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“TOKENSTATION” – CHANGER

**OPERATIONS MANUAL
MODEL AC6007**

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: www.americanchanger.com

Service Questions? E-mail: service@americanchanger.com

Model Number: _____

Serial Number: _____

Tested By: _____

Date: _____

Specifications

Operating voltage	120VAC +10% to -15%
Power consumption	Controller: 100W
Operating temperature	0 - 120 degrees Fahrenheit
Interface to hoppers	24VDC, 2.5 amps max.
Interface to validators	24VAC, 1.5 amps max.
Hopper coin capacities	100/hopper minimum to 10,000/hopper maximum (20,000 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

Setup

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 ¼ turn and remove the keys.

NOTE: 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 ***MUST*** call American Changer technical support at (888) 741-9840 for setup and operating instructions. Prior to startup in the wireless mode, the machine will operate and validate cash transactions only.

Assembling the TokenStation

Safety Note: The AC6007 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.

The default settings are already set for a 4-coin-per-dollar payout with each hopper paying out 2 coins per dollar. The bill validator is ready to accept \$1, \$5, \$10 and \$20 dollar bills. (Coin acceptor default value is one coin for 50 cents.)

Fill the hoppers with a minimum of 100 coins each to a maximum of 10,000 coins each (20,000 coins total maximum).

Locate the on/off switch on the upper right corner of the Flex Main Logic Board (next to the flashing green LED) and turn the machine on.

As the machine comes on the software version scrolls by on the LCD screen, finally stopping with "Welcome! No Credit Cards Now."

The AC6007 can now be tested and used with cash only. Note* To change payouts, it is necessary to enter the program mode.

Mounting the AC6007

Remove the bottom door of the AC6007 and locate the 4-mounting holes predrilled into the floor of the base. Using lag bolts, bolt down the machine to prevent the machine from being moved, shaken or tipped over.

REFUSAL TO MOUNT THE CHANGER OR NOT USING ALL 4-MOUNTING HOLES MAY BE DANGEROUS!!!

After securing the machine to the floor, the coin cup & chute should be mounted to the door. It is shipped in a box in the lower storage cabinet of the 6007. (See Installing Coin Cup instructions below.)

The validator comes without the stacker attached. The stacker is also shipped in the same box as the coin cup in the lower storage cabinet of the 6007. Remove from the box, remove bubble wrap and slide into place. (See Installing Bill Stacker instructions below.)

Installing Coin Cup

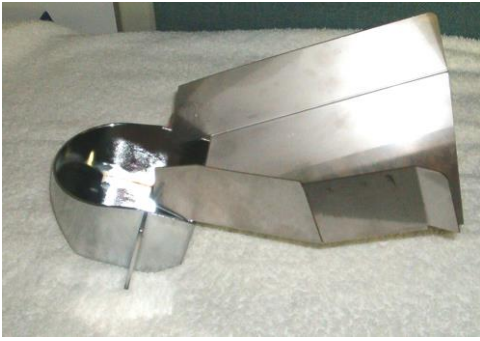


Figure 1

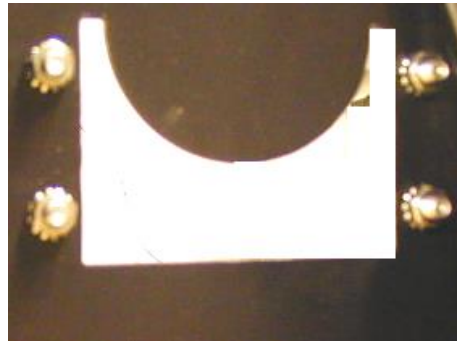


Figure 2

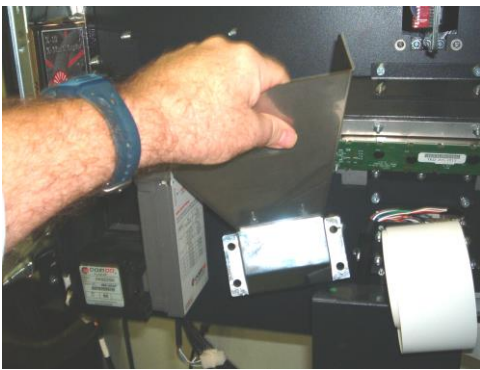


Figure 3

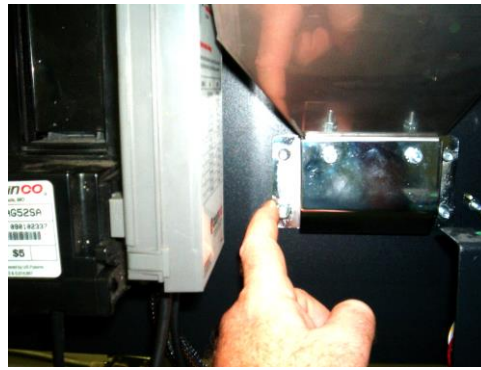


Figure 4

1. Remove the coin cup & chute from the box.
2. Remove the four 1/4-20 nuts that are on the studs where the coin cup mounts to the door.
3. Maneuver the coin cup & chute assembly into position and slip over the four studs.
4. Re-install the four 1/4-20 nuts on the studs to secure the assembly to the door. Tighten firmly with a 7/16 nut driver or socket.

Installing Bill Stacker

The bill stacker slides into place as shown below. Place open end of stacker 1" above push bar, then lower into place. A smaller stacker installs the same way.



Figure 5 – Bill Stacker



Figure 6 – Bill Stacker Attached to Bill Acceptor

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.

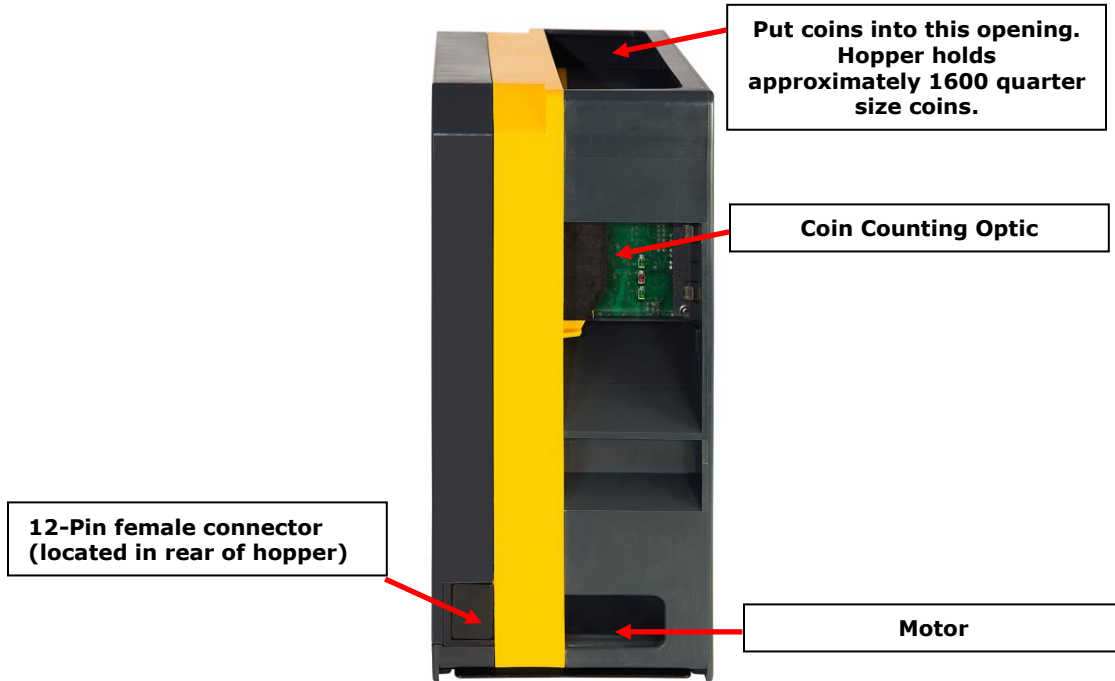


Figure 7 – Hopper

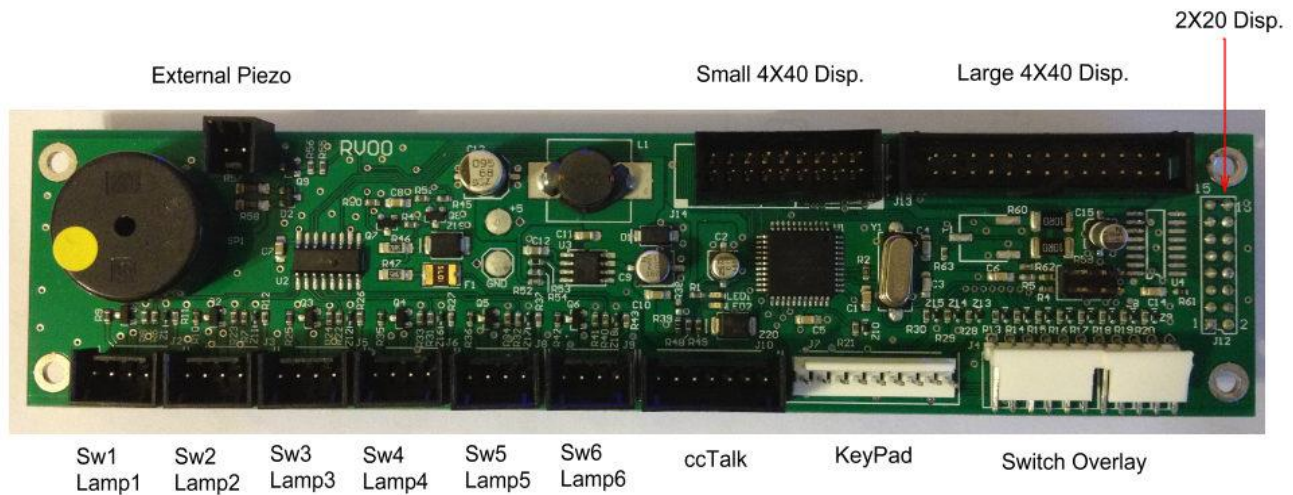


Figure 8 – AC8001.1-FLXIOB Flex I/O Board

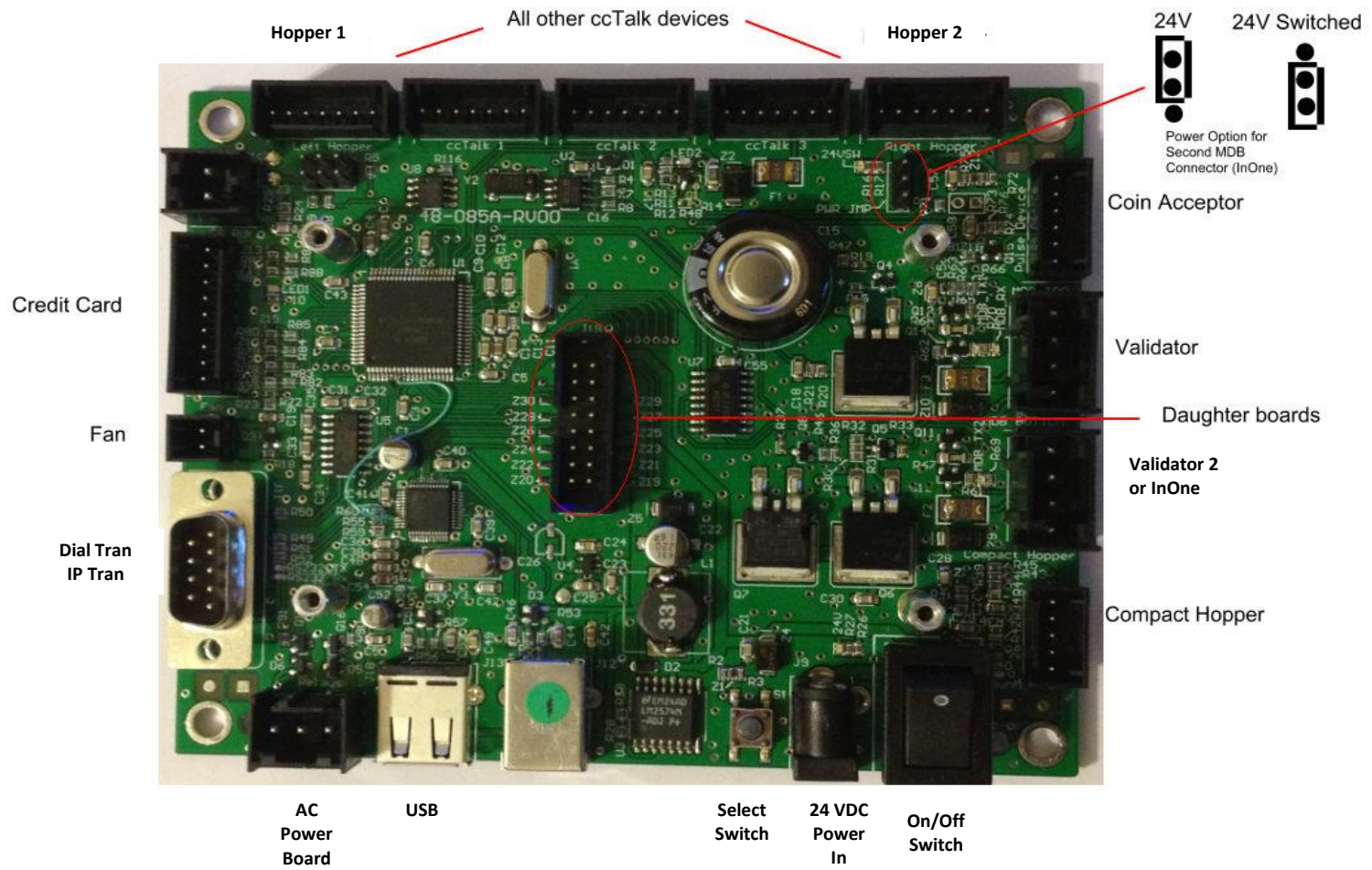


Figure 9 – AC8001-FLEXBD Main Logic Board

Flex Vending Station Features

The Vending Station system can be used to vend tokens, items, change, tickets and bills.

1 Dispense

The hopper content can be defined as either currency by entering its value, for example, \$0.25 or it can be AItems@ which can be tokens, tickets, candy bars, medallions or anything depending on the installed dispenser type. This is defined by setting the content value to "*" . (Initially the system is only using the regular ACC ccTalk hoppers.)

2 Payment

The desired payout and cost must be selected by one of the four buttons. Once selected, the payment type needs to be selected. Value can be up to \$999.99. There are several ways to pay:

- 2.1 Cash Using either a bill validator and/or a coin acceptor. Deposits are accumulated until the selected cost is reached and then the item(s) are dispensed. If overpaid, change is given if applicable. A partial payment can be cancelled, and change is returned if applicable.
- 2.2 Tokens IDX tokens
- 2.3 CreditCard A normal swipe & payout cycle is done.
Accepts Visa, MasterCard, American Express and Discover cards.
Can use InOne (acceptance is controlled by InOne), DialTran or IPTran.
- 2.4 QuickPay A pre-defined payout for each bill or coin value is used, and the payout occurs as soon as the bill or coin is inserted. This feature can be disabled by the operator by setting the bill values to "*" .
- 2.5 Changer Full featured changer with remote monitoring

3 System Failures

- 3.1 Hopper If hopper fails and no second hopper, the display shows an out of service message. If both hoppers have the same items, payout will be from the functional one. Status of the hoppers can be seen on the System Info printout. Below are the printed failure messages:

Opto=s	Hopper opto blocked
No Comm.	Hopper not communicating
High Current	Hopper max current exceeded
Low	Hopper low in coins
Timed Out	Hopper timed out on payout

- 3.2 Validator If the validator fails, the display shows a **Credit Cards** only message. Status of the validator can be seen on the System Info printout. Below are the printed failure messages:

Motor	Motor failure
Sensor	Sensor failure
Checksum	Checksum failure
Jammed	Validator is jammed
Cashbox	Cashbox removed
No Comm.	No communication
OutOfService	System cannot enable the validator

- 3.3 Credit Card If the credit card processing fails, the display shows a Cash only message. Status of the credit card processing can be seen on the System Info printout. Below are the printed failure messages:

No Comm.	No communication
No Reader	Reader is not connected or defective (only if using Data Cap)

Programming the AC6007 TokenStation

Pressing the select switch on the Flex Board (Figure 9) will bring the display to show "Enter Access Code."

Use the keypad to enter the access code. The default code from the factory is "1234"

Pressing the select switch again will get the user out of the Menu mode.

Use the keypad to enter the menu number, or press the **Back/Next** button to step through the menus.

Use the * key to clear and the # key to enter data.

All the menus work the same:

No/Yes: Selects status

Back/Next: Selects the item

Exit: Exits the setup menu

01 - Print Help Menu

Prints the Menu Index (Figure 10)

02 - System Info

Prints the payout information and configuration settings. The following information is also included on the System Info Printout.

Software Revision	Time and Date	Selection Settings
Coin Acceptor Status	Validator Status	Hopper #3 Status
Credit Card Status	Zip Code Option Status	Hopper #4 Status
Printer Status	Hopper #1 Status	Bill Disp. Status
Temperature	Hopper #2 Status	IP Address

03 - Button Price

Select the value for selections 1 thru 4. Here you will enter the price point for each of the four available choices. When entering the price, be sure enter all necessary zeros including the 2 zeros following the decimal point. For Button 1 enter "0005.00" then press the arrow button under the "Next" option. The screen now displays "Button 2". Enter "0010.00" and press the arrow under the "Next" option. For Button 3 enter "0020.00" and press the arrow button under the "Next" option. For Button 4 enter "0030.00" and press the arrow under the "Exit" option. Once you select "Exit" you will be brought back to the main menu. If you want different prices enter them following the above steps.

04 - Button Payout

Set up payout count for the 4 selection buttons. Here you will enter the quantity of tokens to be dispensed for each of the four available choices. For Button 1 enter "020" then press the arrow button under the "Next" option. The screen now displays "Button 2". Enter "040" and press the arrow under the "Next" option. For Button 3 enter "080" and press the arrow button under the "Next" option. For Button 4 enter "120" and press the arrow under the "Exit" option. Once you select "Exit" you will be brought back to the main menu. If you want different token payouts enter them following the previous steps.

05 - Enable Bills

Selects which bills to accept and reject. This will only display bills the validator can accept.

06 - Payout Table (Only Used for Quick Pay Option)

Only bills enabled in Menu 05 will be available in this menu. Enter the number of items to be paid for each bill type. The first payout option displayed is "\$0.**". This option is used to set the number of tokens paid per quarter. If the quarter is not being accepted press the button under the "Next" option. Next you will see "\$1". To pay 4 coins for a dollar enter "002" and then press the arrow button under the "Hop1" selection. **Do not press the "Next" button at this point. Please use the images below as a guide if necessary.** The display will still display "\$1" but the option you just selected will have changed to "Hop2". Enter "002" and press the arrow button under the "Next" option. You will now set up the payout for the "\$5". To payout 20 coins for 5 dollars enter "010" and then press the arrow button under the "Hop1" selection. "Hop2" will be displayed, enter "010" and press the arrow button under the "Next" option. Now set up the payout for the "\$10". To payout 40 coins for 10 dollars enter "020" and then press the arrow button under the "Hop1" selection. "Hop2" will be displayed, enter "020" and press the arrow button under the "Next" option. Now set up the payout for the "\$20". To payout 80 coins for 20 dollars enter "040" and then press the arrow button under the "Hop1" selection. "Hop2" will be displayed, enter "040" and press the arrow button under the "Exit" option.



07 - Enable Hoppers

Enable/disable hoppers 1, 2, 3, and/or 4.

08- Hopper Coin Values

Use only for different value coins in each hopper.

Hopper 1= Left hopper Set value of coin to be dispensed from \$000.00 to \$999.99

Hopper 2= Right hopper Set value of coin to be dispensed from \$000.00 to \$999.99

Hopper 3= Middle hopper Set value of coin to be dispensed from \$000.00 to \$999.99

Hopper 4= Middle hopper Set value of coin to be dispensed from \$000.00 to \$999.99

You will also set whether the hopper is dispensing Change or Tokens by pressing the arrow under "Token". This will toggle between "Token" and "Change".

09 - Enable Coin Acceptor

Enable/disable the coin acceptor.

10 - Select Devices

Select the devices to be disabled. Hop1 Hop2 CassU and CassL. If the device is displayed it is disabled.

11 - Promo Token Payout

Enter the # of items paid for each token type by using the keypad. Up to four different tokens can be programmed. Use position 7 (7 pulses), 8 (8 pulses), 9 (9 pulses) and A (10 pulses) on the Condor coin acceptor. If using an IDX coin acceptor it will be program med using the number of pulses.

12 - Dump Hoppers

Dumps the coins from all hoppers

13 - Audit Information

Prints a summary of all the sales (Figure 11). There are separate counters for credit cards and items/change dispensed from hoppers 1 and 2.

Reset: Prints 2 copies of all the audit values and resets all the "**Resettable Counters**" to 0. Every time **Reset** button is pushed, the audit sequence number increases by one.

Print: Pushing the **Print** button prints all the audit values without resetting. All the values are max 99,999 except for the **Total Cash** value, which is \$100,000.00.

14 - Vend Item Name

Choose from Items, Tickets or Tokens. (currently not used)

15 - Date Setup

Enter the date in this format: YY-MM-DD

16 - Time Setup

Enter the time in this format: HH:MM (24-hour format)

17 - Machine Number

Use the keypad to enter the Machine Number (Figure 12).

18 - Marquee Timer

Set up the time to turn on/off the marquee.

19 - Zip-code Enable

Enable or disable the zip-code verification feature.

20 - Access Code

Reset the access code for entering the Program function.

21 - Key Beep Enable

Enable/disable beep when keys are pressed.

22 - Location Name

Set the name of the location to be printed on the credit card receipt.

23- Bills Loaded Cassette High (Not used for this machine)

Set the quantity of the bills loaded in the top cassette. If using sensors this should be set to 000.

24- Bills Loaded Cassette Middle (Not used for this machine)

Set the quantity of the bills loaded in the bottom cassette. If using sensors this should be set to 000.

25- Bill Value Cassette High (Not used for this machine)

Set the value of the bill to be dispensed from the top cassette.

26- Bill Value Cassette Middle (Not used for this machine)

Set the value of the bill to be dispensed from the bottom cassette.

27-Printer Options

This gives the owner the option of printing a receipt for a credit card transaction. The selections are "ALWAYS" "PROMPT" and "NEVER". The default setting is "ALWAYS."

This also gives the option for printing a receipt for a cash transaction. The selections are "ALWAYS" "PROMPT" and "NEVER" the default setting is "NEVER".

Set up long or short receipt and full or partial paper cut.

28- Validator Enable

Enable or disable the bill validator. For machines with a coin acceptor only this will be set to disable.

29- InOne Test Mode

Troubleshooting for the InOne credit card system. **Call American Changer Service before enabling this feature.**

30- Country

Set which country the machine will be used in. U.S. or UK.

Menu Index

01 = Print Help
02 = System Information
03 = Button Price
04 = Button Payout
05 = Enable Bill
06 = Payout Table
07 = Enable Hoppers
08 = Hopper Coin Value
09 = Enable Coin Acceptor
10 = System Disable
11 = Promo-Token Payout
12 = Dump Hoppers
13 = Audit Information
14 = Vend Item Name
15 = Date Setup
16 = Time Setup
17 = Machine Number
18 = Marquee Timer
19 = Zipcode Enable
20 = Access Code
21 = Key Beep Enable
22 = Location Name
23 = Bills Loaded Cassette Upper
24 = Bills Loaded Cassette Lower
25 = Bill Value Cassette Upper
26 = Bill Value Cassette Lower
27 = Printer Options
28 = Enable Validators
29 = InOne Test Mode
30 = Country

Figure 10 – Help Menu Index

```

Machine #: 000 Information

      yyyy mm dd hh mm ss
      2012-01-01 13:20:56
===== Pay Out =====

      Hop1 Hop2 CasU CasL
Disable Sys :
$0.00      : 0 0 0 0
$1         : 0 0 0 0
$5         : 0 0 0 0
$10        : 0 0 0 0
$20        : 0 0 0 0
$0         : 0 0 0 0
$0         : 0 0 0 0
$0         : 0 0 0 0
$0         : 0 0 0 0
Hopper1    : Token
Hopper2    : Token
Hopper3    : Disabled
Hopper4    : Disabled

Selections
1= $1.00   : 005
2= $5.00   : 010
3= $10.00  : 020
4= $20.00  : 030

Receipt Cred: Always
Receipt Cash: Never

PromoTokens 5,6,7 & 8 Pulses!
PromoToken#1: 0
PromoToken#2: 0
PromoToken#3: 0
PromoToken#4: 0

== Bill Dispenser NONE ==
Upper Limit : 800
Lower Limit : 800
Upper Value : $001
Lower Value : $001

===== Status =====
Software Rev: FLXV-0A-D15
Coin ccTalk : OK
Zip Code    : Disabled
Hopper #1   : HOPR-1-C01
Hopper #2   : HOPR-1-C01
Hopper #3   : Disabled
Hopper #4   : Disabled
Validator1  : Ok
Validator2  : No Comm.
Credit Card : No Comm.
Printer     : Ok
Temperature : 26degC 78degF
USB         : No Device

== Bill Dispenser NONE ==
ROM Version : **
Checksum    : ****
Display     :
Sensor 0    :
Sensor 1    :

===== Web Server =====
IP Address  : 0.0.0.0
Network Mask: 0.0.0.0
Gateway     : 0.0.0.0
DNS Server  : 0.0.0.0

```

Machine Information

```

      yyyy mm dd hh mm ss
      2012-01-01 13:20:36
      Machine #: 000
      Audit Sequence # 0
= Non-resettable Counters =
Total Cash $: 0
$00.01 Coins: 0
$00.02 Coins: 0
$00.05 Coins: 0
$00.10 Coins: 0
$00.20 Coins: 0
$00.50 Coins: 0
$1       : 0
$5       : 0
$10      : 0
$20      : 0
$0       : 0
$0       : 0
$0       : 0
$0       : 0
Total CC $: 0
Paid Hopper1: 0
Paid Hopper2: 0
Paid Hopper3: 0
Paid Hopper4: 0
Refund Hopp1: 0
Refund Hopp2: 0
Refund Hopp3: 0
Refund Hopp4: 0
Paid Total  : 0

=== Resettable Counters ===
Total Cash $: 0
$00.01 Coins: 0
$00.02 Coins: 0
$00.05 Coins: 0
$00.10 Coins: 0
$00.20 Coins: 0
$00.50 Coins: 0
$1       : 0
$5       : 0
$10      : 0
$20      : 0
$0       : 0
$0       : 0
$0       : 0
$0       : 0
Total CC $: 0
Paid Hopper1: 0
Paid Hopper2: 0
Paid Hopper3: 0
Paid Hopper4: 0
Refund Hopp1: 0
Refund Hopp2: 0
Refund Hopp3: 0
Refund Hopp4: 0
Paid Total  : 0

CC Amx     : 0
CC Visa    : 0
CC Discover : 0
CC MasterCrd: 0
Gift Card  : 0

PromoTokens 5,6,7 & 8 Pulses!
PromoToken#1: 0
PromoToken#2: 0
PromoToken#3: 0
PromoToken#4: 0

===== Bill Dispenser =====
Cassette   Dispensed Rejected
Upper      000      000
Lower      000      000

Selections
1= $1.00   : 0
2= $5.00   : 0
3= $10.00  : 0
4= $20.00  : 0
Total Select: 0

```

Audit Information

Remote Loading Software to the Flex Board

What you need:

Computer running Windows with a USB port

USB flash drive (**Flash drive must be formatted!**)

EraseMM.Hex file

New software update file

1. Transferring the file into the USB flash drive

1. The software is in a zip format and will be sent as an attachment to an email.
2. Save the zipped file and then unzip it.
3. **Do not change the name or the file extension!!!**

Erase Memory:

Load *EraseMM.Hex* file on USB drive! **Do not load the new software update yet, since the memory must be cleared first!**

Load the *EraseMM.Hex* file from the USB flash drive to the controller board

Note: All system settings will be erased once software is updated!!!

We recommend to print out all of the settings and the audit report before doing a software update.

1. Turn power off to the controller board.
2. Plug in the USB flash drive into the correct USB port labeled as J18 on the board.
3. Turn power on.
4. The display will show the software name to be loaded.
5. Follow the steps on the display.
6. This first load will clear the memory and the following display message will appear when done:

CRC Error! V:B03

Update Required!

Update Software:

Remove the *EraseMM.Hex* file on USB drive! Now transfer the software update file to the USB flash drive.

Load the software file from the USB flash drive to the controller board

1. Turn power off to the controller board.
2. Plug in the USB flash drive into the correct USB port labeled as J18 on the board.
3. Turn power on.
4. The display will show the software name to be loaded.
5. Follow the steps on the display.
6. If successful the following message will appear:

Update Ok! Remove Drive & Cycle Power

1. **Below are some of the display messages:**

Update: xxxx-xx-xxx xxxx-xx-xxx denotes the software name. After 5 seconds and if the **YES** button has not been pressed, the system will go to the regular running software.

File Error!

Wrong file is loaded into the flash drive. Load the correct file. Try verify file on drive again.

System Settings will be Erased if Updated

This reminder will stay on for a few seconds as a double check.

Begin updating? Press **Start** to load the software. Press **Exit** to cancel.

Start Exit

Computing CRC! System is checking for any errors.

Please wait...

CRC Error! V:XXX

There is a problem loading the software. The Red LED (LED1) on the Flex board will blink two consecutive times a second if CRC is bad. Turn power off. Remove USB flash drive. Check that the correct file is loaded into the flash drive. Try again.

CRC OK, Initializing

System is getting ready to update.

Please Wait... V:XXX

Do Not Remove Drive Software is being updated.

Updating Software!

Update Ok! Remove Drive and Cycle power

Software is successfully updated! Turn power off. Remove drive.

Turn power on. Reprogram the system settings.

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 AC6007 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: AC7084 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.

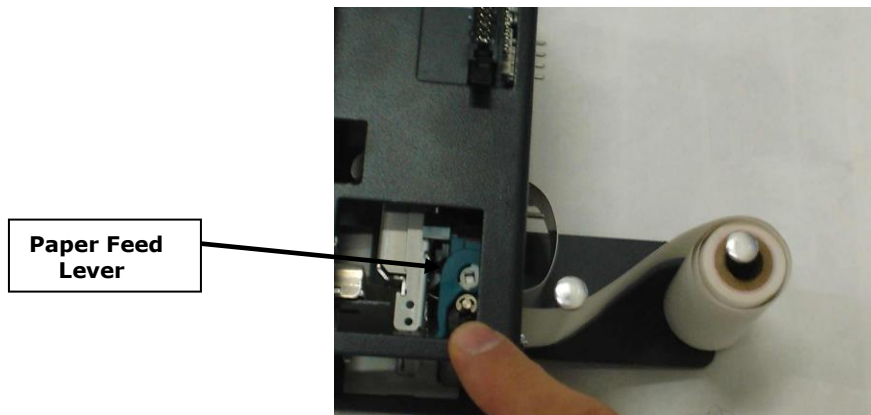


Figure P2: AC7084 Printer – Side View, with Paper

2. 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: AC7084 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.
1. **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!*
2. 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.

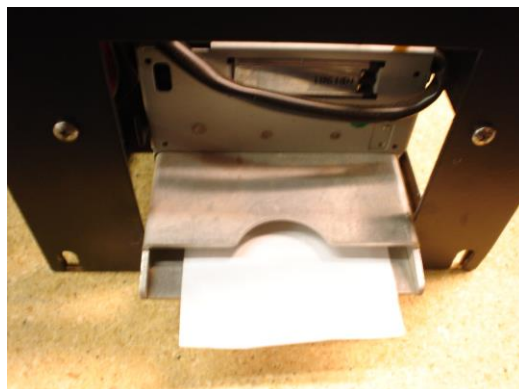


Figure P4: AC7084 Printer – Front View, Paper Fed Through

Functional Description of the AC6007 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

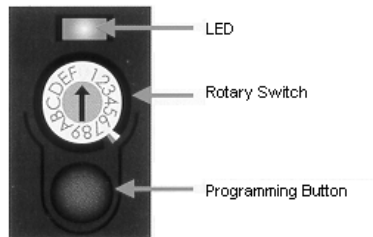
In a two-hopper system, the other hopper will work as a backup or give change as needed. In a one-hopper system there is no backup.

There are 4 instances that will shut down a hopper:

1. 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.

Condor Coin Mechanism

The condor must be programmed for USA with the Quarter into the #4 slot and the dollar coin in the #5 slot. **The coin acceptor can also be programmed to accept Pennies on Slot #1, Nickels on slot #2 and Dimes on slot #3.**



To Teach and Run a coin or token into Condor follow this procedure:



To start, the LED should be lit green and the rotary switch in position 0.



Using a small flathead screwdriver, turn the rotary switch to position 1 (or 1 to 6 for multi-coin Condors) and press the programming button. The LED should change to red.



Feed a selection of the coin to be learned by the acceptor until the LED begins to flash green. This typically happens after 4 coins. Press the programming button once more.



The LED should return to green. Turn the rotary switch back to 0. The acceptor is now ready to accept coins.

SECTION B MAINTENANCE

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

AMERICAN CHANGER MAINTENANCE KIT
Cleaning the Validator(s).

Step 1.



Do not separate the hopper to perform this step!
Using the dry Scotch-Brite pad clean Plates until they shine.

Step 2.



Do not separate the hopper to perform this step!
Place the changer in the dump mode:

1. Turn off power, remove the hopper extension.
2. Hold in "Dump Button".
3. Turn on power.
4. Count 1-2-3
5. Release "Dump Button"

Hopper should now be running. If not Repeat. **Spray lubricant on the RED belt ONLY! Spray for 4-5 seconds. DO NOT SPRAY SILICON ON THE TWO HOPPER LOGIC BOARDS!**

Step 3.



Insert the soap & water-cleaning card as shown. (Card can be used until dry.)

Step 4.



Step 5.

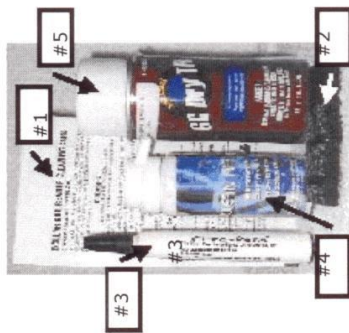


Cycle the power on and off quickly until the stacker for the bill acceptor coasts into the out position. Using the can of air, blow out all of the following places.



Remove the lower unit as shown. Use the Citrus-Pen to clean the optics on the lower housing of the validator.

This completes all maintenance procedures.



This kit includes the following items:

- #1 - 5 Validator Cleaning Cards
- #2 - 4 Scotch-Brite LOW-COIN Cleaning Pads
- #3 - Validator Optic Cleaning Pen
- #4 - 2.75oz Can Compressed Air
- #5 - 4oz Can of Hopper Lubricant

Using the Maintenance Kit:

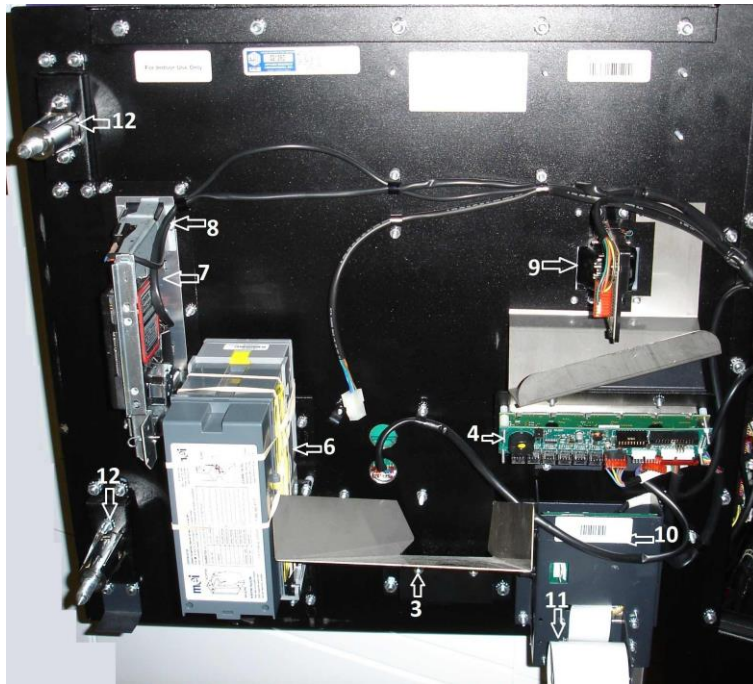
The following maintenance should be performed monthly to extend the life of your components:

Cleaning & lubing the hopper.
NOTICE: THE HOPPER IN THE FOLLOWING STEPS IS SHOWN SEPARATED FOR EXPLANATION REASONS ONLY!!! It is not necessary to separate the hopper to perform these steps!

"We're Changing The Industry"

1400 NW 65th Place Fort Lauderdale, FL 33309 Tel: (954) 917-5963 Fax: (954) 917-5204 www.americanchanger.com

SECTION C AC6007 PARTS LISTS

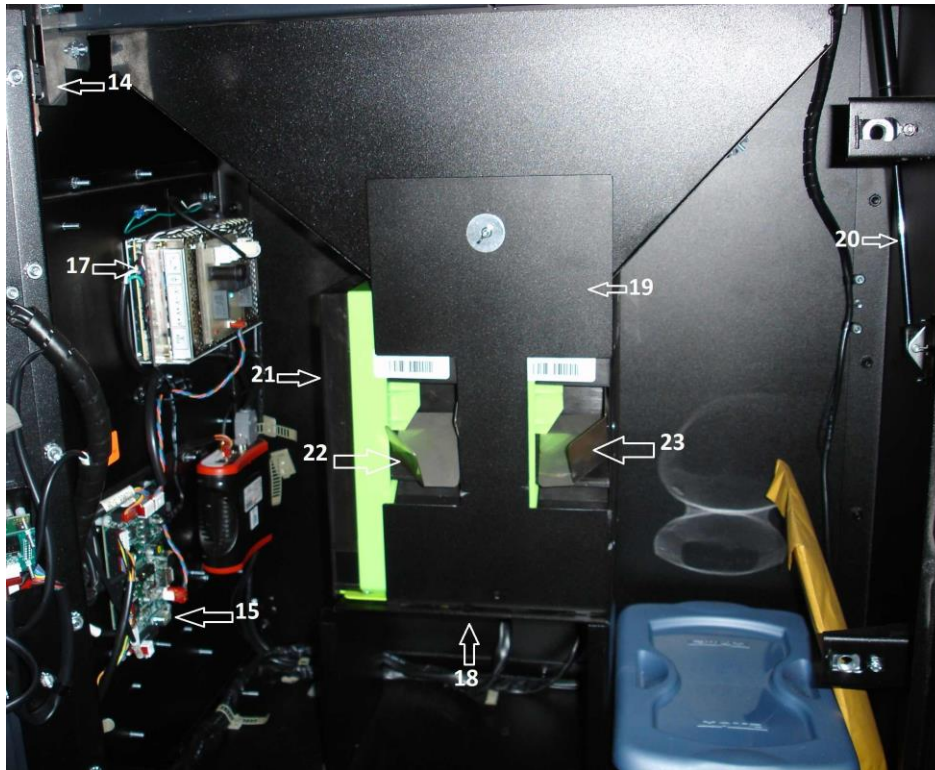


AC6007 Door Assembly

AC6007 Door Parts List

NOTICE: WHITE CABINET PARTS REQUIRE A 2-3 WEEK SHIP TIME. ONLY BLACK CABINET PARTS ARE IN-STOCK ITEMS.

# 1	AC6007-DR	AC6007 Door
# 2	AC6083	AC6007 Front Sticker
# 3	AC1013-P	Coin Cup
# 4	AC8065.1 AC8001.4-H AC8001.5-H	AC6007 Display W/Keypad Complete Keypad Harness Overlay Harness
# 5	AC8060.1-H-MTR	Stand Alone Meter + Harness/Connector
# 6	AC9030.1-1000 AC1065-2H	Pyramid Validator Complete MDB Validator Harness
# 7	AC2066.4 AC2066.5-H	Condor Coin Mech ONLY!!! Coin Acceptor Harness
# 8	AC2065-02	Condor Coin Mech. Bracket Holder
# 9	AC9090 AC9090-H	Credit Card Reader Credit Card Reader Harness
#10	AC7090 AC1065.1	AC6007 Printer Assembly W/Board complete Printer to Board Harness
#11	AC7071-01	60mm Thermal Printer Paper
#12	AC5080-QS	Chrome T-Handle for Lock
---	AC1093	One Lock & 2 Keys
---	1093-01	Replacement Set of 2 Keys
---	6010-13	Door Lock Mounting Bracket



AC6007 Cabinet Assembly

AC6007 Cabinet Parts List

NOTICE: WHITE CABINET PARTS REQUIRE A 2-3 WEEK SHIP TIME. ONLY BLACK CABINET PARTS ARE IN STOCK ITEMS.

#13	6010-18	Coin Door Lid W/Hinge
---	AC6075.2	Token Marquee, No Labels (not shown)
#14	AC8060-DSH	Door Switch with Harness
#15	AC8001-FLEXBD	TokenStation Main Logic Board
#16	AC1078-UTEB-H	Flex I/O Board to Flex Board Harness
#17	AC8062-FLEX	AC6007 24VDC 5A Switching Power Supply W/Harness
#18	AC6000-HM	Hopper Support Bracket
#19	AC6000-CSP	Hopper Coin Block Covers
#20	6010-14	Hydraulic Shock Absorber
#21	AC1047-SUZO	Hopper (1 of 2)
---	AC1047-SUZO.1	Hopper Plate W/Harness (1 of 2) (not shown)
#22	2010-104	Left Hopper Chute
#23	2010-114	Right Hopper Chute
#24	6010-30	Lock Assembly Bracket Complete
#25	AC2042	Coin Catch (Coin Box)
	6010-22	Coin Catcher Mounting Bracket
#26	AC9000-DT	DialTran

Optional Parts List (not shown)

---	AC9000-IPT	IPTran
---	AC1067-SUW-KIT	Wireless Option