

SEGA CM1™ CHANGE MACHINE



USER MANUAL

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SAFETY

OPERATION

Before operating the machine, please read this manual. Failure to properly operate and install this machine could result in malfunction or accident.

TRANSPORTATION

Transport this cabinet upright only.

HANDLING COMPONENTS

Handle all components with caution. Use proper ESD protection when working or removing the PCB. Damaged caused while removing components will void the manufacturers warranty.

DISCONNECT POWER

Always turn the power off and unplug the unit before servicing or making any adjustments unless otherwise instructed. Installing or repairing components while machine is powered on can cause damage to the components and void the warranty.

GROUNDING

Avoid electrical shock. Do not plug in AC power until you have inspected and properly grounded the unit. Only plug into a grounded three wire outlet. Do not use a plug with a fake ground prong or cut off the ground pin on the line chord.

ELECTRICAL SHOCKS

There is no isolation transformer in the unit. Disconnect AC power before servicing. Be very aware that lethal voltages can still remain in the electrical circuit after the power has be disconnected.

MANUAL

Keep this manual available and ready for use. If the machine fails to function properly, turn off the machine and unplug the AC line cord. Contact your local distributor. Your warranty, when applicable, lasts 90 days from your purchase date.

PRODUCT SPECIFICATION

ELECTRICAL POWER

230VAC @50Hz = 150mA, 160W

DIMENSIONS

Height: 141cm

Width: 47cm

Depth: 33cm

PRODUCT WEIGHT

49.6KG (Empty)

SETUP

Immediately after receiving the product

Make sure operating voltage and power consumption are the same as specifications of location. Incorrect use may cause malfunction or injury.

Notes for installation

A technician must install the product.

Please follow the instructions carefully.

To avoid fire and electrical shock, use proper interior wiring and do not overload any one electrical outlet.

To avoid injury, do not expose the power cord to high traffic areas where it can be stepped and/or tripped on.

Transferring the machine

When transferring the product, do not damage the power cord. This could lead to a malfunction or accident.

Connection to mains



Securely connect the supplied AC main lead to the IEC inlet of the machine and power on.

FUNCTIONS

The change machine has certain functions built in to give help to the operator during service. These are accessed by using the **Blue** and **Red** buttons on the printed circuit board.

The Blue button selects Functions in a pre-set order, and is also used as a accept / Start button on certain functions.

The Red button is the Reset and is used to terminate or move onwards in the functions. In Standby the LCD display will be indicating the cash accepted and the Coin or Token to be dispensed on the LCD display. The Function button can be pressed at any time to access the functions.

In Standby the Reset button has no action.
The Functions are in three groups.

Note. If you wish to move through the function groups simply press Blue to access the Machine Status group and then press Red. i.e.

Blue Machine Status
Red Last Session
Blue Last session cash taken

Or

Blue Machine Status
Red Last Session
Red Machine Life
Blue Machine Life cash taken

Or

Blue Machine Status
Red Last Session
Red Machine Life
Red Back to Standby.

Group 1 - Machine Status.

This group is used to display the status of the machine for the current power up session. i.e. Since powered on in the morning. It is also used to access the hopper dump routine, which enables the contents of the hopper to be emptied for service. Press # Refers to **Blue** button

Press 1

The last four cash amounts entered by the users is displayed left [Last] to right [4th last] on line 2 of the display.

Press 2

Display the total cash taken since the machine was powered on in £'s.

Press 3

Displays the total number of coins dispensed since the machine was powered on. [i.e. On a 2p machine 1750 - £35 of coins dispensed].

Press 4

Displays the total counts of cash taken during the current session. The display alternates between the cash types with the value displayed on line 1 and the count on line 2. [i.e. for a coin only machine the display will be as follows, alternating until next switch press]

**£2 £1
0010 0025
Followed by
50p 20p 10p
0100 0250 0540**

Counts shown for example only.

Press 5

Accesses the Hopper Empty routine. The display will alternate as follows

**Hopper Empty
Button to Start
Followed by
Reset to Clear
Button to Start**

Blue button will start the 'Hopper Empty Routine'.

Red button will terminate the 'Hopper Empty Routine' before the start or at any time during the dump.

The dump will continue if not interrupted displaying the count of Coins or Tokens on line 2 in count blocks of 50, accumulating. At each 50 boundary the dump will pause allowing time for the dispense tray to be cleared. It will restart after 5 seconds. When the hopper is empty, the dump will stop and the count remain displayed until Press 6.

Press 6

Will terminate the dump and return to the standby messages.

Group 2 - Machine Session Status.

This group is used to display the status of the machine for the last power up session. The counts shown here are only updated if cash was taken the last time the machine was powered. If the machine is switched OFF and back ON again without taking cash these counts will NOT be updated.

Press # Refers to Blue button

Press 1

Display the total cash taken last time the machine was powered on in £'s.

Press 2

Displays the total number of coins dispensed last time the machine was powered on. [i.e. On a 2p machine 1750 - £35 of coins dispensed].

Press 3

Displays the total counts of cash taken during the current session. The display alternates between the cash types with the value displayed on line 1 and the count on line 2. [ie for a coin only machine the display will be as follows, alternating until next switch press]

**£2 £1
0010 0025
Followed by
50p 20p 10p
0100 0250 0540**

Counts shown for example only.

Press 5

Will terminate the session and return to the standby messages

Group 3 - Machine Life Status.

This group is used to display the status of the machine since it was first commissioned. The counts shown here are updated when cash is taken and coins / tokens are dispensed. It is the accumulation of Group 1 counts.

Press # Refers to Blue button

Press 1

Display the total cash taken since first power ON in £'s.

Press 2

Displays the total number of coins dispensed since first power ON [i.e. On a 2p machine 1750 - £35 of coins dispensed].

Press 3

Displays the total counts of cash taken since first power ON. The display alternates between the cash types with the value displayed on line 1 and the count on line 2. [i.e. for a coin only machine the display will be as follows, alternating until next switch press].

£2 £1
0010 0025
Followed by
50p 20p 10p
0100 0250 0540

Counts shown for example only.

Press 5

Will terminate the session and return to the standby messages.

Maintenance

The changers are very reliable in operation. However, all equipment benefits from a good maintenance regime.

The cabinets can be cleaned down with a mild cleaner to keep them looking smart.

Care and attention will reduce the incidence of hopper errors.

1. Ensure that there is no swag in the coins for refill.

Swag blocks the belt assembly and coin exit port causing the hopper to jam & report errors.

2. A brush down to clear the exit port area of dust and debris will allow clear coin exit.

[Universal Hopper Fitted] There are 3 LED's on the front of the hopper. Left to right...

POWER, SECURITY and COIN EXIT.

If you experience hopper problems then check these LED's.

Normal operation is POWER + SECURITY with COINS flashing as coin exits.

If security is not lit then there is probably something stuck in the exit port. Inspect and clear .

For any other types of problem please call or email for additional help.

Note that when calling for technical help it is helpful to us to know the status of the machine prior to the problem and what is happening with the problem, including any messages which are displayed, and the message status of the machine in standby.

Note that when the cash inserted is below the pay-out coin / token value the machine will accumulate the cash until the minimum pay out level is reached. Any excess cash is once again accumulated.

i.e. If the pay-out were 50p then the following would occur on cash input.

10p Accumulate 10p

10p Accumulate 20p

20p Accumulate 40p

10p Pay out 1 coin and return to standby.

i.e. If the pay-out were 50p then the following would occur on cash input.

10p Accumulate 10p

10p Accumulate 20p

20p Accumulate 40p

20p 60p -> Pay out 1 coin and Accumulate 10p

Now needs 40p to clear back to Standby.

Diagnosics & Error Codes

| INDICATOR | MEANING |
|--|---|
| Front Panel Lamp | The lamp on the front panel is fully ON when the machine is ready to accept coins or notes. The lamp goes out when the unit is dispensing. If an error condition occurs the lamp flashes until the 'Reset'. [Lamp rating 24V 3.6W] |
| LED Display | The LED display shows a scrolling message when the changer is in the Standby mode. The message indicates the operation of the machine in question. When money is inserted the message will change to display the amount entered. This amount will count down as the change is dispensed. If an error occurs the display will display one of the following messages. |
| ERROR CODE | SOLUTION |
| HA.E or Hb.E | Hopper 'A' or 'B' is Empty. The display flashes the message with the amount still to dispense. Dispense will re-commence after the hopper is refilled and the reset pressed. |
| HAOP or HbOP | Hopper 'A' or 'B' Overpaying. The display flashes the message with the number of coins overpaid. |
| HOPP StUC | The hopper is either jammed, or there is an obstruction in the coin eject path. If this error occurs while dispensing, and the jam or obstruction is removed the machine will attempt to continue with the dispense procedure. |
| HOPP ERR1 | The machine has dispensed more coins than the maximum number allowed for the machine type while in a normal dispense cycle. Power OFF and back ON to clear. |
| HOPP ERR2 | The machine has dispensed one or more coins while in STANDBY. Power OFF and back ON to clear. CHEAt dEtECTEd An attempt has been made to strim or cheat the coin mech. Power OFF and ON to reset. |
| Note. The last three errors require power OFF to RESET. | |

Function Display

The status of the change machine can be checked any time the machine is in Standby. Open the front door and press the Blue switch on the PCB. This is the FUNCTION switch.

For each press of the function switch the display will show the following.

- 1) The last coin inserted
- 2) The Total value of money inserted since the machine was switched ON. If the value is under £100 the pence will be shown, otherwise only pounds.
- 3) The Total coins paid out by Hopper 'A'
- 4) The Total coins paid out by Hopper 'B' [if fitted.]
- 5) Displays EEEE to show Hopper empty is about to Start
- 6) Empty's Hopper 'A' and displays coin count. If you need to record this number do so before pressing button again.
- 7) Empty's Hopper 'B' and displays coin count. If fitted. If you need to record this number do so before pressing button again
- 8) Returns to normal operation.

Note: Pressing Reset at any time will return to normal operation.

Parts



Part Number: STS-655-86 (Cash Flow 9520 Coin Mechanism)

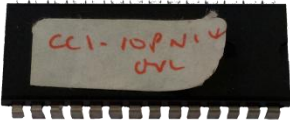


Part Number: 220-UNI-HOPPER (12/24VDC Universal Hopper)



Part Number: STS-CM1-MAIN-PCB (Main PCB)

Parts



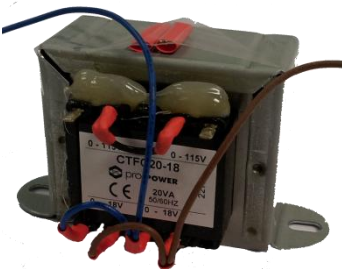
Part Number: STS-CM1-10P (10P Software)

Part Number: STS-CM1-2P (2p Software)

N.B. Please check if the machine is 10p or 2p before placing the order



Part Number: STS-CM1-DISPLAY-PCB (Front display PCB)



Part Number: STS-CM1-TRANSFORMER (240VAC to 18VAC Transformer)



Part Number: STS-CM1-2P-DECAL (2p Decal)

Part Number: STS-CM1-ARROW-RED-DE
(Lower Decal – Red Arrow)

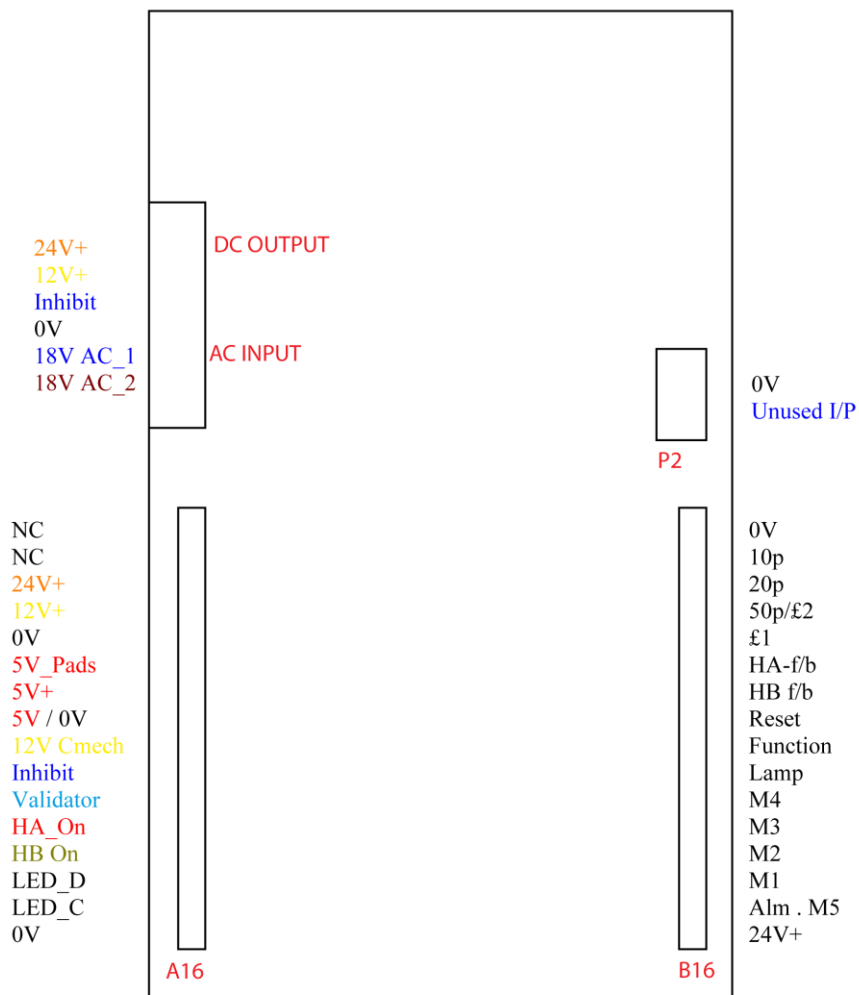


Part Number: STS-CM1-10P-DECAL (10p Decal)

Part Number: STS-CM1-ARROW-BLUE-DE (Lower Decal
– Blue Arrow)

Main PCB Pinout

Connections



Coinmech colour codes

| | | | | |
|--------------|----|------|---------------------------|---------|
| White / Blue | A9 | 12V+ | Pink, Purple, Grey, Black | Inhibit |
| Blue / White | B5 | £1 | White / Blue | 0V |
| Red | B4 | 50p | Brown | 12V+ |
| Orange | B3 | 20p | | |
| White | B2 | 10p | | |

LIMITED WARRANTY

SEGA warrants to the buyer, for a period of 90 DAYS starting on the day of product delivery, all parts against any manufacturer's defect. During this warranty period, SEGA agrees to replace defective parts.

Installation costs on-site are at the charge of the buyer.

Ground Freight costs for replacement parts are at the cost of SEGA.

For the return of the defective part the buyer agrees to send back defective parts to Sega within (30) thirty days and freight costs will be at the buyers expense.

The warranty is limited to manufacturer's defects.

SEGA assumes no liabilities for any loss of revenue, damage or inconvenience of any type resulting from a defect of any part of the system and will not assume the temporary replacement of the system during the period of repair.

SEGA is not liable of any late delivery of the system.

In the event of any apparent defect or non-delivery of a part of the system, SEGA shall be notified in writing within 3 days of delivery by the buyer.

Defective parts covered by the warranty will be replaced at SEGA's discretion either by new or rebuilt parts with the same or with a replacement model of the same parts. Warranty on replacement parts ends on the same date as the original part warranty.

Machine warranty is void if the defect is the result of misuse, or contrary to the norms of instruction of user manuals, or the result of improper maintenance. A lack of maintenance could also result in the machine warranty being considered void.

Using spare parts that do not fit specifications will void the warranty. Removing serial numbers and/or bar codes from product or component will void the warranty.

SEGA is only liable to the replacement, in a reasonable delay, of the defective parts.

CONTACTS



SEGA Spares

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Technical Support

Telephone: +44(0)208 391 8072

Email: technical@sega.co.uk

- For all warranty claims, please have the machine serial number ready to ensure our technical support team can deal with your request in good time.

