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ChangeOne CMT

Manuale Operatore

v 1.01

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Safety information

Always follow basic safety precautions when using this product to reduce risk of injury from fire or electric shock.

- Read and understand all instructions in the documentation that comes with the programmer.
- Observe all warnings and instructions marked on the product.
- Do not install or use this product near water, or when you are wet.
- There are no user-serviceable parts inside. Refer servicing to qualified service personnel

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General info

The ChangeOne CMT board can be configured by the Operator to function as a coin changer or multifunctional exchange system.

It manages the following peripherals:

- Electronic coin acceptor ccTalk/pulse AL55, AL66 FG, AL66 O SV in all mechanical versions S, V, or I
- Banknote readers Ory one/Billy one
- ACS reader for RFID keys or cards
- Libra scales
- Hopper S11, AH4, CD, Kid, Discriminator and Evolution
- Hermes GPS/GSM/GPRS system
- POS terminal Ingenico, Payter, Valina, or Nayax

Functions available to Operators:

- Viewing of Accounting and related Resets
- Configurable payout programming through a menu
- Management of remaining credit
- Emptying of coins and banknotes
- Device and hardware settings
- Date and time settings
- Setting the value of hoppers
- Configuring accepted banknotes/coins
- Viewing peripheral status
- Restoring default settings
- Only if the machine is equipped with an ACS cashless reader: personalized access to the machine's functions via reserved RFID keys, with programmable authorization levels set by the Manager, differentiated by the actions allowed for the Operator (see [page 8](#)).
- Initialization of keys
- Enabling keys for direct cash withdrawal

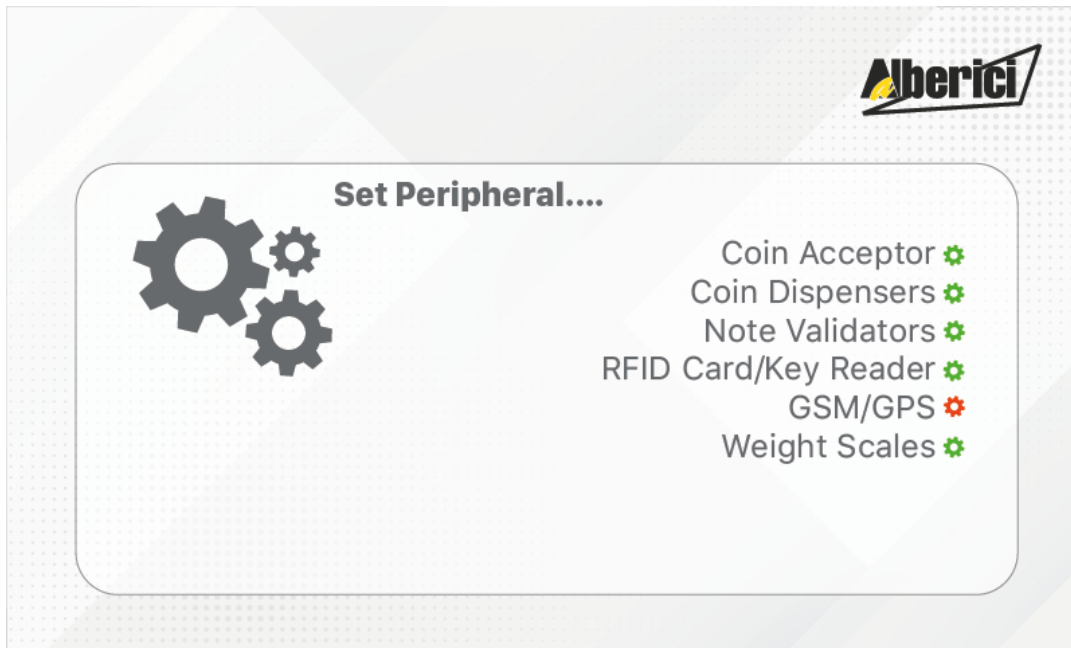
Functions available to Users:

- Exchanging coins for banknotes, or for both coins and banknotes, with denomination selection (if a specific table is set)
- Exchanging coins or banknotes for token
- Purchasing tokens through POS payment
- Recharging/payment via Keys or Card.

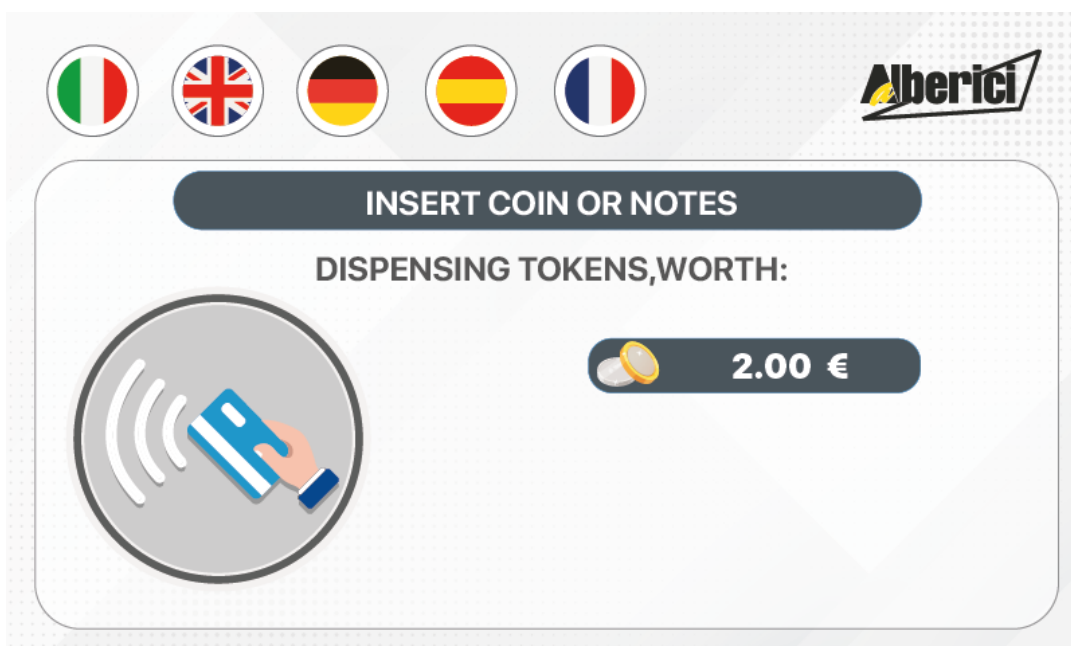
Start

Connect the power cable and turn on the main switch.

Upon startup, the system configures itself automatically: the CPU detects the connected peripherals and configures them according to the last saved settings.

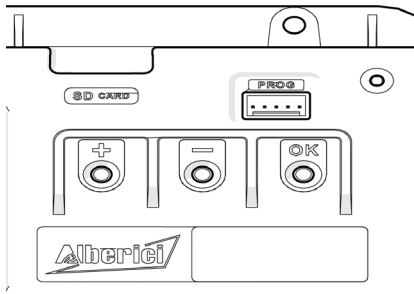


Upon completion, the standby message will indicate that the machine is ready for operation, displaying which coin (or token) values will be paid in exchange for the inserted money. The button with the POS symbol will appear if the POS terminal is present and programmed among the peripherals.




Operation

Configuration MENU



Access the service menu by pressing the three selection buttons located on the back of the board simultaneously.

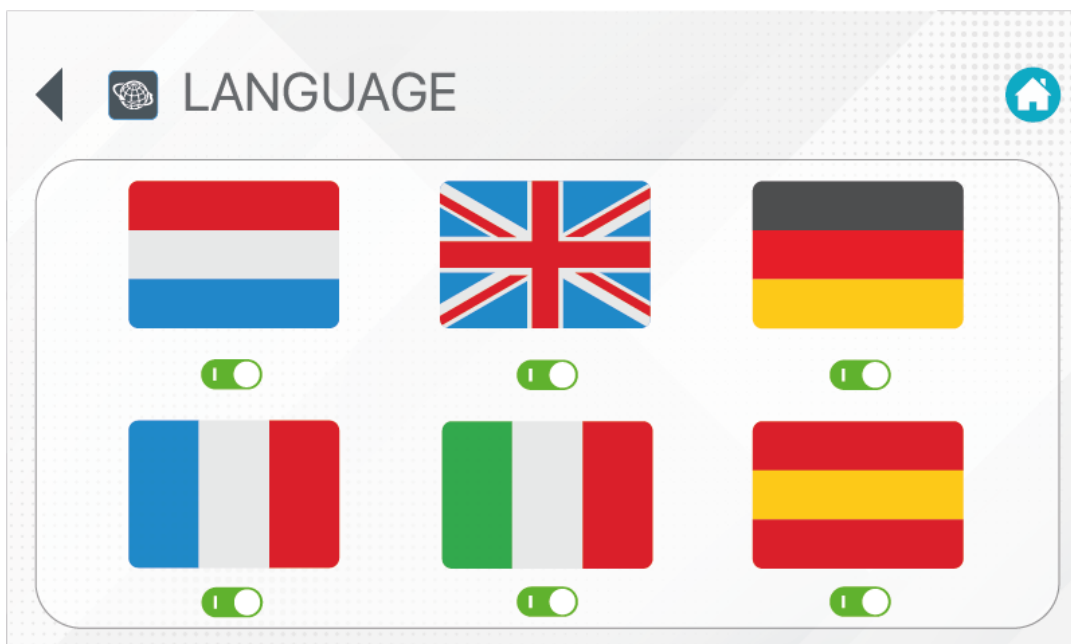
To exit the menu, always return to the home screen using the button  so that the changes made are saved.

Language

By selecting the language, you access the machine's language settings.



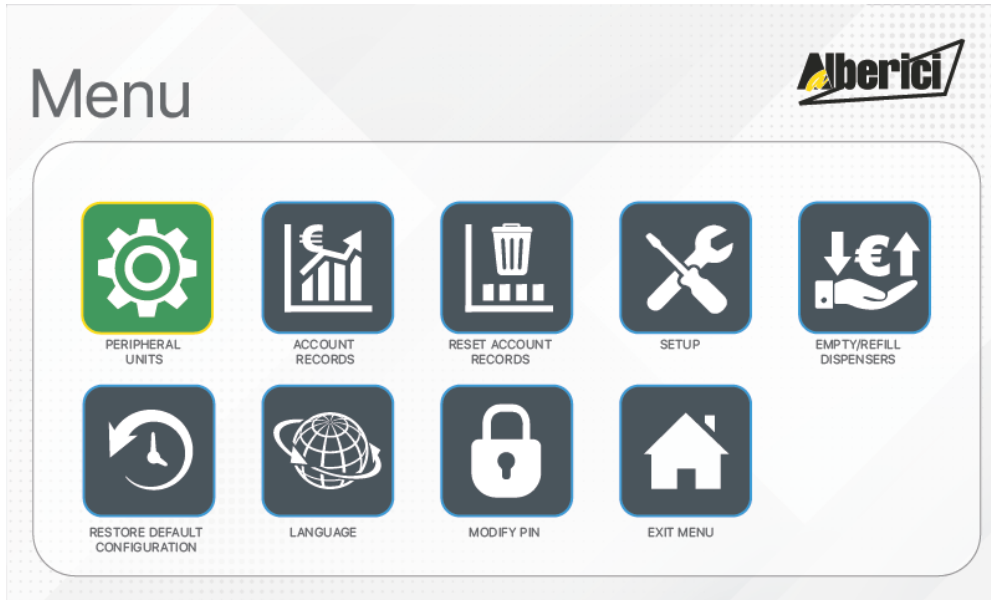
By selecting the flag, you can set the default language used within the service and operation menu. The switches below the flags enable the languages that can be selected by the end user.



Status of peripheral units

On the first page of the menu, a list of selectable items appears.

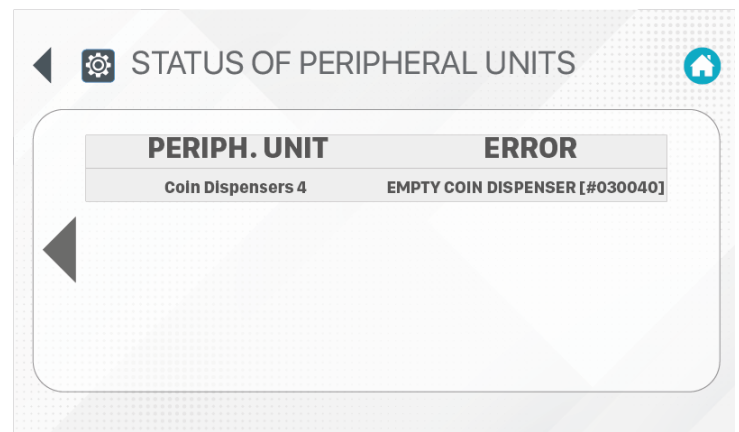
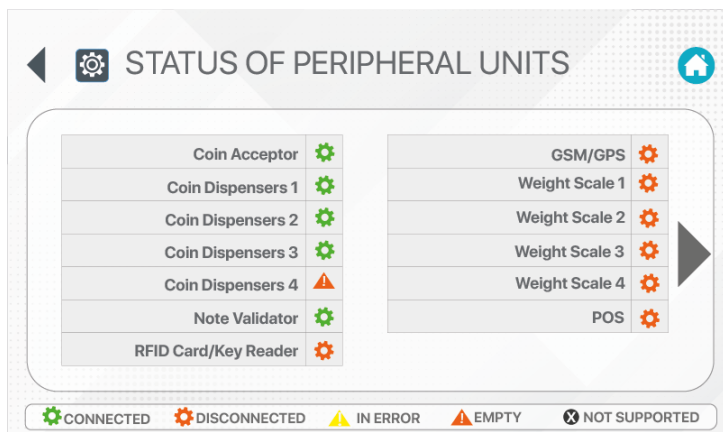
The first item concerns the status of the peripherals; through this selection, you can view the current condition of the peripherals.



Each listed peripheral is followed by an icon that represents its status:




This legend is also shown at the bottom of the page. If a peripheral is out of service, a gray arrow will appear on the right side of the screen, allowing you to access the descriptive page, where details of the detected issue will be provided.



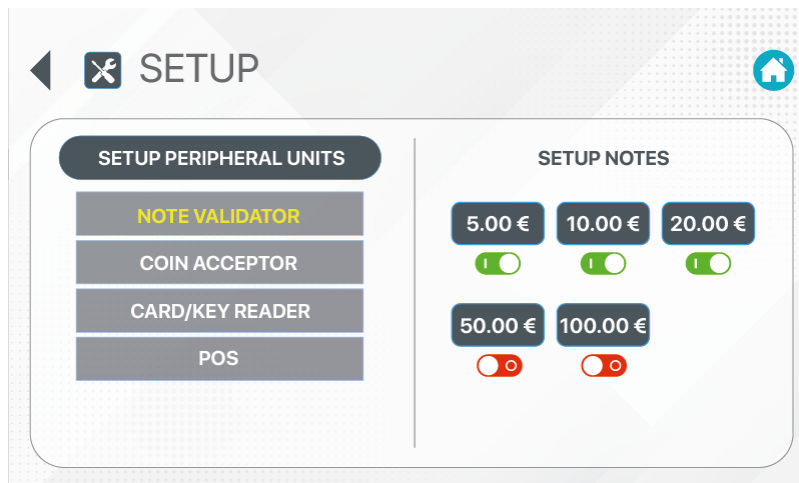
Setup

Setup peripheral units

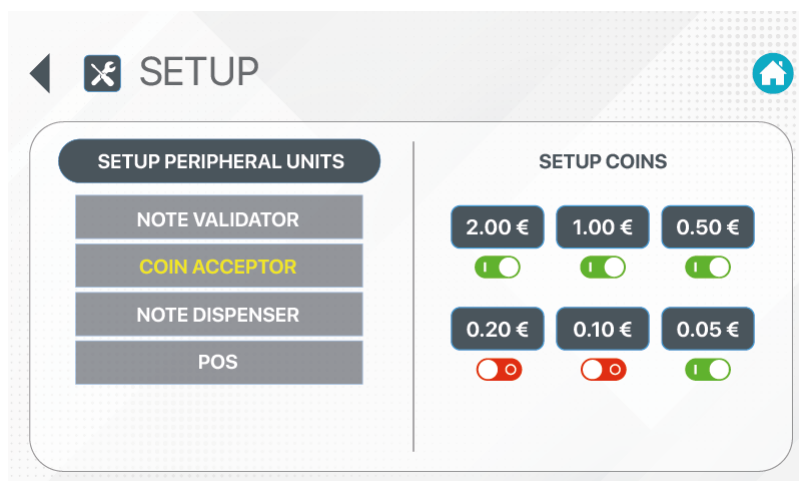
To access the peripheral settings, press the settings icon, then select setup peripheral units from the listed options. To return to the main menu, press the icon in the top right corner , or the arrow in the top left corner to return to the previous menu.



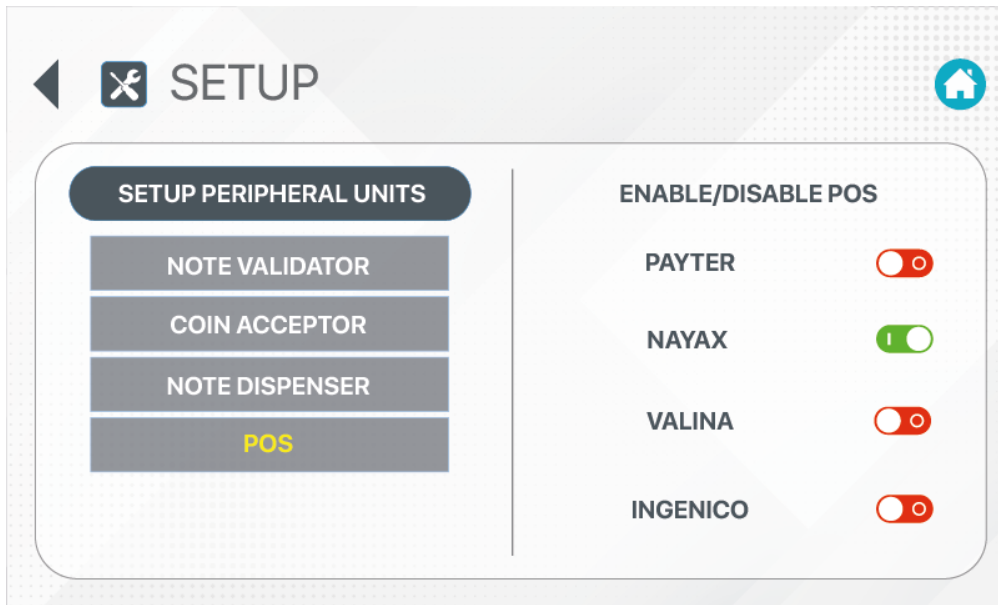
By selecting the note validator, you can choose which banknotes to enable by toggling the switches below the indicated values.



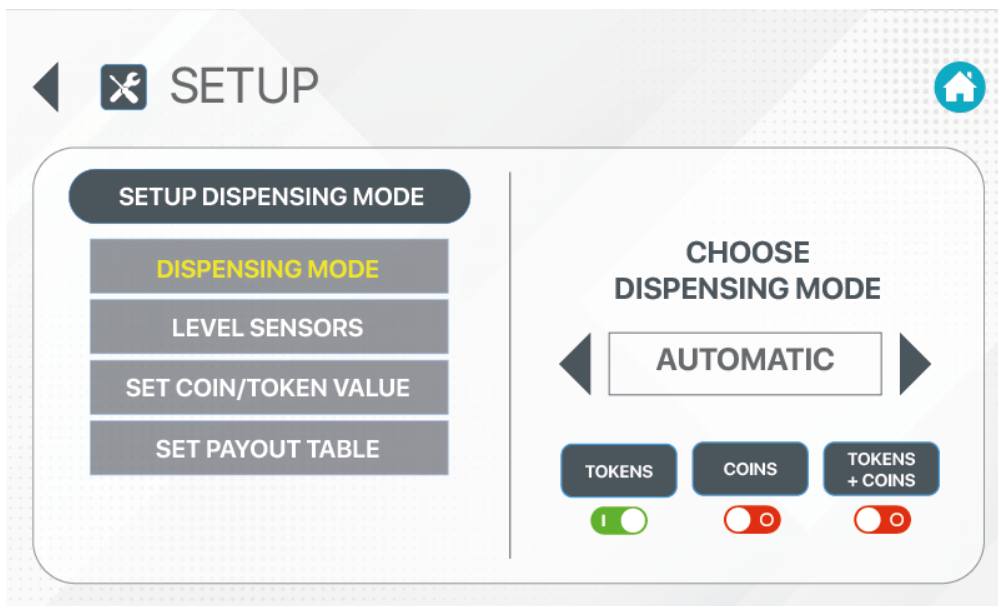
By selecting the coin acceptor, you can choose which coins to enable by toggling the switches below the indicated values.



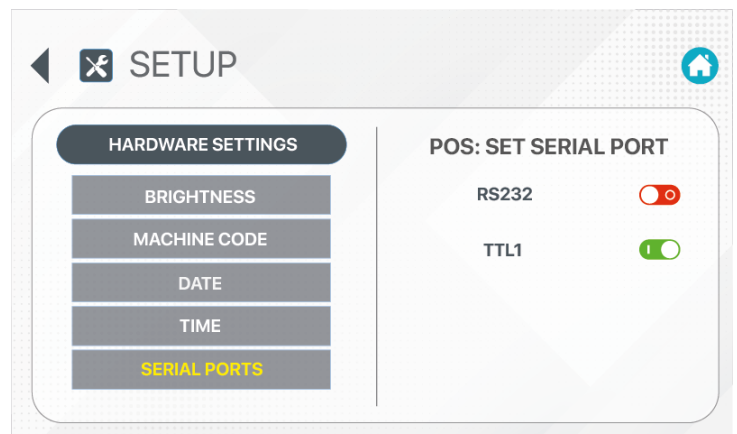
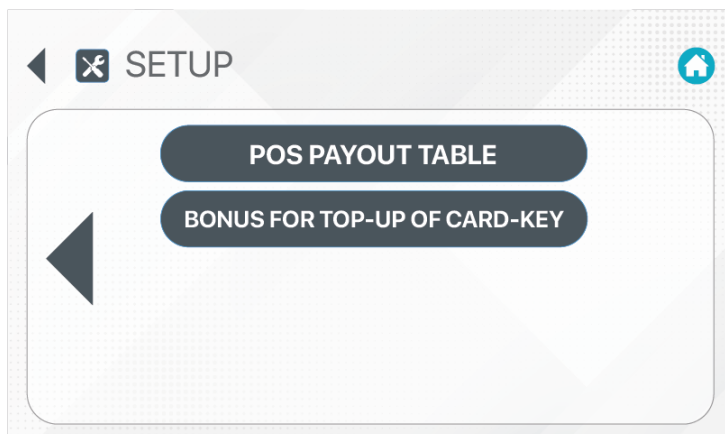
Under the POS item, select the terminal being used by toggling the corresponding switch.



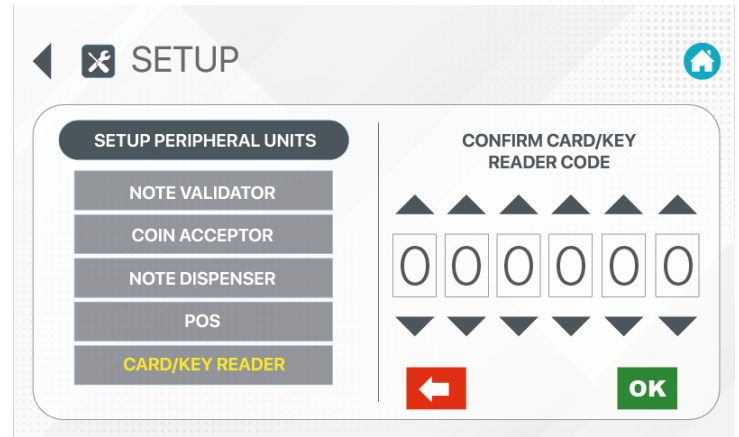
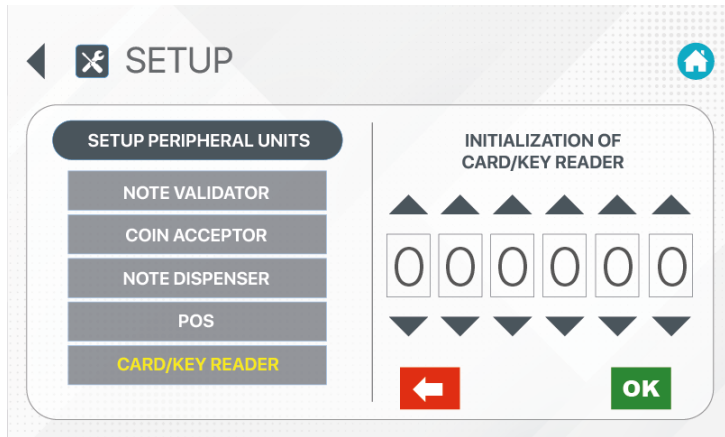
Note that the machine can only enable the POS in **token** mode. (see [page 11](#))



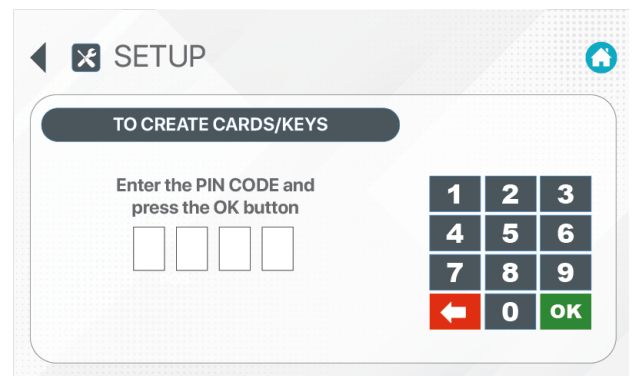
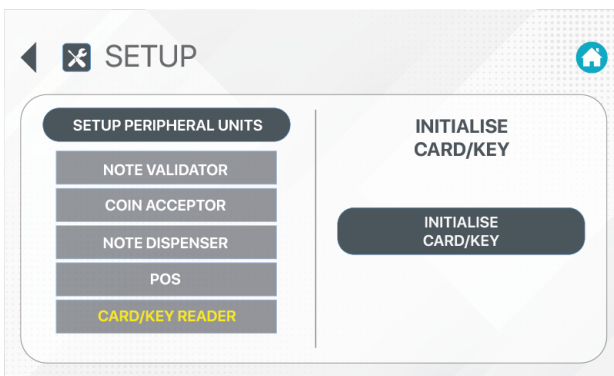
Additionally, the appropriate table must be filled out (see [page 15](#)) and the corresponding communication port must be selected. (see [page 14](#)).



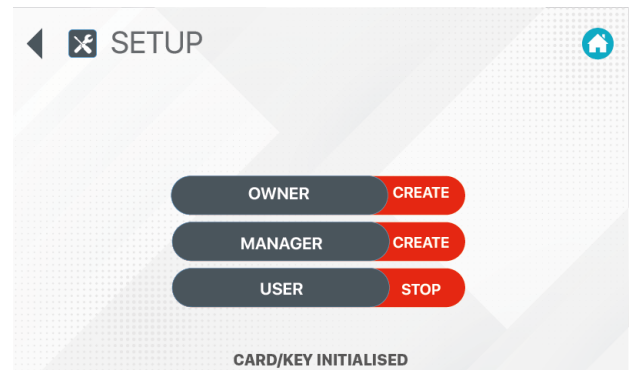
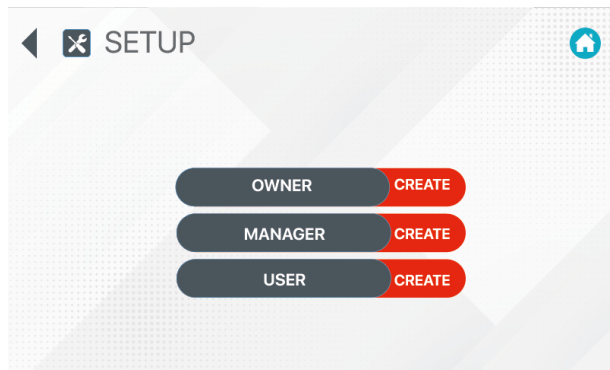
Under the Card/key reader item, you must initialize the antenna/reader for key or cards. You need to enter a unique code and confirm it; once entered, it cannot be changed.



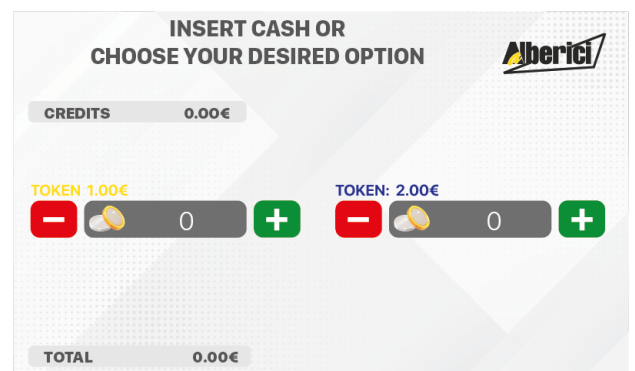
Once the code is entered, you need to initialize the key/card. Select the corresponding window and enter the machine's PIN.(see [page 16](#)).



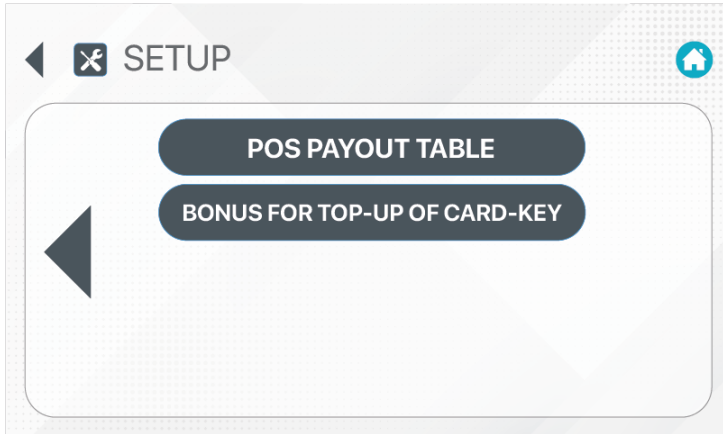
Insert the key/card and select which function you want to activate: owner, manager, or user. Press "Create" to initialize the key.



By inserting the initialized key/card, you will be able to access the accounting menus(see [page 19](#)) or to the refill/emptying menus (see [page 17](#)) if you are an owner, or you can perform reloads and withdrawals as that user.

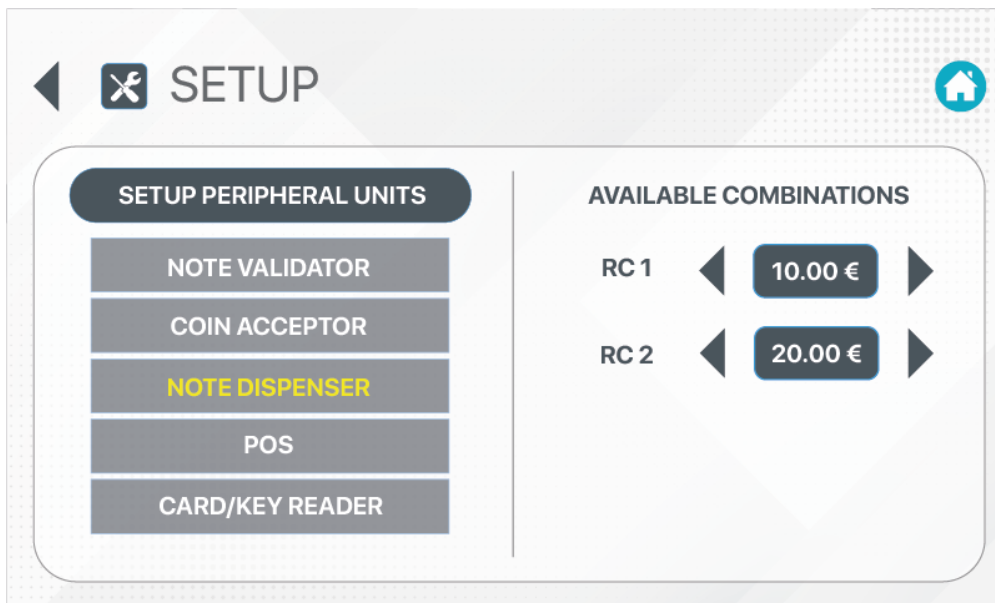


Using the cashless devices, you can access a 5-level table, with each level corresponding to a range of amounts for reloading. Each level can be assigned a specific reward.



	LEVEL		REWARD		TOTAL
LEVEL 1	-	0.00€	+	0.00€	0.00€
LEVEL 2	-	0.00€	+	0.00€	0.00€
LEVEL 3	-	0.00€	+	0.00€	0.00€
LEVEL 4	-	0.00€	+	0.00€	0.00€
LEVEL 5	-	0.00€	+	0.00€	0.00€

If you have the recycler and choose the coin mode or coin and token mode, by selecting the option from the menu list, you can manage the banknotes to be recycled by selecting the amount from those proposed in the window.



The management of banknote returns can be carried out by filling out the dispensing table. (see [page 18](#))

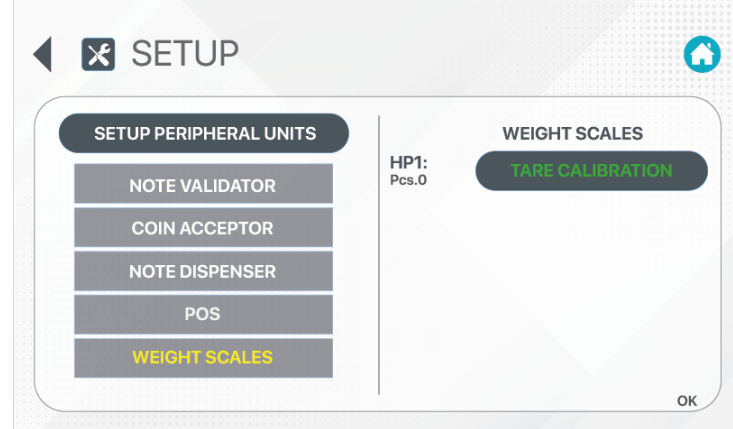
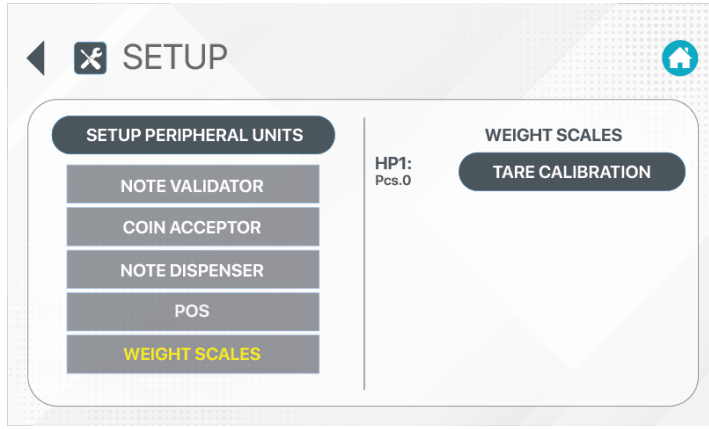
The screenshot shows a 'SETUP' screen with a back arrow on the left and a home icon on the right. At the top, there is a 'PAYOUT TABLE' button and a 'LEVEL 5' label. Below this, there is a table with columns for 'HP1 2.00 €', 'HP2 1.00 €', 'RC1: 10.00€', and 'RC1: 20.00€'. The table contains three rows of data, each with a red minus sign, a value in a box, and a green plus sign. At the bottom right, there is an 'OPTION 1' label and a box showing 'OUT 50.00 €'.

	HP1 2.00 €	HP2 1.00 €	RC1: 10.00€	RC1: 20.00€
1)	- 5 +	- 10 +	- 1 +	- 1 +
2)	- 10 +	- 0 +	- 3 +	- 0 +
3)	- 0 +	- 0 +	- 1 +	- 2 +

OPTION 1 OUT 50.00 €

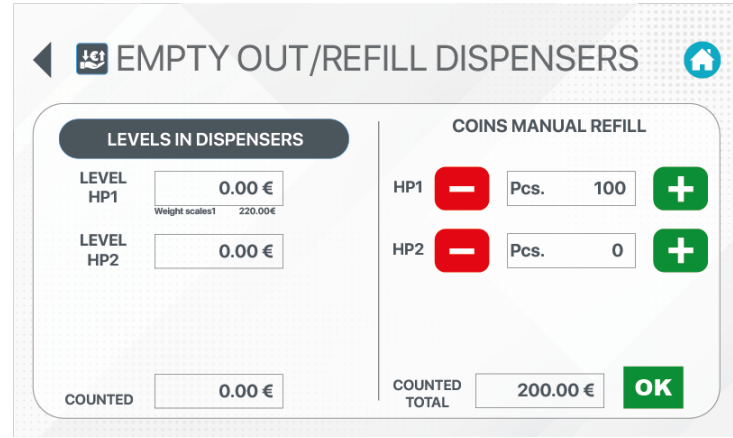
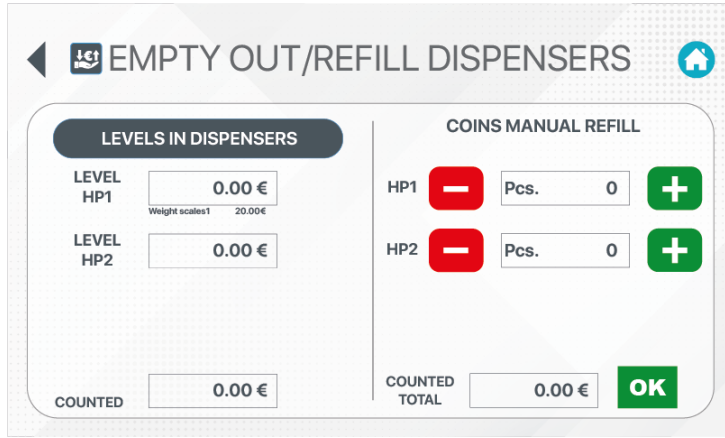
Under the Balances item, you can perform calibration. First, completely empty the hopper (see [page 17](#)). For calibrating the dispensers filled with Euro coins, proceed as follows:

Select the empty calibration option, and the board will automatically calibrate the scale. The result will be confirmed by a green text and the appearance of the OK symbol at the bottom of the page.

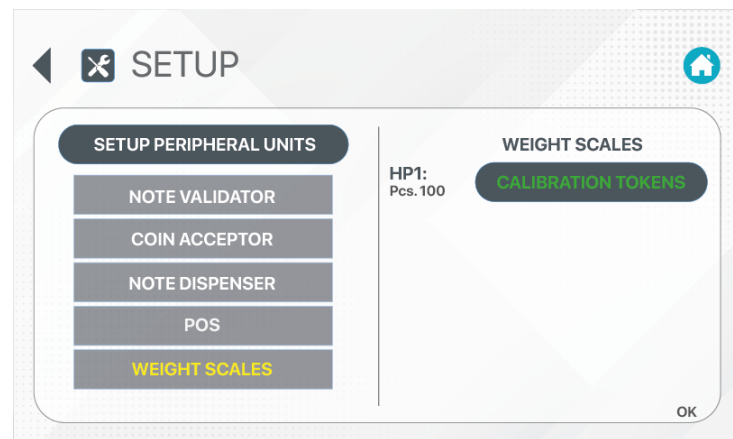
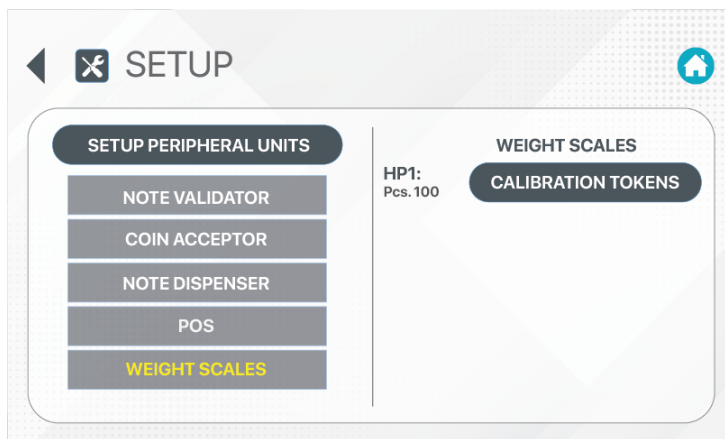


If the hoppers are filled with coins/tokens other than Euros, proceed as follows:

Insert a known quantity of coins/tokens, greater than a hundred, into the hopper, and set the exact quantity in the manual coin refill. (see [page 18](#))



Go to the weight scales item in the setup peripheral units, and press the calibration for tokens. The result will be confirmed by a green text and the appearance of the OK symbol at the bottom of the page.

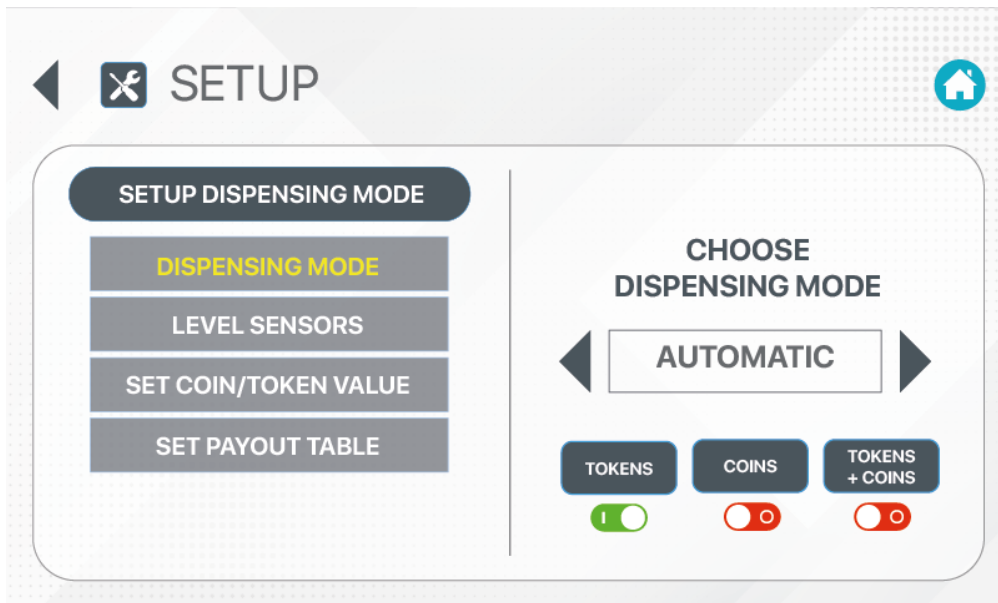


Setup dispensing mode

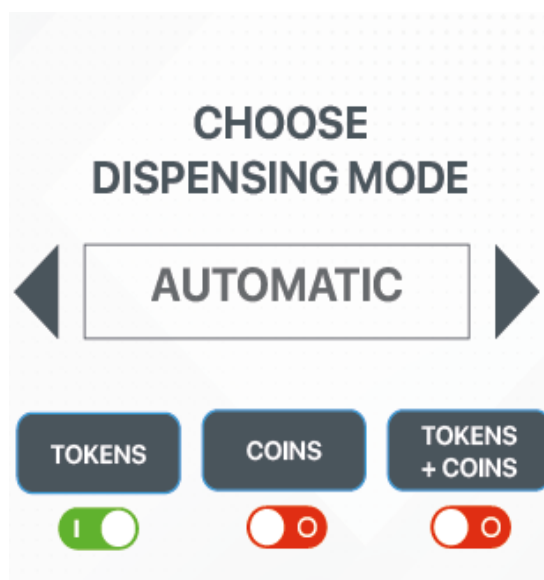
In the Dispensing mode section, you can set the type of dispensing:

AUTOMATIC - When a banknote or coin is inserted, the display shows the credited amount, and the control board automatically starts the payment, balancing the amounts dispensed from the various hoppers. If the pay out table is set (see [page 15](#)), the dispensing occurs according to the combination pre-programmed by the Operator for that amount. At the end, the display shows the inserted amount and the total dispensed.

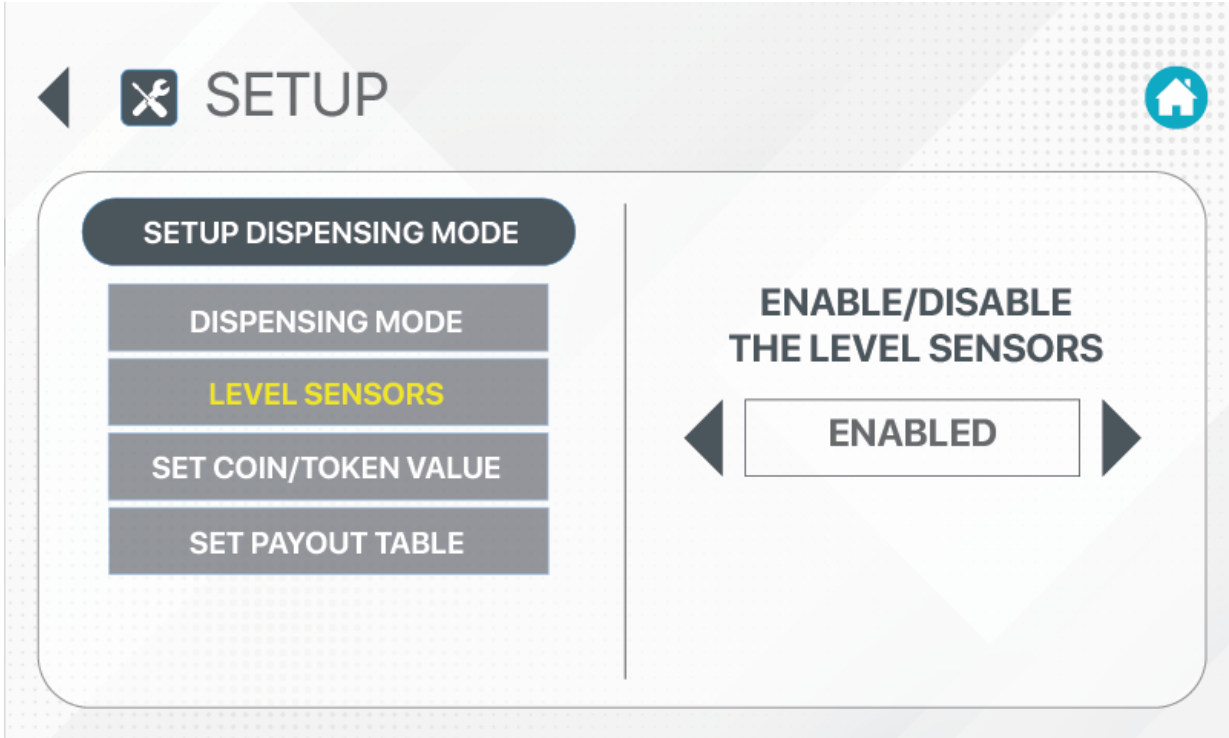
MANUAL - When a banknote or coin is inserted, you can continue to insert cash until the desired amount is reached, then press the icon on the display to choose the denomination you wish to receive. If the pay out table is set (see [page 15](#)), the display will show the dispensing combinations pre-set by the Operator. Press the icon to select the combination that best meets your needs from the available options.



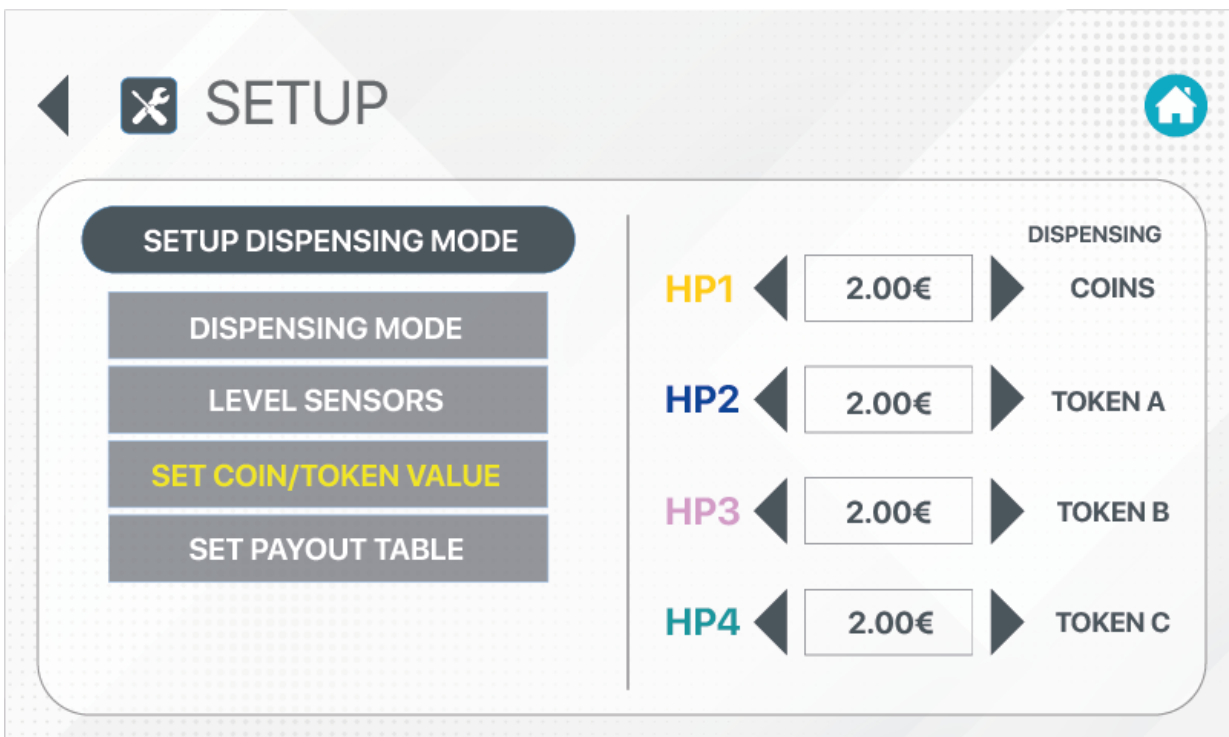
Select the content of the hoppers: tokens, coins, or both tokens and coins. If the automatic mode is selected and the dispensing is set to tokens+coins, the machine will pay the entire amount in tokens, using coins only as change. In manual mode, the user will choose whether to receive the amount in tokens or coins. Alternatively, you can set up the table to choose the dispensing criteria. The POS will function only if all hoppers are loaded with **tokens**.



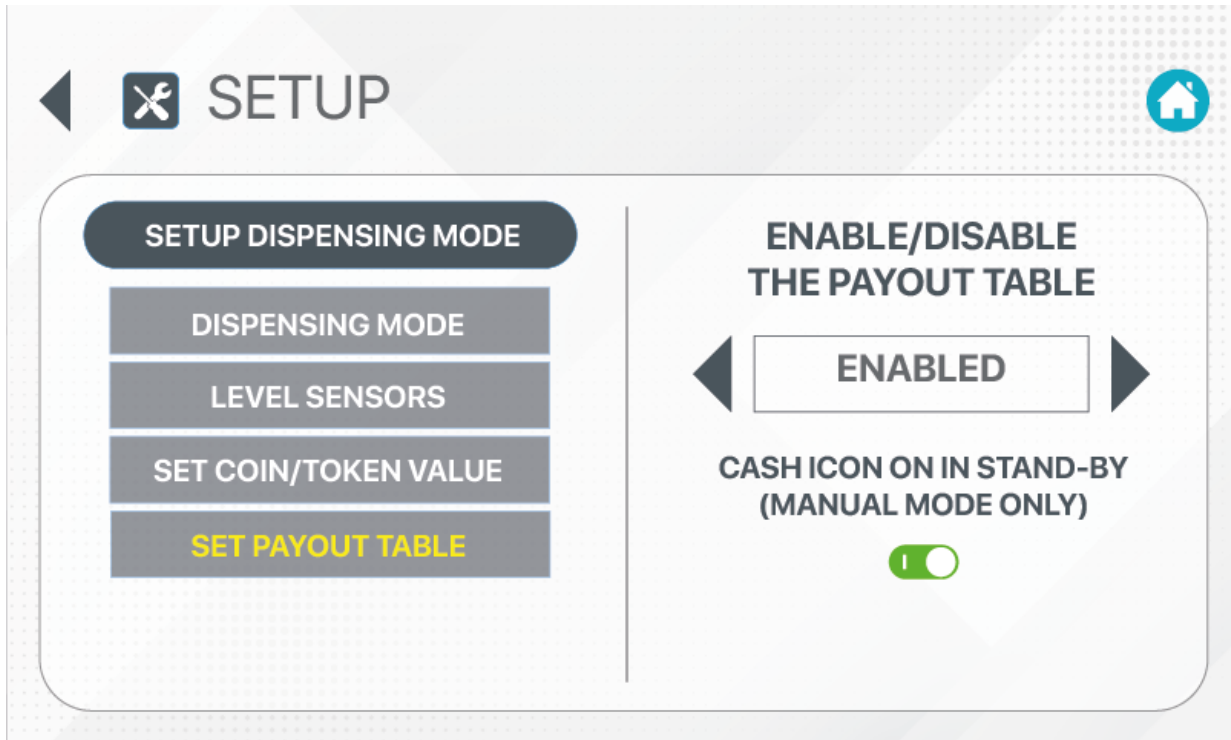
Under the Level Sensors item, if the control is ENABLED and the coins fall below the minimum level, the display will notify that the hoppers are empty. If the empty state is detected upon (re)starting the machine, the display will show "Out of Service," and the hoppers will need to be refilled. If the control is DISABLED, the available coin quantity is not monitored. If the hoppers empty during dispensing, the display will show the remaining credit. If the hoppers remain empty at the end of dispensing or are empty upon startup, no alerts will appear.



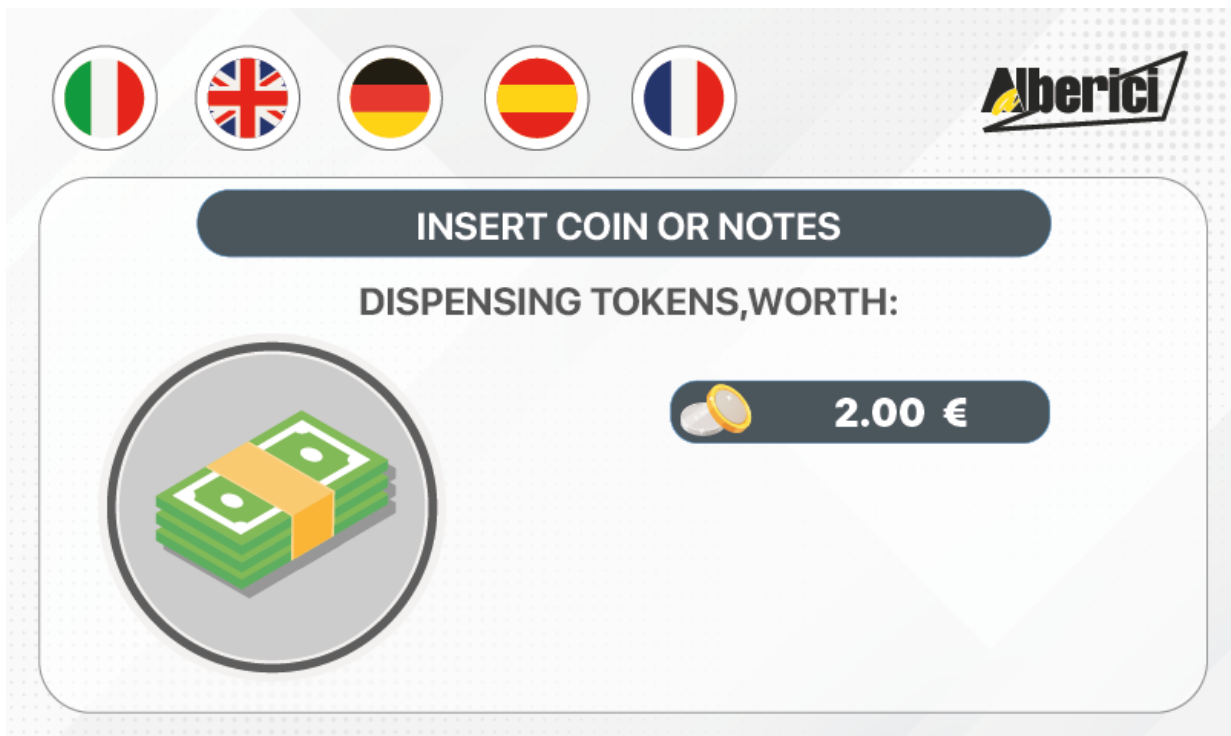
The value of the hoppers can be increased ► or decreased ◀ by pressing the arrows. Similarly, you can change the color of the hopper labels, e.g.: **HP2**. Additionally, you can change the description of the hopper contents. You can choose to specify coins or, in the case of tokens, differentiate the type from "A" to "D".



By enabling the payout Table, you will be able to access the menu for creating a list of possible combinations for payments. (see [page 15](#)). If it is disabled, the item will not appear in the menu list.

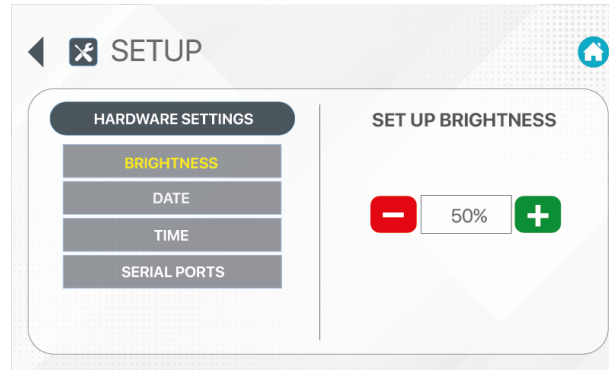


By selecting the cash icon in standby mode, only in **manual** mode, the cash symbol will appear on the usage page.

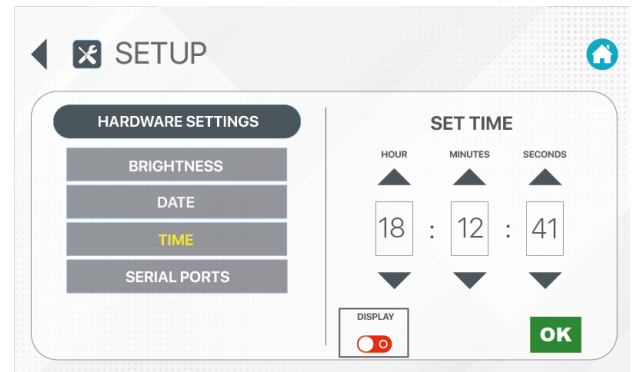
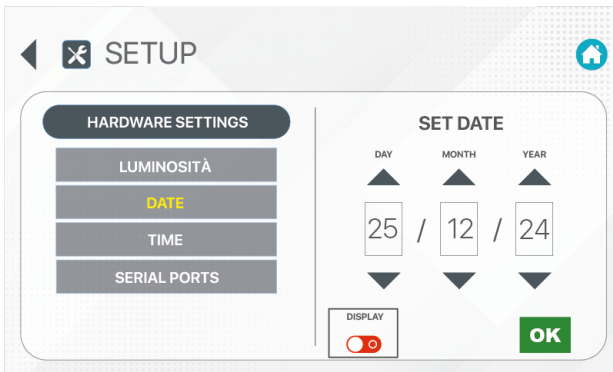


Hardware settings

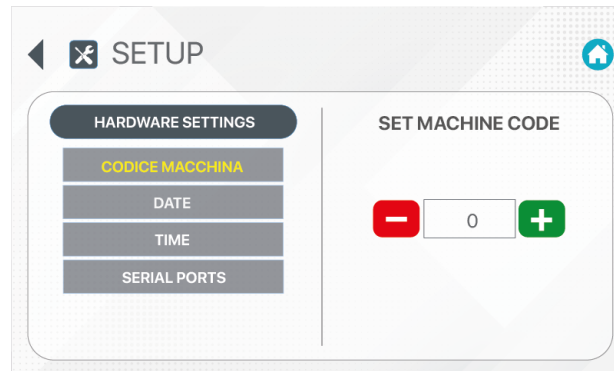
Brightness to adjust the display's luminosity to your preference.



Date and time settings modify the date and time display and the option to show it on the screen.



The machine code is assigned when an RFID system is present, to associate the machine's accounting with the data transferred to the initialized tokens.

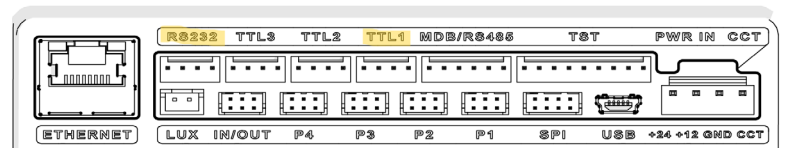
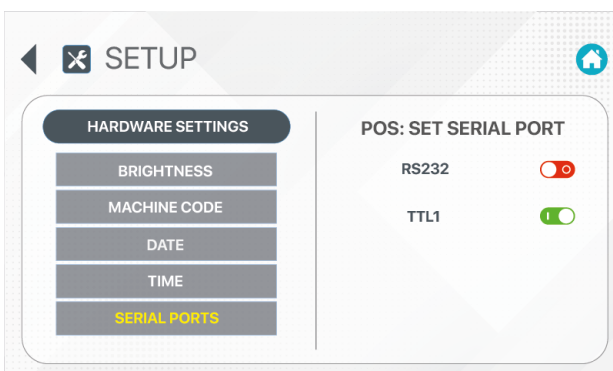


Serial ports should be selected based on the interface connection with the POS.

If the interface cable has a printed circuit board, connect the connector to the TTL1 port; otherwise, use the RS232 connector.

For POS usage, the machine must be configured for tokens (see [page 11](#)).

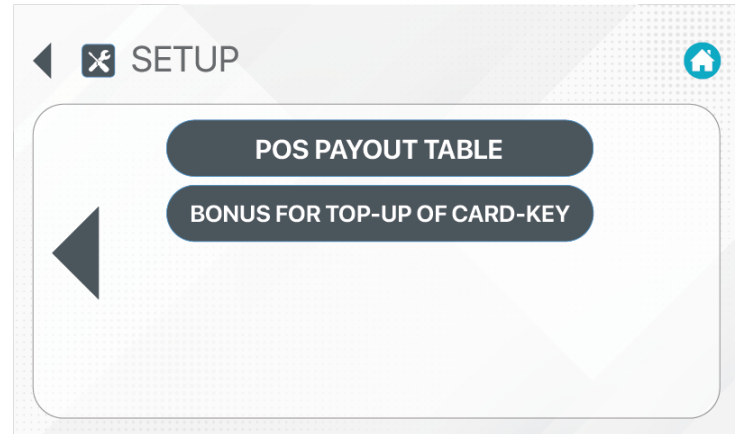
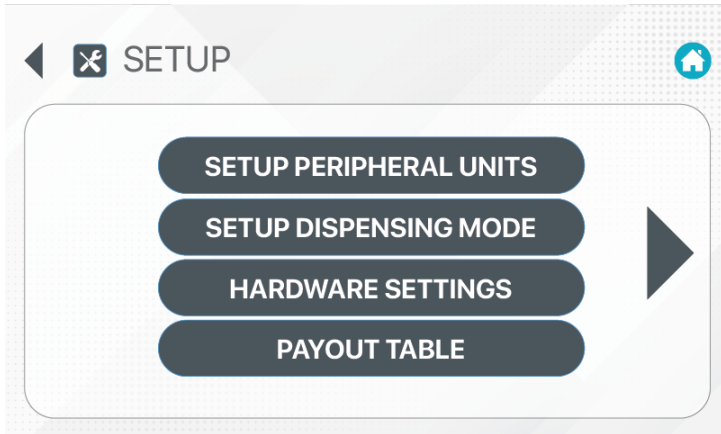
Additionally, the appropriate table must be completed (see [page 15](#)).



Payout table

When the payment table is enabled, the Operator can configure different combinations of denominations to be dispensed depending on the amount entered by the User. It is possible to pre-set various operational options, depending on whether the dispensing mode is set to AUTOMATIC or MANUAL (see [page 11](#)).

The POS has its own separate table, which becomes available in the menu only after selecting the POS in the Peripheral Settings (see [page 7](#)). If the table is not configured, the POS terminal will not function.



In the cash table, there are 10 levels with 3 combinations for each level in manual mode, and only one combination in automatic mode.

Set the level value using the - and + symbols; if you hold down the symbol, it will turn yellow and automatically adjust towards the selected symbol. Pressing the symbol again will stop the automation. Press ► to change the level.



Select the number of pieces (max. 250) to be dispensed from each hopper to reach the desired value. The value of the hoppers will determine the amount to be dispensed (see [page 12](#)).

You can exceed the level value by generating a bonus. For combinations 2 and 3, this is only possible if it has been done for combination 1.

	HP1 2.00 €	HP2 1.00 €	HP3 0.50 €	HP4 0.50 €
1)	- 1 +	- 0 +	- 0 +	- 0 +
2)	- 0 +	- 2 +	- 0 +	- 0 +
3)	- 0 +	- 0 +	- 2 +	- 2 +

OPZIONE 1 OUT 2.00 €

The total value set in the combinations will be displayed in the OUT window of the Options.

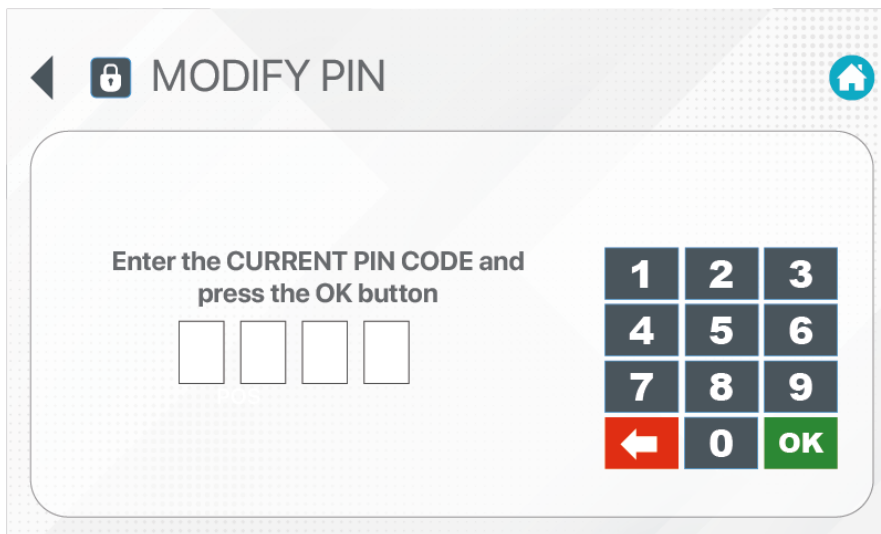


Modify PIN

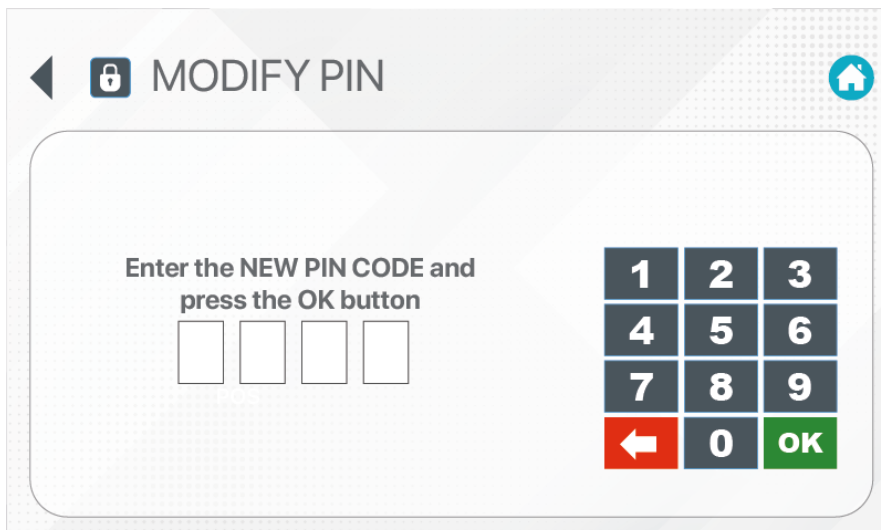
The PIN management allows you to replace the default PIN (0000 from the factory).



Enter the current PIN code and press the OK button.



Enter the NEW PIN code and press the ok button.

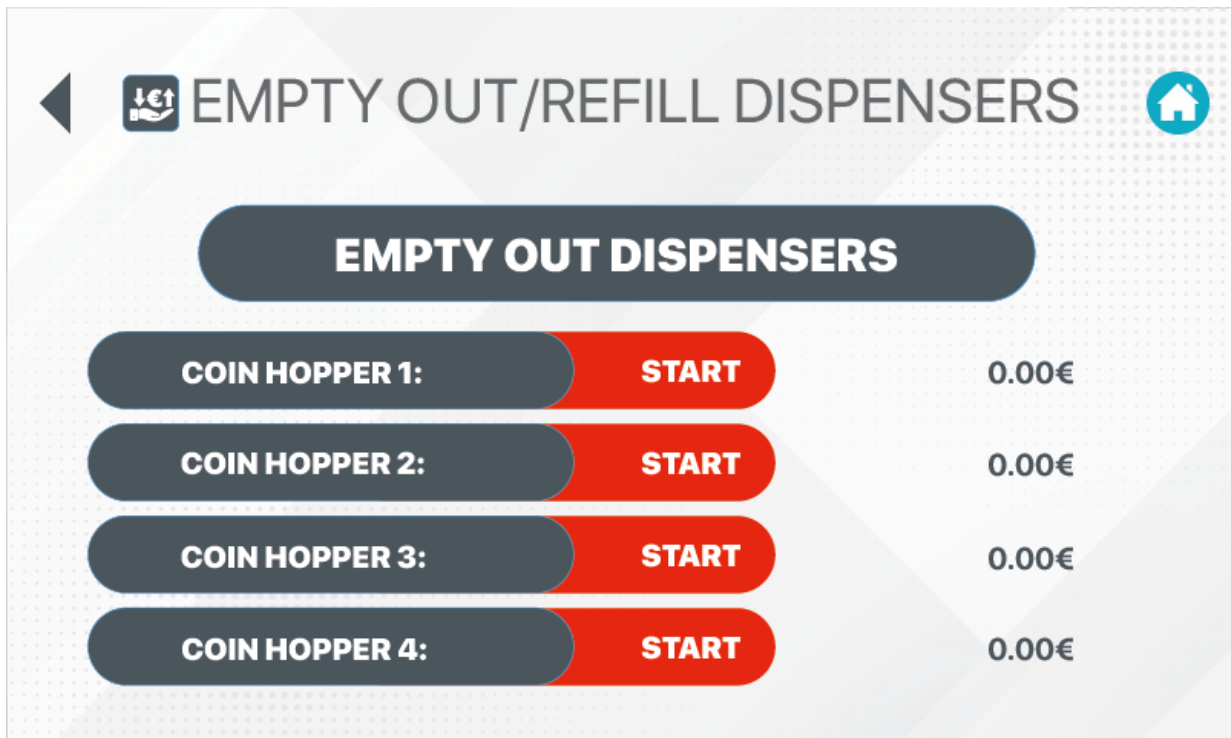


Empty out/refill dispensers

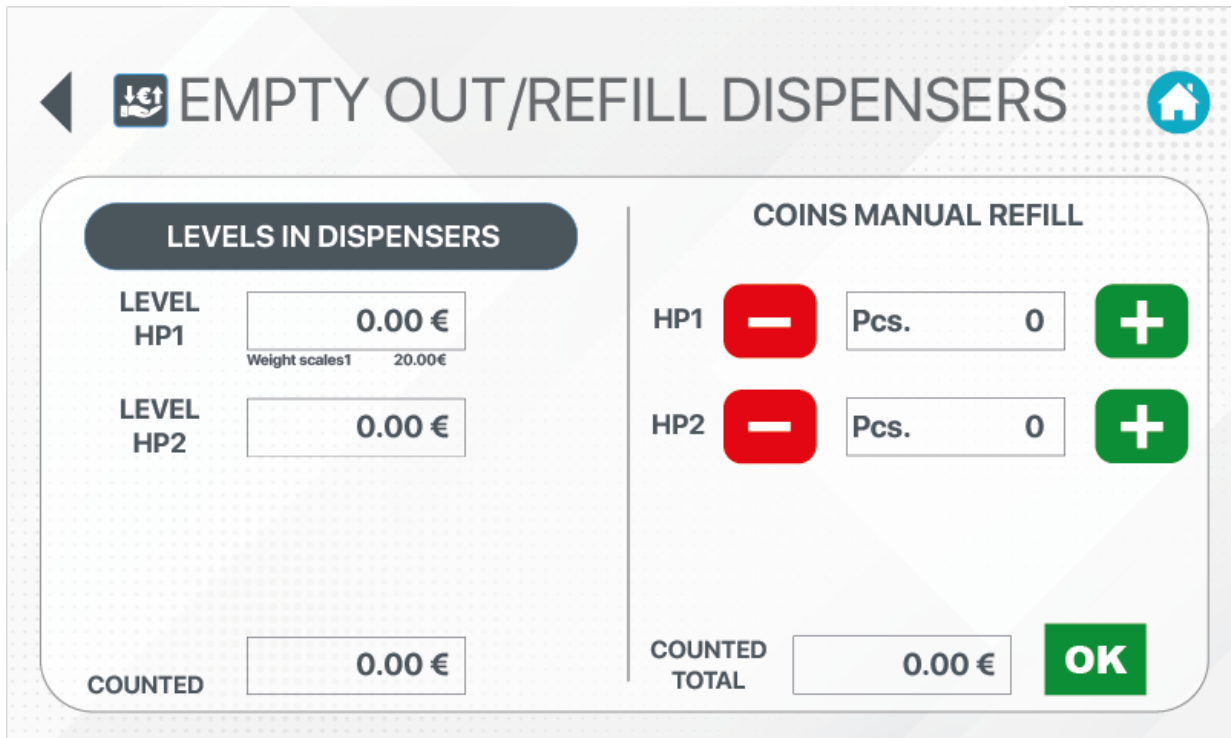
In this menu, you can perform hopper emptying, manual coin refill in the dispensers, and set a minimum warning threshold.



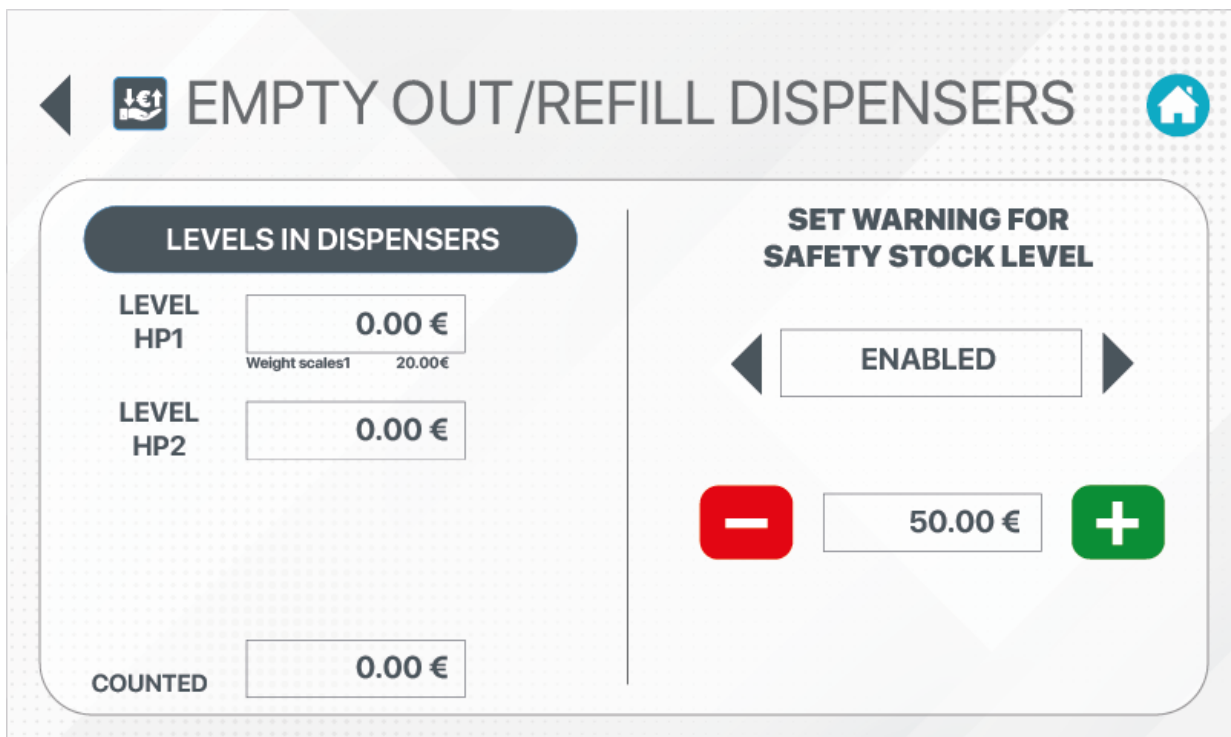
The hopper emptying begins as soon as you select the "Empty" button with a red background. It is possible to empty all hoppers simultaneously. The process will stop automatically once emptying is complete, or you can press the "Stop" button to halt it manually.



Manual coin refill allows you to record the number of coins loaded into the hoppers and adjust the value for each hopper using the + and - buttons. If a scale is present, a message will display the amount based on the value associated with the hoppers. Once the number of pieces for each hopper is entered, confirm the total by pressing OK. The value will then be transferred to the dispenser levels.



Under the Coin Levels item, you can enable and set a threshold using the + and - buttons (minimum €50). Once this threshold is reached by the hoppers, a yellow warning triangle will appear on the service screen.



Account records

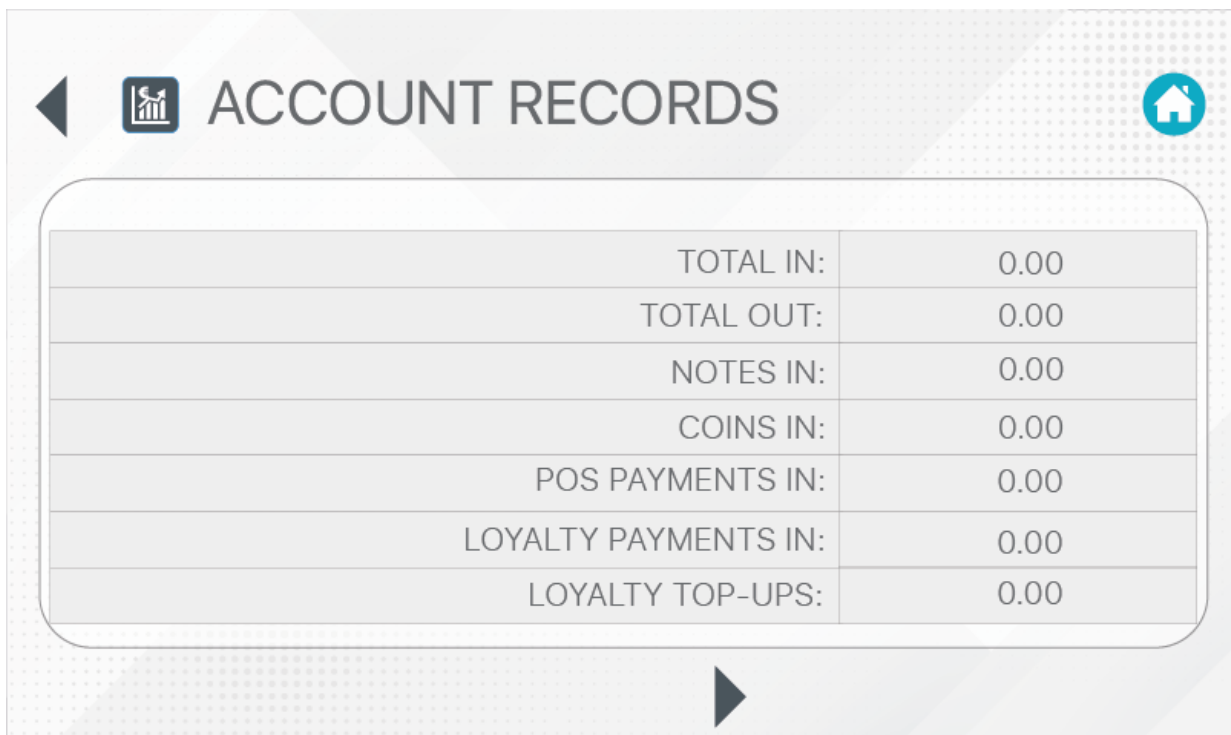
This menu allows you to view the totals and subtotals of the amount collected and dispensed.



The subtotals for the amount collected are available for coins/tokens.

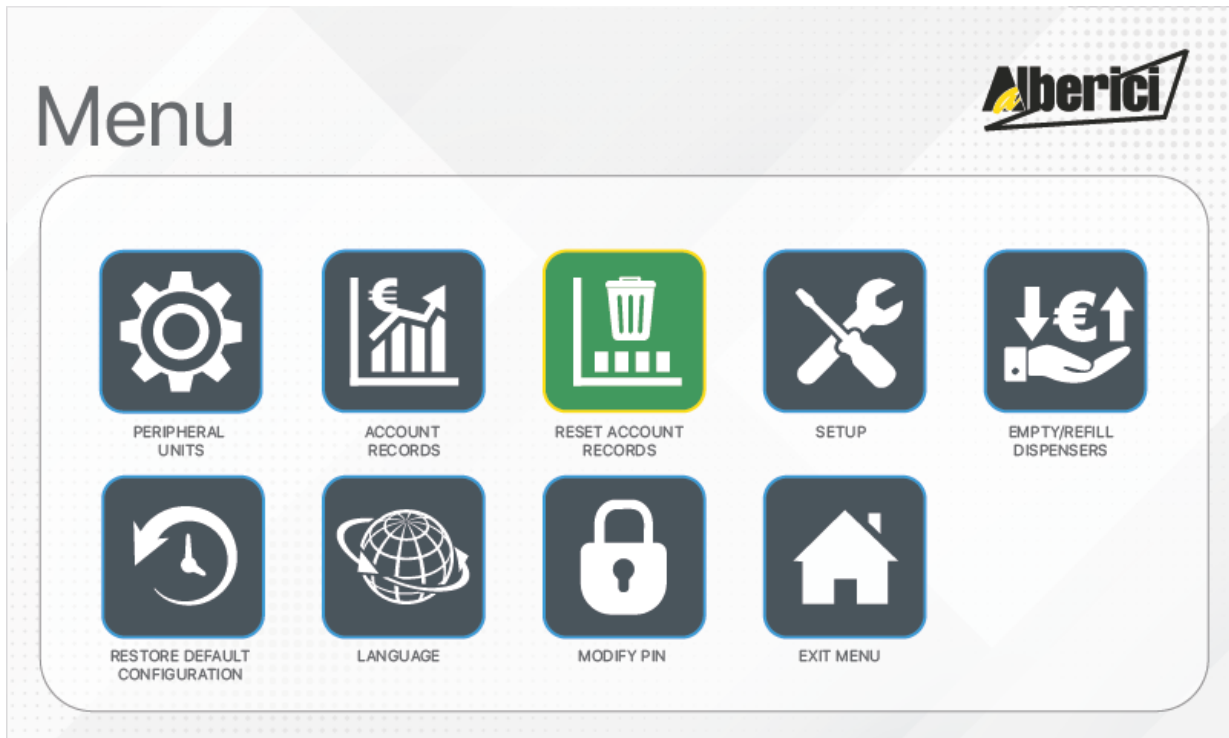
The subtotals for the amount dispensed are available for banknotes and coins/tokens.

At the bottom of the screen, touch the right-facing arrow to view the subsequent records.

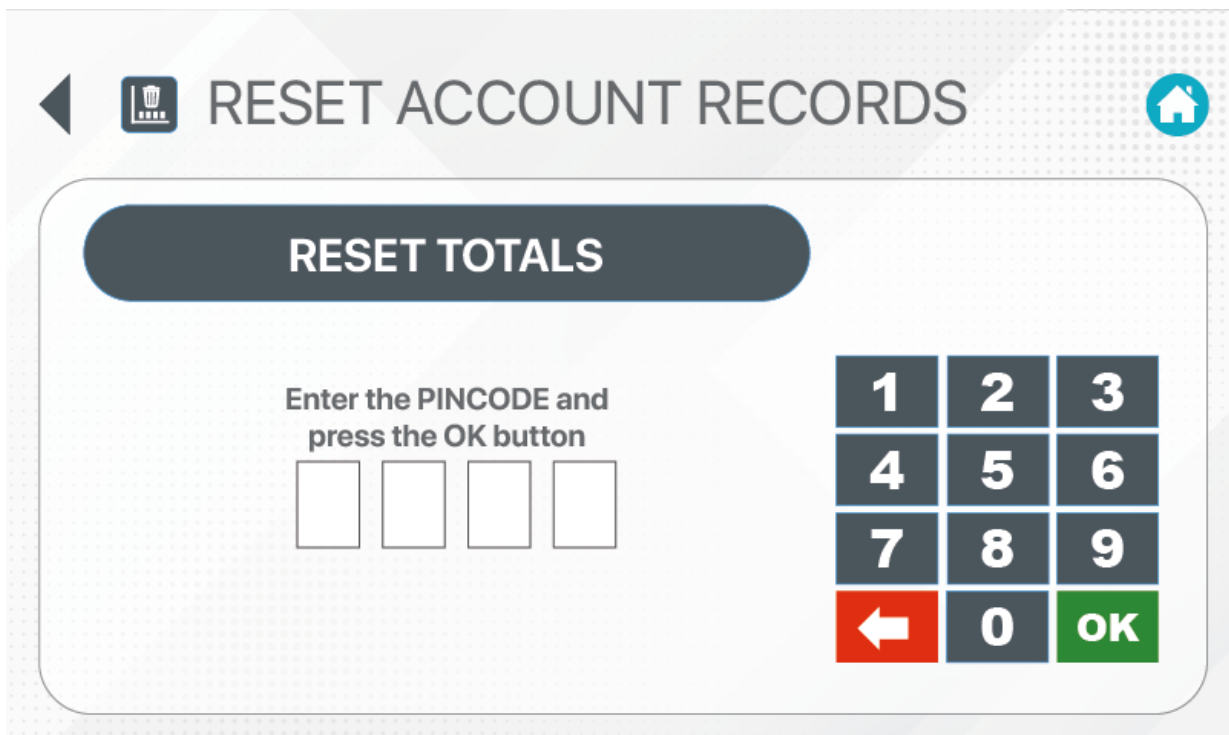


Reset account records

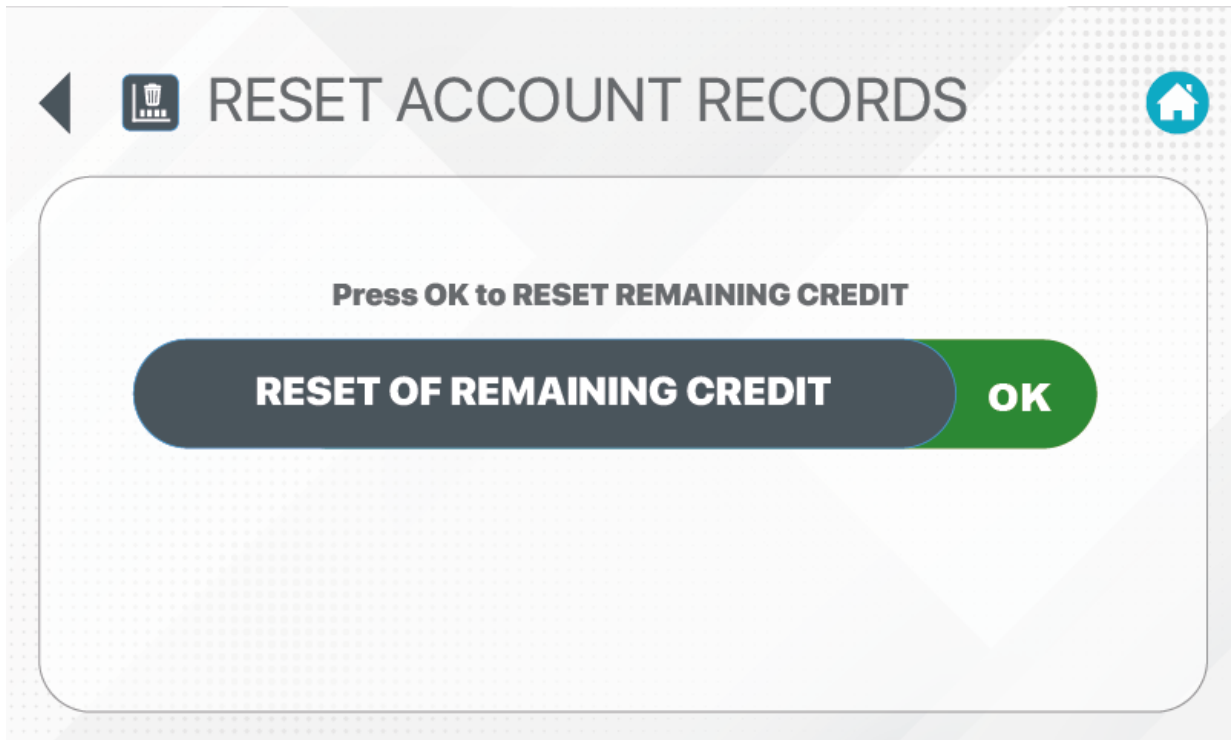
This menu allows you to reset the amounts in the accounting records. It also manages the remaining credit.



Resetting the total accounting is subject to entering the PIN (see [page 16](#)). Once the PIN is entered, the accounting will be reset without any further confirmation requests..



Resetting the partial accounting occurs when pressing the OK button.

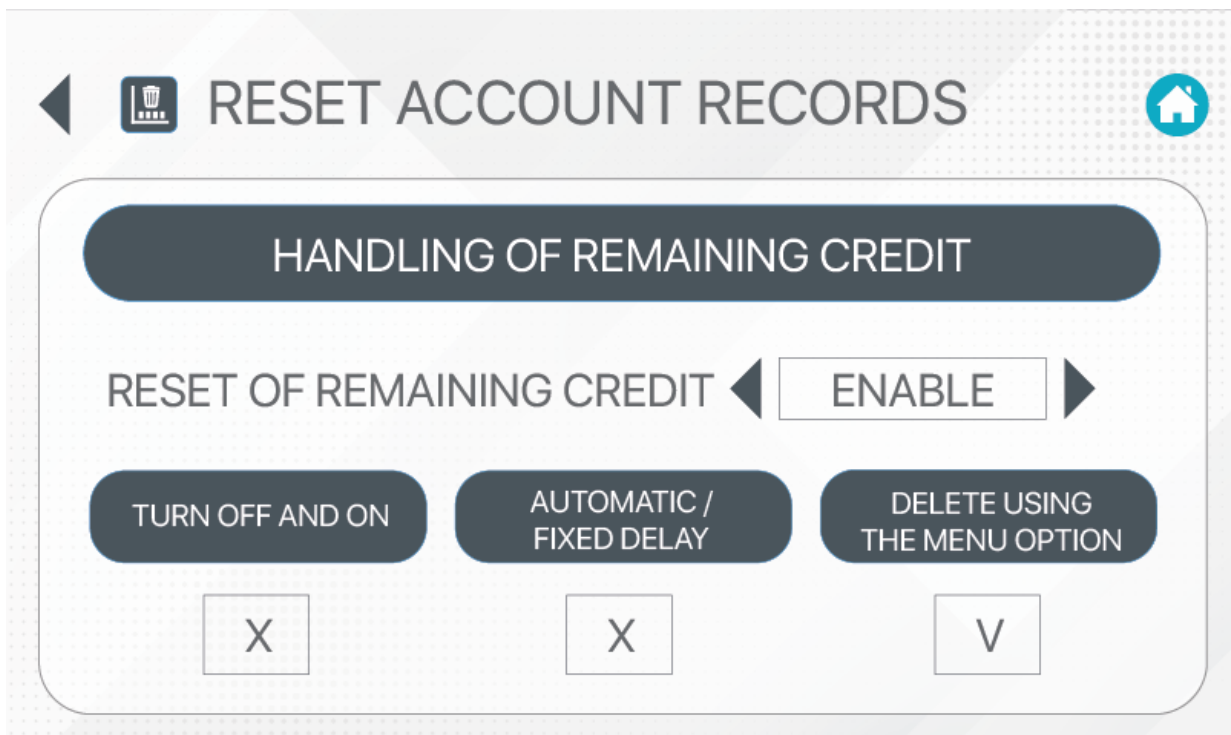


The remaining credit generated from an interrupted dispensing remains in memory until the operation can be completed. Enabling the reset of remaining credit provides three options:

TURN OFF AND ON: Resets the credit when the machine is turned off.

AUTOMATIC/FIXED DELAY: The credit will be automatically reset after approximately thirty seconds.

DELETE USING THE MENU OPTION: By selecting this option, a choice will appear in the accounting reset menu where the remaining credit can be reset.

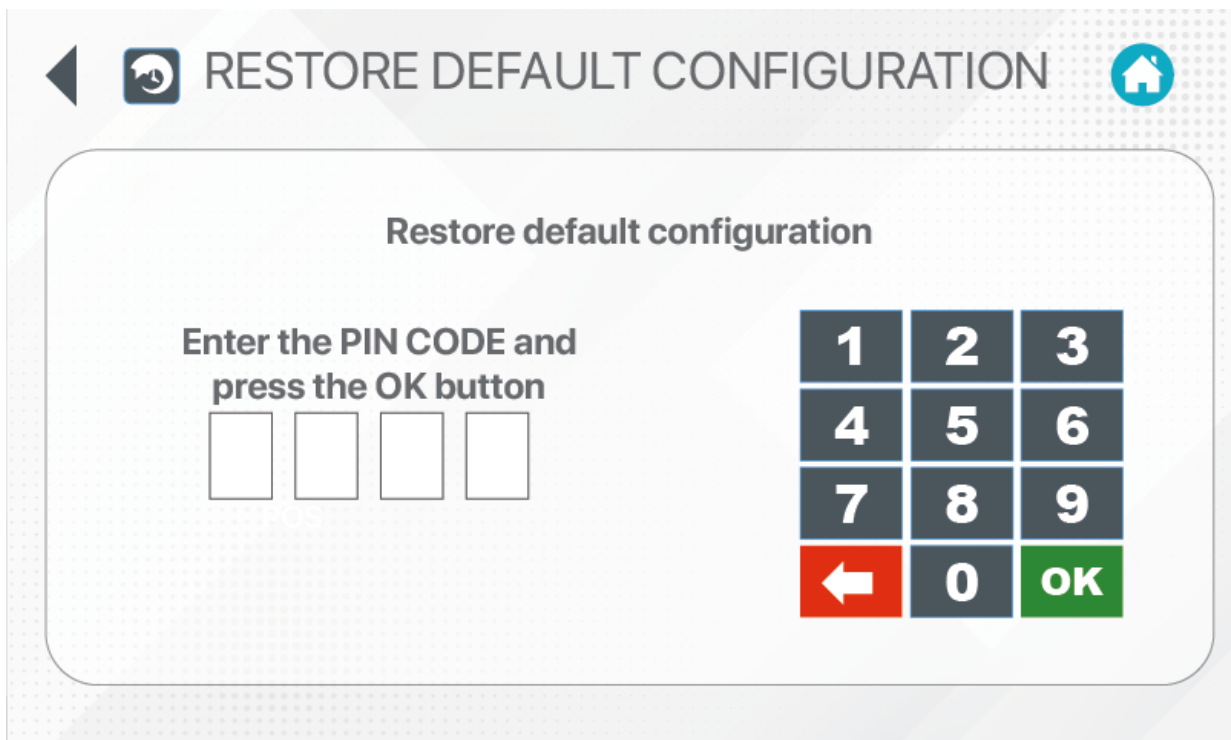


Restore default configuration

Restoring settings allows you to return the board to its factory default state.



Restoring factory settings requires entering the PIN (see [page 16](#)). Once the PIN is entered, the board will be restored to factory settings without any further confirmation requests.





I nostri prodotti sono conformi alle normative CE
Our products comply CE registration