

American Changer 1400 NW 65TH Place ◆ Ft. Lauderdale, FL 33309



"TOKEN**S**TATION" – CHANGER

OPERATIONS MANUAL MODEL AC2006

ARL Listed STD: UL 756

Parts & Service: (888)741-9840 Service Fax: (954)917-5204 Sales: (800)741-9840

To order parts only, visit our website: <u>www.americanchanger.com</u> Service Questions? E-mail: <u>service@americanchanger.com</u>

Revised October 2009

Model Number:	
Serial Number:	
Tested By:	
Date:	

Specifications

Operating voltage	120VAC +10% to -15%
Power consumption	Controller: 10W
Operating temperature	32 - 130 degrees Fahrenheit
Interface to hoppers	24VDC & 12VDC, 1.5 amps max.
Hopper coin capacities	100/hopper minimum to 2,800/hopper maximum (5,600 total maximum)

Warranty Information

A Return Material Authorization number (RMA #) must be obtained before returning a unit for repair. A copy of invoices must accompany any and all warranty work.

It is the end users' responsibility to follow cleaning and maintenance procedures as outlined in the validator manual. Any unit returned for repair requiring only a cleaning will be charged a flat rate plus shipping and handling.

Validators

Validators are warranted for two years from date of purchase.

Hopper(s) and/or Dispenser(s) and Logic Board

These items are warranted for one year from date of purchase.

COVERED

• Manufacturers' defects in workmanship or materials

NOT COVERED

- Damage caused by shipping or physical abuse
- Misapplication
- Vandalism
- End users' attempt, on their own, to repair components
- Cleaning and maintenance
- Power surges and lightning strikes

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SECTION A SETUP & INSTALLATION

<u>Setup</u>

Inspect for any connectors or components that may have been dislodged during shipping. The lock and keys for your changer will be inside the manila envelope along with this manual and other pertinent information. To install the lock, insert the cylinder into the hole in the middle of the T-handle and push until it stops. Turn the key until you hear it "snap." Turn the key counterclockwise 1/4 turn and remove the keys.

<u>NOTE</u>: The only way to get a duplicate set of keys made is to save the tag that comes between the keys. This ID # starts with "AC or ACC ####."

CELLULAR WIRELESS CREDIT CARD SYSTEM (optional)

This feature is an optional add-on for most American Changer models. A separate maintenance manual is included in your packet. You **<u>MUST</u>** call American Changer technical support at (888) 741-9840 for setup and operating instructions.

Assembling the TokenStation

<u>Safety Note</u>: The changer comes almost completely assembled, in a box strapped to a pallet. Care must be taken in unpacking and maneuvering the machine into place. It is not a one-man job.

Mounting the AC2006 to a Wall

IF YOU ARE UNSURE IN ANY WAY IN PROCEEDING WITH THE FOLLOWING STEPS, PLEASE HIRE A LICENSED ELECTRICIAN TO MOUNT YOUR CHANGER FOR YOU!

- 1. Disconnect any and all AC power going to the changer. (Unplug AC line cord from the Power Module Board and from the wall.)
- 2. Slide the hopper out of the cabinet.
- 3. Note: You will need to verify with the building code to see if it is allowable to plug the changer into a 3-prong grounded outlet. If it is not, there must be 120VAC run through conduit or other means to meet local codes to the changer. If it is not required, proceed to step #6.
- 4. Have the electrician run the conduit, install the new breaker, wire and help decide how the wiring will enter the changer (from the back or the bottom). This will affect the mounting location.
- 5. After the conduit has been installed, proceed with the mounting.
- 6. Locate the 4 punch-outs on the back or side wall of the changer. Using a screwdriver and hammer, remove the punch-outs by striking them from the inside of the changer.
- 7. Find an appropriate wall into which to bolt the changer. The wall should have studs or be constructed of concrete.
- 8. NOTE: HANGING THE CHANGER FROM FEWER THAN THE HOLES PROVIDED MAY BE DANGEROUS. EACH HOLE NEEDS A BOLT THROUGH IT TO SECURELY MOUNT THE CHANGER TO THE WALL. MOUNTING THE CHANGER IN ANY OTHER WAY MAY RESULT IN THE CHANGER BEING TORN FROM OR FALLING FROM THE WALL, RESULTING IN PERSONAL OR CUSTOMER INJURY ALONG WITH ELECTRICAL SHOCK.

- 9. Choose a height to mount the changer, keeping in mind that a handicapped person in a wheelchair should still be able to insert a card into the card reader and/or a bill into the bill validator. (We recommend no higher than 4 feet above the ground.)
- 10. Have someone hold the changer against the wall while someone else marks the holes. <u>CAUTION:</u> THE CHANGER WEIGHS 91 POUNDS; DO NOT EXERT YOURSELF SO THAT YOU MAY CAUSE AN INJURY.

11. <u>BEFORE DRILLING THE MARKED HOLES, ENSURE THAT THERE ARE NO ELECTRICAL WIRES,</u> <u>TELEPHONE LINES, GAS OR WATER LINES BEHIND THE WALL</u>.

- 12. Hold the changer's back up to the wall. Thread and tighten bolts.
- 13. Verify that the machine is securely mounted.
- 14. If the changer is permanently connected through a conduit, proceed to step #16.
- 15. Feed the AC line cord out the bottom or the back of the changer by moving the "L" bracket if necessary, and then perform the following:
 - a. Plug the male end into the AC wall outlet. **Do not use an extension cord unless allowed by the building electrical code**.
 - b. Installation is completed. Proceed to the "Programming the Changer" section.
- 16. In order to continue, you will need to purchase numerous electrical components. We highly recommend HIRING a qualified electrician to perform the following:
 - a. Install the conduit box on the conduit entering the cabinet in the lower back or bottom of the cabinet.
 - b. Secure the 3 wires (hot, neutral and ground) to the AC wall outlet; the ground wire should also be directly attached to the cabinet ground terminal.
 - c. Plug the male end into the AC outlet just installed.
 - d. Properly fold the line cord to avoid sharp corners and any other damage.
- 17. Proceed to the "Programming the Changer" section.
- 18. <u>CALL AMERICAN CHANGER SERVICE DEPARTMENT AT (888) 741-9840 BEFORE USING THE</u> <u>CHANGER</u>.

Hopper Coin/Token Sizes & General Information

The hopper will automatically adjust to dispense coins/tokens in size from 20-30 mm in diameter and 1.25-3.5 mm in thickness. There is an option available to dispense smaller coins.

A nickel is approximately 21 mm, a quarter is approximately 25mm, and a dollar coin is approximately 28mm in diameter.

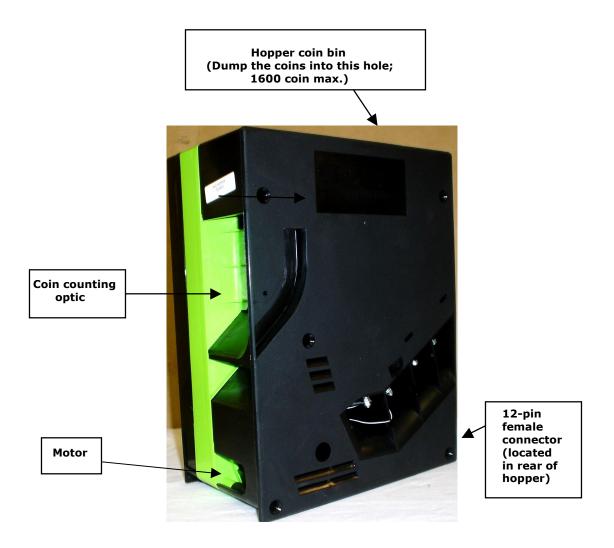


Figure 1 – Hopper

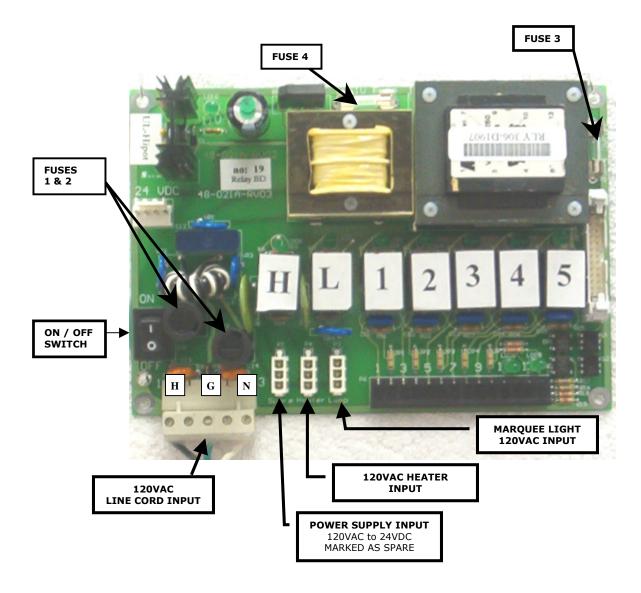
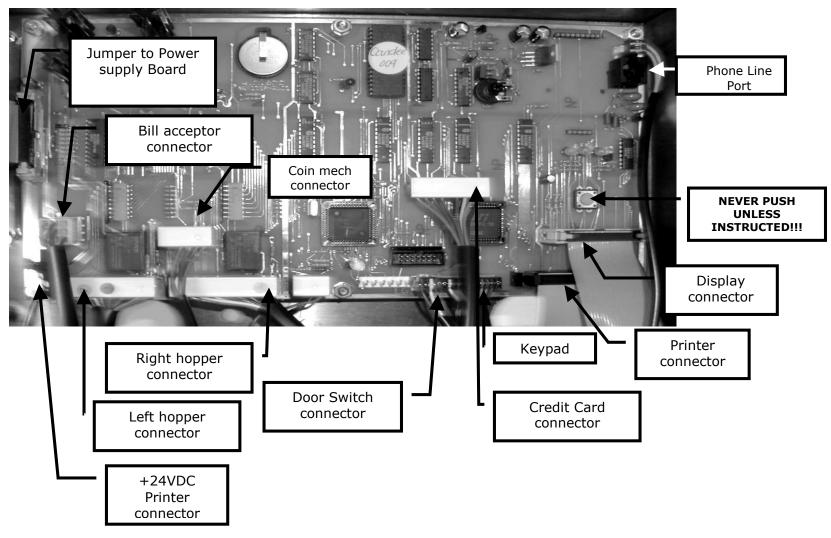


Figure 2 – AC8061 Power Supply / Relay Board

Fuse Definitions

Fuses 1 & 2 - High voltage fuses: These are the primary transformer AC fuses. Use replacement 2½ amp fuses ONLY!) **REPLACING THIS FUSE WITH ANYTHING OTHER THAN A 2½ AMP "AS" MAY RESULT IN A FIRE OR AN UNSAFE WORKING CONDITION!** (See Figure 3 – Main Logic Board.) Any direct short of the transformer will cause this fuse to blow. Replace.

Fuses 3 & 4 - Low voltage fuses: These are the secondary transformers fuses (Fuse #3) for the 5 – 28VDC section of the main logic board and hoppers and the validator 24VAC fuse (Fuse #4). Replace this fuse with a 2½ amp fuse only. **REPLACING THIS FUSE WITH ANYTHING OTHER THAN A 2½ AMP MAY RESULT IN A FIRE OR AN UNSAFE WORKING CONDITION!**

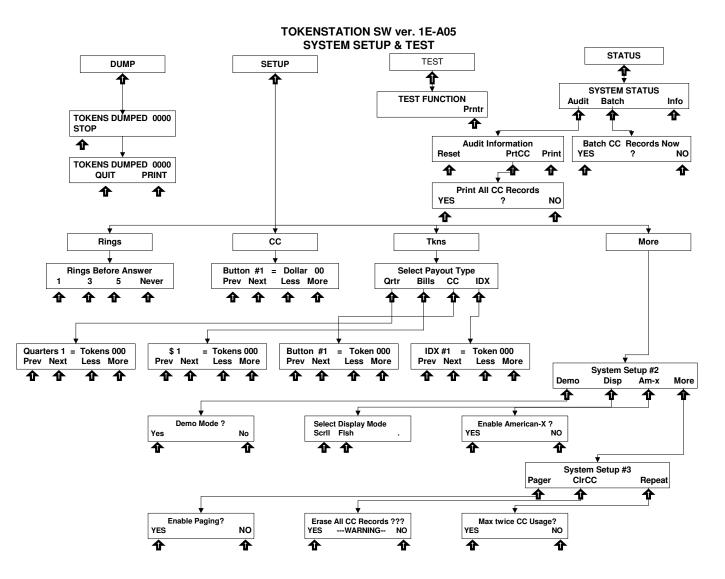




Programming the AC2006 TokenStation

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AC 2006 PROGRAMMING FLOW CHART

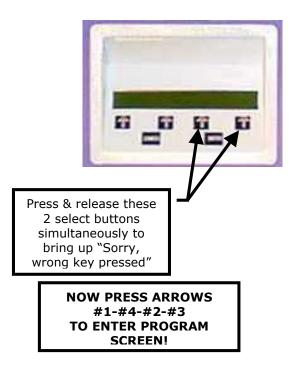


ACCESSING THE PROGRAM MODE

Using the LCD display on the front of the machine programs the TokenStation. The "Program" mode must be entered in order to set token pricing, audit features using the printer, troubleshooting features, and dumping the hoppers.

The first thing that must be done to enter the program mode is entering the "Pin Number." To do this, you must OPEN THE DOOR TO THE TOKENSTATION. The door switch must be actuated in order to allow the pin # screen to be accessed.

- 1. Open the TokenStation door to at least a 45-degree angle.
- 2. Press right two arrow buttons simultaneously.
- 3. Enter the default numbers 1-4-2-3.



FUNCTIONAL DESCRIPTION OF ALL PROGRAMMING MODES

Programming will be described as it appears on the screen from left to right starting with the opening menu. "#" plus a number (i.e., #2-#2-#3) show which buttons to press STARTING WITH THE MAIN SCREEN that will navigate you to this step. (*** means that American Changer also downloads this data once the credit card functions are approved by a processor.)

#1 - The Dump Mode:

This mode will cause the hopper(s) to run continuously. While running, the front display will show the amount counted out of each hopper and a total dispensed for audit purposes. Press the "Stop" arrow to end the dump mode. The dump mode does not show up on the count for the printer audit features for the end of the week totals.

To get a total of the coins dumped, press the "Print" key before exiting this mode.

(End DUMP Functions)

#2 - <u>The Setup Mode</u>:

This mode is quite involved and will be broken down by modes and sub modes.

#2-#1 – <u>RINGS</u> – Set how many rings on the incoming phone line before the TokenStation's mode picks up AND ANSWERS THE LINE.

The Default value is "3". ONCE THE TOKENSTATION IS COMPLETELY PROGRAMMED, WE RECOMMEND "NEVER" OR "0" TO PREVENT TELEMARKETERS FROM GRABBING THE PHONE LINE.

#2-#2 – <u>CC</u> – Set the Pricing of the 4 credit card ARROWS!. **These pricing options are independent** of the token pricing options. This is not where the tokens per credit card price is set. Arrow definitions:

Arrow 1 – Previous price point

- Arrow 2 Next price point
- Arrow 3 Decrease price point by \$1.00
- Arrow 4 Increase price point by \$1.00

#2-#3 – **TOKENS** – Set the token payouts of all options.

- Arrow 1 Quarters
- Arrow 2 Bills (FREEPLAY = \$2-Bill)
- Arrow 3 Credit card
- Arrow 4 IDX tokens

Then:

Arrow 1 – Previous price point Arrow 2 – Next price point Arrow 3 – Decrease price point by \$1.00 Arrow 4 – Increase price point by \$1.00

#2-#4 MORE – More Menus

#2-#4-#1 – <u>Demo Mode</u> **YES/NO.** This is for show room floor displays only! It enables the credit card reader without a phone line and is equivalent to a FREE VEND mode! The Default value is "NO"!

#2-#4-#2 - Display Select Display Mode SCROLL/FLASH. This will allow the operator to select the type of attract mode to use when displaying the token payouts on the changer's LCD display. Scroll = a marquee letter scrolling effect. Flash = each line flashes the new line at once. **Default is the FLASH mode**

#2-#4-#3 - AM-X - Enable American Express Cards? YES/NO **Default is YES**

#2-#4-#4 – <u>More</u> More Menus

#2-#4-#4-#1 – <u>Pager</u> Enable Paging? YES/NO? Enable the machine to call out to a Cellphone or Alphanumeric pager? **Default is YES**

#2-#4-#4-#2 – <u>CIrCC</u> Clear all Credit Card Records? Erase credit card records in memory that have been authorized, but not yet downloaded.

WARNING – PRESSING "YES" DELETES ALL CHARGES NOT DOWNLOADED! NEVER PRESS THIS KEY WITHOUT PRINTING OUT CREDIT CARD CHARGES IN MENU #4-#1-#3-#1!

#2-#4-#4 – <u>Repeat</u> Limit Customers to SAME credit card used only twice from 12:01AM to 11:59PM daily. **Default is YES**

(End SET-UP Functions)

#3 - The Test Mode (TokenStation Test Options):

#3-#4 – <u>Printer Test</u> – This test will verify if the printer is functioning properly. *Note: Most printer problems occur when changing out the paper due to improper feeding of the new paper.*

(End TEST Functions)

#4 - Status of Operations Mode (TokenStation Status of Operations):

#4-#1 - Audit (TokenStation Audit Options)

 $#4-#1-#1 - \underline{Reset}$ - This function reset the resettable counts to zero. It cannot reset the non-resettable counters. The sequential number counter is incremented by one.

#4-#1-#2 - <u>Not Used</u>

#4-#1-#2 - <u>Failure Reset</u>. **NEVER PRESS THIS BUTTON UNLESS A TECHNICIAN FROM American Changer AUTHORIZES YOU TO DO SO!!!**

#4-#1-#3 –<u>PrtCC</u> – This function will print all Credit Card records for the TokenStation. **These are only the charges not yet downloaded to the bank.**)

#4-#1-#4 – <u>Print</u> – Prints accounting totals without resetting the counters.

#4-#2 - Batch - This will force the machine to resolve all credit card transactions not yet complete with the bank. This is only required in emergency situations when the once-a-day batching cannot be accomplished.

#4-#3 - Not Used

#4-#4 – <u>Print Info</u> (TokenStation printout of all parameters). See "Machine Information Print Definitions" in this section for definitions of print.

(End STATUS Functions)

Audit Print Definitions

Machine ### - Audit			
Date – year, mm, dd -Time – hr: mm: ss			
Au	dit Sequence ##		
== Non-Resett	able Counters ==		
	fetime machine counters.		
Total Cash:	\$ ######.##		
Quarters:			
Dollar Coin:	#####		
Ones:	#####		
Fives:	######		
Tens:	#####		
Twenties:	#####		
Fifties:	#####		
Hundreds:	#####		
CreditCards:	###, ###. ##		
Paid Hopper 1:			
Paid Hopper 2:	#####		
== Resettable	Counters		
	ne machine counters.		
Total Cash:	\$ ######.##		
Quarters:	######		
Dollar Coin:	######		
Ones:	#####		
Fives:	#####		
Tens:	#####		
Twenties:	#####		
Fifties:	#####		
Hundreds:	#####		
Total Bills:	\$ ###,###.##		
Visa:	\$ ###, ###. ##		
Master Card:	\$ ###, ###. ## \$ ###, ###. ##		
American X:			
Total CC:	\$ ###, ###. ##		
Promo Token 1	•######		
Promo Token 2			
Promo Token 3			
Promo Token 4			
Free Play Note:	#####		
	customers chose each of the		
credit card butto	ns for pricing choices		
Selection 1:	#####		
Selection 2:	#####		
Selection 3:	#####		
Selection 4:	######		
B 1111			
Paid Hopper 1: Paid Hopper 2:			
Paid Total:	######################################		
== STATUS ==			
Hopper #1:	ОК		
••	us of LEFT Hopper		
	OK		
	us of RIGHT Hopper		
Validator: OK			
Validator: OK	us of Bill Acceptor		
Validator: OK State	us of Bill Acceptor OK		
Validator: OK State Credit Card:	•		

Machine ### - Information				
Year-mm-dd – Time: hr: mm: ss				
Та	kan Day	out Cattin		
1 Quarter	=	out Setting	ys X	
2 Quarters	=		X	
3 Quarters	=		Х	
1 Dollar	=		X	
FreePlay Note=		X	N/	
5 Dollar	=		X X	
10 Dollar 20 Dollar	=		x	
50 Dollar	=		x	
100 Dollar	=		Х	
Hopper1 Type =	=		/A	
Hopper2 Type =			/A	
		sed from ea		
Selection #1 =	arter, 4= ¢	\$1 coin, 0=	None	
Selection #1 = Selection #2 =	\$	##.## ##.##		
Selection #3 =	\$	##.##		
Selection #4 =		##.##		
		vashes in do	llars.	
IDX #1 Value =		##		
IDX #2 Value = IDX #3 Value =		## ##		
IDX #4 Value =		##		
Value of each ID			s are in quarter	
		ements.	·	
FreePl. Value =		##		
Value of WASHB			otal is in quarter	
	Incre	ements.		
PhoneAuthPri =	= ####	######		
PhoneAuthSec:				
PhoneCaptPri =				
PhoneCaptSec= ##########				
Phone numbers TokenStation calls out to Authorize and Charge Credit Cards.				
PhoneOffice =	u Charge Not llee	d Credit Card	15.	
PhonePager = 3				
Phone number ca			tion or Car Wash	
	Controll	er is down.		
BIN	=	#####		
Agent Bank	=	######		
Agent Chain Merchant # =	=	###### ########	#	
Store # =	####	******	<u>r</u>	
Terminal #	=	####		
	####			
Merch City	=	XXXXXXX	XXXX	
Merch State	=	XX		
ZipCode	=	#### ###		
Country Cod CurrencyCd	=	### ###		
Merch Loc	=	000001		
<u>Terminal V#</u> =		<i>####</i>		
TimeZoneDif =	###			
These are your credit card set up functions				
These are your credit card set-up functions. Underlined items may be requested by				
Tech Support when you call in with a				
card-processing problem.				

--Continued--

--Continued-Batch Seq. # <u>###</u> = The current processing batch number. Max twice CC = y or n CC# limit 2 times in 24-hr period? Accept Am-X = y or n Machine accepts American Express Cards? Demo Mode NO = Is machine in the Demo Mode? PagerEnabled = y or n #### Capture \$ = Set how much machine will batch out at in dollars. Dollar Now = #### How much CC sales equal that have not been batched yet today. Sched. Capt. = hr: mm: ss Time machine is set to do once a day batching. Ring Answer = # How many rings the TokenStation modem will allow before picking up. Audit Ptr Addr= XXXX AuthDoneAddr= XXXX XXXX CaptWorkAddr= XXXX CaptDoneAddr= Bill Validator = Low Coin Acceptor = Hi Reset Timer = No Multiple Token= XX Internal use only! System Data Logger Information See Data Logger Information in this section. --End Machine Info Print Out-

End of Programming Section

TokenStation Remote Paging Features and Error Codes

The **Paging** option pages/calls the owner if the TokenStation detects a problem.

For the paging option to work, the TokenStation must be configured remotely by American Changer to load the pager number into the software.

The TokenStation will page **most** numeric pagers. (A cell phone with caller ID can be used, but there is no error code transmitted; the only thing seen will be the phone number to which the TokenStation is connected.)

While the TokenStation is paging, the display momentarily shows:



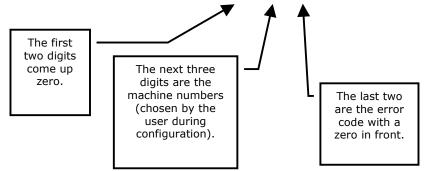
The following is a list of the codes that will be sent to the pager:

*00 * ID # of Machine * up to 4 error codes *

The 4 error codes are:

- 01 Hopper
- 02 Validator (NOT USED!!!)
- 03 Credit card/phone

Example: A validator problem would usually display 00|333|02



If you do not have an alphanumeric pager for the AC2006 to call to give you these error codes, you can get them by going to the Setup menu on the display. From there, go to Arrow 4 "Status" menu. Next, press Arrow 1 "Audit." Then press "print." At the bottom of the printout, under "STATUS," the condition of the machine's parts is shown.

Data Logger Information

The printout shows the last 25 events. This data is shown on the bottom of the Machine "Print Info" print out.

From left, the data fields are:

DD	=	day of the m	nonth
HH	=	hour in 24 h	our format
MM	=	minutes	
Evnt	_	Event occuri	red
Code		Result code	
Coue	-	Result Code	or event
Flag 1	=	Wsh_Flag	WshFail
Flag 2	=	CC_Veri	CC_Veri
Flag 3	=	CC_Stat	CC_Stat
Flag 4	=	CC_Fail	CC_Fail
Flag 5	=	Pager	PagerFlg

Current defined events are:

Strt Flag		Power up or Restart Flag Failure	
		-	
Wash	=	Washer started	
Ring	=	Ringing	
OffH	=	Going Offhook (Dialtone?)	
Auth	=	CC Authorize	
Bat	=	Batch	
Page	=	Page	
Swch	=	Switched to cash	
Ccrd	=	Credit card read and failed	(good
		ones not recorded)	

Current defined codes are:

OK		ОК
Bad	=	Bad
Aprv	=	Approved
Rej	=	Rejected
GB	=	Good Batch
QD	=	Quit Duplicate
NoDT	=	No Dial Tone
Busy	=	Busy
Nanr	=	No Answer
Phon	=	Phone Problem
Othr	=	Other problems
Modm	=	Modem Failure
Comm	=	Communication Failure
Data	=	Bad CC data (read problems)
Exp	=	Expired Card
Туре	=	Wrong type card
Time	=	Timeout on CC
Rept	=	Too many repeat uses

Note: A brand "X" card might be listed as wrong type or bad date if the internal fields are different from a standard credit card.

Pager Flag – emergency pager flag:

- All 0 = No problem = no page
- 0 = Counter 0-15 Counts down in minutes time to page 1
 - = Counter
 - = Counter

2

- 3 = Failed to send page bit
- = Hopper Errors 4 5
 - = Validator Errors
- = CC Errors or communication 6
- 7 = Equipment failure

Replacing the Printer Paper

Before the printer paper runs out, you might wish to contact your Distributor and order more Printer paper. The part number is **AC7071-01**, and it is a special brand which is hard to find. Most AC2006 problems occur from the printer. Either the operator buys the wrong paper or has trouble loading the paper. Please follow the steps of either Method #1 or Method #2 below to properly load your thermal printer with new paper.

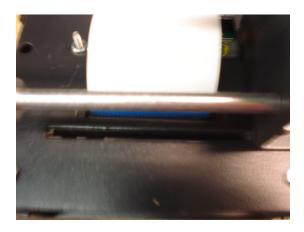


Figure P1: AC7074 Printer – Rear View

Method #1 – Automatic Feed:

NOTE: This method must be performed with the board power ON.

1. If there is paper remaining on the previous roll, it must be removed before proceeding. Move the "Paper Feed Lever" from the DOWN to the UP position (refer to Figure P2), and then pull out the remaining paper from the rear of the printer and discard the roll.

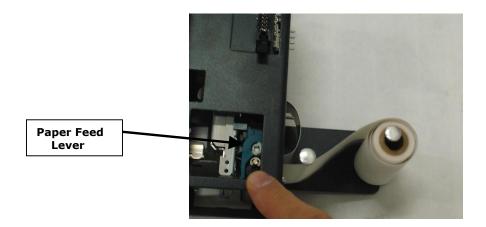


Figure P2: AC7074 Printer – Side View, with Paper

 Move the "Paper Feed Lever" back to the DOWN position. Slide a new roll of paper onto the "Roll Holder", oriented so the paper comes off on the side toward the printer (refer to Figure P3 for the correct placement).



Figure P3: AC7074 Printer – Side View, Showing Proper Roll Placement

- 3. Wrap the paper under the "Paper Guide" and begin to feed it into the "Paper Slot." You do not need to fold or cut the paper in any way; it should be left square in the front. At a certain point as the paper is being fed in, the printer will detect it and automatically feed it to the printing position. When done, the setup should look like Figure P3.
- 4. **IMPORTANT!** Turn OFF the Main Board power, and turn it ON again after a few seconds. *Note: The printer will not work until the power has been cycled!*
- 5. Enter the Setup Mode and perform a Printer Test. Make sure the printer prints all of the lines of text and cuts off the paper.

Method #2 – Manual Feed:

NOTE: This method can be performed with the board power ON or OFF.

- 1. If there is paper remaining on the previous roll, it must be removed before proceeding. Move the "Paper Feed Lever" from the DOWN to the UP position (refer to Figure P2), and then pull out the remaining paper from the rear of the printer and discard the roll.
- 2. With the "Paper Feed Lever" still in the UP position, slide a new roll of paper onto the "Roll Holder," oriented so the paper comes off on the side toward the printer (refer to Figure P3 for the correct placement).
- 3. Wrap the paper under the "Paper Guide", and begin to feed it into the "Paper Slot". You do not need to fold or cut the paper in any way; it should be left square in the front. Continue to feed the paper into the slot, through the print head, until it passes out through the front of the machine (refer to Figure P4).
- 4. Move the "Paper Feed Lever" back to the DOWN position. The printer is now ready to print.
- 5. Enter the Setup Mode and perform a Printer Test. Make sure the printer prints all of the lines of text, and cuts off the paper.

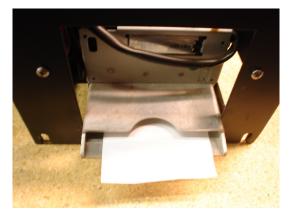


Figure P4: AC7074 Printer – Front View, Paper Fed Through

Functional Description of the AC2006 TokenStation

After the TokenStation has been installed and the computer programming complete, the machine is ready to operate. Exiting the "Program" mode will bring up the main Pricing screen.

Insert cash for immediate token payout. This ends your Cash transaction section. For credit card transactions, select one of the four arrow buttons to prompt the credit card menu. YOU MUST SELECT AN ARROW PAYOUT FIRST BEFORE THE TOKENSTATION WILL BEGIN ANY TYPE OF CREDIT CARD TRANSACTION!

Once the amount of the token transaction has been selected, the TokenStation will send alternating pulses to the hoppers to distribute the tokens evenly. As the transaction ends, the following occurs:

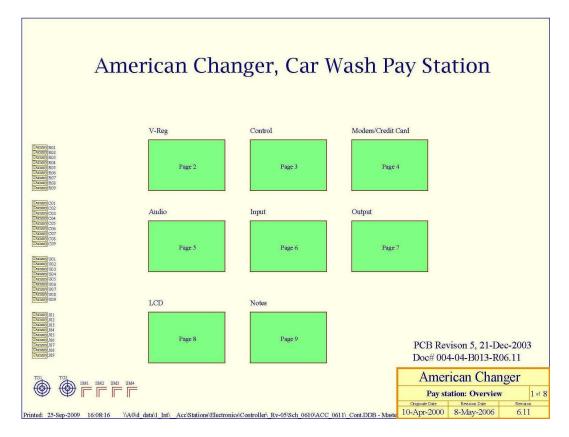
- 1. The "bills inserted" counters increase the appropriate slots and all other associated audit features.
- 2. The "hopper" total counter is incremented by the appropriate tokens paid out.

Functional Operation of the Hopper Out-of-Service Conditions

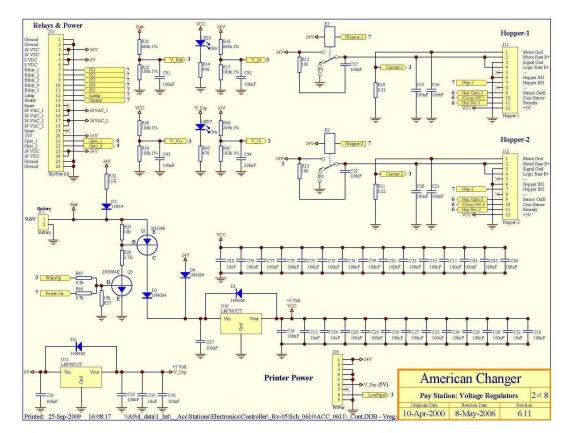
In a two-hopper system, the other hopper will work as a backup or give change as needed. In a one-hopper system there is no backup.

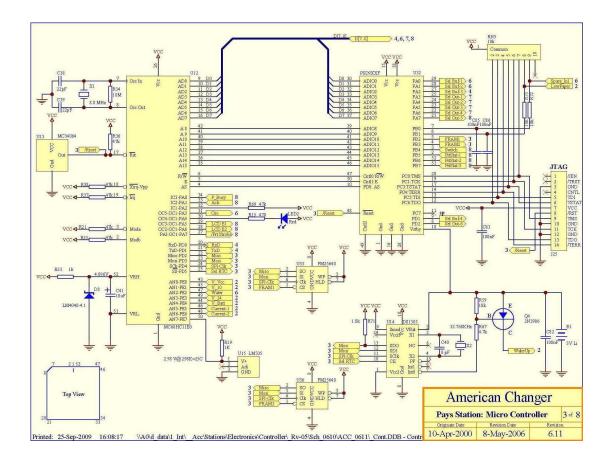
There are 4 instances that will shut down a hopper:

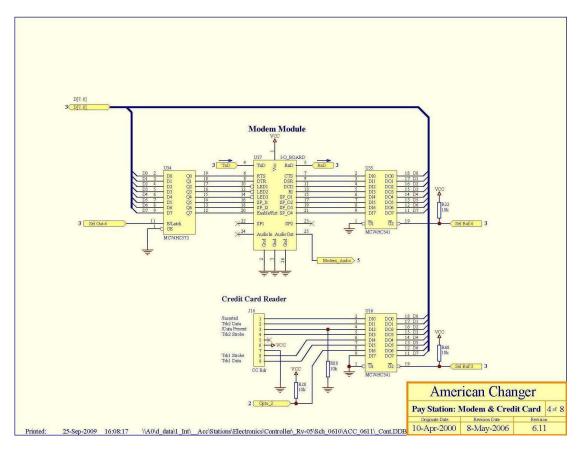
- Low Coin This is the most common occurrence. This shutdown occurs when the coins in the hopper fall below the gold plates, which conduct low voltage between them. The hopper will dispense coins from the other hopper when the TokenStation reads the signal. Once the first hopper is read to have "low coins," a call over the phone line is placed to the pager/Cellphone that one hopper is down. The machine will now dispense all coins from the full hopper. If the other hopper runs out of coins, THE TOKENSTATION WILL CONTINUE TO DISPENSE COINS FROM EITHER HOPPER UNTIL BOTH HOPPERS ARE EMPTY (80-100 COINS WILL REMAIN IN THE HOPPERS). At this time, the machine will page out again to notify the pager/Cellphone that the second hopper is now empty.
- 2. Security Failure There are 2 cases that will cause a security failure.
 - a. The hopper is missing. The hopper is not slid into the hopper plate connector.
 - b. There is a foreign object or coin lodged in the coin counting window. Remove the side of the hopper with 5 screws and look in the area where the coins exit the hopper. Check the slot for foreign matter and remove it from the slot.
- 3. Jammed or Timeout Failure This failure occurs when the hopper is told to dispense coins and, after 45 seconds, no coin has been dispensed. This failure is present when the hopper coin belt is jammed or the hopper has run out of coins. If the coin belt is jammed, repair or replace unit.
- 4. Over-Pay Failure This is the error that occurs when the hopper pays out more coins than told to dispense. A very dirty exit sensor most often causes this error.

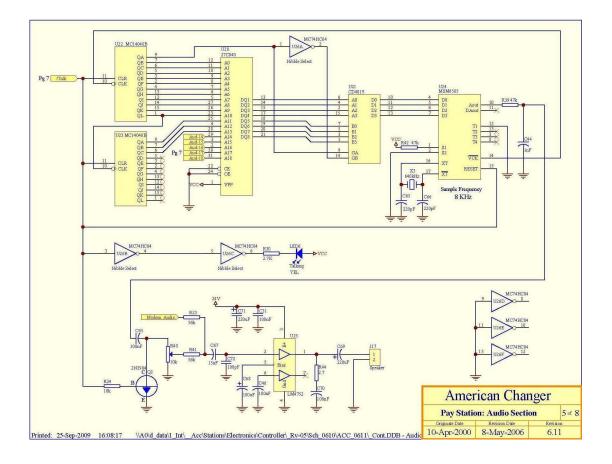


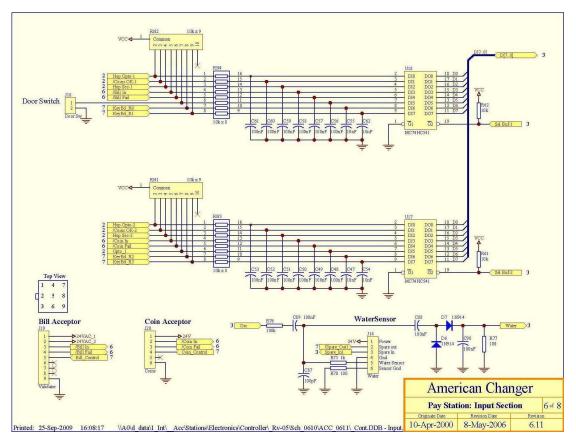
Car Wash Pay Station Schematics

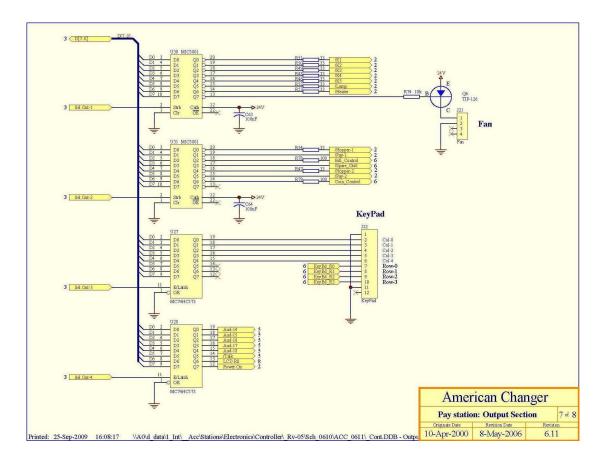


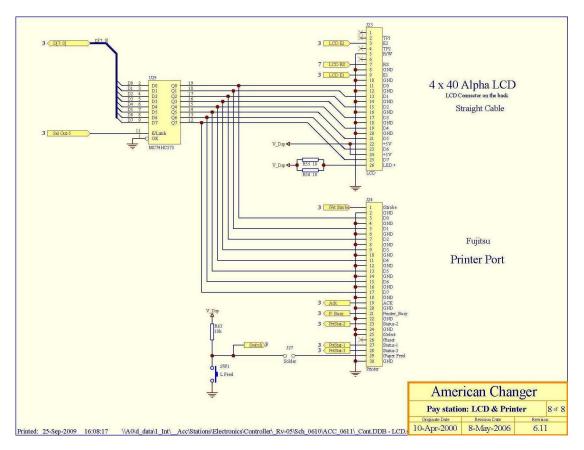




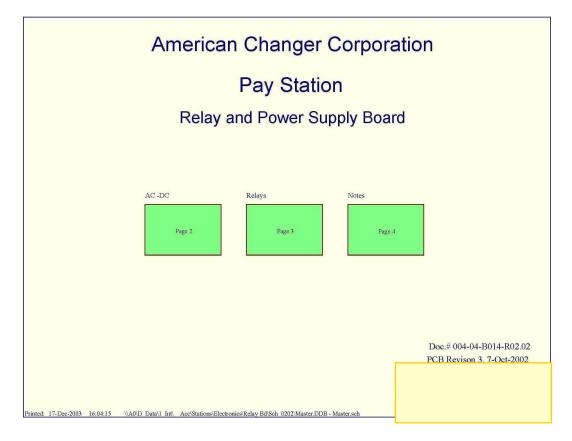


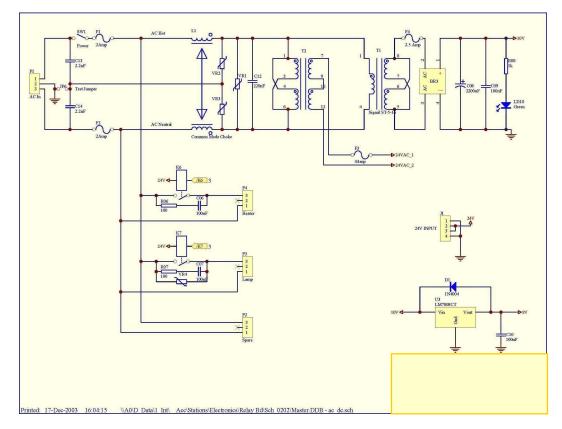


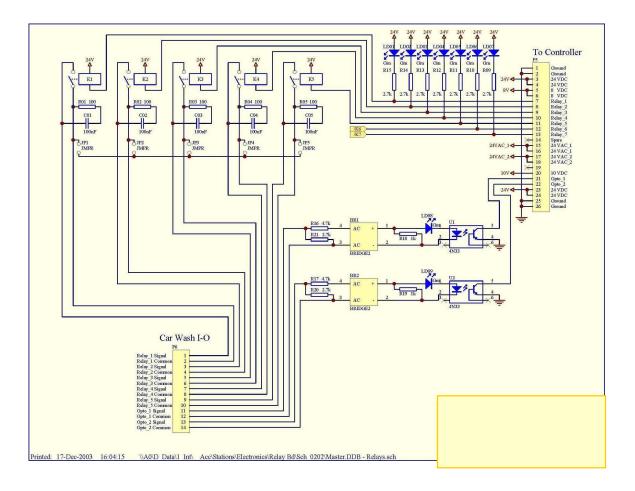




Pay Station Relay & Power Supply Board Schematics





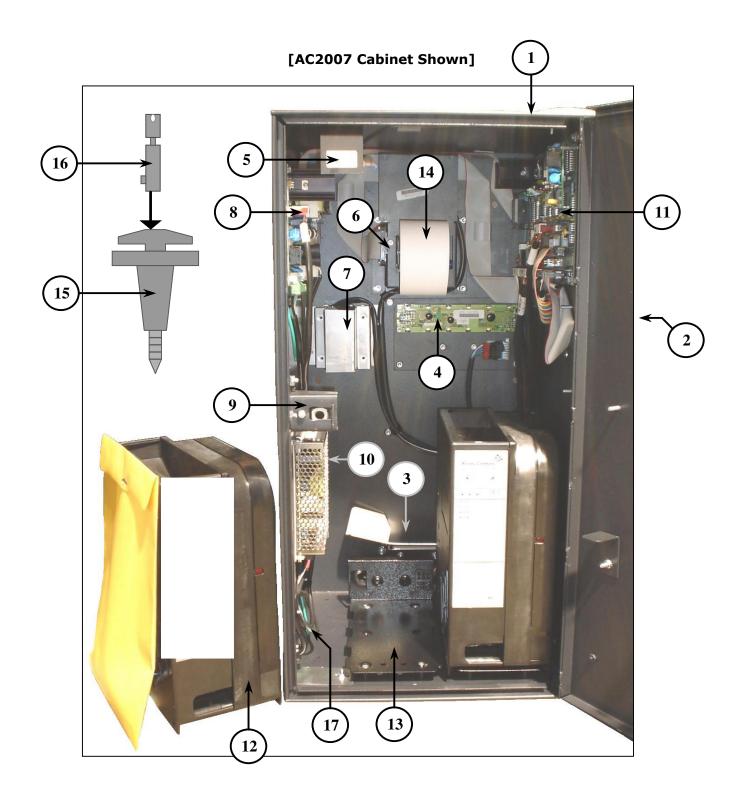


SECTION B MAINTENANCE

A full-size version of the cleaning kit instructions is included in your information packet.



SECTION C AC2006/2007 CABINET PARTS LIST



AC2006 CABINET PARTS LIST

1.	AC2008.1	AC2006 Cabinet with Door
	AC2006.5	AC2006 Lexan Front Sticker
2.	AC8065.3	Key Pad
	АС6066-Н	Keypad wire Harness
3.	AC1013-M	Molded Coin Cup
4.	AC8065.1	LCD Display, Complete
	AC8065.1-RH	Tokenstation Display Ribbon Harness
5.	AC6060-DSH	Door Switch & Harness
6.	AC7084	Citizen Printer
	AC7084-PH	Printer 24VDC Power Harness
	AC7071-RH	Printer Ribbon Harness
7.	AC9090	Magtek Credit Card Reader
	АС6090-Н	Credit Card Reader Harness
8.	AC8061	Power Supply / Relay Board
	AC8061-RH	Relay Board-to-Main Logic Board Ribbon Harness
9.	AC2006-LB	Lock Bracket Assembly. Complete
10.	AC8062	24VDC, 5A Switching Power Supply w/ Harness
11.	AC8060.2	TokenStation Main Logic Board
12.	AC1047	ACC Front Load Hopper
13.	AC1047-1H	Hopper Plate w/ Harness, Front Load
14.	AC7071-01	60mm Thermal Printer Paper
15.	AC5080	Screw-In Chrome T-Handle
16.	AC1093	One Lock & 2 Keys
	1093-01	Replacement Set of 2 Keys
17.	AC2060-03	Power Cord w/ 5-Pin Connector