# Instruction for installing and usage of 616

#### Procedure for altering the numerical value of the interior:

Pressing the accurating key (10) and broaden key (11) on the display panel at the same time for about 2 seconds, you will see the letter A on the display panel, (When the file A/B turn to A) and at this time you can set up the numerical value of the interior.

- Pressing the setting key(8), and then you will see the letter E, (choosing several currency system), after that you
  can press the accurating key or broaden key to increase or decrease the numerical value. After setting up, please
  press the setting key to confirm.
- 2. Appearing the letter H (the quantity of sampling for various currency value)
- 3. Appearing the letter P (the numberial value for signal output of various currency value)
- 4. Appearing the letter F (the presision of various currency value)
- 5. By parity of reasoning, setting is finished with your chosen currency. When the letter E is shown, please turn off the power and it will reopen again.
- P.S. E: Choosing several currency value.(1-6)
  - H: Quantity of sampling for various currency value.(1 20 pieces).
  - P: The numberial value for signal output of various currency value. (1-50)
  - F: The precision of various currency value. (1-20, the smaller the number is, the more accurate the precision
  - is. (Suggesting number is 8)

Setting key: SET Confirming key

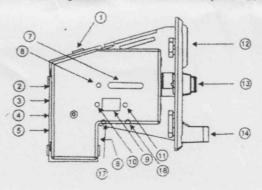
Accuracy: Numberial value "+" A ← → B Can be set two at the same time

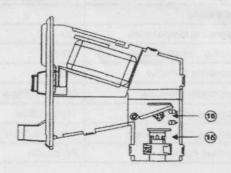
Broaden: Numberial value"-"

The currency value of different countries

#### Methods for setting coin samples:

- Pressing the setting key, the letter A is shown. Then press the setting key again, the letter A1 is show, and the first LED light is always on, so at this moment, inputting 20 first sample coins by constant velocit, (When the setting numberial value of H 1 is 20)
- 2. After inputting the coins, LED lights will flicker, When the letter A2 is shown and the first two LED lights are on, please inputting 20 second sample coins by constant velocit. (When the setting numberial value of H 2 is 20)
- 3. After inputting the coins, LED lights will flicker. When the letter A3 is shown and the first three LED lights are on, please inputting 20 third sample coins by constant velocit. (When the setting numberial value of H 3 is 20) ,By parity of reasoning, please finish the setting. After finishing setting all the needed numberial value coins, all the LED lights will flicker several times, it can be used normally.





## Instruction for position of function

Name	Functions	
① 2 section switch	It can be set with different coins of two countries or regions.(A or B)	
②4pin socket	O COUNTER DC12V O GND O COUNTER D	
32 section switch	NO(always on) NC (always off)	
④3 section switch	Signal width: 20ms (fast), 50ms (medium), 70ms (slow)	
⑤2pin socket	Signal of forbidden energy inputting. Up PIN means signal inputting, voltage is more than 4V means OK. 0V means forbidden, Down PIN means ground wire.	
@2pin socket	Electromagnetism gata DC 12V	
⑦LED light	Matching up the instruction of the light 8	
®inching button	Setting key SET	
Changing 8 Nixle tube	Showing display status	
@inching button	Status shows the numberial value "+"	
(1) Inching button	Status shows the numberial value"-"	
②slit		
(3) Coins returning Key		
(4) Coins returning mouth		
15 electromagnetism gate	Eliminating false coins	
(8) Cheat-defending function	Defending speculation	
(1) RS232 communication port	By connecting 232 transfer slab externally, it can output 232 level imformations (select and use)	
® paralleling outlet	Signal paralleling outlet (select and use)	

### Numberial value for product quality

Identify accuracy rate	95%
Identity speed	0.6 second
Power source	DC12±10%
Working current	50ma
Moment maximum current	350ma (less than 0.5S)
Net weight	g
Operating temperature	-10-60℃
Storing temperature	-20-85℃
Operating humidity	≤95%
barometric pressure	85Kpa-106Kpa
Applying coin diameter	15mm-29mm
Applying coin thickness	1.8mm-3.0mm
canning material	PC plastic