the following screen will be displayed.

```
      ARE YOU SURE?
      E=YES     =NO
```
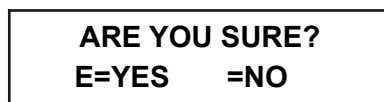
6.   Pressing the **E** key will delete the group and return to the **DELETE GROUP** screen.

7.   Press the [* NO] key (**NO**) at any of the above screens, the group will not be deleted and will return to the **DELETE GROUP** screen.

8.   When the next menu selection is displayed, press the [* NO] key to exit to the date and time screen.

Prt Delay Groups

1   Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
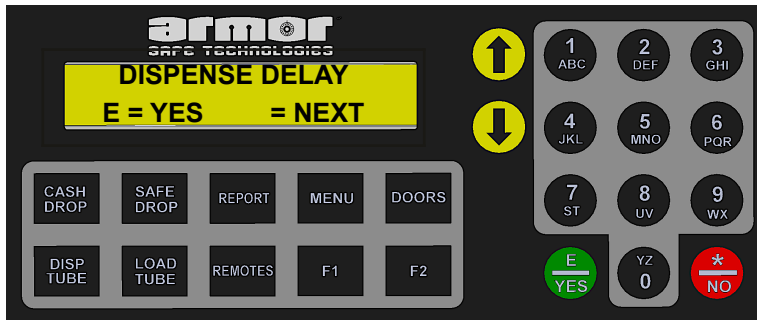
2. When the **E** key is pressed, the **MODIFY GROUP** screen is displayed.
    Use the Arrow keys to scroll to **PRT DELAY GROUP**.

```
PRT DELAY GROUPS
    E=YES     =NEXT
```

3. At this screen press the **E** key to print the Group Delay Report, Figure 03, will be printed. Press the arrow up key to display the **MODIFY GROUP** menu selection screen.

4. Press the   key on any menu selection screen to exit to the date and time screen.

Figure 03 Group Delay Report:

```
GROUP DELAY REPORT
 – – – – – – – – – – – – –
User Name MASTER PGMR
User Num  240
Local APR-09-14  12:50:19P
Acc-Safe ID 12345678-901234
 – – – – – – – – – – – – –

GROUP  COLUMNS
DELAY
1.        123456     0 MIN
2.           78_     2 MIN  3  ____90   5 MIN

INACTIVE       . . . . . . . . . .        N/A
```

Dispense Time out

This menu selection allows you to program the amount of time the operator has to determine the column (dollar amount) they wish to dispense.

WARNING: THE USER MUST PRESS THE 🔴 KEY IF THEY DO NOT DISPENSE THE TOTAL AMOUNT INSERTED. IF THE USER DOES NOT EXIT, THE NEXT USER CAN DISPENSE THE REMAINDER OF THE PREVIOUSLY LOGGED USER'S CASH DROP.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**. 🟢

2. When the **E** 🟢 key is pressed the following screen is displayed.

```
      TIMEOUT:  05
E = YES        = NEXT
```
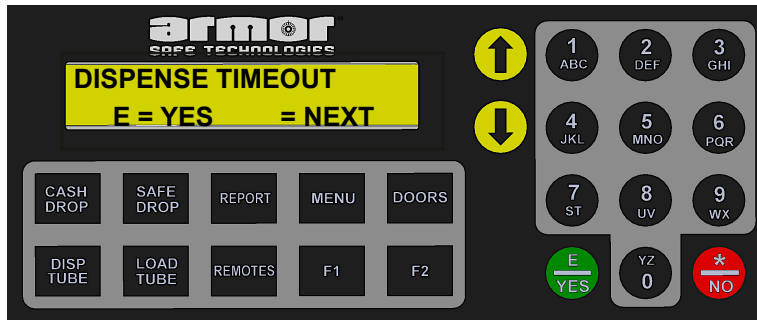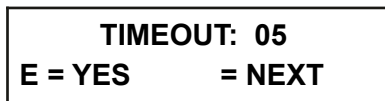
NOTE: The current dispense time out is displayed. The default is 20 seconds.

3. Enter the amount of delay time in seconds. Sixty seconds would be entered as 060.

4. Press **E** 🟢 to save the entry and exit to the "Dispense Delay" menu selection.

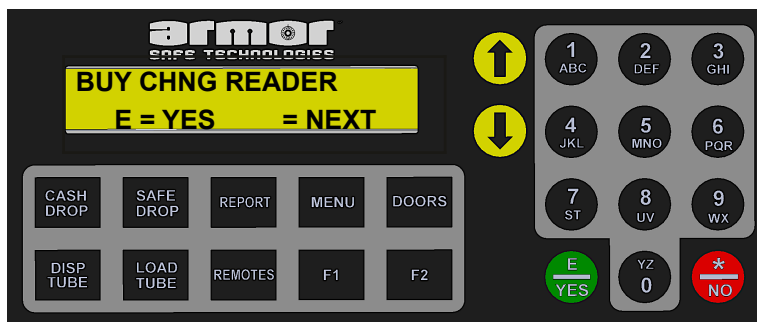5. Use the arrow keys to select another programming option or press the 🔴 key to exit to the date and time screen

   NOTE: Only numbers between 005 (5 seconds) and 240 (4 minutes) are acceptable numbers. If you enter a number that is unacceptable, the delay will be sent to 240 seconds.

Program $/Column

This function sets the money value for the tube in each dispensing column.

EACH DISPENSING COLUMN, BEING USED, MUST BE ASSIGNED A VALUE. THE AMOUNT ASSIGNED IS THE TOTAL VALUE OF A TUBE IN THAT COLUMN, NOT THE DENOMINATION THE TUBE CONTAINS OR THE TOTAL AMOUNT OF ALL TUBES IN THE COLUMN.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.
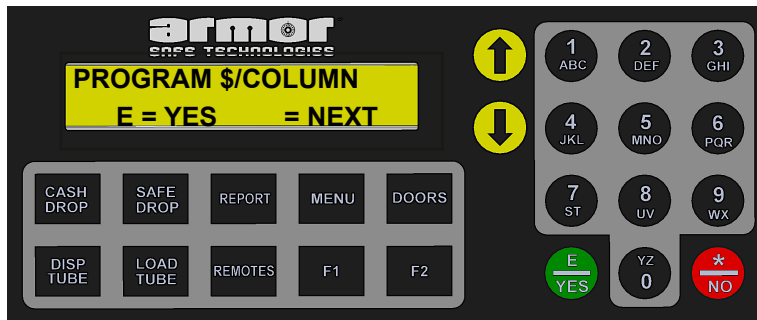
2. After pressing the **E** key, the current column 01 tube value is displayed.

```
COL 01 $xx.xx ∧=
NEXT      = END
```

3. Using the keypad, enter the dollar amount contained in a single tube for column 01. Press the **E** key to enter the change.

4. Press the arrow key to continue programming the other column values or press the key to exit.

   NOTE: Any column can be assigned any value from $0.00 to $9999.99

   Be sure to enter the dollar amount in one tube, not in the entire column.

   If you are going to insert tubes in a column a value must be assigned. Failure to set a value may result in a loss of funds from that column.

5. When the **E** key pressed the "Program $/ Column" menu selection will be Displayed

6. Use the Arrow keys to select another programming option or press the key to exit to the date and time screen.

Till Setup

The **TILL SETUP** function allows the programmer to define the till and time requirements of the **DISP TILL**. The **DISP TILL** allows the user to dispense a predetermined quantity of tubes from predetermined columns. Till dispensing is not controlled by the system's dispense delay times or cash exchange requirements, but how often the user can dispense a till is controlled.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
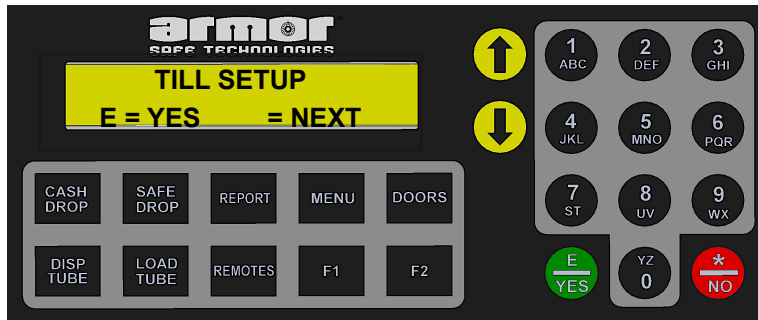
2. After pressing the **E** key, the **ENABLE TILL DISP** screen is displayed.

```
ENABLE TILL DISP
E = YES       = NO
```

3. Press the key to **DISP TILL** menu selection will be removed from the menu group, and the **F1** key will be disabled, and the next menu selection will be displayed. Press the **E** key, to display the Edit Till SetUp screen.

```
        EDIT TILL SETUP
E = EDIT        = NEW
```
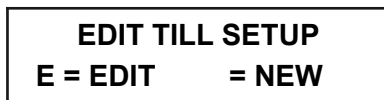
4. Pressing the **E** key will allow to change (edit) an existing till setup. Pressing the arrow key will clear the previously set till and allow to program a new till.

5. Pressing the **E** or the arrow key will display the following screen.

```
    ENTER DELAY:    00
E = NEXT      = CANCEL
```

6. The enter delay screen allows to enter the amount of time between the **DISP TILL** functions for a user. The time set is in hours and a two-digit number must be entered. Entering a number between 1 and 9 requires a leading zero. Pressing the , key will exit to the next program safe menu selection.

When 05 is entered for example, a user will only be allowed to dispense a till every five hours. If 15 is entered, the user will be required to wait 15 hours. If 00 is entered, the user will be allowed to dispense one till a day. The system considers midnight to be the start and end of the day.

Till Setup (cont.)

7. Enter a new two-digit delay number or press the **E** ⬤ key to keep the current setting, the following is displayed.

8. This screen shows the column number and the number of tubes that will be dispensed from it during a till dispense. Choose to enter a new quantity or keep the current setting. The number entered must be a two digit number. Use a zero to pad the number. To enter four tubes, press 04. To enter ten tubes, press 10.

9. Use the Arrow keys to scroll through each column and make changes. When all changes have been completed press, the. ⬤ key.

10. When you have set all the column quantities to be dispensed press **E** ⬤ to save the changes.

11. When the **E** ⬤ key pressed the "Till Setup" menu selection will be displayed

12. Use the Arrow keys to select another programming option or press the ⬤ key to exit to the date and time screen.

Available Doors

This option allows to select the number of doors in the system. (1, 2 or 3)

1.   Enter the six-digit PIN and press the **MENU** key. Use the Arrow key to scroll to the following screen and press **E**.

2.   When the **E** key pressed the available doors selection screen will be displayed.

```
    # OF DOORS 2
∧= NEXT      = END
```

3.   Using the arrow keys select the number of bill readers in the system. The keypad can also be used to enter the number. Select or enter a number between one and three. Press **E**   to save the entry.

4.   When the **E** key pressed the "Available Doors" menu selection will be displayed

5.   Use the Arrow keys to select another programming option or press the   key to exit to the date and time screen.

Door Delays

The time between selecting the safe door to open and the time the safe allows the user to open the door is called the "Door Delay." The time period the door can be opened is called the "Open Window." This menu selection allows to change both the door delay time and the open window. The DELAY and OPEN times can be set between 1 and 99 minutes.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
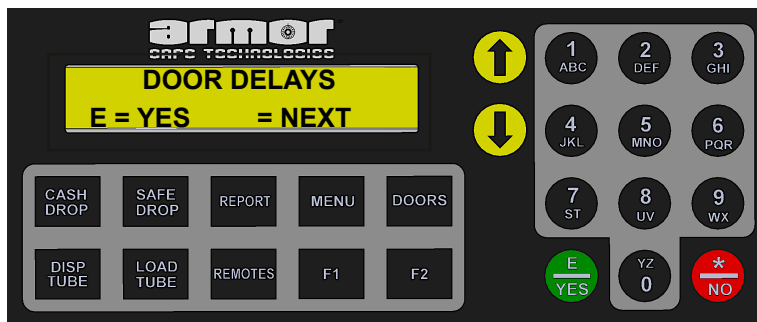
2. After pressing the **E** key, the current vault delay is displayed.

```
      VAULT DELAY   10
      = MINUTE    E= NEXT
```

3. Use the up arrow key to **INCREASE** or the down arrow key to **DECREASE** the vault delay one minute each time the key is pressed. Use the **E** key to display the next selection screen.

NOTE: If the safe has more than one door, each door's delay time will be displayed, and will be allowed to change the delay time using the procedure in step three above. All safe doors share the same open window time.

4. After setting the two-digit time delay the open window delay time is displayed.

```
      OPEN WINDOW   5
      ∧= NEXT        = END
```

This is the length of time the safe will allow the user to enter the PIN after the time delay is complete.

5. Use the up arrow key to **INCREASE** or the down arrow key to **DECREASE** the open window time one minute each time the key is pressed. Use the **E** key to complete the selection.

6. When the **E** key pressed the "Door Delays" menu selection will be displayed

7. Use the Arrow keys to select another programming option or press the   key to exit to the date and time screen.

Set Door Lock

This function allows the programmer to set a time period during a 24-hour period where door access is not possible. Remove Cash (with key) override, however, is allowed.
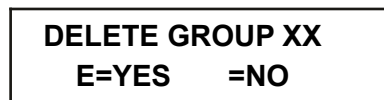
1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
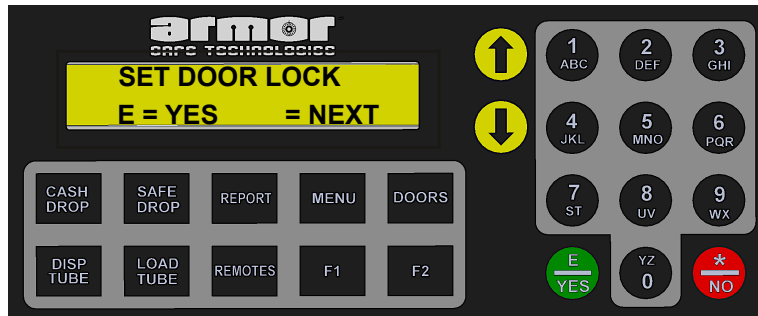
2. After pressing the **E** key, the **DOOR LOCK BEGIN** screen is displayed.

```
DOOR LOCK BEGIN
   12:00A       +E
```

3. Using the Up Arrow key, **INCREASE**, and the Down Arrow key, **DECREASE**, select the **HOUR** for the safe to be inaccessible. Make sure to select the correct hour **A** for **AM** and **P** for **PM**. When the hour is correct press **E**

4. After the **E** key is pressed the **MINUTE** selection screen will be displayed.

```
DOOR LOCK BEGIN
   11:30P       +E
```

Using the Up Arrow key, **INCREASE**, and the Down Arrow key, **DECREASE**, select the **MINUTE** portion of the start time. When the minute is correct press **E**

5. When the **E** is pressed the door lock end time is displayed.

```
   DOOR LOCK END
   12:00A       +E
```

Using the Up Arrow key, **INCREASE**, and the Down Arrow key, **DECREASE**, select the **HOUR** you want the safe to again be accessible. Make sure to select the correct hour **A** for **AM** and **P** for **PM**. When the hour is correct press **E**.

Set Door Lock (cont.)

6. After the **E** 🟢 key is pressed the **MINUTE** selection screen will be displayed.
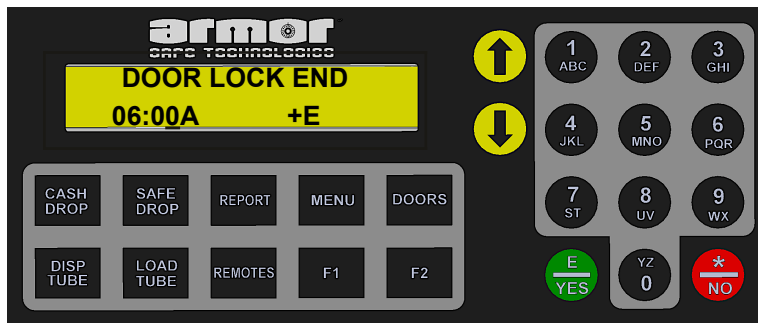
Using the Up Arrow key, **INCREASE**, and the Down Arrow key, **DECREASE**, select the **MINUTE** portion of the start time. When the minute is correct press **E** 🟢

7. When the **E** 🟢 key pressed the "Set Door Lock" menu selection will be displayed.

8. Use the Arrow keys to select another programming option or press the 🔴 key to exit to the date and time screen.

DST Enabled / Disabled

This option allows to enable or disable the daylight saving time function of the system. A default setting is programmed or set the parameters required for your location.

9. Enter the six-digit PIN and press the **MENU** key. Use arrow keys to scroll until you see one of the following screens and press **E**.

or

DST DISABLED
E = YES   = NEXT
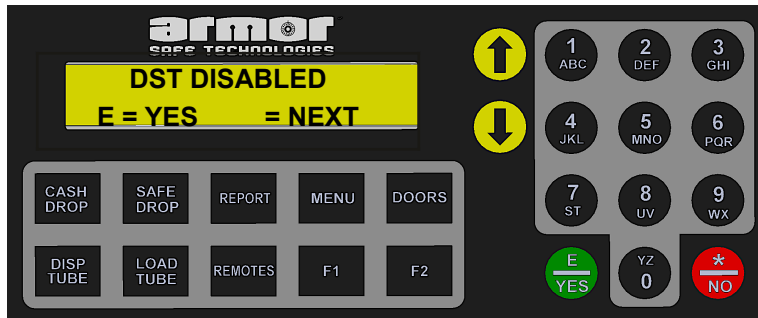
DST ENABLED
E = YES   = NEXT
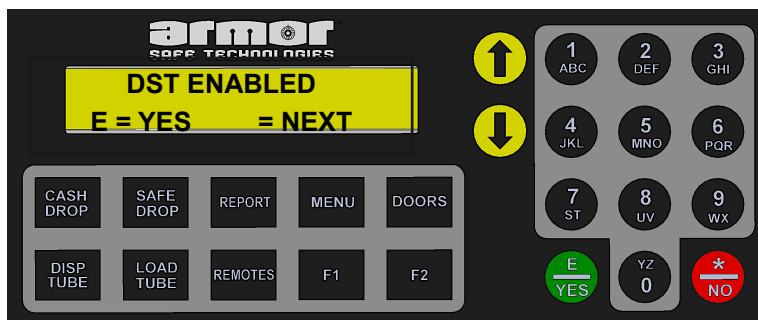
2. If **DST ENABLED** is displayed when pressing **E** go to step xxx below
    If **DST DISABLED** is displayed when pressing **E** go to step xxx below

3. Pressing **E** will display.

> **DST ENABLED NO**
> **E = YES   = NEXT**

4. Pressing **E** will accept the current setting of **DST NOT ENABLED** and return to the main program safe menu loop.

    Pressing the arrow keys will toggle between **DST ENABLED YES and DST DISABLED NO**

    Pressing **E** when **NO** is displayed will return to the main program safe menu loop.

    Pressing **E** when **YES** is displayed will display the **BEGIN MONTH**.

> **BEGIN MONTH MAR**
> **E = YES   = NEXT**

DST Enabled / Disabled (cont.)

> **Note: To use the default settings press the E key at every selection until the system gives one long beep and returns to the main programming menu loop.**
>
> **P**ress the 🔴 key before the long beep all the changes will be canceled and all the original programming will be retained.

5. If the **BEGIN MONTH** is correct press **A**. If not use the arrow keys until the correct month is displayed then press **E**. 🟢

6. When the **E** 🟢 is pressed **BEGIN WEEK** selection screen is displayed

```
           armor
        SAFE TECHNOLOGIES
    BEGIN WK SECOND

      E = YES      = NEXT
```
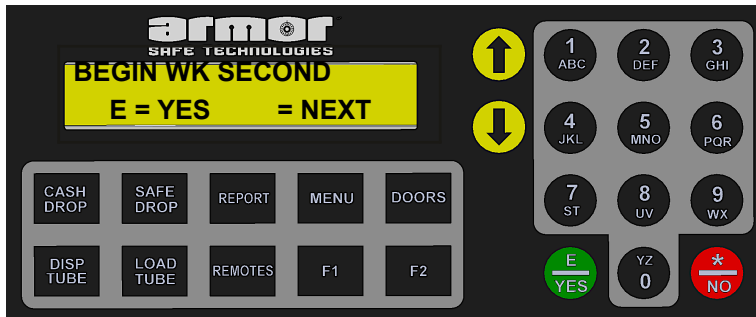
7. If the **BEGIN WEEK** is correct press **E**. 🟢 If not use the arrow keys until the correct week is displayed then press **E**. 🟢

8. When the **E** 🟢 s pressed **BEGIN DAY** selection screen is displayed

```
    BEGIN  DOW  SUN
    E = YES      = NEXT
```

9. If the **BEGIN DAY** is correct press **E** 🟢 If not use the Arrow keys until the correct day is displayed then press **E**. 🟢

10. When the **E** 🟢 is pressed **BEGIN HOUR** selection screen is displayed

```
    BEGIN  HOUR 02
    E = YES      = NEXT
```

11. If the **BEGIN HOUR** is correct press **E**. 🟢 If not use the arrow keys until the correct hour is displayed then press **E**. 🟢

12. When the **E** 🟢 is pressed **BEGIN MINUTE** selection screen is displayed

```
    BEGIN  MINUTE  00
    E = YES      = NEXT
```

13. If the **BEGIN MINUTE** is correct press **E**. 🟢 If not use the arrow keys until the correct minute is displayed then press **E**. 🟢

14. When the **E** 🟢 is pressed **END MONTH** selection screen is displayed

```
    END MONTH NOV
    E = YES      = NEXT
```

DST Enabled / Disabled (cont.)

15. If the **END MONTH** is correct press **E**. If not use the arrow keys until the correct month is displayed then press **E**.

16. When the **E** is pressed **END WEEK** selection screen is displayed


```
              armor
           SAFE TECHNOLOGIES
            END WK FIRST
         E = YES      = NEXT
```

17. If the **END WEEK** is correct press **E**. If not use the arrow keys until the correct week is displayed then press **E**.

18. When the **E** is pressed **END DAY** selection screen is displayed

```
         END  DOW  SUN
       E = YES       = NEXT
```
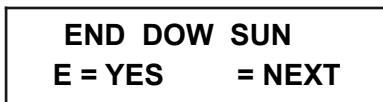
19. If the **END DAY** is correct press **E**. If not use the arrow keys until the correct day is displayed then press **E**.

20. When the **E** is pressed **END HOUR** selection screen is displayed

```
       END  HOUR 02        -
         E = YES       = NEXT
```
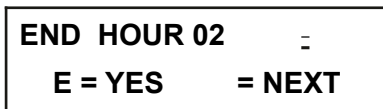
21. If the **END HOUR** is correct press **E**. If not use the arrow keys until the correct hour is displayed then press **E**.

22. When the **E** is pressed END MINUTE selection screen is displayed

```
       END  MINUTE       -00
         E = YES       = NEXT
```
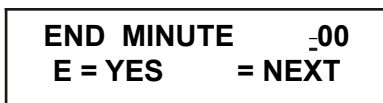
23. If the **END MINUTE** is correct press **E**. If not use the arrow keys until the correct minute is displayed then press **E**.

24. When the **E** is pressed the system gives one long beep and displays **DST ENABLE / DISABLE** menu selection

25. Press the arrow keys to scroll to another menu selection or press NO key to exit to the date and time screen.

Date Format

The Date Format programming option allows to set the date to "**dd mmm yyyy**" (default) or "**mmm dd yyyy**"

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.
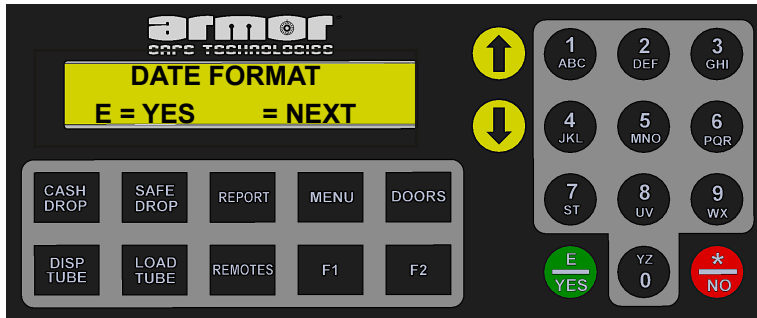

2   When the **E** key is pressed, the first **DATE FORMAT** selection screen is displayed.

```
        DDMMMYYYY
E = YES          = NEXT
```

To select the date, month, year format press the **E** key. Pressing the arrow key displays the next date format selection is displayed

```
        MMM DD YY
E = YES          = NEXT
```

To select this format press the **E** key. Pressing arrow key will display the first date format screen will be displayed again. To exit without making any changes press the 🔴 key.

When the **E** key pressed the "Date Format" menu selection will be displayed

Use the arrow keys to select another programming option or press the 🔴 key to exit to the date and time screen.

Date & Time

The date and time function is used for the door time lock, user transaction time, stamps, validated reports, and receipts.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.

2   When the **E** key is pressed, the **MONTH** selection screen is displayed.

```
AUG-15-10    07:31P
∧ =MONTH   E = NEXT
```

3. Press the arrow keys to select the correct **MONTH** and press **E**.
4. When the **E** key is pressed the **DAY** selection screen is displayed.

```
SEP-15-10   07:31P ∧
=DAY   E = NEXT
```

Press the arrow keys to select the correct **DAY** and press **E**.

5. When the **E** key is pressed the **YEAR** selection screen is displayed.

```
Sep-29-10   07:31P ∧
=DAY   E = NEXT
```

Press the arrow keys to select the correct **YEAR** and press **E**

6. When the **E** key is pressed the **HOUR** selection screen is displayed.

```
SEP-29-11   07:31P ∧
=DAY   E = NEXT
```

Press the Arrow key to select the correct **HOUR.** Make sure to select the correct hour **A** for **AM** and **P** for **PM**. When the hour is correct press **E.**

7. When the **E** key is pressed the **MINUTE** selection screen is displayed.

```
SEP-29-11  10:31A ∧
=DAY   E = NEXT
```

Press the arrow keys to select the correct **MINUTE.**

```
SEP-29-11  10:15A ∧
=DAY   E = NEXT
```

Date & Time

IMPORTANT: **Review the date and time you just set and make sure it is correct. Setting the incorrect date or time may have unpredictable results**.

If the date and time are correct press **E**. If not, press and start over at step 1 above

8. When the **E** key is pressed the **"Date & Time"** menu selection will be displayed.
9. When the next menu selection is displayed, use the arrow keys to select another programming option or press the key to exit to the date and time screen.

Seal # Enabled (Disabled)

This option programs the requirement of providing a seal number when an Armored Car Removal report is run. The current setting is displayed.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**. 🟢
2. Press the **E** 🟢 key to select the opposite option "**ENABLED** or **DISABLED.**" When the   Seal # option is correct press the 🔴 key to proceed to the next programming option.
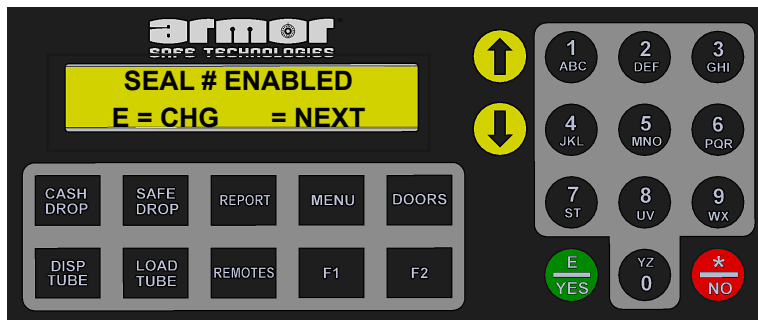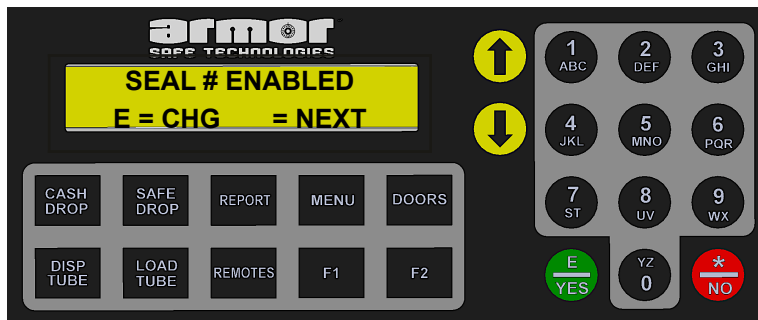
End Of Day Info

This option allows to set when and how the system's end of day will be run. This option allows you to set the following:

x **End of day time**, this is the time the **END DAY REPORT** will become available. This report is the closing function for the business day. **The business day is not closed until END DAY REPORT is actually run**

Shift At EOD ON/OFF, this menu selection links the system's shift reports to the end day report. When this feature is activated, the end day report will end the currently active shift, print the closed shift's report and print the end day report. The end day report will reprint all the shift reports contained in the day's totals. A total of all the shifts will be printed at the end of the report. When the report has finished printing a new shift is started. The new shift will be shift number one. Each time a shift report is printed the next sequential number will be used. This will continue until the end day report is printed.

 x **Auto End Day XXXX**, this menu selection allows to configure how the system will handle how the end of day time . There are three choices.

1. **FULL**; When the end of day time occurs, the system will function as programmed.

2. **BASIC**; when the end of day time occurs, the system will display a message on the screen only, indicating the report is ready to run.

3. **OFF**; the system will give no indication that the system is ready to run the end of day report.

Prt EOD Reps ON/OFF, this menu selections allows to decide if the system will print the reports at end of day or not. If this option is set to OFF. The current end of day report, shift report (if required) and detail report information will be cleared and archived. A receipt will be printed indicating the information was cleared and a transaction is created in the detail report.

End Of Day Info (cont.)

x   **Prt EOD Reps ON/OFF**, this menu selections allows to decide if the system will print the reports at end of day or not. If this option is set to OFF. The current end of day report, shift report (if required) and detail report information will be cleared and archived. A receipt will be printed indicating the information was cleared and a transaction is created in the detail report

x   **Override AOED ON/OFF**, when this menu selection is ON, the user will be warned that the end of day report is about to be run. It can temporally be overridden the running of the report for five minutes by pressing the 🔴 key. When the five-minute override has expired the system will again warn the user that the reports are about to be run. The user can continue to override this feature, but each time they will be required to login with their PIN and transaction will be entered into the detail information. If the user fails to override the system, the required reports will be archived, cleared and printed (if required). dddd

1.   Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**. 🟢
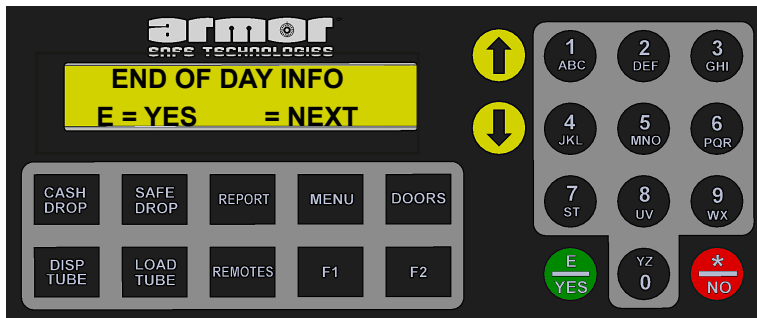
2.   After pressing the **E** key, the **END DAY TIME** menu selection is displayed.

```
        END DAY TIME
  E = YES         = NEXT
```

3.   Press the Up Arrow key the next menu selection will be displayed. If press **E** 🟢 the following screen is displayed.

```
  END DAY TIME

  1 2  :00A        +E
```
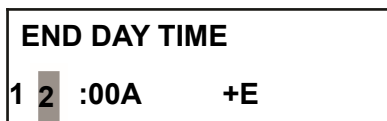
4.   If the hour is correct press **E**. 🟢 If the hour is incorrect, use the arrow keys and select the correct hour. Be sure the A (am) and P (pm) is correct before pressing **E**.

5.   When the **E** 🟢 is pressed the following will be displayed

```
  END DAY TIME
  11 :  0P∧        +E
```

End Of Day Info (cont.)

6. If the minute is correct press **E** ⊙ If the minute is incorrect, use the arrow keys and select the correct minute. When the minute is correct press **E**

7. When the **E** ⊙ is pressed the SHIFT AT EOD (End of Day) selection screen is displayed.
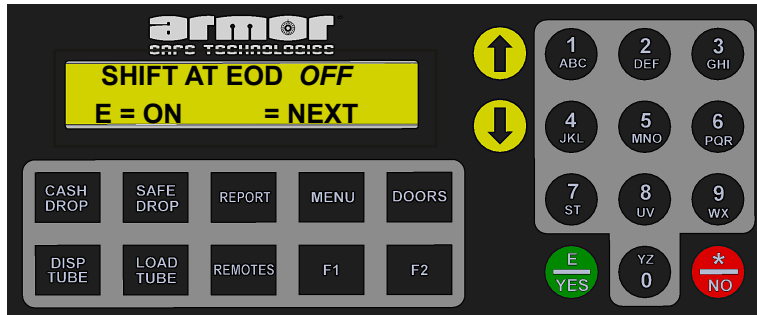
8. If the SHIFT AT EOD selection is correct press the arrow key. If not press **E**. ⊙ Pressing **E** will toggle between **ON** and **OFF** or **OFF** and **ON**. When the correct selection is displayed press the arrow key.

9. When the Arrow key is pressed the following screen is displayed.

```
AUTO EOD  FULL
E=CHANGE      =NEXT
```

10. The current status of this function is displayed **OFF**, **BASIC or FULL**. If the displayed function is correct press the arrow key. If **FULL** was the displayed function, the **Prt EOD Reps ON/OFF** screen will be displayed. Pressing the **E** key will display the following screen.

```
AUTO EOD  FULL
E = BASIC     = OFF
```
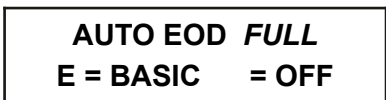
Press the ⊙ key exit without making a change, repeatedly pressing ⊙ will exit to the date and time screen.

11. If you turn **ON FULL** the **Prt EOD Reps ON/OFF** screen will be displayed. If you set the function to **OFF** or **BASIC** the **END DAY TIME** menu selection is displayed

Press the ⊙ key repeatedly to exit to the date and time screen.

12. If you turned **ON FULL** the following screen is displayed.

```
PRT EOD REPS ON
E = OFF          = NEXT
```

End Of Day Info (cont.)

13. The current status of this function is displayed **ON** or **OFF**. Pressing the **E.** [E/YES] key will toggle from **ON** to **OFF** or from **OFF** to **ON**. When the selection is correct press the arrow key go to the next menu selection.
14. Press the arrow key will display the following screen.
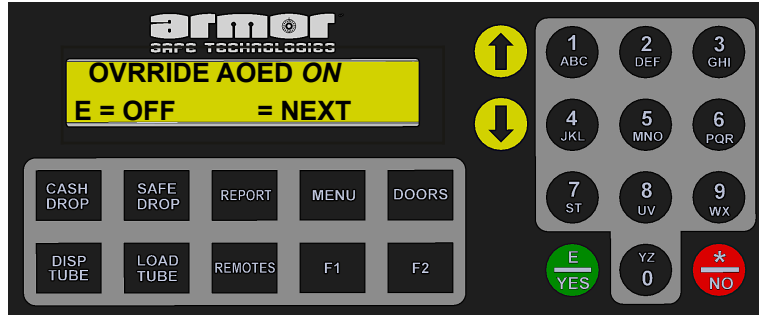
15. The current status of this function is displayed **ON** or **OFF**. Pressing the **E** [E/YES] key will toggle from **ON** to **OFF** or from **OFF** to **ON**. When the selection is correct press the   key and the **END DAY TIME** menu selection is displayed

16. To exit press [*/NO] key pressed and the **"End of Day Info"** menu selection will be displayed.

17. Use the arrow keys to select another programming option or press the [*/NO] key to exit to the date and time screen.

Language

The LANGUAGE programming function allow to select the system's displayed and printed language. At this time there are two choices, English and Spanish. The default is English.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E.**
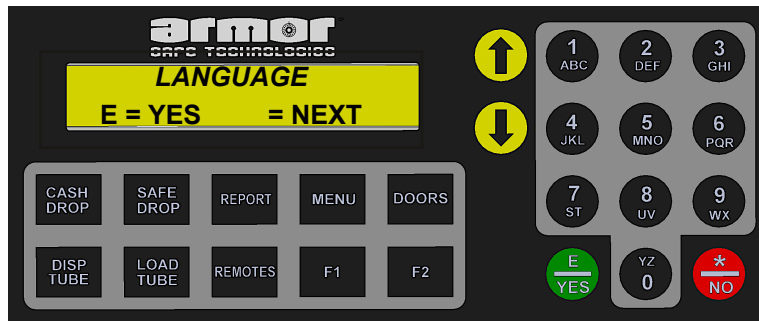
The display may read:
- x **LANGUAGE / E=YES   = NEXT**
- x **IDIOMA / E=SI   = SGNTE**

2. After pressing the **E** key, the first menu selection is displayed. Depending on the current system's language The display may read:

> *LANGUAGE English*
> **E = YES   = NEXT**

> *IDIOMA Español*
> **E = YES   = NEXT**

3. If the correct language is displayed press **E.** To select the next language press the arrow key. When the correct language is displayed press **E.**

4. When the **E** key pressed the **"Language"** menu selection will be displayed.

5. Use the arrow keys to select another programming option or press the key to exit to the date and time screen.

Bill Box Size

This menu selection allows to set the size of the bill boxes used on the bill readers. This setting controls the "**BILL BOX FULL** " warning level. If the incorrect entry is made, the "**BILL BOX FULL** " warning will be in error or no "**BILL BOX FULL** " error will be displayed at all. The system currently uses four sizes off bill boxes, and they will be the only choices given. The system's default bill box size is 1200 and is the most commonly used.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.

2. After pressing the **E** key, the following screen is displayed.

```
        BOX SIZE: 1200
E = YES         = NEXT
```
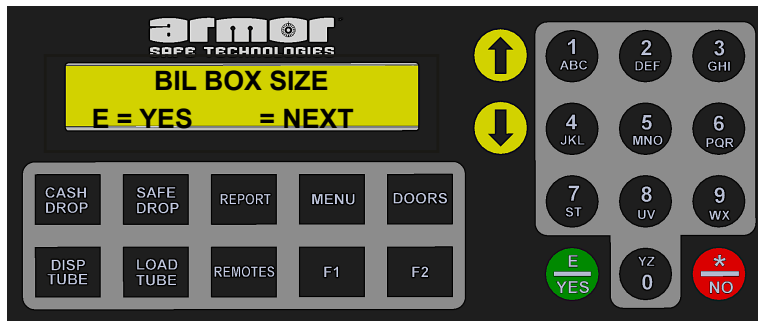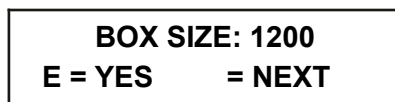
3. Press the **E** key if this is the correct size bill box or press the arrow key to scroll through the different sizes. There are three sizes to choose from 600, 1000, 1200 or 2200.

4. When the correct size is displayed press, the **E** key to make the selection.

5. When the next menu selection is displayed, press the NO key to exit to the date and time screen.

NOTE: if the bill box size installed on your system is not known, contact your sales representative or customer service.

FAILURE TO ENTER THE CORRECT BILL BOX SIZE WILL CAUSE ERRONEOUS BILL BOX FULL ERRORS.

Receipts On/Off

This menu selection allows to turn on and off the different receipts the system generates. Only the receipts for the following functions are controlled.

x **Cash Receipt**: This receipt is printed after a Cash Drop. The Cash Drop Receipt contains the user number, user name, date and time and dollar amount inserted during the drop.

x **Safe Receipt**: This receipt is printed after a Safe Drop. The Safe Drop Receipt contains user number, user name, date and time

x **User Receipt**: This receipt is printed after a user has been created or modified. The User Receipt contains the users name, ID, Added By, Date added or modified and its status.

x **Class Receipt**: This receipt is printed after a privilege class has been created or modified. The Class Receipt contains all the programmable options in the class and their settings. This system gives the user the option of not printing the receipt when **E** is pressed to complete the privilege class programming.

NOTE: When a receipt type is displayed, the current print status is shown.
The **digit-one** (**1**) equals **ON** and the **digit-zero** (**0**) equals **OFF**

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.

2. When the **E** key is pressed, the following screen is displayed.

```
CASH RECEIPT:0
1 = YES      0 = NO
```

The current print status is shown by a 0 or 1 after the receipt type

3. To change the receipt press the **digit one** (**1**) for **ON** or the digit-**zero** (**0**) for **OFF**. Or if the receipts print status is correct press arrow key and the next receipt type will be displayed

```
SAFE RECEIPT:0
1 = YES      0 = NO
```

4. Continue pressing the arrow key and making changes. After you have made all the required changes, press the **E** key to exit **"Receipts On/Off"** menu selection screen.

Safe Drop Types

This option allows to select the type of **Safe Drops** available to the users when they select safe drop by pressing the **SAFE DROP** key or pressing **E** at the **SAFE DROP** menu selection. The following safe drop types are available:

- x   **Cash** Drop

- x   **Coin** Drop

- x   **Cred** Drop

- x   **Chek** Drop

- x   **Coup** Drop

- x   **Lotto Drop**

You may select any, all, or any combination of the choices above.

1. Enter the six-digit PIN and press the **MENU** key. Use the Arrow keys to scroll to the following screen and press **E**.

2. When the **E** key is pressed the following screen is displayed.

```
            CASH:1
   1 = YES        0 = NO
```
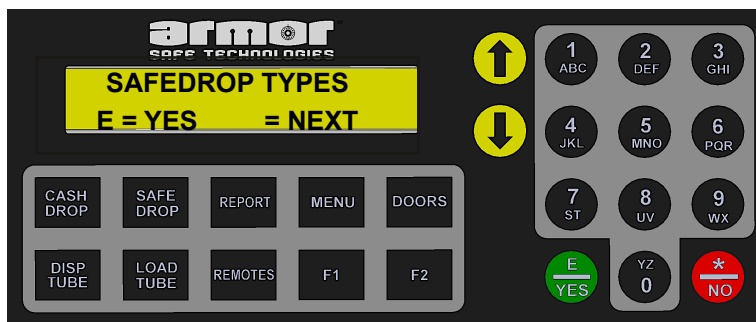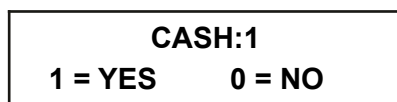
3. To add or remove the **Safe Drop** selection press the **digit-one** (**1**) for **ON** or the **digit-zero** (**0**) for **OFF**. Or if the drop type status is correct press arrow key and the next **Safe Drop** type will be displayed

4. Continue using the arrow key to display each of the remaining **Safe Drop** types. Use the **digit-one** (**1**) or **digit-zero** (**0**) key to change the **Safe Drop** type status.

5. When finished making the selections, press the **E** key.

6. When the **E** key pressed the **"Safe Drop Types"** menu selection will be displayed

7. Use the arrow keys to select another programming option or press the key to exit to the date and time screen.

Bookmarks

A bookmark is a piece of paper inserted into the bill acceptor to mark an event. Sometimes it's not practical to open the bill box and inspect a bill that caused a jam, especially with a locking bill box. In that instance, a bookmark indicates the location of the event. Bookmarks can also be used to mark an end of shift or end of day.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.

BOOKMARKS

E = YES   = NEXT
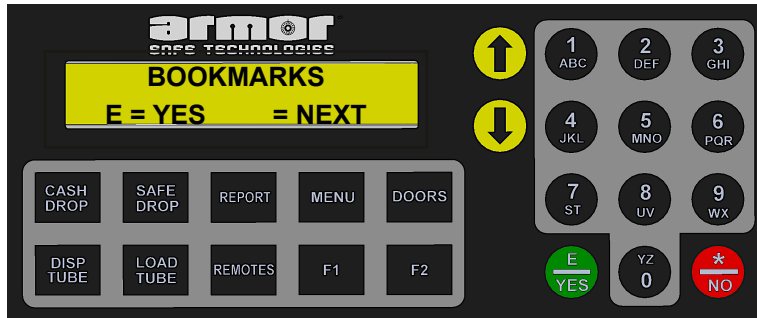
2. After pressing the **E** key, the **ENABLE BOOKMARKS** screen is displayed.

E N A B L E
BOOKMARKS?
   E = YES   = NO
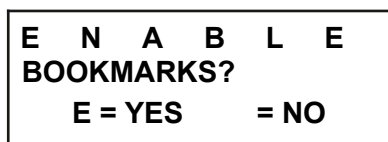
   If the bookmarks were disabled when pressed the **E** key, the bookmarks will be enabled and the following screen is displayed for five seconds.

BOOKMARKS
ENABLED

   If the bookmarks were enabled when pressed the **E** key, the bookmarks will be disabled and the following screen is displayed for five seconds.

BOOKMARKS
DISABLED

3. When the next menu selection is displayed, press the key to exit to the date and time screen.

Num Copies ACREP

(Remove Cash / Armored Car Receipt) This menu selection allows to select the number of remove cash receipts printed when remove cash function is preformed.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
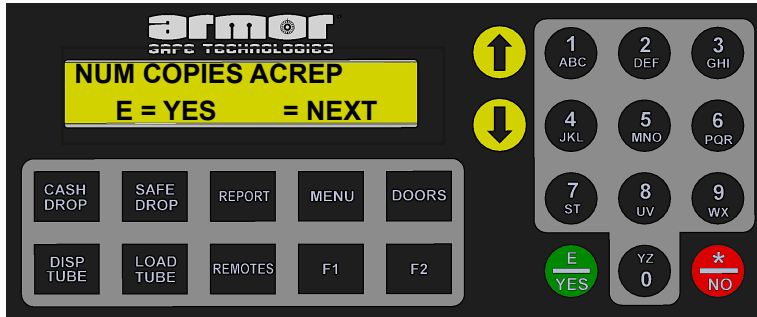
2. When the **E** key is pressed the following screen is displayed.

```
 NUM  COPIES:     2
E=YES      =CHG
```

   NOTE: The current number of receipts that will be printed is displayed

3. Using the arrow keys to select the number of receipts to be printed during the cash removal procedure.

   NOTE: The number of receipts is limited to 1 through 4.

4. When the **E** key pressed the **"Num Copies ACREP"** menu selection will be displayed

5. Use the arrow keys to select another programming option or press the key to exit to the date and time screen.

Armor Car

This selection allows to turn the system's armored car function on and off

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.

2. When the **E** is pressed the following is displayed showing the current status of the Armor car option.

```
ARMOR CAR ON
E = SAVE       = CHG
```
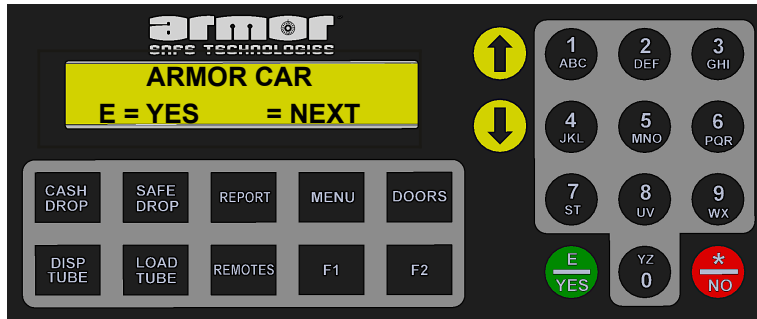
3. Press the arrow key to select the opposite option. **ON** if currently **OFF** or **OFF** if currently **ON.** When the Armor car option is correct press the **E** key to proceed to the next programming option.

The Armor Car feature allows for Cash In Transit companies do Cash Removals without any waiting time by login into the safe with their designated User PIN number and their CIT Physical Key.

Vault Key

This selection allows to turn ON or OFF the Vault Key function.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E.** 🟢

2. When the **E** 🟢 is pressed the following is displayed showing the current status of the Armor car option.

> **VAULT KEY ON**
> **E = SAVE   = CHG**

3. Press the arrow key to select the opposite option. **ON** if currently **OFF** or **OFF** if currently **ON.** When the Vault Key option is correct press the **E** 🟢 key to proceed to the next programming option.

The Vault Key function allows users with assigned Open Door privileges to open the Vault at any given time by login in and inserting the assigned physical key regardless a time delay may have been programmed.

Bill Direction

The bill direction option allows to restrict how currency is inserted into the bill readers. The reader can be restricted to accepting currency in one of four-ways.

x **One Way**: This requires that the user inserts all currency face up with the green seal first only. Any other way the currency will be rejected.

x **Two Way**: This setting allows the user to insert currency face up only and either end first.

x **Four Way**: This setting allows the user to insert currency face up or down either end first.

NOTE: The greater the restrictions on insertion direction, the lower the first time acceptance percentage will be. Some currency may not be accepted at all.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.

BILL DIRECTION
E=YES   =NEXT

2. When the **E** key is pressed the following screen will be displayed

BILL DIR: 4WAY
E=YES   =NEXT

3. Using the Arrow keys scroll through the bill direction choices.

BILL DIR: 2WAY
E=YES   =NEXT

When the bill direction you want to use is displayed, press **E.**

5. When the **E** key pressed the next programming menu selection will be displayed.

6. When the next menu selection is displayed, use the arrow keys to select another programming option or press the key to exit to the date and time screen

Cash Drop Timeout

The Cash Drop Timeout programming option allows to set the length of bill reader inactivity before the system will end the current transaction. The system logs the user off and print a Cash Drop Receipt if required. This option is important if your system needs a period of inactivity to allow automatic report printing and data transmissions. The time out can be set from 1 minute to 99 minutes in one-minute increments.

If the bill reader is to stay active without any timeout restrictions set the delay to zero (0).

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**. [E/YES]

2. When the **E** [E/YES] key is pressed the following screen will be displayed

```
       10 SECONDS
     ENTER +E
```
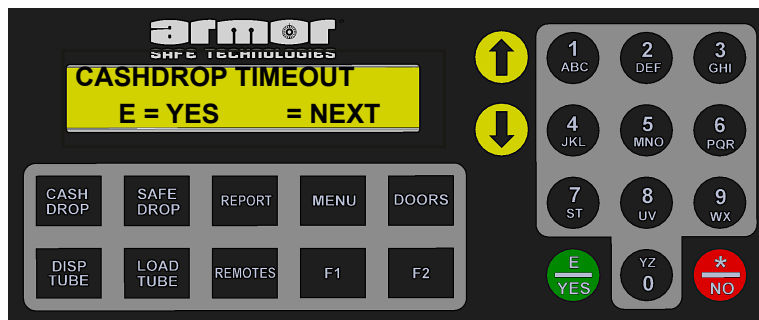
3. Using the keypad enter a number between 0 and 99 and press **E.** [E/YES]

   NOTE: Zero (0) equals no timeout and the numbers represents delay time in seconds.
4. When the **E** [E/YES] key pressed the **"Cashdrop Timeout"** menu selection will be displayed
5. Use the arrow keys to select another programming option or press the [NO] key to exit to the date and time screen.

Network Settings

This programming option allows to select the system's communication configuration and required settings. These setting must be set correctly or unforeseen problems may occur. If unsure of the settings please check with your IT department or Armor Safe customer service.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E.**
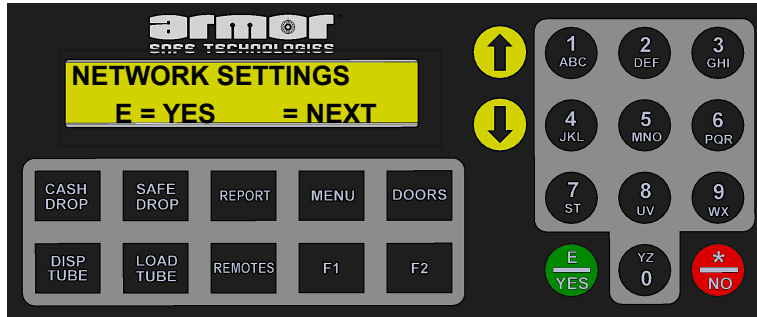
2. After pressing the **E** key, the **NETWORK WIRED** menu selection is displayed.

```
         NETWORK WIRED
    E = YES        = NEXT
```

3. This is the first of several network configurations. The other configurations are:

   x Network Wired x   Wireless Airlink x   Wireless Kreon x   Network None

   Using the arrow keys scroll through the available protocols and press **E** when the correct protocol is displayed

4. After pressing **E** a series of configuration settings will be displayed. Table 3 shows the information required to complete the setup for the selected protocol. If unsure of the correct setting contact your IT department or Armor Safe Technologies customer service.

5. When the **E** key pressed the "   " menu selection will be displayed

6. Use the arrow keys to select another programming option or press the 🔴 key to exit to the date and time screen.

	Safe IP Address	Safe Netmask	Safe Gateway	Server IP	Server Port
Network Wired	**0.0.0.0**	**255.255.255.0**	**192.168.1.1**	**99.30.89.9**	**10001**
Wireless Airlink	0.0.0.0	255.255.255.0	192.168.1.1	NA	NA
Wireless Kreon	**0.0.0.0**	**255.255.255.0**	**192.168.1.1**	**NA**	**NA**

Man Xact (ON / OFF) (Manual Transaction)

This option enables or disables the requirement that the user enters a transaction number for Cash Drop or Safe Drop that will be printed on the receipt.

This enables the user to tie transactions on two different systems together with a common number.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**. 🟢

or
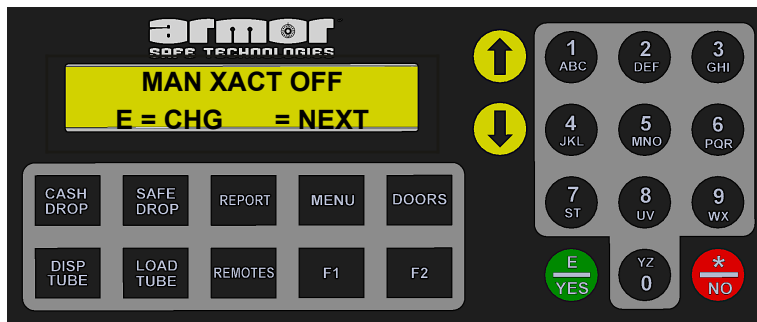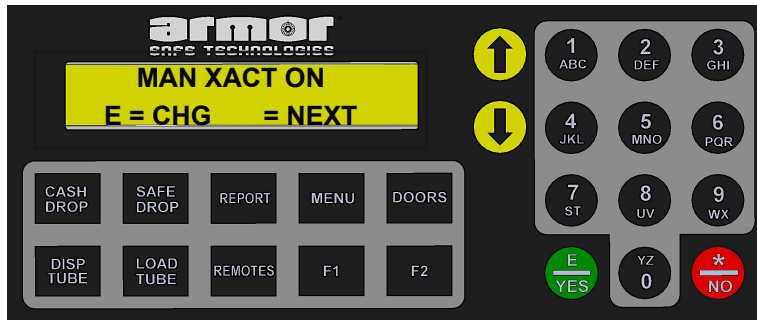
2. Press the **E** 🟢 key to select the opposite option "**ON** or **OFF.**" When the option is correct press the 🔴 key to proceed to the next programming option.

DROP FOR

The Drop For programming option allows for CashDrops to occur on behalf of another user.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
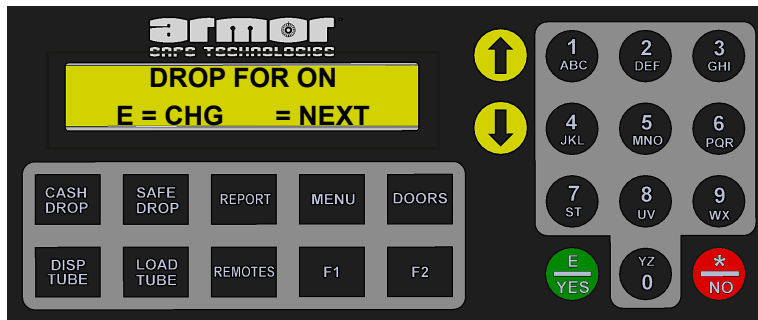
2. Press the arrow key to select the opposite option. **ON** if currently **OFF** or **OFF** if currently **ON.** When the Vault Key option is correct press the **E** key to proceed to the next programming option.

USB Printer

The USB Printer programming option allows to set the printer settings, from a Hardware Serial communication printer to a Serial Software communication or USB Hardware & Software printer.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E** 🟢 To change the default option USB Printer
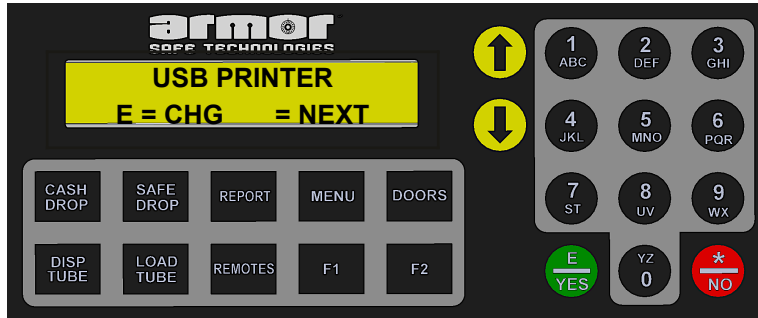
2. Press the **E** 🟢 change key to select the option.

SERIAL PRINTER HW
E = CHG   = NEXT

SERIAL PRINTER SW
E = CHG   = NEXT

3. When the selected option is correct press the **Arrow** key to proceed to the next programming option.

SET COIN OFF

The Set Coin Off programming option allows to connect an approved Coin counting device to the main unit.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**. 🟢 to change the default option OFF to ON.
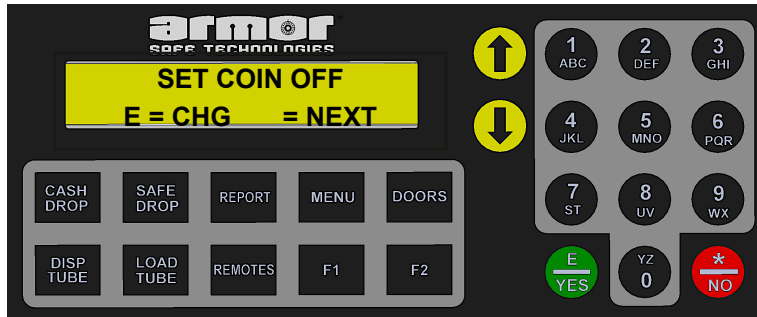
2. Press the **E** 🟢 key to select the opposite option. **ON** if currently **OFF** or **OFF** if currently **ON.**

3. When the selected option is correct press the **Arrow** key to proceed to the next programming option.

ENABLE LARGE BILLS

The Enable Large Bills programming option allows to use the unit with physically larger bill notes from foreign countries.

1. Enter the six-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**. to change the default option OFF to ON.
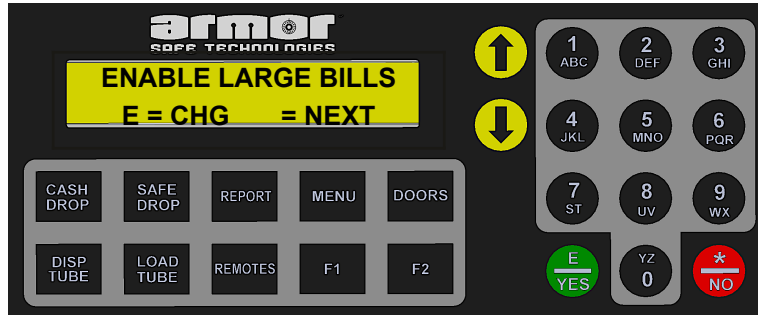

2. Press the **E** key to select the opposite option. **ON** if currently **OFF** or **OFF** if currently **ON.**

3. When the selected option is correct press the **Arrow** key to proceed to the next programming option.

IButton Programming
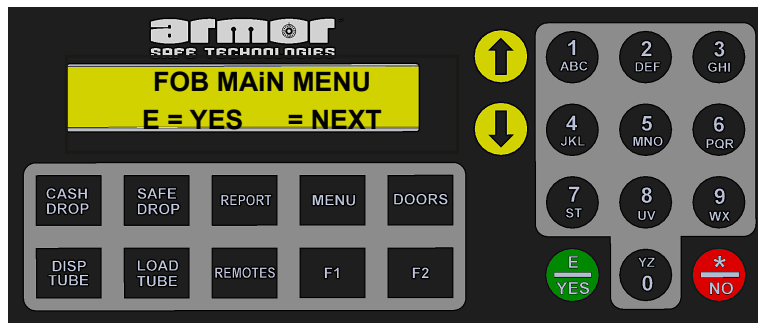
Master FOB

1. Enter into Master Menu Pin
2. Screen will display, READ NEXT FOB 1 OF 1,
3. Place Master FOB in front of I-Button reader

(Add a key Ring to make the FOB master different than the others).

4. Screen will display, SAVE USER FOR DATA, Press "Yes".
5. Press No to go back to main Menu.

Additional FOB's /Delete FOB's & Found FOB's

1. Enter into Master Menu Pin
2. Screen will display PLACE FOB ON READER
3. Place FOB Master in front of reader.
4. Select function key MENU, use down arrow until you find:
   FOB MAINTENANCE Menu, press "YES".
5. Screen will display ADD FOB TO USER, press "YES
   1. Enter User to Modify "YES" type "User Number" then press "E"
   2. Read next FOB 1 of 1
6. Screen will display SAVE USER FOB DATA press "YES"
7. **Delete FOB**
   1. Screen will display ENTER USER TO MODIFY press "YES"
   2. Search for USER NUMBER and Select
   3. Screen will ask for confirmation: ARE YOU SURE? Confirm as needed.
8. **Found FOB**
   1. Screen will display FOB TO USER (FOUND FOB) press "YES"
   2. Place FOUND FOB on reader
   3. Then SAVE USER FOB DATA, press "YES".

OPERATE SAFE

Operate Safe

This chapter provides step by step instructions for the various functions of the system. This section is only accessible using a four digit user PIN.

All the functions are reported on the system's **DETAIL REPORT** and can be reprinted using the **DATE TRANS REPORT** and other reporting options of the **ARCHIVE REPORTS.**

To access one or all of the functions, log in to the system using the four-digit PIN and pressing a **Function Key** or the **MENU** key. After pressing the **MENU** key Use the arrow keys to scroll to the desired function and press the **E** 🟢 key.

The following is a list of the functions covered by this chapter.

x Cash Drop	x Remove Cash (Without Key)
x *Dispense Tube*	x Remove Cash (With Key)
x Safe Drop	x Insert Bookmark
x *Load Tube*	x *Till Dispense*
x *Load For*	x *Enable Columns*
x *Load From Safe*	x Add User
x Open Tube Vault (Open Door)	x Modify User
x *Door Add*	x Delete User
x *Open Inner Door*	x Date & Time

This manual includes instructions for all functions currently available. All of the functions described here may not be available on all units.

Note: Items in **Bold Italics** are used for dispensing safes only
Each instruction page show how the function can be accessed.

FUNCTION NAME		Function is only accessible using the function's direct access key.
	MENU	Function is only accessible using the **MENU** key.
FUNCTION NAME MENU		Function is accessible using the function's direct access or the **MENU** key

OPERATION Cash Drop

This function allows the user to insert bills into one or more of the bill acceptors. When a bill is inserted, it is counted and credited to the user that is currently logged on to the system. The system records the total amount of currency accepted through the bill readers. These totals are kept in memory and used to generate various reports. When the user has finished inserting bills a receipt will be printed, if configured.

The details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.** This function is accessible only with a four digit PIN.

NOTE: If the system has a **BUY CHANGE** bill acceptor. Only Buy Change bills will be able to be inserted into that acceptor

1. Log in and press the **CASH DROP** key.
2. The following screen is displayed.
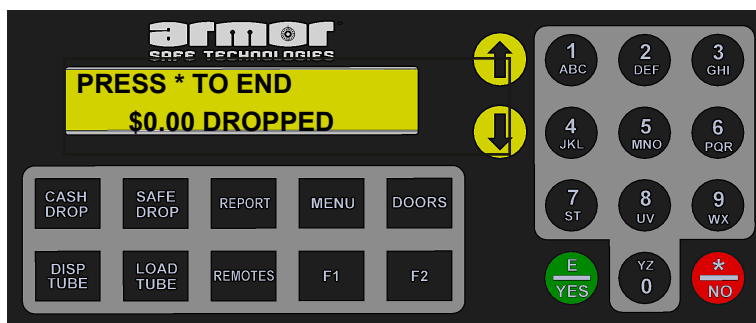
3. Insert bills, one at a time, into the bill reader. In most systems, bills can be inserted in any direction.***** As the bills are accepted, the denomination of the last bill inserted is displayed. The dollar amount on the display will increase by the denomination of the bill just inserted.

```
$5              $75.00
PRESS     TO END
```

   * Some systems require that the bills be inserted face up only.

4. After inserting all the bills, press the   key to exit to the date and time screen.

   If the system is configured to print a receipt, a **DROP RECEIPT** will be printed See Figure 04

```
CASH DROP RECEIPT  APR-09-14  02:26:36P
TRANS #00031

001 PAUL F   $   25.00
END OF CASH DROP RECEIPT
```

OPERATION Cash Drop For

This function allows an authorised user to drop cash for another user. The authorised user logon to the system and presses MENU and presses CASH DROP FOR. The system will ask for the user number of the user they are dropping for. They would then insert bills into one or more of the bill acceptors. When a bill is inserted, it is counted and credited to the user they are dropping for. The system records the total amount of currency accepted through the bill readers. These totals are kept in memory and used to generate various reports.

When the user has finished inserting bills a receipt will be printed, if configured.

The details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.**

This function is accessible only with a four digit PIN.

NOTE: If the system has a **BUY CHANGE** bill acceptor. Only Buy Change bills will be able to be inserted into that acceptor

 Note: Enter the user's number not their PIN

3   When the third number is entered the following screen is displayed.

4. Insert bills, one at a time, into the bill reader. In most systems, bills can be inserted in any direction.* As the bills are accepted, the denomination of the last bill inserted is displayed. The dollar amount on the display will increase by the denomination of the bill just inserted.

$75.00	$5
PRESS	TO END

   * Some systems require that the bills be inserted face up only.

OPERATION Cash Drop For (cont)

5. After you have inserted all the bills, press the   key to exit to the date and time screen.

If the system is configured to print a receipt, a **DROP FOR RECEIPT** will be printed See Figure 05

```
CASH DROP RECEIPT
 APR-09-4  02:26:36P
   TRANS #00031


001 PAUL F   $   25.00

END OF CASH DROP RECEIPT
```

Figure 05 DROP FOR RECEIPT

Dispense Tube

The **DISPENSE TUBE** function allows the user to replenish the cash register change fund or obtain cash for other payouts. This feature allows the user to keep the store's change fund secure while still having access to the fund when required.

The change fund is accessible in two different ways depending on the system's configuration.

x   The first method is simply to allow the user to log onto the system and dispense the money they need. The only control in this case is the user's PIN and column time delay settings.

x   The second method requires the user to insert money through the bill acceptor before being allowed to dispense. This method is called "**BUY CHANGE**." The user will be allowed to dispense up to the amount inserted. If the user does not dispense the full amount inserted, the difference will be credited to the user as a deposit. With more than one bill acceptor, the system may be configured to require the user to insert bills in one particular acceptor.

The details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.** This function is accessible only with a four-digit PIN.

1.   Log in and press the **DISP TUBE** key.

2.   The next step depends on which screen is displayed. If this screen is displayed go to step 14.

XX is the column number and
$YYY.YY is the column dollar amount

3.   Insert one bill at a time into the bill acceptor.

```
INSERT BILLS
PRESS ✳ TO END
```

Dispense Tube

The **DISPENSE TUBE** function allows the user to replenish the cash register change fund or obtain cash for other payouts. This feature allows the user to keep the store's change fund secure while still having access to the fund when required.

The change fund is accessible in two different ways depending on the system's configuration.

x   The first method is simply to allow the user to log onto the system and dispense the money they need. The only control in this case is the user's PIN and column time delay settings.

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The details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.** This function is accessible only with a four-digit PIN.

1.   Log in and press the **DISP TUBE** key.

2.   The next step depends on which screen is displayed. If this screen is displayed go to step 14.

XX is the column number and
$YYY.YY is the column dollar amount

3.   Insert one bill at a time into the bill acceptor.

> **INSERT BILLS**
> **PRESS ✳ TO END**

Dispense Tube (cont)

4. The screen will display a running total of bills inserted while they are being accepted.
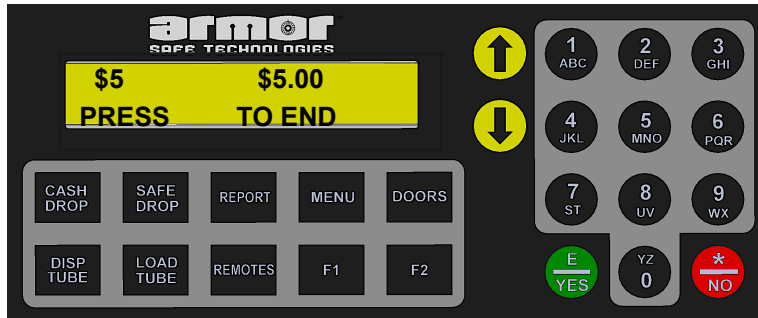
5. After the last bill has been inserted, press the ⊗ key to complete the cash drop.

6. When the following screen is displayed, it will show from which columns are allowed to dispense. These columns depend on the column value and the dollar amount deposited.

```
COL #XX $YYY.YY
E=YES1234567890
```

XX is the column number and $$YYY.YY is the column dollar amount

7. In this example the columns are set for the following values:

C O L 01	$0.50	COL 06	$20.00
C O L 02	$2.00	COL 07	$50.00
C O L 03	$5.00	COL 08	$50.00
C O L 04	$10.00	COL 09	$100.00
C O L 05	$20.00	COL 10	$100.00

Columns 06 is **EMPTY** column 03 is **DISABLED** and column 09 is **INACTIVE**. The user inserted $50 into the bill acceptor and pressed the key. When the key was pressed, the following screen is displayed.

The top line shows the column number and the dollar amount of a tube in that column. The second line show the status of all the columns.

Symbol	Column Status
1,2,4,5,7,8	Available
•	Inactive
—	Empty
✳	Disabled
+	NOT Available

The system will go to the highest dollar amount the user will be allowed to dispense. The user can also press the arrow keys to scroll to another available column. When the desired column is displayed, press the **E** 🟢 key to dispense the tube. As tubes are dispensed, available columns will become unavailable depending on the dollar amount.

8. Use the arrow keys to select the desired column and press the **E** 🟢 key.

Dispense Tube (cont)

9. When the **E** key is pressed, the following screen is displayed.
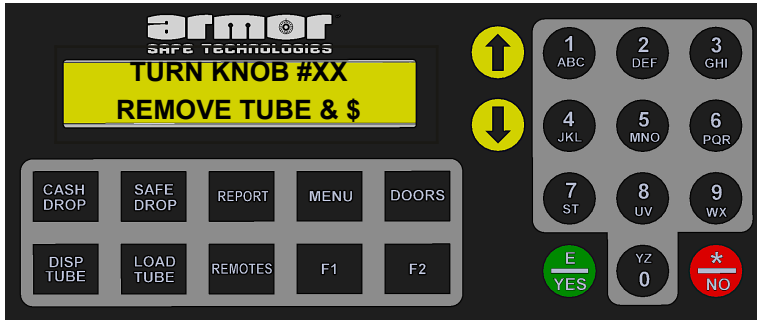
10. When this screen is displayed, the user turns the column knob clockwise to dispense the tube, then counter clockwise to its home position. If after five seconds the user fails to turn the knob to dispense, a continuous beep will sound and the screen will continue to be displayed.

```
TURN KNOB #XX
REMOVE TUBE & $
```
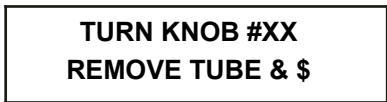
11. The beep and this screen are displayed for five seconds. If the user has not dispensed after five seconds, the column dispense screen will be displayed.

    NOTE: If a column has three failed dispense attempts without a successful dispense, the column will be disabled.

12. When the user successfully dispenses a tube, the column dispense selection screen will again be displayed. The user is allowed to dispense from any of the now available columns. This will continue until the user reaches the limit of the dollar amount inserted or decides to quit by pressing the key.

13. When the user presses the key, the system displays the date and time screen. If configured, the system will print a receipt. See Figure 07 or 08

14. This screen provides a lot of Information.
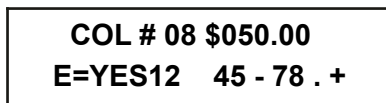
```
COL # 08 $050.00
E=YES12   45 - 78 . +
```

The top line shows the column number and the dollar amount of a tube in that column. The second line show the status of all the columns.

Symbol	Column Status
1,2,4,5, 7,8	Available
•	Inactive
—	Empty
✳	Disabled
+	NOT Available

15. To dispense from column five, use the arrow key and scroll to column 5, press the **E** key. Or press the five key and press the **E** key.

Dispense Tube (cont)

15. If a time delay for the selected column is not active, the following screen will be displayed.
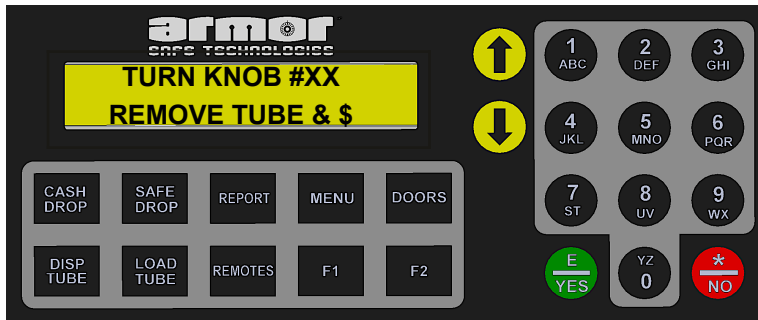
17. When this screen is displayed, the user turns the column knob clockwise to dispense the tube, then counter clockwise to its home position. If after five seconds the user fails to turn the knob to dispense, a continuous beep will sound and the screen will continue to be displayed.

> **TURN KNOB #XX**
> **REMOVE TUBE & $**
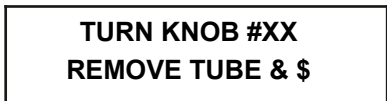
18. The beep and this screen are displayed for five seconds. If the users has not dispensed after five second, the column dispense screen will be displayed.

   NOTE: **If a column has three failed dispense attempts without a successful dispense, the column will become disabled.**

19. When the user successfully dispenses a tube, the column dispense selection screen will again be displayed. The user selects the same column or a different column and presses the **E** 🟢 key. If a time delay is active, the following screen will be displayed.

> **TIME DELAY**
> **00m:58s**

   The time displayed is the amount of time remaining before the user is allowed to dispense from that column

20. When the user presses the 🔴 key, the system displays the date and time screen. If configured, the system will print a receipt. See Figure 06

> DISPENSE RECEIPT
> — — — — — — — —
> User Name FLORES AJ
> User Num   8
> Local JUNE-06-14 12:08:29A
> Acc-Safe ID 12345678-901234
> TRAN # 189
> — — — — — — — —
> DISPENSED $ 15.00
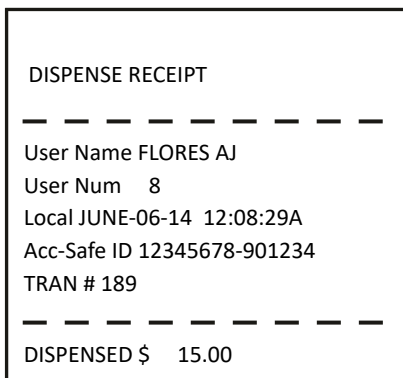
The receipt will include the transaction number, user number and name, dollar amount, date and time for the dispensed. If applicable the column numbers of the columns disabled during this dispense.

Dispense Tube (cont.)

Receipts: If the system requires the user to **BUY CHANGE,** there are two different receipts.

The first receipt is the standard receipt showing the dollar amount inserted, the dollar amount dispensed and the remainder that was taken as a deposit. This receipt is called a **PICKUP RECEIPT**, Figure 07.

If the system has a dedicated bill acceptor that is used to **BUY CHANGE**, the receipt is a **CHANGE RECEIPT**, (Figure 16). This receipt shows the dollar amount inserted, the dollar amount dispensed and the dollar amount added to the change fund that should be in the deposit going to the bank. The user is still credited with the dollar amount. The store's owner or manager opens the **BUY CHANGE** bill acceptor bill box and buys change at the bank.
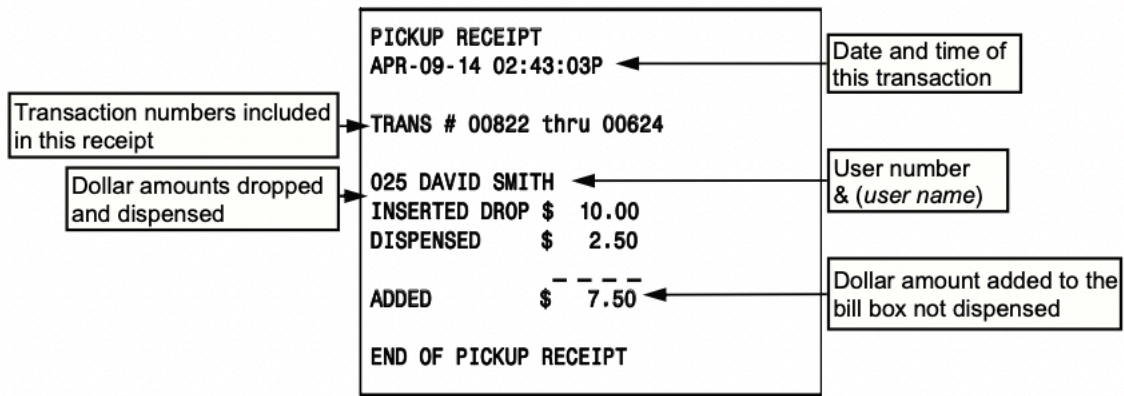
Figure 07
PICKUP RECEIPT

Date and time of this transaction

Transaction numbers included in this receipt

Dollar amounts dropped and dispensed

User number & (user name)

Dollar amount added to the bill box not dispensed

```
PICKUP RECEIPT
APR-09-14 02:43:03P

TRANS # 00822 thru 00624

025 DAVID SMITH
INSERTED DROP $   10.00
DISPENSED     $    2.50

ADDED         $    7.50

END OF PICKUP RECEIPT
```
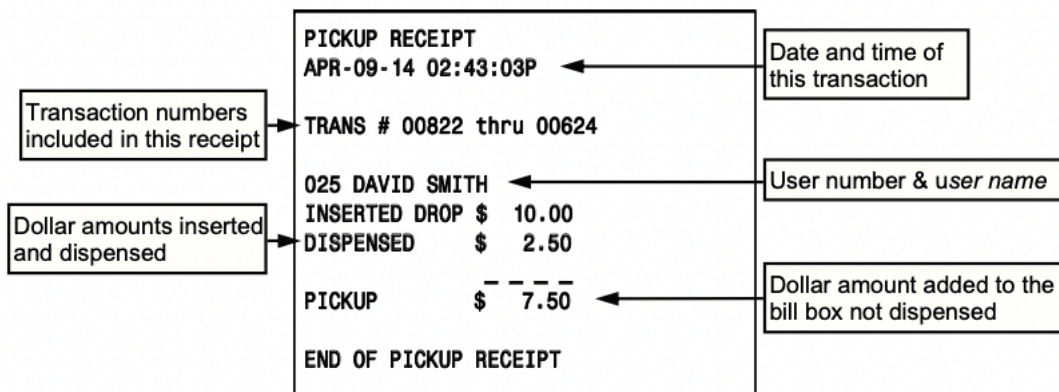

Figure 08
CHANGE RECEIPT

Date and time of this transaction

Transaction numbers included in this receipt

Dollar amounts inserted and dispensed

User number & user name

Dollar amount added to the bill box not dispensed

```
PICKUP RECEIPT
APR-09-14 02:43:03P

TRANS # 00822 thru 00624

025 DAVID SMITH
INSERTED DROP $   10.00
DISPENSED     $    2.50

PICKUP        $    7.50

END OF PICKUP RECEIPT
```
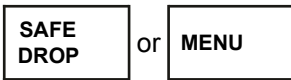
Safe Drop

The **SAFE DROP** function allows users to enter the dollar amount and type of an item they are depositing through the deposit drawer. The user may be depositing bills that are wet or damaged and should not be fed into the bill acceptors or simply depositing a check or credit card slip. Depending on the system's configuration, up to six different items may be dropped.

x **Cash**   x**Coin**   x**Credit**   x**Check**   x**Coupons**   x**Lottery**

Depending on the system's configuration, a receipt may be printed for each type of deposit.

The dollar amount, type, date, time, user number and name, if programmed for each drop, are stored in memory for different reporting functions.

The detail for any of these deposit types can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.** This function is accessible only with a four-digit PIN.

1. Log in and press the **SAFE DROP** key.

2. The following screen is displayed.

```
               CASH?
E = YES        = NEXT
```

   NOTE: Depending on the configuration, the deposit may be any of the five types available.

3. Use the arrow key to scroll through the different deposit types available and press **E** to select.

4. When the **E** key is pressed the following screen is displayed.

```
        ENTER AMOUNT
           $XXXX.XX
```

Safe Drop (cont.)

5. Using the key pad, enter the dollar amount being deposited. Each number entered will be shown on the right and pushed to the left by the next number entered. If entered $148.50, enter us 1,4,8,5,0. The decimal point will automatically be entered. If an error press, the arrow key and the last digit entered will be removed. Each time the arrow key is pressed, a digit will be removed. If needed to delete the entire entry and start over, press the 🔴(NO) key.

6. When satisfied the entry is correct, press the **E** 🟢(E YES) key.

NOTE: Once the **E** 🟢(E YES) is pressed, further corrections are not possible.

7.Pressing the **E** 🟢(E YES) key, the system displays the next cash drop menu selection. Use the arrow keys to scroll to another selection or press the **E** 🟢(E YES) key to make another safe drop.

8. If finished making all safe drops, press the🔴(NO) key to exit to the date and time screen.

9. If the system is configured to print a **SAFE DROP RECEIPT,** Figure 09, it will be printed at that time. A separate receipt will be printed for each safe drop made.


```
Date and time of
transaction    ───▶  SAFE DROP RECEIPT
                     APR-09-14 02:44:20P
                     TRANS # 00489   ◀───  Transaction number

Transaction type ─▶  TRANS TYPE-CASH  ◀───  Dollar amount of transaction

User number &
user name      ───▶  055 FRANK J      $      25.00

                     END OF SAFE DROP RECEIPT
```
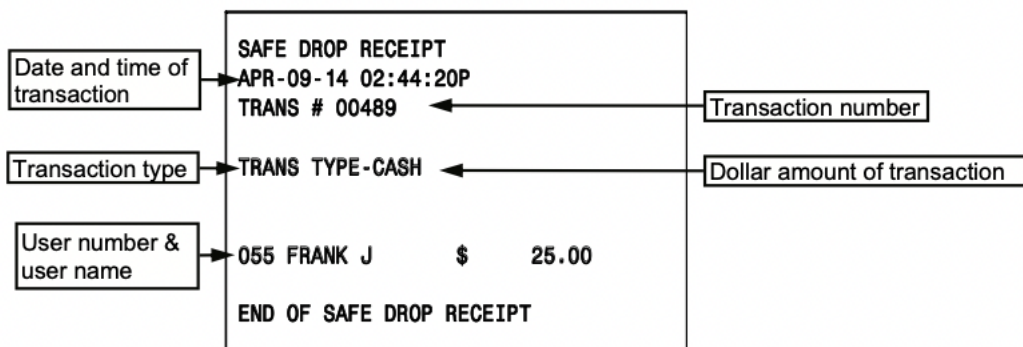
Figure 09
SAFE DROP RECEIPT

Load Tube

This function allows to enter the number of tubes loaded into each column of the tube magazine and giving credit for the load to your user number

This function also allows to reduce the number of tubes in an individual column to zero, if required, by pressing the arrow key.

CAUTION: Reducing the number of tubes in a column should be used with caution and understanding. Reducing the number of tubes can cause problems with dispense totals, tube balances and other related totals. This may produce undesired results, i.e. negative balances.

This details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS**.

This function is accessible only with a four-digit PIN.

1. Log in and press the **LOAD TUBE** key. Use the arrow key to scroll through the following screens and press **E**.



2. When **E** key is pressed the following is displayed.

```
    COL # 01 QTY 00 ∧
=NEXT      E=END
```

This screen shows the column number and the number of tubes that are currently in the column.

3. To load tubes, enter the number of tubes being loaded in the displayed column. **THE NUMBER ENTERED MUST BE A TWO-DIGIT NUMBER. IF LOADING FIVE TUBES, ENTER 05. IF LOADING TEN TUBES, ENTER 10.**

Load Tube (cont.)

4. After entering the number of tubes loaded in this column, press the arrow key to move to the next column. Continue until all the tubes are loaded.

5. After entered all the numbers of tubes in all the columns press the **E** 🟢 key to **END**

6. When pressing the **E** 🟢 key the following is displayed.

    Press 🔴 to continue loading tubes.
    Press **E** 🟢 to exit and print a **Load Report** See Figure 10

NOTE: If the wrong number of tubes are entered in a column, or need to correct a problem, use the arrow key to correct the entry. Each time the arrow key is pressed, one tube is subtracted

<div align="center">

WARNING:

</div>

SINCE A COLUMN CAN BE EMPTIED THROUGH THE ARROW KEY A NEGATIVE LOAD RECEIPT CAN BE CREATED IF MORE TUBES A REMOVED THAN LOADED.

7. After entered the number of tubes loading, must insert the tubes into the tube magazine.

8. Open the Tube Load Door. A key may be required to open the door.

9. The columns are counted from left to right with the leftmost column being number one.

    NOTE: BE SURE TO LOAD THE COLUMN WITH THE CORRECT TUBE OR THE SYSTEM'S DOLLAR AMOUNT WILL BE INCORRECT

Load Tube (cont.)

10. Insert the tube in the holder with the open end of the tube towards the rear of the safe. Rotate the knob clockwise to load the tube into the column.

   NOTE: Loading the tubes with the open end towards the rear of the safe will keep the money in the tube during the dispense cycle.

User number & use name who loaded the magazine

Column number loaded

Tube dollar value

Number of tubes loaded in this column.

Number of tubes removed in this column.

```
LOAD RECEIPT
User Name DAVID SMITH
User Num  12
Local APR-09-14  05:50:19A
Acc-Safe ID 12345678-901234
TRANS # 000345
- - - - - - - - - - - - - - - -
COL 01   $  0.50 HAD  11 TUBES
LOADED 01   TUBES   $  0.50

COL 04  $ 10.00 HAD   06 TUBES
LOADED 05   TUBES  $ 50.00

COL 07   $ 20.00 HAD   12 TUBES
REMOVED 02  TUBES  $ 40.00

TOTAL ADDED      $10.50

END OF LOAD RECEIPT
```

Date and time tube magazine was load

Number of tubes in the column before the column was loaded

Total dollar amount loaded in this column.

Total dollar amount removed in this column.

Total dollar amount loaded. If tubes were removed during this load, the dollar amount removed will be subtracted from the amount loaded.

Figure 10
LOAD RECEIPT

Load For

LOAD FOR allows to enter the number of tubes loaded into each column of the tube magazine and allows to give credit for the tubes loaded to another user

This function also allows to reduce the number of tubes in an individual column to zero, if required, by pressing the arrow key.

CAUTION: Reducing the number of tubes in a column should be used with caution and understanding. Reducing the number of tubes can cause problems with dispense totals, tube balances and other related totals. This may produce undesired results, i.e. negative balances.

This details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS**.

This function is accessible only with a four-digit PIN.

1. Log in and press the **LOAD TUBE** key. Use the Arrow key to scroll through the following screens and press **E.**

2. When **LOAD FOR** is displayed, pressing **E** key will display the following screen.

                    ENTER USER ID #

3. Enter the three-digit **USER NUMBER** (**Not** **Their** **PIN**) of the user loading tubes for. After the third digit is entered the display will change to the column one load screen.
    NOTE: The user number must always be entered as three-digits. If the user's number is less than three-digits you must add one or two leading zeros. Enter user 8 as 008 and user 25 as 025.
4. When **E** key is pressed the following is displayed.

        COL # 01 QTY 00 ∧
        =NEXT   E=END

    This screen shows the column number and the number of tubes that are currently in the column.

Load For (cont.)

5. To load tubes, enter the number of tubes being loaded in the displayed column. **THE NUMBER ENTERED MUST BE A TWO-DIGIT NUMBER. IF LOADING FIVE TUBES, ENTER 05. IF LOADING TEN TUBES, ENTER 10.**
6. After having entered the number of tubes being loaded in this column, press the arrow key to move to the next column. Continue until having entered all the tubes being loaded.

7. After entered all the numbers of tubes in all the columns press the **E** 🟢 key to **END**

8. When pressing **E** 🟢 key the following is displayed.

Press 🔴 to continue loading tubes.
Press **E** to exit and print a **Load Report**

NOTE: BE SURE TO LOAD THE COLUMN WITH THE CORRECT TUBE OR THE SYSTEM'S DOLLAR AMOUNT WILL BE INCORRECT.

WARNING:

BECAUSE YOU CAN USE THE   KEY TO EMPTY A COLUMN A NEGATIVE LOAD RECEIPT CAN BE CREATED IF YOU REMOVE MORE TUBE THAN YOU LOADED.

9. After having entered the number of tubes being loaded, must insert the tubes into the tube magazine.
10. Open the Tube Load Door (see Figure 11) A key may be required to open the door.
11. The columns are counted from left to right with the leftmost column being number one.
12. Insert the tube in the holder with the open end of the tube towards the rear of the safe. Rotate the knob clockwise to load the tube into the column.

NOTE: Loading the tubes with the open end towards the rear of the safe will keep the money in the tube during the dispense cycle.

Figure 11
LOAD FOR RECEIPT

User number & use name who loaded the magazine

User who's cash till supplied the currency to load

Column number loaded.

Tube dollar value.

Number of tubes loaded in this column.

Number of tubes removed in this column.

Date and time tube magazine was load

Number of tubes in the column before the column was loaded

Total dollar amount loaded in this column.

Total dollar amount removed in this column.

Total dollar amount loaded. If tubes were removed during this load, the dollar amount removed will be subtracted from the amount loaded.

```
LOAD RECEIPT
User Name DAVID SMITH
User Num   12
Local APR-09-14  05:50:19A
Acc-Safe ID 12345678-901234
TRANS # 000345

LOADED FOR 016

COL 01   $   0.50 HAD  11 TUBES
LOADED 01   TUBES   $   0.50

COL 04   $ 10.00 HAD   06 TUBES
LOADED 05   TUBES   $ 50.00

COL 07   $ 20.00 HAD   12 TUBES
REMOVED 02   TUBES   $ 40.00

TOTAL ADDED      $10.50

END OF LOAD RECEIPT
```

| LOAD |
| TUBE |

Load From Safe

Load from safe allows to enter the number of tubes loaded into each column of the tube magazine. The dollar amount loaded is credited to the user number and subtracted from the system's **DOOR ADD BALANCE**

This function also allows to reduce the number of tubes in an individual column to zero, if required, by pressing the arrow key.

CAUTION: Reducing the number of tubes in a column should be used with caution and understanding. Reducing the number of tubes can cause problems with dispense totals, tube balances and other related totals. This may produce undesired results, i.e. negative balances.

This details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS**.

This function is accessible only with a four-digit PIN.

1. Log in and press the **LOAD TUBE** key. Use the arrow key to scroll through the following screens and press **E**. 🔘

2. When **E** 🔘 key is pressed the following is displayed.

> **COL # 01 QTY 00 ∧**
> =NEXT   E=END

   This screen shows the column number and the number of tubes that are currently in the column.

NOTE: The system may display the following.

> **EXCEEDS DOOR ADD**
> **AMOUNT AVAILABLE**

In order to continue loading the safe more currency using **DOOR ADD** is required or use the standard **LOAD TUBES** function.

Load From Safe

3. To load tubes, enter the number of tubes being loaded in the displayed column. **THE NUMBER ENTERED MUST BE A TWO-DIGIT NUMBER. IF LOADING FIVE TUBES, ENTER 05. IF LOADING TEN TUBES, ENTER 10.**

4. After having entered the number of tubes being loaded in this column, press the arrow key to move to the next column. Continue until entered all the tubes being loaded.

5. After entered all the numbers of tubes in all the columns press the **E** key to **END**

6. When you press **E** 🔘 the following is displayed.

Press 🔴 to continue loading tubes.
Press **E** 🟢 to exit and print a **Load From Safe Receipt** See Figure 12

NOTE: If the wrong number of tube in a column is entered, or correcting a problem, use the arrow key to correct the entry. Each time pressing the arrow key, one tube is subtracted

 DUE TO BEING ABLE TO USE THE KEY TO EMPTY A COLUMN A NEGATIVE LOAD RECEIPT CAN BE CREATED IF MORE TUBES ARE REMOVED THAN LOADED

7. After having entered the number of tubes being loaded, must insert the tubes into the tube magazine.
8. Open the Tube Load Door. A key may be required to open the door.

SYSTEM'S DOLLAR AMOUNT WILL BE INCORRECT

 9. The columns are counted from left to right with the leftmost column being number one.

10. Insert the tube in the holder with the open end of the tube towards the rear of the safe. Rotate the knob clockwise to load the tube into the column.

NOTE: Loading the tubes with the open end towards the rear of the safe will keep the money in the tube during the dispense cycle.

Load Receipt

User number & use name who loaded the magazine

```
LOAD RECEIPT
User Name DAVID SMITH
User Num   12
Local APR-09-14  05:50:19A
Acc-Safe ID 12345678-901234
TRANS # 000345
```

Date and time tube magazine was load

Column number loaded.

```
COL 01   $  0.50 HAD  11 TUBES
LOADED 01   TUBES   $  0.50
```

Number of tubes in the column before the column was loaded

Tube dollar value.

Number of tubes loaded in this column.

```
COL 04  $ 10.00 HAD  06 TUBES
LOADED 05   TUBES   $ 50.00
```

Total dollar amount loaded in this column.

Number of tubes removed in this column.

```
COL 07  $ 20.00 HAD  12 TUBES
REMOVED 02  TUBES   $ 40.00
```

Total dollar amount removed in this column.

```
TOTAL ADDED     $10.50

END OF LOAD RECEIPT
```

Total dollar amount loaded. If tubes were removed during this load, the dollar amount removed will be subtracted from the amount loaded.

Figure 12
LOAD FROM SAFE
RECEIPT

DOORS   MENU

Open Tube Vault

This function allows to open the safe's outer door to perform maintenance, change bill boxes, or obtain items manually dropped into the safe. The door opening is controlled by a PIN and time delay.

The details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.**

This function is accessible only with a four digit PIN.

1.   Log in and press the **DOORS** key.

2.   When the **DOORS** key is pressed the following is displayed. Press **E** 🟢

3.   When the **E** 🟢 key is pressed the **DOOR TIMER** screen is displayed and the timer is started

```
DOOR TIMER 00:05
           TO CANCEL
```
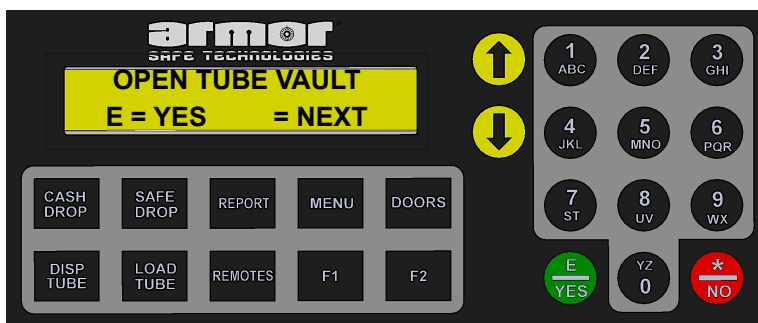
Note the timer starts at zero and counts up. If the door timer is already running the displayed time is since the timer was started. If need to cancel the timer press the arrow key.

4.   The door timer counts to six-seconds then the date and time is displayed. The safe can continue to operate while the door timer is in operation.

5.   When the door is ready to be opened the following is displayed and the system starts beeping.

```
DEC - 20 - 12
08:35A
DOOR READY
```

```
DEC - 20 - 12   08
35A      ENTER PIN #
```
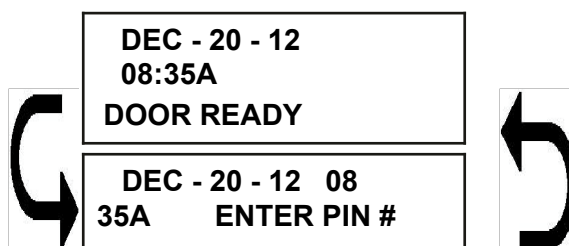
Open Tube Vault

6.   Enter the original PIN used to start the door timer and press **E**.
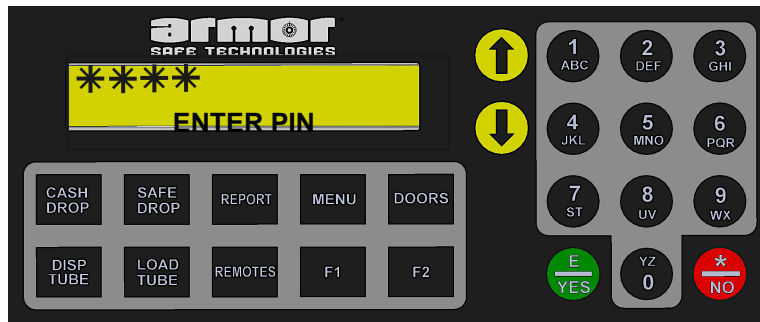
7.   After the **E** is press you will be prompted to turn the handle and open the door.

DOOR UNLOCKED
TURN HANDLE

8.   When finished inside the safe be sure to close the door and turn the handle to the locked position.

Door Add

Door Add allows to account for the extra change fund stored inside the safe. When this function is selected will be asked for the dollar amount being added to the dollar amount in the storage area of the safe. Using the Load From Safe functions subtracts from the Door Add total.

This details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS**.

This function is accessible only with a four-digit PIN.

1. Log in and press the **Door** key. Use the arrow key and scroll to following and press **E**.
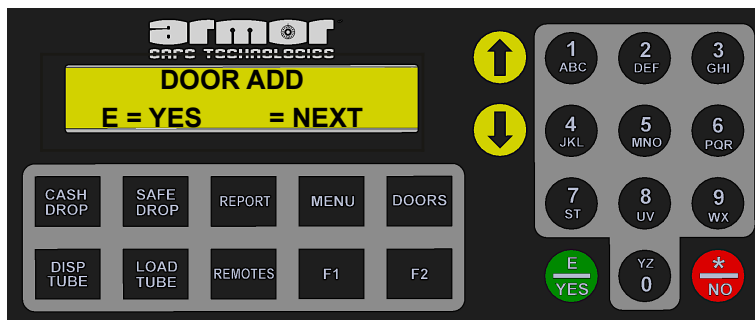
2. When **E** is pressed the door timer is displayed and started.

```
DOOR TIMER 00:01
    −   TO CANCEL
```

   Note: if the timer is already started pressing the arrow key will cancel the timer.

3. The door timer will be displayed for about five-seconds then the date and time screen is displayed.

   While the door timer is in operation other operations can be performed at the safe.

4. When the door is ready to be opened the following is displayed and the system starts beeping.

```
DEC - 20 - 12
08:35A
DOOR READY
```

```
DEC - 20 - 12   08
35A      ENTER PIN #
```
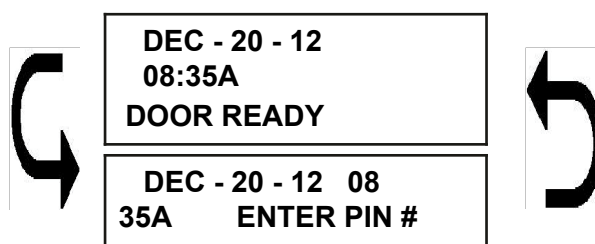
5. Enter the original PIN used to start the door timer and press **E**.

```
****
    ENTER PIN
```

Door Add

6. When **E** is pressed the systems displays
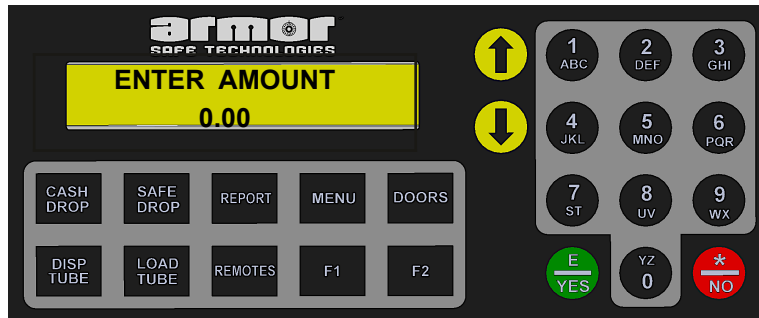
7. Using the system's keypad enter the dollar amount being added to the storage area inside the safe and press **E**.

8. After the **E.** is pressed a Door Add Receipt (Figure 13 will be printed and will be prompted to turn the handle and open the door.

> **DOOR UNLOCKED**
> **TURN HANDLE**

9. After placing the backup currency in the safe's storage area close and lock the door.

```
DOOR ADD RECEIPT
— — — — — — — — —
User Name DAVID SMITH
User Num  12
Local APR-09-14  05:50:19A
Acc-Safe ID 12345678-901234
— — — — — — — — —


TRANSACTION #  345
AMOUNT ADDED   $250.00


END OF DOOR ADD RECEIPT
```

Figure 13
DOOR ADD RECEIPT

Open Inner Door

This function allows to open the safe's inner door to obtain items manually dropped into the safe. The door opening is controlled by a PIN and time delay. A key may also be required to open the door.

 Because this door is located behind the vault door this door must be opened to access the inner door.

The details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.**

This function is accessible only with a four digit PIN.

1. Log in and press the **DOORS** key.

2. When the **DOORS** key is pressed the following is displayed. Use the arrow key and scroll to the following and press **E**

3. When the **E** key is pressed the **DOOR TIMER** screen is displayed and the timer is started

```
DOOR TIMER 00:05
         TO CANCEL
```

   Note the timer starts at zero and counts up. If the door timer is already running the displayed time is since the timer was started. To cancel the timer press the arrow key.

4. The door timer counts up to six seconds then the date and time is displayed. While the door timer is in operation, other safe operations can be performed.

5. When the door is ready to be opened the following is displayed and the system starts beeping.

```
DEC - 20 - 12
08:35A
DOOR READY
```

```
DEC - 20 - 12   08
35A      ENTER PIN #
```

<u>Open Inner Door</u>

6.   Enter the original PIN used to start the door timer and press **E**.
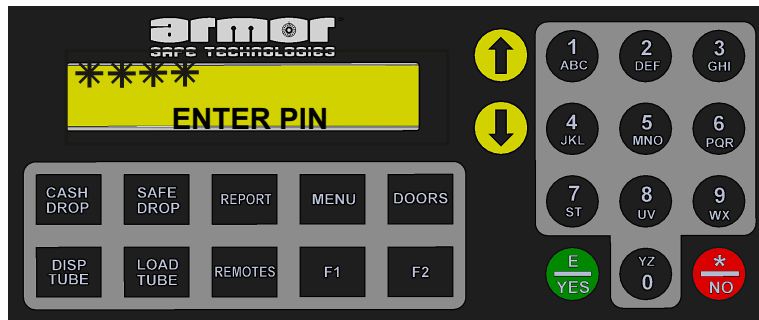
7 A. After the **E** key is press will be prompted to turn the handle and open the door.

```
DOOR UNLOCKED
TURN HANDLE
```

7 B. If the system requires a key to open the inner door, insert the key and turn it. While the key is turned turn the handle and open the door.

8.   When finished inside the inner compartment close the inner door, turn the handle to the locked position and remove the key if required.

9.   Close the vault door and turn the handle to the locked position.

Open Remote Door

OPEN REMOTE DOOR If a side door or
remote bill acceptors are installed, the function allows access to doors. A key maybe
necessary to open each door verify with Armor Customer Support.

The details of this function can be reprinted using the **DATE TRANS REPORT** section of
the **ARCHIVE REPORTS.**

This function is accessible only with a four digit PIN.

1.   Log in and press the **DOORS** key.

2.   When the **DOORS** key is pressed the following is displayed. Use the arrows key
       and scroll to the following and press **E** [E/YES]
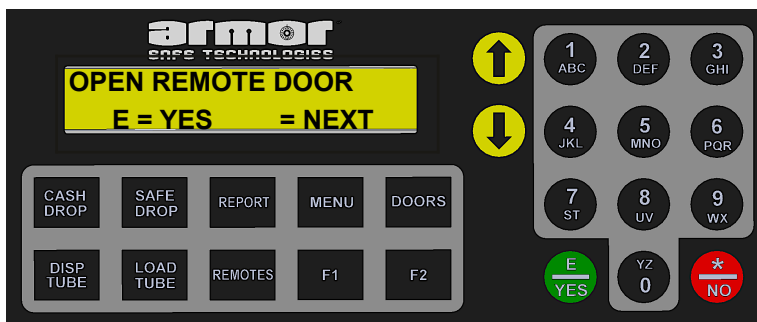
3.   When the **E** [E/YES] key is pressed the **DOOR TIMER** screen is displayed and the timer
       is started

> **DOOR TIMER 00:05**
>   **TO CANCEL**

     Note the timer starts at zero and counts up. If the door timer is already running
     the displayed time is since the timer was started. To cancel the timer press the
     arrow key.

4.   The door timer counts up to six seconds then the date and time is displayed.
       While the door timer is in operation, other safe operations can be performed.

5.   When the door is ready to be opened the following is displayed and the system
       starts beeping.

> **DEC - 20 - 12**
> **08:35A**
> **DOOR READY**

> **DEC - 20 - 12   08**
> **35A   ENTER PIN #**
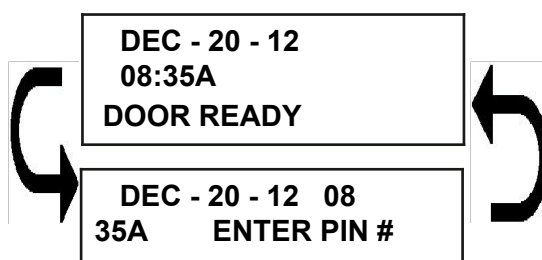
Open Remote Door

6.   Enter the original PIN used to start the door timer and press **E**.
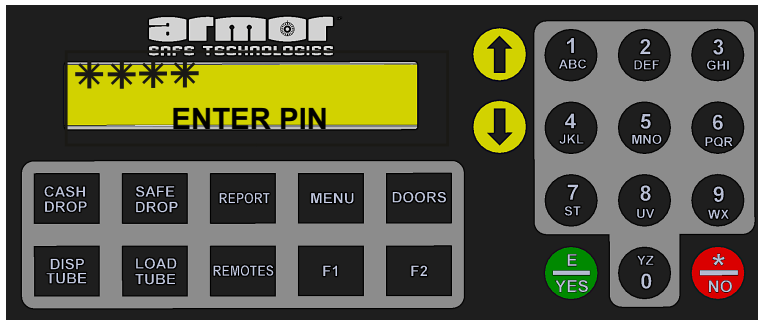
7 A. After the **E** key is pressed will be prompted to turn the handle and open the door.

DOOR UNLOCKED
TURN HANDLE

7 B. If the system requires a key to open the inner door you must insert the key and turn it. While the key is turned turn the handle and open the door.

8.   When finished inside the inner compartment close the inner door, turn the handle to the locked position and remove the key if required.

9.   Close the vault door and turn the handle to the locked position.

Remove Cash (Without Key)

This function allows to open the safe's outer door to remove and replace bill boxes and items manually dropped into the safe. A Removal Report is printed and the totals are cleared and archived.

The door opening is controlled by a PIN and time delay.

The details of this function can be reprinted using the **REMOVE CASH REPORT** section of the **ARCHIVE REPORTS.**

This function is accessible only with a four digit PIN.

Note: if an End of Day Report is pending, it will be printed, archived and cleared before the Removal Report is printed.

1.   Log in and press the **DOORS** key.

2.   When the **DOORS** key is pressed the following is displayed. Use the arrow key and scroll to the following and press **E**

3.   When the **E** key is pressed the **DOOR TIMER** screen is displayed and the timer is started

> **DOOR TIMER 00:05**
> **TO CANCEL**

Note the timer starts at zero and counts up. If the door timer is already running the displayed time is since the timer was started. To cancel the timer press the arrow key.

4.   The door timer counts to six-seconds then the date and time is displayed. While the door timer is in operation, other safe operations can be performed.

<u>Remove Cash</u> (Without Key)

5.   When the door is ready to be opened the following is displayed and the system starts beeping.

```
┌─────────────────────────────┐
│  DEC - 20 - 12   08         │
│  35A      ENTER PIN #       │
├─────────────────────────────┤
│  DEC - 20 - 12              │
│  08:35A                     │
│  DOOR READY                 │
└─────────────────────────────┘
```
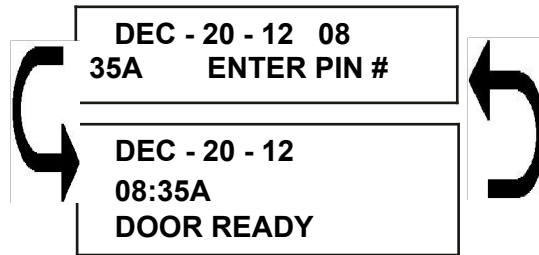
6.   Enter the original PIN used to start the door timer and press **E**. 🟢
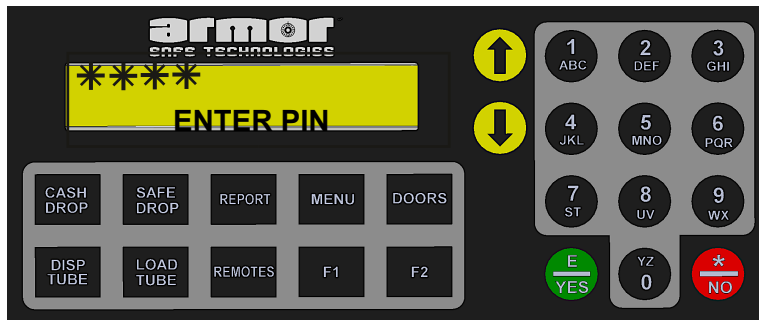
7.   After the **E** 🟢 key is pressed will be prompted to turn the handle and open the vault door and inner door.

```
┌─────────────────────────────┐
│     DOOR UNLOCKED           │
│     TURN HANDLE             │
└─────────────────────────────┘
```

8.   The system will start printing the Removal Report: **REPORT PRINTING**

Note: for accounting reasons any pending End of Day Report will be printed before the Removal Report.

9.   After each report is printed the system displays

```
┌─────────────────────────────┐
│     PRINTED OK              │
│  E = YES        = END       │
└─────────────────────────────┘
```

After the report is printed verify it was correctly printed press **E** 🟢 key to confirm. If there was a problem printing the report press 🔴 and the report will be reprinted.

10.   When **E** 🟢 key is pressed the system briefly displays

```
┌─────────────────────────────┐
│     TOTALS CLEARED          │
│     AND ARCHIVED            │
└─────────────────────────────┘
```
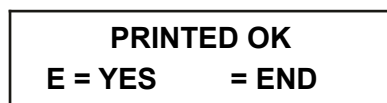
11.   After the content is behind the inner door close the door and turn the handle.

Remove Cash (Without Key)

12. Remove and replace the bill boxes. Close the vault door and turn the handle to the locked position.

   Note be sure the bill boxes are fully inserted before closing and locking the vault door. If the boxes are not installed correctly the system will not accept cash through the bill readers.

Remove Cash (Without Key)

Remove Cash (With Key)

This function allows to open the safe's outer door to remove and replace bill boxes and items manually dropped into the safe. A Removal Report is printed and the totals are cleared and archived.

The door opening is controlled by a PIN and time delay.

The details of this function can be reprinted using the **REMOVE CASH REPORT** section of the **ARCHIVE REPORTS.**

This function is accessible only with a four digit PIN.

1.   Log in and press the **DOORS** key.

2.   When the **DOORS** key is pressed the following is displayed. Use the arrow key and scroll to the following and press **E** 🟢

3.   When the **E** 🟢 key is pressed the **DOOR TIMER** screen is displayed

```
    INSERT KEY AND
    TURN        =DONE
```

4.   When the key is turned, turn the vault door handle and open the door. If required turn the handle (key) and open the inner door.

5.   The system will start printing the Removal Report.

```
        REPORT
        PRINTING
```

Note: for accounting reasons any pending End of Day Report will be printed before the Removal Report.

<u>Remove Cash</u> (With Key)

6. After each report is printed the system displays


```
PRINTED OK
E = YES        = END
```
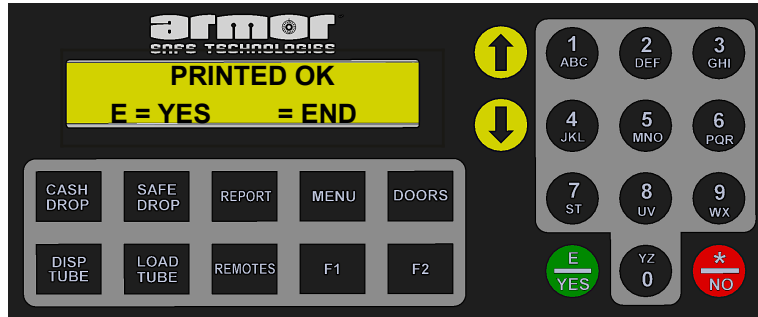
7. A After the report is printed verify it was correctly printed press **E** key to confirm. If there was a problem printing the report press and the report will be reprinted.

Note: if an End of Day Report is pending, it will be printed, archived and cleared before the Removal Report is printed.

8. When **E** key is pressed the system briefly displays.

```
TOTALS CLEARED
AND ARCHIVED
```

9. After securing the content behind the inner door close the door and turn (key) the handle.

10. Remove and replace the bill boxes. Close the vault door and turn the handle to the locked position.

Note be sure the bill boxes are fully inserted before closing and locking the vault door. If the boxes are not installed correctly the system will not accept cash through the bill readers.

11. Be sure the vault door is closed, locked and the key is removed.

Login in with a user PIN and press Cash Drop and make sure the bill readers come on and ready to accept cash.

Remove Cash Report

Remove Cash (cont.)

> Date and time period covered by this report

> Account and ID numbers for this location

> Bill Reader Information see Figure 17 (Page 74)

> Bill Reader Information see Figure 17 (Page 74)

> Total of **ALL** the Bill Readers See Figure 17 (Page 74)

> This section gives you a break down by partial or full business day included in this report.

```
REMOVE CASH REPORT

ACCOUNT # 12345678-901234
BEGIN:        NOV-26-13   02:05:23P
END:          NOV-28-13   01:59:30P


BILL READER 1:
ISO USD

   $1      DROP   TOTAL      235
   $2      DROP   TOTAL        0
   $5      DROP   TOTAL      127
   $10     DROP   TOTAL       54
   $20     DROP   TOTAL      226
   $50     DROP   TOTAL        5
   $100    DROP   TOTAL        4
BILL COUNT               651
DROP TOTAL            $ 6,580.00


BILL READER 2:
ISO USD

   $1      DROP   TOTAL      301
   $2      DROP   TOTAL        1
   $5      DROP   TOTAL      115
   $10     DROP   TOTAL       62
   $20     DROP   TOTAL      285
   $50     DROP   TOTAL        3
   $100    DROP   TOTAL        2
BILL COUNT               769
DROP TOTAL            $ 7,548.00


TOTAL OF ALL READERS
ISO USD

   $1      DROP   TOTAL      536
   $0      DROP   TOTAL        1
   $5      DROP   TOTAL      242
   $10     DROP   TOTAL      116
   $20     DROP   TOTAL      511
   $50     DROP   TOTAL        8
   $100    DROP   TOTAL        6
BILL COUNT              1420
DROP TOTAL            $ 14,128.00

    *** BREAK DOWN OF DAYS ***
PARTIAL DAY

BEGIN:        NOV-26-13   02:05:23P
END:          NOV-27-13   12:00:30A
```

Figure 14 A
REMOVE CASH REPORT

Remove Cash Report

Remove Cash (cont.)

```
003   CASH TOTAL      $      45.00
012   CHEK TOTAL      $     256.36

MANUAL TOTAL          $    _301.36

CASSETTE TOTAL        $ 3,273.00

DAY TOTAL             $ 3,574.36

FULL DAY      ................................

BEGIN:      NOV-27-13   12:00:30A
END:        NOV-28-13   12:00:15A


001   CASH TOTAL      $      50.00
026   CHEK TOTAL      $     523.71

MANUAL TOTAL          $    _573.71

CASSETTE TOTAL        $ 7,064.00

DAY TOTAL             $ 7,637.71

PARTIAL DAY ...................................

BEGIN:      NOV-28-13   12:00:15A
END:        NOV-28-13   01:58:42P


001   CASH TOTAL      $       3.00
014   CHEK TOTAL      $     213.14

MANUAL TOTAL          $    _216.14

CASSETTE TOTAL        $ 3,791.00

DAY TOTAL             $4,0007.14


*********************************

TOTAL SAID TO CONTAIN
                      --------
MANUAL TOTAL          $ 1,091.21
CASSETTE TOTAL        $1,4128.00

TOTAL DEPOSIT         $1,5219.21

END REMOVE CASH REPORT
```

This section is the first partial day totals. These totals are for the monies inserted via Cash Drop or dropped via Safe Drop.

The first partial day is since the last Remove Cash and the End of Day on that day.

Start and end date and time for this business day

Number and total dollar amount for each type of Safe Drop deposited during this business day

This section is the Full Day These totals are for the monies inserted via Cash Drop or dropped via Safe Drop.

A Full Day is from End of Day to End of Day. There will be one Full Day for each complete day during the reports time span.

The final partial day are the totals since the last End of Day and the current Remove Cash.

Total of Safe Drops

Total of currency in the cassette(s)

Total of Cash & Safe Drops

Summery of this Remove Cash Report. The summary includes the total of all Safe Drops and Cash Drops.

Figure 14 B
REMOVE CASH REPORT

Till Dispense

The **TILL DISPENSE** function allows the user to dispense a predefined selection of tubes to set up a starting cash till. The number, dollar amount, and the amount of time between till dispenses is set by the system's programmer.

1. Log in and press the **F1** key.

2. When the **F1** key is pressed the following screen is displayed.
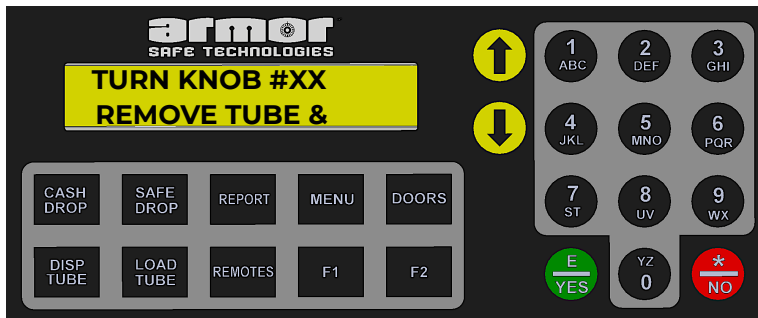
3. When this screen is displayed, turn the column knob clockwise to dispense the tube, then counterclockwise to its home position.

4. After the first tube is dispensed, the next column will automatically be selected and the **TURN KNOB** screen will again be displayed.

5. Each time the **TURN KNOB** screen is displayed, turn the indicated knob clockwise to dispense the tube, then counterclockwise to its home position. This will continue until all the tubes for the till are dispensed.

6. When the till has been dispensed the system will display the **DATE & TIME** screen and a **TILL RECEIPT** will be printed.

    NOTE: If a complete till can not be dispensed, the **TILL RECEIPT** (Figure 15 will show the dollar amount dispensed. The receipt also show the number of tubes, which column, and the reason tubes were not dispensed.

Till Dispense Receipt

**Figure
15 TILL RECEIPT**

The callout boxes and receipt contain:

User number & use name who dispensed till

Transaction number

The number of tubes, column number, and the reason tubes were not dispensed for this till

Date and time of the Till Dispense

Dollar amount dispensed.

Receipt text:

```
TILL  RECEIPT
User  Name  ALEXIS  FLORES
User  Num   47
Local  APR-09-14   05:50:19A
Acc-Safe  ID  12345678-901234
TRANS  #  000345


AMOUNT  DISPENSED      $218.00


SKIPPED  01  COLUMN  06  DISABLED
SKIPPED  02  COLUMN  07  EMPTY

END  OF  TILL  RECEIPT
```

MENU

Insert Bookmark

While using a bill acceptor, an event occurs sometimes that needs to be marked. This may be a bill jam or closing of a shift or the business day.

This menu selection allows to insert a marker into the bill acceptor to mark the event. A bookmark is a piece of paper with the following dimensions: 2.6 inches wide and 4 inches long. The bookmark can be plain paper or preprinted.

The details of this function can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS.**

This function is accessible only with a four digit PIN.

1. Enter the four-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
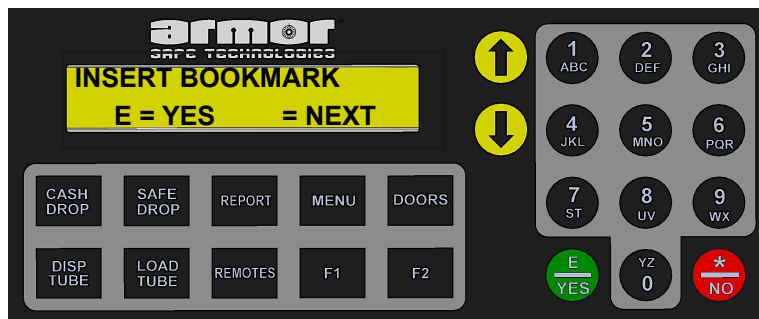
2. After pressing the **E** key, the following screen is displayed.

<div align="center">

INSERT BOOKMARK

PRESS   TO END

</div>

3. All bill readers in the system are now ready to accept a bookmark. Insert a bookmark in one or more of the systems bill readers.

4. After inserting the bookmark press the key to exit.

5. When the key is pressed a **BOOKMARK RECEIPT** (Figure 16) is printed and the system exits to the date and time display.


```
BOOK MARK RECEIPT
   Trans#  01498
OCT-31-12        09:25:31AM

 BOOK MARK  ADDED

END OF BOOK MARK RECEIPT
```

Figure 16
BOOK MARK RECEIPT

Enable Columns

This selection allows to enable all the columns currently disabled. A column becomes disabled because an attempt to dispense from the column failed three times in a row. This failure could be caused by a mechanical problem, so observe caution when enabling the columns. This action is recorded in the system's memory.

1   Enter the four-digit PIN and press the **MENU** key. Use the arrow keys to scroll to the following screen and press **E**.
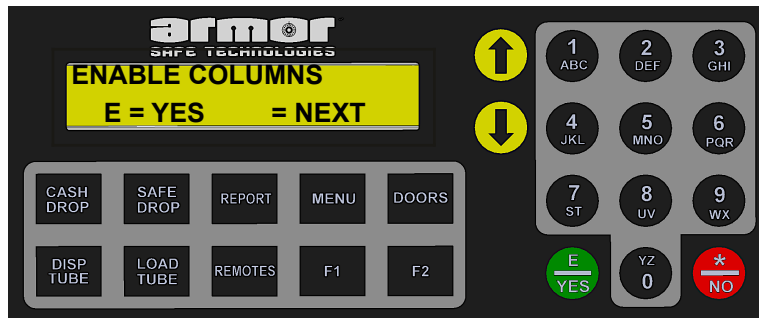
2.   After pressing the **E** key, the following screen is displayed.

ALL COLUMNS
ARE NOW ENABLED

3.   This screen is displayed for about five seconds then the **"Enable Columns"** menu selection displayed

4.   Use the arrow keys to select another programming option or press the key to exit to the date and time screen.

Add User

The add user function allows to add a user to the system. It is required to confirm the privilege class, the user's name and their PIN.

1. Enter the four-digit PIN and press the **MENU** key. Use the Arrow keys to scroll to the following screen and press **E**.

2. When the **E** key is pressed the following screen is displayed.

```
        MANAGER
  E = YES      = NEXT
```
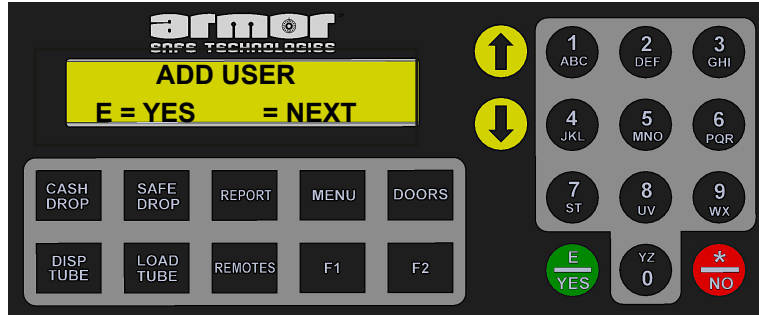
3. If you are programming a **MANAGER PIN** press **E**. key if not press arrow key. When the arrow key is pressed the next user class will be displayed. Press the **E** key when the correct user class is displayed

   Note: The default user classes are Manager, Clerk and Remove Cash.

4. When the **E** key is press the name entry screen is displayed.
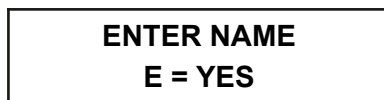
```
      ENTER NAME
        E = YES
```

5. Using the system's key pad enter the user's name. See Alphanumeric programming instructions page 12

6. After the name has been programmed press the **E** key. If not using user name press the **E** key without entering any characters.

7. After the **E** key is pressed verify name is correct.

```
    ARE YOU SURE?
  E=NEXT      =NO
```
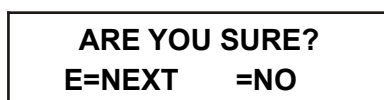
8. If name is correct press **E**. If not press and will be allowed to reenter or correct the name.

9. After pressing **E** key the enter PIN will be displayed.

```
      XXXX
   ENTER NEW PIN
```

Add User

10. Use the system's key pad and enter the user's four-digit PIN.
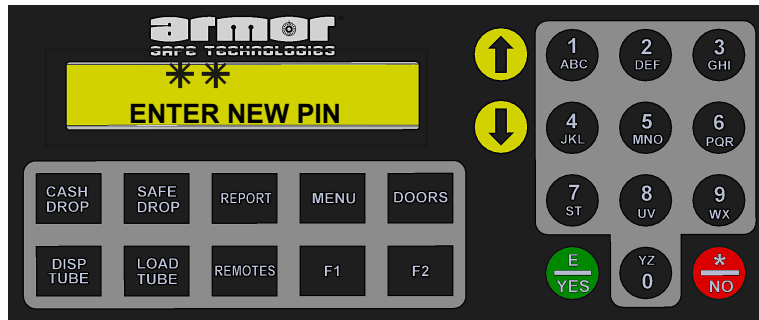
If the system displays invalid PIN the number entered for some reason.
A new PIN will need to be selected

```
INVALID PIN
RE- ENTER PIN
```

11. After entering the fourth-digit of the PIN the re-enter PIN will be displayed.

```
XXXX
RE- ENTER NEW PIN
```

12. Re-enter the PIN previously entered.

```
XXXX
RE- ENTER NEW PIN
```

If invalid PIN is displayed the number entered was not the same as previously entered. Start over at step 9 above.

```
INVALID PIN
RE- ENTER PIN
```

13. After PIN is entered correctly the add user will be displayed.

```
ADD USER
E=YES        CANCEL
```

14. To add another user press **E**. Key. Pressing will return to select a function.

```
SELECT A
FUNCTION KEY
```

Modify User

Using the user's user number allows to change the privilege class and user's name for that user'r number. Change of PIN required.

WARNING be sure to modify the correct user. Modifying the wrong user may have an impact on store operations and security.

1. Enter the four-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.
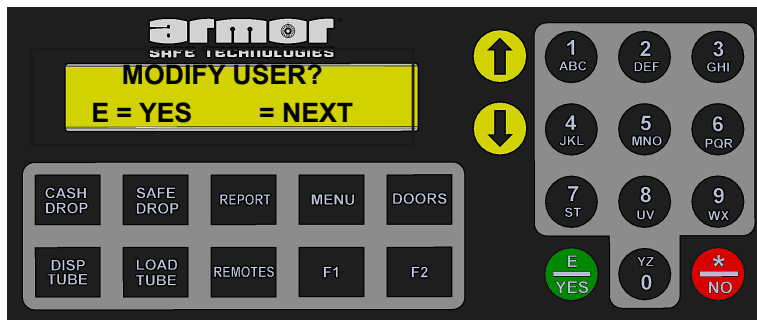
2. When pressing **E** key enter user id is displayed.

```
      ENTER USER ID #
```

3. Using the system's key pad enter the three-digit user number to be changed.

```
           ✳✳✳
      ENTER USER ID #
```

4. If the user does not exist the following will be displayed.

```
      USER DOES NOT EXIST
```

5. When the third-digit is pressed the user's current privilege class is displayed.

```
           MANAGER
      E = YES        = NEXT
```

6. If the correct privilege class is displayed press **E**. If need to select a different privilege class use the arrow key and scroll to the correct privilege class and press **E**

   Note: The default user classes are Manager, Clerk and Remove Cash.

Modify User

7. When the **E** 🟢 key is pressed the user's name will be displayed.
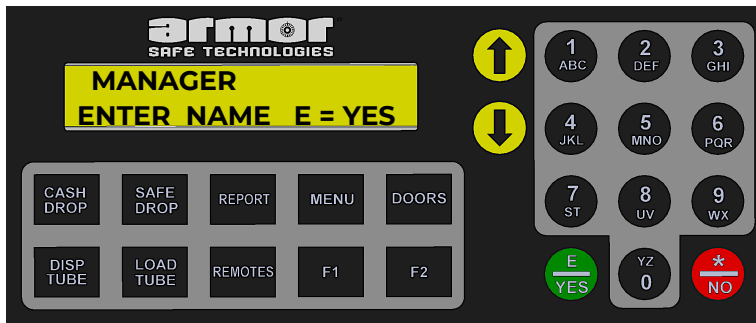
If the name is correct press **E.** 🟢 If not use the system's key pad and make the necessary changes and press **E.** 🟢 See Alphanumeric programming instructions page 12

8. After the name has been programmed press **E.** 🟢 If not using user name press the **E** 🟢 key without entering any characters.

9. After the **E** 🟢 key is pressed verify name.
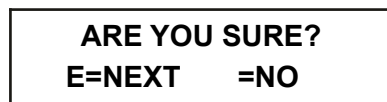
```
┌─────────────────────────────┐
│       ARE YOU SURE?         │
│   E=NEXT       =NO          │
└─────────────────────────────┘
```

10. If the name is correct press **E.** 🟢 If not press 🔴 and will be allowed to reenter or correct the name.

11. After pressing **E** 🟢 the enter PIN entry screen will be displayed.

```
┌─────────────────────────────┐
│           XXXX              │
│       ENTER NEW PIN         │
└─────────────────────────────┘
```

12. Use the system's key pad and enter the user's four-digit PIN.

```
┌─────────────────────────────┐
│           XXXX              │
│       ENTER NEW PIN         │
└─────────────────────────────┘
```

13. If the system displays invalid PIN the number entered for some reason.
      A new PIN will need to be selected

```
┌─────────────────────────────┐
│         INVALID PIN         │
│        RE- ENTER PIN        │
└─────────────────────────────┘
```

14. After entering the fourth-digit of the PIN the re-enter PIN will be displayed.

```
┌─────────────────────────────┐
│           XXXX              │
│      RE- ENTER NEW PIN      │
└─────────────────────────────┘
```

<u>Modify User</u> (cont.)

15. Re-enter the PIN previously entered.
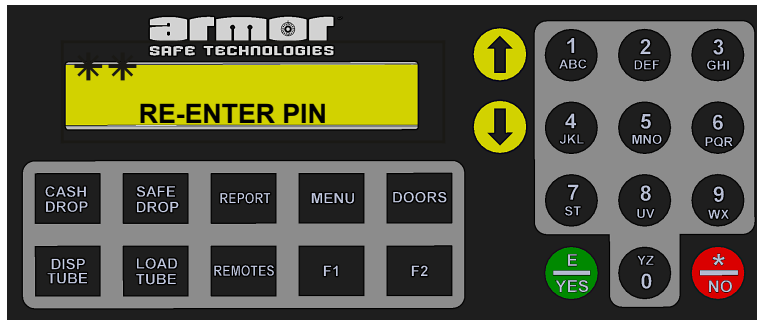
If invalid PIN is displayed the number entered was not the same as previously entered. Start over at step 14 above.

```
          INVALID PIN
         RE- ENTER PIN
```

16. After PIN is entered correctly the modify user will be displayed.

```
          MODIFY USER
     E=YES       CANCEL
```

17. If need to modify another user press **E**. Pressing will return you to select a function.

```
          SELECT A
        FUNCTION KEY
```

MENU

Delete User

The delete user function allows to remove a user's PIN from the system. This will prevent them from logging in. To remove a user the user's PIN is not needed only their user number.

WARNING be sure you are removing the correct user. Removing the wrong user may have an impact on store operations and security.

1. Enter the four-digit PIN and press the MENU key. Use the arrow keys to scroll to the following screen and press **E**.
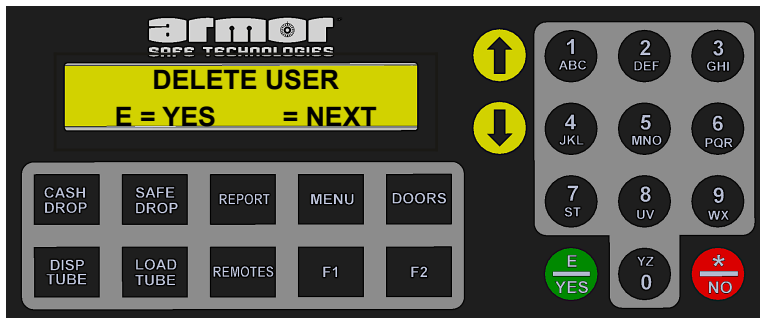
2. When **E** key is pressed enter user id is displayed.

ENTER USER ID #

3. Enter the three-digit user number for the user to be deleted

004
ENTER USER ID #

If the user does not exist the following will be displayed

USER DOES NOT
EXIST!

4. After the third-digit is entered the user's name is displayed.

B SMITH
E = YES   = NEXT

5. Pressing E will delete the user.

B SMITH DELETED

<u>Delete User</u>

6. After about five-seconds the following is displayed.
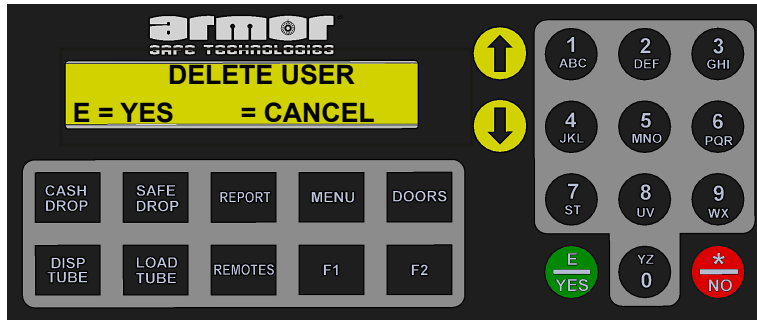
7. Pressing **E** key will allow to delete another user. Pressing will display the select a function key.

```
        SELECT A
      FUNCTION KEY
```

<div style="border:1px solid #000; display:inline-block; padding:8px;">MENU</div>

Date & Time

The date and time function is used for the door time lock, user transaction time, stamps, validated reports, and receipts.

1. Enter the four-digit PIN and press the **MENU** key. Use the arrow key to scroll to the following screen and press **E**.

```
        DATE & TIME
   E = YES       = NEXT
```

2   When the **E** key is pressed, the **MONTH** selection screen is displayed.

```
    AUG-15-10    07:31P
   ∧ =MONTH   E = NEXT
```

3. Press the arrow key to select the correct **MONTH** and press **E**.

4. When the **E** key is pressed the **DAY** selection screen is displayed.

```
    SEP-15-10   07:31P ∧
   =DAY   E = NEXT
```

   Press the arrow key to select the correct **DAY** and press **E**.

5. When the **E** key is pressed the **YEAR** selection screen is displayed.

```
    Sep-29-10   07:31P ∧
   =DAY   E = NEXT
```

   Press the arrow key to select the correct **YEAR** and press **E**.

6. When the **E** key is pressed the **HOUR** selection screen is displayed.

```
    SEP-29-11   07:31P ∧
   =DAY   E = NEXT
```

   Press the arrow key to select the correct **HOUR.**
   MAKE SURE THE CORRECT HOUR TIME FRAME IS SELECTED A FOR AM AND P FOR PM. When the hour is correct press **E**.

Date & Time (cont.)

7. When the **E** 🟢 key is pressed the **MINUTE** selection screen is displayed.

```
SEP-29-11    10:31A
∧ =DAY   E = NEXT
```

Press the arrow keys to select the correct **MINUTE.**

```
SEP-29-11   10:15A ∧
=DAY   E = NEXT
```
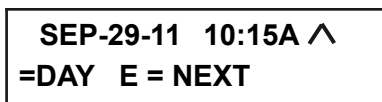
IMPORTANT: **Review the date and time just set and make sure it is correct. Setting the incorrect date or time may have unpredictable results**.

If the date and time are correct press **E**.🟢 If not, press 🔴 and start over at step 1 above

8. When the **E** 🟢 key pressed the "Date & Time" menu selection will be displayed.
9. When the next menu selection is displayed, use the arrow keys to select another menu option or press the 🔴 key to exit to the date and time screen.

<u>Menu</u>

The **MENU** key provides access to all the configured operational menu selections. This key allows to scroll through a list of menu selections and select one or more functions. The following is a complete list of possible menu selections.

NOTE: Some of these selections may not be available on all models.

- x   Cash Drop*
- x   Dispense Money(Buy Change)*
- x   Safe Drop*
     - Cash
     - Coin
     - Credit
     - Check
     - Coupon
     - Lottery
- x   Door Menu
     - Open Tube Vault*
     - Door Add*
     - Open Inner Door*
     - Open Bill Door*
- x   Load Menu
     - Load Safe*
     - Load For (User)*
     - Load From Safe*
- x   Dispense Till*
- x   Enable Columns
- x   Add User**
- x   Modify User**
- x   Delete User**
- x   Date & Time**

 * These functions are accessible using a function key. Their operation is covered along with the function keys description.

** This selection is covered in the programming section of this manual.

Menu (cont.)

The details of some of these functions can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS**.

The functions listed are accessible with a four-digit PIN.

1. To access any of the listed menu selections, log in using a four-digit PIN and press the **MENU** key to view the first selection.
2. Use the arrow keys to scroll to the menu selection and press the **E** key to select. To exit the selection menu, press the key to exit.

Only the menu selections not covered elsewhere in this manual will be covered in this section.

Each of the menu selections will assume logged in, pressed the **MENU** key, and have scrolled to the menu selection being described.

REPORTS

Print Reports

The **REPORTS** key allows the user access to the report menu group. Depending on the user's privilege class, the user can print some or all reports generated by the system. The ability to print the various reports is determined during system setup. Normally the managers, users 01 - 15, can print all reports and clerks, users 16 - 238, can print only reports on themselves.   If user 239 is the remove cash PIN, that user is not allowed to print any reports.

Below is a complete list of reports the system can generate. All reports are not available on all systems.

x End Day Report (Displayed when available)
x User Report
x User Shift Report
x Status Report
x User Name Report
x Detail Report
x Shift Report
x User Load Report
x Archive Reports

The **ARCHIVE REPORTS** menu selection has several submenu items:

x   Date User Report
x   Date Trans Report
x   Detail Report
x   Shift Report
x   End Day Report
x   Remove Cash Report

The **REPORTS** key is accessible by both four-digit and six-digit PINs. The only PIN limitation is what report a user is allowed to print.

CLEARING THE REPORT'S DATA

When a **Shift Report** or and **End of Day Report** is run the system will verify if it "**PRINTED OK**". Confirm **YES** if it was correctly printed. Upon confirmation the data will be cleared. System will ask two times to answer **YES**. If press the 🔴 key or turn the system off the report's data will be archived and cleared. The following is Displayed:

Print Reports (cont.)

1. To access any of the listed reports, log in, using your four- or six- digit PIN, and press the **REPORTS** key.
2. The first report selection will be displayed.
3. Use the arrow key to scroll to the report to be printed and press the **E** 🟢 key. Press, the 🔴 key to exit to the date and time screen.

Each of the reports selection described will assume having logged in, pressed the **REPORTS** key, and scrolled to the report being described.

The report examples in the following pages is a sampling of possible report format.

True Buy Change*	Report has "BCHG", Drop and "Net Cash"
Standard System	Reports have "Drop" and "Drop - Dispense"
Shift and End of Day	Shifts are printed, numbered and the current shift is terminated when End of Day is printed.

Basic differences between different report components

End Day Report
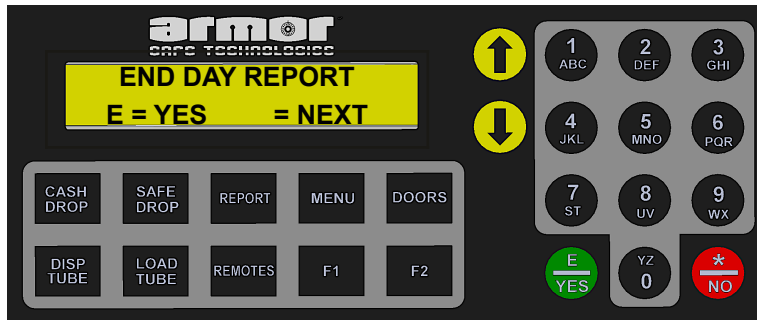
The **END DAY REPORT** (Figures 18 & 19) is a clearing report summary of the entire business day.

When the report is ran and approved **THE DATA IS CLEARED** and transferred to the system's archive system for storage and future reporting. The printing of the **END DAY REPORT** not only clears its data but also clears the transaction data printed for the **DETAIL REPORT**. This report is only available once every 24 hours. The default time is 12 midnight, but the time can be programmed as required for the business day.

When the **END DAY REPORT** menu selection is displayed, pressing **E** 🟢 key will print the report. When the system is finished printing the report the following screen is displayed.

```
         PRINTED OK
  E = YES        = END
```

Pressing the 🔴 key will reprint the report. Pressing the **E** 🟢 key will **CLEAR AND ARCHIVE THE DATA** and exit to the next report selection.

NOTE: If the REMOVE CASH REPORT is run and the END DAY REPORT has not been printed, the END DAY REPORT will automatically be printed prior to the REMOVE CASH REPORT. DEPENDING ON YOUR CONFIGURATION A SHIFT REPORT MAY ALSO BE PRINTED.

Print Reports (cont.)

ISO Currency Code

ISO (*4217 Currency Stand-ard*) is the designator for the currency this bill reader will accept.

Bill denomination

Total number of bill is this cassette

Bill Reader Number

Each bill reader in the system is identified by number

```
BILL READER 1:
ISO USD

$1      DROP    TOTAL        22
$2      DROP    TOTAL         1
$5      DROP    TOTAL        27
$10     DROP    TOTAL        17
$20     DROP    TOTAL        53
$50     DROP    TOTAL         3
$100    DROP    TOTAL         2
BILL COUNT                  125
DROP TOTAL         $    1739.00
```

Number of bills for this denomination

Total dollar amount in this cassette.

This is a sample of the information provided for each bill reader's cassette in the system. This same format is used when a total of all the system's cassettes is required.

End Day Report


```
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
END DAY REPORT

ACCOUNT # 12345678-901234
NOV-26-12     12:00:01AM

REPORT BY USER:
  001   SMITH F

BEGIN:  NOV-25-12     12:00:02AM
END:    NOV-26-12     12:00:01AM

              SHIFT 1
BEGIN:  NOV-25-12     12:00:02AM
END:    NOV-25-12     07:55:20AM

REPORT FOR USER:
  001 FLORES AJ

001   LOAD TOTAL     $        253.50
001   DADD TOTAL     $        220.00
015   DISP TOTAL     $        250.50
015   BCHG TOTAL     $        189.50

002   CASH TOTAL     $         15.00
010   CRED TOTAL     $        356.26
032   DROP TOTAL     $        830.00

      SUBTOTAL       $       1201.26

NET ADDED            $-        61.00

NET CASH             $       1140.26

END USER 001 FLORES AJ

USER REPORT:
  047  FLORES A J

003 DISP TOTAL     $         92.50
003 BCHG           $         95.00

004 CHEK TOTAL     $        145.00
006 CRED TOTAL     $         62.73
025 DROP TOTAL     $       2315.00
```

Callouts:
- Account number and system ID
- Date and time report ran
- User who ran the report
- End of Day starting and ending date and time
- Shift number
- **REPORT SECTION "A" SEE PAGE 80**
- Shift starting and ending date and time
- User the report is for
- Backup change added to the internal storage area of the safe.
- Amount added to the tube magazine
- Amount inserted through the "Buy Change Only" bill reader(s).
- Amount removed from the tube magazine via dispense
- Amount inserted through the "Drop Only" bill reader(s).
- Manual "Safe Drop"
- See note 1 below
- "Subtotal" is the sum of the transaction below the blank space and above the subtotal
- "**Net Cash**" is the result of *ADDING* "Net Added" to "Subtotal" *(IF NET ADDED IS A POSITIVE NUMBER)* or *SUBTRACTING* "Net Added" from "**Subtotal**" *(IF NET ADDED IS A NEGATIVE NUMBER.)*
- Negative dollar amount
- **NOTE 1: REPORT SECTION "B" SEE PAGE 80**

Figure 18 A
END OF DAY REPORT
True "Buy Change" Mode
(WITH SHIFT AT END OF DAY **ON**)

End of Shift Totals

"**End of Shift**" Totals is a total of all user activity for this shift.

Backup change added to the internal storage area of the safe.

Amount inserted through the "Buy Change Only" bill reader(s).

Amount inserted through the "Drop Only" bill reader(s).

"**Subtotal**" is the sum of the transaction below the blank space and above the subtotal

This is the current amount of currency in the bill reader cassettes and all the manual drops in the safe at the end of this shift

Next shift number. There will be a report for each shift in this business day

```
         SUBTOTAL      $

 NET ADDED            $        27.00

 END REPORT: SMITH F

 - - -   END OF SHIFT - - -

 END OF SHIFT TOTALS

   001 LOAD TOTAL     $       650.50
   001 DADD TOTAL     $       700.00
   010 DISP TOTAL     $       472.50
   008 BCHG TOTAL     $       475.00

   002 CASH TOTAL     $        52.00
   012 CHEK TOTAL     $       502.14
   006 CRED TOTAL     $        62.73
   037 DROP TOTAL     $      3675.00

         SUBTOTAL     $      4291.87

 NET ADDED            $         2.50

 NET CASH             $      4294.37

 UNKNOWN BILLS                     2

 DOOR ADD BALANCE     $       700.00
 COLUMN BALANCE       $      2150.50
 CASSETTE BALANCE     $      5240.00
 MANUAL DROP BALANCE  $       925.40

 SAFE GRAND TOTAL     $      9015.90
 - - - - - - - - - - - - - - - - - -
             SHIFT 2

 BEGIN:  NOV-25-12      07:55:20A
 END     NOV-25-12      03:59:34P

 REPORT FOR USER:
     012 PRO A

 SAFE GRAND TOTAL     $      9015.90
 ------------------------------------
 ************************************
 --------- END OF DAY TOTALS -------

   001 LOAD TOTAL     $       650.50
```

REPORT SECTION "A" SEE PAGE 80

Amount added to the tube magazine

Amount removed from the tube magazine via dispense

Manual "Safe Drop"

See note 1 below

"**Net Cash**" is the result of *ADDING* "Net Added" to "Subtotal" *(IF NET ADDED IS A POSITIVE NUMBER)* or *SUBTRACTING* "Net Added" from "**Subtotal**" *(IF NET ADDED IS A NEGATIVE NUMBER.)*

These are the Running Totals at the end of this shift

This is the total dollar amount in the safe at the end of this shift.

NOTE 1: REPORT SECTION "B" SEE PAGE 80

Figure 18 B
END OF DAY REPORT
True "Buy Change" Mode
(WITH SHIFT AT END OF DAY **ON**)

End Day Report

```
023 DISP TOTAL        $       755.50
001 DADD TOTAL        $       700.00
008 BCHG TOTAL        $       796.50

003 CASH TOTAL        $        62.00
012 CHEK TOTAL        $      1208.73
010 CRED TOTAL        $       856.43
037 DROP TOTAL        $      5564.00
                               - - - - -
         SUBTOTAL     $      7691.16

NET ADDED             $        41.00

NET CASH              $      7732.16

UNKNOWN BILLS SINCE
     CASH REMOVED 1
     END OF DAY    2

DOOR ADD BALANCE     $       700.00
COLUMN BALANCE       $      1395.00
CASSETTE BALANCE     $      8635.00
MANUAL DROP BALANCE  $      2953.45
                              - - - - -
SAFE GRAND TOTAL     $     13683.45

END OF END DAY REPORT
```

Total dollar amount in each category for this business day

This is the current amount of currency in the bill reader cassettes and all the manual drops in the safe. These totals are reset when "**Remove Cash**" is performed.

This is the current dollar amount of the entire contents of the safe.

Number of unknown bills in the cassettes by event

These are the current running totals. They are cleared when the programmer performs a "**Zero Balance**"

Figure 18 C
END OF DAY REPORT
True "Buy Change" Mode
(WITH SHIFT AT END OF DAY **ON**)

End Day Report

Print Reports (cont.)
End Day Report (cont.)

Date and time report ran →

User who ran the report →

User the report is for

Backup change added to the internal storage area of the safe.

"Subtotal" is the sum of the transaction below the blank space and above the subtotal

REPORT SECTION "A"
SEE PAGE 80

Transaction type

Number of this type transaction

Dollar amount of this Transaction type

REPORT SECTION "B"
SEE PAGE 80

```
END DAY REPORT

ACCOUNT # 12345678-901234
NOV-26-12      12:00:01AM

REPORT BY USER:
 001  SMITH F

BEGIN: NOV-25-12       12:00:02AM
END:   NOV-26-12       12:00:01AM

REPORT FOR USER:
 001 SMITH F

001  LOAD TOTAL    $       253.50
001  DADD TOTAL    $       220.00
015  DISP TOTAL    $       450.50

002  CASH TOTAL    $        15.00
010  CRED TOTAL    $       356.26
032  DROP TOTAL    $       438.00
                           ------
      SUBTOTAL     $       809.26

(DROP-DISP)        $ —      12.50

NET CASH           $       809.26

END USER 001 SMITH F

REPORT FOR USER:
  014 PRO T

001  LOAD TOTAL    $         0.00
001  DADD TOTAL    $         0.00
015  DISP TOTAL    $       140.50

010  CRED TOTAL    $       236.30
032  DROP TOTAL    $      1062.00

      SUBTOTAL     $      1298.30
                          -------
(DROP-DISP)        $       921.50

NET CASH           $      1298.30

END USER 014 PRO T
```

Account number and system ID

Time span covered by this report

Amount added to the tube magazine

Amount removed from the tube magazine via dispense

Manual "Safe Drop"

Amount inserted through the bill reader(s).

Negative dollar amount

This is the dollar amount in the bill reader(s) cassettes that is after subtracting the **"DISPENSED"** amount from the **"DROP"** amount. This amount can be MINUS if more was dispensed than dropped.

Figure 19 A
END OF DAY REPORT
(WITH SHIFT AT END OF DAY **OFF**)

End Day Report

Print Reports (cont.)
End Day Report (cont.)

```
************************************************
- - - - END OF DAY TOTAL - - - -

001  LOAD TOTAL       $        253.50
001  DADD TOTAL       $        220.00
015  DISP TOTAL       $        591.00

002  CASH TOTAL       $         15.00
010  CRED TOTAL       $        592.56
032  DROP TOTAL       $       1500.00

        SUBTOTAL      $       2107.56

(DROP—DISP)           $        909.00

NET CASH              $


UNKNOWN BILLS SINCE

      CASH REMOVED  1
      END OF DAY    2

DOOR ADD BALANCE      $        700.00
COLUMN BALANCE        $       1395.00
CASSETTE BALANCE      $       8635.00
MANUAL DROP BALANCE   $       2953.45

SAFE GRAND TOTAL      $      13683.45

END OF END DAY REPORT
```

Summary of the entire business day.

Number of unknown bills in the cassettes by event

These are running totals. They are cleared when the programmer performs a "**Zero Balance**"

This is the current dollar amount of the entire contents of the safe.

This is the current amount of currency in the bill reader cassettes and all the manual drops in the safe. These totals are reset when "**Remove Cash**" is performed.

Figure 19 B
END OF DAY REPORT
(WITH SHIFT AT END OF DAY **OFF**)

User Report
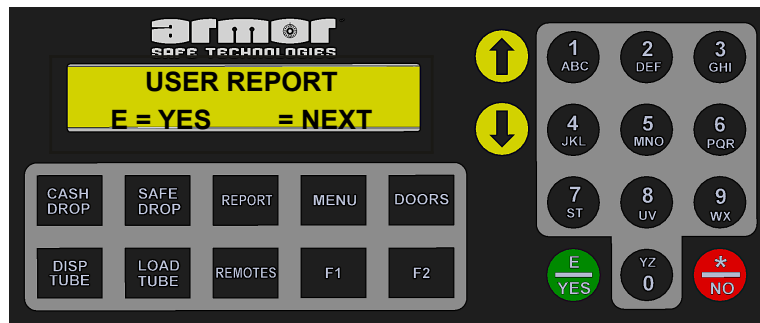
The **USER REPORT** (Figure 20 & 21) prints a summary of user activity since the last clearing report.

NOTE: A clearing report is a report that ends the business day. The **END DAY REPORT** is the business day clearing report. The business day is cleared when if the user can print a report on only himself or herself the **USER REPORT** automatically prints. If the user can print a report for any user the following screen will be displayed

```
ENTER USER# XXX
      = END
```

When a user's user number is entered, the report will be printed.
When finished, press the 🔴 key to exit to the next report selection.

User Report

Print Reports (cont.)
User Report (cont.)

Date and time report ran	→	USER REPORT
		ACCOUNT # 12345678-901234 ← Account number and system ID
		NOV-26-12 11:25:23AM
		REPORT BY USER:
		001 SMITH F ← User who ran the report
User the data is for	→	REPORT FOR USER:
		012 Flores A

```
USER REPORT

ACCOUNT # 12345678-901234        ← Account number and system ID
NOV-26-12   11:25:23AM

REPORT BY USER:
   001 SMITH F                   ← User who ran the report

REPORT FOR USER:
   012 Flores A

001  LOAD TOTAL     $      253.50   ← Amount added to the tube magazine
001  DADD TOTAL     $      220.00
015  DISP TOTAL     $      175.50   ← Amount removed from the tube magazine via dispense

002  CASH TOTAL     $       15.00
006  CHEK TOTAL     $      235.65
010  CRED TOTAL     $      356.26
032  DROP TOTAL     $      830.00   ← Amount inserted through the bill reader(s)

     SUBTOTAL       $     1436.91

(DROP—DISP)         $      654.50   ← Amount in the cash cassettes above amount required to replace change fund.

NET CASH TOTAL      $     1436.91

END OF USER REPORT
```

- Backup change amount added to the internal storage area of the safe.
- Manual "Safe Drop" type and dollar amounts.
- Subtotal
  Note: the subtotal includes only the transactions in "**Section C Transactions**" below

Figure 20
USER REPORT (STANDARD)

Section A Transactions	Section B Transactions	Section C Transactions
DISP DISPENSE TRANS	**CASH SAFE DROP CASH**	**CASH SAFE DROP CASH**
LOAD LOAD TRANS	CHEK SAFE DROP CHECK	CHEK SAFE DROP CHECK
LDFR LOAD FOR	**COIN SAFE DROP COIN**	**COIN SAFE DROP COIN**
LDFS LOAD FROM SAFE	COUP SAFE DROP COUPON	COUP SAFE DROP COUPON
ZERO ZERO CLEARED	**CRED SAFE DROP CRED**	**CRED SAFE DROP CRED**
DADD DOOR ADD	STMP SAFE DROP STAMPS	STMP SAFE DROP STAMPS
BCHG BUY CHANGE	**LTRY SAFE DROP LOTTERY**	**LTRY SAFE DROP LOTTERY**
		DROP BILL READER CASH
Depending on model and system requirements, one or more transaction types may be printed on your reports.		

Table 4
REPORT TRANSACTION TYPE BY SECTION

User Report

Print Reports (cont.)
User Report (cont.)

```
USER REPORT

ACCOUNT # 12345678-901234
NOV-26-12   11:25:23AM

REPORT BY USER:
    001 SMITH F


REPORT FOR USER:
    024 FLORES AJ

001   LOAD TOTAL    $      253.50
001   DADD TOTAL    $      220.00
015   DISP TOTAL    $      250.50
015   BCHG TOTAL    $      189.50

002   CASH TOTAL    $       15.00
010   CRED TOTAL    $      356.26
032   DROP TOTAL    $      830.00

      SUBTOTAL      $     1201.26

NET ADDED          $—      61.00

NET CASH           $     1140.26

END USER 024 FLORES AJ
```

Figure 21
USER REPORT
(BUY CHANGE)

REPORT SECTION "A" SEE PAGE 80

User the report is for

Backup change added to the internal storage area of the safe.

Amount inserted through the "Buy Change Only" bill reader(s).

Amount inserted through the "Drop Only" bill reader(s).

"Subtotal" is the sum of the transaction below the blank space and above the subtotal

Amount added to the tube magazine

Amount removed from the tube magazine via dispense

Manual "Safe Drop"

See note1 below

"**Net Cash**" is the result of *ADDING* "Net Added" to "**Subtotal**" *(IF NET ADDED IS A POSITIVE NUMBER)* or *SUBTRACTING* "**Net Added**" from "**Subtotal**" *(IF NET ADDED IS A NEGATIVE NUMBER.)*

Negative dollar amount

NOTE 1: REPORT SECTION "B" SEE PAGE 80

User Shift Report

The **USER SHIFT REPORT** (Figure 22 & 23) prints a summary of user activity since the last **USER SHIFT REPORT** for the user.

If the user can print a report on only himself or herself pressing the **E** key prints the **USER SHIFT REPORT** automatically If the user can print a report for any user the following screen will be displayed.

```
      ENTER USER# XXX
        E = END
```

When a user's user number is entered, the report will be printed.
When the system is finished printing the report, the following screen is displayed.

```
      PRINTED    OK?
      E = YES        = NO
```

Pressing the key will reprint the report. Pressing **E** key will display the next menu selection.

User Report (cont.)

Figure 22
USER SHIFT REPORT
(STANDARD MODE)

Date and time report ran

REPORT SECTION "A"
SEE PAGE 80

Backup change amount added to the internal storage area of the safe.

Manual "Safe Drop" type and dollar amounts.

REPORT SECTION "B"
SEE PAGE 80

Amount in the cash cassettes above amount required to replace change fund.

```
USER SHIFT REPORT

ACCOUNT # 12345678-901234
NOV-26-12   11:25:23AM

REPORT BY USER:
  001 SMITH F

REPORT FOR USER:
  012 Flores A

001  LOAD TOTAL   $      253.50
001  DADD TOTAL   $      220.00
015  DISP TOTAL   $      175.50

002  CASH TOTAL   $       15.00
006  CHEK TOTAL   $      235.65
010  CRED TOTAL   $      356.26
032  DROP TOTAL   $      830.00
                     - - - - - - -
      SUBTOTAL    $     1436.91

DROP-DISP        $      654.50

NET CASH TOTAL   $     1436.91

END OF USER REPORT
```

Account number and system ID

User who ran the report

User the data is for

Amount added to the tube magazine

Amount removed from the tube magazine via dispense

Amount inserted through the bill reader(s)

Subtotal *

* Note: the subtotal includes only the transactions in **"Section C Transactions"** Page 80

User Report (cont.)

Figure 23
USER SHIFT REPORT
(BUY CHANGE MODE)

The diagram shows a receipt labeled with callouts:

```
USER SHIFT REPORT

ACCOUNT # 12345678-901234
NOV-26-12   11:25:23AM

REPORT BY USER:
  001 SMITH F

REPORT FOR USER:
  024 FLORES AJ

001   LOAD TOTAL    $         253.50
001   DADD TOTAL    $         220.00
015   DISP TOTAL    $         250.50
015   BCHG TOTAL    $         189.50

002   CASH TOTAL    $          15.00
010   CRED TOTAL    $         356.26
032   DROP TOTAL    $         830.00

      SUBTOTAL      $        1201.26

NET ADDED           $-         61.00

NET CASH            $        1140.26

END USER 024 FLORES AJ
```

Callouts:
- Date and time report ran
- User who ran the report
- User the data is for
- Backup change added to the internal storage area of the safe.
- Amount inserted through the "Buy Change Only" bill reader(s).
- Amount inserted through the "Drop Only" bill reader(s).
- "Subtotal" is the sum of the transaction below the blank space and above the subtotal
- Account number and system ID
- REPORT SECTION "A" SEE PAGE 80
- Amount added to the tube magazine
- Amount removed from the tube magazine via dispense
- Manual "Safe Drop"
- See note 1 below
- "Net Cash" is the result of ADDING "Net Added" to "Subtotal" (IF NET ADDED IS A POSITIVE NUMBER) or SUBTRACTING "Net Added" from "Subtotal" (IF NET ADDED IS A NEGATIVE NUMBER.)
- Negative dollar amount
- NOTE 1: REPORT SECTION "B" SEE PAGE 80

Status Report

This report lists the current list of enrolled users, columns status, dollar amount in each bill box, number of unknown bills, dollar amount of manual safe drops.

The **STATUS REPORT** also print prints other programmed information

The **STATUS REPORT** (Figure 24 & 25) prints the current status of the system's contents at the moment of the report is printed.


```
STATUS REPORT
ACCOUNT # 12345678-901234
NOV-26-12 11:25:23AM          ◄──── Account number and system ID

REPORT BY USER:
  005  SMITH F                ◄──── User who ran the report

CURRENT USER LIST:
    1    5   10   15   25      ◄──── List of currently enrolled users
   30   32   33  175  199            in the system.
  239

COLUMN STATUS

COL   01 - 03    @    $  0.50
COL   02 - 02    @    $  0.50
COL   03 - 12    @    $  2.00
COL   04 - 08    @    $  5.00
COL   05 - 05    @    $ 10.00
COL   06 - 06    @    $ 10.00
COL   07 - 02    @    $ 20.00
COL   08 - 09    @    $ 20.00
COL   09 - 11    @    $ 50.00
COL   10 - 07    @    $100.00

COLUMN GROUP DELAYS
  GROUP     COLUMNS        DELAY
1            1234......     0 MIN
2            ....56....     2 MIN
3            ......78..     5 MIN
4            ........90    10 MIN

INACTIVE     ........       N/A
```

Current Column Status

Tube magazine status by column.

Number of tubes currently in the column.

Value of **EACH TUBE** in the column.

Column Group Delay section gives a break down of what columns are in what delay group and the amount of delay in minutes.

NOTE: this section is invalid on systems in "TRUE BUY CHANGE" mode.

Figure 24 A
STATUS REPORT
(STANDARD MODE)

Status Report (cont.)

Dollar amount currently in the tube magazine

Column number.

Total dollar amount in the each column.

Total dollar amount in the tube magazine. This is a running total

Bill Reader Information see Figure 17 (Page 74)

Bill Reader Information see Figure 17 (Page 74)

Total dollar amount removed from the tube magazine since the last "END OF DAY"

```
COLUMN BALANCE

COL  01           $     1.50
COL  02           $     1.00
COL  03           $    24.00
COL  04           $    40.00
COL  05           $    50.00
COL  06           $    60.00
COL  07           $    40.00
COL  08           $   180.00
COL  09           $   550.00
COL  10           $   700.00

COL TOTAL    $   1646.50
DISP TOTAL   $   1009.50

BILL READER 1:
ISO USD

$1    DROP   TOTAL      22
$2    DROP   TOTAL       1
$5    DROP   TOTAL       7
$10   DROP   TOTAL       7
$20   DROP   TOTAL       3
$50   DROP   TOTAL       3
$100  DROP   TOTAL       2
BILL COUNT             45
DROP TOTAL       $    539.00

BILL READER 2:
ISO USD

$1    DROP   TOTAL      12
$2    DROP   TOTAL       1
$5    DROP   TOTAL       7
$10   DROP   TOTAL       9
$20   DROP   TOTAL       5
$50   DROP   TOTAL       2
$100  DROP   TOTAL       4
BILL COUNT             40
DROP TOTAL       $    739.00
```

Figure 24 B
STATUS REPORT
(STANDARD MODE)

Print Reports (cont.)
Status Report (cont.)

Total of **ALL** the Bill Readers
See Figure 17 (Page 74)

```
TOTAL OF ALL READERS
ISO USD

$1      DROP    TOTAL         34
$2      DROP    TOTAL          2
$5      DROP    TOTAL         14
$10     DROP    TOTAL         16
$20     DROP    TOTAL          8
$50     DROP    TOTAL          5
$100    DROP    TOTAL          6
BILL COUNT                    85
DROP TOTAL            $    1278.00

DROP GRAND TOTAL     $    1278.00

DEPOSIT SUMMARY

NET CASH TOTAL
```

REPORT SECTION "B"
SEE PAGE 80

```
002    CASH    TOTAL    $     25.00
005    CHEK    TOTAL    $    157.85
002    COIN    TOTAL    $      0.50
003    CRED    TOTAL    $     45.00
001    STMP    TOTAL    $      0.10
001    COUP    TOTAL    $      0.50
SUBTOTAL                     228.95
```

Manual **SAFE DROPS**

Manual **DROP** type

Number of the **DROP** type

Dollar amount of the DROP type

Total dollar amount of all the DROP types

Grand total of all bill readers.

```
DROP GRAND TOTAL     $    1278.00
```

Current backup change amount inside the safe to replenish the tube magazine.

```
DEPOSIT TOTAL        $    1506.95
DOOR ADD BALANCE     $    1628.00
```

Total of all **SAFE** and **DROP** totals. This is the amount currently available to deposit

```
VAULT DELAY              10 MIN
DOOR DELAY                1 MIN
OPEN WINDOW               5 MIN
```

Currently door delay settings for all doors in the system. The open window delay is also printed

Book Marks	Number of book marks in the bill boxes used to mark an event or problem
Unknown Bills	Number of bills is the bill boxes the system could not denominate.
Deny Counts	Number of lockout events caused by incorrect PIN being entered.

```
BOOK MARKS SINCE...
    CASH REMOVED   2
    END OF DAY     1

UNKNOWN BILL SINCE...
    CASH REMOVED   1
    END OF DAY     0

DENY COUNTS SINCE...
    CASH REMOVED   1
    END OF DAY     1

END OF STATUS REPORT
```

Each event types are tracked by since last **CASH REMOVED** and last **END OF DAY**. Total since last **CASH REMOVED** is cleared when the next **CASH REMOVED** is run. Total since last **END OF DAY** is cleared when the next **END OF DAY** is run.

Figure 24 C
STATUS REPORT
(STANDARD MODE)

Print Reports (cont.)
Status Report (cont.)

Account number and system ID

Date and time report ran

User who ran the report

List of currently enrolled users in the system.

Tube magazine status by column

Showing column number.

Number of tubes currently in the column.

Value of **EACH TUBE** in the column.

Column Group Delay section gives a break down of what columns are in what delay group and the amount of delay in minutes.

NOTE: this section is invalid on systems in "TRUE BUY CHANGE" mode.

Dollar amount currently in the tube magazine

Column number.

Total dollar amount in each column.

Total dollar amount removed from the tube magazine since the last "END OF DAY"

Total dollar amount in the tube magazine. This is a running total

```
STATUS REPORT
ACCOUNT #
12345678-901234
NOV-26-12 11:25:23AM

REPORT BY USER:
  005  SMITH F

CURRENT USER LIST:
    1    5   10   15   25
   30   32   33  175  199
  239

COLUMN STATUS

COL   01 - 03   @   $   0.50
COL   02 - 02   @   $   0.50
COL   03 - 12   @   $   2.00
COL   04 - 08   @   $   5.00
COL   05 - 05   @   $  10.00
COL   06 - 06   @   $  10.00
COL   07 - 02   @   $  20.00
COL   08 - 09   @   $  20.00
COL   09 - 11   @   $  50.00
COL   10 - 07   @   $ 100.00


COLUMN GROUP DELAYS
  GROUP    COLUMNS       DELAY
1          1234567890    2 MIN
INACTIVE   .........     N/A


COLUMN BALANCE

COL   01            $     1.50
COL   02            $     1.00
COL   03            $    24.00
COL   04            $    40.00
COL   05            $    50.00
COL   06            $    60.00
COL   07            $    40.00
COL   08            $   180.00
COL   09            $   550.00
COL   10            $   700.00

COL TOTAL    $   1646.50
DISP TOTAL   $   1009.50
```

**Figure 25 A
STATUS REPORT
(BUY CHANGE MODE)**

Print Reports (cont.)
Status Report (cont.)

```
AVAILABLE         1234567890
INACTIVE          . . . . . . . . . .
EMPTY             . . . . . . . . . .
DISABLED          . . . . . . . . . .
NOT AVAIL         . . . . . . . . . .
```

See TABLE 5
PAGE 89

```
BILL READER 1:
ISO USD

$1      DROP    TOTAL        125
$2      DROP    TOTAL          1
$5      DROP    TOTAL         60
$10     DROP    TOTAL        110
$20     DROP    TOTAL        213
$50     DROP    TOTAL          3
$100    DROP    TOTAL          2
BILL COUNT               514
DROP TOTAL         $    6137.00
```

Bill Reader Information
see Figure 17 (Page 74)

```
BCHG READER 2:
ISO USD

$1      DROP    TOTAL          9
$2      DROP    TOTAL          1
$5      DROP    TOTAL          7
$10     DROP    TOTAL          6
$20     DROP    TOTAL          8
$50     DROP    TOTAL          2
$100    DROP    TOTAL          0
BILL COUNT                33
DROP TOTAL         $     366.00
```

Bill Reader Information
see Figure 17 (Page 74)

This is the "Buy Change"
bill reader. It's dollar
amount is not part of the
deposit

```
TOTAL OF ALL READERS
ISO USD

$1      DROP    TOTAL        125
$2      DROP    TOTAL          1
$5      DROP    TOTAL         60
$10     DROP    TOTAL        110
$20     DROP    TOTAL        213
$50     DROP    TOTAL          3
$100    DROP    TOTAL          2
BILL COUNT               514
DROP TOTAL         $    6137.00
```

Total of all **DROP ONLY** bill
readers.

See Figure 17 (Page 74)

Note: these totals do not
include the **BUY CHANGE**
bill reader amounts.

```
DROP GRAND TOTAL   $    6137.00
```

Grand total of all **DROP ONLY** bill readers

**Figure 25 B
STATUS REPORT
(BUY CHANGE MODE)**

Print Reports (cont.)
Status Report (cont.)

REPORT SECTION "B"
SEE PAGE 80

Grand total of all **DROP ONLY** bill readers.

Current backup change amount inside the safe to replenish the tube magazine.

Book Marks	Number of book marks in the bill boxes used to mark an event or problem
Unknown Bills	Number of bills is the bill boxes the system could not denominate.
Deny Counts	Number of lockout events caused by incorrect PIN being entered.

```
DEPOSIT SUMMARY

001    CASH   TOTAL    $     25.00
001    CHEK   TOTAL    $    157.85
001    CRED   TOTAL    $     45.00
001    LTRY   TOTAL    $    100.00
SUBTOTAL                $    327.85

DROP GRAND TOTAL        $   6137.00

DEPOSIT TOTAL           $   6464.85
DOOR ADD BALANCE        $   1128.50

VAULT DELAY                 10 MIN
DOOR DELAY                   1 MIN
OPEN WINDOW                  5 MIN

BOOK MARKS SINCE...
     CASH REMOVED    2
     END OF DAY      1

UNKNOWN BILL SINCE...
     CASH REMOVED    1
     END OF DAY      0

DENY COUNTS SINCE...
     CASH REMOVED    1
     END OF DAY      1

END OF STATUS REPORT
```

Manual **SAFE DROP** Number and dollar amount for each safe drop type.

Total of all **SAFE DROPS**

Total of all SAFE and DROP totals. This is the amount currently available to deposit

Currently door delay settings for all doors in the system. The open window delay is also printed

Each event types are tracked by since last **CASH REMOVED** and last **END OF DAY**. Total since last **CASH REMOVED** is cleared when the next **CASH REMOVED** is run. Total since last **END OF DAY** is cleared when the

Figure 25 C
STATUS REPORT
(BUY CHANGE MODE)

Columns **AVAILABLE** for dispensing

Columns that are **INACTIVE** have not been place in a delay group.

Columns that are **EMPTY** and need to be refilled

Columns that have been selected for dispense, but a tube exit was not detected three times are **DISABLED**

Columns that are **NOT AVAIL** because they are in a delay period

```
AVAILABLE      12··567···
INACTIVE       ·········0
EMPTY          ···4······
DISABLED       ··3·······
NOT AVAIL      ·······89·
```

TABLE 5
COLUMN STATUS
EXPLANATION TABLE

User Name Report
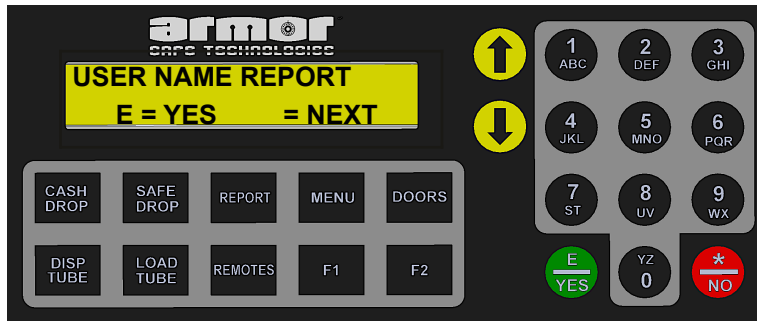
The **USER NAME REPORT** (Figure 26) is a listing of all the currently enrolled user and the name. This report lists all users even if the name field is blank.
When the user presses the **E** 🟢 key, the report will be printed. When the system is finished printing the report, the following screen is displayed.

```
        PRINTED OK
  E= NEXT      = END
```

Pressing the 🔴 key will reprint the report. Pressing **E** 🟢 key will display the next menu selection
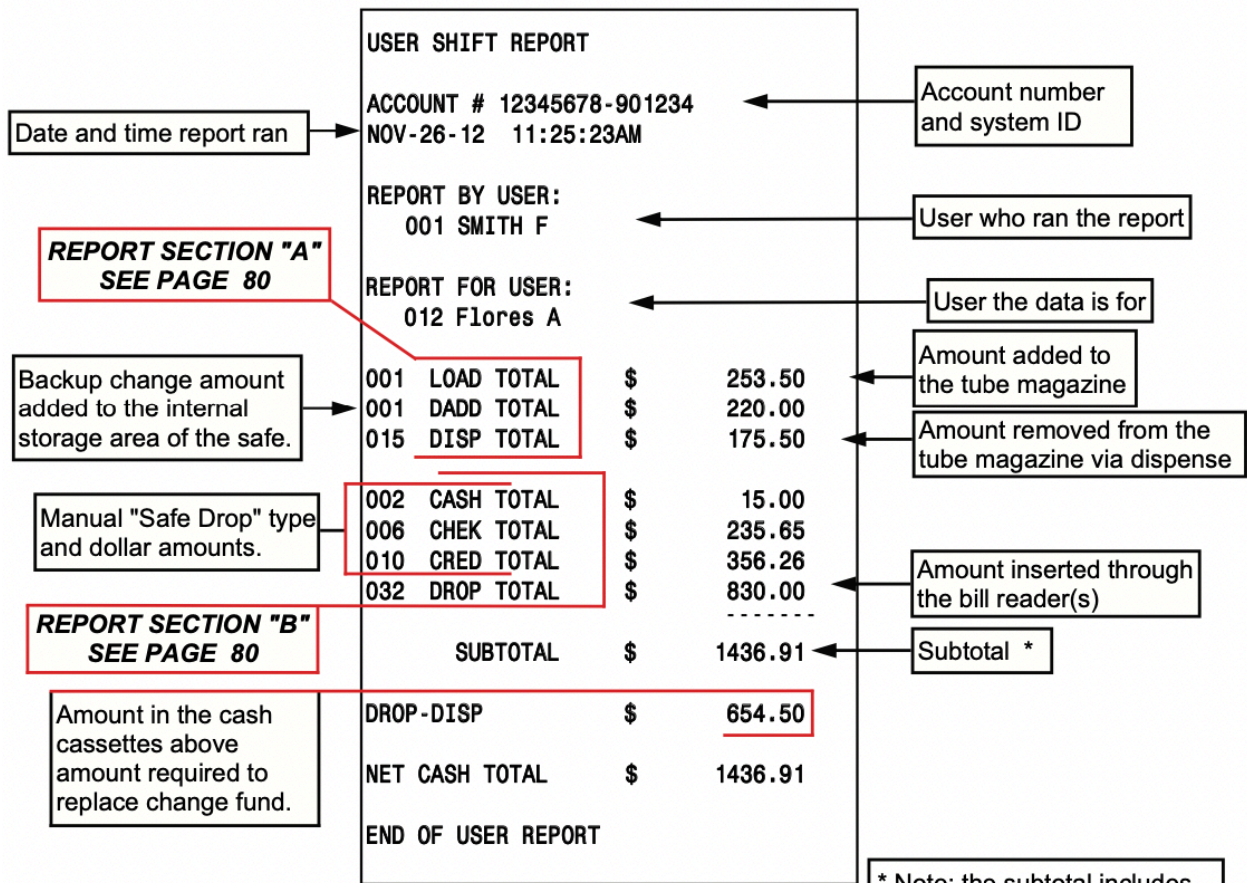

Date and Time report was run

User number & *(USER NAME)*, who ran report

```
USER NAME REPORT

ACCOUNT # 12345678-901234
NOV-26-12 11:25:23AM

REPORT BY USER:
  001 SMITH F

CURRENT USER LIST:
  001 SMITH F

      1 SMITH F
      2 PRO A
     16 FLORES A
     17 FLORES AJ
     18 MORRIS D
    239 ARMORED CAR

END OF USER REPORT
```

Account number and system ID

User number and programmed name
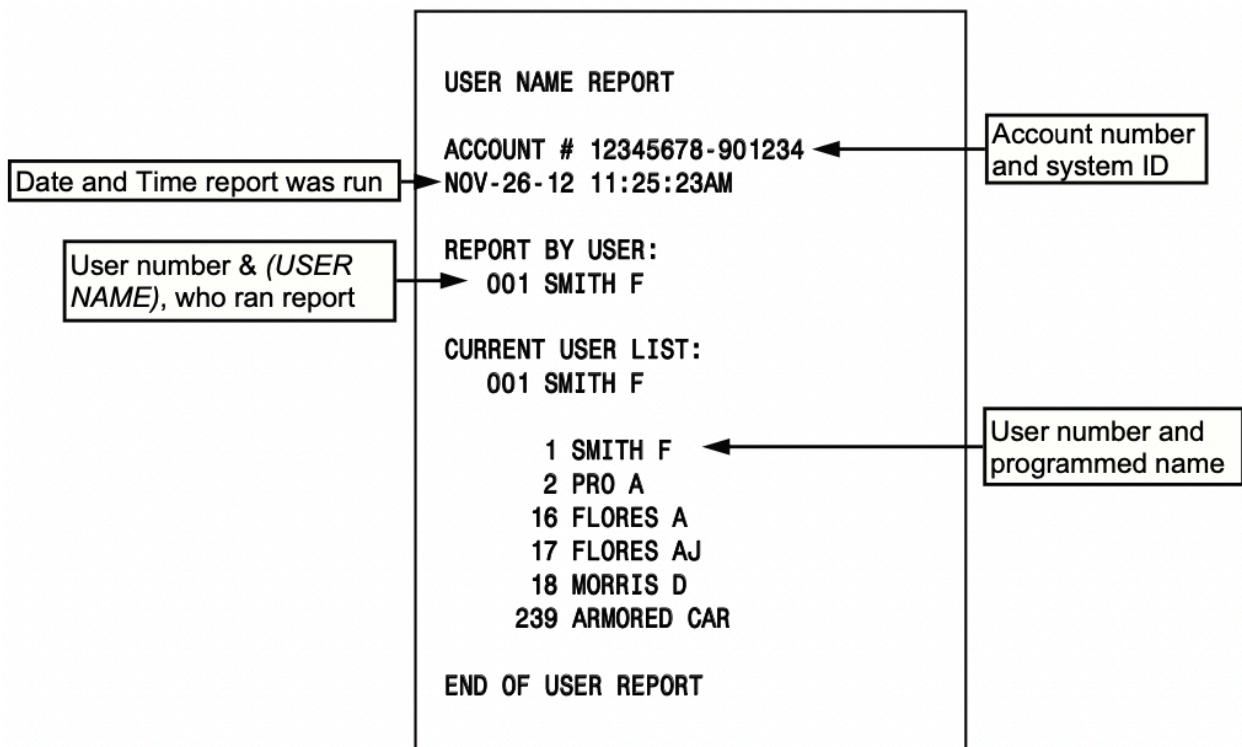
Figure 26
USER NAME REPORT

Detail Report

The **DETAIL REPORT** (Figure 27 - 40) is a chronological listing of every transaction performed on the system since the last **END DAY REPORT**.

Each transaction includes the following line items.

x Record number
x User number and name who preformed the transaction
x Transaction number (if required)
x Type of transaction performed
x Number and value of currency inserted through the bill reader.
x Date and time of the transaction

There are also special transactions that may not include all of the line items listed. For example, the **PWUP** (turning the system on) would not include the user number, because the user pushing the switch is unknown. Another type of special transaction is the **PGSF** (program safe), which has more lines because a transaction is generated each time a program change is made. If the user adds a user PIN, a **PGSF** transaction is created. This transaction identifies the user and what user number was added to the system.
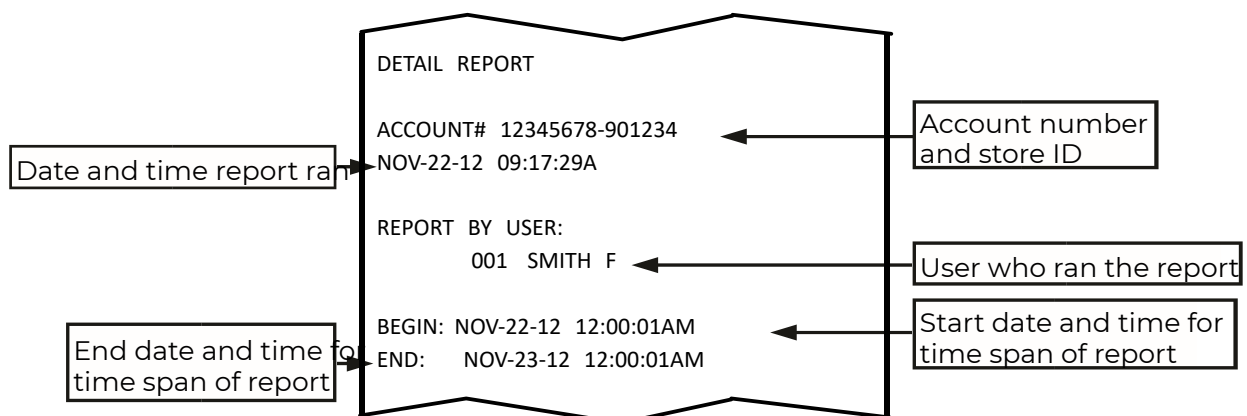
Figure 27
DETAIL REPORT
HEADER SAMPLE

NOTE: This is the standard header for all archive reports

Detail Report (cont.)

```
RECORD # 292 - CASI          ◄──── BILL BOX CASSETTE
  NOV-20-12  04:30:34A              STATUS TRANS.
  CASSETTE INSERT
   CASSETTE: 1               ◄──── BILL READER ONE
   CASSETTE: 2                     AND TWO CASSETTE
                                   ARE INSERTED
```
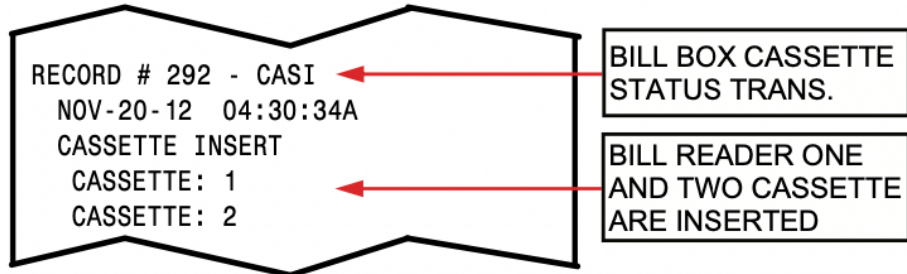
Figure 28
DETAIL REPORT
BILL READER CASSETTE STATUS

```
RECORD# 255 - CASH DROP BILLS
NOV-19-12  07:48:48PM
 USER:001 SMITH F
TRANS: 37
 CASSETTE: 1
      6 BILLS:    $   1.00      COUNT AND TYPE OF BILLS
      7 BILLS:    $   5.00      FOR INSERTED IN THIS
      2 BILLS:    $  20.00      READE
SUBTOTAL:        $      61.00

 CASSETTE: 2
      4 BILLS:    $   1.00      COUNT AND TYPE OF BILLS
      3 BILLS:    $  20.00      FOR INSERTED IN THIS
SUBTOTAL:        $      64.00   READE
RECORD: 255 - 261
```

TOTAL DOLLAR AMOUNT FOR EACH READER
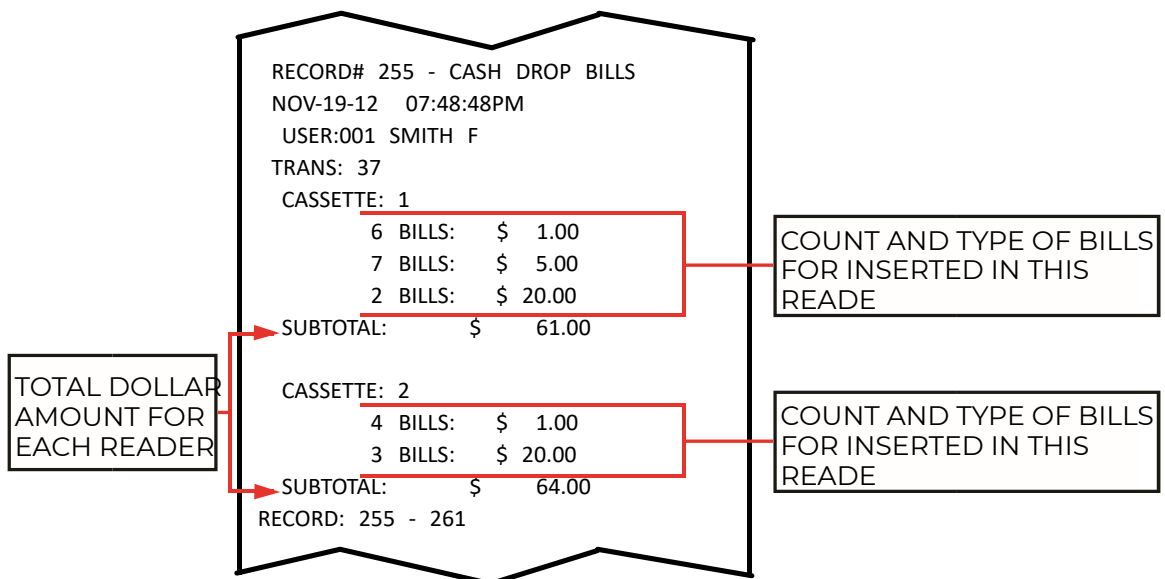
Figure 29
DETAIL REPORT
STANDARD CASH DROP

Detail Report (cont.)

```
RECORD#  367    CASH
        JUN-03-14  03:15:45AM
        SAFE  DROP  CASH
         018   FRANKLIN  J
       TRANS:  256
       USD  $25.00
```

TRANSACTION NUMBER
PRINTED ON THE RECEIPT

SAFE DROP TYPE

DOLLAR AMOUNT
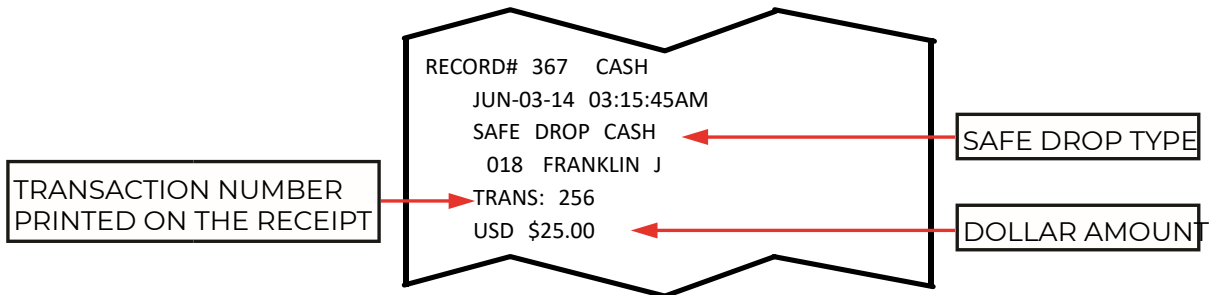
Figure 30
DETAIL REPORT
SAFE DROP CASH

Figure 31
DETAIL REPORT
DISPENSE TRANS.

```
RECORD#  946  -  DISP
        JUN-03-14  03:15:45AM
        DISPENSE  TRANS
         018-FRANKLIN  J
        TRANS:  853
       COL:07,Tube  Val:  $      20.00  (1)
```

DISPENSE TRANSACTION

QUANTITY DISPENSED

COLUMN # DISPENSED

TUBE VALUE DISPENSED

Detail Report (cont.)

```
RECORD# 565    BUY CHANGE
        19  14   07:48:48PM
018  FRANKLIN J
TRANS: 260
CASSETTE: 3
        1  Bills:     $ 20.00
        1  Bills:     $ 10.00
RECORD# 565    566
— — — — — — — — — — — —
RECORD# 567    DISP
     NOV  19  14   07:48:53PM
     DISPENSE  TRANS
      018   FRANKLIN J
     TRANS: 261
    ,COL:07,Tube Val: $     20.00  (1)
— — — — — — — — — — — —
RECORD# 568    DISP
     NOV  19  14   07:48:57PM
     DISPENSE  TRANS
      018   FRANKLIN J
     TRANS: 262
    ,COL:04,Tube  Val: $      5.00  (1)
```

USER NUMBER & NAME

BILL READER / CASSETTE
USED FOR THIS TRANS.

FIRST TRANSACTION
NUMBER IN THE SPAN

QUANTITY AND VALUE
OF BILL INSERTED

DISPENSE TRANSACTIONS

COLUMN NUMBER, TUBE
VALUE AND QUANTITY
DISPENSED

LAST TRANSACTION
NUMBER IN THE SPAN.
THE SPAN PRINTED ON
THE RECEIPT WOULD
BE

Figure 32
DETAIL REPORT
TRUE BUY CHANGE TRANSACTION

```
RECORD# 380 – TILL
     AUG 21–14 06:01:21AM
     TILL DISPENSE
      049–FRANKLIN J
     TRANS: 229
    ,COL: 04, Tube Val:$  10.00 (1)
```

TILL DISPENSE TRANS.

NOTE: THERE WILL BE
ONE TRANS. FOR EVERY
COLUMN A TUBE WAS
DISPENSED FROM

COLUMN NUMBER, TUBE
VALUE AND QUANTITY
DISPENSED

Figure 33
DETAIL REPORT
TILL DISPENSE

Detail Report (cont.)

RECORD# 1678 — LOAD ← **LOAD TRANSACTION**
    MAY-15-14 07:56:01PM
    LOAD
     002-WILKERSON R
    TRANS: 1044
COLUMN LOADED → , COL:06, Tube Val:$ 10.00 ← **VALUE OF TUBE LOADED**
Added 6 ← **NUMBER OF TUBES ADDED**
NOTE IF TUBES WERE
REMOVED IT WOULD SAY
REMOVED.

Figure 34
DETAIL REPORT LOAD TRANS.

RECORD# 6561 - 3
    NOV-18-14 10:49:25AM
    LOAD FOR ← **LOAD FOR TRANSACTION**
LOAD BY USER # & NAME → 010-FRANKLEN J
    TRANS: 5967
LOAD FOR USER # & NAME → FOR USER# 25, ,   COL:10, TUBE
Val:$ 100.00, Added3
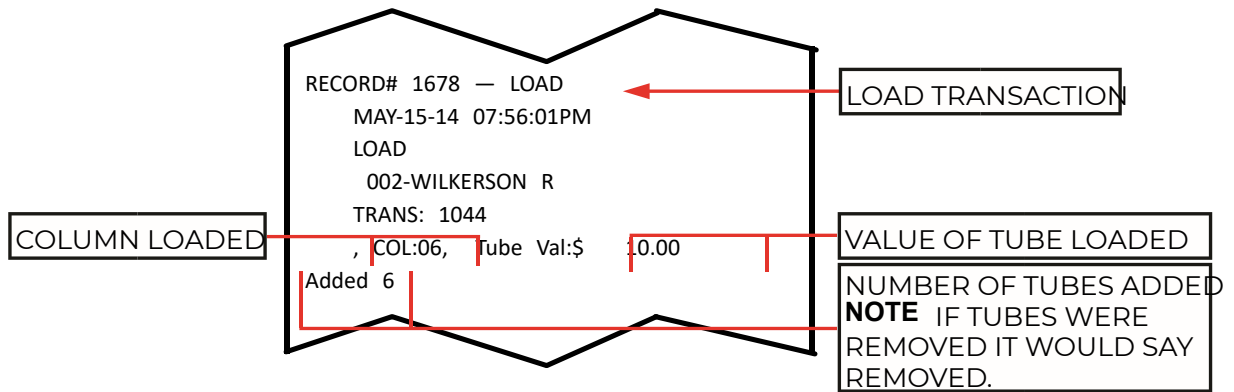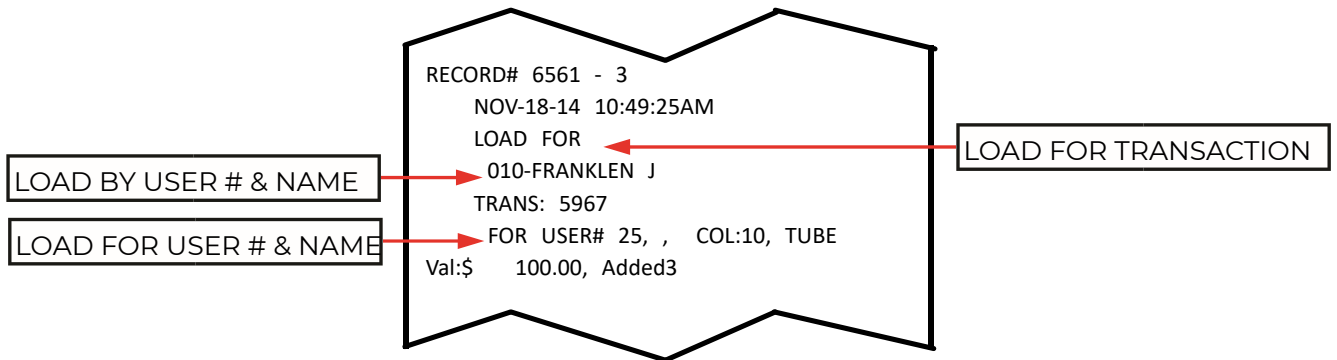
Figure 35
DETAIL REPORT LOAD FOR TRANS.

RECORD# 656 - 50
    NOV-18-14 10:49:25AM
    LOAD FROM SAFE ← **LOAD FOR TRANSACTION**
     01-SMITH D
    TRANS: 596
    , COL: 06, Tube Val:$ 10.00,
Added 3 DOOR: $ 2997.00 ← **RUNNING TOTAL OF DOOR ADD AMOUNT**

Figure 36
DETAIL REPORT
LOAD FROM SAFE TRANS

Detail Report (cont.)

```
         RECORD# 565 - CASH DROP BILLS
         NOV-19-14  07:48:48PM
         018-FRANKLIN J
         TRANS: 260
         CASSETTE: 1
                1 Bills:   $ 20.00
            SUBTOTAL:      $     20.00

         CASSETTE: 2
                1 Bills:   $ 10.00
            SUBTOTAL:      $     10.00
         RECORD# 565   566
      - - - - - - - - - - - - - - - - -
      RECORD#  567 - BDRP
           NOV-19-14  07:48:48PM
           BICOMM DROP
            018-FRANKLIN J
      - - - - - - - - - - - - - - - - -
      RECORD# 568  DISP
           NOV-19-14  07:48:53PM
           DISPENSE TRANS
            018-FRANKLIN J
           TRANS: 261
           ,COL:07,Tube Val: $   20.00 (1)
      - - - - - - - - - - - - - - - - -
      RECORD# 569  DISP
           NOV-19-14  07:48:57PM
           DISPENSE TRANS
            018-FRANKLIN J
           TRANS: 262
           ,COL:04,Tube Val: $    5.00 (1)
```

USER NUMBER & NAME

BILL READERS/CASSETTES USED FOR THIS TRANS.

FIRST TRANSACTION NUMBER IN THE SPAN

QUANTITY, VALUE OF BILL INSERTED AND SUBTOTAL FOR EACH BILL READER USED.

COMMUNICATION TRANSACTION

DISPENSE TRANSACTIONS

COLUMN NUMBER, TUBE VALUE AND QUANTITY DISPENSED

LAST TRANSACTION NUMBER IN THE SPAN. THE SPAN PRINTED ON THE RECEIPT WOULD BE "260−262"

Figure 37
DETAIL REPORT
PICKUP TRANSACTIONS

```
      RECORD# 186  STAT
          DEC 20  14 02:09:21PM
          STATUS REPORT
           003  WILKERSON R
          TRANS: 229
          $180.01,$240.00,$508.50
```

STATUS REPORT TRANS

CURRENT DROP TOTA

CURRENT MANUAL DROP TOTAL

CURRENT DISPENSE TOTA

Figure 38
DETAIL REPORT
STATUS TRANSACTION

Detail Report (cont.)

```
RECORD#  1673    DREP          ◄───── ARCHIVING OF DETAIL
     AUG-15-14  06:15:12AM              INFORMATION
     DETAIL  REPORT
      003-PRO  A
─── ─── ─── ─── ─── ─── ───
RECORD#  1674    ZREP          ◄───── CLEARING OF DETAIL
     AUG-15-14  06:15:13AM              INFORMATION
     CLEARING  REPORT
      003-PRO  A
─── ─── ─── ─── ─── ─── ───
RECORD#  1675    EODT          ◄───── END OF DAY REPORT
     AUG-15-14  06:15:13AM              PRINTING, ARCHIVING
     END  OF  DAY                       AND CLEARING
      003-PRO  A
  $3255.00,  $240.55,  $508.50
```

CURRENT DROP TOTA

CURRENT MANUAL DROP TOTAL

CURRENT DISPENSE TOTA

**Figure 39
DETAIL REPORT
END OF DAY
SEQUENCE**

```
RECORD # 252 - EOST           ◄───── SHIFT REPORT PRINTING,
   NOV-19-12   10:46:39P              ARCHIVING AND CLEARING
   END  OF  SHIFT                     TRANSACTION
   001  SMITH  F
```

**Figure 40 DETAIL REPORT
END OF SHIFT TRANS.**

Detail Report (cont.)

Operational Transactions

CASH LIMIT	ACHL
AUTOLOGOUT	ALGO
ARMORED CAR	ARCR
SAFE DROP CASH	CASH
SAFE DROP CHECK	CHEK
BUY CHANGE	CHNG
SAFE DROP COIN	COIN
SAFE DROP COUPON	COUP
SAFE DROP CRED	CRED
CASH DROP BILLS	DROP
CASH DROP FOR	DRP4
CASH DROP COINS	DRPC
SAFE DROP ENVELOPE CASH	ENVC
SAFE DROP ENVELOPE RECEIPT	ENVR
END OF DAY	EODT
END OF SHIFT	EOST
LOGIN	LGIN
LOGOUT	LGOT
LOGIN FAIL	LINF
SAFE DROP LOTTERY	LTRY
NEAR CASH LIMIT	NCHL
POWER OFF	POFF
POWER ON	PWUP
SAFE CASH TOTAL	SCTO
SAFE DROP STAMPS	STMP

Door Transactions

DOOR SOL CLOSED	DSCL
DOOR TMR CANCEL	DTCL
DOOR TMR STARTED	DTST
DOOR WIN STARTED	DWST
INPUT CHANGE	INCH
OUTPUT CHANGE	OPCH
DOOR SOL OPEN	OPN1

Report Transactions

EOD REPORT	AEOD
AC REPORT	ARPT
DETAIL REPORT	DREP
NET SETTING CHGD	NETC
EOD DELAYED	OEOD
CASH REMOVED	RCSB
SHIFT REPORT	SREP
START REMOVE CSH	STAC
STATUS REPORT	STAT
USER NAME REPORT	UNRP
USER REPORT	UREP
USER SHIFT RPT	USSR
CLEARING REPORT	ZREP

Bill Reader Transactions

BILLHEAD FAILURE	BHFA
BOOKMARK	BMRK
BILL POWER UP	BPUP
BILL REJECTED	BREJ
CASSETTE FULL	CASF
CASSETTE INSERT	CASI
CASSETTE REMOVED	CASR
BILL CHEAT DETECT	CHET
BILL JAMMED	JAM
PWR OFF CASH RCP	PUDP
BILL COMM/PWR ERR	PWRE
BILL RETURN	RETN
UNKNOWN BILL	UBIL

Print Reports (cont.)
Detail Report

Programming Transactions	
AUTO EOD CHANGED	AECH
AUTO EOD TIME CHANGED	AETC
AC REPORT COPIES CHANGED	ARCC
BILL BOX SIZE CHANGED	BBSC
BILL DIR CHANGED	BDCG
COIN ACCEPTOR CHG	CACC
CASH DROP TMO CHANGED	CDTC
CLASS CREATED	CLCR
CLASS DELETED	CLDL
CLASS MODIFIED	CLMO
CASH LIMITS CHANGED	CSHL
DOOR DELAY CHG	DDCH
DATE FORMAT CHANGED	DFCG
DST CHANGED	DSCH
PIN MISMATCH	MPIN
MANUAL TRANSACTION CHANGED	MXAC
NUM BILL ACCEPTORS CHANGED	NBAC
MSTR PIN OVERIDE	PGSF
RECEIPTS CHANGED	RTCH
STORE ACC# CHG	SACC
STORE ID CHG	SDIC
SAFE DROP TYPES CHANGED	SDTC
SEAL NUM REQ CHANGED	SNRC
DATETIME CHANGED	TCHG
USER ADDED	UADD
USER DELETED	UDEL
USER MODIFIED	UMOD

Diagnostic & Error Transactions	
ALL EVENTS	ALL
DIAGNOSICS	DIAG
PIN DISABLED	DPIN
INVALID PRIV	FNAU
ILLEGAL	ILLT
INVALID PIN	IPIN
LAST EVENTS	LAST
RFID BLK RD ERR	RBRE
RFID BLK WR ERR	RBWE
RFID TAG INSERT	RFIN
RFID TAG NO RSP	RTNR
S-CAP DISCHARGE	SCAP
SAFE ENABLED	SFEN
SAFE LOCKED OUT	SFLO
TIME KEEPER FAILURE	TMER
TEMP READ	TMPR
UNKNOWN EVENT	UNKE
WINDOW DELAY	WNDY
ZERO CLEARED	ZERO

User Load Report
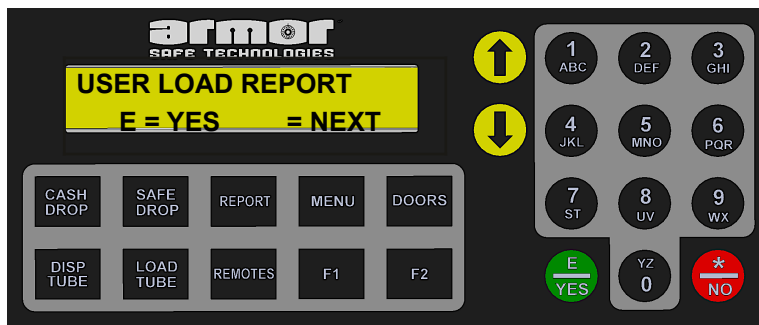
This **USER LOAD REPORT** (Figure 20) selection allows to print a report that graphically displays tubes loaded in the tube magazine. This display shows who loaded what tube and who loaded the last eight tubes dispensed. When pressing the **E** key, the report will be printed. When the report has finished printing, the next report selection will be displayed.


```
COLUMN USER REPORT

              COLUMNS
    1      2      3      4      5
------ ------ ------ ------ ------
                003
                003
                003    001
         001    003    001
   003   003    003    003    003
   003   003    003    003    003
   003   003    003    003    003
====== ====== ====== ====== ======
  0.50   0.50   2.00   5.00  10.00
====== ====== ====== ====== ======
   003   003    003    003    003
   003   003    003    003    003
   003   001    003    003    003
   003   001    003    001    001
   001   001    003    001    001
   001   001    003    001    001
   001   001    002    001    002
   002   001    002    001    002
   002   002    002    001    002
   002   002    002    002    002
   002   002    002    002    002
```

```
              COLUMNS
    6      7      8      9     10
------ ------ ------ ------ ------
                                002
                         003    002
                         003    002
   002                   003    002
   002           003     003    002
   001           003     002    002
   003           002     002    002
   003   001     002     001    001
   001   003     002     001    001
   001   003     002     001    001
   001   003     002     001    001
====== ====== ====== ====== ======
 10.00  20.00  20.00  50.00 100.00
====== ====== ====== ====== ======
   001   001     003     001    001
   001   001     003     001    001
   001   001     002     001    002
   001   001     003     001    001
   001   001     002     001    002

END COLUMN USER REPORT
```

Tube value in the column	
Tube loaded by user display	
Column number	
User who loaded dispensed tub	

Figure 42
USER LOAD REPORT

Archive Reports
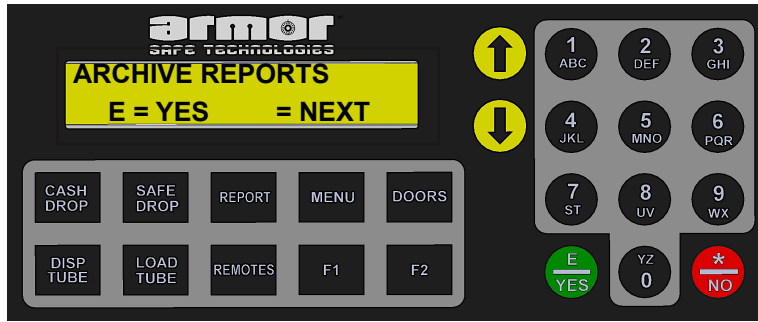
The **ARCHIVE REPORTS** menu selection has several submenus that will allow to print data stored in the system's memory. This information can be reprinted using various search definitions.

The system can reprint entire reports stored in memory or a single transaction type. The search can be by date or by date and user.

Up to 10,000 transactions can be stored in the system's memory. When the memory is full, the oldest transaction in memory will be deleted each time a new transaction is added.

When pressing the **E** key at the **ARCHIVE REPORTS** screen, the first menu selection in the group will be displayed. Below is a list of the selections possible.

x   Date User Report
x   Date Trans Rept
x   Detail Report
x   Shift Report
x   End Day Report
x   Remove Cash Rept

Archive Reports (cont.)
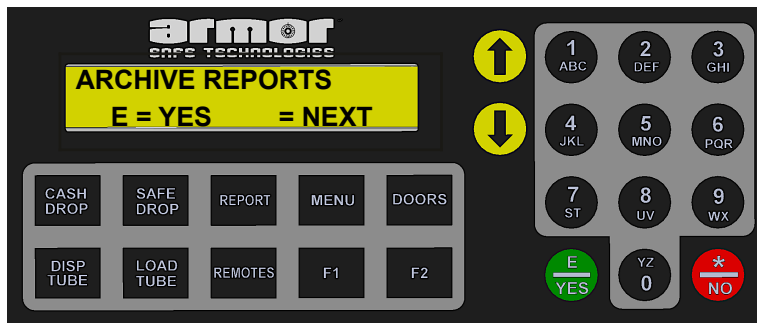
Report Search Restrictions

DATE TRANS REPT Searches for transaction activity in a range of dates and/or times. (Figure 44)

DETAIL REPORT Searched by last report run, by date, and a range of dates and/or time. (Report Reprint)

SHIFT REPORT Searched by last report run, by date, and a range of dates and/or time. (Report Reprint)

END DAY REPORT Searched by last report run, by date, and a range of dates and/or time (Report Reprint)

REMOVE CASH REPORT Searched by last report run, by date, and a range of dates and/or time (Report Reprint)

Each of the reports selections will assume being logged in, pressed the **REPORTS** key, scrolled to and pressed the **ARCHIVE REPORTS** key.

Use this procedure when the system requires a **STARTING** and **ENDING** date and time

NOTE: Depending on the system configuration, all of these options may not be available.

NOTE: With the exception of the **DATE USER REPORT** and the **DATE TRANS REPT,** if the daily report has never been run the archived version will not be available.

Date and Time Selection Procedure.

Date and Time Selection Procedure (cont.)

1. The system will request a starting **DATE** Press 🔴 key on any screen to exit
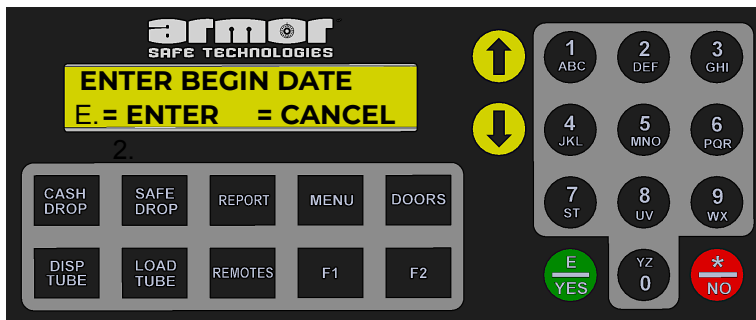
2. When **E** 🟢 key is pressed the **MONTH** selection screen is displayed.

    ```
    MAR - 06 - 13 08:01A
    ∧= MONTH   E=NEXT
    ```

    If the month is correct press **E.** 🟢
    Use the arrow keys to select the correct month and press **E** 🟢

3. When **E** 🟢 key is pressed the **DAY** selection screen is displayed.

    ```
    JAN-05-13     08:01A
    ∧ = DAY      E=NEXT
    ```

    If the day is correct press **E.** 🟢
    Use the arrow key to select the correct day and press **E.** 🟢

4. When **E** is pressed the **YEAR** selection screen is displayed.

    ```
    JAN-05-13     08:01A
    ∧ = DAY      E=NEXT
    ```

    If the year is correct press **E.** 🟢
    Use the arrow key to select the correct day and press **E.** 🟢

5. When **E** 🟢 key is pressed the **HOUR** selection screen is displayed.

    ```
    JAN-05-13     08:01A
    ∧ = DAY      E=NEXT
    ```

    If the hour is correct press **E.** 🟢
    Use the arrow key to select the correct hour and press **E.** 🟢

    **Note: The hour selection also controls AM and PM.
    Be sure to select the correct hour.**

Date and Time Selection Procedure (cont.)

6. When **E** 🟢 key is pressed the **MINUTE** selection screen is displayed.
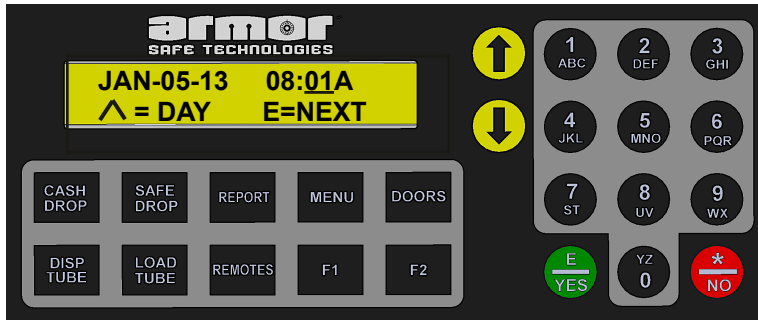
   If the minute is correct press **E.** 🟢
   Use the arrow key to select the correct minute and press **E.** 🟢

7. When **E** 🟢 key is pressed the request an ending **DATE.**

   ```
    ENTER END DATE
   v. = ENTER    = CANCEL
   ```

   Using steps 2 through 6 above enter the ending date and time.

8. When **E** 🟢 key is pressed the report will start printing unless more information is needed to locate the report data.

Find In Timespan

Use the procedure when you are not sure of the exact date or time of the report. You will be asked to provide a begin and end date and time. The system will search the system's memory for all the requested reports in the requested timespan and display the number of reports found. You will be allowed to scroll through the available reports and print the one required.

When the following is displayed press **E** 🟢
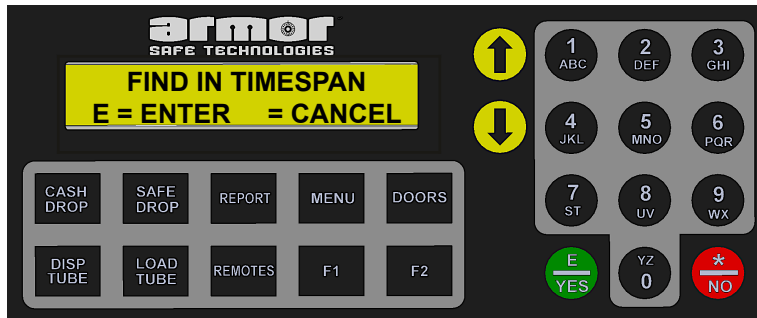
When **E** 🟢 key is pressed use the Date and Time Selection Procedure above to enter the timespan you wish to search.

After the begin and end time and date have been entered the system will search the system's memory for the requested data.

When the system finishes searching the following will be displayed

```
    X REPORTS FOUND
  E = PICK     = CANCEL
```

X is the number of report found meeting the search criteria.
Press **E** 🟢 key and the first report's date and time will be displayed.

```
  MMM-DD-YY     HH:MM
   E=PRINT       =NEXT
```

If this is the date time of the report needed, press **E** 🟢 and the report will be printed. If not, use the arrow key to view the next report time. Press 🔴 key to exit

ENTER REPT DATE

Use the procedure if you know the date of the transaction but not the time. You would also use this option to view all the report times on the selected day.

When the following is displayed press **E** 🟢

```
     ENTER REPT DATE
  E = ENTER     = CANCEL
```

Find In Timespan (Cont.)

When **E** 🟢 key is pressed the following is displayed.

Use steps 2 through 6 of the Date and Time Selection Procedure above to enter the date and time you wish to search and press **E**. 🟢

When the system finishes searching the following will be displayed

```
 X REPORTS FOUND
E = PICK     = CANCEL
```

X is the number of report found meeting the search criteria.
Press **E** and the first report's date and time will be displayed.

```
MMM-DD-YY     HH:MM
  E=PRINT      =NEXT
```

If this is the date time of the report you are looking for, press **E** 🟢 key and the report will be printed. If not, press the arrow key to view the next report time. Press 🔴 key to exit

FIND LAST ONE

This option will search the system's memory and print the last report of the type selected to be reprinted.

When **E** 🟢 key is pressed the system's memory is searched and the last report of the type selected will be reprinted.

Print Reports (cont.)

Archive Reports (cont.)

Below is Table 7, showing reports available from archives.
The table also shows what search options are available or what may be required for each report.

Report Name	FIND LAST ONE	By Date	In Timespan	User Number	Transaction Type
				Required to print report	
Date Transaction			**X**		**X ***
Detail (Reprint)			**X**		
Shift (Reprint)	**X**	**X**	**X**		
End Day (Reprint)	**X**	**X**	**X**		
Remove Cash (Reprint)	**X**	**X**	**X**		

Table 7   REPORTS OPTION AND REQUIREMENT TABLE
Table 7 is a list of the transactions that can be printed

Figure 42
DATED USER REPORT

```
DATED USER REPORT


ACCOUNT # 12345678-901234
NOV-26-12   01:59:23PM

REPORT BY USER:
  1 SMITH F

REPORT BY FOR:
  26 FLORES A

BEGIN: NOV-15-12            12:00:00AM
END:   NOV-20-12            12:00:00AM


   123 DROP TOTAL   $    852.00


         TOTAL   $    852.00


END OF DATED USER REPORT
```

```
DATED  TRANSACTION  REPORT

BEGIN:    NOV-15-12              12:00:00   AM
END:      NOV-20-12              12:00:00   AM


RECORD # 255  -  CASH  DROP  BILLS
 NOV-15-12       12:25:01AM
 TRANSACTION:   156
 CASSETTE:  1
     6    BILLS            $        1.00
     3    BILLS            $        5.00
     2    BILLS            $       20.00
 SUBTOTAL:          $               61.00


 TOTAL:             $               61.00
 RECORD#  255 - 260
-----------------------------------
RECORD # 273  -  CASH  DROP  BILLS
 NOV-15-12       01:25:01AM
 TRANSACTION:   183
 CASSETTE:  1
     3    BILLS            $        1.00
     1    BILLS            $        5.00
     2    BILLS            $       10.00
     1    BILLS              $      20.00
 SUBTOTAL:          $               46.00


 TOTAL:             $               46.00
 RECORD#  273 - 279
-----------------------------------
RECORD # 273  -  CASH  DROP  BILLS
 NOV-15-12       01:25:01AM
 TRANSACTION:   183
 CASSETTE:  1
```

```
     1    BILLS
     1    BILLS            $        5.00
     2    BILLS            $       10.00
     5    BILLS              $     100.00
 SUBTOTAL:          $              126.00


 TOTAL:             $              106.00
 RECORD#  365 - 371


END  REPORT
```

TIME SPAN COVERED BY THIS REPORT

TRANSACTION TYPE SEARCHED FOR

TRANSACTION NUMBE

Figure 44

DATED TRANSACTION REPORT

CASH LIMIT	ACHL	BILL CHEAT DETECT	CHET
AUTO EOD CHANGED	AECH	*BUY CHANGE*	*CHNG*
EOD REPORT	AEOD	CLASS CREATED	CLCR
AUTO EOD TIME CHANGED	AETC	CLASS DELETED	CLDL
AUTOLOGOUT	ALGO	CLASS MODIFIED	CLMO
ALL EVENTS	ALL	*COIN MISSED DROP*	*CMDP*
AC REPORT COPIES CHANGED	ARCC	*COIN COMM NAK*	*CNAK*
ARMORED CAR	ARCR	*COIN UNKN ERROR*	*CNER*
AC REPORT	ARPT	*COIN HOST ADDR*	*CNHA*
BILL BOX SIZE CHANGED	BBSC	SAFE DROP COIN	COIN
COIN BAD CRC	*BCRC*	SAFE DROP COUPON	COUP
BILL DIR CHANGED	BDCG	SAFE DROP CRED	CRED
BICOMM DROP	*BDRP*	CASH LIMITS CHANGED	CSHL
BILLHEAD FAILURE	BHFA	*COIN TIMED OUT*	*CTMO*
BOOKMARK	BMRK	DOOR DELAY CHG	DDCH
BILL POWER UP	BPUP	DATE FORMAT CHANGED	DFCG
BILL REJECTED	BREJ	DIAGNOSICS	DIAG
COIN ACCEPTOR CHG	*CACC*	*DISPENSE DELAYED*	*DIDY*
COIN ACC ERROR	*CACE*	*DISPENSE TRANS*	*DISP*
COIN ACC NO RSP	*CANR*	*DISPENSE TIMEOUT*	*DITO*
CASSETTE FULL	CASF	PIN DISABLED	DPIN
SAFE DROP CASH	CASH	DETAIL REPORT	DREP
CASSETTE INSERT	CASI	CASH DROP BILLS	DROP
CASSETTE REMOVED	CASR	CASH DROP FOR	DRP4
COIN BAD CHR CNT	*CBCC*	CASH DROP COINS	DRPC
COIN COMM BUSY	*CBSY*	DST CHANGED	DSCH
COIN COMM NOISE	*CCNO*	DOOR SOL CLOSED	DSCL
COIN DEV ADDR	*CDAR*	DOOR TMR CANCEL	DTCL
CASH DROP TMO CHANGED	CDTC	DOOR TMR STARTED	DTST
COIN GT MAX_COIN	*CGTM*	DOOR WIN STARTED	DWST
SAFE DROP CHECK	CHEK	END OF DAY	EODT
		END OF SHIFT	EOST
		INVALID PRIV	FNAU

ILLEGAL	ILLT		BILL RETURN	RETN
INPUT CHANGE	INCH		RFID TAG INSERT	RFIN
INVALID PIN	IPIN		BICOMM RMSD	RMSD
BILL JAMMED	JAM		RECEIPTS CHANGED	RTCH
LAST EVENTS	LAST		RFID TAG NO RSP	RTNR
LOAD FOR	*LDFR*		STORE ACC# CHG	SACC
LOAD FROM SAFE	*LDFS*		S-CAP DISCHARGE	SCAP
FILE LOADED VIA HTTP	LFVH		SAFE CASH TOTAL	SCTO
LOGIN	LGIN		STORE ID CHG	SDIC
LOGOUT	LGOT		SAFE DROP TYPES CHANGED	SDTC
LOGIN FAIL	LINF		SAFE ENABLED	SFEN
LOAD TRANS	*LOAD*		SAFE LOCKED OUT	SFLO
PIN MISMATCH	MPIN		SERVER NAK	SNAK
MANUAL TRANSACTION CHANGED	MXAC		SEAL NUM REQ CHANGED	SNRC
NUM BILL ACCEPTORS CHANGED	NBAC		SHIFT REPORT	SREP
NEAR CASH LIMIT	NCHL		START REMOVE CSH	STAC
NET SETTING CHGD	*NETC*		STATUS REPORT	STAT
NETWORK SW UPDATE	NSWU		SAFE DROP STAMPS	STMP
EOD DELAYED	OEOD		DATETIME CHANGED	TCHG
OUTPUT CHANGE	OPCH		*TILL DISPENSE*	*TILL*
DOOR SOL OPEN	OPN1		TIME KEEPER FAILURE	TMER
MSTR PIN OVERIDE	PGSF		*TEMP READ*	*TMPR*
POWER OFF	POFF		*TUBE SOL*	*TSOL*
PWR OFF CASH RCP	PUDP		USER ADDED	UADD
BICOMM PUDP	PUPD		UNKNOWN BILL	UBIL
BILL COMM/PWR ERR	PWRE		USER DELETED	UDEL
POWER ON	PWUP		USER MODIFIED	UMOD
RFID BLK RD ERR	RBRE		UNKNOWN EVENT	UNKE
RFID BLK WR ERR	RBWE		USER NAME REPORT	UREP
CASH REMOVED	RCSB		USER REPORT	UREP
BICOMM RCSH	RCSH		USER SHIFT RPT	USSR
			WINDOW DELAY	WNDY
			ZERO CLEARED	*ZERO*
			CLEARING REPORT	ZREP