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**ARMOR SAFE TECHNOLOGIES**



# Cache System Programmer's Guide

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*I used to think it was OK to rush through instructions, especially the long ones. Then I wondered if the guy who installed my new transmission thought the same."*  
*Anonymous*

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# LOG IN

---

When the system is idle, the date and time screen is displayed.

DEC - 05 - 04 08:35A  
ENTER PIN #

1. The user logs in by using the keypad and entering his or her PIN. When entering the first digit of the PIN, the following screen is displayed.

XXXXXX +E  
E= MENU \* = END

2. The user continues entering the PIN. When the last digit is entered, press the E key.

**NOTE:** If the user is entering a six-digit PIN, pressing the E key is not necessary.

3. When the E key is pressed, the following screen is displayed.

SELECT A  
FUNCTION KEY

4. The user can then select one of the function keys. This screen is displayed for only 20 seconds. If a selection is not made, the system exits to the date and time screen.
5. When the user presses a function key, the opening screen of that function is displayed. If the user presses a function key that's not allowed or available, one of two screens is displayed.

If the user's class does not permit the selected function to be used, the following screen is displayed.

FUNCTION IS NOT  
AUTHORIZED

If the user selects a function that is not available on the system because of its configuration, the following screen is displayed.

OPTION IS NOT  
AVAILABLE

If the user enters an incorrect PIN three times in a row, the system will lock out. This lock out condition will last for five minutes. **DURING THIS LOCK OUT PERIOD, THE SYSTEM IS UNUSABLE BY ANY USER.** The lockout is also recorded in the system's memory as a DENY transaction.

Always log out by pressing the \* key until the date and time screen is displayed

The system uses a menu timeout timer. If a key is not pressed for 20 seconds, the system assumes the user has stopped using the machine. At this time the system will step back one level. This level stepping will continue until the date and time screen is displayed.

**WARNING: Do not rely on the automatic timeout feature to log out. This is a security risk and some operations do not incorporate this function.**

# PROGRAMMING

## Program Safe



This chapter describes and explains the steps required to setup and maintain the system. This section is only accessible using the six-digit programmer PIN.

Program safe changes are reported on the system's **DETAIL REPORT** and can be reprinted using the **DATE TRANS REPORT** section of the **ARCHIVE REPORTS**.

The following is a list of the programming functions covered by this chapter.

- Master PIN #
- User Privileges
- Program User PIN
- Program Safe ID
- Dispense Delay
- Door Delays
- Set Door Lock
- Program \$/Column
- Zero Balance
- Date & Time
- Program Hotkeys
- End Of Day Info
- Remote Readers
- Till Setup
- Bookmarks
- Bill Box Size
- Receipt On/Off
- Safe Drop Types
- Num Copies ACREP (Armored Car Report)
- Dispense Timeout

To access one or all of the program safe options, log in to the system using the six-digit PIN and press the MENU key. Use the  $\wedge$  or  $\vee$  keys to scroll to the desired menu item and press the E key.

**This manual includes programming instructions for all functions currently available. All of the program functions described here may not be available on all units.**

## Master PIN #

The master PIN is also referred to as the programmer PIN. The programmer PIN is a six-digit number, all other PINs are four-digit. The default master PIN is 123456.

1. Enter the six-digit PIN and press the **MENU** key. Press E at the following display.



2. After pressing E, the following screen is displayed.



Using the system's key pad, enter the new six-digit PIN. Each number is displayed as you enter it.

3. After you enter the sixth digit of the new PIN the following screen is displayed.



You must enter the new PIN a second time. The PIN entered on the first screen and the PIN entered on this screen must be the same, or the new PIN will be rejected.

4. If the new PIN is accepted, the following screen is displayed.



This screen is displayed for five seconds, and then the next menu item is displayed.

# PROGRAMMING

## Master PIN # (cont.)

5. If you have completed all your programming, press the \* key until the date and time screen is displayed
6. If the new PIN is **NOT** accepted, the following screen is displayed.

**MASTER PIN #**  
**E = YES    ^ = NEXT**

If this screen is displayed, the PIN is the same number you logged in with and **HAS NOT BEEN CHANGED.**

**NOTE:** If you wish to discontinue the master PIN changing process, press the \* key at any time prior to the system confirming the new master PIN. The previous master PIN will remain in effect.

We suggest that you use the 123456, PIN until familiar with the system's operations. However, change the PIN for security reasons before the safe is placed into service.

**IMPORTANT:** Write down the PIN and keep it in a safe place. The master PIN is required to perform all programming functions.

## User Privilege

The user privilege programming function allows the programmer to specify what functions a privilege class (security level) has access to. You must have at least one privilege class and up to ten. A privilege class can have any number of users from 1 to 99. Each user in the privilege class has the same functions as every other user in the same privilege class.

1. Enter the six-digit PIN and press the **MENU** key. Use ^ to scroll to the following screen and press **E**.

**USER PRIVILEGES**  
**E = YES    ^ = NEXT**

The user privilege programming menu selection has five sub-menu selections.

- **MODIFY CLASS** Modify one or more existing classes.
- **CREATE CLASS** Create a new class.
- **DELETE CLASS** Delete one or more existing classes.
- **PRINT CLASS** Print a copy of the class setup list.
- **PRT USER RANGES** Print all the of the user classes by name and the user numbers in the class.

## Modify Class

2. Press the **E** key the to display the following screen.

**MODIFY CLASS**  
**1 2 3 . . . . .**

3. To select the group you wish to modify, press the number that corresponds with the group you wish to modify. The first screen you will see is the user class name. In the following example we will modify user privilege class 1.

**MANAGER**  
**E = YES    \* = NO**

4. If this is the class you want to modify, press the **E** key. If it is not, press the \* key.



# PROGRAMMING

## User Privilege Modify Class (cont.)

5. Press the **E** key to display the following screen.

```
1: MANAGER
ENTER NAME E=YES
```

If the class name is correct press, **E**. If the name is not correct, you can change it using the following procedure.

### Alpha Programming

Alpha programming is done using the letters on each key of the ten-key pad. The following is a list of the keys and character associated with it.

Key #	Characters
1)	ABC1
2)	DEF2
3)	GHI3
4)	JKL4
5)	MNO5
6)	PQR6
7)	ST7
8)	UV8
9)	WX9
0	YZ0

To enter a character, press the number key associated with the character you want. Press the key until the desired character is displayed and press the **key**. After the last character associated with the key is displayed, pressing the key again will display the first character on the key. If you wish to enter a space press the **^** key without a character selected. If you make a mistake, press the **v** key to go back and erase any character that have been entered.

If you were program the name CAT1, you would press the following keys 1-1-1="C," 1="A," 7-7="T" and 1-1-1-1="1." After the last letter has been displayed, press the **^** key one more time to enter the letter into memory. If you fail to do this, the last letter selected will not be displayed or printed when required.

6. When the class name is correct, press **E** to accept the name. After the **E** key is pressed, you will be asked a series of questions. Refer to (Table 1) for the definitions and usage of each parameter. Figure 1 is a sample of a typical manager privilege class programming.
7. After making all your changes to the user class, press **E** to accept the changes. If you decide not to make the changes, press the **\*** key to cancel and return the class parameters as they were before you made any changes.

PRIVILEGE CLASS 1	MANAGER
MIN USER	= 01
MAX USER	= 15
CASH DROP	= 1
DISPENSE	= 1
SAFE DROP	= 1
CASH EXCHANGE	= 0
SAFE EXCHANGE	= 0
DISP TILL	= 0
LOAD SAFE	= 1
OPEN DOOR	= 1
REMOVE CASH	= 1
PROGRAM USER	= 1
DISABLE USERS	= 1
HOT KEYS	= 1
USER REPORT	= 0
SHIFT REPORTS	= 0
CLR REPORTS	= 1
MODEM	= 0

**Figure 1**  
Typical Manager  
Privilege Class Programming

# PROGRAMMING

## User Privilege (cont.)

OPTION	DESCRIPTION	NOTES/REMARKS
<b>MIN USER</b>	Must be a two-digit number not included in any other user privilege class. This number must be at least one number lower than the <b>MAX USER</b> number.	
<b>MAX USER</b>	Must be a two-digit number not included in any other user privilege class. This number must be at least one number higher than the <b>MIN USER</b> number.	
<b>CASH DROP</b>	<b>1 = CASH DROP</b> accessible from the <b>CASH DROP</b> key or included in the <b>MENU</b> group. This menu selection activates the bill reader.	<ul style="list-style-type: none"> <li>* Must be set to 1 before <b>CASH EXCHANGE</b> will be activated.</li> <li>* Bookmark active only when <b>CASH DROP</b> set to 1.</li> </ul>
<b>DISPENSE</b>	<b>1 = DISPENSE</b> accessible from the <b>DISP TUBE</b> key or included in the <b>MENU</b> group. This menu selection allows the dispensing of rolled coin or currency from the systems dispensing mechanism. Options can be set that allow user to dispense freely or require them to insert money into the system's bill acceptors, or an entry in <b>SAFE DROP</b> before they can dispense.	<ul style="list-style-type: none"> <li>* <b>DISPENSE</b> will go to 0 if <b>CASH EXCHANGE</b> or <b>SAFE EXCHANGE</b> is set to 1.</li> <li>* If either exchange is set to 1, then only exchange can be done for cash and safe drop.</li> </ul>
<b>SAFE DROP</b>	<b>1 = SAFE DROP</b> accessible from the <b>SAFE DROP</b> key or included in the <b>MENU</b> group. This menu selection allows the user to enter a dollar amount into one of the system's safe drop categories.	<ul style="list-style-type: none"> <li>* Must be set to 1 before <b>SAFE EXCHANGE</b> will be activated.</li> </ul>
<b>CASH EXCHANGE</b>	<b>1 = CASH EXCHANGE</b> accessible from the <b>DISP TUBE</b> key or included in the <b>MENU</b> group. This menu selection allows the user to dispense only up to the amount inserted in the bill acceptors.	<ul style="list-style-type: none"> <li>* <b>CASH DROP</b> must be set to 1.</li> <li>* If set to 1 <b>DISPENSE</b> will go to 0.</li> </ul>
<b>SAFE EXCHANGE</b>	<b>1 = SAFE EXCHANGE</b> included in the <b>MENU</b> group. This menu selection allows the user to dispense only up to the amount entered in safe drop. <b>SAFE EXCHANGE</b> is not available in <b>HOT KEY</b> mode.	<ul style="list-style-type: none"> <li>* <b>SAFE DROP</b> must be set to 1.</li> <li>* If set to 1 <b>DISPENSE</b> will go to 0.</li> </ul>
<b>DISP TILL</b>	<b>1 = DISP TILL</b> included in the <b>MENU</b> group. This menu selection allows the user to dispense a cash till. The cash till is defined by the system's programmer. The <b>DISP TILL</b> menu selection overrides any time delays and requirements to insert money before dispensing.	
<b>LOAD SAFE</b>	<b>1 = LOAD SAFE</b> accessible from the <b>LOAD SAFE</b> key or included in the <b>MENU</b> group. This menu selection allows the user to enter the number of money tubes being loaded in to the systems memory.	<b>REMOVE CASH</b> must be set to 1.

**Table 1a**  
User Privilege Class Programming Options

# PROGRAMMING

## User Privilege (cont.)

OPTION	DESCRIPTION	NOTES/REMARKS
OPEN DOOR	1 = OPEN DOOR accessible from the DOORS key or included as an option under the MENU group. This option allows the user to open all doors in the system.	
REMOVE CASH	1 = REMOVE CASH accessible from the DOORS key or included as an option under the OPEN TUBE VAULT in the MENU group. This menu causes the dollar amount stored in the bill box behind the door to be recorded and then cleared from memory.	User 99 is default user for this option but it can be turned on for any user privilege class.
PROGRAM USER	1 = PROGRAM USER PIN included in the MENU group. This menu selection allows the user to add or delete all levels of user PINs except the six-digit PIN.	
DISABLE USERS	1 = DISABLE USER included in the MENU group. This menu selection will allow the user to prevent any user privilege class, that has DISABLE USER set to 0 from logging into the system.	With this enabled the armored car pin, user 99 can also be disabled.
HOT KEYS	1 = HOT KEY included in the MENU group. This menu selection allows the user to enable or disable a HOT KEY. The options available for hot key use are selected in SAFE PROGRAMMING.	
USER REPORT	1 = USER REPORTS included in the REPORTS menu group. Access to CHANGE PAPER and the USER REPORT for the currently logged user. The USER REPORT when selected, will run automatically.	Select only one of the three report types. If more than one is selected, the last one selected will become active.
SHIFT REPORT	1 = SHIFT REPORTS included in the REPORTS menu group. View report types are: CHANGE PAPER                      SHIFT REPORT USER REPORT any user            END DAY REPORT STATUS REPORT	Select only one of the three report types. If more than one is selected, the last one selected will become active.
CLR REPORT	1 = CLEARING REPORTS included in the REPORTS menu group. Clearing report types are: CHANGE PAPER                      SHIFT REPORT USER REPORT any user            USER NAME REPORT STATUS REPORT                    USER LOAD REPORT DETAIL REPORT                    MODEM REPORTS END DAY REPORT                   ARCHIVE REPORTS	Select only one of the three report types. If more than one is selected, the last one selected will become active.
MODEM	1 = MODEM allows the user to enable or disable the system's modem file transfer	

**Table 1b  
User Privilege Class Programming Options**

# PROGRAMMING

## User Privilege Modify Class (cont.)

8. After modifying an existing user class, press the \* key to return to the date and time screen.

## Create Class

1. Enter the six-digit PIN and press the MENU key. Use the ^ to scroll to the following screen and press E.

```
USER PRIVILEGES
E = YES  ^ = NEXT
```

2. Use the ^ to scroll to the following screen.

```
CREATE CLASS
... 4567890
```

3. Select an available class by pressing the number of the class you want to create. A period (.) represents a user class already in use.
4. The first screen you will see is the user class name screen. Use the alpha programming instructions on page 9 to enter the class name. When the name has been entered, press the E key.

```
1:
ENTER NAME E=YES
```

5. After you press the E key you will be asked a series of questions. Refer to (Table 1) for the definitions and use of each parameter. Figure 1 is a sample of a typical manager privilege class programming.

6. After making all your changes to the user class press, the E key to accept the changes. If you decide not to make the changes, press the \* key to cancel the user class creation
7. After creating the user class, press the \* key to return to the date and time screen.

## Delete Class

1. Enter the six-digit PIN and press the MENU key. Use the ^ to scroll to the following screen and press E.

```
USER PRIVILEGES
E = YES  ^ = NEXT
```

2. Use the ^ to scroll to the following screen.

```
DELETE CLASS
1 2 3 .....
```

3. Select the class you want to delete by pressing its class number.
4. After entering the class number, the class name will be displayed. If this is the name of the class you want to delete, press E (YES). If this is not the class, press \* (NO) and you will be allowed to select another class.
5. After pressing the E key, you will be asked to confirm your decision.
6. After deleting the user class, press the \* key to return to the date and time screen.

# PROGRAMMING

## User Privilege (cont.)

### Print Class

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

```
USER PRIVILEGES
E = YES  ^ = NEXT
```

2. Use the **^** to scroll to the following screen.

```
PRINT CLASS
1 2 3 .....
```

3. Select the class you want to print by pressing its class number.
4. The user privilege class setup will print on the system's printer. Figure 6 is a typical user privilege class setup print-out.
5. After the class has been printed, you can select another class to print or press the **\*** key to exit to the date and time screen

### Prt User Ranges

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

```
USER PRIVILEGES
E = YES  ^ = NEXT
```

2. Use the **^** to scroll to the following screen.

```
PRT USER RANGES
E = YES  ^ = NEXT
```

3. Press the **E** key to print the user ranges. Figure 2 is a typical user range report.
4. Press the **\*** key to return to the date and time screen.

USER RANGES			
CLASS	NAME	MIN	MAX
1:	MANAGER	1 - >	15
2:	CLERK	16 - >	98
3:	ARMORED CAR	99 - >	99

**Figure 2**  
**User Ranges Report**

### User Privilege Programming Rules

- Before you can create a new user privilege class, you must first modify the user numbers in an existing class. A user can exist only in one class. If you attempt to enter a user into more than one class, an error message will be displayed when you press the **E** key to accept the changes.
- The **E** key is used to **ACCEPT** any changes made to the new or existing user privilege class.
- The **^** key will move you to the next menu selection screen. When the **^** key is pressed on the last menu selection screen the class name will be displayed. Press the **E** key to display the first menu screen again.
- Certain menu selections are mutually exclusive of each other. Only one item of the group can be selected at a time. These groups are noted and grouped together.

# PROGRAMMING

## User Privilege (cont.)

PRIVILEGE CLASS NUMBER	
CLASS NAME	
MIN USER	
MAX USER	
CASH DROP	
DISPENSE	
SAFE DROP	
CASH EXCHANGE	
SAFE EXCHANGE	
DISP TILL	
LOAD SAFE	
OPEN DOORS	
REMOVE CASH	
PROGRAM USER	
DISABLE USERS	
HOT KEYS	
USER REPORT	
SHIFT REPORTS	
CLR REPORTS	
MODEM	

**Figure 3**  
**User Privilege Setup Sheet**

Above is a sample of the User Privilege Setup Sheet. We suggested that you create a setup sheet and save it for reference if reprogramming becomes necessary in the future. Copies of these setup sheets are located in appendix C, at the rear of this manual.

## Add User PIN

A two-digit user number between 01 and 99 identifies each user. Users 01 through 15 are typically managers. Users 16 through 99 are typically clerks or sales associates. Typically only the programmer and managers can add or delete users. This function also allows you to program a users name. This name can be alpha numeric and up to 16 characters in length. For convenience, blank User Number Worksheets are located in appendix B, at the rear of this manual. A copy of this worksheet should be kept in a secure location and saved for reference if reprogramming becomes necessary in the future.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

<b>PROGRAM USER PIN</b>
<b>E = YES    ^ = NEXT</b>

2. When the **E** key is pressed the, following screen is displayed.

<b>USER XX</b>
<b>ENTER 2 DIGITS</b>

3. Enter a two digit user number. If the user number is between one and nine you would enter a leading zero to fill the field. If you were going to enter user five you would enter 05.

When you enter the last digit one of two screens will be displayed.

### TO ADDING A USER

- a. If the user number you entered is not currently being used the following screen will be displayed.

# PROGRAMMING

## Add User PIN Adding a User (cont.)

**NEW USER?**  
E=ADD \* =CANCEL

- b. If you are adding a new user press the E key and the following screen will be displayed.

**XXXX**  
ENTER PIN

**NOTE:** If you press the \* key the previous screen will be displayed.

- c. Using the systems key pad enter the users four-digit PIN. If you enter less than four-digits and press E the following screen will be displayed

**4 DIGITS ONLY**  
PLEASE RETRY

When you enter the last digit of the PIN the following screen will be displayed.

**ENTER NAME E=YES**

- d. Using the systems key pad and the procedure on page 9 enter the users name. Press the E key after you have entered the name and the following screen will be displayed.

**NOTE:** The entry of a name is not mandatory. If the entry of a name is not required press the E key or the \* key and the next menu screen will be displayed.

**USER XX ADDED**  
^= NEXT \* = END

**NOTE:** XX is the user number you just added.

- e. Pressing the \* key will end the PROGRAM USE PIN function and display the next menu selection. Pressing the ^ key will display the following screen.

**USER XX**  
ENTER 2 DIGITS

Continue at step two above.

## TO DELETE OR EDITING A USER

- a. If the user number entered is currently is use the following screen will be displayed

**USER EXISTS**  
E=EDIT <>=DELETE

Pressing the <> key will delete the user and display the following screen.

**USER #XX DELETED**  
^= NEXT \* = END

**NOTE:** XX is the user number you just deleted.

Pressing the \* key will end the PROGRAM USE PIN function and display the next menu selection.

Pressing the ^ key will display the following screen.

**USER XX**  
ENTER 2 DIGITS

Continue at step two above.

If you are going to edit the user information press the E key.

# PROGRAMMING

---

## Add User PIN Editing a User (cont.)

- b. When you press the **E** key the following screen will be displayed.

**XXXX**  
**ENTER PIN**

- c. Using the systems key pad enter the users new or existing four-digit PIN. If you enter less than four-digits and press **E** the following screen will be displayed

**4 DIGITS ONLY**  
**PLEASE RETRY**

When you enter the last digit of the PIN the following screen will be displayed.

\_ **ENTER NAME E=YES**

- d. Using the key pad and the procedure on page 9 enter the users name. Press the **E** key after you have entered the name and the following screen will be displayed.

**NOTE:** The entry of a name is not mandatory. If the entry of a name is not required press the **E** key or the **\*** key and the next menu screen will be displayed.

e.

**USER XX ADDED**  
**^= NEXT \*= END**

**NOTE:** **XX** is the user number you just added.

- f. Pressing the **\*** key will end the PROGRAM USE PIN function and display the next menu selection. Pressing the **^** key will display the following screen.

**USER XX**  
**ENTER 2 DIGITS**

Continue at step two above.

4. After you have completed all your changes press the **\*** key until the next menu selection is displayed or continue press the **\*** key until the date and time screen is displayed.

A **USER NAME REPORT**, listing all active users including their user number and name can be printed. See the Report section of this manual for instructions.



# PROGRAMMING

## Program Safe ID

This option is used to enter the safe's four-digit ID number and stores the store's eight-digit account number. Depending on the system settings, the eight-digit number may not be required and will not need to be programmed.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

**PROGRAM SAFE ID**  
**E = YES   ^ = NEXT**

2. When the **E** key is pressed, the following screen is displayed.

**XXXX**  
**ENTER UNIT #**

3. Enter the unit's four-digit ID number. The numbers are displayed as you enter them. When the last number is entered, the following screen is displayed.

**XXXXXXXX**  
**ENTER ACCOUNT #**

4. Enter the unit's eight-digit account number. The numbers are displayed as you enter them. When the last number is entered, the following screen is displayed for five seconds.

**NEW SAFE ID#**  
**PROGRAMMED**

5. The next menu selection is displayed. Press the **\*** key to exit to the date and time screen.

## Dispense Delay

The dispense delay is the amount of time that a column will be delayed between dispenses (up to 99 minutes) . Each column is in a group and each group has a delay time assigned to it. When a tube is dispensed from a group, the time delay will start for that group. Until the time delay for the group expires, dispensing from any columns in the group is not allowed. The factory default is one column in each of ten groups. The default time delay is one minute. The **DISPENSE DELAY** has the following submenu selections.

- **MODIFY GROUP** Modify one or more of the existing delay groups.
- **CREATE GROUP** Create a delay group by defining what columns are in the group and the delay time.
- **DELETE GROUP** Delete an existing delay group.
- **PRINT DELAY GROUPS** Print a list of the active delay groups. This list shows each group by number. Below each group number, the columns that are in the group and the group's time delay are also printed. A list of any inactive columns is also printed.

## Modify Group

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

**DISPENSE DELAY**  
**E = YES   ^ = NEXT**

# PROGRAMMING

## Dispense Delay Modify Group (cont.)

- When the **E** key is pressed, the following screen is displayed. Using the **^** key, scroll to the function you want. The first selection is **MODIFY GROUP**.

```

MODIFY GROUP
1 2 3 . . . . .
    
```

- Press the number of the group you want to modify and the following screen is displayed.

```

^ = YES vv v v
* = NO 12345 . 7 . . . .
    
```

- A "v" above the number means it is part of this group. Without a "v" means the column is available. Using the keypad, enter the number of the column you want to add or delete, and the "v" will toggle on and off.

- This example shows the results of adding columns 4 and 7 to the group and deleting column 5 from the group.

```

^ = YES vvvv v
* = NO 12345 . 7 . . . .
    
```

- When you are finished adding and deleted columns press the **^** key to display the groups delay time screen.

```

GROUP DELAY
01 MINUTES
    
```

- Enter the new delay time in minutes. The delay period can be any time between 00 and 99 minutes in one minute increments.

- When you are finished making changes, press **E** key to accept the changes. If you don't want to make the changes, press the **\*** to return to the **MODIFY GROUP** display without making any changes.
- When the next menu selection is displayed, press the **\*** key to exit to the date and time screen.

## Create Group

- Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

```

DISPENSE DELAY
E = YES ^ = NEXT
    
```

- When the **E** key is pressed, the **MODIFY GROUP** screen, is displayed. Using the **^** key, scroll to **CREATE GROUP**.

```

CREATE GROUP
. . . . 567890
    
```

- This display shows group numbers that are available. At the **CREATE GROUP** screen, press the number of the delay group you wish to create. When the number is pressed, the following is displayed.

```

^ = YES
* = NO . . . . . 90
    
```

- Using the systems keypad, enter the number of the column you want in the new group. When you press the number, a "v" will be displayed above the selected column.

**NOTE:** A group must contain at least one column. If you attempt to create a group without a column, you will get an error message.

# PROGRAMMING

## Dispense Delay Create Group (cont.)

- Using the systems keypad, enter the number of the column you want in the new group. When you press the number, a "v" will be displayed above the selected column.

**NOTE:** A group must contain at least one column. If you attempt to create a group without a column, you will get an error message.

- When you have selected all the columns you want, press the  $\wedge$  key to display the group's delay time screen.

**GROUP DELAY**  
**01 MINUTES**

- Enter the delay time in minutes. The delay period can be any time between 00 and 99 minutes in one minute increments.
- When you are finished, press **E** key to accept the changes. If you don't want to make the changes, press the  $*$  to return to the **CREATE GROUP** display.
- When the next menu selection is displayed, press the  $*$  key to exit to the date and time screen.

## Delete Group

- Enter the six-digit PIN and press the **MENU** key. Use the  $\wedge$  to scroll to the following screen and press **E**.

**DISPENSE DELAY**  
**E = YES     $\wedge$  = NEXT**

- When the **E** key is pressed, the **MODIFY GROUP** screen is displayed. Use the  $\wedge$  key to scroll to **DELETE GROUP**.

**DELETE GROUP**  
**1234 . . . . .**

- This display shows the numbers of the current delay groups. At the **DELETE GROUP** screen, press the number of the delay group you wish to delete.

- When you press the group number, the following screen will be displayed.

**DELETE GROUP XX**  
**E=YES     $*$ =NO**

**Note:** XX is the group number being deleted.

- When you press the **E** key, the following screen will be displayed.

**ARE YOU SURE?**  
**E=YES     $*$ =NO**

- Pressing the **E** key will delete the group and return you to the **DELETE GROUP** screen.

- If you press the  $*$  key (**NO**) at any of the above screens, the group will not be deleted and you will return to the **DELETE GROUP** screen.

- When the next menu selection is displayed, press the  $*$  key to exit to the date and time screen.

## Prt Delay Groups

- Enter the six-digit PIN and press the **MENU** key. Use the  $\wedge$  to scroll to the following screen and press **E**.

**DISPENSE DELAY**  
**E = YES     $\wedge$  = NEXT**

# PROGRAMMING

## Dispense Delay Prt Delay Groups (cont.)

- When the **E** key is pressed, the **MODIFY GROUP** screen is displayed. Use the **^** key to scroll to **PRT DELAY GROUP**.

**PRT DELAY GROUPS**  
**E=YES    ^=NEXT**

- At this screen if you press the **E** key the Group Delay Report, Figure 4, will be printed. If the you press the **^** key, the **MODIFY GROUP** menu selection will be displayed.
- Pres the **\*** key on any menu selection screen to exit to the date and time screen.

GROUP DELAY REPORT

COLUMN GROUP DELAYS

GROUP	COLUMNS	DELAY
01	123.....	01 MIN
02	...45.....	02 MIN
03	.....6.....	05 MIN
04	.....789.	10 MIN
UNASSIGNED .....		0 N/A

END GROUP DELAY REPORT

**Figure 4**  
 Group Delay Report

## Open Doors

The time between selecting the safe door to open and the time the safe allows the user to open the door is called the "Door Delay." The time period the door can be opened is called the "Open Window." This menu selection allows you to change both the door delay time and the open window.

- Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

**DOOR DELAYS**  
**E = YES    ^ = NEXT**

- After pressing the **E** key, the current vault delay is displayed.

**VAULT DELAY 01**  
**^ = NEXT    \* = END**

- To change the vault delay, enter the desired vault time delay in minutes (01-99) using two digits (i.e. 05 for five minutes).
- NOTE:** If the safe has more than one door, each door's delay time will be displayed, and you will be allowed to change the delay time using the procedure in step three above.
- After entering the two-digit time delay the open window delay time is displayed.

**OPEN WINDOW 05**  
**^ = NEXT    \* = END**

This is the length of time the safe will allow the user to enter the PIN after the time delay is complete.

# PROGRAMMING

## Open Doors (cont.)

6. Enter the desired open window time period in minutes (01-99) using two digits (i.e. 08 for eight minutes).

**NOTE:** The open window will not accept 00 for the time period. All safe doors share the same open window time.

7. After the two digits are entered for the open window, the safe will automatically complete this function and move to the next available programming option.
8. When the next menu selection is displayed, press the \* key to exit to the date and time screen.

## Set Door Lock

This function allows the programmer to set a time period during a 24-hour period where door access is not possible. Armored car override, however, is allowed.

1. Enter the six-digit PIN and press the MENU key. Use the ^ to scroll to the following screen and press E.

**SET DOOR LOCK**  
E = YES    ^ = NEXT

2. After pressing the E key, the DOOR LOCK BEGIN screen is displayed.

**DOOR LOCK BEGIN**  
12:01A +E

3. Enter the beginning time the safe will be non-assessable. Select AM or PM by using the ^ key and press the E key.

4. After the E key is pressed, the DOOR LOCK END screen is displayed.

**DOOR LOCK END**  
06:30A +E

5. Enter the ending time the safe will again be assessable. Select AM or PM by using the ^ key and press the E key.
6. When the next menu selection is displayed, press the \* key to exit to the date and time screen.

## Program \$/Column

This function sets the money value for the tube in each dispensing column. **EACH DISPENSING COLUMN BEING USED MUST BE ASSIGNED HAVE A VALUE ASSIGNED TO THE TUBE IN THE COLUMN. THE AMOUNT ASSIGNED IS THE TOTAL VALUE OF A TUBE, NOT THE DENOMINATION THE TUBE CONTAINS OR THE TOTAL AMOUNT OF ALL TUBES IN THE COLUMN**

1. Enter the six-digit PIN and press the MENU key. Use the ^ to scroll to the following screen and press E.

**PROGRAM \$/COLUMN**  
E = YES    ^ = NEXT

2. After pressing the E, key the current column 01 tube value is displayed.

**COL 01 \$xx.xx**  
^ = NEXT    \* = END

3. Using the keypad, enter the dollar amount contained in a single tube for column 01. Press the E key to enter the change.

# PROGRAMMING

## Program \$/Column (cont.)

4. Press the **^** key to continue programming the other column values or press the **\*** key to exit.
5. When the next menu selection is displayed, press the **\*** key to exit to the date and time screen.

**NOTE:** Any column can be assigned any value from \$0.00 to \$999.99.

Be sure to enter the dollar amount in one tube, not in the entire column.

**NOTE:** you must press the **E** or **^** key to enter the tube value. **IF YOU PRESS THE \* KEY BEFORE YOU PRESS E OR THE ^ KEY THE TUBE VALUE WILL NOT BE ENTERED**

## Zero Balance

The zero balance option sets all column balances and door add total to \$0.00. This function will not affect the bill count or the dispensed total. After the column balances and door add totals are set to \$0.00, the tube counts must reload using the **LOAD TUBE** function and the door add balance by using the **DOOR ADD** function.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

**ZERO BALANCE**  
**E = YES    ^ = NEXT**

2. After pressing the **E** key, the following is displayed and the tube vault balance is now zero.

**SAFE BALANCE IS**  
**NOW \$0000.00**

3. When the next menu selection is displayed, press the **\*** key to exit to the date and time screen.

## Modem Info

This option allows you to set all the options required to control the modem and file transfer system. The following is a list of programmable options,

- **EDIT PHONE #** Allows you to enter or edit the phone number the system will dial to transfer the data file to the host.
- **XMIT REPORT INFO** Allows you to edit, add or delete the time (s) or events the modem will transfer the data file to the host. The default dial time is 11:00 PM.
- **EFT REPORT INFO** Allows you to edit, add or delete the time (s) or events the modem will transfer the data file to the host. The default dial time is 11:00 PM. You can also enter the **TERMINAL** and **STORE ID** information.
- **EDIT CUST. NAME** Allows you to specify the name that will be printed at the top of the data file. (XMIT REPORT only.)
- **EDIT CUST. ID** Allows you to enter or edit the customer ID. The customer ID is three-characters long. These three characters will be sent as the file extension for the data file.
- **EDIT RETRY FREQ** Allows you to edit the time between attempts to send the data file to the host. The default retry frequency is two minutes.
- **EDIT MAX RETRIES** Allows you to edit the number of times the system will try to send the data file. The default Max Retries is five.

To access any of the following menu selections, log on with the six-digit PIN and press the **E** key. Use the **^** key to scroll to the **MODEM INFO** menu screen and press the **E** key.

# PROGRAMMING

## Modem Info (cont.)

### Edit Phone #

1. After pressing the **E** key, the **EDIT PHONE #** screen is displayed.

```
EDIT PHONE #
E = YES  ^ = NEXT
```

2. When you press **E** to edit the phone number, the following screen is displayed.

```
—
E = KEEP  * = CANCEL
```

3. This screen allows you to:
  - Use the key pad to enter the new phone number the system is to call to complete the modem transfer. Press the **E** key to save the new number.
  - Use the **∇** key to step backwards through the existing numbers to edit the number or replace the number with a new one. Each time you press the **∇** key, one number will be removed. Use the keypad to enter the new phone number and press the **E** key to save the new number.
  - If you need to enter a pause in your phone number, use the **^** key to enter a two-second pause. Each pause is represented by a comma.
4. Pressing the **\*** key will cancel any changes you made and exit to the next menu selection.

**NOTE:** If the phone number is out of your area code, you will need to include 1 plus the area code for the phone number the system will dial.

You may also need to insert an outside line access number (9, etc).

### Xmit Report Info and EFT Report Info

Depending on the systems configuration one or both of these menu selection may be present.

```
XMIT REPORT INFO
E = YES  ^ = NEXT
```

```
EFT REPORT INFO
E = YES  ^ = NEXT
```

For each of the report types, there are three ways to set the times the report will be transmitted. The report can be transmitted by time, when the **End Day Report** is printed and/or when the **Armored Car Report** is printed. The report time programming is done the same way for both menu selections.

### Program Time

Press the **E** key until the following screen is displayed. Press the **E** key to program the time and events for this report type.

```
DIAL TIMES
E=YES  ^ =NEXT
```

These selections allow the programming of up to 24 different transmit times in a 24 - hour period. Press the **E** key to program or the **^** key to display the next menu selection.

# PROGRAMMING

## Modem Info (cont.)

When the **E** key is pressed on any of the Program Time menu selections, the following **CONTROL SCREEN** is displayed.

**\* END 1=ADD 2=DEL  
11:00P ^ =N 3=CHG**

This screen shows one of the programmed times and gives you the following options:

**1=ADD:** Allows you to add report transmit times to the system.

**2=DEL:** Allows you to delete currently displayed report transmit time from the system.

**3=CHG:** Allows you to edit the currently displayed report transmit time.

**^ =N:** This option allows you to scroll through the programmed report transmit times

**\* END:** Press the **\*** key to exit to the next menu selection.

### 1=ADD

1. When the **ONE (1)** key is pressed at the **CONTROL SCREEN**, the following is displayed.

**ENTER DIAL TIME  
00:00P +E**

2. Use the key pad to enter the new transmit dial time. Use the **^** key to switch between AM and PM. Press the **\*** key to cancel any changes.
3. Press the **E** key to save changes and exit to the **CONTROL SCREEN**.

4. If you wish to add another transmit dial time, press the **ONE (1)** key again on the **CONTROL SCREEN** at go to step two above.

5. When you have finished making changes, press the **\*** key to exit and display the next menu selection.

### 2=DEL (Delete)

1. Use the **^** or **v** key and scroll until the transmit dial time you are going to delete is displayed on the **CONTROL SCREEN**.
2. Press the **TWO (2)** key. When the key is pressed, the transmit dial time will be deleted, and the next transmit dial time will be displayed on the **CONTROL SCREEN**
3. If you are going to delete another transmit dial time, use the **^** or **v** Key, scroll to that transmit dial time and press the **TWO (2)** key to delete.

When you press the **TWO (2)** key when last remaining transmit dial time is displayed on the **CONTROL SCREEN**, the last transmit dial time will be deleted and the following screen will be displayed.

**\* END 1=ADD  
DIAL TIME**

5. When you have finished making changes, press the **\*** key to exit and display the next menu selection.



# PROGRAMMING

## Modem Info (cont.)

### 3=CHG (Change)

1. Use the  $\wedge$  or  $\vee$  key and scroll until the transmit dial time you are going to change is displayed on the **CONTROL SCREEN** and press the **THREE (3)** key.
2. Use the  $\wedge$  or  $\vee$  key and system's key pad to make changes to the displayed transmit dial time. Use the  $\wedge$  key to switch between AM and PM. Press the  $*$  key to cancel any changes.
3. Press the **E** key to accept and save the changes and exit to the **CONTROL SCREEN**.
4. When you have finished making changes, press the  $*$  key to exit and display the next menu selection.

## Transmit Report at End of Day

1. Use the  $\wedge$  or  $\vee$  key to scroll to the following screen.

```
END OF DAY ON
E=OFF  ^=NEXT
```

- On the top line of this screen, the current report transmit status will be displayed. Pressing the **E** key will toggle the **ON/OFF** status of the report. In the example screen above, pressing the **E** key will change the **END OF DAY** report transmit to **OFF**.
2. When the **E** key is pressed, the report transmit status is changed and the next menu option is displayed. If the currently displayed status is corrected, press the  $\wedge$  key to display the next screen. Press the  $*$  key to exit.

## Transmit Report at Armored Car

1. Use the  $\wedge$  or  $\vee$  key to scroll to the following screen.

```
ARMORED CAR OFF
E=ON  ^=NEXT
```

On the top line of this screen the current report transmit status will be displayed. Pressing the **E** key will toggle the **ON/OFF** status of the report. In the example screen above, pressing the **E** key will change the **ARMORED CAR** report transmit to **ON**.

2. When the **E** key is pressed, the report transmit status is changed and the next menu option is displayed. If the currently displayed status is correct press the  $\wedge$  key to display the next screen. Press the  $*$  key to exit

## Terminal ID (EFT Report Info only)

When the **E** key is pressed the following screen is displayed.

```
-
E=ENTER  *=CANCEL
```

Use the keypad to edit the current id or insert your assigned eight-digit **TERMINAL ID**. Press the **E** key when done. Press the  $*$  key to leave the ID unchanged.

### WARNING

The **Terminal ID** is assigned by the EFT provider. **DO NOT ENTER AN UNASSIGNED TERMINAL ID**. If you do not have an assigned number, contact Armor Safe Technologies customer service or your sales representative.

# PROGRAMMING

## Modem Info (cont.)

### Store ID (EFT Report Info only)

When the **E** key is pressed the following screen is displayed.

**E=ENTER \* = CANCEL**

Use the keypad to edit the current id or insert your assigned four-digit **STORE ID**. Press the **E** key when done.

### Edit Cust. Name (10 characters max) (Non EFT only)

1. Use the **^** to scroll to the following screen and press **E**.

**EDIT CUST. NAME**  
**E = YES ^ = NEXT**

2. When you press the **E** key, the current name is displayed.

**NAME:**  
**E = KEEP \* = CANCEL**

Use the alpha programming instructions on page 9 to enter or edit the customer name.

3. This screen will allow you to:
  - Use the key pad to enter a customer name. Press the **E** key to save the new name
  - Use the **∨** key to step backwards through the existing name to edit the name or enter a new one. Each time you press the **∨** key, one character will be removed. Use the key pad to enter the characters or name. Press the **E** key to save the name.
4. Pressing the **\*** key will cancel any changes you made and exit to the next menu selection.

5. Press the **E** key to save changes and exit to the next menu selection.
6. When the next menu selection is displayed, press the **\*** key until the date and time screen is displayed.

### Edit Cust. ID (3 characters max)

1. Use the **^** to scroll to the **EDIT CUST. ID** screen and press **E**.

**EDIT CUST. ID**  
**E = YES ^ = NEXT**

2. When you press the **E** key, the current ID is displayed.

**ID:**  
**E = KEEP \* = CANCEL**

Use the alpha programming instructions on page 9 to enter or edit the customer ID.

3. This screen allows you to:
  - Use the key pad to enter a customer ID. Press the **E** key to save the new ID.
  - Use the **^** key to step backwards through the existing name to edit the ID or replace the ID with a new one. Each time you press the **^** key, one character will be removed. Use the keypad to enter the characters. Press the **E** key to save the ID.
4. Pressing the **\*** key will cancel any changes you made and exit to the next menu selection.
5. Press the **E** key to exit to the next menu selection.
6. When the next menu selection is displayed, press the **\*** key until the date and time screen is displayed.

# PROGRAMMING

## Modem Info (cont.)

### Edit Retry Freq (01 - 15 minutes)

1. Using the ^ key, scroll to **EDIT RETRY FREQ** and press **E**.

**EDIT RETRY FREQ**  
**E = YES    ^ = NEXT**

2. When you press the **E** key, the current retry number is displayed.

**RETRY FREQ 02**  
**E = YES    ^ = NEXT**

3. Use the keypad and enter the new retry frequency in minutes. Enter a number between 01 and 15.

**NOTE:** the number must be two digits. For single-digit numbers, press 0 first (01, 02, 03, etc).

4. When the second digit of the number is entered, the screen will display the next menu selection.

**NOTE:** if the next menu selection is not displayed, your entry is outside the allowable range and must be corrected or the original value will remain in effect.

5. Press the \* key to exit without making any changes.
6. When the next menu selection is displayed, press the \* key to exit to the date and time screen

### Edit Max Retries (02 - 30)

1. Using the ^ key, scroll to **EDIT MAX RETRY** and press **E**.

**EDIT MAX RETRIES**  
**E = YES    ^ = NEXT**

2. When you press the **E** key, the current retry number is displayed.

**MAX RETRIES 05**  
**E = YES    ^ = NEXT**

3. Use the keypad to enter the new retry frequency in minutes. Enter any number between 02 and 30.

**NOTE:** The number must be two digits. For single-digit numbers, press 0 first (01, 02, 03, etc).

4. When the second digit of the number is entered, the screen will display the next menu selection.

**NOTE:** If the next menu selection is not displayed, your entry is outside the allowable range and must be corrected or the original value will remain in effect.

5. Press the \* key to exit without making any changes.
6. When the next menu selection is displayed, press the \* key to exit to the date and time screen

## Print Modem Info

This menu selection allows you to print the current modem programming information. A sample of this report is located at the end of appendix D

1. Using the ^ key, scroll to **PRINT MODEM INFO** and press **E**.

**PRINT MODEM INFO**  
**E = YES    ^ = NEXT**

# PROGRAMMING

## Modem Info (cont.)

2. Press the **E** key to print the modem information. When the report finishes printing the next menu selection is displayed. Press the **^** key to display the next menu selection.
3. When the next menu selection is displayed, press the **\*** key to exit to the date and time screen

## Date & Time

The date and time function is used for the door time lock, user transaction time stamps, validated reports, and receipts. Remember to change the time when Daylight Savings Time begins and ends, so the receipts and reports have the correct time.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** key to scroll to the following screen and press **E**.

**DATE & TIME**  
**E = YES   ^ = NEXT**

2. When the **E** key is pressed, the date and time screen is displayed.

**NOV-22-00 07:31P**  
**^=MONTH   E = NEXT**

3. Press the **^** key or the **v** key to select the month and press the **E** key.
4. Enter the date, year, hour, and minutes. Press the **^** key to select A for AM or P for PM.

**NOTE:** You need to change only the settings that are incorrect. Use the **^** key and the **v** key to scroll to the value you wish to change.

6. Press the **E** key when the date and time have been entered.

7. When the next menu selection is displayed, press the **\*** key to exit to the date and time screen.

## Program Hotkeys

The hotkey function allows the user to access quickly one of the following functions for the date and time screen. The hotkey functions can be set to one of the following.

- **INSERT BILLS** Allows the user to deposit bills into one or more of the bill acceptors.
- **CASH EXCHANGE** Allows users to dispense tubes after they have deposited bills into one or more of the bill acceptors. The user will be allowed to dispense tubes equal to or less than the dollar amount deposited.
- **SAFE EXCHANGE** Allows the user to record deposits made through the deposit drawer.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** key to scroll to the following screen and press **E**.

**PROGRAM HOTKEYS**  
**E = YES   ^ = NEXT**

2. When the **E** key is pressed, you will be asked if you want to use hotkeys.

**ALLOW HOTKEY USE**  
**E = YES   \* = NO**

If you press the **\*** key, you will exit to the next menu selection. Answering no to this question will prevent any user from enabling a hotkey.

3. When the **E** key is pressed, the following screen is displayed.

**E = CASH DROP**  
**^ EXCHG   \* = CANCEL**

# PROGRAMMING

## Program Hotkeys (cont.)

- Press the **^** key to allow the user to deposit bills and dispense up to the dollar amount deposited.
- Press the **E** key to allow the user to deposit bill only and not dispense.
- Press the **\*** key if you made a mistake and want to disable the hotkey function. Pressing this key will exit the function.

4. After pressing the **^** key or the **E** key, the following screen is displayed.

<p style="text-align: center;"><b>SAFE DROP</b> <b>E = YES ^ = NO</b></p>
---

- Press the **E** key to allow the user to deposit through the deposit drawer.
- Press the **^** key to deny the privilege.

5. When you press either key the next menu selection is displayed. Press the **\*** key to exit to the date and time screen.

## End Of Day Info

This option allows you to set when and how the system's end of day will be run.

This option allows you to set the following:

- **End of day time**, this is the time the **END DAY REPORT** will become available. This report is the closing function for the business day. **The business day is not closed until END DAY REPORT is actually run**
- **Shift At EOD ON/OFF**, this menu selection links the system's shift reports to the end day report. When this feature is activated, the end day report will

end the currently active shift, print the closed shift's report and print the end day report. The end day report will re-print all the shift reports contained in the day's totals. A total of all the shifts will be printed at the end of the report. When the report has finished printing a new shift is started. The new shift will be shift number one. Each time a shift report is printed the next sequential number will be used. This will continue until the end day report is printed.

\*

- **Auto End Day ON/OFF**, this menu selection allows the system to print the end of day report and shift report, if required, automatically. The reports will be ran at the time set.
- **Prt EOD Reps ON/OFF**, this menu selection allows you to decide if the system will print the reports at end of day or not. If you set this option to OFF. The current end of day report, shift report (if required) and detail report information will be cleared and archived. A receipt will be printed indicating the information was cleared and a transaction is created in the detail report
- **Ovrride AOED ON/OFF**, when this menu selection is ON, the user will be warned that the end of day report is about to be run. They can temporarily override the running of the report for five-minutes by pressing the **\*** key. When the five-minute override has expired the system will again warn the user that the reports are about to be run. The user can continue to override this feature, but each time they will be required to login with their PIN and transaction will be entered into the detail information. If the user fails to override the system the required reports will be archived, cleared and printed (if required).

# PROGRAMMING

## End Of Day Info (cont.)

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** key to scroll to the following screen and press **E**.

**END OF DAY INFO**  
**E = YES    ^ = NEXT**

2. After pressing the **E** key, the **END DAY TIME** menu selection is displayed.

**END DAY TIME**  
**E = YES    ^ = NEXT**

3. If you press the **^** key the next menu selection will be displayed. If you press **E** the following screen is displayed.

**END DAY TIME**  
**12:01A +E**

4. Using the keypad, enter the time the **END DAY REPORT** will be available. Select AM or PM by using the **^** key and press the **E** key.
5. When you press the **E** key, the next menu selection is displayed. Press the **\*** key repeatedly to exit to the date and time screen.
6. When the **E** key is pressed the following screen is displayed

**SHIFT AT EOD OFF**  
**E = ON    ^ = NEXT**

7. The current status of this function is displayed **ON** or **OFF**. Pressing the **E** key will toggle to the opposite status and display the next menu selection. Press the **^** key go to the next menu selection without changing the current status. Press the **\*** key repeatedly to exit to the date and time screen.

**WARNING.** If you change this feature from off to on, the system will print a status report and an end day report. This is required to maintain the integrity of the system's daily totals.

8. When the **E** or **^** key is pressed the following screen is displayed.

**AUTO END DAY OFF**  
**E = ON    ^ = NEXT**

9. The current status of this function is displayed **ON** or **OFF**. Pressing the **E** key will toggle to the opposite status and display the next menu selection. Press the **^** key go to the next menu selection without changing the current status. Press the **\*** key repeatedly to exit to the date and time screen.

10. If you turn **ON** the **AUTO END DAY** or you press the **^** when the **AUTO END DAY** is **ON** the **Prt EOD Reps ON/OFF** screen will be displayed. If you turn **OFF** the **AUTO END DAY** or you press the **\*** when the **AUTO END DAY** is **OFF** the **END DAY TIME** menu selection is displayed

11. If you turn **ON** the **AUTO END DAY** or you press the **^** key when **AUTO END DAY** is turned on the following screen is displayed.

**PRT EOD REPS ON**  
**E = OFF    ^ = NEXT**

12. The current status of this function is displayed **ON** or **OFF**. Pressing the **E** key will toggle to the opposite status and display the next menu selection. Press the **^** key go to the next menu selection without changing the current status. Press the **\*** key repeatedly to exit to the date and time screen.

# PROGRAMMING

## End Of Day Info (cont.)

13. Press the **E** key or the **^** key will display the following screen.

**OVERRIDE AOED ON**  
**E = OFF    ^ = NEXT**

14. The current status of this function is displayed **ON** or **OFF**. Pressing the **E** key will toggle to the opposite status and display the next menu selection. Press the **^** key go to the next menu selection without changing the current status. Press the **\*** key repeatedly to exit to the date and time screen.

After making all the required changes, you can press the **\*** key and exit to programming menu selection to complete your programming. Or you can press the **\*** key repeatedly to exit to the date and time screen.

## Remote Readers

This menu selection allows you to tell the system how many remote bill acceptors are attached to the system. If this number is not set, the remote bill acceptors will not be available for use.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** key to scroll to the following screen and press **E**.

**REMOTE READERS**  
**E = YES    ^ = NEXT**

2. After pressing the **E** key, the **REMOTE READERS** screen is displayed.

**REMOTE READERS: 00**  
**E = YES    ^ = NEXT**

3. Using the keypad, enter the number of remote bill readers and press the **E** key. The reader will be tested and the next menu selection is displayed.

## Till Setup

The **TILL SETUP** function allows the programmer to define the till and time requirements of the **DISP TILL**. The **DISP TILL** allows the user to dispense a predetermined quantity of tubes from predetermined columns. Till dispensing is not controlled by the system's dispense delay times or cash exchange requirements, but how often the user can dispense a till is controlled.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** key to scroll to the following screen and press **E**.

**TILL SETUP**  
**E = YES    ^ = NEXT**

2. After pressing the **E** key, the **ENABLE TILL DISP** screen is displayed.

**ENABLE TILL DISP**  
**E = YES    \* = NO**

3. If you press the **\*** key the **DISP TILL** menu selection will be removed from the menu group, and the **F1** key will be disabled, and the next menu selection will be displayed. If you press the **E** key, the following screen is displayed.

**EDIT TILL SETUP**  
**E = EDIT    ^ = NEW**

4. Pressing the **E** key will allow you to change (edit) an existing till setup. Pressing the **^** key will clear the previously set till and allow you to program a new till.
5. Pressing the **E** or the **^** key will display the following screen.

**ENTER DELAY: 00**  
**E = NEXT    \* = CANCEL**

# PROGRAMMING

## Till Setup (cont.)

6. The enter delay screen allows you to enter the amount of time between the **DISP TILL** functions for a user. The time set is in hours. If you enter 05, a user will only be allowed to dispense a till every five hours. If 15 is entered, the user will be required to wait 15 hours. If you enter 00, the user will be allowed to dispense one till a day. The system considers midnight to be the start and end of the day.

Pressing the \* key will exit to the next program safe menu selection.

7. When you enter a new two-digit delay number or press the **E** key to keep the current setting, the following is displayed.

```
COL # 01  QTY 00
^ = NEXT * = END
```

8. This screen shows the column number and the number of tubes that will be dispensed from it during a till dispense. You can enter a new quantity or keep the current setting. The number you enter must be a two-digit number. Use a zero to pad the number. To enter four tubes, press 04. To enter ten tubes, press 10.
9. You will use the ^ or the v key to scroll through each column and make changes. When you have made all your changes press, the \* key.
10. When you press the \* key, the following screen is displayed.

```
ARE YOU SURE?
E = YES * = NO
```

Pressing the \* key allows you to make more changes. Pressing the **E** key will exit to the next menu selection. Press the \* key repeatedly to exit to the date and time screen.

## Bookmarks

A bookmark is a piece of paper inserted into the bill acceptor to mark an event. Sometimes it's not practical to open the bill box and inspect a bill that caused a jam, especially with a locking bill box. In that instance, a bookmark indicates the location of the event. Bookmarks can also be used to mark an end of shift or end of day.

1. Enter the six-digit PIN and press the **MENU** key. Use the ^ key to scroll to the following screen and press **E**.

```
BOOKMARKS
E = YES ^ = NEXT
```

2. After pressing the **E** key, the **ENABLE BOOKMARKS** screen is displayed.

```
ENABLE BOOKMARKS?
E = YES * = NO
```

If the bookmarks were disabled when you pressed the **E** key, the bookmarks will be enabled and the following screen is displayed for five seconds.

```
BOOKMARKS
ENABLED
```

If the bookmarks were enabled when you pressed the **E** key, the bookmarks will be disabled and the following screen is displayed for five seconds.

```
BOOKMARKS
DISABLED
```

3. When the next menu selection is displayed, press the \* key to exit to the date and time screen.



# PROGRAMMING

## Bill Box Size

This menu selection allows you to set the size of the bill boxes used on the bill acceptors. This setting controls the "BILL BOX FULL" warning level. If the incorrect entry is made, the "BILL BOX FULL" warning will be in error or no "BILL BOX FULL" error will be displayed at all. The system currently use three sizes of bill boxes, and they will be the only choices given. The system's default bill box size is 1200 and is the most comely used.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** key to scroll to the following screen and press **E**.

**BIL BOX SIZE**  
**E = YES    ^ = NEXT**

2. After pressing the **E** key, the following screen is displayed.

**BOX SIZE: 1000**  
**E = YES    ^ = NEXT**

3. Press the **E** key if this is the correct size bill box or press the **^** key to scroll through the different sizes.

You have three sizes to choose from 600, 1000, or 1200.

4. When the correct size is displayed press, the **E** key to make the selection
5. When the next menu selection is displayed, press the **\*** key to exit to the date and time screen.

**NOTE:** if you are not sure what size box is installed on your system, contact your sales representative or customer service.  
**FAILURE TO ENTER THE CORRECT BILL BOX SIZE WILL CAUSE ERRONEOUS BILL BOX FULL ERRORS.**

## Receipts On/Off

This menu selection allows you to turn on and off the different receipts the system generates. Only the receipts for the following functions are controlled.

- Cash Drop
- Safe Drop
- Dispense
- Exchange (Buy Change or Pickup receipts)

**NOTE:** When a receipt type is displayed, the current print status is shown on the first line of the display. Pressing the **E** key will toggle to the other print condition.

**NOTE:** To disable the **EXCHANGE** receipt you must also disable **CASH DROP** and **DISPENSE** receipts. If you fail to disable **CASH DROP** and **DISPENSE** receipts the **EXCHANGE** transaction will print a **CASH DROP** receipt for the dollar amount inserted and a **DISPENSE** receipt for the dollar amount dispensed.

1. Enter the six-digit PIN and press the **MENU** key. Use the **v** key to scroll to the following screen and press **E**.

**RECEIPTS ON/OFF**  
**E = YES    ^ = NEXT**

2. When the **E** key is pressed the following screen is displayed.

**CASH DROP: OFF**  
**E = ON    ^ = NEXT**

**NOTE:** The current print status is shown on the first line of the display.

# PROGRAMMING

## Receipts On/Off (cont.)

3. Press the **E** key to change the print status. Each time the **E** key is pressed, the print status will toggle between the **ON** and **OFF** condition.
4. To scroll to the next menu selection, press the **^** key. To exit, press the **\*** key to exit.
5. When the **^** key is pressed, the following screen is displayed.

**SAFE DROP: OFF**  
**E = ON    ^ = NEXT**

6. When the screen is displayed, you can use the **E** key to change the receipt print status. Go to the next receipt selection by pressing the **^** key, or press the **\*** key to exit.

Continue pressing the **^** key until all your changes have been made.

7. When you have made all your changes, press the **\*** key.

If no changes were made, the next menu selection will be displayed.

If you made any changes, the following screen will be displayed.

**SAVE CHANGES?**  
**E = YES    \* = NO**

If you press the **E** key, all changes made will now be active. Pressing the **\*** key will exit the function without making any changes.

When either key is pressed, the next menu selection is displayed.

## Safedrop Type

This option allows you to select the type of **Safe Drops** that will be available to the users when they select safe drop by pressing the **SAFE DROP** key or pressing **E** at the menu selection. The following safe drop types are available:

- **Cash Drop**
- **Coin Drop**
- **Cred Drop**
- **Chek Drop**
- **Coup Drop**

You may select any all or any combination of the choices above.

1. Enter the six-digit PIN and press the **MENU** key. Use the **^** to scroll to the following screen and press **E**.

**SAFEDROP TYPES**  
**E = YES    ^ = NEXT**

2. When the **E** key is pressed the following screen is displayed.

**CASH DROP: OFF**  
**E = ON    ^ = NEXT**

3. The current status of this safe drop type is displayed **ON** or **OFF**. Pressing the **E** key will toggle to the opposite status and display the next menu selection. Press the **^** key go to the next menu selection without changing the current status.
4. Continue using the **^** key to display each of the remaining safe drop types. Use the **E** key to select or deselect the safe drop type that can be used.
5. When you have finished making your selections, press the **\*** key to exit to the next menu selection. Press the **\*** key repeatedly to exit to the date and time screen.

# PROGRAMMING

## Num Copies ACREP

(Armored Car Receipt)

This menu selection allows you to determine the number of armored car receipts printed when armored car pickup function is preformed.

1. Enter the six-digit PIN and press the **MENU** key. Use the **∇** key to scroll to the following screen and press **E**.

**NUM COPIES ACREP**  
**E = YES    ^ = NEXT**

2. When the **E** key is pressed the following screen is displayed.

**NUM COPIES: 1**  
**E = YES    ^ = NEXT**

**NOTE:** The current number of receipts that will be printed is displayed

3. Enter the number of receipts you want to print when the armored car routine is performed. If you want to keep the current number press the **E** or **^** key.

**NOTE:** The number of receipts is limited to 1 through 4. If a number outside the acceptable range is entered, the current number of receipts will not be changed.

4. When an acceptable number is entered the next menu selection will be displayed.
5. When the next menu selection is displayed, press the **\*** key to exit to the date and time screen.

## Dispense Time out

This menu selection allows you to program the amount of time the operator has to determine the column (dollar amount) they wish to dispense.

**WARNING: THE USER MUST PRESS THE \* KEY IF THEY DO NOT DISPENSE THE TOTAL AMOUNT INSERTED. IF THE USER DOES NOT EXIT, THE NEXT USER CAN DISPENSE THE REMAINDER OF THE PREVIOUSLY LOGGED USER'S CASH DROP.**

1. Enter the six-digit PIN and press the **MENU** key. Use the **∇** key to scroll to the following screen and press **E**.

**DISPENSE TIMEOUT**  
**E = YES    ^ = NEXT**

2. When the **E** key is pressed the following screen is displayed.

**TIMEOUT: 020**  
**E = YES    ^ = NEXT**

**NOTE:** The current dispense time out is displayed

3. Enter the amount of delay time in seconds. The time entered must be three digits. If the number of seconds entered is less than 100, a leading zero must be added. Sixty seconds would be entered as 060.

**NOTE:** Only numbers between 005 (5 seconds) and 240 (4 minutes) are acceptable numbers. If you enter a number that is unacceptable, the current delay time out will remain.

4. When an acceptable number is entered, the next menu selection will be displayed.
5. When the next menu selection is displayed, press the **\*** key to exit to the date and time screen.

# APPENDIX

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## Appendix A Error Messages

The following is a list and description of the system's error messages.

### Dispensing Errors

COLUMN EMPTY PLEASE RELOAD	This column is empty and must be reloaded. Select another column to dispense from. Contact the manager to reload the column.
COLUMN DISABLED	You can not dispense from this column. Use the <b>ENABLE COLUMN</b> function to re-enable the column or contact the manager.
CALL FOR SERVICE CANNOT DISPENSE	The system's optics may not be working properly. Contact you manager and or call your service provider.
FINISH DISPENSE TURN KNOB	Turn the dispensing knob within the next five seconds or the system will not allow you to dispense. If the knob was turned, the system may be having a problem. Contact your manager.

### Bill Reader Errors

LRC NOT LOCKED	The bill acceptor's bill box is not locked. The box must be locked before the bill acceptor will function. If there is more than one bill reader in the system, the message will be followed by the bill acceptor's number.
REMOVE BILL FROM BILL READER	A bill or other item is blocking the bill acceptor's input and needs to be removed.
BILL BOX FULL CALL MANAGER	This message can have two meanings. The bill box is within 80% of it's capacity, or the bill box is completely full. Use the status report to determine the problem.
BILL REJECTED	The bill reader does not like the bill you are inserting. Try inserting the bill again and in another direction. The bill may be damaged. Return the bill to the customer and ask for another, or use the SAFE DROP function to deposit the bill.
HOST READER X NOT RESPONDING!!	One of the host bill readers did not respond to the log-on command. (The "X" is the bill acceptor number.)

# APPENDIX

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## Appendix A

### Bill Reader Errors (cont.)

CASH STATION X NOT RESPONDING!!	One of the remote bill acceptors did not respond to the log on command. (The "X" is the bill acceptor's number.) Contact your manager or service provider.
ALL READER(S) DOWN EXITING!!	All the bill acceptors are not responding. Contact your manager or service provider. <b>NOTE:</b> Bill box may be full or jammed.
READER(S) DOWN CALL SERVICE!!	One or more of the bill acceptors are not responding. Contact your manager or service provider. <b>NOTE:</b> The bill box may be full or jammed.
BILL JAMMED	The bill acceptor is jammed. In most cases the bill acceptor will clear the jam by returning the bill to you. If the bill can not be returned, it will be stacked in the bill box and recorded as an unknown bill.

### General

FUNCTION IS NOT AUTHORIZED	Your user number does not allow you to use the selected function. If you feel this is in error, contact your manager or system's programmer.
OPTION IS NOT AVAILABLE	Because of you system's configuration, the selected function is not available.
INVALID PIN SAFE LOCKED	The system has seen three attempts to log in without success. The system is now in a locked out condition. This lockout lasts for five minutes.
SAFE LOCKED CANNOT OPEN	The safe's doors are now locked. They can not be opened until the time specified in the programming. <b>NOTE:</b> The armored car company still has access to the doors.
THIS USER IS DISABLED	This user is disabled. Any user class who can not enable or disable users is also locked out. This includes the armored car company.

# APPENDIX

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## Appendix A

### General Errors (cont.)

PRINTER JAM: RESET    The printer is jammed or out of paper. Correct the condition  
^ = FEED    E = PRINT    and press the E key to continue printing.

CLOSE & LOCK            The system is equipped with an open door alarm, and the door  
DOOR NOW                has been open too long. Secure the door to reset the alarm.

### Report Errors

DATE/TIME OUT OF        The date and time you entered is beyond the system's archives.  
BOUNDS: RETRY         Re-enter a new date and time.

NO REPORT ON            The system did not find the report you requested on the date  
THAT DATE               you specified.

END AFTER BEGIN        The ending time you entered is before the beginning time you  
IS REQUIRED               entered.

USER DOES NOT          The user number you requested is not in any privilege class.  
EXIST                    Re-enter another user number.

NO REPORT WITHIN        The system did not find the report you requested in the time  
THOSE TIMES             span you specified.

### Programming

INVALID PIN              The system will not accept the PIN you entered. Select another  
ALTER PIN                number.

4 DIGITS ONLY            The number you are entering must be four digits long.  
PLEASE RETRY

INVALID PIN              The system will not accept the PIN you entered. Select another  
PLEASE RETRY             number.

8 DIGITS ONLY            The number you are entering must be eight digits long.  
PLEASE RETRY

ENTER TWO DIGITS        The number you are entering must be two digits long.  
PLEASE

# APPENDIX

---

## Appendix A

### Programming (cont.)

ENTER 5 DIGITS PLEASE	The number you are entering must be five digits long.
MIN USER BIGGER THAN MAX USER	The user number you are entering is too small. It must be larger than the max user number you entered.
CAN'T OVERLAP OTHER RANGES	The user number you are entering is in another user privilege class. Select another user number.
MUST CHOOSE MORE PRIVILEGES	You must have at least one privilege in the class you are creating or modifying.
USER NOT IN ANY PRIV CLASS	The user you are trying to program a PIN for a user that's not in any user privilege class. A user must be in a privilege class.
GROUP MUST CONTAIN A COLUMN	You cannot create a delay group without a column.
ALL COLUMN ASSIGNED ALREADY	A new delay group cannot be created because there are no columns to assign to the new group.

# APPENDIX

## Append B Modem Errors

Every time a report is sent, or attempted to be sent, via modem a receipt is generated. This receipt reports on the success or failure of the last file transmission. This information is also printed on the system's status report.

The following information is provide to aid you in diagnosing problems with the modem system.

Each receipt will provide you with the following information.

- Date and time of the transmission
- Type of file being sent
- Phone number dialed
- The reason the transmission failed (see list below)
- Attempt number

Connecting		
		No dial tone
		Busy signal
	01	No Answer
Sending		
	01	No ENQ
	02	Send STX
	03	Send Data
	04	Send LRC
	05	No ACK or STX
	06	Wrong LRC
	07	Send ACK
	08	No EOT
	09	Send EOT

## MODEMS

Any of today's quality modems will work.

The modem you choose should support the following features

- Support AT Command Set
- Use the Rockwell chip set
- Supports V.90 or V.92
- Support a minimum of 1200 baud.

The following modems have been test and approve for use on the system.

Best Data 56K V.92 Data Faxmodem



# **APPENDIX**

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## **Appendix C Setup Sheets**

The setup sheets on the following pages are provided for your record keeping. Complete each sheet and keep them in a secure place. These sheets are used if the system ever needed to be reprogrammed. The setup sheets should be updated each time the system is changed.

This is a complete list of setup options. Depending on you system's configuration some of these options may not be available

# APPENDIX

## Appendix C

User PIN Table Users 01- 50					
User	Name	PIN	User	Name	PIN
01			26		
02			27		
03			28		
04			29		
05			30		
06			31		
07			32		
08			33		
09			34		
10			35		
11			36		
12			37		
13			38		
14			39		
15			40		
16			41		
17			42		
18			43		
19			44		
20			45		
21			46		
22			47		
23			48		
24			49		
25			50		

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## Appendix C

User PIN Table Users 51– 99					
User	Name	PIN	User	Name	PIN
51			76		
52			77		
53			78		
54			79		
55			80		
56			81		
57			82		
58			83		
59			84		
60			85		
61			86		
62			87		
63			88		
64			89		
65			90		
66			91		
67			92		
68			93		
69			94		
70			95		
71			96		
72			97		
73			98		
74			99		
75					

# APPENDIX

## Appendix C

Columns Group Delay		
Group #	Column Numbers	Delay
Group #1		
Group #2		
Group #3		
Group #4		
Group #5		
Group #6		
Group #7		
Group #8		
Group #9		
Group #10		
Unassigned		N/A

Tube Value Setup		
Column #	Tube Value	Contains
Column #1		
Column #2		
Column #3		
Column #4		
Column #5		
Column #6		
Column #7		
Column #8		
Column #9		
Column #10		

Door Delay Setup		
Door	Name	Delay
Door #1		
Door #2		
Door #3		
Open Window		

TILL SETUP	
Till Delay	Once every Hours
Column #1	Number of tubes:
Column #2	Number of tubes:
Column #3	Number of tubes:
Column #4	Number of tubes:
Column #5	Number of tubes:
Column #6	Number of tubes:
Column #7	Number of tubes:
Column #8	Number of tubes:
Column #9	Number of tubes:
Column #10	Number of tubes:

Other Settings		
Master PIN		
Account #		
Store #		
Set Door Lock		
Start Time		
End Time		
Program Hotkeys		
Insert Bills	Yes <input type="checkbox"/> No <input type="checkbox"/>	
Exchange	Yes <input type="checkbox"/> No <input type="checkbox"/>	
Safe Drop	Yes <input type="checkbox"/> No <input type="checkbox"/>	
End of Day Info (EOD)		
EOD Time		
EOD Time	Yes <input type="checkbox"/> No <input type="checkbox"/>	
Shift @ EOD	Yes <input type="checkbox"/> No <input type="checkbox"/>	
Auto EOD	Yes <input type="checkbox"/> No <input type="checkbox"/>	
Prt EOD Reps	Yes <input type="checkbox"/> No <input type="checkbox"/>	
Override AOED	Yes <input type="checkbox"/> No <input type="checkbox"/>	

# APPENDIX

## Appendix C

<b>Other Settings (CONT.)</b>	
<b>Remote Acceptors</b>	<b>Number</b>
<b>Bookmark</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Bill Box Size</b>	600 <input type="checkbox"/> 1000 <input type="checkbox"/> 1200 <input type="checkbox"/>
<b>Receipts On/Off</b>	
<b>Cash Drop</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Dispense</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Safe Drop</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Exchange</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Safe Drop Types</b>	
<b>Cash</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Coin</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Cred (Credit)</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Chck (Check)</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Coup</b>	Yes <input type="checkbox"/> No <input type="checkbox"/>
<b>Number of AC Reports</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>
<b>Dispense Timeout</b>	<b>Seconds</b>

# APPENDIX

## Appendix C

<b>Privilege Class Setup</b>	
<b>Privilege Class #</b>	
<b>Class Name</b>	
<b>Min User</b>	
<b>Max User</b>	
<b>Cash Drop</b>	
<b>Dispense</b>	
<b>Safe Drop</b>	
<b>Cash Exchange</b>	
<b>Safe Exchange</b>	
<b>Disp Till</b>	
<b>Load Safe</b>	
<b>Open Door</b>	
<b>Remove Cash</b>	
<b>Program Users</b>	
<b>Disable Users</b>	
<b>Hot Keys</b>	
<b>User Reports</b>	
<b>Shift Reports</b>	
<b>Clr Reports</b>	
<b>Modem</b>	

<b>Privilege Class Setup</b>	
<b>Privilege Class #</b>	
<b>Class Name</b>	
<b>Min User</b>	
<b>Max User</b>	
<b>Cash Drop</b>	
<b>Dispense</b>	
<b>Safe Drop</b>	
<b>Cash Exchange</b>	
<b>Safe Exchange</b>	
<b>Disp Till</b>	
<b>Load Safe</b>	
<b>Open Door</b>	
<b>Remove Cash</b>	
<b>Program Users</b>	
<b>Disable Users</b>	
<b>Hot Keys</b>	
<b>User Reports</b>	
<b>Shift Reports</b>	
<b>Clr Reports</b>	
<b>Modem</b>	

# APPENDIX

## Appendix C

<b>Privilege Class Setup</b>	
<b>Privilege Class #</b>	
<b>Class Name</b>	
<b>Min User</b>	
<b>Max User</b>	
<b>Cash Drop</b>	
<b>Dispense</b>	
<b>Safe Drop</b>	
<b>Cash Exchange</b>	
<b>Safe Exchange</b>	
<b>Disp Till</b>	
<b>Load Safe</b>	
<b>Open Door</b>	
<b>Remove Cash</b>	
<b>Program Users</b>	
<b>Disable Users</b>	
<b>Hot Keys</b>	
<b>User Reports</b>	
<b>Shift Reports</b>	
<b>Clr Reports</b>	
<b>Modem</b>	

<b>Privilege Class Setup</b>	
<b>Privilege Class #</b>	
<b>Class Name</b>	
<b>Min User</b>	
<b>Max User</b>	
<b>Cash Drop</b>	
<b>Dispense</b>	
<b>Safe Drop</b>	
<b>Cash Exchange</b>	
<b>Safe Exchange</b>	
<b>Disp Till</b>	
<b>Load Safe</b>	
<b>Open Door</b>	
<b>Remove Cash</b>	
<b>Program Users</b>	
<b>Disable Users</b>	
<b>Hot Keys</b>	
<b>User Reports</b>	
<b>Shift Reports</b>	
<b>Clr Reports</b>	
<b>Modem</b>	

# APPENDIX

## Appendix D Modem Setup Sheets

The system allows you to print the current modem programming information. To print this report use the following steps:

1. To log in, enter the six digit programmers PIN. When first digit is entered the following screen is displayed.

```

XXXXXXXX +E
E= MENU * = END
    
```

2. When the last digit of the PIN is entered the following screen is displayed.

```

SELECT A
FUNCTION KEY
    
```

3. Press the MENU key to display the following screen.

```

MASTER PIN #
E = YES ^ = NEXT
    
```

4. Using the ^ or v key scroll to the MODEM INFO screen and press E.

```

MODEM INFO
E = YES = NEXT
    
```

5. Using the ^ key, scroll to PRINT MODEM INFO and press E.

```

PRINT MODEM INFO
E = YES ^ = NEXT
    
```

6. Press the E key to print the modem information. When the report finishes printing the next menu selection is displayed.

7. To exit press the \* until the date and time screen is displayed.

<b>MODEM CONFIGURATION INFO</b>	
MODEM ENABLED:	YES
PHONE NUMBER:	5551234567
CUSTOMER NAME:	ARMOR TEST
CUSTOMER ID:	007
PASSWORD:	
RETRY FREQ:	02 MIN
MAX RETRIES:	05 MIN
<b>RESULTS OF LAST REPORT:</b>	
<b>TRANSMIT REPORT CONFIGURATION</b>	
<b>DIALING INFO</b>	
DIAL AT:	EOD=NO AC=NO
<b>DIAL TIMES</b>	
11:00P	
11:00A	
<b>EFT REPORT CONFIGURATION</b>	
TERMINAL ID:	70330999
STORE ID:	2007
<b>DIALING INFO</b>	
DIAL AT:	EOD=YES AC=YES
<b>DIAL TIMES</b>	
11:00p	

Figure 5  
Modem Configuration Info Report.

<b>Modem Setup</b>	
Phone Number	
Xmit Report Info	SEE TABLE NEXT PAGE
EFT Info	SEE TABLE NEXT PAGE
Customer Name	
Customer ID	
Retry Frequency	
Maximum Retries	



# APPENDIX

## Appendix D

<b>EFT Report Info</b>	
Terminal ID	
Store ID	
Send at End of Day	
Send at Armored Car	
Transmit Time # 1	
Transmit Time # 2	
Transmit Time # 3	
Transmit Time # 4	
Transmit Time # 5	
Transmit Time # 6	
Transmit Time # 7	
Transmit Time # 8	
Transmit Time # 9	
Transmit Time # 10	
Transmit Time # 11	
Transmit Time # 12	
Transmit Time # 13	
Transmit Time # 14	
Transmit Time # 15	
Transmit Time # 16	
Transmit Time # 17	
Transmit Time # 18	
Transmit Time # 19	
Transmit Time # 20	
Transmit Time # 21	
Transmit Time # 22	
Transmit Time # 23	
Transmit Time # 24	

<b>Modem Transmit Report Dial Times</b>	
Send at End of Day	
Send at Armored Car	
Transmit Time # 1	
Transmit Time # 2	
Transmit Time # 3	
Transmit Time # 4	
Transmit Time # 5	
Transmit Time # 6	
Transmit Time # 7	
Transmit Time # 8	
Transmit Time # 9	
Transmit Time # 10	
Transmit Time # 11	
Transmit Time # 12	
Transmit Time # 13	
Transmit Time # 14	
Transmit Time # 15	
Transmit Time # 16	
Transmit Time # 17	
Transmit Time # 18	
Transmit Time # 19	
Transmit Time # 20	
Transmit Time # 21	
Transmit Time # 22	
Transmit Time # 23	
Transmit Time # 24	

**STORE INFORMATION**

Terminal ID SYSTEM ASSIGNED	
Business Name:	
Address 1:	
Address 2:	
City:	
State:	
Zip:	
Phone 1:	
Phone 2:	
Fax:	
Cell:	
Email Address:	
Email Event:	<input type="checkbox"/> Cash Pickup <input type="checkbox"/> End of Day <input type="checkbox"/> Cash Drop

**DISTRIBUTOR / AC PROVIDER** (MUST BE FILLED OUT COMPLETELY FOR NEW ACCOUNT ONLY)

Customer ID: SYSTEM ASSIGNED	
Business Name:	
First Name:	
Last Name:	
Address 1:	
Address 2:	
City:	
State:	
Zip:	
Phone:	
Phone 2:	
Fax:	
Cell:	

**FAX this form to Armor Safe Technologies (702) 641-1311 This form must be completed 24 hours prior to installation.**