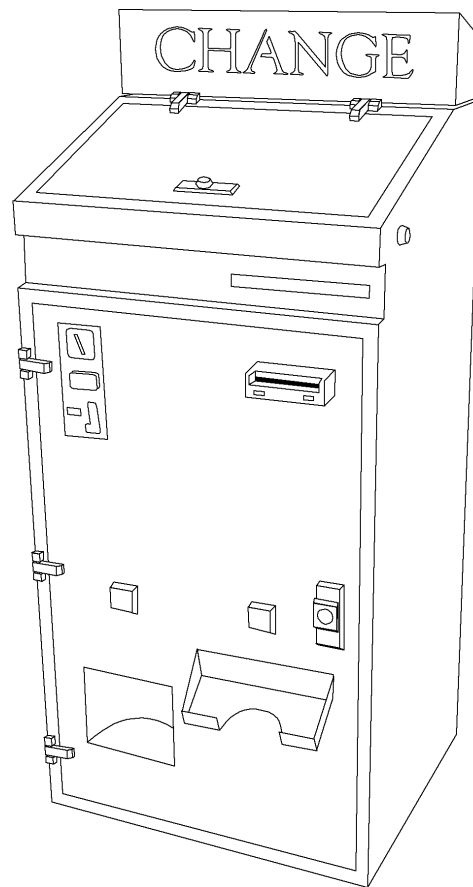


QC-7500

QUICK CHANGE COIN CHANGER



INSTRUCTION MANUAL

FEATURES - QC-7500

Dispenses up to 2 coin denominations
Dispenses 1 note denomination
Accepts up to 6 coin denominations
Accepts up to 7 notes or coupons

Attractive cabinet with illuminated sign features 3 mm steel doors and heavy duty steel construction
Steel base unit designed to bolt to floor and/or wall
3000 item event log with time and date stamp for accurate tracing of all activities
Full accountancy (24 fixed and 24 resettable meters)
Key pad control system, and 2-line 40 character LCD display
Interchangeable locking note stacker (extra stackers available)
Top door coin loading
Multi-point locking system

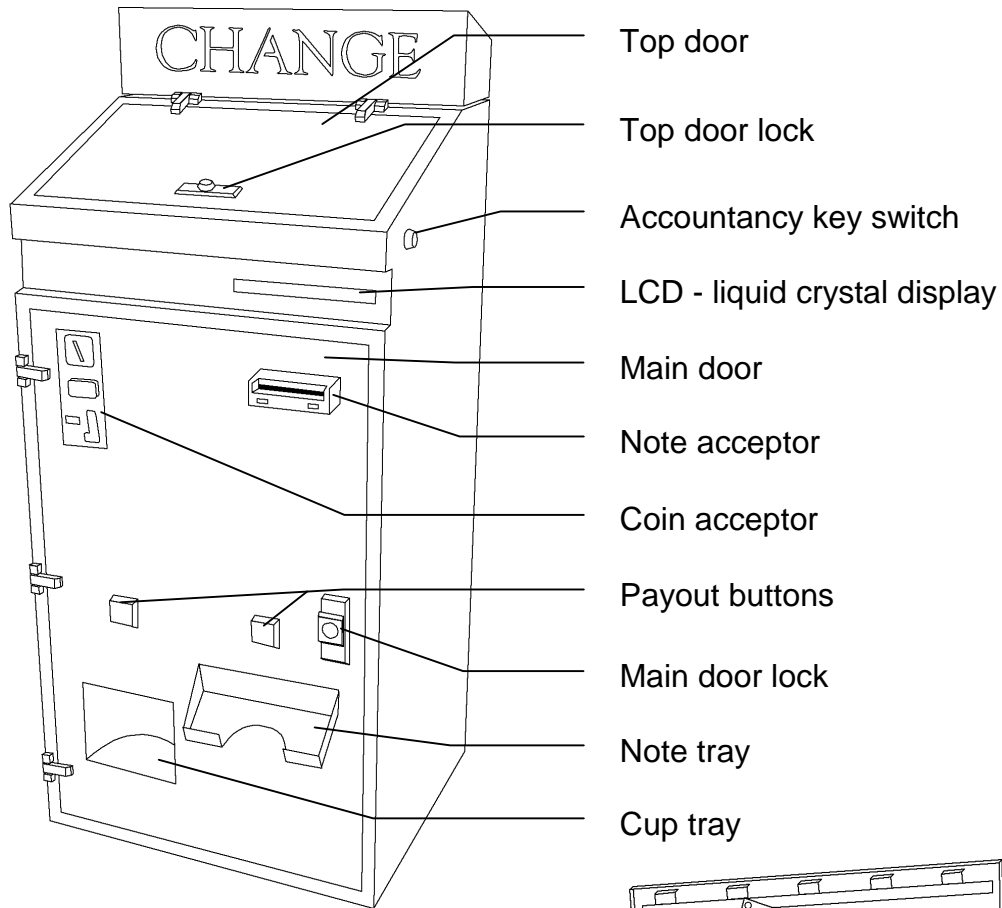
2 Coin Controls Universal Hoppers
Choice of Coin Comparator (Coin Controls C-120 or Munstprüfer)
Choice of Note Validator (JCM WBA (World Bill Acceptor) or GBA)
1 De La Rue Note Dispenser (extra dispensers available)
4 serial ports and 1 parallel port available for use by other devices

Capacity: 10,000 x 20 mm coins/tokens
Dimensions (H x W x D): 1100 x 540 x 430 mm
Options: Printer, EFTPOS, Extra Security Module, Alarm

Please note that the manufacturer reserves the right to change the specifications and features of the QUICK CHANGE without notice.

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Top door

Top door lock

Accountancy key switch

LCD - liquid crystal display

Main door

Note acceptor

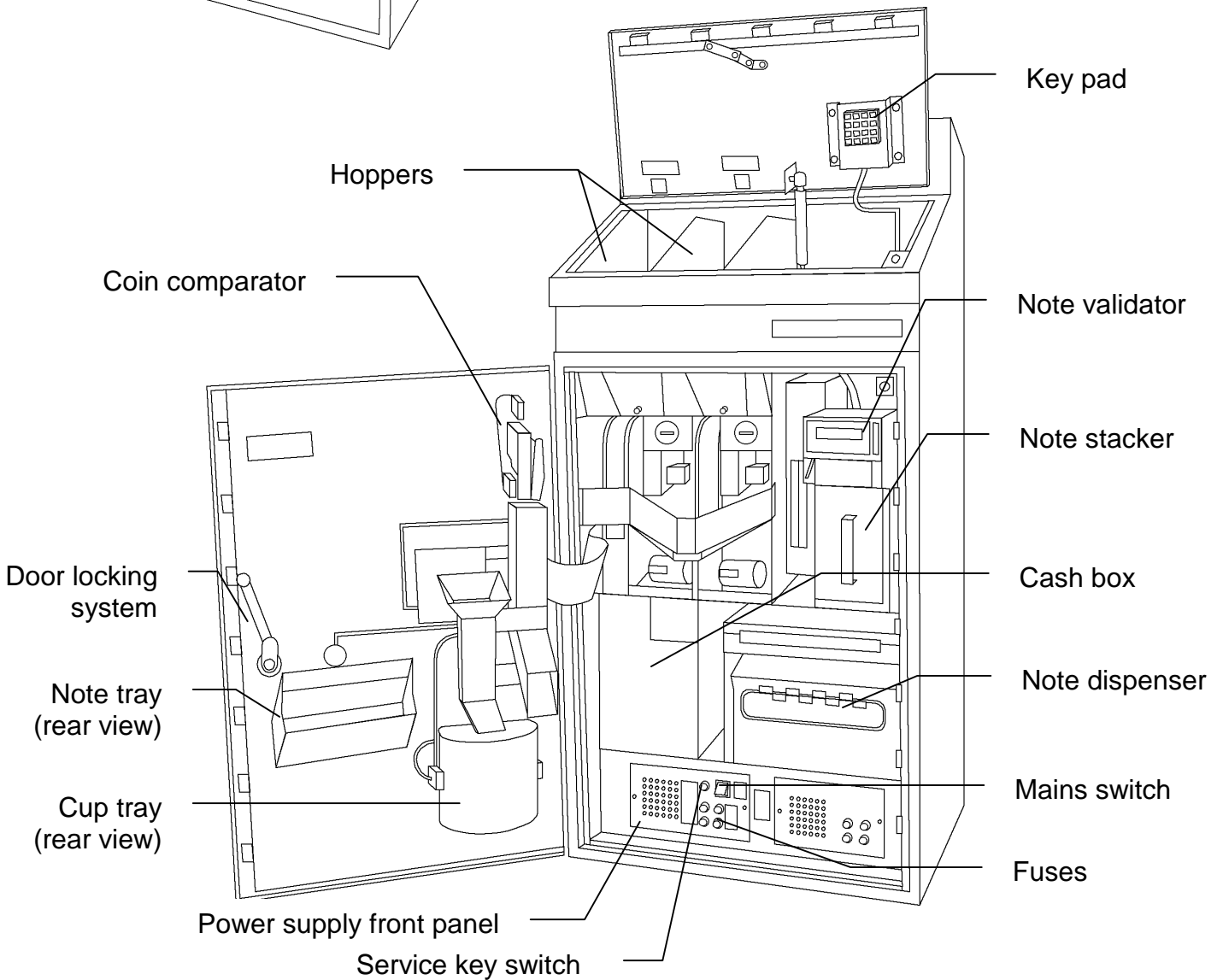
Coin acceptor

Payout buttons

Main door lock

Note tray

Cup tray



Key pad

Hoppers

Coin comparator

Note validator

Note stacker

Cash box

Note dispenser

Mains switch

Fuses

Door locking system

Note tray (rear view)

Cup tray (rear view)

Power supply front panel

Service key switch


INSTALLATION

OVERVIEW

To prepare your QUICK CHANGE for use, you need to:

- Connect the machine to a power source,
- Reset the system,
- Set the time,
- Set the date, and
- Load the currency.

The following installation instructions show you how to do this.

-  Make sure that you know the machine's service mode PIN number before starting. This is a four digit number supplied by the manufacturer. **Keep this number secure at all times.**

START UP

To start the machine:

1. Unpack the equipment supplied.
2. Open both doors of the machine.
3. Plug the QUICK CHANGE power cord into the internal three pin socket. Plug the other end into a mains supply outlet.
4. If the machine has been supplied with a printer, connect the printer cable into the Parallel Printer socket on the Main Backboard. Plug the printer power cord into a mains supply outlet.
5. Switch the unit on using the Mains Switch on the Power Supply Front Panel.

RESET SYSTEM

To reset the event log, and return the long term and short term accountancy meters to zero:

1. Insert the Service Key into the Service Key Switch and turn it to the ON position.

SERVICE MODE MENU
A> SYSTEM RESET B> SET TIME/DATE


2. Press button A on the key pad.

SYSTEM RESET, ENTER PIN NUMBER TO PROCEED

3. Enter the machine's PIN number on the key pad.

TO RESET, RETURN KEY TO OFF POSITION

4. Turn the Service Key to the OFF position to reset the system.

-  If you entered the PIN number incorrectly, turn off the Service Key switch and repeat the entire procedure.

SET TIME

To set the time:

1. Insert the Service Key into the Service Key Switch and turn it to the ON position.

```
SERVICE MODE MENU
A> SYSTEM RESET      B> SET TIME/DATE
```

2. Press button B on the key pad.

```
SET TIME AND DATE MENU
A> SET TIME      B> SET DATE      C> EXIT
```

3. Press button A on the key pad.

```
CURRENT TIME->12:55:23 PM
NEW TIME-> 0:00:00 AM
```

4. On the key pad, enter the hour, e.g., 9, and press #.
5. Enter the minute, e.g., 34, and press #.
6. Enter the seconds, e.g., 23, and press #.
7. Toggle between AM and PM by pressing any key, then press # to confirm your selection.

```
NEW TIME-> 9:34:23 AM
IS THIS CORRECT? A=YES B=NO
```

8. If this is not the correct time, press button B on the key pad and return to step 4.
9. If this is the correct time, press button A on the key pad.

```
SET TIME AND DATE MENU
A> SET TIME      B> SET DATE      C> EXIT
```

10. When you have finished, press button B on the key pad to set the date, or button C to return to Service Mode.

SET DATE

To set the date:

1. Insert the Service Key into the Service Key Switch and turn it to the ON position.

```
SERVICE MODE MENU
A> SYSTEM RESET    B> SET TIME/DATE
```

2. Press button B on the key pad.

```
SET TIME AND DATE MENU
A> SET TIME    B> SET DATE    C> EXIT
```

3. Press button B on the key pad.

```
CURRENT DATE->WED 15/12/96
NEW DATE->???  0/ 0/00
```

4. On the key pad, enter the day of the week by pressing a number between 1 (= Sunday) and 7 (= Saturday), and press #.
5. Enter the day, e.g., 4, and press #.
6. Enter the month, e.g., 2, and press #.
7. Enter the year, e.g., 97, and press #.

```
NEW DATE->TUE 4/2/97
IS THIS CORRECT? A=YES B=NO
```

8. If this is not the correct date, press button B on the key pad and return to step 4.
9. If this is the correct date, press button A on the key pad.

```
SET TIME AND DATE MENU
A> SET TIME    B> SET DATE    C> EXIT
```

10. When you have finished, press button A on the key pad to set the time, or button C to return to Service Mode.

RETURN TO NORMAL OPERATION

To leave Service Mode and return to Normal Operation Mode:

1. Turn the Service Key to the OFF position and remove it.

```
SELECT A FUNCTION:  A> PRINT REPORTS
                   B> REFILL           C> HOPPER COUNT
```

2. Shut both doors.

```
QUICK CHANGE->INSERT CURRENCY NOW
TOTAL CREDIT   $0.00
```


-  Remember to remove the Service Key before attempting to close the Main Door.

Diagram: Open note dispenser

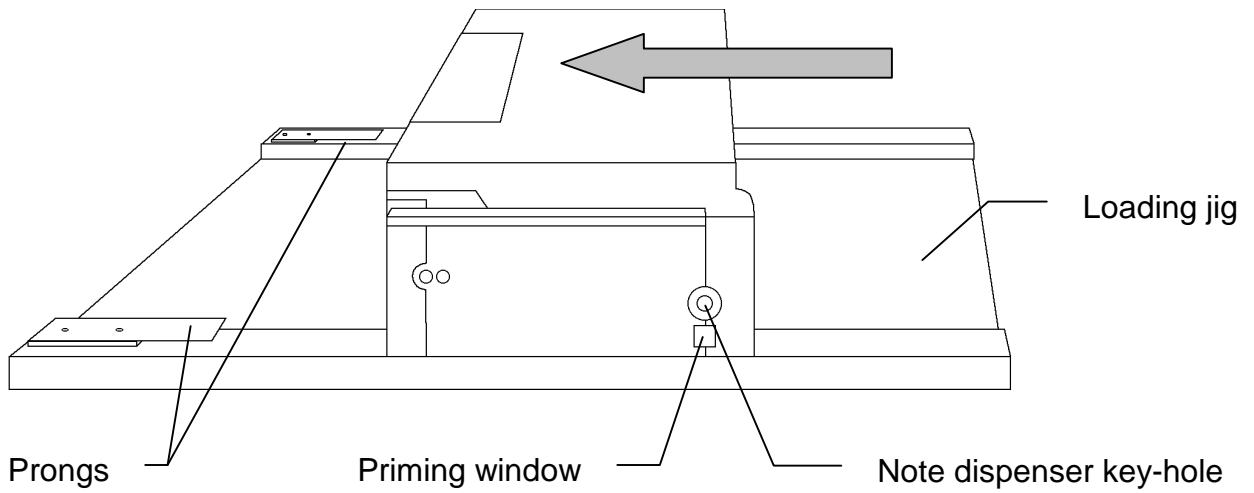
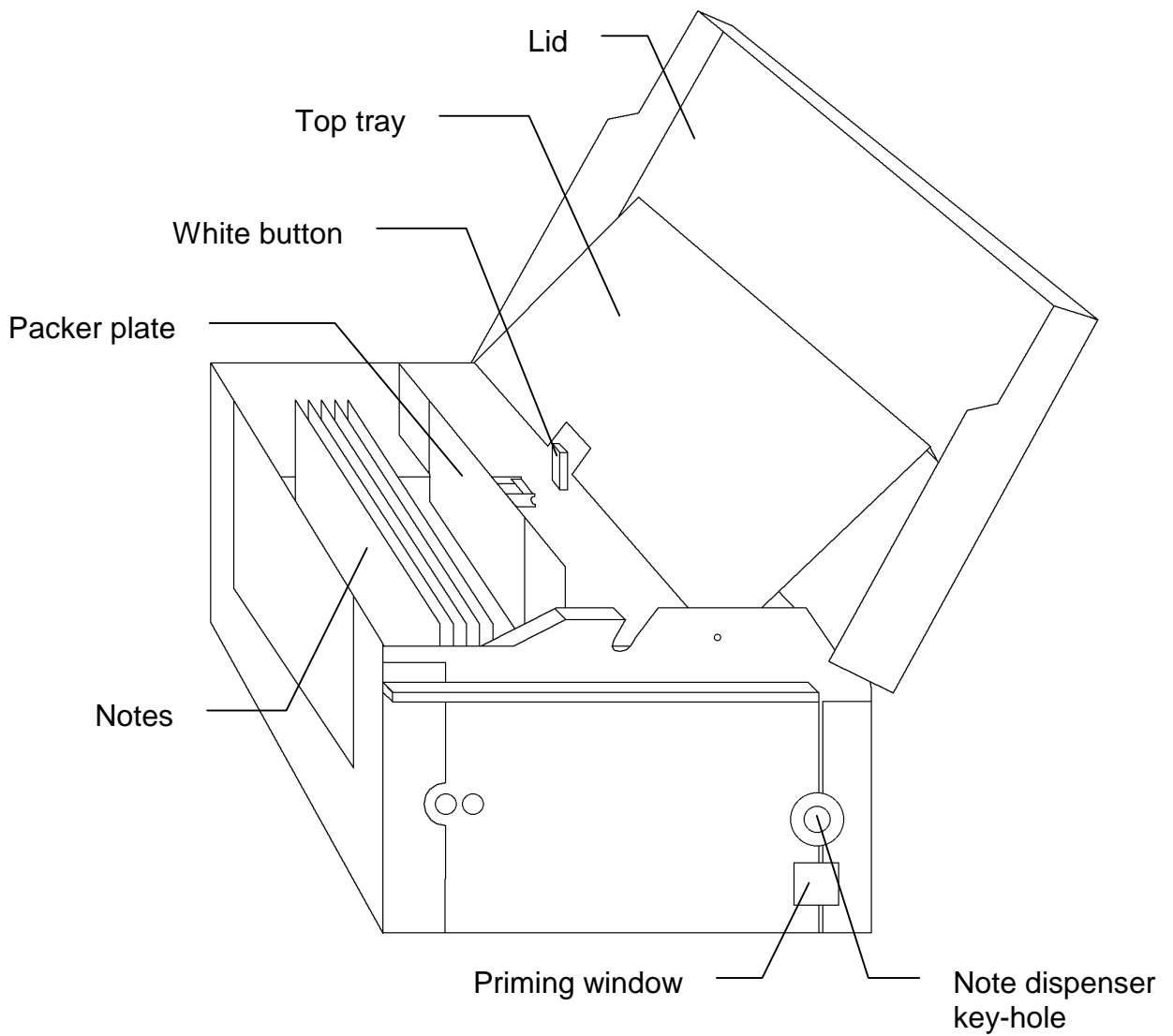


Diagram: Fill note dispenser



DAILY MANAGEMENT

OVERVIEW

Once you have installed the QUICK CHANGE, you can perform any of the following functions whenever required:

- Fill the note dispenser and record the total value of notes in the dispenser,
- Fill the hoppers and record hopper refills,
- Print reports, including the event log and accountancy,
- Check the note stacker,
- Count the contents of the hopper(s),
- Access the event log, and
- Access the accountancy meters.

The following daily management instructions show you how to perform these functions.

FILL NOTE DISPENSER

During Normal Operation mode, the Note Payout button starts to flash every 6 seconds when the note dispenser level falls below \$200.

To fill the note dispenser, you need to:

- Add notes to the dispenser, and
- Record the total value of notes now in the dispenser.

Add Notes

To add notes to the note dispenser:

1. Open the Main Door.
2. Remove the dispenser.
3. Prime the dispenser as follows: insert the Note Dispenser Key into the dispenser and turn it so that the priming window on the side of the dispenser changes from RED to GREEN.
4. To open the dispenser, place it on the loading jig, then slide it along the plate (in the direction of the arrow), and onto the prongs.
5. Lift the lid of the dispenser.
6. If there are any reject notes on the top tray, remove them.
7. Lift the tray up and push the packer plate towards the rear of the dispenser, where it will latch.
8. Place new notes into the dispenser, but do not over-fill it. The packer plate should have enough clearance to be able to compress the notes. Make sure that you know the **total** value of notes now in the dispenser.
9. Lower the reject tray. **Caution! Remove your fingers from the dispenser!**
10. Press the white button to release the packer plate.
11. Shut the lid and remove the dispenser from the loading jig.
12. Prime the dispenser again (GREEN window).
13. Return the dispenser to the machine.

Record Note
Dispenser Total

To record the total value of notes in the dispenser:

1. Open the Top Door.

```
SELECT A FUNCTION  A> PRINT REPORTS  
                   B> REFILL           C> HOPPER COUNT
```

2. Press button B on the key pad.

```
**** <<REFILL MODE>> ****
```

```
SELECT REFILL TARGET:  A> HOPPER 1  
                       B> HOPPER 2      C> NOTE DISPENSER
```

3. Press button C on the keypad.

```
REFILL NOTE DISP->$0.00  
ENTER THE TOTAL VALUE OF NOTES IN DISPENSER
```

4. Enter the **total value of the notes now in the dispenser**, e.g., 1000.00.

```
REFILL NOTE DISP->$1,000.00  
PUSH THE # BUTTON TO ENTER VALUE
```

5. Press #.

```
TOTAL VALUE OF NOTES IN DISP->$1,000.00  
IS THIS CORRECT? A=YES B=NO
```

6. If this is not the correct value of notes in the dispenser, press button B on the key pad and return to step 4.
7. If this is the correct value of notes in the dispenser, press button A on the key pad.

```
<<<REFILL RECORDED>>>
```

```
SELECT A FUNCTION:  A> PRINT REPORTS  
                   B> REFILL           C> HOPPER COUNT
```

8. When you have finished recording the note dispenser refill, select another function, or close the Top Door.

FILL HOPPERS

During Normal Operation mode, the Coin Payout button starts to flash every 6 seconds when either of the hopper levels fall below \$100.

To fill the hoppers, you need to:

- Record the value of the refills, and
- Add coins to the hoppers.

Record Hopper Refills

To record the value of the refills:

1. Open the Top Door.

```
SELECT A FUNCTION:  A> PRINT REPORTS
                   B> REFILL           C> HOPPER COUNT
```

2. Press button B on the key pad.

```
**** <<REFILL MODE>> ****
```

```
SELECT REFILL TARGET: A> HOPPER 1
                    B> HOPPER 2     C> NOTE DISPENSER
```

3. Depending on which hopper you want to fill, press button A or B on the keypad.

```
REFILL HOPPER 1->$0.00
ENTER THE REFILL AMOUNT IN DOLLARS
```

4. Enter the value of the coins you are adding, e.g., 1000.00.

```
REFILL HOPPER 1->$1,000.00
PUSH THE # BUTTON TO ENTER VALUE
```

5. Press #.

```
REFILL HOPPER 1 WITH $1,000.00
IS THIS CORRECT? A=YES B=NO
```

6. If this is not the correct refill value, press button B on the key pad and return to step 4.
7. If this is the correct refill value, press button A on the key pad.

```
<<<REFILL RECORDED>>>
```

```
SELECT A FUNCTION:  A> PRINT REPORTS
                   B> REFILL           C> HOPPER COUNT
```

8. If you want to refill the other hopper, repeat from step 2 above.
9. When you have finished recording hopper refills, select another function, or close the Top Door.

Add Coins

To add coins to the hopper:

1. Check that there are no rubber bands, coin bags, or other foreign bodies in with the coins.
2. Check that you are placing the correct denomination of coins into the correct hopper.
3. Pour the coins into the hopper.

PRINT REPORTS You can print out a full range of reports. Before printing, check that the printer is connected to the **QUICK CHANGE**, and plugged into a power supply. Refer to *Start Up*, page 5, for more details.

You can print reports with the Main Door open or closed. To print a report:

1. Open the Top Door.

```
SELECT A FUNCTION:  A> PRINT REPORTS
                   B> REFILL           C> HOPPER COUNT
```

2. Press button A on the key pad.

```
WHICH REPORT DO YOU WANT TO PRINT?
A>ACCOUNTANCY  B>EVENT LOG  C>EXIT
```

Accountancy
Report

3. To print the accountancy report, press button A on the key pad. The **QUICK CHANGE** will print a full accountancy report containing both short and long term meters.

```
PRINTING ACCOUNTANCY REPORT
```

When the printer has finished printing:

```
WHICH REPORT DO YOU WANT TO PRINT?
A>ACCOUNTANCY  B>EVENT LOG  C>EXIT
```

4. Select another report to print or press button C on the key pad.
5. To print the event log, press button B on the key pad.

Event Log

```
SELECT EVENTS TO PRINT  A>ALL EVENTS
                       B>NEW EVENTS  C>ENTER #  D>EXIT
```

6. If you want to print a complete event log of up to 3000 events, press button A on the key pad to start printing.
7. If you want to print all events since the last report was printed, press button B on the key pad to start printing.
8. If you want to print a specific number of events, press button C on the key pad.

```
EVENTS TO PRINT->0
ENTER THE NUMBER OF EVENTS TO PRINT
```

9. On the key pad, enter the number of events you want to print.

```
EVENTS TO PRINT->10
PRESS THE # BUTTON TO ENTER THE VALUE
```

10. Press # to start the printer. When the printer has finished printing:

```
WHICH REPORT DO YOU WANT TO PRINT?
A>ACCOUNTANCY  B>EVENT LOG  C>EXIT
```

11. Select another report to print or press button C on the key pad.

```
SELECT A FUNCTION:  A> PRINT REPORTS
                   B> REFILL           C> HOPPER COUNT
```

12. When you have finished printing reports, select another function, or close the Top Door.

**CHECK NOTE
STACKER**

You must check the note stacker regularly, to prevent it becoming too full.

Remove Stacker

To remove the note stacker:

1. Open the Main Door.
2. Press down the right-hand lever, and **at the same time**,
3. Grasp the stacker handle and gently pull the stacker out, releasing the lever slightly as you do this.

Empty Stacker

To empty the note stacker:

1. Undo the lock.
2. Remove the notes.
3. Shut the stacker.
4. Lock the stacker.

Replace Stacker

To replace the note stacker:

1. Slide the stacker back into position, raising it slightly as you do this, so that the top of the stacker touches the top of the cavity.

**COUNT
HOPPER(S)**

You can count the hoppers with the Main Door open or closed. The hopper count does not affect meter readings.

To count the hopper or hoppers:

1. Open the Top Door.

```
SELECT A FUNCTION:  A> PRINT REPORTS  
                   B> REFILL           C> HOPPER COUNT
```

2. Press button C on the key pad.

```
                HOPPER COUNT MODE  
                USE PAYOUT BUTTONS TO STOP/START HOPPERS
```

```
HOPPER 1->    0 COINS=$0.00  
HOPPER 2->    0 COINS=$0.00
```

3. Press the Payout buttons to pause the hopper count if necessary:

Coin Payout button: to stop and start the left hopper
Note Payout button: to stop and start the right hopper

```
HOPPER 1->   1,003 COINS=$200.60  
HOPPER 2->    826 COINS=$413.00
```

4. When the count function is complete, press any button on the key pad to return to Normal Operation Mode.

```
SELECT A FUNCTION:  A> PRINT REPORTS  
                   B> REFILL           C> HOPPER COUNT
```

5. When you have finished counting the hoppers, select another function, or close the Top Door to return to Normal Operation Mode.

ACCESS EVENT LOG

The **QUICK CHANGE** event log monitors approximately 3000 different types of events. For example, the event log records when:

- Any door is opened or closed,
- Notes or coins are inserted or dispensed,
- Power is turned on or off,
- A hopper or the note dispenser is refilled, and
- The note stacker is removed.

The event log records the last 3000 events, along with the date and time they occur.

For a list of monitored events, refer to *Event List*, page 15.

You can access the event log by opening the Main Door (the **QUICK CHANGE** continues to monitor machine functions while in this mode).

To access the event log:

1. Close the Top Door, if it is open.
2. Open the Main Door. The **QUICK CHANGE** displays the most recent event, for example:

```
EVENT LOG TUE 4/2/97 10:05:48 PM  
MAIN DOOR OPENED - CREDIT->$0.00
```

3. Tap the Payout buttons to view each event in the event log (or press and hold down the Payout buttons to auto-scan):
Coin Payout button: to move backwards through the event log
Note Payout button: to move forwards through the event log
4. When you have finished reading the event log, close the Main Door. After a 3 second delay, the **QUICK CHANGE** returns to Normal Operation Mode.

EVENT LIST

The following is a list of the events recorded by the event log (along with time and date stamp).

Doors Top door opened
Main door opened
Stacker removed
Top door closed
Main door closed

Hoppers Hopper 1 empty
Hopper 2 empty
All hoppers empty
Hopper 1 refill
Hopper 2 refill
Hopper 1 count
Hopper 2 count

Coins In Coin in channel 1
Coin in channel 2
Coin in channel 3
Coin in channel 4
Coin in channel 5

Notes In Note in channel 1
Note in channel 2
Note in channel 3
Note in channel 4
Note in channel 5
Validator cheated
Note rejected
Validator jammed
Stacker full
Validator communications error
Validator faulty
Stacker removed
Stacker jammed
Validator paused

Coins Out Coins out hopper 1
Coins out hopper 2
Payout paused due to cup removal

System Pin number entered
Machine powered down
Machine powered up
System clear
Short term meter clear
Accountancy report printed
System time set
System date set

Note Dispenser (1) Note dispenser refilled
Notes paid out
Notes rejected
Note dispenser communications error
Feed failure (dispenser empty)
Mistracked note at feed
Mistracked note at double detect
Mistracked note at exit
Note too long at exit

Note Dispenser (2) Blocked exit
Too many notes dispensed
Timing wheel
Band roller profile
Diverter error
Exit quantified
Note missing at double detect
Reject rate exceeded
Jam at exit
Interference recovery
Suspect exit accountancy
Ram error
Eprom error
Operation timeout
Ram corruption
Link error
Transaction reconstruction

**ACCESS
ACCOUNTANCY
MODE**

The **QUICK CHANGE** has 24 electronic meters which you can access while in Accountancy Mode. This mode over-rides all functions other than Service Mode (however the system continues to log events while in Accountancy Mode).

For a full list of the accountancy meters, refer to *Accountancy Meter List*, page 18.

In Accountancy Mode, you can zero all the **short term** accountancy meters except the hopper level meters. To reset the **long term** meters, refer to *Reset System*, page 5.

To print the accountancy report, which contains all meter readings, refer to *Print Reports*, page 12.

To access the long or short term accountancy meters:

1. With the doors either open or closed, insert the Accountancy Key into the Accountancy Key Switch and turn it to the ON position.

-----<<ACCOUNTANCY MODE>>-----

SELECT LONG TERM OR SHORT TERM METERS
LONG TERM SHORT TERM

2. Select the type of meter you want to access by pressing either:

Coin Payout button: to access long term meters

Note Payout button: to access short term meters

SHORT TERM METER 1 ->HOPPER 1 LEVEL
0 COINS \$0.00

3. For either long or short term meters, use the Payout buttons to access meters 1 to 24:

Coin Payout button: to move backwards through the 24 meters

Note Payout button: to move forwards through the 24 meters

Reset Short Term
Meters

4. To reset all short term meters except the hopper level meters to zero, press and release both the Payout buttons simultaneously.

CLEAR SHORT TERM METERS?
YES NO

5. Press one of the following Payout buttons as required:

Coin Payout button: Yes

Note Payout button: No

Leave Accountancy
Mode

6. To exit Accountancy Mode, turn the Accountancy Key to the OFF position.

7. Remove the key.

ACCOUNTANCY
METER LIST


	Meter No	
Hopper levels:	1	Hopper 1 level
	2	Hopper 2 level
	3	Note disp level
	4	Hopper 1 refills
	5	Hopper 2 refills
	6	Note refills
Number and value of coins in:	7	10¢
	8	20¢
	9	50¢
	10	\$1.00
	11	\$2.00
Value of total coins in:	12	Total coins
Value of bulk coins in:	13	Total bulk coins
Number and value of notes in:	14	\$5.00
	15	\$10.00
	16	\$20.00
	17	\$50.00
	18	\$100.00
Value of total notes in:	19	Total notes
Total value in:	20	Grand total in
Payouts:	21	Hopper 1 paid out
	22	Hopper 2 paid out
	23	Notes out
Total value out:	24	Grand total out

NORMAL OPERATION

OVERVIEW

In Normal Operation Mode, with both doors closed, customers can accumulate credit of up to \$200.00. The **QUICK CHANGE QC-7500** dispenses coins in one or two denominations, and notes in one denomination.

CHANGE CURRENCY

 A standard cup holds approximately \$35.00 in 20 cent coins. Beware of overflow.

To change currency, customers should:


1. If you want to receive coins, place a cup in the cup tray. The cup tray will illuminate.
2. Insert notes and/or coins into the validator/coin slot.

The **QUICK CHANGE** displays your total credits on the display, for example:


QUICK CHANGE->INSERT CURRENCY NOW	
TOTAL CREDIT	\$95.00

The Payout buttons will illuminate to show that credit is available.

3. Press the correct Payout button to select coins or notes.
4. If there is a part credit remaining, insert further notes and/or coins to allow payment and press the correct Payout button to select coins or notes.

 If you want to receive coins and you do not place a cup in the cup tray, the **QUICK CHANGE** displays the following:

INSERT CUP TO BEGIN PAYOUT

 If you remove the cup before coin payment is complete, the cup tray illumination will flash, and the **QUICK CHANGE** displays a message, for example:

INSERT CUP TO CONTINUE PAYOUT STILL TO PAY CREDIT \$6.00

Place a cup in the cup tray to continue the payout.

SPECIFICATIONS - QC-7500

TECHNICAL SPECIFICATIONS

Electrical Specification	<ul style="list-style-type: none">• Nominal Mains Input Voltage: 110/240 V AC• Frequency: 50/60 Hz• Mains supply current (max.): 1.6 A
Operating Environment	<ul style="list-style-type: none">• Minimum temperature: 0°C• Maximum temperature: 50°C• Relative humidity (min.): 10%• Relative humidity (max.): 95%
Cabinet	<ul style="list-style-type: none">• Dimensions (H x W x D): 1100 x 540 x 430 mm• Weight: 100 kg• 3 mm steel doors.• Both doors have a multi-point locking mechanism.• Hopper release doors allow easy emptying of coins.• Illuminated cup tray.• Compact footprint.
Hoppers	<ul style="list-style-type: none">• Two Coin Controls Universal MKII or MKIV Hoppers.• Payout speed: 12 coins per second• Capacity: 10,000 x 20 mm coins
Display	<ul style="list-style-type: none">• 40 character wide, two line, back-lit LCD (Liquid Crystal Display).
Coin Acceptor	<ul style="list-style-type: none">• Either a Coin Controls C-120 or Munstprüfer electronic coin mechanism.• Accepts up to six denominations.
Note Validator	<ul style="list-style-type: none">• Either a JCM WBA (World Bill Acceptor) or GBA note validator.• Accepts up to seven notes or coupons.• Locking monitored note stacker.
Note Dispenser	<ul style="list-style-type: none">• De La Rue 1700 note dispenser (600 note capacity).
Operator Control	<ul style="list-style-type: none">• 16 button alphanumeric key pad for entering all refills, PIN numbers, etc.
Printer	<ul style="list-style-type: none">• Optional parallel printer.
Communications	<ul style="list-style-type: none">• Four serial ports available for communication with devices such as monitoring systems, printers, validators, bonus prize systems, smart/swipe card reader/writers and camera security systems.• Each serial port can be configured with either RS 232 or RS 485/422 drivers.• One parallel port available (normally used by optional printer).
Real Time Clock	<ul style="list-style-type: none">• Real time clock supplies time/date stamp information for various logging functions.• Battery back-up maintains time in the absence of mains supply, for more than three months.

-
- | | |
|----------|---|
| Security | <ul style="list-style-type: none">• Security system detects and records the following activities:<ul style="list-style-type: none">• Opening/closing of main door• Opening/closing of top (refill) door• Opening/closing of logic cage• Removal of note stacker• Power up/power down of the system• An optional ESM (Extra Security Module) is available, which detects and time/date-stamps the following events when the power is disconnected:<ul style="list-style-type: none">• Door opens• Note stacker removal• Logic cage removal/tamper |
|----------|---|

SOFTWARE SPECIFICATIONS

- | | |
|---------|---|
| Refills | <ul style="list-style-type: none">• Refills are either variable or fixed value (determined at set-up).• All refills time/date-stamped and recorded in a log which can be printed or downloaded to the monitoring system at any time.• For high security applications, the system can require a PIN number to record a refill and re-activate the machine. |
|---------|---|
-

- | | |
|-----------|--|
| Event Log | <ul style="list-style-type: none">• Full regression analysis: all transaction details such as notes/coins in, and notes/coins out, are logged, so that a full audit trail is available to the operator. The log can store up to 3000 customer transactions, refill details, door opens, note stacker opens, hopper empties, etc. All events are time/date-stamped.• If the optional ESM (Extra Security Module) is used, all these events are logged even when the machine is turned off. |
|-----------|--|
-

- | | |
|--------------|---|
| PIN Security | <ul style="list-style-type: none">• In high security applications, individual operators can have their own operator identification number and corresponding PIN number. When the PIN Security feature is enabled, operators must enter their PIN number when attending to the machine (to re-activate transaction mode). The system records the operator identification number against the time/date-stamped event, so that full accountability is assured. |
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| Metering | <ul style="list-style-type: none">• The system features two full sets of meters for short and long term totals. There is a meter for each individual coin and note denomination, as well as summarised totals and current hopper level indicators.• All meters can be read on the LCD without accessing the inside of the machine.• All meters can be printed out. |
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| Applications | <ul style="list-style-type: none">• Various software implementations are available to cover a full range of applications. Software versions are available for gaming, amusement, and vending installations. Custom software can be supplied on request. |
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| Remote Monitoring | <ul style="list-style-type: none">• The event log and all meter activity data can be sent to a PC or other monitoring system for remote monitoring. |
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Please note that the manufacturer reserves the right to change the specifications and features of the QUICK CHANGE without notice.