

TICKET EATER



GALILEO PRO


Firmware V. 1..40

PATENTED

0001361017


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A.u.S. SPIELGERÄTE GMBH
SCHEYDGASSE 48, AT 1210 WIEN
☎ +43 (0) 1 271 66 00 65 FAX +43 (0) 1 271 66 00 75
🌐 www.aus.at ✉ verkauf@aus.at

USER MANUAL

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Description

The Mangia Tickets mod. GALILEO is an automatic machine for counting and destroying tickets. It is user friendly, and has a LED display which shows the number of tickets counted by the machine.

If connected to a computer, through "WinMT software" it offers a solution for complete automated management of PRIZE DESK OPERATIONS.

The internal printer prints personalized receipts, with logos and operator configurable notices/information e.g. expiry dates for receipts

TECHNICAL CHARACTERISTICS

Feeding tension:	230 Vca~50Hz
Absorption:	250W
Counting speed:	~ 640 tickets/min.
Sack capacity:	~ 50.000 tickets
Printer:	Custom TPTCM60 Thermal with auto-cutter and automatic expulsion ~ 2.400 receipts with 130mm roll
Badge reader:	Uniform Ind. 3 tracks ISO
Display:	Dot-graphic matrix display 48*8 Alphanumeric display with 16*2 characters
Pc Interface:	Serial Rs232, 9600 bps
Mechanic group:	Special patented mechanics mod. "GALILEO" Mono-phase motor 220 Vac/0.6A Adapter in oil bath Helical self-sharpening blades

DIMENSIONS AND WEIGHT

Height:	150 (176 cm with heading)
Width :	50 cm
Depth:	40 cm
Weight (with empty sack):	70 Kg
Noise pollution:	less than 70 dB

INSTALLATION

POSITIONING

The machine is to be used in indoor places and should be placed on a flat surface and far away from sources of excessive heat and/or humidity, ensuring sure that the connection to the "earth" is efficient. Before connecting to the power supply ensure that there is an effective grounding.

PRECAUTIONS

Any possible maintenance, should be carried out by qualified and trained engineers and adhere to health and safety procedures. The Ticket Eater Galileo Pro comes with 2 front doors, each of which can be opened only by a unique key that is only provided the local manager. Through the top door leads to the cutting and counting of tickets. All verification operations, routine and extraordinary maintenance (replacement of electrical or mechanical parts) must be carried out by technical personnel and in the absence of power supply, must in any case be borne in mind that there may be danger of cutting and crushing the fingers. To replace the sack follow the instructions described below. (P. 19)

ORDINARY MAINTENANCE

Every week you must clean the cutting and driving unit using compressed air in order to remove the dust collected on the optical reading sensor, on the blades and on the reels.

Replacing fuses on the power tray

In case the fuse blows, with a flat screwdriver is extracted the plastic container located at the center of the feed pan and replace it with another new one, value of 3.15 A (5x20 glass fuse 3.15 A).

WARNINGS

- 1. Children should be supervised by adults when using the machine.**
- 2. Children should not carry out the cleaning and maintenance of the device.**
- 3. The machine must not be cleaned with water jets.**

SERVICE DISPLAY

The display of service that is located on the motherboard, is used during setup to display various parameters to be programmed and their values. While the machine is in attraction mode the same display will show the cycle:

- The total counter for counted tickets.
- The counter for counted tickets in the current day.
- The counter for counted tickets with Barcode No.1
- The counter for counted tickets with Barcode N.2
- The counter for counted tickets with Barcode No.3
- The current date and time.



CONFIGURATION

REMOTE CONFIGURATION THROUGH PC

If your machine is connected to PC on which the program for the automatic WinMT Prizes Operation management is installed, the configuration may be executed directly by the PC, without using the machine. To access the configuration window, you must click on the MTLink icon, on the right of the Windows taskbar (a ticket that turns) and so choosing "Ticket Eater Configuration" on menu.



The following window appears:

LANGUAGE <input type="radio"/> Italiano <input checked="" type="radio"/> English	MACHINE CODE 1	MIN.TICKET NO. 1	MEMO RECEIPT <input type="checkbox"/> ENABLE	BARCODED TICKET <input checked="" type="checkbox"/> ENABLE
CARD READER <input checked="" type="checkbox"/> ENABLE	CARD READER TYPE HCR	CARD TRACK 2	BARCODE ERRORS NO. 10	CARD SWIPE MODE <input type="checkbox"/> ENABLE
DISPLAY MESSAGE Sala Giochi PICCADILLY - Lignano Sabbiadoro (UD) - La Sala Giochi più grande della Padania !!!!!!!			ATTRACTION SOUND 10min.	
RECEIPT MESSAGE Gioca e raccogli i Punti, meravigliosi premi ti aspettano! Scegli i tuoi premi dalla vetrina !!!!!!!			COUNTING SOUND N. 2	
Bar Code #1 Code Value 1234 1	Bar Code #2 Code Value 0 0	Bar Code #3 Code Value 0 0	OPERATION START 06/07/2011	OPERATION NAME PLAY AND WIN !
OPERATION END 05/07/2012			POINTS MULTIPLIER 1	
Computer Port 5	GALILEO PRO			

MTLink manages the connection with a maximum of 5 Ticket Eater, so choose the one that you want to program in the lower left. Then set all the options as desired and press **SEND** button. At the end press **EXIT**. For questions about various programmables parameters, see the relative paragraphs.

MANUAL CONFIGURATION

For the programming buttons and service display on the motherboard are used (Fig. 1). Opening the door, the machine turns off and the inner service lights turn on. To turn the machine ON, with the door open, and proceed with the programming, you need to pull the upper security switch out.

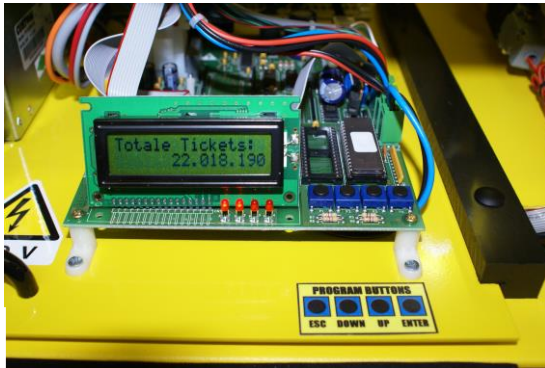


Fig.1



Fig.2

(Fig.2). When the machine is ON, the service display will show in sequence the total of counted tickets, number of tickets counted in a day, hour and date. These are the buttons and their functions:

- **ENTER**: enter in programming, enter the selected menu, stores the current data and pass on the next data
- **ESC**: exit the programming, exit the selected submenu, go back to previous data.
- **Up**: go to the following menu or submenu, increments the current parameter.
- **DOWN**: go back to the previous menu or submenu, decrements the current parameter.

EXAMPLE:

Suppose you want to program to 10 the minimum number of ticket to print the receipts. Follow these steps:

1. Open the door (the machine turns OFF).
2. Pull the upper security switch (the machine turns ON).
3. Press the ENTER button (the display will show "PROGRAMMING").
4. Press the ENTER button (the display will show "LANGUAGE").
5. Press 8 times the UP button until you reach the submenu "MINIMUM FOR PRINT"
6. Press the ENTER button (the display will show in the bottom line the number of tickets currently programmed).
7. With the UP and DOWN buttons increment or decrement the number until you view the desired value.
8. Press the ENTER button (the value is stored and you come back to the submenu "MINIMUM FOR PRINT").
9. Press the ESC button (you come back to the "PROGRAMMING" menu).
10. Press the ESC button (you exit the programming and return to normal operation).
11. Push the upper security switch (the machine turns OFF).
12. Close the door (the machine turns ON).

MENU STRUCTURE

In red the menu's voices that refers to the parameter to program.

PROGRAMMING	
LANGUAGE	PAG. 7
CLOCK SET	PAG. 7
STARTING DATE	PAG. 7
EXPIRING DATE	PAG. 7
OPERATION NAME	PAG. 7
MACHINE CODE	PAG. 8
LENGHT SETUP	PAG. 8
BARCODE DIGITS	PAG. 10
PC CONNECTION	PAG. 9
TCK MIN TO PRINT	PAG. 9
INFORMATION REC.	PAG. 9
BARCODE PROGRAM.	PAG. 9
DELETE BARCODE	PAG. 10
BARCODE ENABLE	PAG. 10
CARD READER ENABLE	PAG. 10
CARD READER TYPE	PAG. 10
CARD TRACK	PAG. 11
BARCODE ERR. NO.	PAG. 11
ATTRACTION SOUND	PAG. 11
COUNTING SOUND	PAG. 11
PRINT SOUND	PAG. 12
DISPLAY MESSAGE	PAG. 12
RECEIPT MESSAGE	PAG. 12
POINTS MULTIPLIER	PAG. 12
PRINTER ENABLE	PAG. 13
CARD BARCODE EN.	PAG. 13

In giallo le voci per la stampa dei dati storici e dello scontrino di prova.

PRINT	
BOOKKEEPING PRINT	PAG. 13
RECEIPT PRINT	PAG. 13

In azzurro le voci per il test del suono e del display a matrice.

TEST	
SOUND TEST	PAG. 14
DISPLAY TEST	PAG. 14

In verde le voci per la cancellazione dei dati storici e del contatore totale.

DELETE	
CLEAR BOOKKEEPING	PAG. 14
CLEAR TOTAL	PAG. 14

LANGUAGE

*** See page 5 for general programming.

LANGUAGE	
* ITA	ENG

This parameter sets the language between Italian and English. With the UP and DOWN buttons you move the asterisk (*) on the desired value and press ENTER to

save and exit.

CLOCK SET

*** See page 5 for general programming.

The clock set is not necessary if the Ticket Eater is connected to the PC, because every WinMt program start, the internal clock is automatically synchronized. For this happen it's necessary that the Ticket Eater is turned ON before the WinMt start on the PC.

10:53:28
23/08/10

As you enter, the cursor will be placed on hours, with the UP and DOWN buttons the value changes. With the ENTER button to go to modify the minutes value and so

on until the year. With the ESC button you come back to the previous parameter; pressing ENTER, with the cursor on the year value, you return to the menu.

STARTING AND EXPIRING DATE

*** See page 5 for general programming.

The starting and expiring date regulation isn't necessary if the Ticket Eater is connected to the PC, because every WinMt program start, the dates are regulated as set in programming OPTIONS. For this happen it's necessary that the Ticket Eater is turned ON before the WinMt start on the PC.

STARTING DATE
23/08/10

Initially the cursor is placed on "day", with the UP and DOWN buttons the value changes, with the ENTER button you go to "month" and so on.

EXPIRING DATE
23/08/11

Pressing ENTER with the cursor on "year" you return to the menu.

OPERATION NAME

*** See page 5 for general programming.

***GIOCA E VINCI

This parameter sets the operation name that will be printed in all the receipts issued. The cursor initially will be placed on the first character, with the UP and

DOWN buttons this character changes, with the ENTER button you go to the

following character and with the ESC button you go back to the previous character. This is the list of characters selectable in sequence:

" !"#\$\$%&' () *+, - . / 0123456789 : ; <=> ? @ ABCDEFGHIJKLMNOPQRSTUVWXYZ "

MACHINE CODE

*** See page 5 for general programming.

MACHINE CODE 0001

This option allows to set the machine code of Ticket Eater. By default, the machine has assigned the machine code "0001".

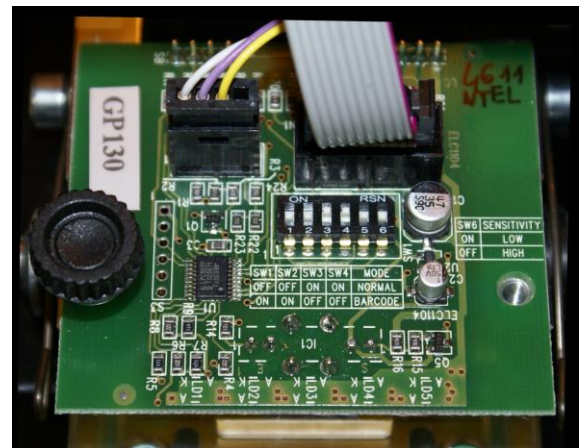
With the UP and DOWN keys select the desired value (from 0001 to 0255) and press ENTER to save and exit. The machine code is used when the machine is not physically connected to the system.

LENGHT SETUP

*** See page 5 for general programming.

To avoid counting errors in case of fraud attempts by the users (tickets braked during the counting, tickets pulled back...), the system measures the tickets lenght and accept them as goods only if equal to the sample one. The sample lenght has to be saved during the machine installation as the following procedure:

- Be sure that the switch on the sensor are in NORMAL position.



SW 1	SW 2	SW 3	SX 4	MODE
OFF	OFF	ON	ON	NORMAL

Sensitivity setting based on the thickness of the ticket used:

- With the door open, turn on the machine with the switch 6 to ON.
- The lights of the mouth will flash sequentially in red, blue, green and white.
- The red light indicates the minimum sensitivity, the white the maximum.
- Put switch 6 to OFF during the flashing of color corresponding to the desired sensitivity.
- Each time you switch the lights will flash with the color of the degree of sensitivity programmed.

SW 6	Sensitivity Settings
Red light	Minimum
Blue light	Medium
Green light	Medium
White light	Maximum

- Generally it is good to keep the maximum sensitivity, except in case of use of tickets particularly transparent (thin).

- Insert a row of tickets (the display will show the minimum and maximum measure and will return automatically to the menu at the end of the measurement).

```

LENGHT SETUP
MIN=80  MAX=100
  
```

The values change in function of tickets used and type of mechanic mounted, but if they're not included between 80 and 100, probably there is a malfunction that requires a maintenance operation.

For 1 -inch ticket the values will be between 30 and 40.

In case you want to use both types of tickets: 1-inch and 2-inches, you need to prepare a ticket strip as in the picture (join the 2 types of tickets, 5 pcs for 2-inches tickets and 10 pcs for 1-inch tickets):



In this case the values will be between 30 and 100.

BARCODE DIGITS

***** See page 5 for general programming.**

This option allows you to set the barcode digits number. It is possible to choose between two types of barcodes:

```

BARCODE DIGITS
                2
  
```

- 1 inch ticket



```

BARCODE DIGITS
                4
  
```

- 2 inchs ticket



The ticket barcode must be programmed after setting this parameter correctly.

PC CONNECTION

*** See page 5 for general programming.

PC CONNECTION OFF *ON

This option allows to specify the working mode. If the machine is connected to the PC on which the WinMt program works, this option has to be in ON mode (necessary connection). To work without the PC this voice has to be programmed to OFF (blank connection). With the UP and DOWN buttons you move the asterisk (*) and then press ENTER.

MINIMUM NUMBER OF TICKETS FOR PRINTING THE RECEIPT

*** See page 5 for general programming.

This option allows to set a minimum number of tickets that have to be counted before that the customer can print the receipt, this to avoid waste of paper and to streamline reading receipts operations during prize assignment.

TCK MIN TO PRINT 01 Tickets

With the UP and DOWN buttons you set the number between 1 and 90, with ENTER you save it and exit to the menu.

INFORMATION RECEIPT

*** See page 5 for general programming.

This option allows to enable (ON) or disable (OFF) the "ONLY MEMORANDUM" receipt printing for the customers provided of magnetic card.

MEMORANDUM REC. *OFF ON

With the UP and DOWN buttons you move the asterisk (*) and then press ENTER.

BARCODE PROGRAMMING

*** See page 5 for general programming.

To enable the identification of ticket with barcode, you need to move the switches on the sensor as shown in the table:

SW 1	SW 2	SW 3	SX 4	MODE
ON	ON	OFF	OFF	BARCODE



This option allows to save the tickets barcodes that then will be accepted.

```
BARCODE PROGRAM
INSERT TICKET
```

```
BARCODE PROGRAM
*0000 0000 0000
```

The machine can recognize at the same time a maximum of

```
BARCODE PROGRAM
****ERROR****
```

3 different codes. With the UP and DOWN buttons you select the position, between the 3 possible solutions, in which you'd like to save the new code and then press ENTER.

```
BARCODE PROGRAM
COD. 9451 VAL.01
```

As required from the message on the display, insert a barcode ticket to save. If the reading is not successful,

an error message will show, otherwise the read code will be showed and you could set the ticket value with the UP and DOWN buttons. At the end press ENTER to save and exit from the menu.

BARCODE CANCELLATION

*** See page 5 for general programming.

```
BARCODE PROGRAM
*9451 0000 0000
```

To delete a code previously saved: with the UP and DOWN buttons, select the code that you want to delete. Press ENTER to do the operation and exit the menu.

BARCODE ENABLE

*** See page 5 for general programming.

```
BARCODE ENABLE
*OFF          ON
```

This option allows to enable (ON) or disable (OFF) the barcode identification on the tickets inserted. With the UP and DOWN buttons you move the asterisk (*) and press ENTER. Setting this option ON the machine will accept only tickets with barcode equal to the saved one.

CARD READER ENABLE

*** See page 5 for general programming.

```
CARD READER ENAB
*OFF          ON
```

This option allows to enable (ON) or disable (OFF) the card reader on the machine. With the UP and DOWN buttons, move the asterisk (*) and press ENTER. If disabled, the card reader won't be tested when the machine is turned ON, and it could work even without the card reader.

CARD READER TYPE

*** See page 5 for general programming.

CARD READER TYPE
MSR *HCR CRT

This option allows to program the type of card reader installed in the machine, it is programmed in factory and it hasn't to be changed except in case of replacement of the reader or the motherboard. With the UP and DOWN buttons move the asterisk (*) and press ENTER.

CARD TRACK

*** See page 5 for general programming.

CARD TRACK
2

This option selects, between the 3 possible solutions, the magnetic track of the card that will be used. With the UP and DOWN buttons set the number and press ENTER.

Normally the track used is the number 2, it could be changed only if the card used is also part of another informatics system that used the same track.

BARCODE ERROR NUMBER

*** See page 5 for general programming.

BARCODE ERR. NO.
10

This option sets the number of consecutive errors of tickets barcode reading before that the machine block itself and indicate the error. With the UP and DOWN buttons, set the desired value and then press ENTER.

ATTRACTION SOUND

*** See page 5 for general programming.

ATTRACTION SOUND
05

This option sets the number of minutes that pass between an attraction sound and another one. With the UP and DOWN buttons, select the desired range and press ENTER. The attraction sound can be disabled or repeat with ranges from 1 to 30 minutes.

COUNTING SOUND

*** See page 5 for general programming.

COUNTING SOUND
01

This option allows to disable or choose the sound that the machine makes during the ticket counting. With the UP and DOWN buttons, select the desired sound and then press ENTER.

PRINT SOUND

*** See page 5 for general programming.

COUNTING SOUND 01

This option allows to disable or choose the sound that the machine makes after the receipt printing. With the UP and DOWN buttons, select the desired sound and then press ENTER.

DISPLAY MESSAGE

*** See page 5 for general programming.

* BIG BOWLING - GIOCA E VINCI! *

This option allows to save a message (max 32 characters) that will be shown on the external display during the attraction. Use of buttons:

- ENTER: fix the current character and pass to the next one, if kept pressed for more than one second, the operation ends, so save the message and return to the menu.
- ESC: return to the previous character, if kept pressed for more than one second, the entire message will be deleted and the cursor will be placed on the first character of the first row.
- UP: increments the current character.
- DOWN: decrements the current character.

These are the characters that can be set in order:

" !"# \$%&' () * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ? @ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z " .

RECEIPT MESSAGE

*** See page 5 for general programming.

ATTENTION! BOWLING cost 2€!

This option allows to save a message (max 32 characters) that will be printed on each receipt. Use previous instruction to store it.

POINTS MULTIPLIER

*** See page 5 for general programming.

POINTS MULTIP. DISABLED

This option allows to set a division or multiplier factor of tickets counted respect to their value in points. With the UP and DOWN buttons, select the desired value and press ENTER. This parameter can be disabled (1 ticket = 1 points) or change between /100 (100 tickets = 1 points) e *100 (1 ticket = 100 points).

PRINTER ENABLE

*** See page 5 for general programming.

PRINTER ENABLE
*OFF ON

This option allows to enable (ON) or disable (OFF) the printer. With the UP and DOWN buttons, move the asterisk (*) and press ENTER. If the printer is disabled the machine will work in "CARD SWIPE" mode, used only in case of connection with Management Systems of Prize Operations different from ELMAC WinMt for which the machine was designed.

CARD BARCODE ENABLE

*** See page 5 for general programming.

CARD BARCODE EN.
OFF *ON

This option allows to enable (ON) or disable (OFF) the barcode reader of the card. With the UP and DOWN buttons, move the asterisk (*) and press ENTER. This option it's enable only when the Ticket Eater is connected with Management Systems WinMt.

PRINTING THE HISTORY

*** See page 5 for general programming.

This chance is useful if the Ticket Eater is not linked to the PC. The machine save the number of tickets counted in the last 60 days, in order to get the print of these data and then press ENTER.

A receipt with date and number of tickets for each day saved will be printed, at the end the total amount will be printed.

BOOKKEEPING PRINT

If the history reset is not made (see the relative paragraph), the memory will count always the data in the last 60 days, as the new data will replace always the olds one.

ELMAC di Tredese Tiziano
Via G. Colombo, 17
35030 RUBANO (PD)
www.elmac.com
elmac@elmac.com
Tickets gestiti giornalmente
04/05= 8094
03/05= 12979
02/05= 7621

Example of receipt with the print of history.

24/04=	3776
23/04=	1635
22/04=	1233
21/04=	6505
20/04=	8754
19/04=	4384
18/04=	3736
17/04=	102
01/01=	
Totale tickets	101662

PRINTING THE RECEIPT

*** See page 5 for general programming.

RECEIPT PRINT

Pressing ENTER a test receipt will be printed in order to verify the proper working of the printer, the correctness of the data concerning the Prize Operation: operation name and validity and clock synchronization.

CANCELLATION HISTORY

*** See page 5 for general programming.

CLEAR BOOKKEEPING
*NO YES

This option allows to delete the counting history. With the UP and DOWN buttons, move the asterisk (*) and then press ENTER.

CANCELLATION TOTAL COUNTER

*** See page 5 for general programming.

CLEAR TOTAL
*NO YES

This option allows to reset the total counter of tickets IN. With the UP and DOWN buttons, move the asterisk (*) and then press ENTER.

SOUND TEST

*** See page 5 for general programming.

SOUND TEST
00

This option allows to play sound that the system can generate in order to verify the audio or to adjust the volume. With the UP and DOWN buttons, choose the desired sound (from 00 to 15) and then press ENTER.

DISPLAY TEST

*** See page 5 for general programming.

DISPLAY TEST
running...

This option allows to verify the functioning of graphic display. Press ENTER to start the test, ESC to finish.

FUNCTIONING

TICKETS COUNTING

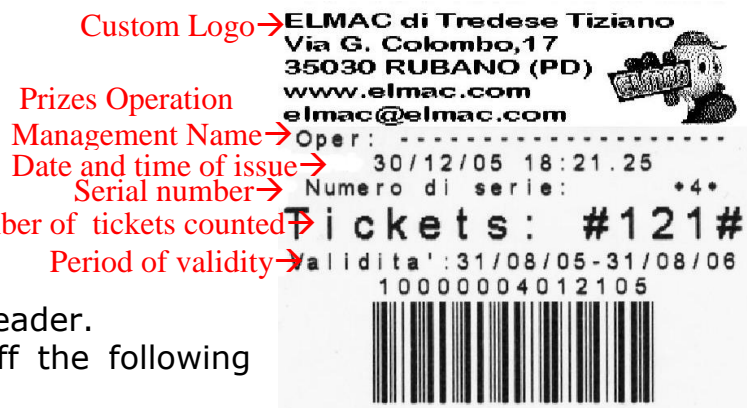
Insert the tickets in the special "mouth", the motor will turn ON and the tickets will be drawn by the mechanism, passing under the photo-cells, will be counted and, at the end, will be cut by the helical blade. During the counting, the display will show the number of tickets destroyed. As the last ticket is passed, the motor will stop and the PRINT button led will light on.

If other tickets are inserted, they will be added to those already counted.

When all the tickets are inserted, if the customer hasn't got the VIP card, he will press the PRINT button.

Instead, if he has got the VIP card, he will have to insert it into the card reader, respecting the direction shown in the figure placed next to the reader.

In the first case will be sent off the following receipt:



In the second case, the receipt will bring the same data, with the adding of the warning: "ONLY MEMORANDUM" and the total number of tickets accumulated by the customer. Behind, the barcode will not be printed.

Number of tickets accumulated by the customer → Totale Tickets: 001419



LAST RECEIPT AND FRAUDE DISPLAY

In case of dispute, on the external display you can view the number of tickets counted in the last operation and deleted after the last attempt of fraud, in the following format: **U.S.: 123 - UF: 456.**

To get the display push and hold the PRINT button for 3 seconds.

The FRAUD happens when the tickets are pulled back, the first time the count stops and a warning message appears, the second time, after another warning, the tickets counted up to that moment are deleted.

MAINTENANCE

HOW TO PROGRAM A PERSONALIZED LOGO

The logo that will be printed on each receipt is saved in the printer in a no-volatile memory. The logo has to be in .bmp format, black-and-white and may have the following dimensions: width 448 points, height 585 points. Instead, the part of logo that will be printed has to be of 448 x 182 points, starting at the top. The printer has three banks in which the logos can be saved, the Ticket Eater uses LOGO1.

How to program the logo for TPTCM60 model printer and TPTCM60II

To change it you need to have the LOGOMAKE program of Custom Engineering, that is possible download from the website: www.custom.it or to download from our ftp <ftp://ftp.elmaclab.com/Custom/LogoMake.exe> , username: elmac, password: elmac
After you installed the program must followed these steps:

1. Connect the Ticket Eater printer to the PC
2. Open LogoMake program
3. Press menu File and choose submenu Open
4. Choose the logo file created
5. On the toolbar of the program will you find button with the symbol of a miniprinter (Connect to printer), you must press it
6. Choose the serial port number of the PC, and press OK
7. Press "NO" for the question "The printer is Dtk53"
8. After this press "OK the program must detect the correct printer TPTCM60/TPTCM60II
9. Press YES
10. Press PROG LOGO (in red) on the toolbar
11. Select LOGO1 and press OK
12. The logo will be sent to the printer.
13. Press Print Logo to test if it is correctly programmed

How to program the logo for TPTCM60 III model printer

download and install the software CePrinterSet ftp://ftp.elmaclab.com/Custom/1189-ceprinterset_2.3.5.exe from our ftp, user name: elmac, password: elmac and follow these steps:

1. Setup Communication Port -> choose your serial port and click on OK button
2. Click on READ CONFIGURATION FROM PRINTER, wait until the message "Successfully read from printer" will appear
3. Click on PRINTER LOGOS TAB, delete the old logo, and ADD IMAGE (new logo)
4. Click on SAVE CONFIGURATION TO PRINTER, select PRINTER LOGOS and press OK -> "Successfully write to printer"

REPLACING THE SACK

The tickets sack is placed in the lower door of the machine, fixed to the sliding bracket. Pull out this bracket and withdraw the full sack. Fix the new sack on the bracket and re-insert it fully in its place.

NB. The contents of the sack is recyclable material that is conferred in special container marked by CA brand (paper).

REPLACING THE PAPER FOR THE PRINTER

The necessity to replace the paper-roll is indicated by the message "PRINTER ERROR", even if remains a little bit unused paper. Proceed in this way:

- Open the lower door, the machine will turn OFF (any tickets counted will not be lost).
- Pull off the plate bracket to facilitate the operations.
- Turn ON again the machine, pulling the upper security switch off (Fig.5).
- Move the green lever out for lifting the print-head (Fig.6).
- Remove the remaining paper from behind.
- Bring the green lever again to its original position (Fig.6).
- Place the roll in its roll-holder.
- Release about 10 cm of paper from the new roll, be sure that the end of paper is perfectly cut, without flaws, and that the cutting is perpendicular to the paper.
- Insert the paper into the rear slot, until the printer charges it and cuts it automatically.
- Close the door.

ELIMINATION PAPER BLOCKAGES

Under normal conditions and with the new roll, the green and yellow leds of the printer have to be lighted on and stably. The red led, if lighted on, indicates that it was nearing the end of paper (printing may continue unless the remaining paper has not been too little). The blinking of yellow led indicates a malfunction of printer and in particular:

- The print-head is lifted: lifting lever placed towards outside (Fig.6)
- Paper is jammed

To clear the jam do the following:

- Lift the print-head by pulling out the green lever (Fig.6)
- Remove the paper from behind, so reload it as in the previous section
- If the problem persists, check if there are pieces of paper remained and to do this, you need to act on the lower release lever (Fig. 6) and then lift the front of the printer (Fig. 7).
- Remove any pieces of paper in the path
- Re-catch the front of the printer.
- Proceed to the loading of paper as in the previous section

CLEANING THE DRAGGING AND CUTTING UNIT

Depending on the quantity of tickets treated, is required the cleaning of drag-and-cut unit, however, at least once a week.

- Turn OFF the machine.
- Remove the sensor board, unscrewing the fixing knobs (Fig.1).
- Clean, with a soft brush (or compressed air) the inside of the passing tickets hole on the sensor board (Fig.2).
- If necessary, remove the drag roller, lifting upwards and then outwards the two lateral springs (Fig.3).
- Remove any pieces of ticket blocked in the ticket cutter (Fig.4)
- Replace the sensor board.
- Turn ON again the machine.

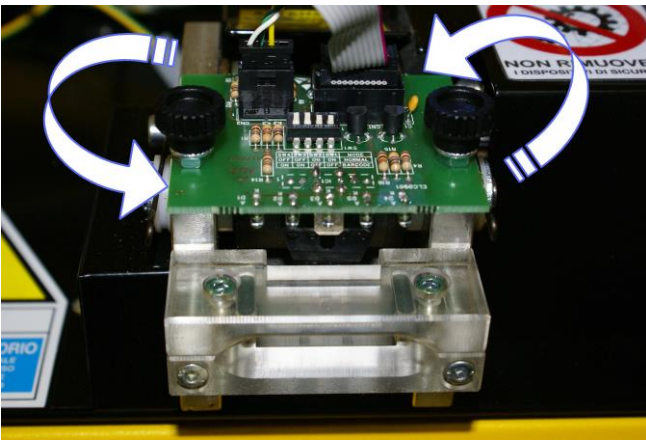


Figure 1

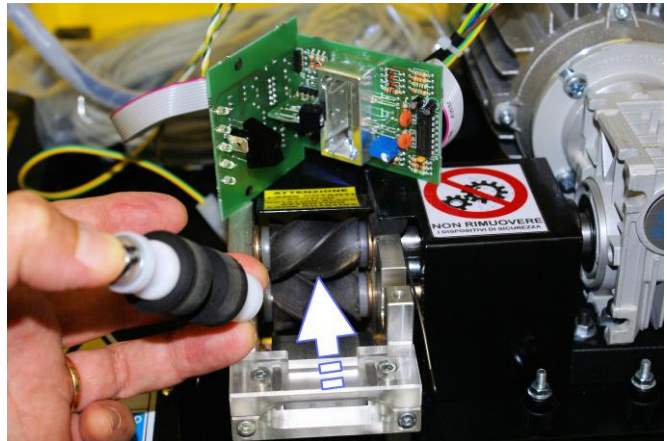


Figure 2

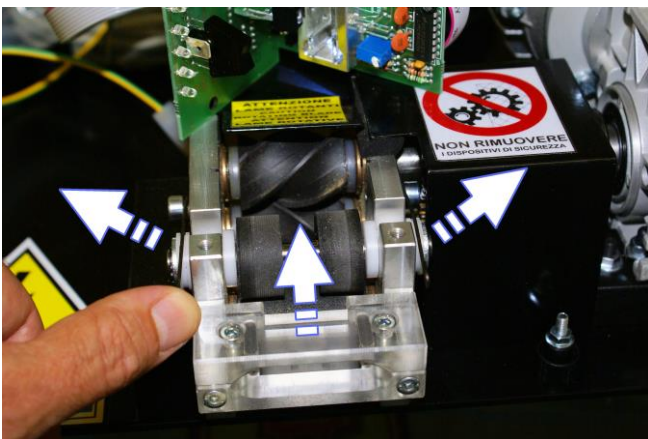


Figure 3

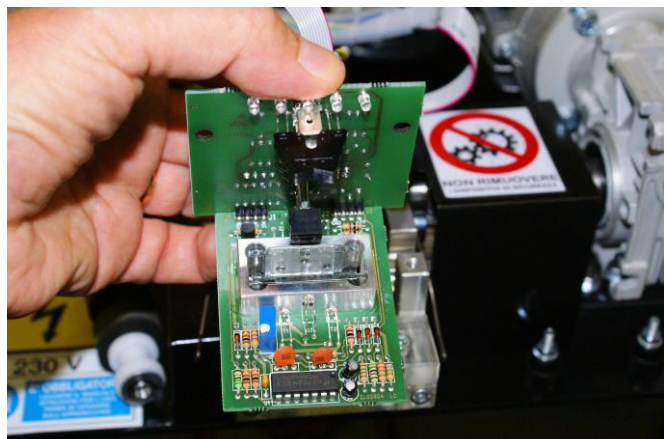


Figure 4



Figure 5

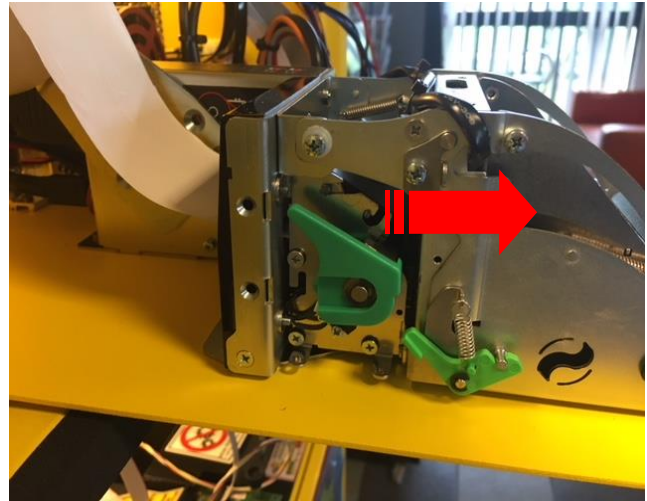


Figure 6

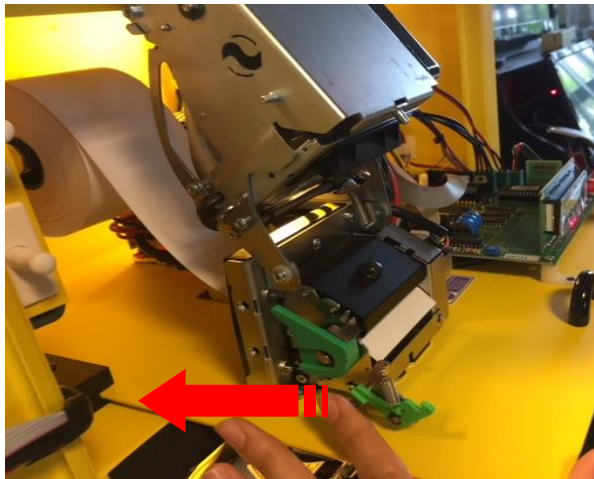


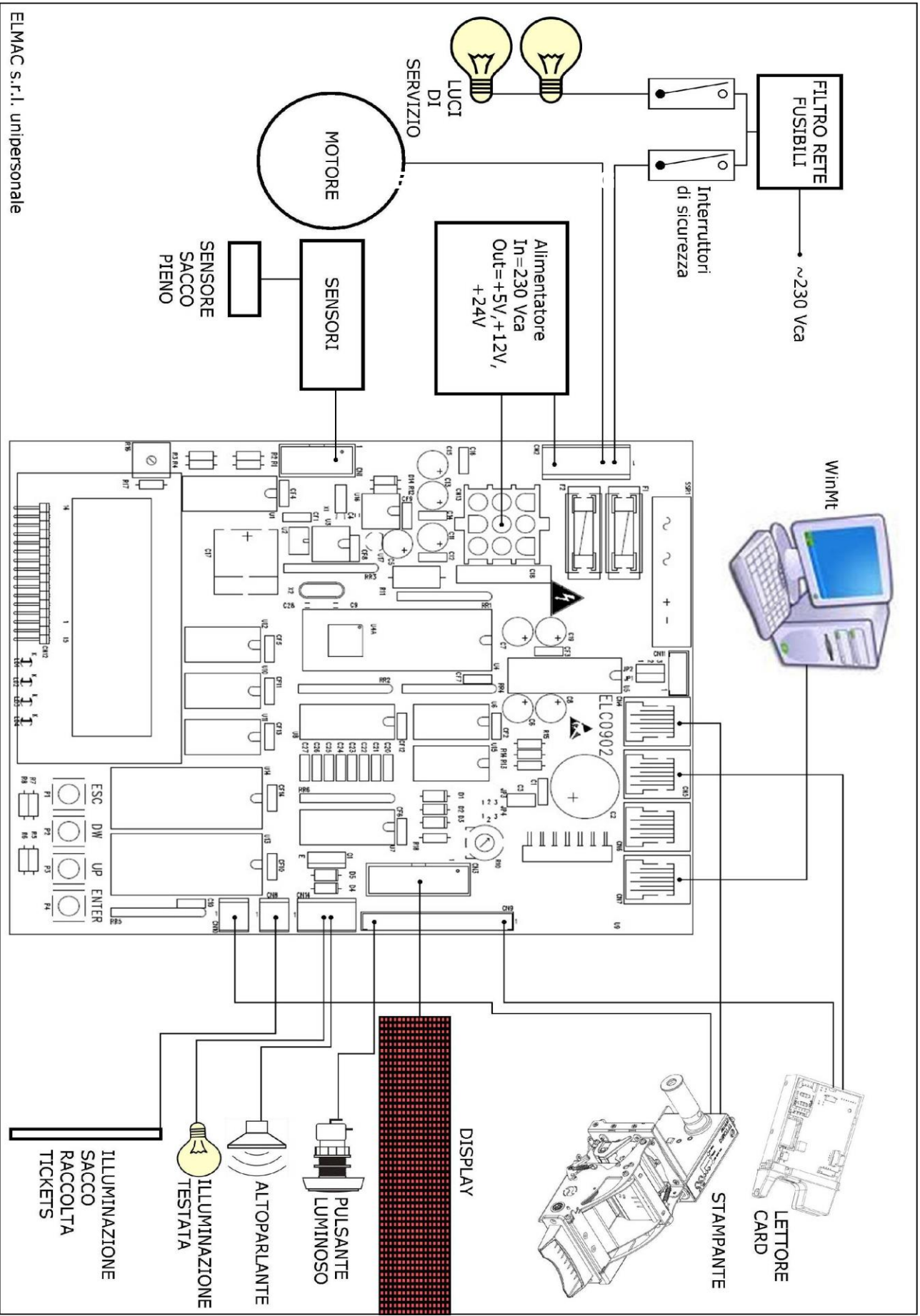
Figure 7

PROBLEMS AND SOLUTIONS

The machine indicates on both the displays any malfunction with the following messages:

ERROR CODE	MEANING
SENSOR ERROR	<p>Error sensor assembly:</p> <ul style="list-style-type: none"> • Make the cleaning of drag unit. • Verify that the connection wire runs from the motherboard CN1 connector. <p>If the error persists, call assistance.</p>
PRINTER ERROR	<p>Printer error:</p> <ul style="list-style-type: none"> • Verify that there is paper into the printer • Verify that the block paper lever is in print-position (Fig.6) • Verify the connection from motherboard (CN5) and printer • Verify the power wire of the printer (CN10) <p>If the error persists, call assistance.</p>
CARD ERROR	<p>Error card reader:</p> <ul style="list-style-type: none"> • Verify there is nothing inside the reader • Verify the connection with the motherboard (CN5) • Verify the connection to power supply of the card reader (CN9) • Verify that the reader installed coincides with those programmed (see CARD READER TYPE pag.10) <p>If the error persists, call assistance.</p>
PC ERROR	<p>Error connection to PC:</p> <p>Verify that the PC is ON and that the WinMt program is working.</p> <p>Verify the connection between the machine and PC</p> <p>If the problem persists, it's possible ensure that the Ticket Eater continues to work without PC, setting to "OFF" the parameter of connection to PC, as explained in the section: PC CONNECTION (Pag.8)</p>
BARCODE ERROR	<p>Some tickets have been inserted with a not-recognized barcode. Tear any tickets presents in entry, turn OFF and ON the machine.</p>
FULL SACK	<p>Empty the sack and release the discharge path of tickets from the cutter. If the error persists, verify the sensor place on the path.</p>
WIDTH ERROR	<p>Error in the measure of width ticket: have been inserted a ticket too close (attempt of fraud).</p> <p>The counting automatically restart after few seconds.</p>

WIRING DIAGRAM



ELMAC s.r.l. unipersonale

SCHEMES OF CONNECTORS AND CARD LAYOUT

CN9 Feeding - Buttons	
1	Lamp
2	GND
3	N.C.
4	N.C.
5	N.O. Button – IN Card Swipe Mode
6	GND
7	OUT Card Swipe Mode
8	N.C.
9	N.C.
10	+5 Vcc
11	+ Card reader
12	Lamp
13	+12 Vcc
14	Common Button
15	GND Card reader

CN14 Header	
1	+12Vcc
2	GND
3	Speaker
4	Speaker

CN4 – CN5 – CN7	
1	N.C.
2	Rx
3	GND
4	GND
5	Tx
6	N.C.

CN3 Display	
1	Clock
2	Data
3	+5 Vcc
4	N.C.
5	Strobe
6	N.C.
7	+5 Vcc
8	+5 Vcc
9	GND
10	GND
11	GND
12	GND
13	GND
14	+12 Vcc
15	+12 Vcc
16	+12 Vcc

CN1 Sensors	
1	GND
2	GND
3	+5Vcc
4	+5Vcc
5	Full Sack sensor
6	Width tck sensor
7	Sensor 1
8	Sensor 2
9	Sensor Input
10	"Mouth" lights

CN13 Power supply	
1	230 Vac
2	Ground
3	230 Vac
4	GND
5	GND
6	GND
7	+5Vcc
8	+12Vcc
9	+24Vcc

CN10 Printer feeding	
1	GND
2	+24 Vcc

CN2 230 Vac - Motor	
1	230 Vac in
2	Ground
3	230 Vac in
4	230 Vac to the motor
5	Ground to the motor
6	230 Vac to the motor

Maintenance Log

DATE	MAINTENANCE PERFORMED	PARTS REPLACED	TECHNICIAN