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PRORM4GB: PROGRAM USE

For RM4 Validators adjustment

Version 05.03.2002

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CHARACTERISTICS

PRORM4IT (PRORM4GB English version), allows to effect programming operations, limits adjustment and diagnosis programs activation on RM4 selectors, values and prices tables programmation.

This program can be used only on compatible “Personal Computer” IBM equipped of serial interface type V24 and RS 232.

The complete set to program is composed of:

- One record containing the program (CD)

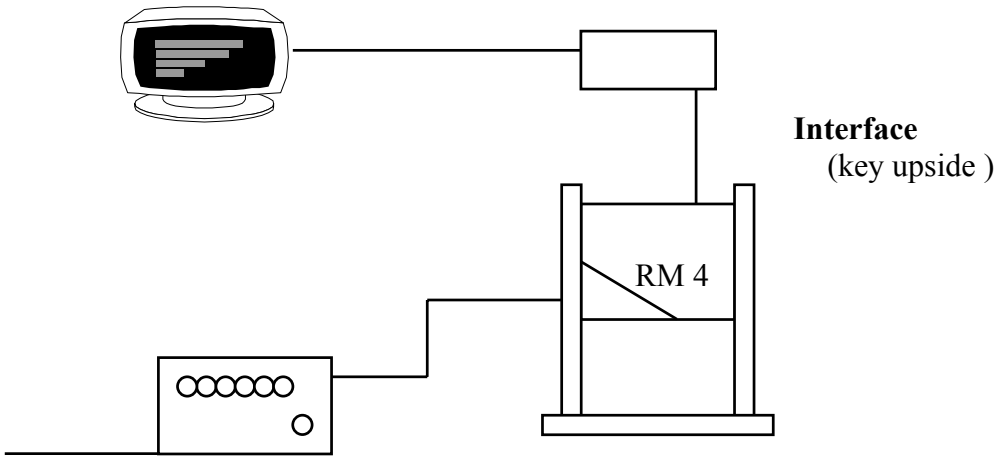
- An Adapter for the validator connection to PC serial door (Not include in the Easy Kit)

- A power supplying the validator and allowing to visualize impulses on exit channels too Not include in the Easy Kit)

- A support where the validator stays during adjustment operations (Not include in the Easy Kit).

N.B. the program does not work on MS-DOS promt in WINDOWS 95.

Validator connection to adjustment all Systems:



Powersupply + Testbox (Only included by Part.No.9930500064)

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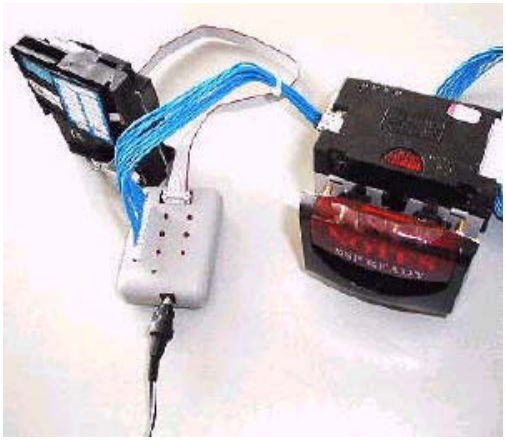

The Testbox was developed in order to test quickly and reliable all electronic **coin validators** as there are: SECI RM3/RM4/RM5, NRI G-13, Coin Controlls C120/SR3 and many more, as well as **Banknotereader "Smiley"** (ITL: NV1,NV2,NV3, NV4). Strictly speaking the outlets of the above mentioned devices will be controlled after coins or notes have been accepted. (Powersupply not include)

Powersupply

1,5 till 12 Volt, 600 mAmp.

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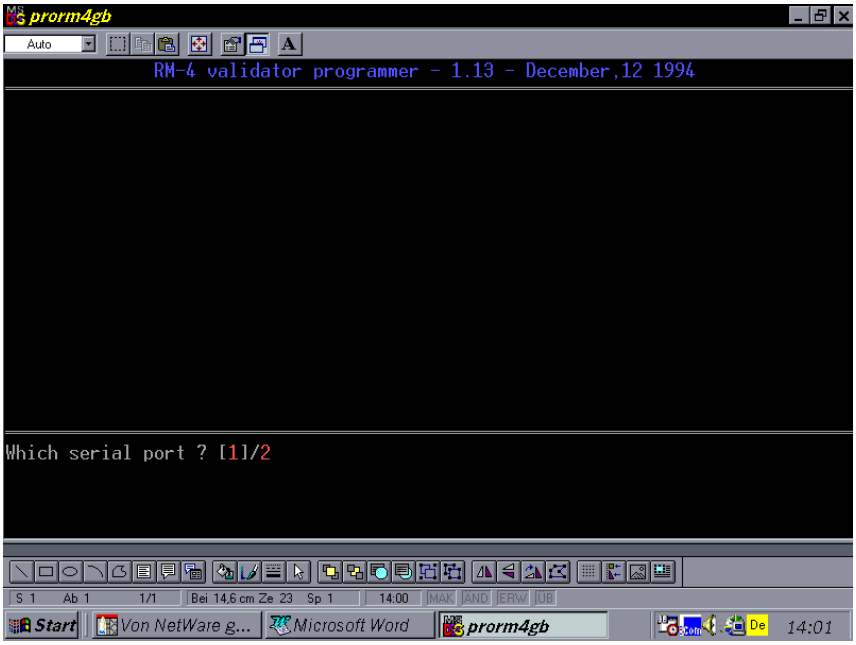
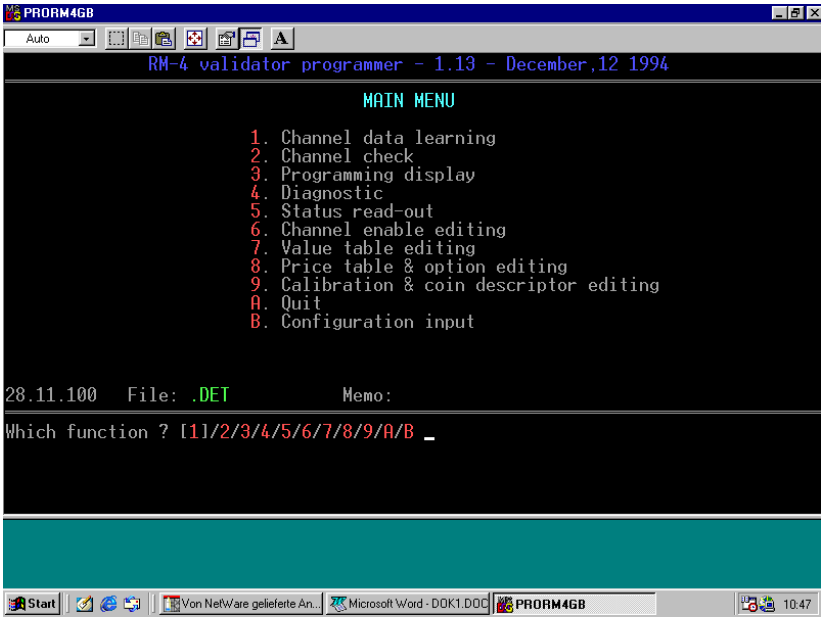
PROGRAM ACTIVATION

- Connect validator to the serial adaptor and supply it according to the connection scheme.
  Please keep in mind that the flat cable has to follow the polarization.
  The round cable for serial connections must be towards the outside *of* the validator.

- Activate the program by pressing on keyboard PRORM4IT (or PRORM4GB) and return, the under listed functions menu will appear on the video.
- If you call the programm as following: PRORM4GB CHANGE ALL (Auf Schreibweise achten) you are able to use the extended Feature „A“ to configurat the validator the the different software Versions.





Function 1

LEARNING FROM VALIDATOR

It is needed to enable the validator to recognize coins.
In order to accede to this function it takes to press 1 key within the “Main Menu”.
In this way a “guided” dialogue is activated with the program according to the following flow diagram:

PROGRAM QUESTION	ANSWER/ACTION
On which channel to work?	Press the number of the channel we want to adjust. Introduce at least 10 coins in both sides. At coins introduction coils read-out will appear on the video. See fig. B page 6. At the end press ESC
We want to program learning data in the validator?	Y for YES N for NO
Limits tolerance	Standard return
Do you want to effect automatic choice on the test mode?	Y = confirmation

Data to be stored are emphasized on the video.

Is test mode choice acceptable?	Y = confirmation N = changements

Note : before pressing “ Y “ – “ N “ check if the choice proposed us in automatic is in accordance with the one recommended in the tables given by our technical service.
In opposite case press “N” key and modify test mode (N) (X) in answer questions advanced by the computer.
Please keep in mind that in the automatic attribution of the test mode, parameters are noticed with the more significative changes in comparison of coins under examination.

Substitutive channel? Note: this performance is needed to be able to adjust different coins but of equal value (old and new) on different channel and to give the exit on an only channel	If we want to give the exit signal on a different channel in comparison to the one in which the coin has been adjusted, press the number concerning the desired channel, otherwise press “N”.

At this point the validator is adjusted for the desired coin.
Verify the adjustment good quality by introducing coins and by checking the acceptance. In case we are using a validator with stepper at 2 prices or built-in credit board, it is necessary to introduce coins values through the functions 6 and possibly modify function 7 options.

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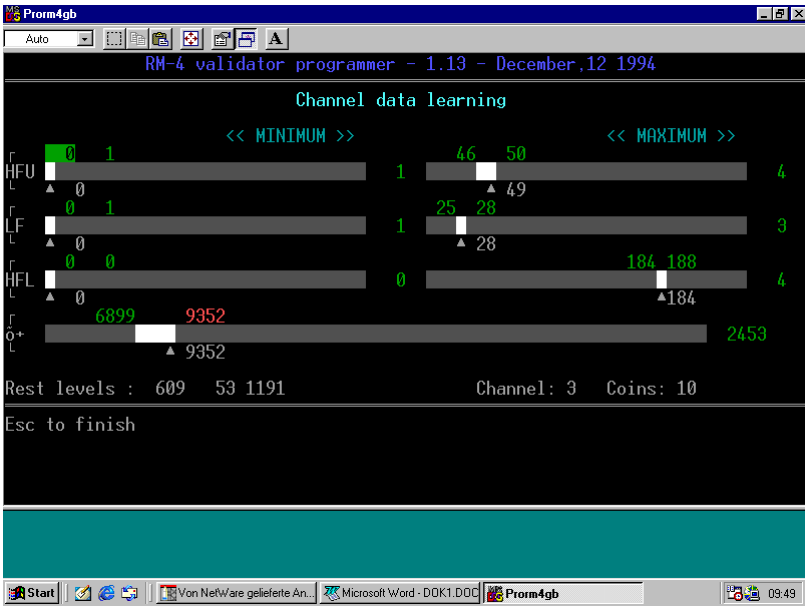


HFU	UPPER HIGH FREQUENCY COIL
LF	LOW FREQUENCY COIL
HFL	LOWER HIGH FREQUENCY COIL
MINIMUM	THEY ARE THE REMOVAL BANDS UNDER THE QUIESCENT LEVEL
MAXIMUM	REMOVAL BAND ABOVE THE QUIESCENT LEVEL

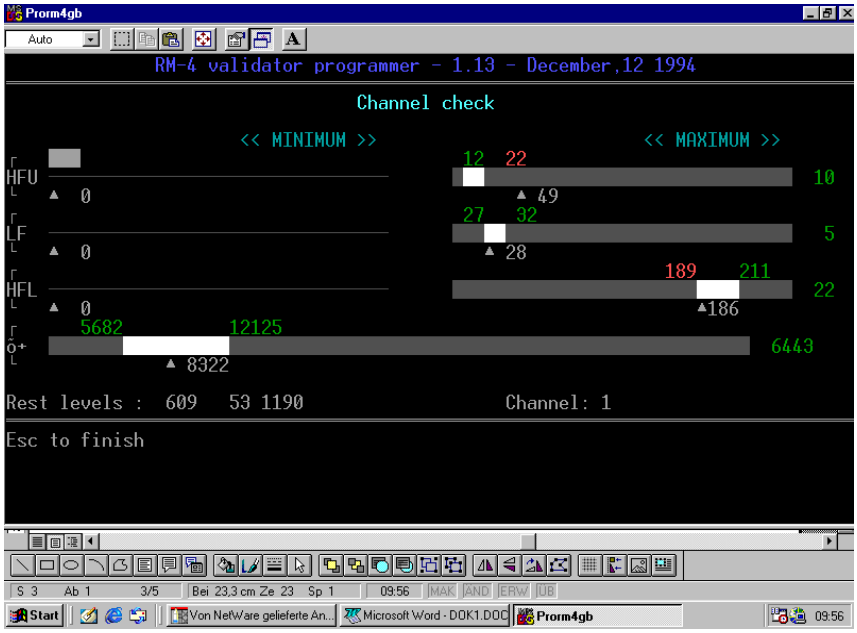
Numbers indicated on the bands are the lower and the higher limit of that band readings; the under number is the value of the last reading effected and the side number is the band width, that is to say the difference between that band minimum and maximum reading.
As showed in the drawing, for each coin six bands are noticed during the adjustment; by effecting, on our control, the automatic test mode, the program eliminates the three less significant bands for that coin reading.
In case adjustments in which it is necessary to divide some coins subject to falses, are effected, it is advisable to carry out the test mode in manual way choosing bands suggested by our technical service tables.
Through “N” the minimum band is chosen and through “X” the maximum one.

Function 2

LIMITS CHECKING AND ADJUSTMENT

This performance is needed in order to refine adjustment data to improve the acceptance in case of narrow adjustment.
It is also needed in order to refuse possible falses in case of wide adjustment.
To accede to the function, in the main menu, it takes to press the 2 key and to choose the channel on which we want to work.
On the video the adjustment bands of three coil (Fig. C under listed).
By introducing coins to be checked, coils reads-out are visualized.
In case of an excessive coins refusal we proceed as follows:
When a coin is refused, control on which coil the read-out has gone out from the band and, through keys, positionate the slider on the limit of the ban from which read-out is dropped out.
By numeric keyboard is modify the limit in order to let the read-out return in the band. We suggest to give the new limit a value correspondent to the read-out gone out from the band plus 2 points if we came out from the upper side, minus 2 if from the lower part.

In case of reduction of acceptance window (for ex. to eliminate falses) we take note the values noticed in the false read-out form 3 coils.
Please narrow at least a band referring to the one containing the false more close to its limits. Keep in mind that reductions might not be over 4 points.
The program asks if we want to program data, answer “Y” and Return, and for the question “Substitutive channel?”, press it if we want the same or “N” and Return.
At this point the modification is stored in the validator.
Press ESC in order to finish when connection are ended.



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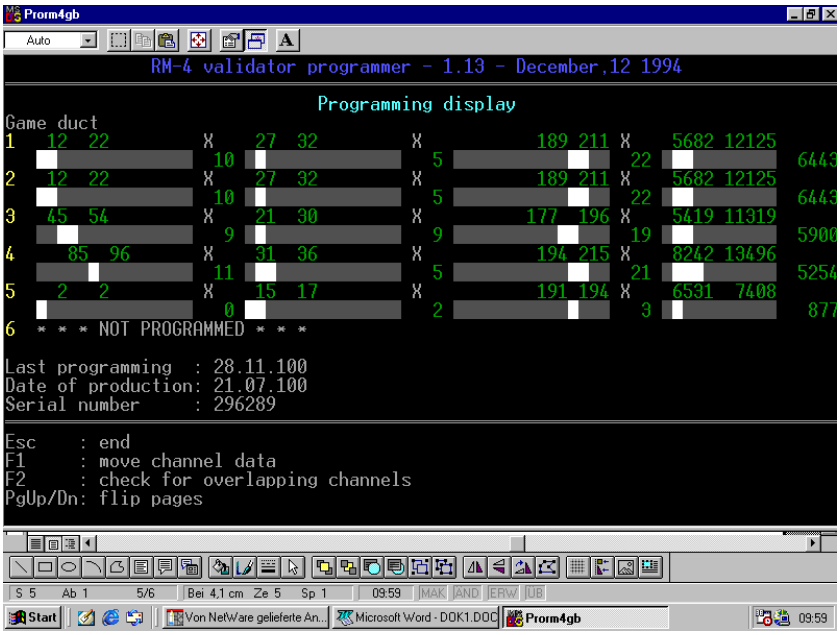
Function 3

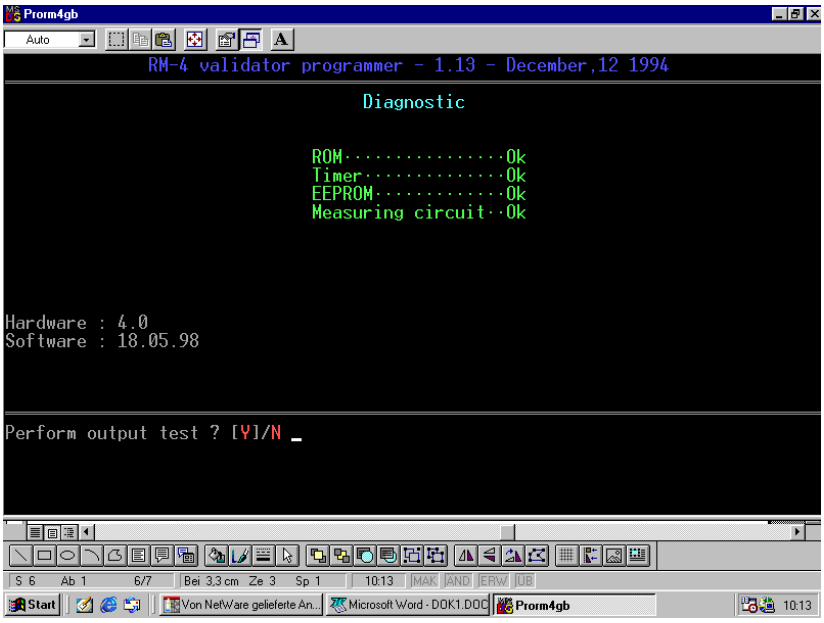
VALIDATOR PROGRAMMING DISPLAY

Press the 3 key + Return.
By this performance it is possible to visualize:

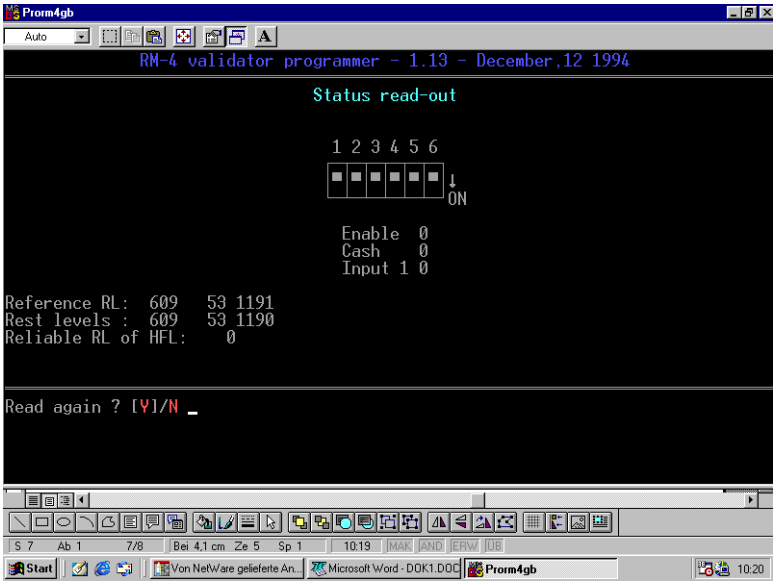
- The kind of validator used (2 or 3 frequencies)
- The qualification (Validator, stepper, credit board)
- The kind of tubing (vending or games)
- Display working (increasing or decreasing)
- The kind of reset used (timer, active line 8, passive line 6)
- Possible options



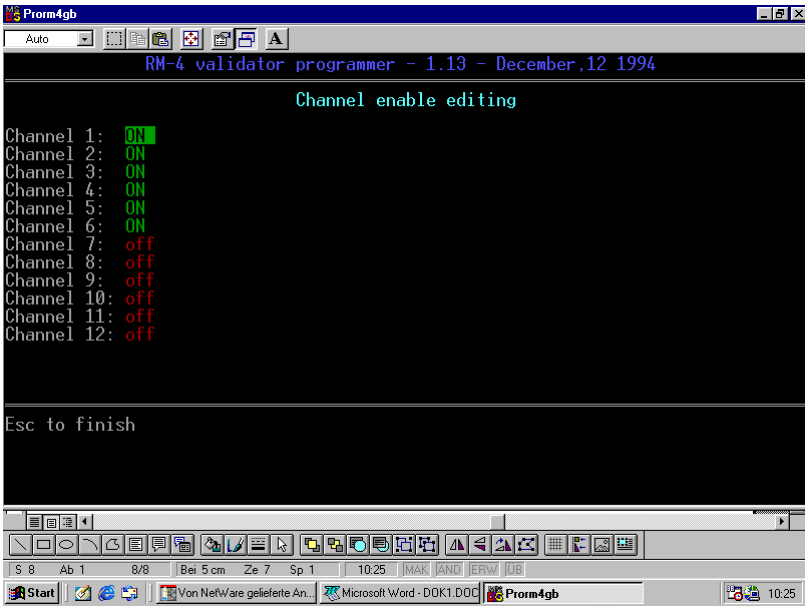
4. Diagnostic



5 Status Read out.



6. Channel enable editing /Kanalfreigaben



Function 7

VALUES TABLE FUNCTIONS

Press key “7”.
Through this function values to be attributed to any single channel and value of the basis coin are set up.
In the under indicated drawing F table is shown; in the example of programming for Italian coins what follows is shown:

Basis value = value of the smaller denomination coin
Channels 1, 2, 3, 4, 5, 6 = values attributed to any single channel

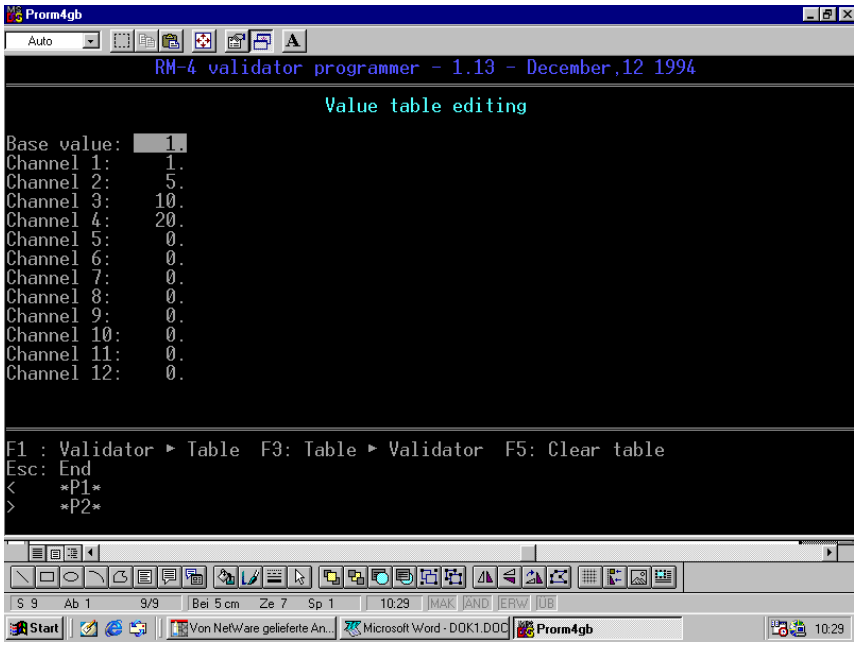
In addition use functions accessible through F1-F2-F3-F4-F5-keys, are shown.

F1 = by entering this function, it is possible to visualise the table contained in validator memory and therefore to modify it according to the needs.
F2 = it is only used for adjustments in automatic with data-block (please see data-block hand-book).
F3 = through this function table data are sent to the validator memory. So this function is to be effected any time values table is modified.
F4 = please see F2
F5 = this function allows to cancel the values table.
ALT1 = (*P1*) this function allows to attribute value to a token, this value can be the one of the 1° price, in case validator is a 2 prices-stepper; the one of the unit sale price, in case validator is monoprice or the limit value, in case a validator with limit is used.
ALT2 = (*P2*) this function, as the previous one, allows to attribute to a token the value or of the 2° price, for a 2 prices-validator, or of bonus 1, that is to say of the value of the first bonus threshold, in case of validator programmed for use with credit board.
To carry out it, position the slider on the chosen channel and press ALT at the same time of 2.

1) In order to program a no-existing values table, operate as follows:
- Press key 6, on the video values table with the slider positioned on the basis value will appear.
- Introduce the basis coin value and press return.
- Displace the slider through keys on the channel 1, introduce 1 channel value, press return and do also for other channels.
- At programming end press F3 to send data to validator memory.

2) In order to modify an already existing values table:
- Press key 6, on the video the already existing values table will appear.
- Move the slider through keys up to the value to be modified.
- Introduce the new value and press return.

- Press F3 to send data the validator.
- Press F1 to check all is correct.



Function 8

PROGRAMMING PRICES TABLE

Press Key 8.
This function is used to modify prices, options of a validator with 2 prices-stepper or with credit board.
On the video different messages will appear for the two kinds of validator as shown in G and H drawings.

1) Use with 2 prices-stepper validator (drawing G):
By entering function 7 on the video on the left values table will appear and on the right prices it takes:
- to position on the price to be modified
- to introduce the new price and press return

The other options that can be modified are the following ones:

Timer reset: In case we decide to use timer reset, it takes to position with the slider and introduce the time in seconds from 1 up to 65534, that is to say for a time of 18 hours at maximum, press return.

Display: Through this function is it possible to adjust display working which can be increasing, that is to say to visualise the value of the price to be achieved and to decrease up to zero.
In order to carry out this operation position with the slider and, through keys + and - , effect the wanted choice.

Reset: By this function it is established if to use the passive reset on line 6 or the active one on line 8.
In order to carry out the modifies, get in position with the slider and change the data with keys + and -; at modifies end, press key ESC and subsequently press S to store modifies or N if we wish to let all as previously.

2) Use with credit board validator (drawing H):

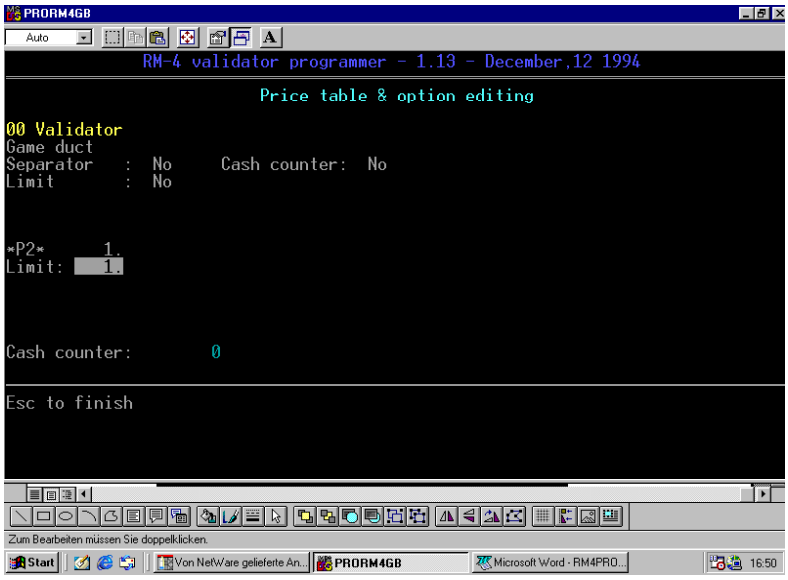
By entering in function by key 7, on the video we will see on the left values table and on the right the following options that can be modified:

BASIS PRICE: game price
BONUS 1 : the price to which give a bonus game.
BONUS 2 : the price to which give a second bonus.

Impulses speed games (ms): It is possible to adjust speed at which credit impulses get out from a minimum of 30 up to a maximum of 630 ms.

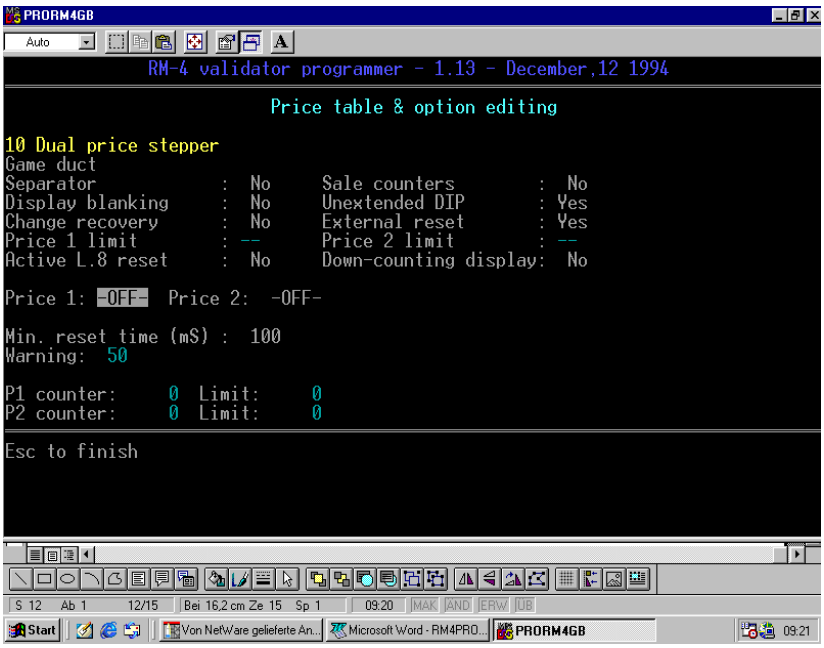
In order to modify these options it takes to position with the slider by keys and introduce the new data, press ESC and subsequently S to confirm the programming or N to cancel the modifies.

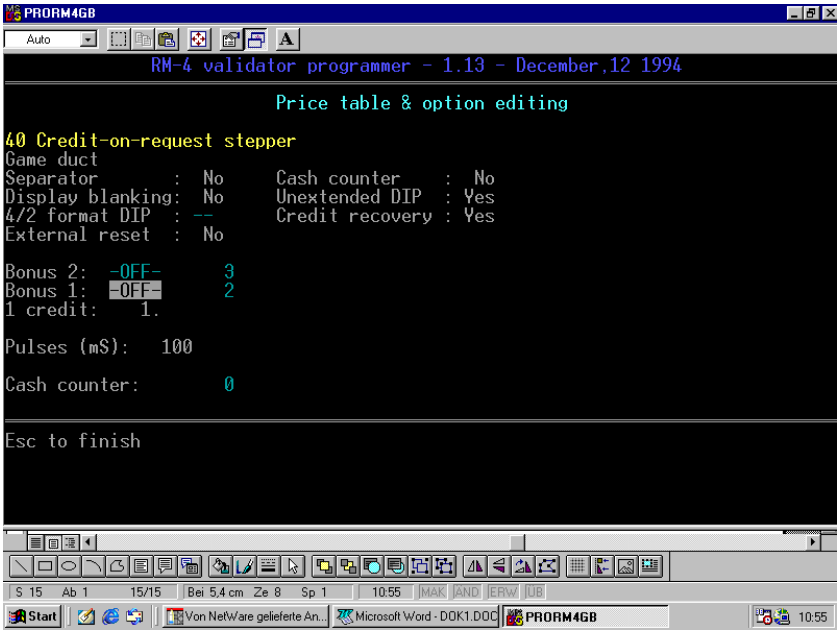
8.1 Price Table für Konfiguration 00 (Standard mit 6 parallelen Ausgängen)

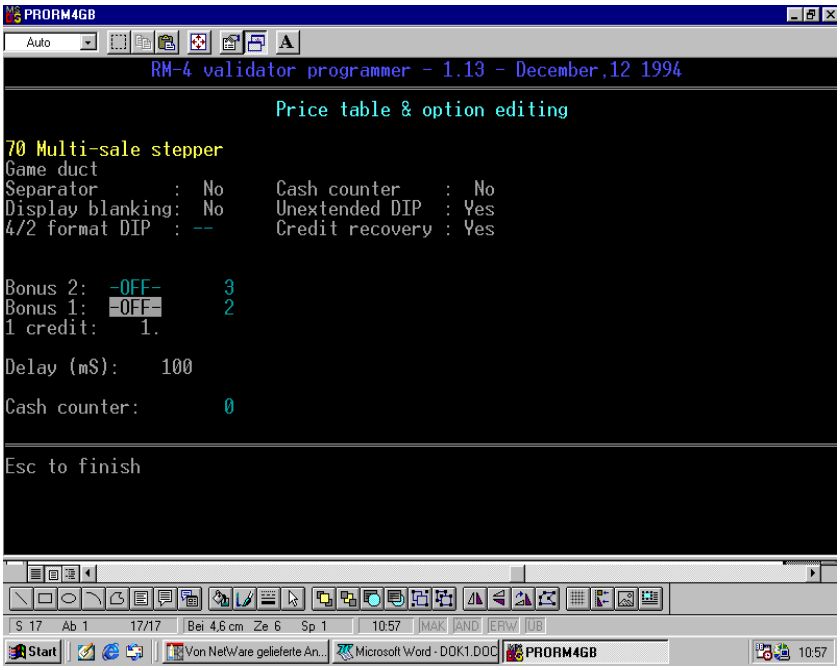


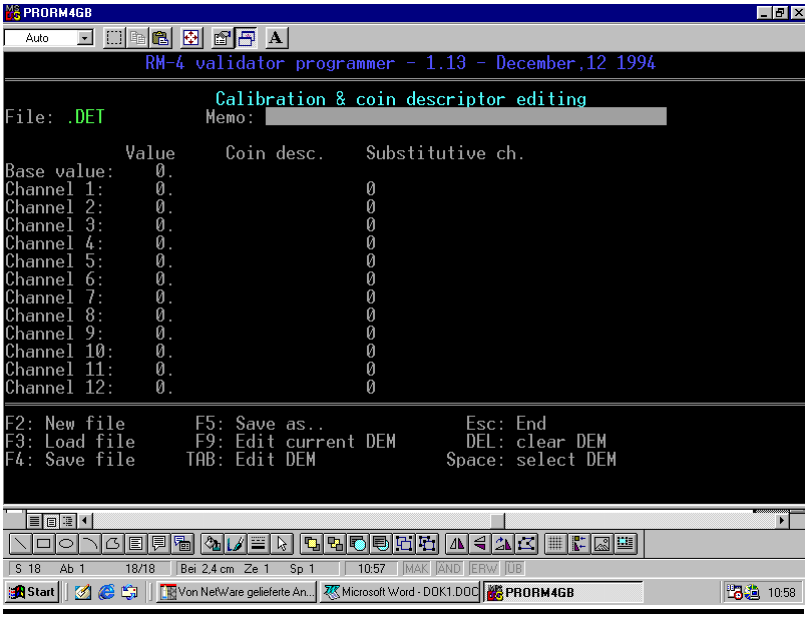
Optionen: **Separator:** (4-Wege Münzweiche) über Pin 3 und 4 wird aktiviert .
Cash Counter: Elektronisches Zählwerk intern, rückstellbar läuft mit.

8.2 Konfig. 10 2- Preise Totalisator für Warenautomaten




PRORM4GB
RM-4 validator programmer - 1.13 - December,12 1994
Price table & option editing
40 Credit-on-request stepper
Game duct
Separator : No
Display blanking: No
4/2 format DIP : --
External reset : No
Cash counter : No
Unextended DIP : Yes
Credit recovery : Yes
Bonus 2: -OFF- 3
Bonus 1: -OFF- 2
1 credit: 1.
Pulses (mS): 100
Cash counter: 0
Esc to finish


PRORM4GB
RM-4 validator programmer - 1.13 - December,12 1994
Price table & option editing
70 Multi-sale stepper
Game duct
Separator : No
Display blanking: No
4/2 format DIP : --
Cash counter : No
Unextended DIP : Yes
Credit recovery : Yes
Bonus 2: -OFF- 3
Bonus 1: -OFF- 2
1 credit: 1.
Delay (mS): 100
Cash counter: 0
Esc to finish


PRORM4GB
Auto
RM-4 validator programmer - 1.13 - December,12 1994
Calibration & coin descriptor editing
File: .DET
Memo:
Value
Coin desc.
Substitutive ch.
Base value: 0.
Channel 1: 0. 0
Channel 2: 0. 0
Channel 3: 0. 0
Channel 4: 0. 0
Channel 5: 0. 0
Channel 6: 0. 0
Channel 7: 0. 0
Channel 8: 0. 0
Channel 9: 0. 0
Channel 10: 0. 0
Channel 11: 0. 0
Channel 12: 0. 0
F2: New file
F3: Load file
F4: Save file
F5: Save as..
F9: Edit current DEM
TAB: Edit DEM
Esc: End
DEL: clear DEM
Space: select DEM
Start
Von NetWare gelieferte An...
Microsoft Word - DOK1.DOC
PRORM4GB
10:58

MISTAKE MESSAGES

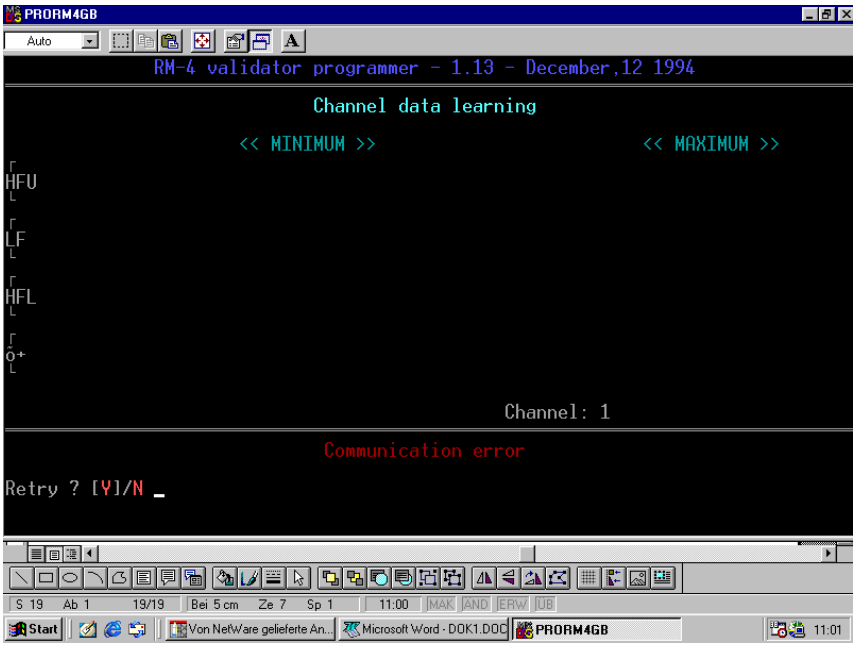
The program gives an only mistake message:

** SERIAL LINE MISTAKE **

To try again the control sending ? (Y) / N
(as shown in the drawing I)

In the case this message is necessary, verify that the validator is supplied and connected exactly; if it were not so, press N, give again the control, otherwise press Y.

If the mistake message remains, the validator must be sent to maintenance centres.



Function 8

QUIT PROGRAMMER

In order to leave the program it takes to go to “Main menu” and press the key 8.

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