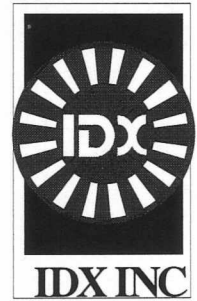


Models X20

Coin Learn & Field Test Procedure



COIN LEARN PROCEDURE

1. Slide the front cover up and identify the three controls to be used in this procedure:
 - Black or Red push button near center bottom. (used to input the number of credit pulses)
 - 16 position rotary switch to the right of the push-button. (#0 is normal RUN position, #1-#6 are for learning each of 6 possible coin types that can be accepted)
 - LED indicator half way up on the right side. (Green in RUN mode, red in LEARN mode)
2. Turn the rotary switch to one of the LEARN positions #1-#6 or #1-#C (for example, pick #3 for learning the 3rd coin type) and observe the LED turns red to indicate it is now ready to learn.
3. Push the black or red button once for each credit pulse you wish to have issued for this coin. For example, a \$1 coin would require 4 credit pulses if you are also accepting \$0.25 coins, one credit pulse per quarter.
4. **Slide the cover back on the unit to make sure outside light does not interfere with the sensors.**
5. Show the unit 6 different samples of the coin by depositing them into the acceptor as usual. It is best to use 6 different coins since there are typically slight variations from coin-to-coin.
6. After the 6th sample coin is deposited, the LED will flash red-green a few times to indicate the LEARN procedure is complete and the coin parameters are stored in memory.
7. Slide the front cover open again and turn the rotary switch back to position #0 and observe the LED turning green. Check that you have not accidentally turned it too far to position #15 which is a field test function position, in which it will not accept coins.
8. Slide the front cover back down and you should now be able to accept the new coin.

UNWANTED COIN FEATURE

1. Use the same coin learn procedures as above.
2. THE COIN YOU DO NOT WANT TO ACCEPT MUST BE LEARNED IN COIN POSITION #1. Turn to position #1 and press the test button 13 times, **drop the same sample coin through that you do not want to accept 6 times.** NEXT LEARN THE COIN YOU WANT TO ACCEPT IN COIN POSITION #2. Turn to position #2 and press the test button for the number of times for the value of your coin to be accepted, **drop the same sample coin through that you do want to accept 6 times.** Now turn back to "0" the operating position.

COIN DE-LEARN PROCEDURE

1. Slide the front cover up and turn the rotary switch to the coin # position you wish to DE-LEARN.
2. Push the black or red button once to initiate the LEARN sequence.
3. Turn the rotary switch back to position #0 without depositing any coins to signal the unit that you wish it to erase the parameters for this coin. The LED will flash red-green to indicate completion.
4. Slide the front cover back down.

FIELD TESTS & DIAGNOSTICS FOR X20

Normal operation in switch position #0 is shown by a green LED. If the LED is flashing yellow or alternately red-green, it indicates a malfunction has been detected. Some malfunctions can be corrected in the field. See below.

GATE RELAY TEST (rotary switch #0)

Press the black or red button to activate the gate relay. If not normal, it may be physically obstructed or its wire unplugged.

INDUCTIVE METAL SENSOR TESTS (rotary switch #E, #F)

Turn the rotary switch to positions #E and #F to test the inductive sensor. Normal LED color is green. A red color indicates either there is metal in front of the inductive sensors or the circuit is malfunctioning (usually the rear flat cable unplugged).

DIAMETER OPTICS SENSOR TESTS (rotary switch #B, #C, #D)

Turn the rotary switch to positions #B, #C, and #D to test the diameter thru-beam optical sensors. Normal LED color is green. A red or orange color indicated either there is an object or dirt blocking one of these three sensors and cleaning of the coin chute is required, or the circuit is malfunctioning.

CREDIT SENSOR TEST (rotary switch #8)

Turn the rotary switch to position #8 to test the Credit Sensors (V2.0 chip and after). If not installed the LED will blink yellow, if installed and in good order it will be green, if installed and dirty or blocked, orange to red color.

MEMORY TEST (rotary switch #7)

Turn the rotary switch to positions #7 to test the validity of memory. Normal LED color is green. A red color indicates that memory is corrupted. It may be possible to correct this by re-learning the coins. If not, the memory chip is bad.

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