

# Section 1

## FBF-166 MANUAL SET

### QUICK START & CONFIGURATION GUIDE

PRINTER INNOVATIONS

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A.u.S. Spielgeräte GesmbH  
Scheydgasse 48 A-1210 Wien  
Tel. +43-1-271 66 00 Fax.+43-1-271 66 00 75  
E-mail: [verkauf@aus.at](mailto:verkauf@aus.at)  
<http://www.aus.at>  
Öffnungszeiten: Mo-Fr. 9-18 Uhr

## MANUAL AMENDMENTS

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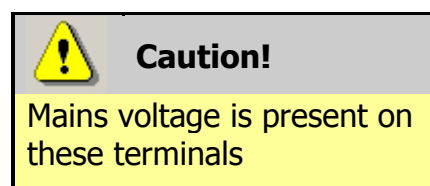
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## PRODUCT SAFETY INFORMATION

Throughout this manual set, we may draw your attention to key safety points that you should be aware of when using or maintaining the product.

These safety points will be highlighted in a box, like this:



This manual set and the information it contains is only applicable to the model stated on the front cover, and must not be used with any other make or model.

## INTRODUCTION

The FBF-166 Fan Fold Ticket printer is an ideal printer for ticketing and TITO (Ticket In / Ticket Out) applications. The FBF-166 adopts the standard foot print of flatbed ticket printers.



## FEATURES

The FBF-166 Ticket unit has a number of useful features, including:

- Unique print mech completes print before tickets are issued
- Fast print to present speed
- Large ticket capacity – 600 tickets standard capacity – expandable to 900
- 2MB on-board flash, with SD card expansion
- Easy maintenance, free firmware updates
- Includes free Ticket Template Manager software that allow users to create bespoke ticket designs

## TYPICAL APPLICATIONS

The SMART Ticket unit can be used in a variety of situations where bank note acceptance, validation and ticket printing are needed. Some typical applications are:

- AWP and SWP applications
- Self-Serve and Retail
- Kiosks
- Casinos
- Parking and Ticketing
- Vending

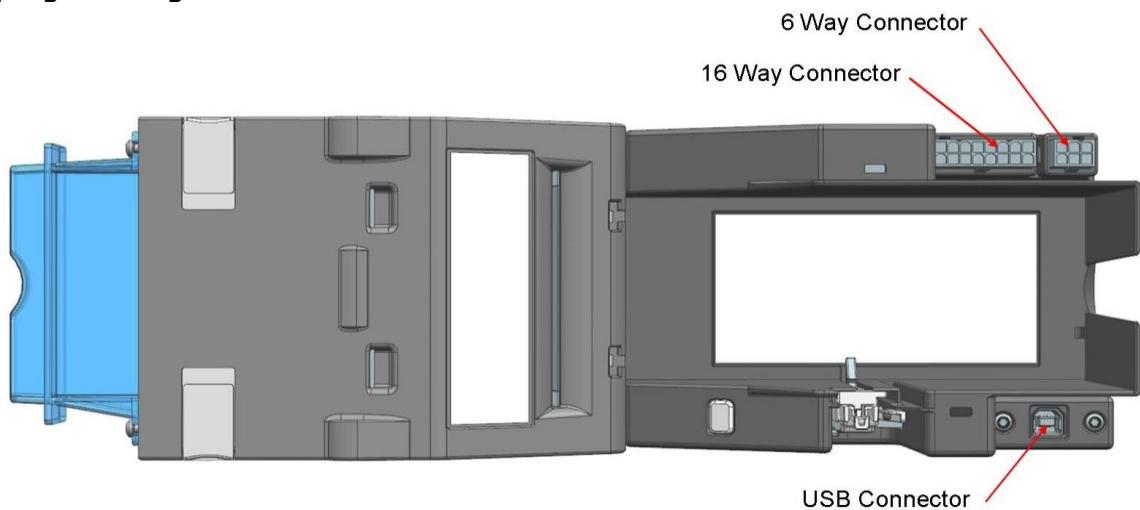
# 1. QUICK START AND CONFIGURATION GUIDE

This section is one part of a complete manual set: most users should use this section of the manual - typical users are software engineers looking at how to make it work, project engineers evaluating their first unit, or installation engineers installing the unit into a host machine.

This section contains the essential information that a user needs to quickly assemble and configure the SMART Ticket unit ready for installation into the host machine.

## 1.1 Connections

The SMART Ticket has multiple connectors that are used to allow interfacing and programming.



### 16 Way Connector:

Pins	Reference	Comment
1	GND	Ground
2	N/A	Not Connected
3	RS232_RXD_TITO	RS232 (Host to TITO)
4	N/A	Not Connected
5	TTL_RXD_TITO	TTL (Host to TITO)
6	N/A	Not Connected
7	TTL_TXD_TITO	TTL (TITO to Host)
8	N/A	Not Connected
9	V_IN	+24V supply
10	N/A	Not connected
11	N/A	Not Connected
12	RS232_TXD_TITO	RS232 (TITO to Host)
13	N/A	Not Connected
14	N/A	Not Connected
15	N/A	Not Connected
16	N/A	Not Connected

### USB Connector:

The USB connector is a standard Type 'B' USB socket, and can be used for interfacing to the host machine – in this case, power must be provided through the 16 way connector. The USB socket can also be used for programming the Printer – USB 2.0 compliant Type 'A' to 'B' lead can be used to do this. USB cables should be electrically shielded and less than 5 metres long.

### 6 Way Connector:

This has been reserved for future use.

### 1.2 DIP Switch Settings

The FBF-166 printer has 4 configuration switches to set the various options for the unit. These options are detailed below.

Action	Dip 1	Dip 2	Dip 3	Dip 4
Future Use	OFF	OFF	OFF	OFF
Future Use	OFF	OFF	OFF	ON
Future Use	ON	OFF	OFF	OFF
After printing a single ticket, the device enters an error state if the tickets are low.	ON	OFF	OFF	ON

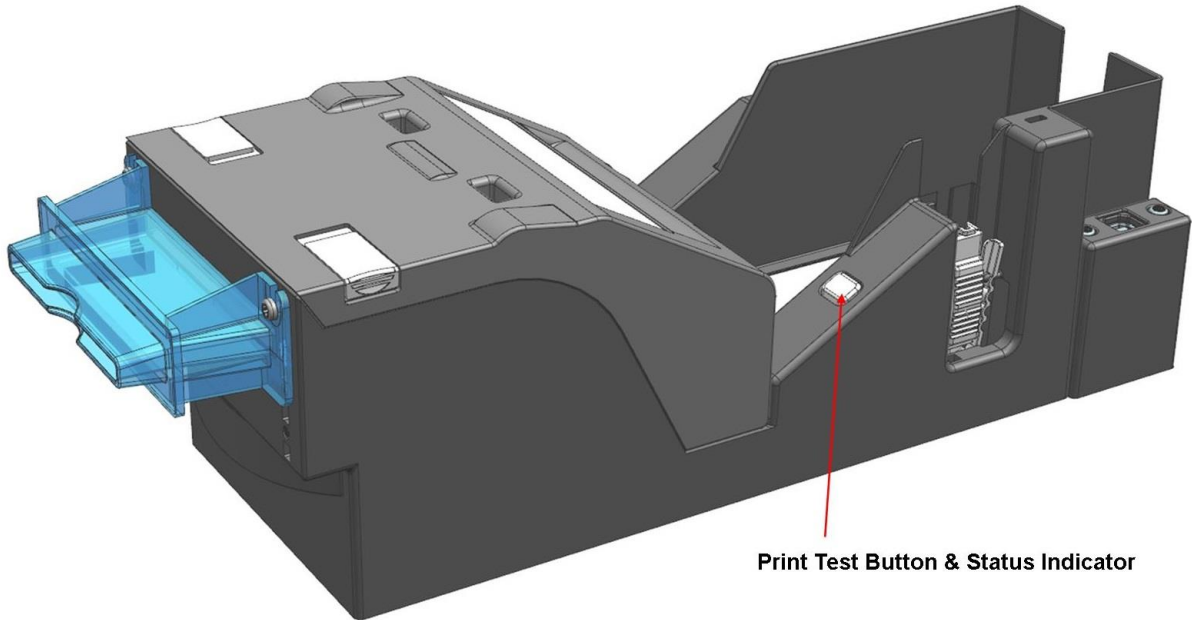
### 1.3 Ticket Error Codes

The FBF-166 Ticket unit has an inbuilt fault detection facility. If there is a configuration or other error, the Status Indicator LEDs will flash in a particular sequence. The status LEDs are viable through the test button, see 1.4; a summary of the Flash Codes is shown below:

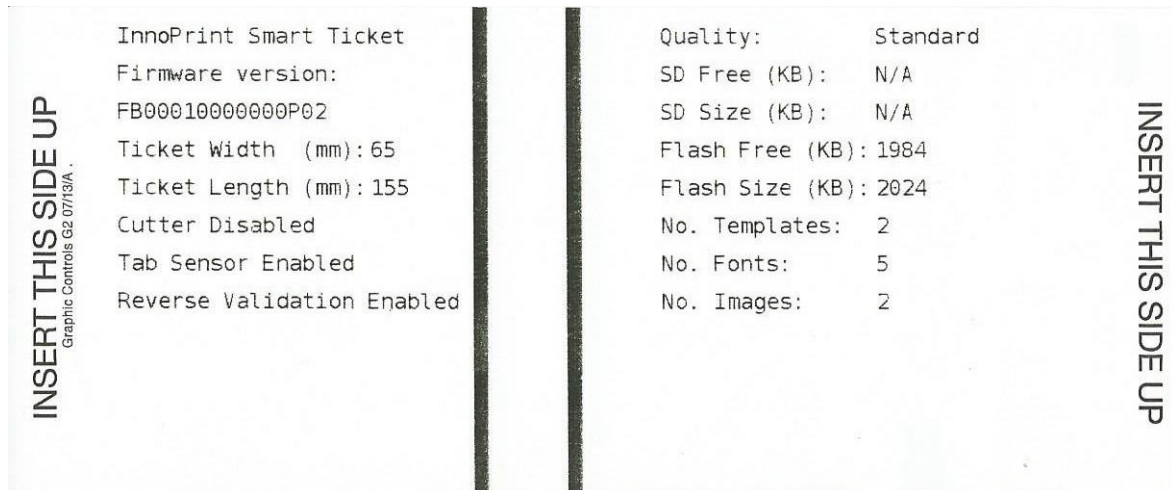
No. of flashes by colour	Red			
	1	2	3	4
Yellow	1	No connection detected	No Paper in print head	Unknown Error
	2	Initialisation Fail	Tab Not Found	Tickets Low
	3	No Print Head	Load Fail	Burst Fail
	4	Ticket Path Open		
	5		Unknown Jam	

### 1.4 Test Print Button

The illuminated test button provides a visual indication of the current status of the printer. Also by pressing and holding the button down for 3 seconds, the printer will produce a test ticket.



The test ticket seen below, provides information about the current software status of the printer, including Firmware, Settings and number of Fonts, Templates and Images stored on-board, see below

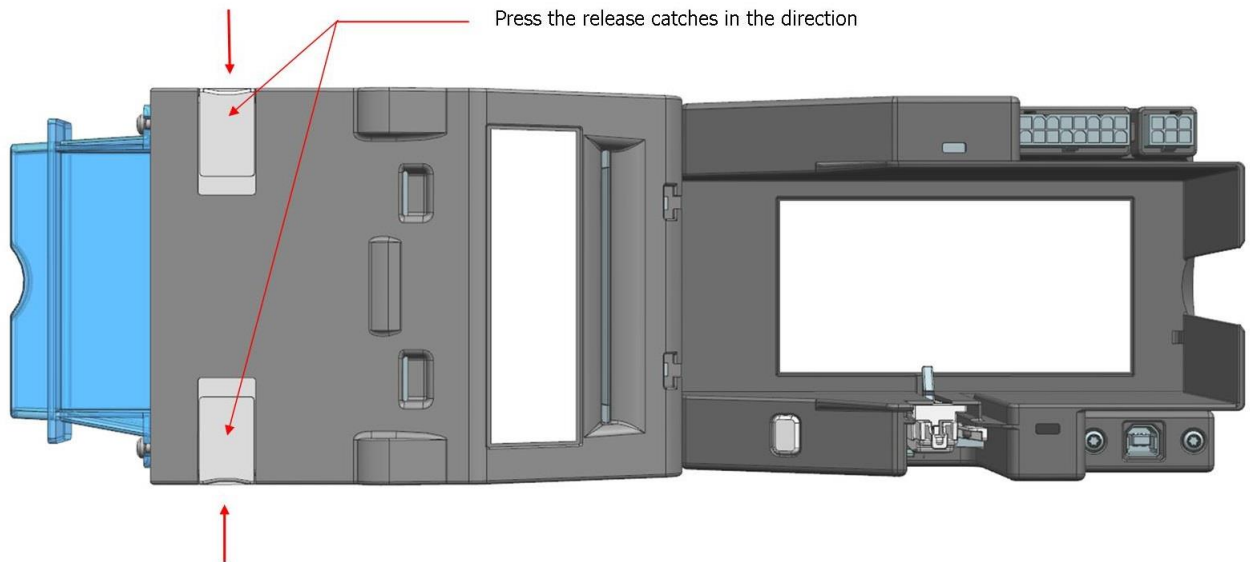




### 1.5 Accessing the Print Head & Presenter

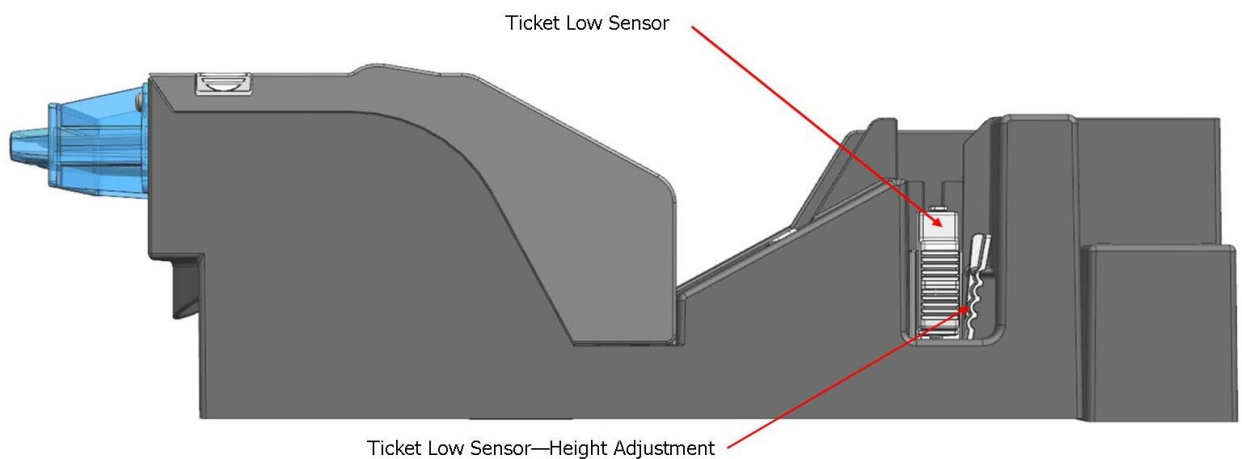
To access the print head and presenter area, for cleaning and unjamming tickets, refer to the picture below:

To access the print head and presenter area, press in the head release catches and lift the lid upwards. You may have to remove the ticket stack so as to allow the lid to open fully. You will now be able to remove any jammed tickets and remove any dust within the presenter area. This is best achieved using blown air or an antistatic cleaning brush.



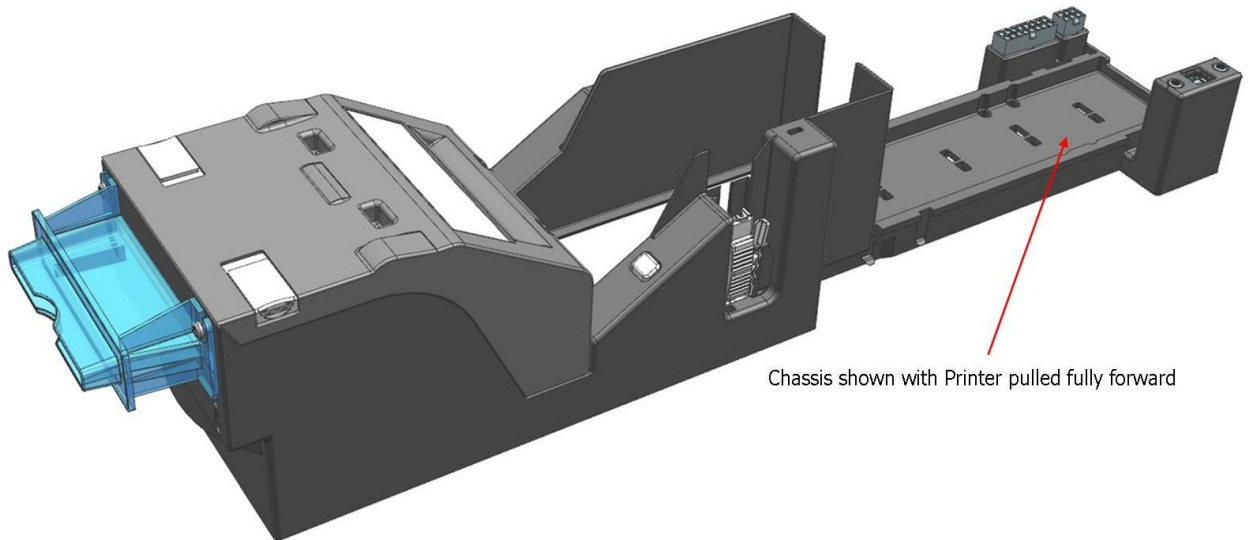
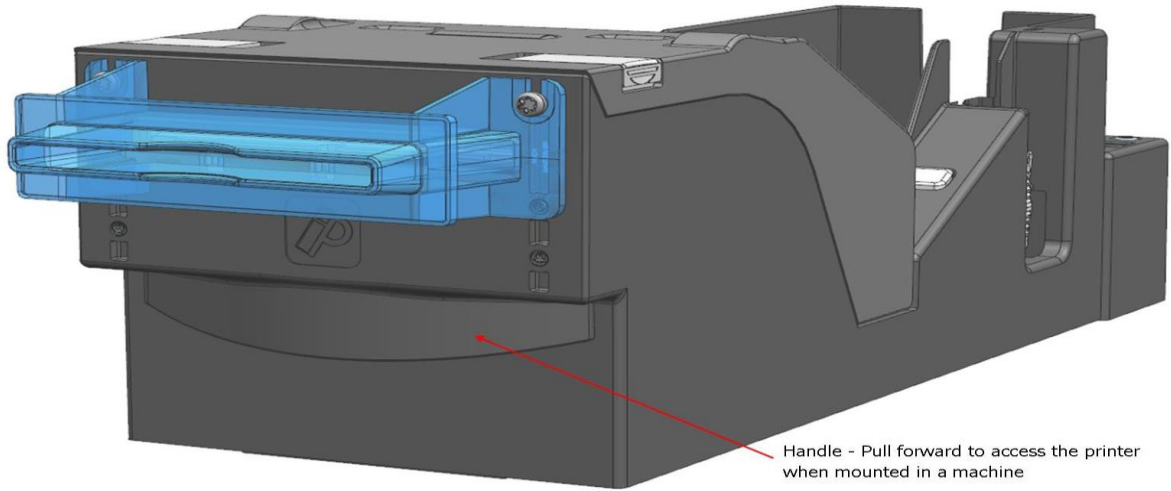
### 1.6 Ticket Level Sensor

The low sensor provides a warning when tickets are close to the end of a pack. This sensor is adjustable allowing users to have an earlier warning the higher the sensor is set. See diagram below:



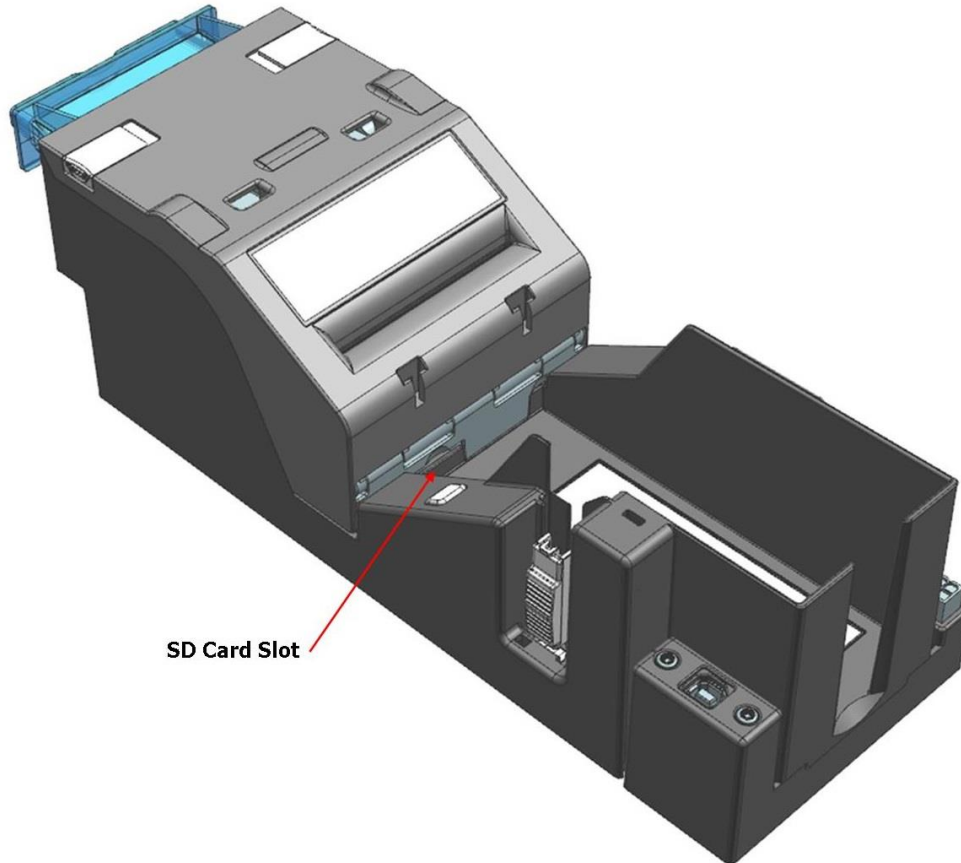
### 1.7 Sliding Chassis

The FBF-166 Ticket printer includes a sliding chassis. This chassis is fixed to the mounting shelf in the host machine. By pulling on the handle on the front of the printer, the printer will pull forwards towards the user. This provides the user With easier access when refilling the tickets and servicing the unit, whilst still connected to the host machine.



### 1.8 SD Card Slot

The printer includes a slot for an SD Card. Inserting an SD Card, allows the user to expand the memory of the unit, used for storing fonts, images and templates. This provides greater flexibility for storage and provides unlimited branding and design opportunities.



## 2. Technical Specifications

### **FBF-166**

<b>DC Voltage</b>	<b>Minimum</b>	<b>Nominal</b>	<b>Maximum</b>
Absolute limits	22 V	24 V	30 V
Supply ripple voltage	0 V	0V	0.5 V @ 100 Hz
<b>Supply Current</b>			
Standby			120 mA
Printing			2.5 A
Peak (motor stall)			5 A

<b>Interface Logic Levels</b>	<b>Logic Low</b>	<b>Logic High</b>
Inputs	0 V to 0.5 V	+3.7 V to +12 V
Outputs (2.2 kΩ pull-up)	0.6 V	Pull-up voltage of host interface

Maximum current sink

50 mA per output

<b>Functionality</b>	Printing Method	<b>Direct Thermal Printing</b>	
	Resolution	<b>203 dpi / 8 dpmm</b>	
	Print Width	<b>66mm</b>	
	Print Speed	<b>200mm/s</b>	
	Ticket Print and Present	<b>&lt; 3 Seconds</b>	
	Barcode Types	<b>Interleaved 2 of 5, and QR codes, others by request.</b>	
	Paper Loading	<b>Automatic feed, hands free</b>	
	Graphic resources	<b>2MB on-board SPI Flash. Expandable via an SD card slot, providing storage of additional fonts images and logos. 1</b>	
	Interface: User	<b>Ticket test print button, 4 dip-switches LEDs: Ready, Paper, Open, Fault.</b>	
	Interface: Protocols	<b>eSSP,</b>	
	Interface: Electrical	<b>Open collector, True RS232, USB</b>	
	Interface: Physical	<b>USB (direct connection) 16-way power, open collector, True RS232 6-way (future use)</b>	
	Support tools	<b>Ticket Template Manager</b>	
<b>Performance</b>	<b>Parameter</b>	<b>Min (mm)</b>	<b>Max (mm)</b>
	<b>Ticket Type</b>	Thermal Fan-Fold	
	<b>Fan Fold Ticket Width</b>	62	65
	<b>Ticket Length</b>		160
	<b>Perforation strength</b>	0.7Kg	1.3Kg
	<b>Ticket Capacity</b>	600	
	<b>Print Head Reliability</b>	320,000 tickets	
<b>Environment</b>	Parameter	Min	Max (Design Guide)
	Operating temperature (Ambient)	<b>+5°C</b>	<b>+60°C</b>
	Humidity	<b>5%</b>	<b>95% Non Condensing</b>

DRG NO: <b>PA02148</b>	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	SHT 1 OF 2				
A	B																			U	V	W	X

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**ASSEMBLY SEQUENCE**

- 1) POSITION PA02124 INSIDE LOCATORS ON PA02002. POSITION PM02000 (TICKET LOCATOR) WITHIN PA02002 AND PUSH DOWN UNTIL "CLICK". THEN INSERT PA02001 ABOVE PA02002 AND PUSH DOWN UNTIL "CLICK".
- 2) POSITION PM02001 WITHIN PA02002. ENQUIRE CLIP FEATURE IS LOCATED ON THE "CONNECT" SIDE. POSITION PA02001 OVER PA02001. SO THAT THE BUTTON AND HOLES LINE UP CORRECTLY. SECURE PA02002 WITH X2 SC00119 SCREWS TIGHTEN TO 0.70 Nm.
- 3) INSERT WR02001 WIRE ASSEMBLY (REFER TO ASSEMBLY DOC FOR DETAILS). FEED THE WIRE OF PA01134 THROUGH GAP IN PA02002 AND THEN PUSH PLASTIC HEAD INTO POSITION. FEED THE WIRE OF PA01134 ALONG TO LOCATING POINTS OF PA02002 AND THROUGH GAP (REFER TO ASSEMBLY DOC).
- 4) INSERT WR02009 INTO PA02124.
- 5) CONNECT WR02009 TO PA02117. THEN CONNECT WR02019 TO PA02124. MAKE SURE WIRE ARE TRAPPED UNDER PA02117 INTO PA02002 AND SECURE WITH X4 SC00118 SCREWS TIGHTEN TO 0.70 Nm.
- 6) INSERT PA02003 INTO PA02002 AND SLIDE HALF WAY ALONG. PLUS X3 CABLES FROM PA02003 INTO PA02002. MAKE SURE ALL CABLES ARE POSITIONED TO ALLOW MOVEMENT WHEN SLIDING PA02003 IN AND OUT.
- 7) POSITION PM02001 AND PM02000 ON PA02002. SECURE WITH X4 SC00119 SCREWS TIGHTEN TO 0.70 Nm. X3 CABLES INTO POSITION. PM02000 & LB02031. OPTIONAL SECURE BEZEL WITH X2 SC00132 SCREWS TIGHTEN TO 0.70 Nm.

**COMPLETE ASSEMBLY**

SCALE 1:2

**PA02148 B.O.M.**

I.D.	PART NO.	PART NAME	QTY
1	PM02020/D	LOWER GUIDE	1
2	PM02021/E	UPPER GUIDE	1
3	PA02112/A	FBF-166 FAN FOLD HEAD ASSEMBLY	1
4	PA01134/B	PAPER LEVEL SENSOR ASSEMBLY	1
5	PA02124/B	FLAT BED FAN FOLD PRINTER BEZEL MAIN BOARD PCB	1
6	WR02001/A	WR02001 COMMUNICATION TO FLATBED TO HOST (CUSTOMER)	1
7	WR02013/B	FLATBED PRINTER I/O CABLE 5 WAY BEZEL PCB TO I/O PCB	1
8	WR02001/B	SMART TICKET (TTOT) TO FLAT BED FAN FOLD PRINTER BEZEL CABLE ASSEMBLY	1
9	SC00119/3	M3X10 PLASTECH PAN TORX	10
10	PA02002/A	TICKET TRAY ASSEMBLY	1
11	PA02003/A	SLIDE TRAY ASSEMBLY	1
12	PM02031/C	PUSH BUTTON	1
13	PA02125/A	FLAT BED FAN FOLD PRINTER BEZEL LED/SWITCH PCB	1
14	PM02006/D	CABLE COVER RIGHT HAND	1
15	PM02001/D	CABLE COVER LEFT HAND	1
16	LB02031/A	LABEL HEAD, FBF-166	1
17	LB02030/A	LABEL, FLAT TICKET TRAY, FBF-166	1
18	PM02027/A	BEZEL - FLAT - FBF-166	1
19	SC00132/1	M3X10 TR MACHINE SCREW	2

THIS ASSEMBLY SEQUENCE IS TO BE USED AS A GUIDE ONLY.  
SOME ASPECTS OF THE ASSEMBLY SEQUENCE ARE NOT SHOWN.  
REFER TO ASSEMBLY DOCUMENT FOR MORE DETAILS.

CABLE ROUTING: WR02004	CABLE ROUTING: WR02002	CABLE ROUTING: WR02002	CABLE ROUTING: WR02002
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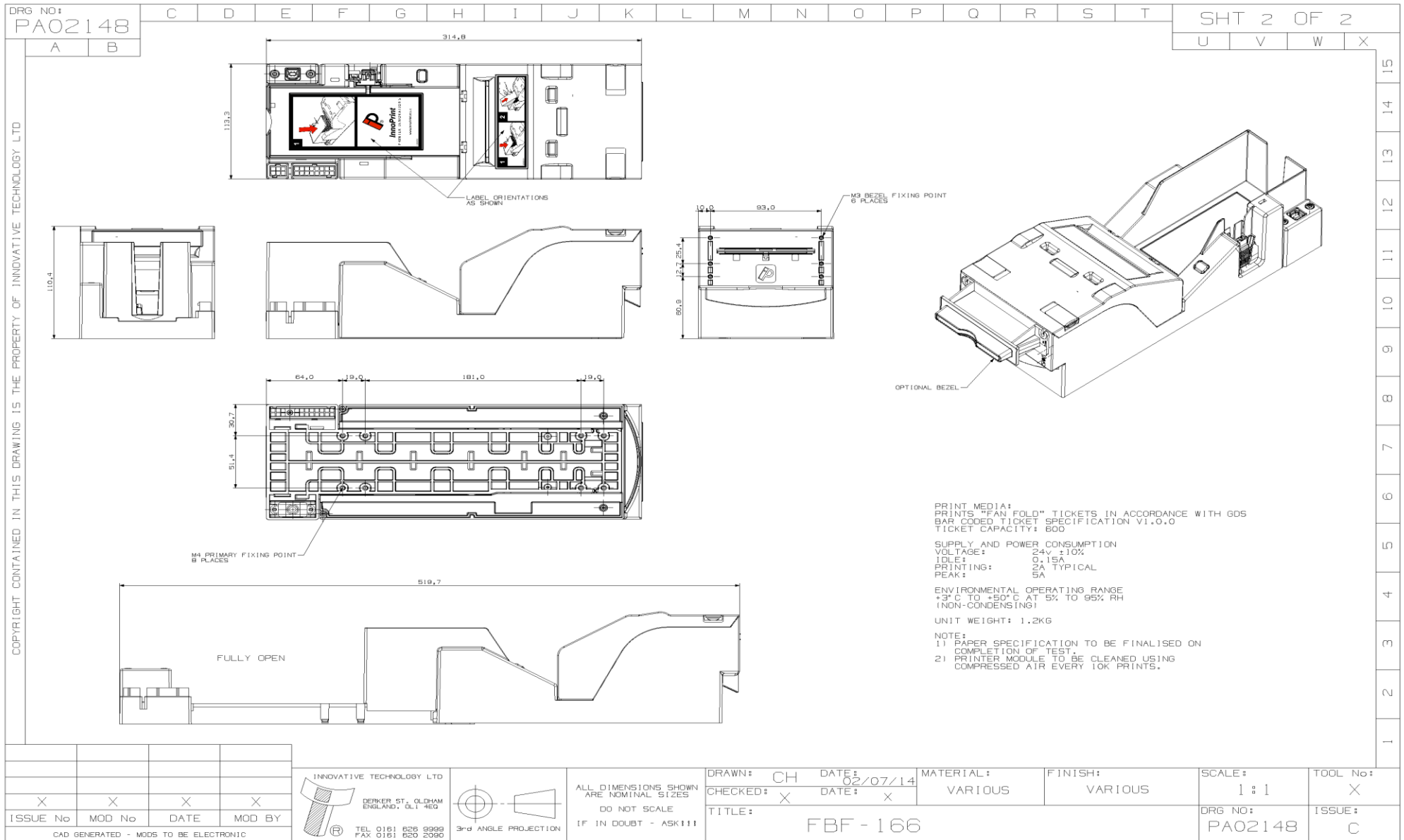
X	X	X	X
ISSUE No	MOD No	DATE	MOD BY
CAD GENERATED - MODS TO BE ELECTRONIC			

 INNOVATIVE TECHNOLOGY LTD DERKER ST., OLDHAM ENGLAND, OL1 4ED	 3rd ANGLE PROJECTION
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ALL DIMENSIONS SHOWN ARE NOMINAL SIZES DO NOT SCALE IF IN DOUBT - ASK!!!
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DRAWN: CH	DATE: 02/07/14	MATERIAL: VARIOUS	FINISH: VARIOUS
CHECKED: X	DATE: X		
TITLE: FBF-166			

SCALE: 1:1	TOOL No: X
DRG NO: PA02148	ISSUE: C



## Section 2

### FBF-166 MANUAL SET

# TICKET TEMPLATE MANAGER MANUAL

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**InnoPrint**  
PRINTER INNOVATIONS

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2.0	22.04.14	Updated to include additional features released with version No: 1.14.0.0	IF





## TICKET TEMPLATE MANAGER

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## 1. INTRODUCTION

### Purpose of this document

The purpose of this document is to aid in the set-up of, and use of the Ticket Template Manager.

Ticket Template Manager is a tool that allows users to create and edit ticket/receipt designs, and upload them to InnoPrint printer products.

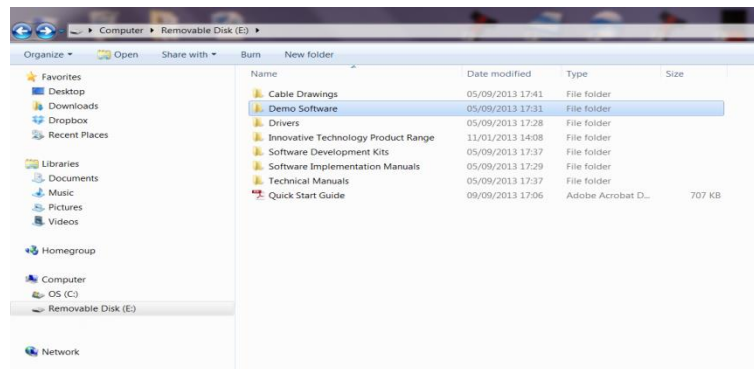
## 2. INSTALLING TICKET TEMPLATE MANAGER

### 2.1 Ticket Template Manager

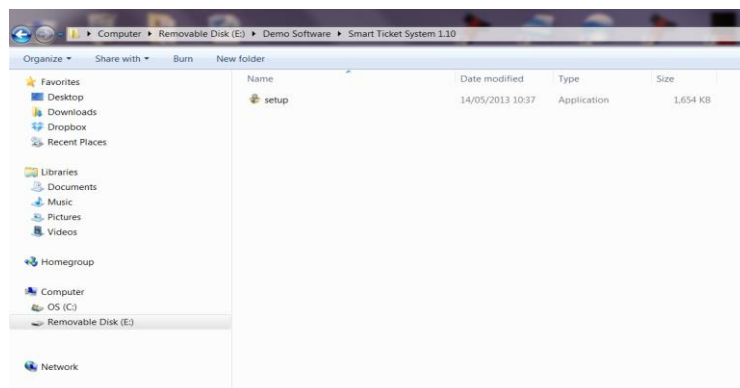
To start using Ticket Template Manager, you will first need to install Ticket Template Manager on your computer. The program (setup.exe) is included on the USB pen drive with your Development Kit.

### 2.2 Installation

To install the program, firstly insert the USB drive into your computer and locate the drive with Windows Explorer



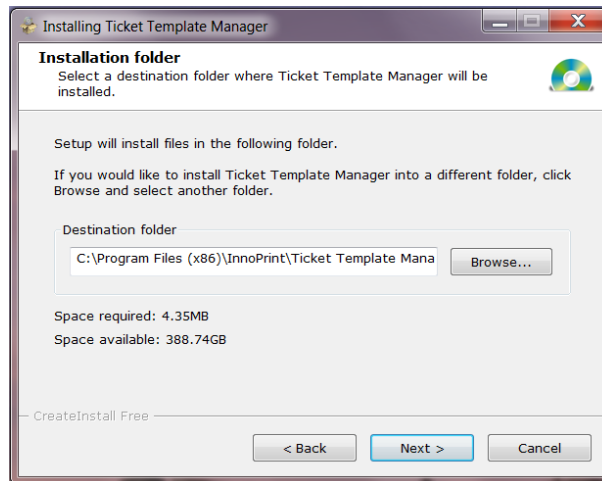
Double clicking on the drive will show its contents. The Ticket Template Manager is located in the Demo Software folder. Double click on this folder to reveal its contents. Then double click on the Ticket Template Manager folder. This will then reveal the setup file.



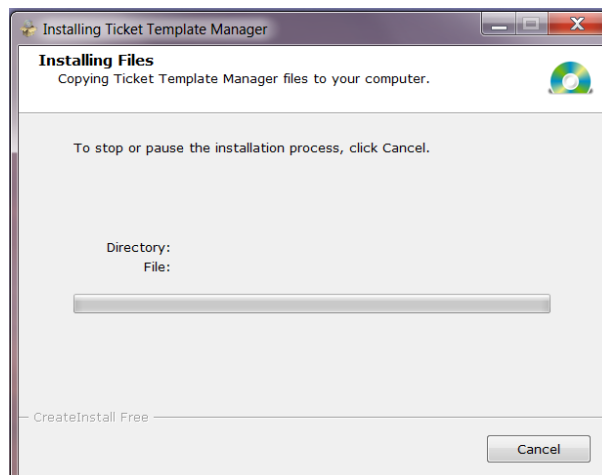
Double click on the setup file to install Ticket Template Manager software.



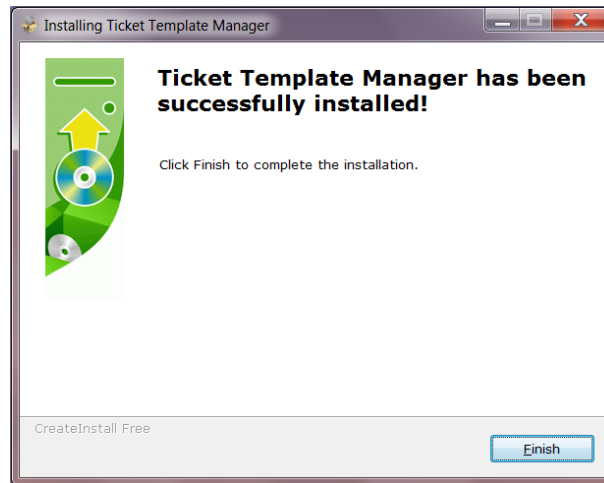
The install wizard will guide you through the setup of the Ticket Template Manager software. Click next to start the installation. The wizard will choose a destination for the program. If you would like to choose an alternate destination, click on browse and choose your preferred location. Then click next to start the program installation.



The installation will begin with the status bar indicating the progress of installation.



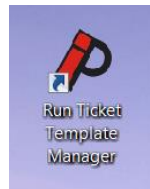
When the installation has completed the wizard will show the successful message, click finish to complete installation. The program is now installed and ready to use.



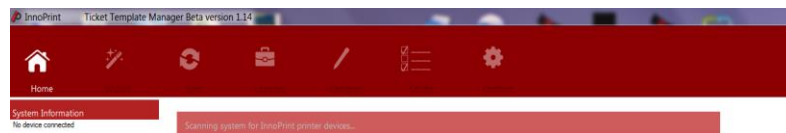
### 3. FIRST TIME SET UP

#### 3.1 Starting the Program

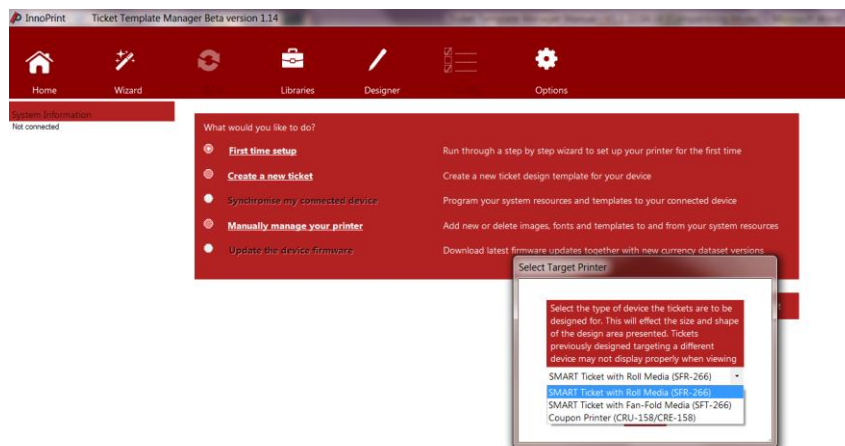
Find the program icon and place on your desktop if required. Double click on the icon to start the program.



When the program first starts it will search for a connected device and a dialogue box will appear if no device is detected. As it is not necessary to have a device connected to start using the program, when prompted select yes to continue. Alternatively close the program and connect a device.



You will then be prompted to select the target device for the template you wish to design. This is important and ensures the template is sized correctly for the intended printer.



### 3.2 Designing Tickets (Wizard)

When creating a ticket for the first time, the easiest way to quickly set up some ticket designs is to run the wizard. This can be run from the main menu of the program, or from any point in the program using the wizard button on the top bar. The wizard will guide you through setting up fonts, images and templates. These are the main three components used with the printer in printing a ticket. Fonts are created to allow the printer to render text on the ticket. The printer cannot use standard font files (such as .tff etc.) and so special font files for the printer must be created using this program. You can select any size and style of font installed on your computer and make a font file from it, and the wizard will prompt you to do this first.

Secondly, images must be converted into a black/white (monochrome bitmap) format from colour to allow the printer to print them to the ticket. The wizard will also allow you to do this, with options to scale the image to allow it to fit on the ticket, and change the resulting brightness of the converted image. With images, it's often a good idea to do a test print once the templates are on the device, as due to the nature of the thermal printer, images can look darker on the ticket than they do on screen.

Finally, the wizard will allow you to make some ticket templates. These are designs for ticket types to be printed, and can include text, images and barcodes. All items can be placed anywhere on the ticket, as well as being rotated by 90 degree increments.

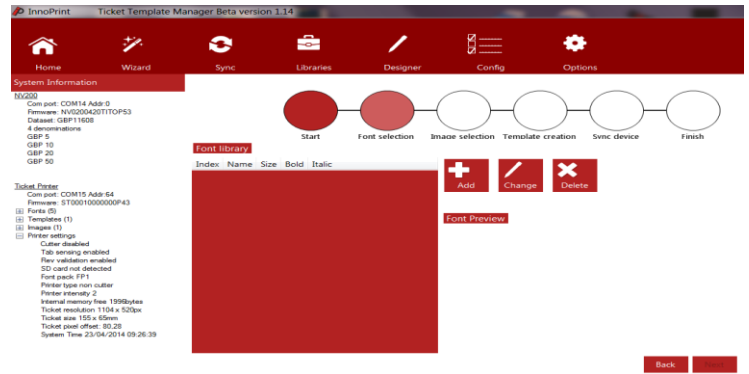
After running the wizard, you will need to synchronise your device with the created resources. This will download the fonts, images and templates you just created onto the device's internal memory or onto an SD card, if one is inserted.

The items you have created in the Ticket Template Manager, can be managed from the Libraries page of the program, where you can make new fonts and images at any time without running the wizard again. To create new templates, you will need to run the Designer.

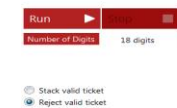
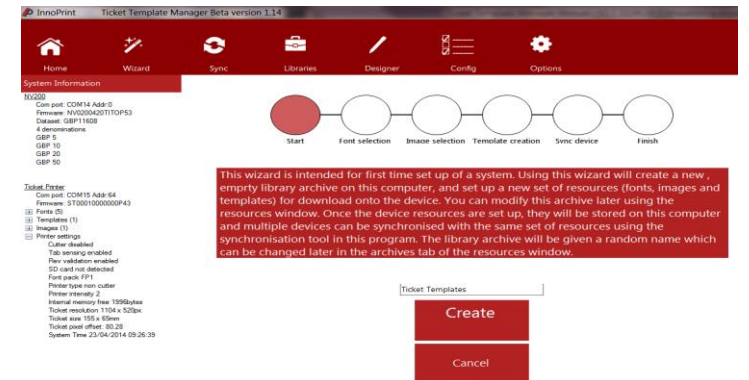


### 3.3 First Time Setup

The first time you use the program, select a "First time setup" and click next. This will take you through the set up wizard.

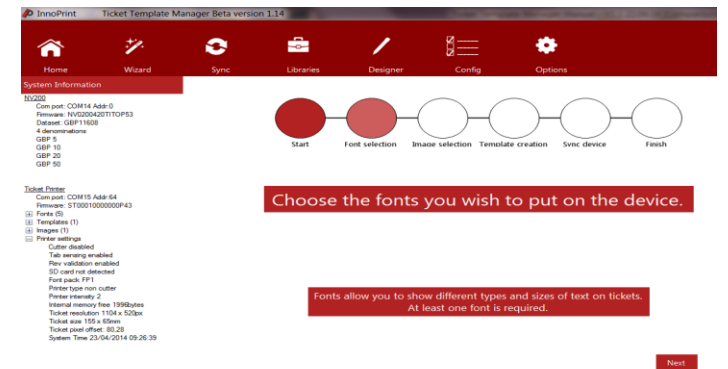


Enter an achive name and than click on "Create".



### 3.4 Creating a font

Next you will need to choose the fonts you wish to utilise on your ticket. You can select multiple fonts, if required. Press "Next" to go to the font selection screen.



In the Font Library, press the "Add"



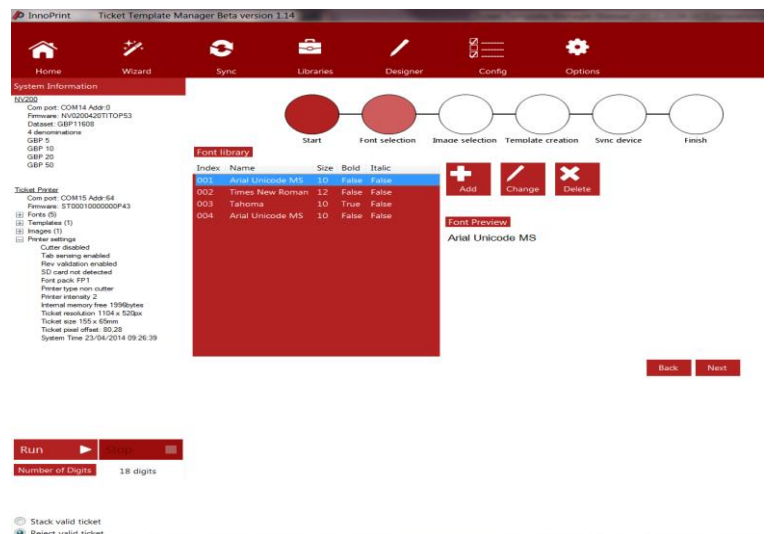
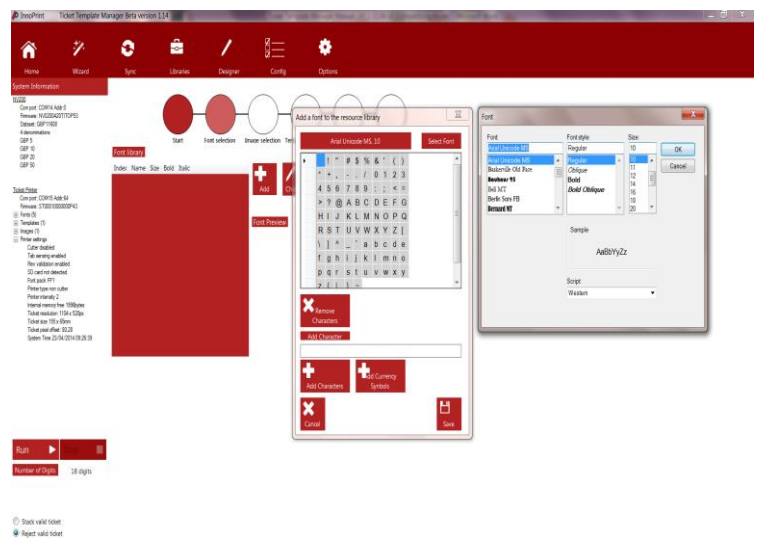
button

When you press “Add”, this will bring up an additional box, which will allow you to choose a font from those installed on your computer.

Press “Select Font” to bring up the font list. Use the sliders to select the required font and press “OK”.

The font file will only include the letters you tell it to. By default this is a set of alpha-numeric characters, as well as some limited punctuation. Any Unicode characters can be added to the font by typing them into the “Add Character” input box and clicking the add characters button. There is also a button that will add many common currency symbols to the font. Once you’ve added all the characters you wish to, click “Save” to complete creating the font.

When you have finished adding fonts, press “Next” to take you to the image selection page.



### 3.5 Creating an Image





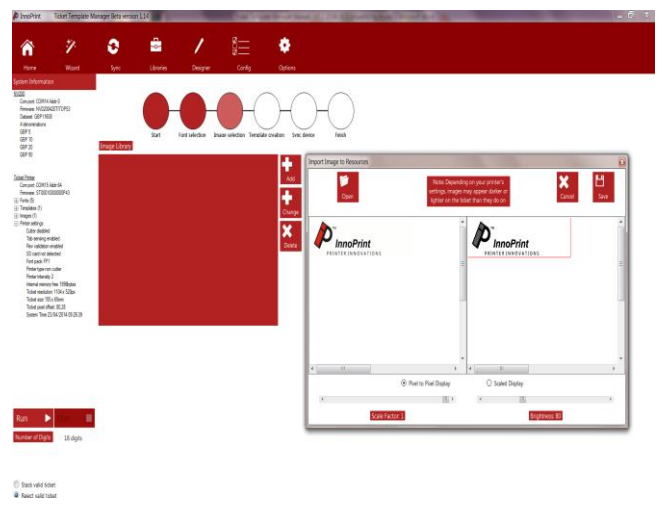
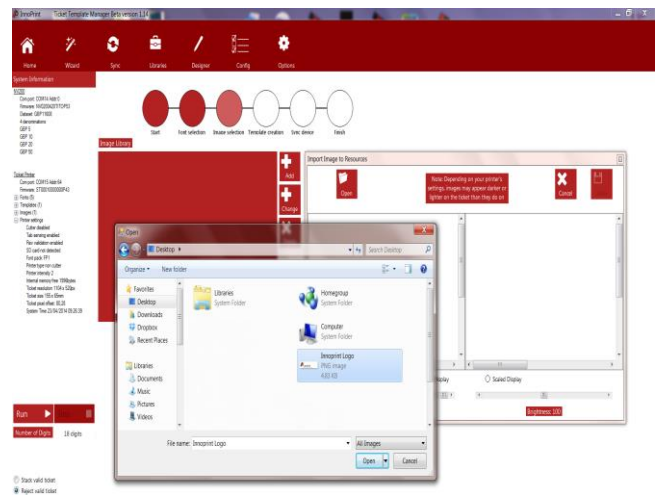
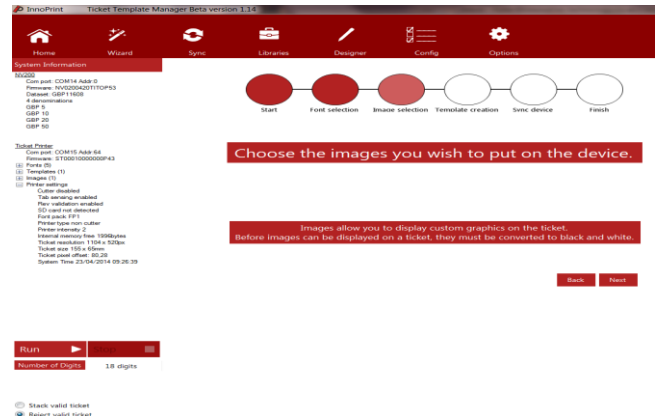
This process allows you to select an image located on your pc and convert it using the program so that it is suitable for printing on a ticket.

On the Image Selection page, click "Next" to go to the "Image Library" page.

On the Image Library page, click "Add" to open the image adjustment tool. To find the required image, click on "Open" which will open another box that will allow you to navigate to the area on your pc where the image is located. Once you have located the required image, click on the image and press "Open" and the image will be transferred to the image adjustment tool.

The original image will be shown in a pane to the left, and the resulting image to the right. Two bars along the bottom of the window will allow you to resize the image, and change the brightness (i.e. the balance of black and white pixels.) On the right pane, a red line will indicate the edges of the image.

Changing the brightness of the image will change the balance of the white and black pixels (the dots which form the image), however as noted, images tend to appear darker on the ticket as these pixels are more closely packed together than on screen. When changing the brightness, solid black areas will always remain solid black, while solid white areas will remain solid white. This will prevent issues such as black text from fading out when making the image brighter and allow other elements of the image to be altered. Once you're happy with the size and appearance of the image click save to store the image in the image library. Images that are already monochrome bitmaps can also be imported, however while they can be scaled the brightness of these images cannot be altered. Repeat the process to add additional images to the library. When you have finished, click on "Next" to go to the Template Creation page.



### 3.6 Creating a Ticket Template

Templates are customer ticket designs that can incorporate text, images and barcodes.

Click on "Next" to go to the creation page.

Click "Add" to open the new ticket design box. The new box shows a preview of the design.

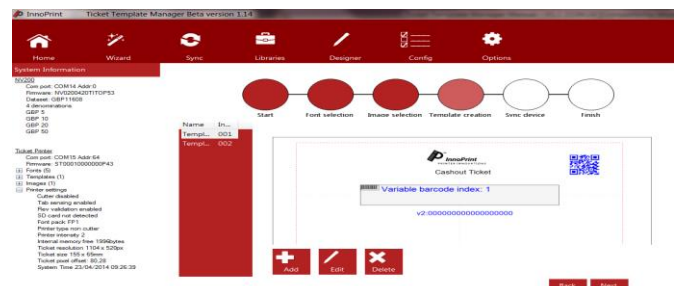
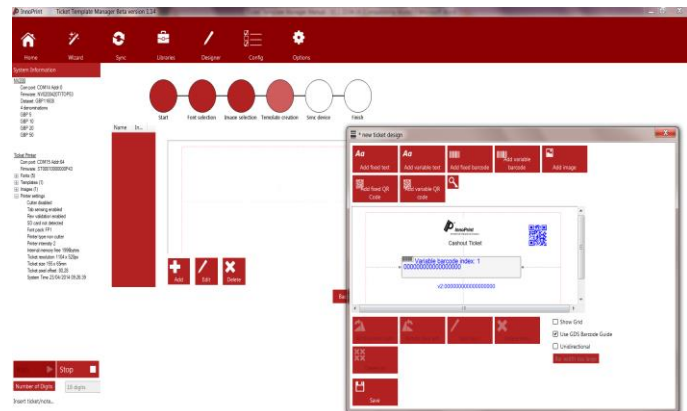
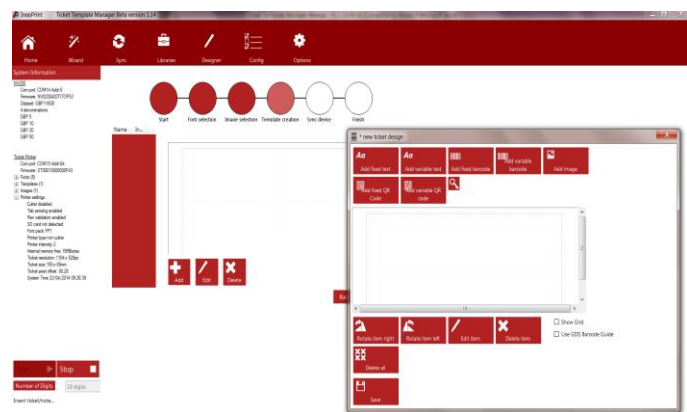
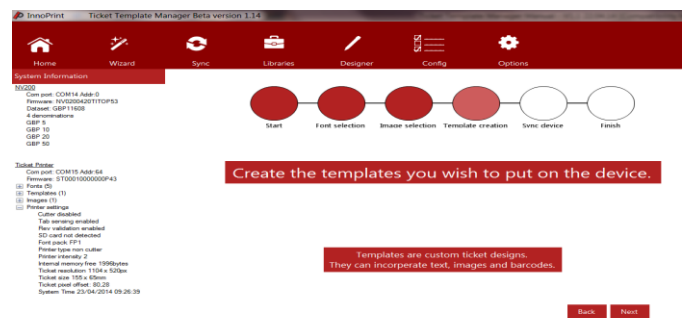
Using the buttons provided, you can add the required elements including images, barcodes, text and QR codes. These are either fixed or variable.

The items can be placed anywhere on the ticket and by right clicking on an element, you can either edit or centralise some of the elements. There is also a GDS barcode guide, by selecting this box, the template shows the position the barcode must fit inside to adhere to the GDS standard.

By default, the ticket preview will attempt to match the size of the ticket on screen to the size the ticket will be in real life.

When you are happy with your design, press save. The completed design will then be saved and given the name Template 1. If required create further designs and save with separate names.

When you have completed designing all your templates, click on "Next" to Synchronise the templates to the device.



### 3.7 Synchronising the Device

All new template designs have to be synchronised with the device they are to be used with. This is also true anytime you create further new templates or edit existing templates, add new fonts and images etc.

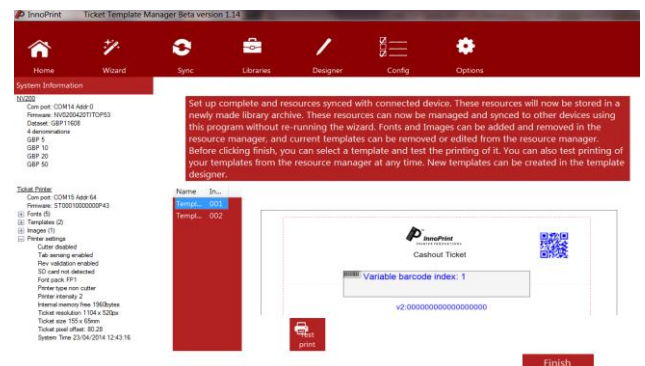
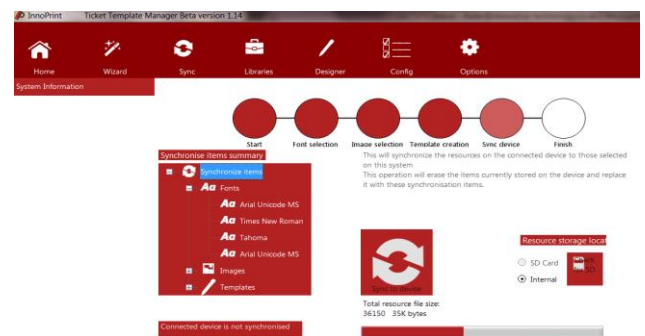
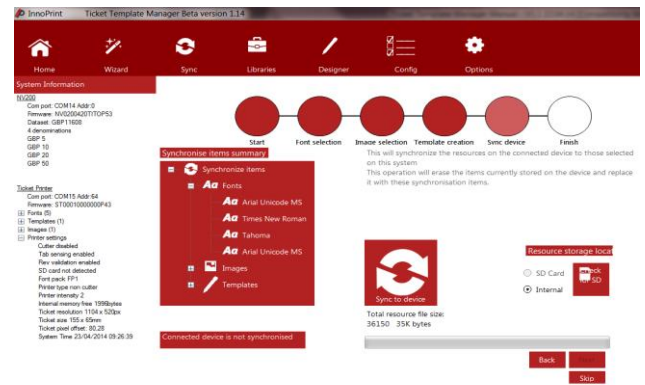
To sync the device, click the large "Sync to device." button to start the download of the new templates / changes to the device.

The page shows a summary of the items that are to be synchronised with the device and a message below will inform you whether or not the connected device is currently synchronised. You can also choose whether to store the information onboard the unit or in the SD card, if one is fitted to the device.

When you press the sync button, the status bar will show the progress of the download to the device. Once the download has completed the device will reset and the status message will confirm that the device is now synchronised. Press "Next" to move on.

Now that set up is complete and the device is synced with the templates, you are now able to undertake a test print so you can check that you are happy with the template layouts and designs. Also if required, you can connect other devices to sync those same templates to.

When finished, click on "Finished".



## 4. A TOUR OF TICKET TEMPLATE MANAGER FEATURES

### 4.1 Home Screen

The buttons across the top of Ticket Template Manager, allow you to navigate to various key parts of the program. The starting point being the "Home" button. The home page allows the user to start their first ever setup or navigate simply to their required task. There is a list of several selectable tasks, which include:

- First time setup
  - Run through a step by step wizard to set up the program for the first time
- Create a new ticket
  - Design a new ticket template design for your device
- Synchronise my connected device
  - Program your system resources and templates to your connected device
- Manually manager your printer
  - Add new or delete images, fonts and templates to and from your system resource
- Update the device firmware
  - Download latest firmware updates together with new currency dataset versions

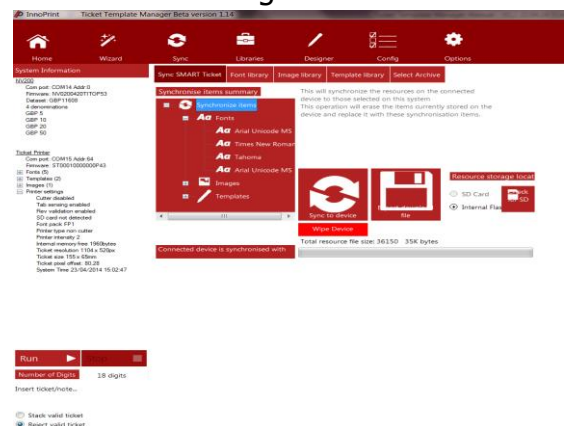
### 4.2 Wizard

As discussed in the previous sections (3.2), the wizard is intended for first time set up of a system. Using the wizard will create a new library achieve on your computer, and set up a new set of resources (fonts, images and templates) for download onto a device. You can modify this later by clicking on the "Libraries" button. Once the device resources are setup, they will be stored on your computer, allowing multiple devices to be synchronised with the same resources using the Synchronisation tool in this program. The library archive will be given a random name which can be later changed in the Archives tab of the Libraries window.

### 4.3 Sync

The sync screen allows you to not only sync the device with existing resource libraries, but also to review what items are currently synced, wipe the device and review your resources, via several tabs;

- Font Library
  - Review currently stored fonts
- Image Library
  - Review currently stored images
- Template Library
  - Review currently stored templates

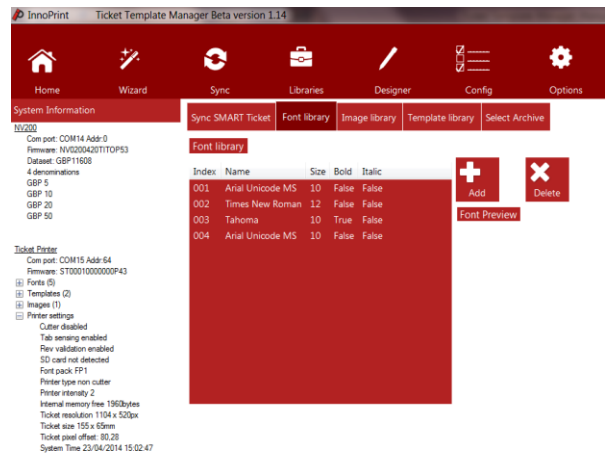


- Select Archive
  - Select the required archive

#### 4.4 Libraries

Much like the sync window, the Libraries window allows the user to review the current resource of fonts, images, etc, and also allows these resources to be edited. Tabs available are:

- Sync Device
  - Allows a connected device to be synced with new content
- Font Library
  - Review currently stored fonts
- Image Library
  - Review currently stored images
- Template Library
  - Review currently stored templates
- Select Archive
  - Select the required archive



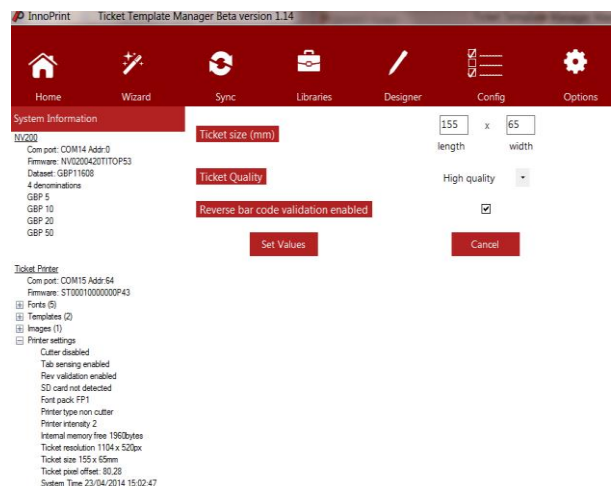
#### 4.5 Designer

The designer window allows the user to open an existing template for editing or create a new template from scratch.

#### 4.6 Config

The config window allows the user to set various features that are available with certain devices;

- Ticket size
  - Allows manual adjustment of ticket sizes. Note: The device must be able to handle these ticket sizes.
- Ticket quality
  - This adjusts the speed of the printed ticket. A slower print speed is used for High Quality. Selecting High Speed printing will result in a lower quality printout.
- Reverse barcode validation enabled
  - SMART Ticket Feature – Before being dispensed the barcode on the ticket can be reread. If there is a

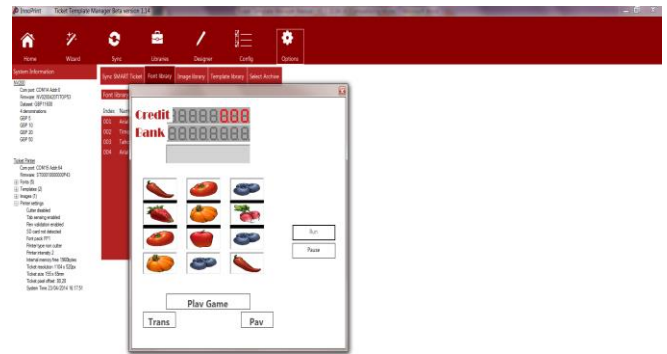
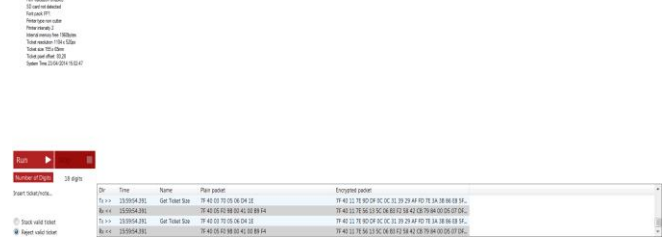
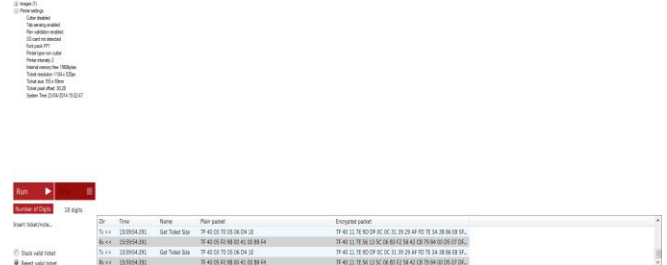


problem with the print quality, the ticket will be stacked and a new ticket printed.

### 4.7 Options

The options screen allows the user to perform a number of tasks and access certain information;

- Toggle Log Window
  - This allows the user to see the comms between the device and pc
- Show About
  - Displays the current version of Ticket Template Manger that is being used
- Perform Firmware Update
  - This important feature allows the user to update the connected device with the latest firmware and currency dataset, where required
- Refresh Connections
  - This allows the user to refresh the connection between the device and their pc, which is especially useful when devices have been disconnected and reconnected again
- Run Demonstration
  - When a SMART Ticket unit is connected, this useful tool provides a Fruit Machine style demonstration. Inserting notes adds credits, which can be played off. When winnings are collected the unit will print out a winning ticket.
- Check Sensors
  - Allows the user to check the various sensors on a connected device



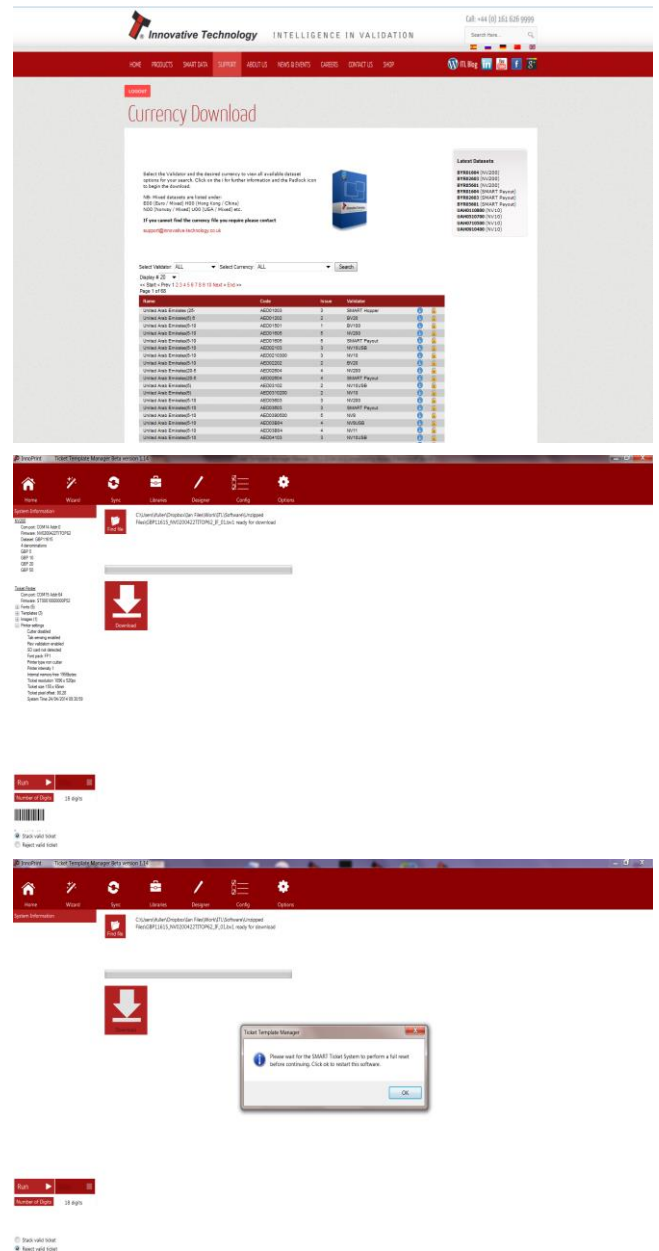
## 5. UPDATING FIRMWARE

### 5.1 Performing a Firmware Update

By ensuring your device is updated with the latest available firmware and dataset, where required, you are ensuring that all the features and benefits that device has to offer can be fully utilised to their fullest potential.

Before undertaking a firmware or dataset update to your device, you will need to ensure you have the most up to date version of the firmware for the device. The latest versions for all devices are located on the Innovative Technology website. Navigate to the website and locate the "Support" tab and then "Downloads". You may have to register if you have not already done so. Select the correct firmware from the list and download to your pc. Once the download is completed locate the file on your pc for future reference.

To update the device firmware, return to Ticket Template Manager and click on options and then "Perform Firmware Update". Click on "Find File" and using the search box navigate to the file you have just downloaded off the ITL website. Click on the file and it will be loaded into Ticket Template Manager. Ensure your device is powered up and when ready, click on "Download". The new file will now be downloaded to your device. The status bar will indicate the progress of the download. Once the download has completed the device will perform a reset and a message will appear on the Ticket Template Manager screen.



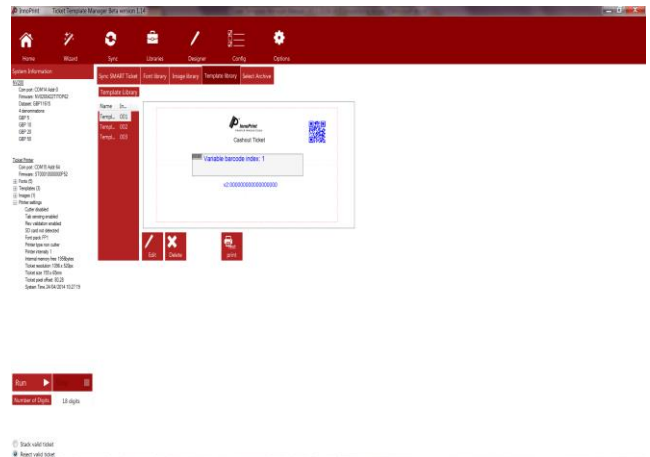
The message explains that once the device has reset, press "OK" and Ticket Template Manager will also perform a restart. Once the program has restarted the "System Information" column on the left hand side will provide information regarding the connected device, including the firmware revision.

## 6. TESTING

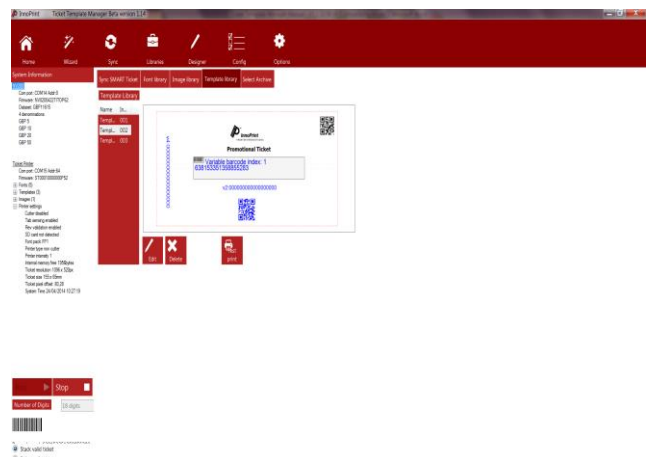
### 6.1 Testing Your Device

Now that you have created some templates, updated your unit to the latest firmware, you are now ready to test the device. Here we will walk through the testing of a SMART Ticket unit.

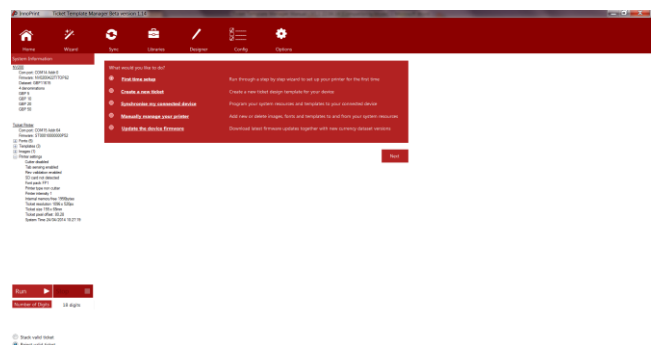
Ensure that your device is ready to use and powered up. Click on "Libraries" and then "Template Libraries", which will show the list of templates you created. In the bottom right hand corner, you will see a "Run" & "Stop" button and also two selection boxes. Click on "Run" to put the unit into operating mode, the Bezel on the SMART Ticket unit should now illuminate and the unit is now ready for use and you can insert banknotes to test they are accepted. The message box in the bottom left hand corner will confirm what note was accepted. Selecting "Stack Valid Ticket", will make the unit stack any valid notes or tickets that are inserted.



To print a ticket, select the required template and click on "Test Print". If your ticket contains variable text and barcode fields, a new window will open. In this window you will be required to select random or date/time as the required output for those fields.



When you reinsert your printed ticket, the ticket is read and the barcode information is listed in the bottom right hand corner. The barcode reader can read up to 24 digit barcodes and you must ensure you have selected the correct number to match what is printed, using the drop down bar, located under "Stop".



You can also use the demonstration mode in "Options" (see 4.7) to test the SMART Ticket. This demonstration allows you to





insert notes for credit and when a win is recorded collect this as a ticket. The win ticket can also be reinserted into the SMART Ticket unit for additional credits.

Once you have completed testing your device, it is now ready for use.

