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TOKENOTE® TRAINING GUIDE FOR THE VENDING VALIDATOR (TAH and AH Series)

A Tokenote® is a paper coupon that can be accepted by the Validator. It is intended to give credit towards a selection and not as a substitute for cash. Because of this, change will not be dispensed if the value of a Tokenote® exceeds the price of the selection. Likewise, the value of a Tokenote® cannot be refunded in cash.

When programming your machine to accept Tokenotes®, refer to the options listed below to help you decide which programming method to use.

- ❑ **To Program Tokenotes®, refer to SECTION A, pages 2 – 3.**
- ❑ **To Void Tokenotes, refer to SECTION B, pages 4 – 5.**

A. PROGRAMMING TOKENOTES®

❑ MATERIALS NEEDED:

- **TOKENOTE® -** A uniquely coded paper coupon that can be accepted by the Validator and used as credit towards a wash. These must be specially ordered from the manufacturer or your Hamilton Distributor.

- **TRAINING COUPONS** – Used to program the different payouts for each Tokenote®. The Vending Validator (712I-TAH) uses ISSUE 1 COIN, ISSUE 2 COINS, ISSUE 5 COINS, ISSUE 10 COINS, ISSUE 20 COINS, VEND 1*, and VEND 5*. The CDV and PCVM (712L-TAMH) only use ISSUE 1 COIN.

  * The VEND 1 and VEND 5 Training Coupons are used to vend something other than token coins. For example, a Tokenote® trained with the VEND 1 Coupon may payout one minute of compressed air. The Validator will treat the VEND 1 Coupon as if $1 was accepted, and the VEND 5 Coupon as if $5 was accepted. These coupons can be used in any combination and up to 12 times per Tokenote®.

❑ TO PROGRAM TOKENOTES®, FOLLOW THE STEPS BELOW:

1. With the power on, check the operation of the Validator. The red LED should be flashing every few seconds to indicate the Validator is operating normally.
2. Note the position of each switch on the DIPswitch. (The DIPswitch is located on the side of the Validator.)
3. Set all 8 DIPswitches to the OFF position. Then, starting with Switch #8, slowly move the switches to the ON position, one switch at a time and in decreasing order (8, 7, 6, 5…). The red LED should now be flashing rapidly. This signifies that the Validator is in the Tokenote® Programming Mode.
4. At this point, it is recommended to insert the CLEAR ALL Training Coupon, especially if this is the first time the Validator is being programmed or if it has just been returned after being serviced. The CLEAR ALL Coupon will erase all previously trained Tokenotes® from the Validator's memory.
5. Insert one coded Tokenote® into the Validator, making sure that it is accepted.
6. Insert the desired Training Coupon or Coupons. If using two or more Training Coupons, insert them one right after the other, making sure that each coupon is accepted by the Validator. Up to 12 Training Coupons can be assigned to each Tokenote®, depending on the desired payout. (For example, to get a payout of eighteen coins, use the following coupons: ISSUE 10 COINS, ISSUE 5 COINS, ISSUE 2 COINS, and ISSUE 1 COINS.) The Validator can be programmed to payout up to 240 coins per Tokenote®. **(The CDV and the PCVM (712L-TAMH) can only be programmed with one ISSUE 1 COIN Training Coupon per Tokenote®.)**

7. **Repeat Steps 5 and 6 if programming two or more Tokenotes®. Tokenotes® with the same code cannot be programmed for different payouts. (The Validator can recognize up to 16 differently coded Tokenotes®.)**
8. **Starting with Switch #1, slowly move the switches back to their original positions one at a time. This must be done in increasing order (1, 2, 3, 4…). A dot should now be flashing on the LED. (Switch #4 must be in the OFF position for the Validator to accept Tokenotes®.)**

B. VOIDING TOKENOTES®

To void unwanted Tokenotes® it is necessary to have three additional Training Coupons; NULL, VENDING CLEAR ONE, and CLEAR ALL. The use of any Tokenote® can be eliminated by one of the three methods described below.

- **Use the NULL Training Coupon to continue accepting a particular Tokenote® but stop giving credit for** it **(This will erase any value that the Tokenote® had)**

VALIDATOR

1. **With the power on, check the operation of the Validator. The red LED should be flashing every few seconds to indicate the Validator is operating normally.**
2. **Note the position of each switch on the DIPswitch. (The DIPswitch is located on the side of the Validator.)**
3. **Set all 8 DIPswitches to the OFF position. Then, starting with Switch #8, slowly move the switches to the ON position, one switch at a time and in decreasing order (8, 7, 6, 5…). The red LED should now be flashing rapidly. This signifies that the Validator is in the Tokenote® Programming Mode.**
4. **Insert the TOKENOTE® to be nulled into the Validator, making sure that it is accepted.**
5. **Insert the CLEAR ONE Training Coupon into the Validator, making sure that it is accepted.**
6. **Repeat Steps 4-5 for each Tokenote® that you no longer wish to give credit for.**
7. **Starting with Switch #1, slowly move the switches back to their original positions one at a time. This should be done in increasing order (1, 2, 3, 4…). A dot should now be flashing on the LED. (Switch #4 must be in the OFF position for the Validator to accept Tokenotes®.)**

- **Use the VENDING CLEAR ONE Training Coupon to stop accepting a particular Tokenote (This will erase any record that the Tokenote® was ever programmed)**

VALIDATOR

1. **With the power on, check the operation of the Validator. The red LED should be flashing every few seconds to indicate the Validator is operating normally.**
2. **Note the position of each switch on the DIPswitch. (The DIPswitch is located on the side of the Validator.)**
3. **Set all 8 DIPswitches to the OFF position. Then, starting with Switch #8, slowly move the switches to the ON position, one switch at a time and in decreasing order (8, 7, 6, 5…). The red LED should now be flashing rapidly. This signifies that the Validator is in the Tokenote® Programming Mode.**
4. **Insert the TOKENOTE® to be cleared into the Validator, making sure that it is accepted.**
5. **Insert the CLEAR ONE Training Coupon into the Validator, making sure that it is accepted.**

6. **Repeat Steps 4-5 for each Tokenote® that you no longer wish to give credit for.**
7. **Starting with Switch #1, slowly move the switches back to their original positions one at a time. This should be done in increasing order (1, 2, 3, 4…). A dot should now be flashing on the LED. (Switch #4 must be in the OFF position for the Validator to accept Tokenotes®.)**

❑ Use the CLEAR ALL Training Coupon to stop accepting all Tokenotes® already programmed into the Validator (This erases any record that the Tokenotes® were ever programmed)

VALIDATOR

1. **With the power on, check the operation of the changer. A dot flashing on the LED indicates the machine is operating normally.**
2. **Note the position of each switch on the DIPswitch. (The DIPswitch is located on the side of the Validator.)**
3. **Set all 8 DIPswitches to the OFF position. Then, starting with Switch #8, slowly move the switches to the ON position, one switch at a time and in decreasing order (8, 7, 6, 5…). The red LED should now be flashing rapidly. This signifies that the Validator is in the Tokenote® Programming Mode.**
4. **Insert the CLEAR ALL Training Coupon into the Validator, making sure that it is accepted.**
5. **Starting with Switch #1, slowly move the switches back to their original positions one at a time. This must be done in increasing order (1, 2, 3, 4…). A dot should now be flashing on the LED. (Switch #4 must be in the OFF position for the Validator to accept Tokenotes®.)**

- **The following table shows the different types of Training Coupons needed to successfully program Tokenotes® on the Vending Validator (TAH and AH Series).**

TRAINING COUPONS	
Training Coupon Type	**Usage**
ISSUE 1 COIN	Used to program the payout of 1 coin per Tokenote®.
ISSUE 2 COINS	Used to program the payout of 2 coins per Tokenote®.
ISSUE 5 COINS	Used to program the payout of 5 coins per Tokenote®.
ISSUE 10 COINS	Used to program the payout of 10 coins per Tokenote®.
ISSUE 20 COINS	Used to program the payout of 20 coins per Tokenote®.
VEND 1	Used to program a payout of a commodity measured in time or quantity (for example, Compressed Air = 1 minute). Changer will vend as if $1 was accepted.
VEND 5	Used to program a payout of a commodity measured in time or quantity (for example, Compressed Air = 1 minute). Changer will vend as if $5 was accepted.
CLEAR ALL	Used to erase all trained Tokenotes® so that the Validator will no longer accept any Tokenotes®
NULL	Used to accept a particular Tokenote® without giving credit for it (such as an expired note)
CLEAR ONE	Used to erase one or more trained Tokenotes® so that the Validator will no longer accept cleared Tokenotes®

*** The CDV and the PCVM (712L-TAMH) can only be programmed with one ISSUE 1 COIN Training Coupon per Tokenote®.**

- **The following troubleshooting guide is for Tokenote® programming errors only.**

TOKENOTE® PROGRAMMING ERRORS			
ERROR	**PROBLEM**	**POSSIBLE CAUSE**	**POSSIBLE SOLUTION**
1.2	No marker found on Tokenote®	• Weak Tokenote® • Weak mag head signal	• If error continues, return for service with a sampling of Tokenotes®
1.3	Too many bars found on Tokenote®	• Noisy Tokenote® signal	• If error continues, return for service with a sampling of Tokenotes®
1.4	Unable to store Tokenote® - "Storage Full"	• Tokenote storage memory is full	• Clear out of memory at least one Tokenote® and then program in new Tokenote®
1.5	Tokenote® not found	• Tokenote® is not stored into memory	• Program Tokenote® into memory
1.6	Primary <> Secondary	• Primary and secondary Tokenote® signals do not match	• Clear Tokenote® from memory and reprogram • Return for service
1.7	Serial ram chip corrupted	• Tokenote® stored, memory has been corrupted • Defective PCB	• Clear all Tokenotes® from memory and reprogram • Return for service
1.8	12 coupon limit reached	• 12 Training Coupons have already been stored into memory	• Clear Tokenote® and reprogram with a maximum of 12 Training Coupons