

ANZTEC NZ Ltd

CHANGEMate CM-500

Instructions 28/11/02



These units are designed to dispense change automatically. When sufficient funds have been inserted, the Changemate will dispense the appropriate number of coins. Partial credits will be held until further funds are inserted to enable further payout.

To reset the machine to zero, start with machine powered down. Press and hold down buttons 1 and 3 whilst powering the machine up. Release buttons 1 and 3 and (as instructed on the LCD), press button 2. All meters and transaction log will now be reset to zero.

- To enter the attendant mode, press button 3. To select an option in attendant mode, use buttons 1 and 2 to find option, use button 3 to select that option. To exit the attendant mode, use buttons 1 and 2 to select exit option and then press button 3 to exit or after 30 seconds without any use, the machine will automatically exit the attendant mode and return to dispense mode.
- To view accountancy information, enter attendant mode and select accountancy. When prompted, choose short term or long term meters by pressing button 1 or 2 and then button 3. Use buttons 1 and 2 to navigate through the list of meters. Press button 3 to exit.
- To count the hopper contents, enter the attendant mode and select hopper count. Use button 2 to start and stop the hopper. The quantity of coins counted from the hopper will be displayed on the LCD. To exit this mode, press button 3 after the hopper has stopped.
- To access the transaction log, enter the attendant mode and select event log. The last transaction to occur will be displayed on the LCD. To navigate back and forth through all 10 stored transactions, used buttons 1 and 2. Press button 3 to exit.
- To clear the short term meters, enter the attendant mode and select clear s/term meters. When prompted, press button 3 to reset the short term meters back to zero.

Should the machine run empty in the course of a payout, refill coins, turn the machine off and on again. The machine will resume the payout from where it ran empty.