

Hamilton Manufacturing Corp.

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Tokenote® Training Guide

For use with Hamilton Changers

INTRODUCTION

A Tokenote® is a uniquely coded paper coupon that can be accepted by the Validator. Tokenotes® can be programmed to give payouts of up to 240 token coins each, or they can be used to receive a service or a commodity. However, Tokenotes® are not intended to give a cash payout. Therefore, the value of a Tokenote® cannot be refunded in cash.

- ❑ **For information on how to program Tokenotes®, refer to SECTION A, pages 3 - 4.**
- ❑ **For information on how to void Tokenotes®, refer to SECTION B, pages 6 - 7.**

A. Programming Tokenotes®

Materials Needed

- VALIDATOR - A Hamilton HVX, XE or STA.
- CONTROLLER - C2000 any version or an Audit Pro less than version 5.0. If you have an Audit Pro Controller version 5.0 or higher, you will need your hand-held remote and use the “Autocasher” training coupons. Please refer to the Audit Pro manual for instructions on programming.
- TOKENOTE® - A uniquely coded paper coupon that can be accepted by the Validator. These must be specially ordered from Hamilton Mfg. or your Hamilton Distributor.
- TRAINING COUPONS – Used to program the different payouts for each Tokenote®. The HVX, XE and the STA Validators use ISSUE 1 COIN, ISSUE 2 COINS, ISSUE 5 COINS, ISSUE 10 COINS, ISSUE 20 COINS, VEND 1 and VEND 5.*
- CLEAR ALL COUPON – The CLEAR ALL Coupon is used to erase all previously trained Tokenotes® so that the Validator will no longer accept any of those Tokenotes®.

NOTE: It is important that all Tokenotes® and Coupons are intended for the type of Validator being used. For example, Tokenotes® and Coupons intended for an HV7-T will not work in an HVX. When ordering new Tokenotes® and Coupons, please specify the Validator type. Training Coupons that may be labeled “HVX,” will also work in an STA or XE Validator.

*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®.

Programming

VALIDATOR

1. With the power on, check the operation of the changer. The LED should be flashing every few seconds to indicate the Validator is operating normally. If using an HVX or XE Validator, the LED will be GREEN. If using an STA, the LED will be RED.
2. Note the position of each switch on the DIP switch. (The DIP switch is located on the side of the Validator.) The HVX and XE Validators will have 10 DIP switches, while the STA will only have 8 DIP switches.
3. Set all of the DIP switches to the OFF position. Then, starting with Switch #10 (or #8, depending

on the Validator being used), slowly move the switches to the “ON” position, one switch at a time and in decreasing order (10, 9, 8, 7...).

Note: Stacker will not cycle while in “Program” mode.

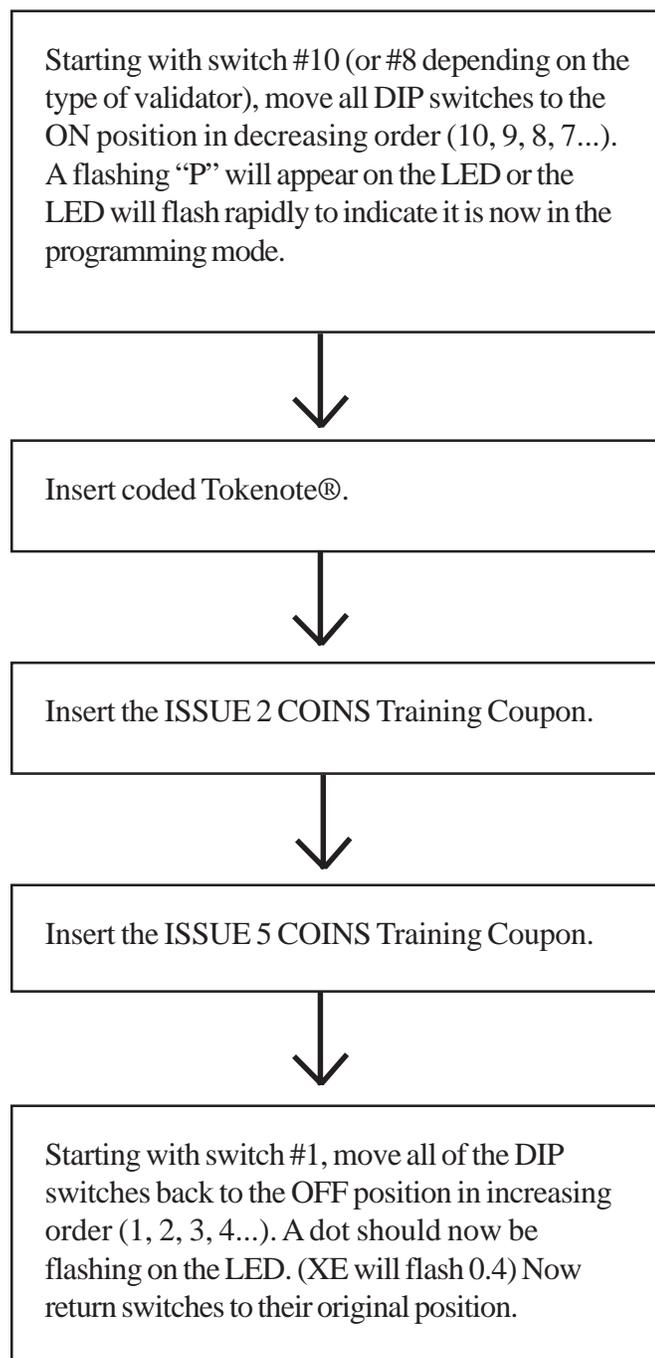
4. At this point, it is recommended to insert the CLEAR ALL Training Coupon, especially if this is the first time the Validator is being programmed or if it has just been returned after being serviced. The CLEAR ALL Coupon will erase all previously trained Tokenotes® from the Validator’s memory.
5. Insert 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 COIN.) The Validator can be programmed to payout up to 240 coins per Tokenote®.
7. Repeat Steps 5 and 6 if programming two or more Tokenotes® coded differently and with different payouts. (The Validator can recognize up to 16 differently coded Tokenotes®.)
8. Starting with Switch #1, slowly move the switches back to the OFF 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.

NOTE: An XE Validator will flash “0.4” after Switch #1 is turned OFF and will keep flashing this until a bill is inserted and accepted.

9. Now Switches can be returned to their original positions.

TOKENOTE® TRAINING

Below is an example of how to program a Tokennote® to payout 7 coins.



The Validator is now ready to accept the Tokennote® and tell the Changer to vend the appropriate number of coins.

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.

NULL Training Coupon

Use 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 changer. The LED should be flashing every few seconds to indicate the Validator is operating normally. If using an HVX or XE Validator, the LED will be GREEN. If using an STA Validator, the LED will be RED.
2. Note the position of each switch on the DIP switch. (The DIP switch is located on the side of the Validator.) The HVX and XE Validators will have 10 DIP switches, while the STA will only have 8 DIP switches.
3. Set all of the DIP switches to the OFF position. Then, starting with Switch #10 (or #8, depending on the Validator being used), slowly move the switches to the “ON” position, one switch at a time and in decreasing order (10, 9, 8, 7...). A flashing “P” will now appear on the LED.
4. Insert the Tokenote® that you no longer wish to credit into the Validator, making sure that it is accepted.
5. Insert the NULL 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 credit.
7. Starting with Switch #1, slowly move the switches back to the OFF 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.

NOTE: An XE Validator will flash “0.4” after Switch #1 is turned OFF and will keep flashing this until a bill is inserted and accepted.

VENDING CLEAR ONE Training Coupon

Use 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 changer. The LED should be flashing every few seconds to indicate the Validator is operating normally. If using an HVX or XE Validator, the LED will be GREEN. If using an STA Validator, the LED will be RED.
2. Note the position of each switch on the DIP switch. (The DIP switch is located on the side of the

Validator.) The HVX and XE Validators will have 10 DIP switches, while the STA will only have 8 DIP switches.

3. Set all of the DIP switches to the OFF position. Then, starting with Switch #10 (or #8, depending on the Validator being used), slowly move the switches to the "ON" position, one switch at a time and in decreasing order (10, 9, 8, 7...). A flashing "P" will now appear on the LED.
4. Insert the Tokenote® that you wish to void into the Validator, making sure that it is accepted.
5. Insert the NULL Training Coupon into the Validator, making sure that it is accepted.
6. Repeat Steps 4-5 for each Tokenote® you wish to void.
7. Starting with Switch #1, slowly move the switches back to the OFF 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.

NOTE: An XE Validator will flash "0.4" after Switch #1 is turned OFF and will keep flashing this until a bill is inserted and accepted.

CLEAR ALL Training Coupon

Use 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. The LED should be flashing every few seconds to indicate the Validator is operating normally. If using an HVX or XE Validator, the LED will be GREEN. If using an STA Validator, the LED will be RED.
2. Note the position of each switch on the DIP switch. (The DIP switch is located on the side of the Validator.) The HVX and XE Validators will have 10 DIP switches, while the STA will only have 8 DIP switches.
3. Set all of the DIP switches to the OFF position. Then, starting with Switch #10 (or #8, depending on the Validator being used), slowly move the switches to the "ON" position, one switch at a time and in decreasing order (10, 9, 8, 7...). A flashing "P" will now appear on the LED.
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 the OFF 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.

NOTE: An XE Validator will flash "0.4" after Switch #1 is turned OFF and will keep flashing this until a bill is inserted and accepted.

- The following table shows the different types of Training Coupons needed to successfully program Tokenotes® on a Hamilton Changer.

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®