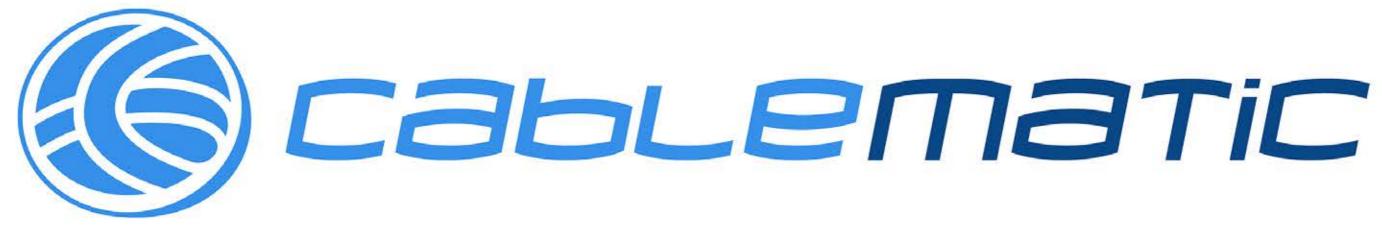
USER'S GUIDE FOR ELECTRONIC COIN SORTER

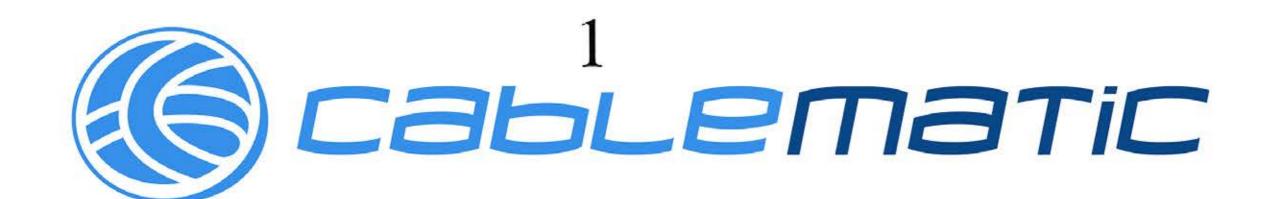




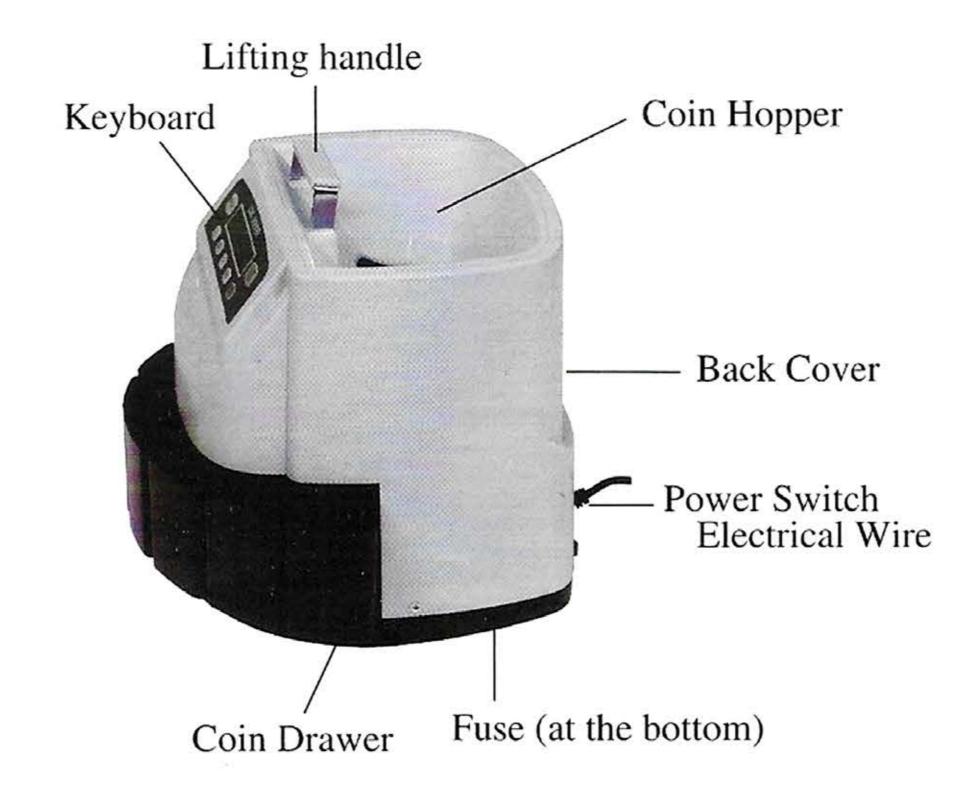
WARNING!

For your safety, it is very important that you always follow the simple precautions as below:

- Do not operate the machine if you, or it, are damp. Operating the machine under wet or dump conditions can lead to an electrical shock hazard that might result in serious injury.
- Use only the same type and rating fuse when replacing it. Using an incorrect fuse, with higher rating may cause a potential fire hazard.
- Ensure that both the machine and the domestic mains power supply are of same voltage. An incorrect supply voltage could cause a potential fire hazard.
- Turn off and unplug the power before performing maintenance.
- Do not start the machine when the back cover is open.
- Do not put your fingers inside the hopper or channel when the machine is under operation.
- Turn off and unplug the power when long time no using.
- Should you have any doubts, please contact your local distribution, or sales agent, for further advice.

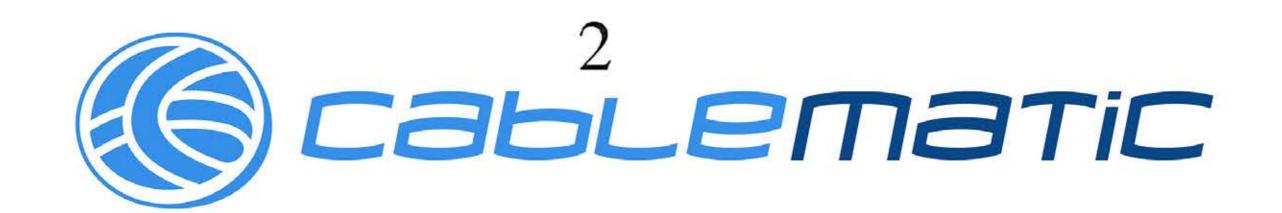


MACHINE OVERVIEW



SPECIFICATIONS

Ambient Temperature	0°C~40°C
Ambient Humidity	30~80%
Hopper capacity	Max. 500 units
Each coin's drawer	50~300 units
Batch preset number display	3 digits LED
Counting number display	4 digits LED
Batch preset number display	3 digits LCD
Counting number display	4 digits LCD
Power source	AC220V/50Hz
	AC110V/60Hz
Power Consumption	<45W
Dimension	345*306*260 mm
Net weight	3.8 kg
Counting speed	Max. 270 units/min



*LCD display, shows not only total counting value, but also counting number of different denominations, which makes our product more visualized. *

** In the interests of our ongoing policy of continual product improvement, specifications are subject to change without prior notice. **

OPERATION

- 1. Make sure the machine is placed horizontal and then turn on the machine.
- 2. Set an expected batch.

Each channel can be set an expected batch (from 0 to 999).

Press the "SET" key to select the channel, and the "BAT" key, "+" key and "-" key to set the expected batch number.

Notes 1: If the batch of channel is set to 0, the machine will not stop this channel even the drawer is full, unless the "START/STOP" key is pressed or no coin drop through the channel within 20 seconds.

Notes2: Keep "C" key pressing in 7 seconds can set all the channels to batch 0.

Notes3: The batch setting can be automatically memorized.

3. Start counting

Put coins in the hopper, and press the "START/STOP" key to start counting. Press the "START/STOP" again to stop counting.

4. Check the report

When the machine is in standby state press the "REPORT" key repeatedly, to check the counting results of each channel. Press the "C" key to exit this checking procedure.

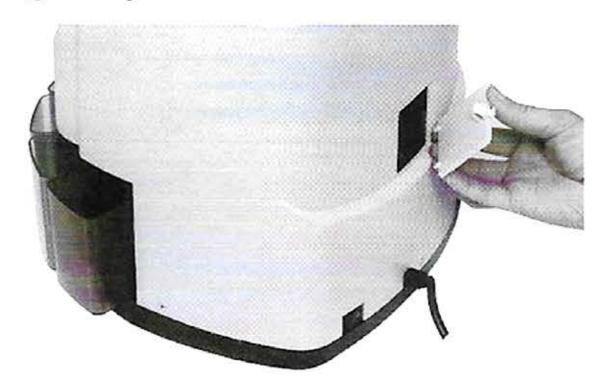
MAINTENANCE

WARNING!

TURN OFF THE MACHINE AND UNPLUG THE POWER BEFORE THE FOLLOWING MAINTENANCE.



 Foreign object fallen into the hopper will cause jamming or even damage to the machine. Please do avoid the foreign object falling in.
 As following shown, to remove the foreign object, just open the back cover and pick out the foreign object.

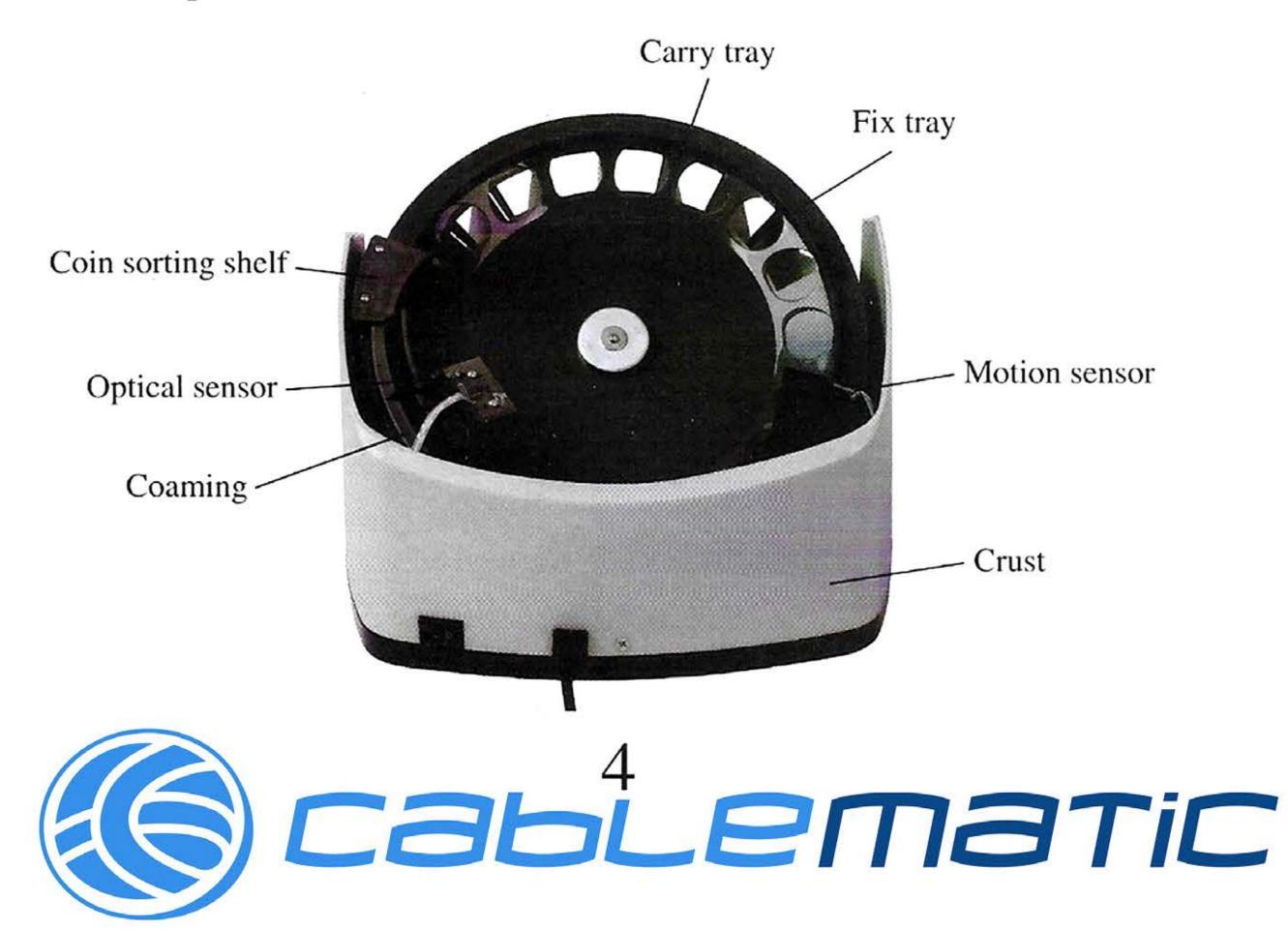


2. To remove jammed coins, as following picture shown, use a finger to push up the jammed coin and let it fall out from the gap between the channels.



3. When the machine is switched on, if the system are running a self-checking, it may result in one of the following error messages:

EA: means optical sensor blocked.



If EA is continually appeared, it may be caused by too much dust around environment leaking into machine, or any foreign object blocking optical sensor, which are required to clean the inner parts of the machine. a: switch off the machine and unplug power. b: remove 3 bolts on the bottom of crust, then remove the crust. c: clean dust, or remove foreign matter, then reset.

E1...E8 means counting sensor blocked. (According to the coin diameter from small to large)

E9 means motion sensor blocked.

If it takes no effect after cleaning the inner parts as well as sensors, the machine needs repair.

