LAND Multi-changer POS

Operator's Manual

Rev. 1.01 EN

LAND
Money Changer / Token Dispenser

CE

CONTENTS

STORICO REVISIONI			
Revisione n°	**Data**	**Modifica**	**Note**
Creazione 1.00	23.07.2018	Creazione	FW v. 1.01
Rev. 1.01	14.07.2020	Integrazione VPOS Touch Nayax e Valina	FW CMG v. 1.06 Nayax – v. 1.07 Valina

Dear Customer,

we would like to thank you and congratulate for your choice. We trust that you will appreciate the quality and performace of the LAND automatic Change Machine. This machine operates by cctalk protocol, the serial communication mode that provides security and precision.

> *Please read carefully this handbook, to obtain the most from your machine.*

1.   Package content

The package contains:
1. the Alberici "LAND" Money-change machine
2. one pair of keys
3. the power cable (see inside of money box)
4. the instruction manual (this manual)

This product has been packed with the utmost care. In the case that you receive it damaged or incomplete, please notify immediately your findings to the Carrier, and ask him to record your findings on the delivery receipt.
All packaging material must be recycled or disposed of in compliance with your local applicable laws.

2.   Components description

#	COD.	DESCRIPTION
A	AE-0806	Power Box RD-125 and Switch
B	SH-1N41-0010	ChangeOne CMG pcb, 5" blue display
C	S-020934-000	3 blue-led bar
D	K-02C-020047	4 x Hopper S11 CCT (no base) + Sector 75 extension (AA-0313)
E	LB-MU03-0004	OryOne UN1 ccTalk note validator, 600-banknotes stacker
F	GE-66SU	AL66S coin acceptor
G	PN-MD0T-000H	3 x RGB Vandalproof pushbutton
H	IM-N000-0L10	PP coin entry slot
I	C-070103-000	Main lock with straight latch
L	AM-1305	Plastic coin box 'A'
M	C-140102	Nayax VPOS Touch 3G Marshall
N'	A-CM0059	Nayax VPOS Interface pcb
N"	A-CM0068	Valina POS Interface pcb
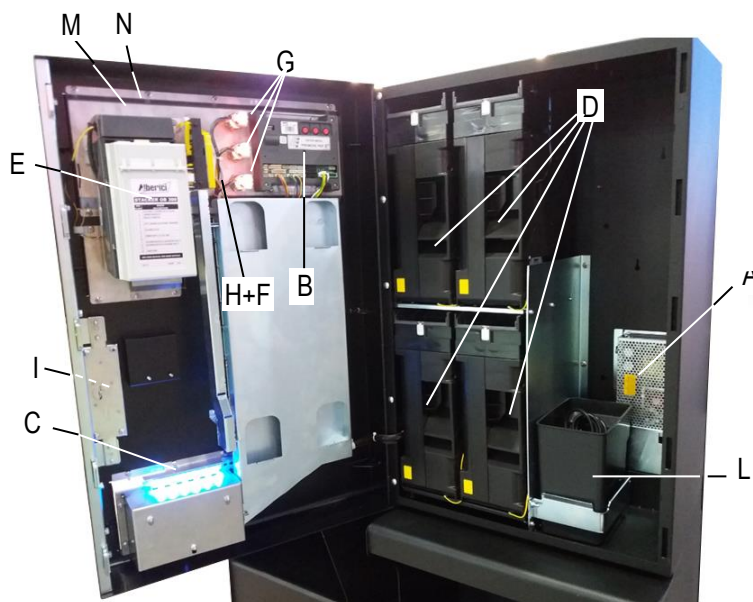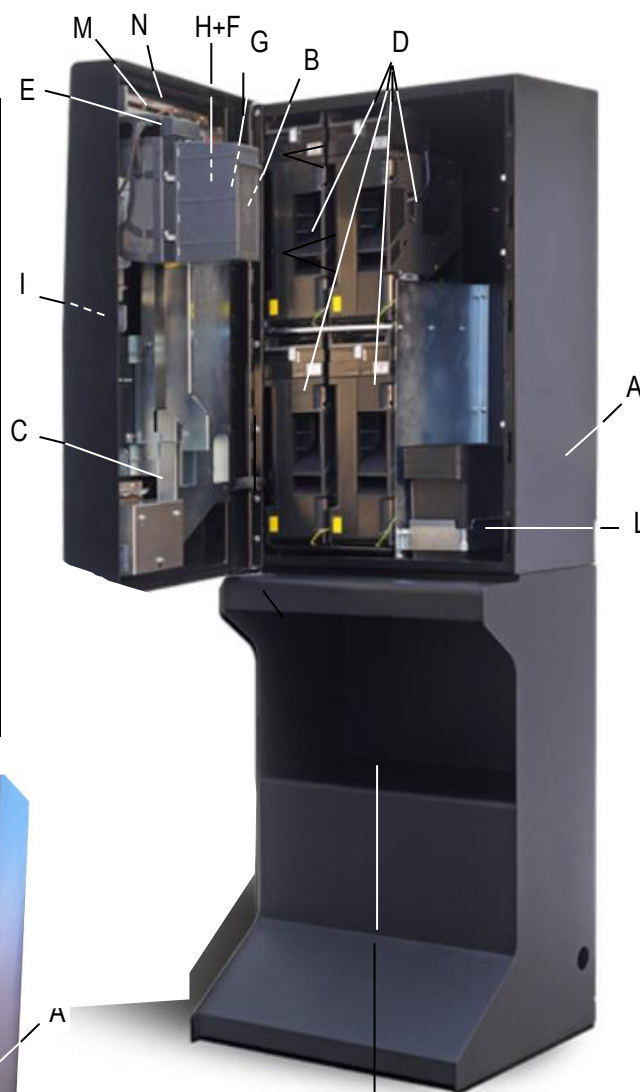
The footstand (AA-0181-0600)
is not part of the unit.

3. Product description

3.1 General technical specifications

Size max:	547 mm (w) x 810 mm (h) x 360 mm (d)
Size max. on floor-stand:	547 mm (w) x 1595 mm (h) x 440 mm (d) [floor-stand 585 (w) x 785 (h) x 440 (d)]
Weight:	55,5 kg (82 kg with floor-stand
Voltage:	110 - 230 Vac - 50 Hz
Nominal power:	340 W max.
Operation temperature:	0°C ÷ +50°C
Installation:	Desktop, or on floor-stand, or wall-mount, indoor
Coin capacity:	with 4 x Hopper S11: 7500 (various denominations)
	with 3 x Hopper S11: 5600 (various denominations) + 1 x Hopper AH4: 1600 (mixed)
Components:	
Power supply unit	Power switching 340W
Control board	CHANGEONE CMG 120K with 5" GRAPHIC DISPLAY
Note validator	ORYONE (600 banknotes capacity by default; 300 banknotes as option), or as option:
	VEGA-RC with Recycler (300 banknotes capacity, 30+30 recyclable banknotes)
Pay-out Hopper	4 x HopperOne S11; or 3 x S11 + 1 AH; or 2 x S11 + 2 AH4; or 1 x S11 + 3 x AH4
Coin acceptor (optional)	AL66S cctalk
Remote audit (optional)	Alberici Hermes GSM-GPRS or GPS/GSM/GPRS (*)

Notice: Euro is the preset currency. If a different currency is required, please specify when placing your order.

(*) The system requires that the B-to-B Alberici SIM card is present into the Hermes module SIM slot, and that a subscription is entered into the ARGO Portal, in order to control the machine via the Internet.

3.2 Available functions

- Change of notes and coins into various denomination coins, in various combinations
- Change of notes and coins into one or more denomination tokens, in various combinations, without or with return change
- Purchase of tokens by POS transaction
- Control of accounts via display (by on-board buttons or extension keypad)
- Programmable via menu (by on-board buttons or extension keypad)
- Courtesy button for display language change.

4. Warning

- Comply with the instructions in this manual
- Switch power off before any maintenance operation
- Use only within the recommended temperature/humidity range
- Do not expose the machine (and especially the mote acceptor front plate) to direct sun light or to incandescent light (> 3000 Lux)

- When in presence of car exhaust gas or smoke, clean and check the components (the note acceptor in particular) regularly and frequently.
- Do not favour contact with dusts or chemical moisture or sprays, water or other liquids
- Instal indoor
- Wipe clean by a dry piece of cloth (or slightly wet with alcohol)
- Do not use thinners or organic solvents
- The note acceptor could reject (or get jammed by) stained notes, or worn out, wet, wrinkled, torn, dog-eared, oil-smeared, with sticking tape or similarly affected.
- Clean monthly the sensors of the note acceptor. Remove paper dust that has accumulated on the drive wheels, by a clean piece of cloth or a cotton swab. Do not use alcohol nor solvents or scrapers.

5. Installation

5.1 Dimensions
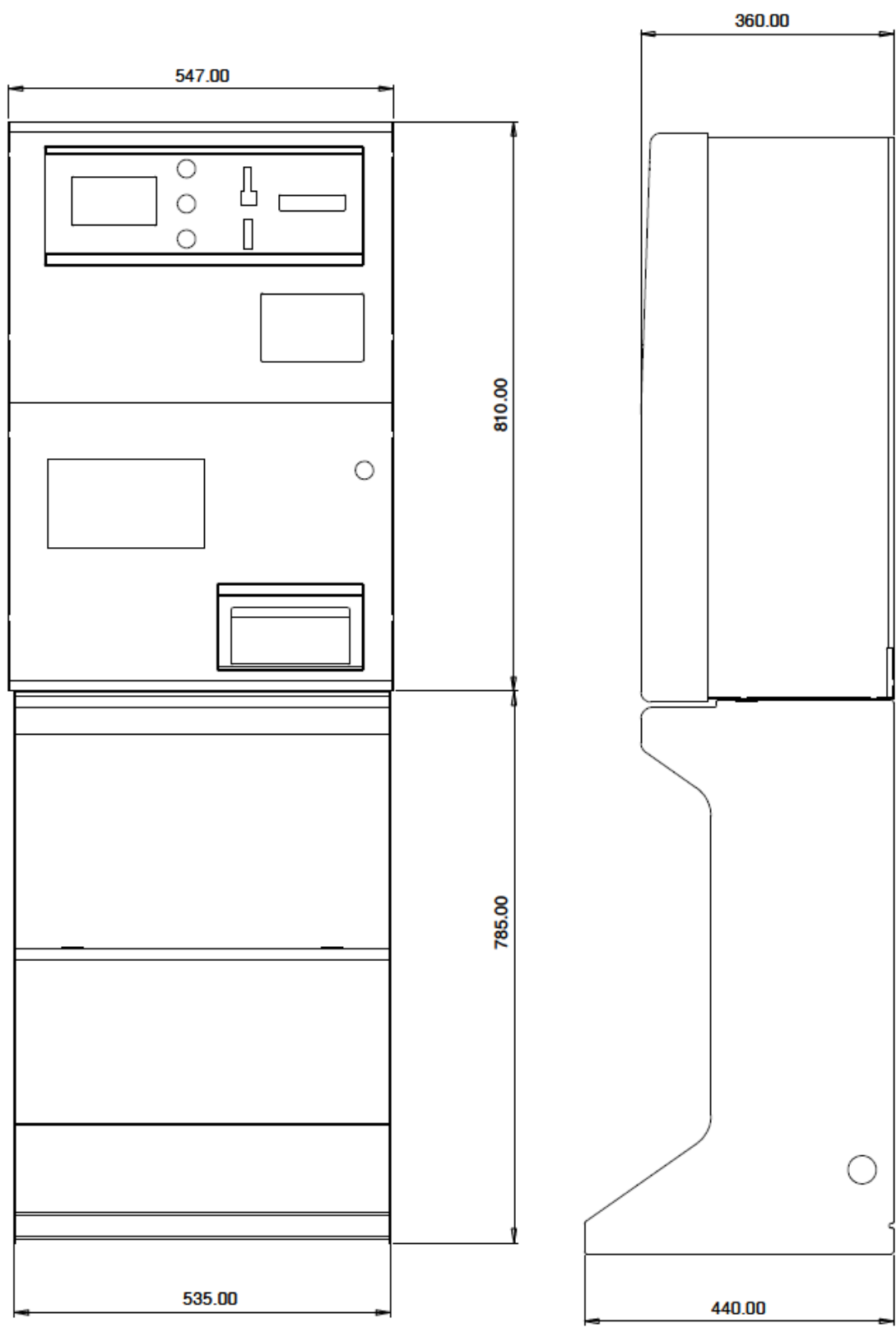
5.2 Mounting the unit

⚠️ **PAY ATTENTION: IT IS ESSENTIAL TO FASTEN THE MACHINE TO A SOLID WALL BY USING RELIABLE EXPANSION BOLTS.**

IT IS RECOMMENDED TO FASTEN THE UNIT TO THE WALL BY USING THE DEDICATED MOUNTING SLAB (ref. MT0-AM16-V06).

Rear view of the Change Machine:

*'x' = fastening holes to the wall*

'z' = fastening holes to the wall-mount slab

Put the Change Machine in place and fasten it to the wall by expansion bolts, through the "x" holes in the rear side of the cabinet. Take care not to obstruct the power socket. In addition, the large holes at the rear foot of the floorstand allow to secure the machine to the floor by binding chain or pass-through bar.

The fastening slab allows to easily secure the Change Machine to the wall:

cnce fixed the slab to the wall (see below), the machine can be hung upon the "w" slab's hooks, and then comfortably fastened to it by screws ("z" holes), or just left hanging so as to remove it at ease.

WALL-MOUNT SLAB:
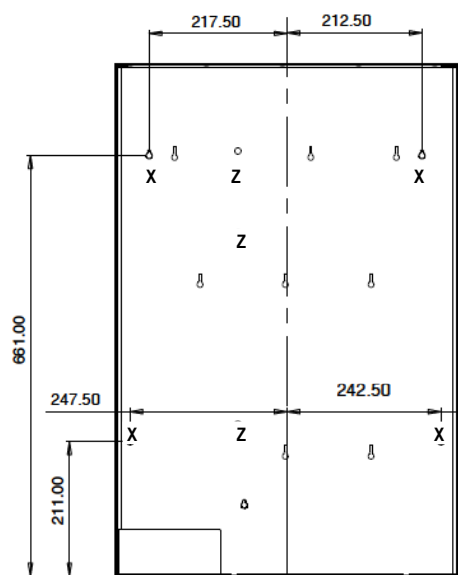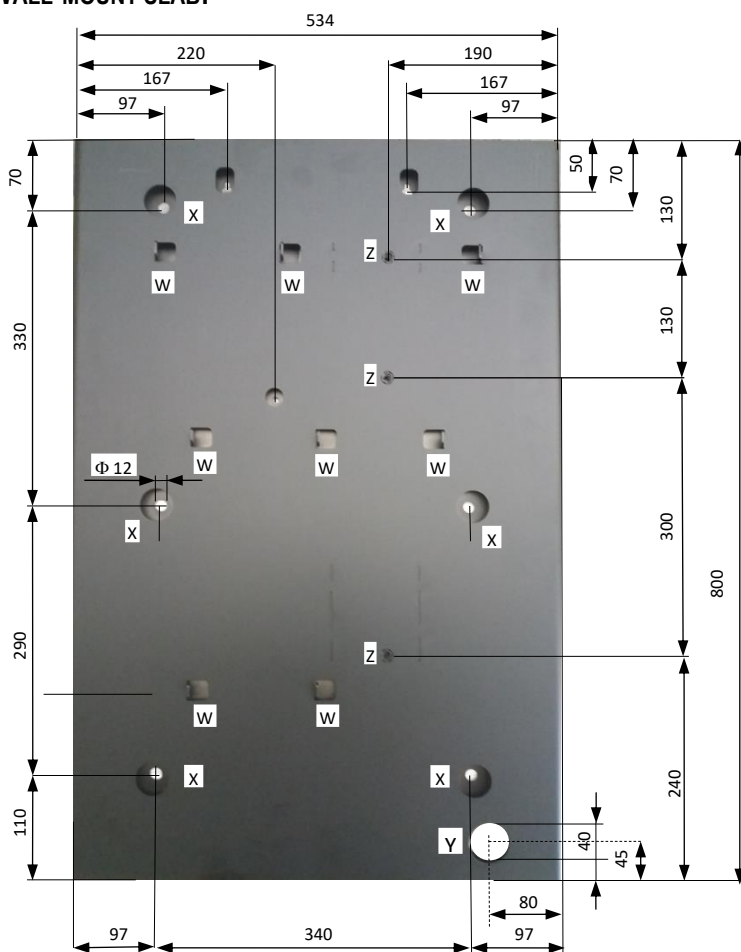
All measures in mm

Prepare the tunnel for the power cable in the wall (corresponding to "Y" hole in the slab).

Slip the cable through the "Y" hole. Fasten the slab to the wall by sturdy expansion bolts, through the 6 "x" (Φ12 mm) holes.

Connect the cable to its socket behind the machine, and hang the latter on the "w" supporting hooks.

Fix the LAND unit to the slab by M8 screws through the three "z" threaded holes, unless you plan to remove the machine from the wall every evening to store it in a safer place.

5.3 PREPARATION FOR USE:

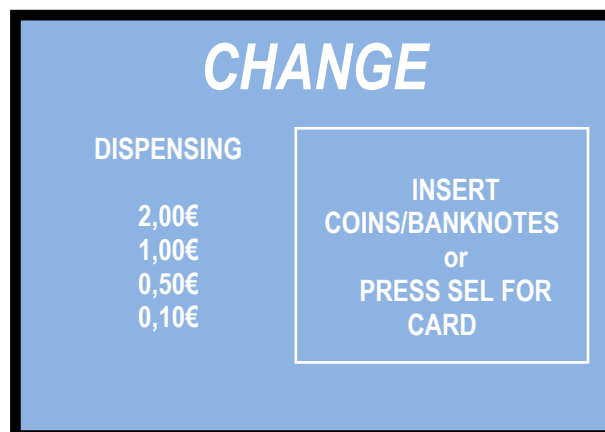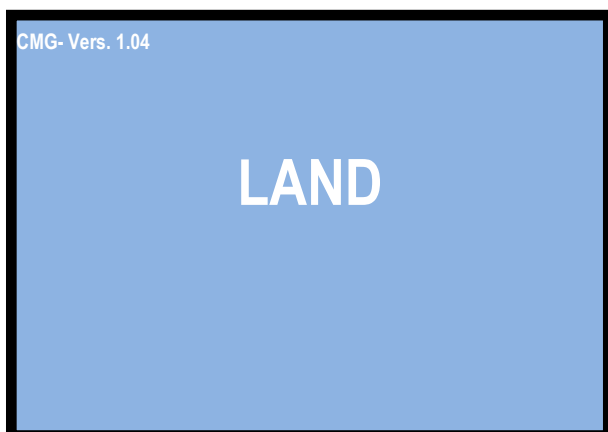**PAY ATTENTION: FILL THE HOPPERS ONLY WHEN THE MACHINE IS OFF.**

Open the door and locate extensions capacity on top of the hopper.
Unlock the latch A (white slide) of the cover and slide
the latter fully out towards the outside, until is positioned as
a pilot chute: pour into the hopper the coins or tokens to be
dispensed as change.
Unlock again the latch A and slide the cover back
to "closed" position.
Close the tiltable front flap of the machine.
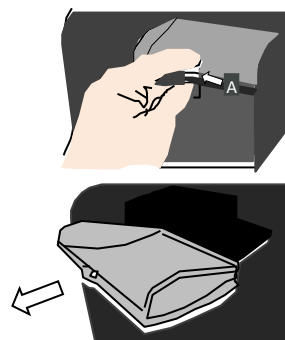
The coin denomination preset for all the single-coin hoppers is € 2. When the machine is equipped with banknote recycler, the two default denominations for the recyclable banknotes are: € 50 and € 20. It is possible to modify such default configuration through the setting menu: see section 7.3.6.2.
Plug the power cable in, and turn the main switch on. The ON/OFF switch is located at the left side of the power box; remove the coinbox to get easy access to it.
The system shall start automatically self-check and the self-setting. At the end, a message will inform that the machine is ready for operation, showing what coin(s) (tokens) value(s) will be paid in exchange for the notes and the coins introduced.

CMG- Vers. 1.04
LAND

CHANGE
DISPENSING
2,00€ 1,00€ 0,50€ 0,10€
INSERT COINS/BANKNOTES or PRESS SEL FOR CARD

The change machine will activate different procedures depending on whether it has been set up to operate by AUTOMATIC MODE (factory setting) or in MANUAL 2P MODE.

In any of these two modes, the Operator is given the possibility to preset in advance the payout combinations that he wants to provide the User with, depending on the amount that the User would introduce (for details, see sections 7.3.6 A and 7.3.6 B):

AUTOMATIC MODE	MANUAL 2P MODE
For each inserted amount out of 6 settable levels (to be chosen among 0,10 - 0,20 - 0,50 – 1 - 2 - 5 - 10 – 20 - 50 - 100 €), the User will receive the relevant combination of Tokens/Coins preset by the Operator.	For each inserted amount out of 7 settable levels (to be chosen among. 0,10 - 0,20 - 0,50 – 1 - 2 - 5 - 10 – 20 - 50 - 100 €), the User will be able to choose among 5 combinations of Tokens/Coins preset by the Operator.
If the note recycler is present, the User will receive the preset combination of Tokens/Coins and Banknotes.	If the note recycler is present, the User will be able to choose among 7 preset combinations of Tokens/Coins and Banknotes.

6. Operation

Three buttons are available: "SELECT-", "LANGUAGE/SELECT+", and "CONFIRM" allow the User to make his choice when the unit is set to operate in MANUAL MODE. These buttons are lit up in blue colour when the unit is in stand-by. The "LANGUAGE/SELECT+" button allows the user to choose the language through which he wants to interact: English, French, German, Italian and Dutch are available.

6.1 Manual 2P mode

6.1.1 CASH: When a note or coin is inserted (or when the smaller value available in the hoppers is reached), the "SELECT" and "CONFIRM" buttons will lit up in green colour. At the same time, the display will show the first one among the various pre-set change combinations proposed, out of the 1-to-5 pre-programmed by the Operator (see section 7.3.6.3 B **PAY-OUT TABLE IN MANUAL MODE**). Press any "SELECT" button to get to the next page and check the second combination, then press the button again and so on, to find among all the available combinations the one that best suits your wish. Once found it, press the "CONFIRM" button to collect the changed amount or the purchased tokens.
At the end of the payout cycle, the display will show both the inserted amount and the total amount paid out.

6.1.2 POS: *POS operation is allowed only if the machine delivers Tokens only*. Use of the machine to cash from credit cards or debit cards is ILLEGAL, since the machine is not a licensed ATM.
The instruction on the machine display alternatively prompts the User to press the SEL (SELECT-) button if purchase by credit/debit card is desired:

press the "SELECT" button, the display will show:

- Lean your RFID ChipCard against the POS Terminal: you will be invited to select your product (how much money you will pay to purchase the tokens):

- touch any "SEL" button as many times as necessary to obtain the desired amount. Then, confirm by the OK button. The display will show the first available combination of tokens preset by the Operator; press any "SEL" button to check for the other available combinations, until the one that best suits your needs is displayed:

CREDIT		50.00€
30	x	1,00€
30	x	0,50€
50	x	0,10€
	SEL -> TO SELECT	
	OK -> TO DISPENSE	

"SEL"

CREDIT		50.00€
10	x	2,00€
10	x	1,00€
20	x	0,50€
100	x	0,10€
	SEL -> TO SELECT	
	OK -> TO DISPENSE	

"SEL"

CREDIT		50.00€
25	x	1,00€
50	x	0,50€
	SEL -> TO SELECT	
	OK -> TO DISPENSE	

- then, press the "OK" button, so that the machine will dispense the selected combination of tokens,

and the bank network will deduct the equivalent amount from your ChipCard account.

```
CREDIT
50,00€
PAID
50,00€
```

6.2 Automatic mode

6.2.1 CASH: when a note or coin is inserted, the display shows the credited amount,and the control board automatically starts the pay-out, according to the combination that the Operator has pre-programmed for the amount inserted (see section 7.3.6 A). At the end of the payout cycle, the display will show both the inserted amount as well as the paid out total.

```
CREDIT
50,00€
PAID
50,00€
```

6.2.2 POS: *POS operation is allowed if the machine delivers Tokens only*. Use of the machine to cash from credit cards or debit cards is *ILLEGAL*, since the machine is not a licensed ATM.
The instruction on the machine display alternatively prompts the User to press the SEL (SELECT-) button if purchase by credit/debit card is desired:

```
DISPENSING
            PRESS SEL FOR
2,00€           CARD
1,00€
0,50€
0,10€
```

press the "SELECT" button, the display will show:

```
LEAN CARD AGAINST TERMINAL
```

- Lean your RFID ChipCard against the POS Terminal: you will be invited to select your product (how much money you will pay to purchase the tokens):

```
SELECT AMOUNT OF PURCHASE

5,00€

CONFIRM TO COLLECT
```

touch any "SEL" button as many times as necessary to obtain the desired amount.

SELECT AMOUNT OF PURCHASE 10,00€ CONFIRM TO COLLECT	"SEL"	SELECT AMOUNT OF PURCHASE 20,00€ CONFIRM TO COLLECT	"SEL"	SELECT AMOUNT OF PURCHASE 50,00€ CONFIRM TO COLLECT

- then, press the "OK" button, so that the machine will dispense the variety of tokens corresponding to the combination that the Operator has pre-programmed for the amount inserted (see section 7.3.6.3 A **PAY-OUT TABLE IN AUTOMATIC MODE**.

At the same time, the bank network will Deduct the equivalent amount from your ChipCard account.

CREDIT
50,00€
PAID
50,00€

WARNING: If there are not enough pieces in the hopper to fulfil the whole exchange request, the remaining credit shall be displayed and retained in memory. Switch off the machine, fill the hoppers, and switch on again: the remaining credit shall be paid out.

7. System configuration

7.1 Default configuration

The device parameters of the LAND Money-change machine / Token dispenser are preset by default as follows (unless a customized setup is requested):

|	
Control Board Parametres	Pay-out mode = AUTOMATIC
Hopper S11 Parameters	Hoppers nr. 1, 2, 3, 4 (*) = € 2.00
Hopper AH4 discriminator (upon request)	Preset by default to 0,50 – 1,00 – 2,00 €
ORYONE / VEGA-RC Validator take	€ 5.00 - …. - € 100.00
VEGA-RC Recycler takes	€ 20 – 10 = ENABLED
AL66 S coin acceptor takes	€ 0.05 - € 0.10 - € 0.20 = DISABLED
	€ 0.50 - € 1.00 - € 2.00 = ENABLED

(*) The Hoppers are placed in pairs, one pair above the other. It is possible to decide which one among the 4 hoppers must work as the primary one (ex. when the machine is used for dispensing tokens, or when the pay-out table is not in use). Each hopper has its own serial address; such serial address is defined by the position of the dip-switches located in the hopper sliding base. The dip-switch rows of the hoppers are set respectively to the following addresses:
Dip-switches in HP1: address 3 (all DS to OFF)
Dip-switches in HP2: address 4 (no. 1=ON, nos. 2= 3=OFF)
Dip-switches in HP3: address 5 (no. 1=ON, nos. 2= 3=OFF)
Dip-switches in HP4: address 6 (no. 1=ON, nos. 2= 3=OFF)

Hopper 1   Hopper 2   Hopper 3   Hopper 4
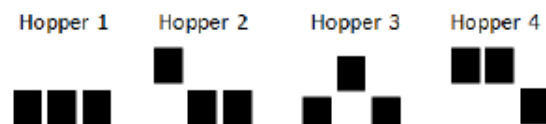
7.2 Restore default configuration

If any unwanted variation is made, it will be possible to restore the default configuration as follows:
enter menu, scroll by UP and DOWN keys and choose RESTORE DEFAULT CONFIGURATION, then press OK; the message DEFAULT CONFIG. RESTORED will be displayed and the unit shall return to its original setting.

NOTICE: the *RESTORE DEFAULT CONFIGURATION* **command resets the default PIN code (0000) .**

7.3 Menu functions

7.3.1 SURF THE MENU:

Locate the in-line 3 button-keys on the p.c. board rear side. Else, it is possible to temporarily connect the external keypad (K-P3N-000006) to the 'Program' socket in the rear side of the p.c. board.

External programming keyboard (K-P3N-000006), as an alternative to the "OK", "+" and "-" buttons located on the back of the pcb.
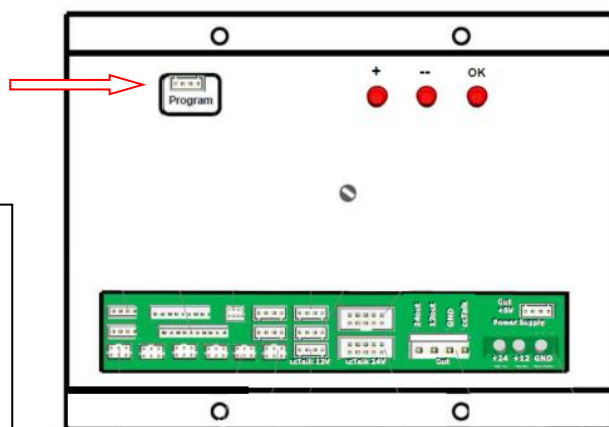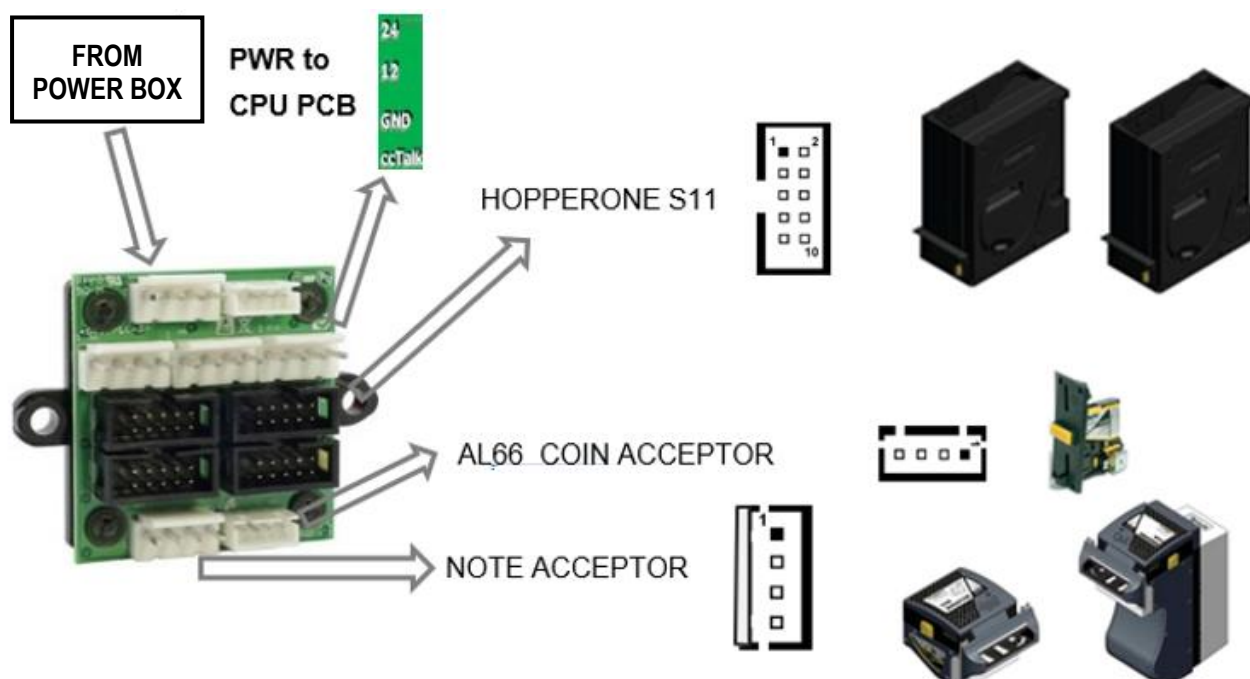
Get access to the menu by holding the three buttons pressed at the same time for 5 seconds.
    OK   confirm selection
    + -   navigate menu UP and DOWN; or,
                    modify figures and letters
    REG   adjust display brightness

RGB1   RGB1 = CONFIRM Button
RGB2   RGB2 = SELECT- Button
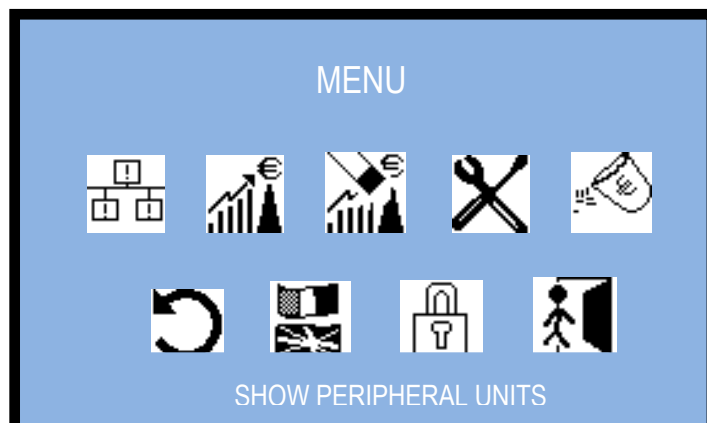**RGB3**   RGB3 = LANGUAGE/SELECT+ Button

Ser TTL 1   POS Terminal

FROM POWER BOX

PWR to CPU PCB

24
12
GND
ccTalk

HOPPERONE S11

AL66 COIN ACCEPTOR

NOTE ACCEPTOR

7.3.2 MENU STRUCTURE

When switching to the menu, the following set of icons get diisplayed on the screen:

Use the "**+**" button-key to highlight the icon of the menu function you want to check: the description of the highlighted icon will appear at the bottom of the screen (e.g. SHOW STATUS OF PERIPHERAL UNITS for the first icon, EMPTYING DISPENSERS for the fifth, EXIT for the last one). Press the "OK" button-key to access the function.

7.3.3 SHOW PRIPHERAL UNITS

This sub-menu allows to check the state of the peripheral units in the system (connected or not, in error, empty):
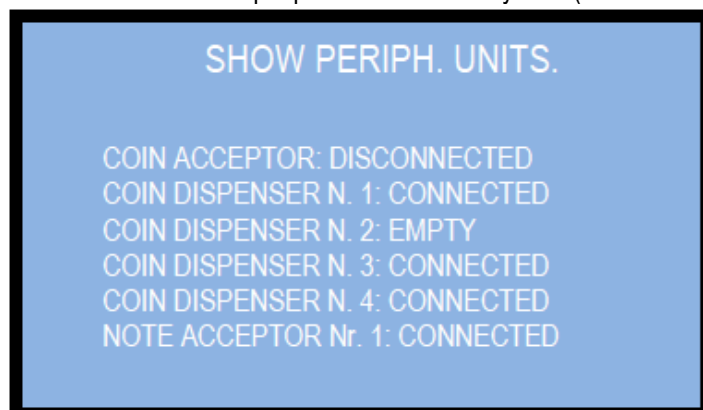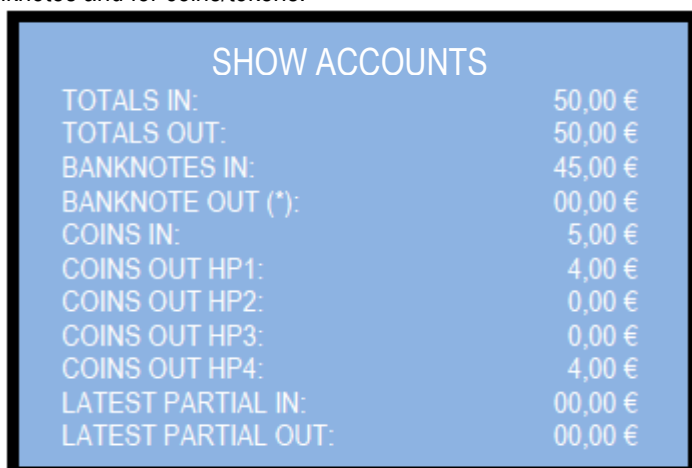

Press OK to return to the menu upper level.

7.3.4 SHOW ACCOUNTS

This menu allows to read the cashed totals and partials, the totals and partials paid out. Partials are made available for banknotes and for coins/tokens:

*(*) Only if Banknote Recycler is included in the unit.*

Press OK to return to the menu upper level.

9.3.5   RESET ACCOUNTS

By this function it is possible to completely reset the registered Accounts records (eiher totals or partials).
To cancel the recorded totals it is necessary to enter the PIN code.
The highlighted item appears on a white background: if you choose RESET PARTIALS, simply press OK
to delete these data (the message PARTIAL ACCOUNTS RESET will briefly appear);

RESET ACCOUNTS

RESET TOTALS

RESET PARTIALS   (*)|

EXIT
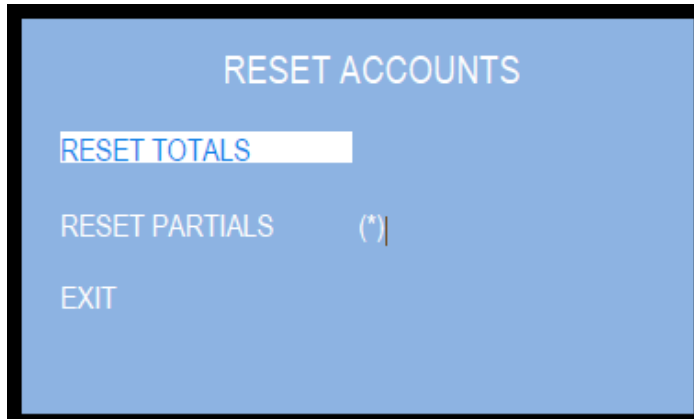
(*) Whenever the Partials data get cancelled, the previous value recorded in "Last Partials cancelled" gets replaced by the amount that has just been reset.

If TOTAL ACCOUNTS RESET is chosen instead, after pressing OK the system will ask you to enter the PIN.

RESET ACCOUNTS

ENTER PIN
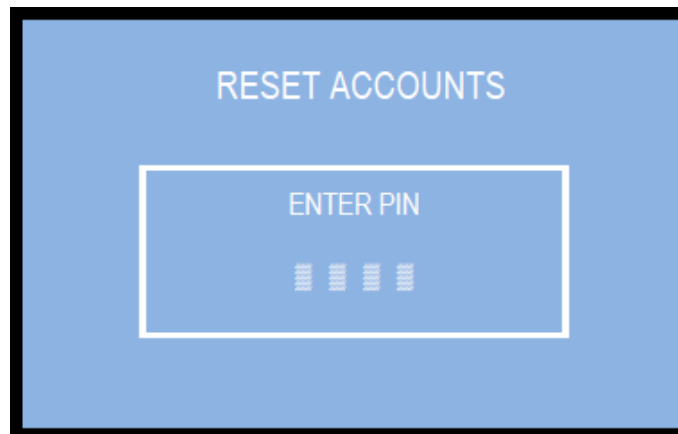
Press "OK" to highlight the first character, then press the "**-**" or the "**+**" keys until the desired figure appears, and confirm it by "OK". The cursor will move to the next position.
Repeat per each of the following 3 characters of the PIN.
Once entered the fourth character, the recorded Total Accounts data shall get automatically deleted.

RESET ACCOUNTS

TOTAL ACCOUNTS

RESET
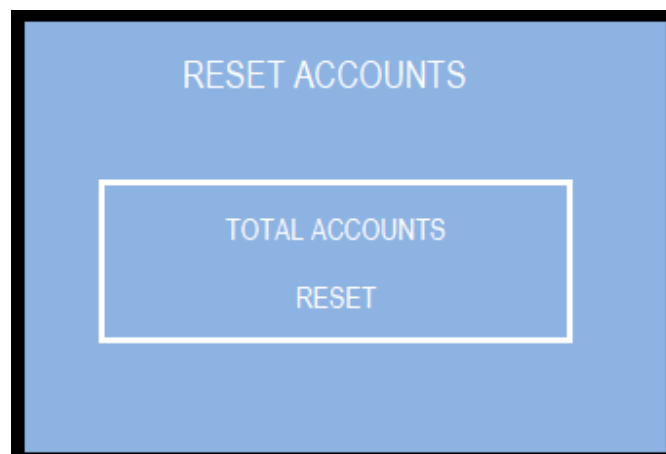
7.3.6   SETUP THE MACHINE ✄

The PERIPHERAL UNITS function allows to set which banknote and coin denominations must be accepted; if POS device is included, its operation can be enabled or disabled by this function. If the telemetry module is part of the machine, this sub-menu allows to configure the GSM-GPS fuction (see section *7.3.6.1D)*.

The DISPENSE MODE function allows to set the way the machine reacts to the introduction of money (i.e. change money immediately and automatically, or wait for the User to confirm after dropping the money in); it also allows to set the coin denominations (and possibly the note denomiations) that can be delivered by the dispensers.

By the PAY-OUT TABLE function, when enabled, the Operator can configure different combinations of dispensed denominations relating to the amount introduced by the User; different operating options can be preset, according to whether the DISPENSE MODE has been set for AUTOMATIC or for MANUAL operation.

```
                    SETUP


   SET UP PERIPHERAL UNITS
   SET UP DISPENSE MODE
   SET UP PAY-OUT TABLE:          ENABLED
   EXIT
```

7.3.6.1 *Set up Peripheral Units*

This section allows to set which banknote and coin denominations must be accepted; if POS device is included, its operation can be enabled or disabled by this function.

```
              SETUP PERIPH.

   ┌──────────────────┬────┬────┬────┬────┬─────┐
   │ ENABLED NOTES    │ 5  │ 10 │ 20 │ 50 │ 100 │
   ├──────────────────┼────┼────┼────┼────┼─────┤
   │ NOTE VALID. 1:   │ v  │ v  │ v  │ v  │  v  │
   └──────────────────┴────┴────┴────┴────┴─────┘
   COIN ACCEPTOR :            PRESS OK
   POS ENABLE?                NO
   EXIT
```

7.3.6.1.A   *ENABLE NOTES (NOTE DENOMINATIONS TO BE ACCEPTED):*

All the programmed note values (5-to-100 Euro) are enabled ('v' = enabled) by default. To modify such condition, or to change later modifications, press OK to get to the first denomination box (ex. 5 €), then press "**+**" or "**-**" to reverse its status. Press OK to confirm (the sign 'v' will turn to 'x', and viceversa) and to shift to the next option (ex. 10 €).

```
              SETUP PERIPH.

   ┌───────────────────┬────┬────┬────┬────┬─────┐
   │ ENABLED NOTES     │ 5  │ 10 │ 20 │ 50 │ 100 │
   ├───────────────────┼────┼────┼────┼────┼─────┤
   │ NOTE VALID. Nr. 1:│ v  │ v  │ v  │ v  │  x  │
   └───────────────────┴────┴────┴────┴────┴─────┘
   COIN ACCEPTOR :            PRESS OK
   POS ENABLE?                NO
   EXIT
```
'v' = enabled
'x' = disabled

Press OK to confirm and return to the upper level. Then press "**+**" to shift to the following line (*ENABLE COINS*).

7.3.6.1.B ENABLE COINS

By this function, the Operator can decide which coin denominations the machine must accept and which ones it must reject and immediately return to the User.
The default coin denomination is 2 € for all 4 Hopper S11. If at least one Hopper AH4 (discriminator) is part of the machine, default denominations are 0,50 € – 1,00 € – 2,00 €.

'v' = enabled
'x' = disabled

Press OK to get access to the modification controls. Press OK again to get to the first denomination box (ex. 2,00 €), then press "**+**" or "**-**" to reverse its status. Press OK to confirm the setting (the sign 'v' will turn to 'x', and viceversa) and to shift to the next box (ex. 1,00 €).

7.3.6.1.C ENABLE POS TERMINAL (IF PRESENT):

Highlight the POS ENABLE line and press OK to modify its status: the cursor will highlight the present status of the Terminal: make use of the "+" or of the "-" button-key to enable or disable it.


Press OK to return to the ENABLE POS function, and press "+" to shift to EXIT, then again OK to return to the upper menu level.

7.3.6.2 **Set up Dispense Mode**

The DISPENSE MODE function allows to set the way the machine reacts to the introduction of money (i.e. change money immediately and automatically, or wait for the User to confirm after dropping the money in); it also allows to set the coin denominations that can be individually delivered by the 4 hoppers.
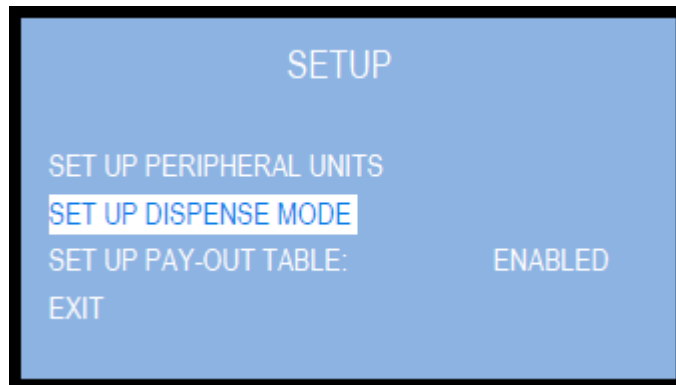

Press OK to start the modification of the current setting: the mode latter setting (ex. AUTOMATIC) will be displayed. When set to AUTOMATIC mode, and the Pay-out Table is disabled, the machine will pay out as much evenly as possible from each hopper (e.g. 5 pcs from HP1, 5 pcs from HP2, 5 pcs from HP3, 5 pcs from HP4); if set to AUTOMATIC mode, and the Pay-out Table is enabled, the machine will pay out the combination preset by the Operator (see section 7.6.3.A).
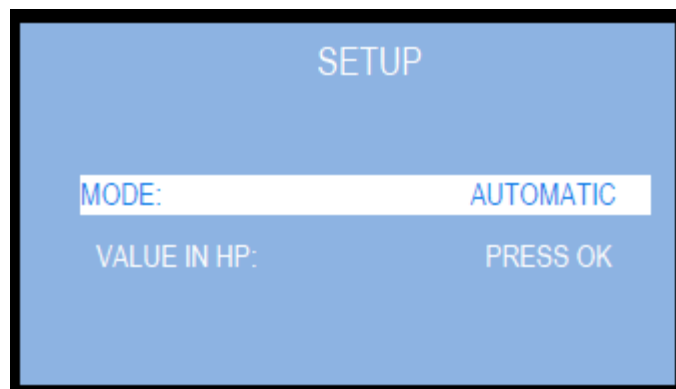
To transform the setting e.g. to MANUAL 2P, press the "**+**" key or the "**-**" key. The MANUAL 2P mode allows the User 1) to select the coin or token denomination that he prefers to receive, if the Pay-out Table is disabled, or 2) to obtain the combination of coins and/or tokens that he wishes to receive, if the Pay-out Table is enabled (see section 7.3.6B). in this second case, the User will check the available options by pressing the SELECT button, and will start the payment of the chosen option by pressing the CONFIRM button.

Following to that, It is possible to set the hoppers for the wished coin denominations. If the unit includes the Note Recycler, the banknote values to be recycled can be set as well.
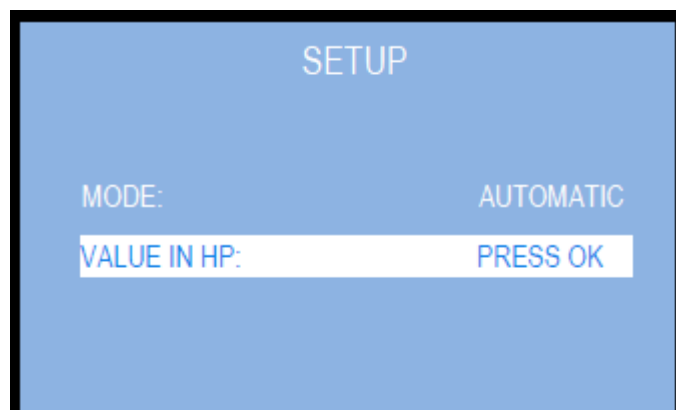
Press OK to check or modify the default or the current settings. The display will show the following table:

By pressing the OK button, highlight the box that needs be changed, then press the "**+**" key or the "**-**" key to respectively increase or decrease the value of the coin denomination to be paid out by the hopper.

It is possible to set which hoppper must preferably pay out, i.e. when tokens are dispensed by e.g. HP1, and it is the interest of the Operator to sell as many tokens can be purchased by the money introduced. This is obtained by setting HP1 only as Primary Hopper.

NOTE: if the Note Recycler is part of the machine, this section will offer as well the possibily to set the note denominations to be recycled among the accepted ones.

The default setting for the Note Recycler is 50 € / 20 €. Press first "- "/ "+" to move the highlighted combination, then press "OK" to confirm the wished one and to return to the previous menu.
PAY ATTENTION: it is not possible to reverse the order in the combinations: the greater value is always matched to Recycler 1 (which means: it is not possible to program the € 20 in the RC1 and the € 50 in the RC2).

7.3.6.3 *Setup the Pay-out Table*

When the Pay-out Table is enabled, the Operator can configure different combinations of change denominations related to the amount introduced by the User; different operating options can be preset, according to whether the DISPENSE MODE has been set for AUTOMATIC mode or for MANUAL mode.

```
                    SETUP


 SET UP PERIPHERAL UNITS
 SET UP DISPENSE MODE
 SET UP PAY-OUT TABLE              ENABLED
 EXIT
```
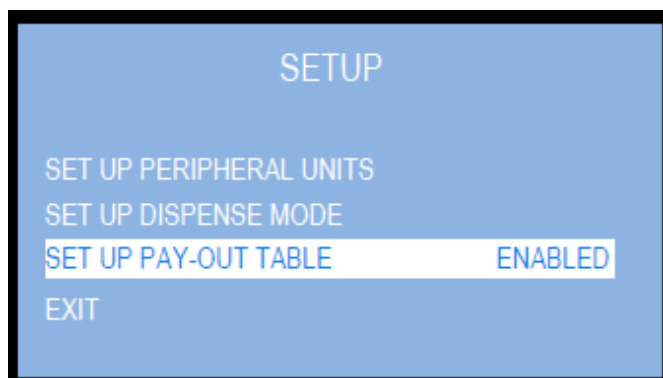
Press "+"/"-" to change the state of the function between ENABLED and DISABLED. If ENABLED, it will be possible to set the table; if DISABLED, and the machine is set to AUTOMATIC mode, the system will pay out balanced quantities of pieces from each hopper; if DISABLED, and the machine is set to MANUAL mode, the system will prompt the User to choose which coin denomination/token type (= from which hopper) he wishes to receive as change for the amount introduced.

PAY-OUT TABLE	AUTOMATIC MODE	MANUAL MODE
ENABLED	See section *7.3.6.3.A*	See section *7.3.6.3.B*
DISABLED	Change in even quantities from the dispensers	Denominations as per User's choice

The amounts in the LEVEL boxes can be set to determined values (typically, the accepted coin and note denominations), while the relevant boxes following in line can be set to any of the options below:
- number of pieces so that their calculation will correspond to the amount set in the LEVEL box, if change in cash is handled;
- any desired value, if Tokens only will be handled - such freedom will allow for bonus award as well;
- any consistent combination, if Tokens and return cash change will be handled.

WARNING: when finished setting the Payout table, the display prompts for "Reset Total Accounts" (see sect. 7.3.5), in order to prevent any possible future data inconsistency.

7.3.6.3 A   PAY-OUT TABLE IN AUTOMATIC MODE [6 levels available; each level one combination]

Once confirmed the Enable option by pressing OK, the display proposes the following pattern:

```
                    SETUP
 | LEVEL  | HP1 | HP2 | HP3 | HP4 |
 | 0,00 € |  0  |  0  |  0  |  0  |
 | 0,00 € |  0  |  0  |  0  |  0  |
 | 0,00 € |  0  |  0  |  0  |  0  |
 | 0,00 € |  0  |  0  |  0  |  0  |
 | 0,00 € |  0  |  0  |  0  |  0  |
 | 0,00 € |  0  |  0  |  0  |  0  |
```

To program the Table, highlight first level by "OK" and set its value by the "**+**" button, then confirm by "OK". The cursor will highlight the HP1 box: confirm by "OK", and set its value by the "**+**" button (modify by "**-**"), then confirm by "OK", and so on. Shift from first to second level by the "**+**" button, and repeat above process.

HOW IT WILL WORK AFTER SETTING THIS TABLE: when the User insertS money corresponding to any of the programmed levels, the machine shall pay out the combination of pieces that the Operator has pre-programmed for the amount inserted by the User (see section 6.1). See next page for some examples of settings.

EXAMPLES of SETTINGS: taking as example that the values in the hoppers have been set to HP1=2€, HP2=1€, HP3=0,50€, and HP4=0,20€, the Operator might set the change combinations to be dispensed as below:

SETUP				
LEVEL	HP1	HP2	HP3	HP4
1,00 €	0	0	2	0
2,00 €	0	1	2	0
5,00 €	2	0	0	5
10,00 €	4	0	2	5
20,00 €	8	2	2	5
50,00 €	20	5	6	10

Even the following one could be programmed with full rights, as well as other legitimate combinations. E.g.: 2 € can be paid as 2 x 1€, or 1€ + 2 x 0,5€, or 4 x 0,50€, or 1 x 1€ + 2 x 0,50€, or 1 x 1€ + 5 x 0,20€, or 10 x 0,20€, or …:

SETUP				
LEVEL	HP1	HP2	HP3	HP4
1,00 €	0	0	0	5
2,00 €	0	1	0	5
5,00 €	2	0	1	5
10,00 €	5	0	0	0
20,00 €	9	1	2	0
50,00 €	15	15	8	5

If HP1=2€=TOKEN, the setting below would bestow increasing bonus against increasing amounts introduced:

SETUP				
LEVEL	HP1	HP2	HP3	HP4
1,00 €	0	0	0	5
2,00 €	2	0	0	0
5,00 €	2	1	0	0
10,00 €	6	0	0	0
20,00 €	12	0	0	0
50,00 €	15	15	8	5

Such system makes even for when the Operator wants to sell only one or only a limited amount of pieces. For example, for a Machine dispensing 5 € Tokens and change (HP1=5€, HP2=HP3=2€, HP4=1,00€), the below pattern would suit:

SETUP				
LEVEL	HP1	HP2	HP3	HP4
5,00 €	1	0	0	0
10,00 €	2	0	0	0
20,00 €	2	2	2	2
0,00 €	0	0	0	0
0,00 €	0	0	0	0
0,00 €	0	0	0	0

*PLEASE PAY ATTENTION !
if all the boxes in the pattern are set to 0 (zero), the machine will then behave as if the Pay-out Table is disabled, so paying out as much evenly as possible from each hopper.*

If HP1 gets empty, then the other hoppers will return change equivalent to the cashed amount.

7.3.6.3 B   PAY-OUT TABLE IN MANUAL MODE   [7 levels available, each level allows 5 combinations]

Once the ENABLED mode has been confirmed by the OK button, the display shows the following pattern of 5 available combinations relevant to the first pay-in level:
:

SETUP			
> LEVEL 1		0,00	
HP1	HP2	HP3	HP4
0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0

Seven (7) levels can be set for the amounts introduced by Users. Such amounts must be entered in the box right of the LEVEL 1, …, LEVEL 7 legends. For each of the 7 levels, 5 different combinations can be programmed.

HOW IT WILL WORK AFTER SETTING THIS TABLE: when the User will introduce the relevant amount of money, he will be prompted to choose among the 5 programmed combinations associated to that amount (see section 6.2).

SETTING THE PATTERNS: highlight LEVEL 1 and confirm it by OK; the cursor will shift to the value box: set such value by the "**+**" button (make corrections by the "**-**" button), then confirm by "OK" (ex. 1,00 €). The cursor will return at the left of the LEVEL 1 box; step down by the "**+**" button to the table underneath so as to start setting the number of pieces to be dispensed by the hoppers. Confirm by "OK" to modify the first box of the HP1 column, then set it by the "**+**" button (make corrections by the "**-**" button), and confirm by "OK". The cursor will shift to the HP2 box in the first line. Continue in the same way until first line is fully set. Press "OK" to move the cursor back at the left of the first line, and shift to the second line then by pressing the "**+**" button. Go on as explained until the 5th line (or previous, if enough for your purpose) has been filled. When the cursor returns left of the 5th line, press the "**+**" button to make the exit icon (**>**) available at the bottom right corner of the display. As an example, supposing HP1=2€, HP2= 1€, HP3=0,50€, HP4=0,20€, the following pattern could be programmed for LEVEL 1 = 1 €:

SETUP			
LEVEL 1		1,00 €	
HP1	HP2	HP3	HP4
0	0	2	0
0	0	1	5
0	0	0	0
0	0	0	0
0	0	0	0
			>

Press "OK" to open the following LEVEL 2. Repeat as above using a higher value and the relevant 5 possible combinations, then shift to LEVEL 3, choosing 5 possible combinations out of all the valid ones for the amount set in Level 3, and so on, until last level (LEVEL 7) is completed, e.g.:

SETUP			
LEVEL 3		5,00 €	
HP1	HP2	HP3	HP4
2	1	0	0
2	0	2	0
1	2	0	5
1	1	4	0
1	1	2	5
			>

SETUP			
LEVEL 5		20,00 €	
HP1	HP2	HP3	HP4
5	5	6	10
8	2	4	0
5	7	4	5
6	5	4	5
9	0	2	0
			>

	SETUP		
LEVEL 7		100,00 €	

HP1	HP2	HP3	HP4
2	1	0	0
2	0	2	0
1	2	0	5
1	1	4	0
1	1	2	5

. . . .

When confirming the exit arrow icon (>) after Level 7, the system will save all the programmed settings.
- If the Operator wants to make available only a limited number of combinations options (ex. only 3 options), he will leave 0 in all the boxes of the rows 4 and 5.
- If the Operator wants to set only a limited number of levels (ex. 4 levels out of the 7 programmable), he will leave 0 in all the boxes of levels 5, 6, and 7.

PAY ATTENTION: if all the boxes in each level are set to 0 (zero), the machine will react as if the Pay-out Table is disabled; so it will prompt the User to choose from which hopper (i.e. denomination) he wants to collect his change.

7.3.6.3 *Exit*
To return to the upper menu level, highlight the EXIT line by the "**+**" button-key, and confirm by "OK".

7.3.7 EMPTY OUT THE DISPENSERS

Use this function to make the selected dispenser(s) pay out all the contained coins / tokens, or, if device is a note recycler, to make it move the contained banknotes in the note validator stacker. During emptying, and once emptied the first dispenser, the relevant emptied amount shall be displayed. Press OK to go on with the second dispenser.
Press OK to get access to the emptying options; press "**+**" to shift down to the next options; press OK to start emptying the highlighted device.

EMPTY OUT DISPENSERS

NOTE DISPENSER

COIN DISPENSER Nr. 1

COIN DISPENSER NR. 2

COIN DISPENSER Nr. 3

COIN DISPENSER Nr. 4

EXIT

If the emptying menu remains still for over 1 minute (e.g. without receiving any command, as for instance when the service staff might forget to exit the menu after service operations), the system will return to stand-by, to prevent the risk that strangers may have free access to the controls.

7.3.8 RESTORE DEFAULT CONFIGURATION

To use this sub-menu it is necessary to enter the PIN code: use first the "**+**" and "**-**" keys to set each figure, then confirm it by OK. As every single figure gets confirmed, an asterisk takes its place, so preserving secrecy.

RESTORE DEFAULT CONFIGURATION

ENTER PIN

If the entered PIN is not correct, the User is given another 4 tries before the board gets blocked-up by its security interlock. Before being blocked, the system can be started again by switching it off and on again.

Once the 4th character of the PIN has been confirmed, reset will be started. Then, the message RESTORED SETTINGS will appear briefly, while the machine exits the menu and returns to the stand-by condition:
WARNING: in case of reset to the default configuration, the PIN code will be reset to the default 0000 setting. Account records shall not be cancelled.

```
DEFAULT CONFIGURATION
RESTORED


....EXIT MENU PLEASE WAIT....
```
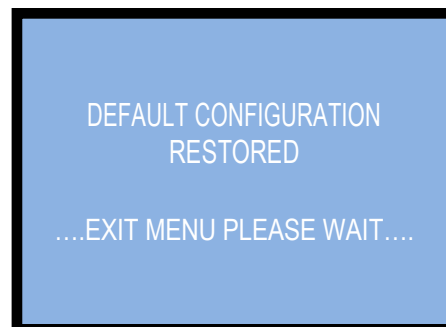
7.3.9   SET UP MAIN LANGUAGE

Choose the language you wish to use as the standard communication language on the display, using the "+" and "-" button-keys, and confirm with the OK key.
If a User speaking a different language wishes to use the machine, he can make his choice among the available idioms from the "Change Language" courtesy button.
NOTICE: the display will restore the programmed language 1 minute after the machine has remained idle.

```
SET UP LANGUAGE
ITALIANO
ENGLISH
DEUTSCH
NEDERLANDS
```

7.2.10   MODIFY THE PIN

The PIN code allows the Owner of the machine to get access to the discretional menus of the system.
The PIN code is made up by 4 characters (each of them a figure from 0 to 9: 10,000 combinations available).
If the entered PIN is not correct, the User is given another 4 tries before the board gets blocked-up. Before the unit gets blocked, it can be started again by switching it off and on again.
PAY ATTENTION: the default PIN code is 0000
The settings in the following menus can be modified by using the PIN code:
MODIFY PIN - RESET ACCOUNTS - RESTORE DEFAULT CONFIGURATION
To modify the existing PIN, press OK, and digit the old PIN code: to digit each single figure, first set its value by "+" and "-" keys, then confirm it by OK. The cursor will shift to the next character. As every single figure gets confirmed, an asterisk takes its place, so preserving secrecy. Once the 4th figure has been confirmed, the Operator will be prompted to enter the new PIN:

```
MODIFY PIN


ENTER PIN

▨ ▨ ▨ ▨
```
⟹
```
MODIFY PIN


ENTER NEW PIN

▨ ▨ ▨
```
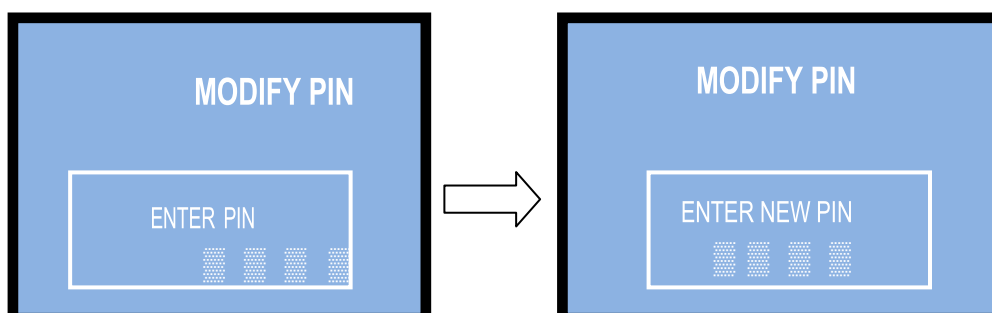
Once the new PIN has been entered, the machine will return to the upper menu.
WARNING: in case of reset to the default configuration, the PIN code will be reset to the default 0000 setting.

7.2.11   EXIT MENU

Press OK to go back to stand-by condition.
The display will invite to wait until the stand-by screen is restored and the unit is ready to resume operation

```
EXITMENU

PLEASE  WAIT
```

8. Messages
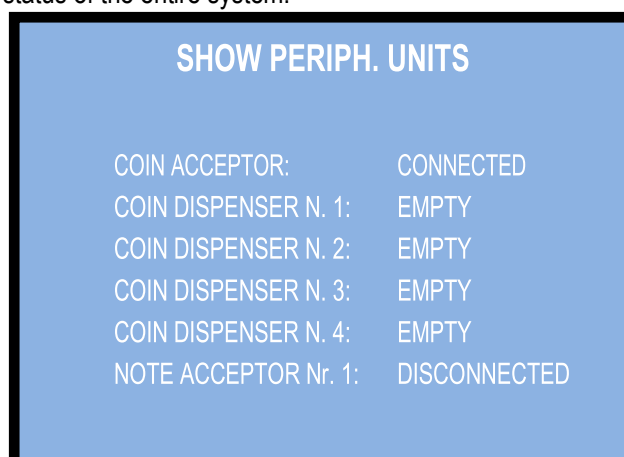
8.1   Messages from the Note validator

8.1.1   FAULTY OPERATION:

When all dispensers are empty, or when any critical combination of working conditions prevents the unit to operate properly, the following message gets displayed:

<div style="text-align:center; border:3px solid black; background:#7da7d9; padding:40px; width:300px; margin:auto; color:white">

LAND

OUT OF SERVICE

</div>

If the "OUT OF SERVICE" alert appears, check the status of the peripheral units in the menu 品 品 (see section 7.3.3).
The screen will display the status of the entire system.

<div style="text-align:center; border:3px solid black; background:#7da7d9; padding:20px; margin:auto; color:white">

SHOW PERIPH. UNITS

COIN ACCEPTOR:	CONNECTED
COIN DISPENSER N. 1:	EMPTY
COIN DISPENSER N. 2:	EMPTY
COIN DISPENSER N. 3:	EMPTY
COIN DISPENSER N. 4:	EMPTY
NOTE ACCEPTOR Nr. 1:	DISCONNECTED

</div>

8.1.2   REMAINING CREDIT (UNFINISHED TRANSACTION):

If there is not enough cash in the dispensers to complete the transaction, the remaining credit shall be displayed and retained in memory.

The message:

<div style="text-align:center; border:3px solid black; background:#7da7d9; padding:30px; color:white">

REMAINING CREDIT

NN €

</div>

becoming:

<div style="text-align:center; border:3px solid black; background:#7da7d9; padding:30px; color:white">

INTRODUCED NN,NN €

INSUFFICIENT CREDIT

</div>

and back, means that the cash available for paying the remaining amount has run out. There might remain available, though, higher value coins/tokens or banknotes, so sufficient money could be introduced to reach the value of such coin/token or note denomination, and receive it as change. If this is not possible, the Operator should switch off the machine, fill the hoppers, and switch on again: the remaining credit shall be paid out.

8.1.3   COD. RI (CPU BLOCKED)

The 'Code RI' message means that there has been an event that makes it wise to hold the EPROM from operating.
If it pops up, hold down for 5 seconds the 3 "OK", "+", and "-" buttons (lfrom behind the display pcb) at the same time: such operation will possibly restore the working conditions, though it will reset the machine to its default configuration. It will then be necessary to re-program the setup according to the needs.
In case that the 'Code RI' message pops up again after releasing the 3 keys, it means that the EPROM has been damaged: it will be necessary to replace the board.

8.2   Messages from the Note validator

8.2.1   ORYONE VALIDATOR

During operation, the amount of consecutive red flashes produced by the entry slot indicates the possible malfunctions (see chart below):

nr of red flashes	Description
1	Validator is open
2	Jammed banknote
3	Fraud attempt detected
5	Adjust optic sensors
7	Stacker full (OryOne Only)
9	Low power supply
11	Check operation of the encoder + efficiency of the validator motor
12	Check operation of the encoder + efficiency of the stacker motor (OryOne only)
14	ROM error

8.2.1.2   Front bezel flashing blue

The front bezel shall flash blue when the stacker has been removed, or if the entry detection sensor has gone faulty.

8.2.1.3   Fraud-fishing protection

The banknote reader is equipped with a security device that gets activated in the event of fishing fraud attempts repeated over a period of time.
This device can be set through the dip-switch SW2 (DS-row on the Validator side) to operate in a "soft" mode
(* DS2 = ON) or in "extended" mode (** DS2 = OFF), according to the following table.

(*) Dip-Switch SW2 ON
Any attempt at "fishing" will cause the note to be rejected, without showing any visible signal.

(**) Dip-Switch SW2 OFF		
Atte mpt	**Validator reaction**	**Do as described below**
1th	Remains in service	-
2th	Remains in service	-
3th	> error (3 red flashes)	Reset (switch off then on)
4th	> error (3 red flashes)	Reset (switch off then on)
After the 5th fraud attempt (3 yellow flashes), it is necessary to wait for automatic restore of service. Take care not to switch the device off.		

NOTICE: no error status will be transmitted to the machine, so that the latter does not go out of service, and will therefore continue to maintain the other functions working.

8.2.2   VEGA NOTE VALIDATOR AND RECYCLER

The flashing of the Leds in the front entry of the validators provides information about malfunctions.
The following chart shows the possible cases:

State of the unit	Colour	Nr. of flashes	Error description	Suggested solution
Out of service	none	None	Power off	The machine display will also report an error
		None	Communication with control board interrupted	The machine display will also report an error. Check that the dip-switches are correctly set
		None	CPU out of service	Check connections and cables inside the validator. The display will also report an error.
Out of service	yellow	variable	ROM or RAM out of service	See Vega manual, chart 13, according to the number of flashes
Jammed notes	red	variable	notes or parts clogging the reading path	Check the reading path
			Configuration malfunctioning	See Vega manual, chart 13, according to the number of flashes
Rejected notes	yellow	variable	DIP switches have been wrongly set	See Vega manual
			Sensors are dirty	Clean the sensors in the reading path
			Sensors malfunction	See Vega manual, chart 14, according to the number of flashes
Diminished acceptance rate	yellow	variable	Software not updated to recently minted notes	Check that the note and its minting year are consistent with the software update version
			Sensors are dirty	Clean the sensors in the reading path
			Sensors calibration required	Check the flashing pattern, then See Vega manual, chart 14, according to the number of flashes Carry out the calibration test.

9. Cleaning the Note Validator

9.1   OryOne

9.1.1   Cleaning

The ability of acceptance may decrease due to the accumulation of dust and cellulose dust released by banknotes during transit, or because of residues or sprays, which may spread on the detecting sensors and on transmission parts. It is therefore recommended that you
clean these parts monthly, as indicated below.

Turn off the power and unplug the cable from
the 10-pin connector interface.
Press the yellow button C, located
under the reader, to release the main body
from the faceplate, and slide it backwards.

C
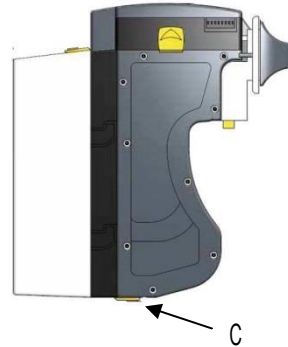
Move the D button upward, hold it while sliding the cover backwards; then lift the latter up and rotate it 180° rightwards.

D
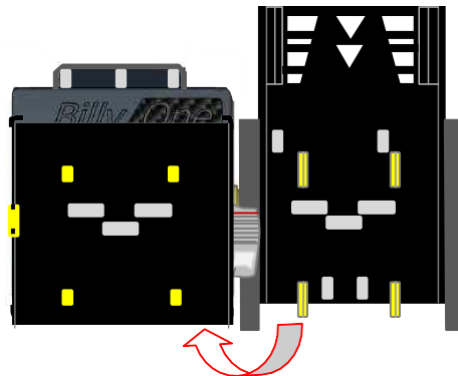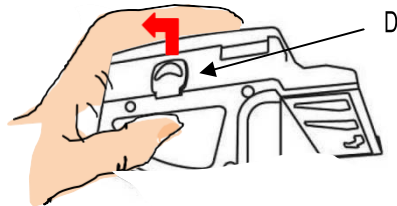
Gently wipe the sensors with a clean, lint-free tissue, or with a cotton swab, or with a small sponge, possibly moistened with isopropyl alcohol.

Completely remove the dust and residues from the 4 silicone rollers, and from the 4 elastic matching wheels which are located in the lower surface of the upper lid. To remove the most stubborn dirt from rollers and wheels, use *isopropyl alcohol.*

C   B   A   A   A   C   B
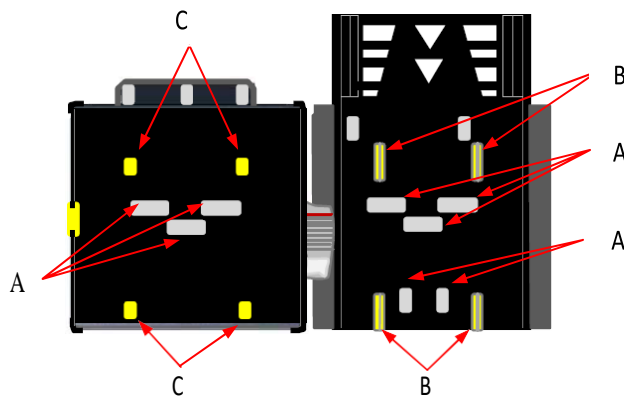
PAY ATTENTION: use only isopropyle alcohol. Do not use organic detergents (such as alcohol, thinners, petrol, a.s.o.).

1.   Sensors
2.   Silicon Dragging Rollers
3.   Elastic matching wheels

After cleaning, it is advisable to calibrate the OryOne by using the Alberici Calibration Card AA-0245 (see OryOne manual, Chapter 7. Calibration).

9.1.2   Clearing jammed banknotes

CAUTION! Turn off power before opening its upper lid.

Open the top cover by pressing D, and pull out the stuck banknote (as well as any other objects that will hinder the transit of the banknotes).
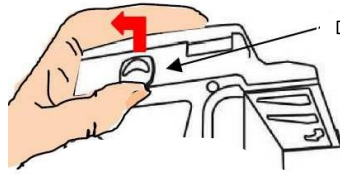
## 9.2   Vega-RC

9.2.1   Cleaning

⚠

WARNING! Do switch power off when servicing the machine!

CAUTION: *Do not use alcohol, thinner or citrus based products for cleaning any inner or outer surfaces.*

Cleaning the Banknote Recycler's Transport path is very important. Adhering Iron powder or dirt on the Recycler's Sensors may cause poor performance or errors. Perform a scheduled clean-ing at least once a month to keep the Recycler Transport path clean. Use a dry, soft, lint-free cloth or a Cotton swab to wipe dirt and stains from the Magnetic and Optical Sensors, Rollers and Belts. If necessary, blow the inside of the Unit clean with a compressed air jet to remove clinging foreign objects. Pay attention not to scratch the sensors lenses.

How to clean the sensors:
Make sure that power is off.
Open the upper cover flap.
Clean each sensor and its path.
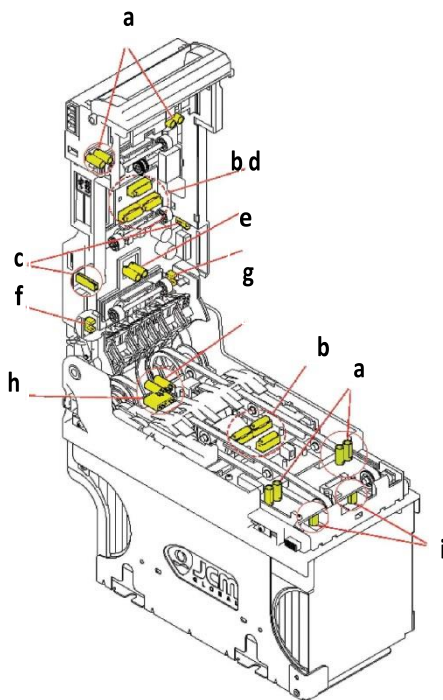
Wipe clean by a lint-free piece of cloth:

a – Input Sensor

b – Validation Sensor

c – Side Sensor

d – Escrow Sensor

Clean by pressurized air:

e – Recycler flap Sensor

f – Stacker door flap Sensor

h – Cash box present Sensor

i - Pusher mechanism home position Sensors

Clean by cotton swab:

g – Stacker input Sensor

9.2.2 Removing jammed banknotes

- *Retrieving Banknotes*

1. Pull the Release Handle to free the Cash Box from the Frame and pull the Cash Box forward.
2. Rotate the Thumb Lock Knob counterclockwise and drag down the Cash Box Door
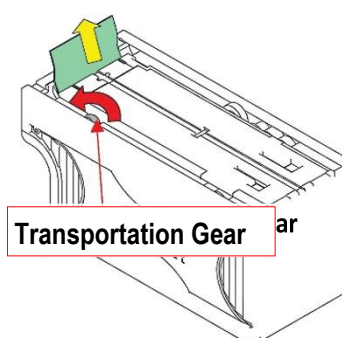3. With the Cash Box Door open, retrieve the Banknotes
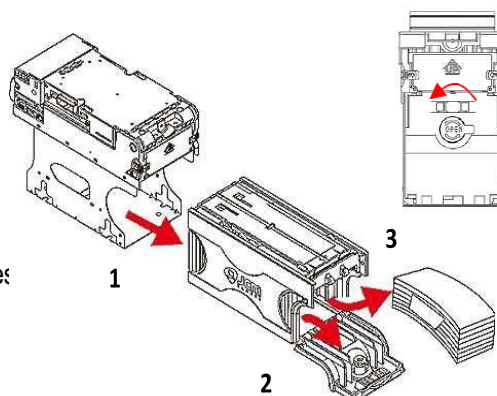
- *Clearing Banknote Jams*

1. Do not power up the validator during this operation.
2. Press buttons A and lift the Upper Validation Section open.
3. Remove the Course Reversing Guide Cover by pressing in on the two buttons B.
4. Turn the Thumb Lock Knob C to gain access to the jammed Banknote
5. Remove the jammed Banknote or any foreign object jamming the transport path.
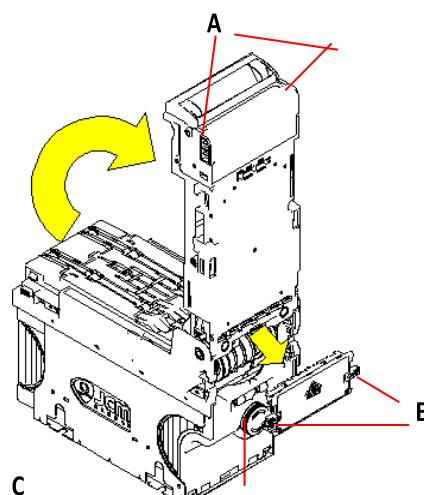
- *Clearing a Banknote jammed in the stacker*

1. Do not power up the validator during this operation.
2. Remove the cash box.
3. Rotate the Cash Box Banknote Transportation Gear in the necessary direction to remove the jamming banknote.

Transportation Gear

10. Disposal of the product

	WARNING! DISPOSE OF ACCORDING TO THE GOVERNING LAW IN YOUR COUNTRY!
	This equipment may not be treated as household waste. Instead, it must be handed over to the applicable collection point for the recycling of electric and electronic equipment. By ensuring that this product is dised of correctly, you will help to prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product.
	For more detailed information about recycling of this product, please contact the Dealer where you purchased this product.

11. Terms of Guarantee

The manufacturer will fix malfunctions arising from production faults in this machine or parts of it within 12 months from the date of sale.

All communications referring to guarantee repairs or replacements must be accompanied by the product serial number and the copy of the sale invoice.
To obtain your guarantee repair, please send the part to the Dealer where you purchased the machine, together with the following documents:
- copy of the sale invoice
- delivery note stating "returned for guarantee repair"
- detailed report of the problem found and the circumstances in which it occurs.

Before sending the product, please get in touch with your Dealer or with Alberici S.p.a. (+39 051 944300); very malfunctions can be fixed via a simple phone call, saving you costs and time.

Alberici S.p.a. will verify that warranty is applicable, i.e. that problem is not caused by:
- transport damages
- damages from incorrect installation or wrong configuration
- installation in premises or areas not complying with the prescribed safety requirements
- intentional or unwilled tampering
- wrong or careless use or maintenance
- non-compliance with precautions prescribed (see Chapter 4. Caution)
- natural disasters, vandalisms, intentional or unintentional damage

Guarantee is considered automatically expired if outer and inner labels are missing.

Transport costs of repaired products are at the Customer's charge.

12. Customer Service

Alberici S.p.a. will be pleased to offer all the necessary information on use, ordinary maintenance and technical service. Please call (+39) 051 944300 and specify if your request concerns information on use or technical support.

Spare parts List

LAND

REF.	OPT.	COD.	DESCRIZIONE	DESCRIPTION
1		HRS-001A-V06	Mobile (senza periferiche)	Unit core (w/o Per. units)
2		P-AM0702-10T	Portatarga P3	P3 Paper holder
3		AA-0163	Piedistallo	Free-standing support
4	4a	A-CM0050	Assemblaggio alimentatore	RD-125 Power unit with bracket
	4b	AE-0806	Alimentatore RD-125	RD-125 Power box
5	5a	AA-0175	Modulo Hermes GPRS-GSM-GPS / Wi-Fi modello a Pinna	GPRS-GSM-GPS / Wi-Fi Module Kit - Pin Aerial model
	5b	AA-0172	Modulo Hermes GPRS-GSM-GPS / Wi-Fi modello a Disco	GPRS-GSM-GPS / Wi-Fi Module Kit - Disk Aerial model
	5c	AA-0173	Modulo Hermes GPRS-GSM modello a Pinna	GPRS-GSM Hermes Module Kit - Pin Aerial model
	5d	AA-0170	Modulo Hermes GPRS-GSM modello a Disco	GPRS-GSM Hermes Module Kit - Disk Aerial model
	5e	AA-0174	Modulo Hermes Wi-Fi modello a Pinna	Wi-Fi Hermes Module Kit - Pin Aerial model
	5f	AA-0171	Modulo Hermes Wi-Fi modello a Disco	Wi-Fi Hermes Module Kit - Disk Aerial model
6		S-030212-000	Cablaggio estensione per Sens. Ott. Liv. Max	Full level cable for capacity extension
7		S-030183-010	Cablaggio generale Hira 2 Maxi	Hira 2 Maxi wire harness
8		AA-0315	Sector 300 1B/2C prolunga per Hopper	Sector 300 1B/2C capacity extension
9	9a	K-02C-020003	HopperOne S11 ccTalk con schedino 10p	HopperOne S11 ccTalk + 10p adaptor
	9b	K-02C-040016	Hopper AH4 Discriminator II ccTalk con schedino 10p	Hopper AH4 Discriminator II ccTalk + 10p adaptor
10		HRS-002A-Z00	Canalizzatore monete	Coin funnel
11		HRS-011A-Z00	Cassetta moneta metallica	Metal coin box
12	12a	LB-LU01	Lettore banconote BillyOne UN1	BillyOne UN1 note validator
	12b	LB-MU02	Lettore banconote OryOne UN1	OryOne UN1 note validator
13		GE-66SU	Gettoniera elettronica AL66 S ccTalk mod.	AL66 S mod. ccTalk coin acceptor
14		IM-N000-0L10	Introduzione moneta PP	PP inner bracket for coin acceptor
15	15a	HRS-060A-I00	Piastra supporto Payter®+OryOne UN1	Payter®+OryOne UN1 support plate
	15b	HRS-061A-I00	Piastra supporto Payter®+BillyOne UN1+gettoniera	Payter®+BillyOne UN1+coin acceptor support plate
	15c	HRS-062A-I00	Piastra supporto OryOne UN1+gettoniera	OryOne UN1+coin acceptor support plate
	15d	HRS-063A-I00	Piastra supporto BillyOne UN1+gettoniera	BillyOne UN1+coin acceptor support plate
	15e	HRS-064A-I00	Piastra supporto BillyOne UN1	BillyOne UN1 support plate
	15f	HRS-065A-I00	Piastra supporto OryOne UN1+gettoniera+ACS	OryOne UN1+coin acceptor+ACS support plate
16		SH-1A21	Scheda elettronica CMS (display blu 2x16)	CMS electronic control board (2x16 blue display)
17		AM-1509	Serratura sicurezza Flat Key sportello	Safety lock Flat Key
18		HRS-009A-Z00	Asta per chiusura	Locking bar
19		HRS-008A-Z00	Fulcro per serratura	Lock pin
20		HRS-007-V08	Sportello	Hira 2 Maxi door
21		CH-BC01	Lettore ACS Round ccTalk/Pulse	ACS Round module ccTalk/Pulse
22		PL-MK21-ET60	Puls. lum. miniatura Halo 21 (senza portamicro)	Illuminated push-button Halo miniature 21 (w/o socket)
23		PO-C4A1-Z000	Portamicro elettronico L.E.D. RGB	RGB L.E.D. Mini electronic socket
24		HRP-005A-V06	Barra di chiusura	Anti-intrusion steel bar

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CHANGE

Alberici

DICHIARAZIONE DI CONFORMITÀ

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DIRETTIVA 2014/35/UE - DIRETTIVA 2014/30/UE

La ditta **Alberici S.p.A.**, avente sede in via **Ca' Bianca, 421, 40024 Castel San Pietro Terme (BO) – Italia,**

DICHIARA

Che il sistema classificato nella famiglia di prodotto **apparecchio elettrico d'uso domestico e similare – Cambiamonete/banconote**, finito di costruire e collaudare il ___/___/_____, identificato univocamente da:

Modello	Configurazione		N° di Serie e/o matricola
	☐ OryOne-4S11	☐ OryOne-3S11-1AH4	
LAND CM	☐ BillyOne-4S11	☐ BillyOne-3S11-1AH4	- - - - - - - - - - - - - - -
	☐ Vega-RC1/2-4S11	☐ Vega-RC1/2-3S11-1AH4	

Essendo realizzato conformemente al modello campione denominato Land CM avente matricola (numero di serie) 0000001, finito di testare positivamente ai fini EMC e LVD con rapportoRif: (7415/757): 7415 CE – LAND CM.doc) il 31/07/2018, dalla STP S.r.l., con sede legale in via P.F. Andrelini, 42, 47121 Forlì (FC), Italia e sede operativa in via San Donnino, 4, 40127 Bologna (BO), Italia, risulta essere conforme a quanto previsto dalle seguenti direttive comunitarie:

a) le norme armonizzate (per i punti applicabili):
- CEI EN 55014-1 (CEI 110-1);
- CEI EN 55014-2 (CEI 210-47);
- CEI EN 55022 (CEI 110-5);
- CEI EN 55024 (CEI 210-49);
- CEI EN 60065 (CEI 92-1);
- CEI EN 60335-1 (CEI 61-150);
- CEI EN 60335-2-82 (CEI 61-226);
- CEI EN 60950-1 (CEI 74-2);
- CEI EN 61000-3-2 (CEI 110-31);

- CEI EN 61000-3-3 (CEI 110-28);
- CEI EN 61000-4-2 (CEI 210-34);
- CEI EN 61000-4-3 (CEI 210-39);
- CEI EN 61000-4-4 (CEI 210-35);
- CEI EN 61000-4-5 (CEI 110-30);
- CEI EN 61000-4-11 (CEI 110-29);
- CEI EN 61000-6-1 (CEI 210-64);
- CEI EN 62233 (CEI 61-251).

b) In conformità ai requisiti essenziali di sicurezza della Direttiva Bassa Tensione:
- L. 791 del 18 Ottobre 1977 e s.m.
- 2014/35/UE del 26 Febbraio 2014;

c) in conformità ai requisiti essenziali di sicurezza della Direttiva Compatibilità Elettromagnetica:
- D.Lgs. 194 del 06 Novembre 2007.
- 2014/30/UE del 26 Febbraio 2014;

che conferiscono la presunzione di conformità alla Direttiva 2014/30/UE

Castel San Pietro Terme (BO), Italia li, ___/___/_____

Il Presidente