MICROEL SAS

START POINT TOUCH

USER MANUAL

Introduction

The purpose of this document is to describe the operating methods and configuration
of the START POINT TOUCH.
The device has been designed and built to handle the payment of self-service services,
with banknotes, coins and prepaid cards (rechargeable).
Are explained below the operations that the operator can do to make: accounting closure,zeroing
accounting, recharging hopper, mistakes consultation, alarms consultation, general status of the
machine and, for the tunnel version will be displayed also the management of the queue.
To access the menus listed above you should be in possession of a "Operator Card" to be inserted
into the db.

When the operator inserts his card, a menu with 3 buttons, will appear :
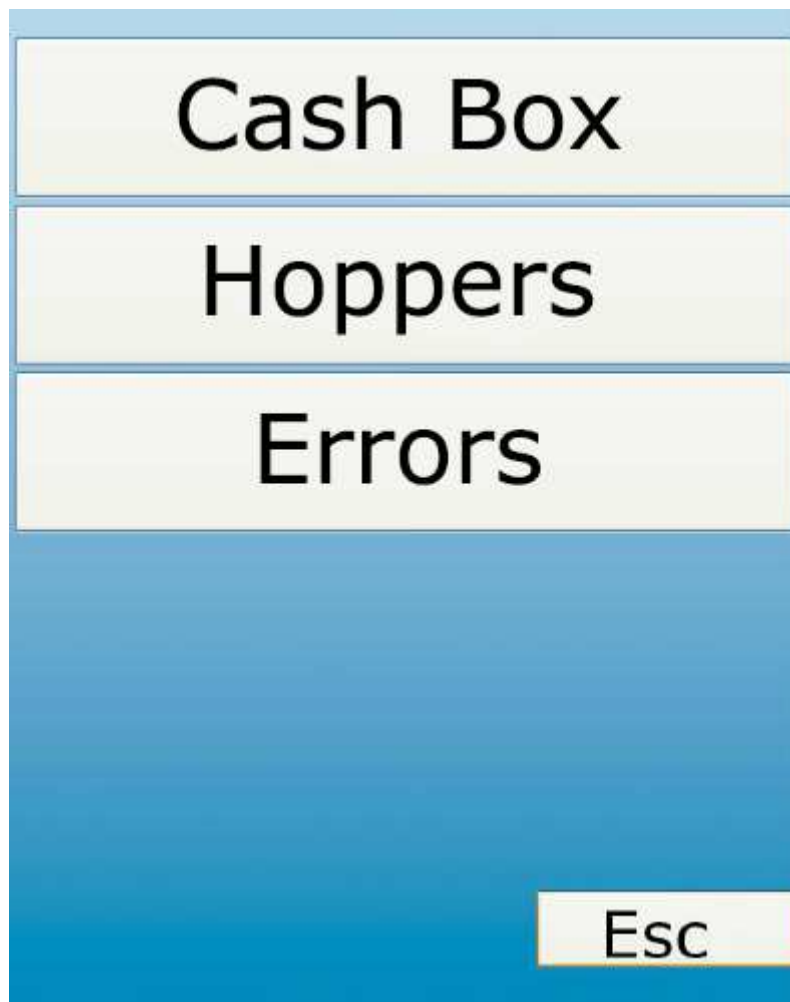
This screen shows three buttons:

- CASH BOX
- HOPPERS
- ERRORS

1. CASH BOX

Touching the panel "CASH BOX" , another window will appear, where they are displays the various denominations of coins and banknotes, and the quantity.

In the bottom of the window you will have written the grand total of the coins and the banknotes.

You will also notice that are also displayed two buttons labeled "RESET COINS" and "RESET BANKNOTES", pressing the boxes, the cash will be reset.

This operation is performed when you make the accounting closure.

IMPORTANT: In this menu are not counted any coins/banknotes present in the hoppers, but only the actual gain.

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2. HOPPERS

Pressing the box "HOPPERS" on the main screen of the operator menu, will open a new menu where you can add, remove, or simply change the pieces of coins in the hopper.
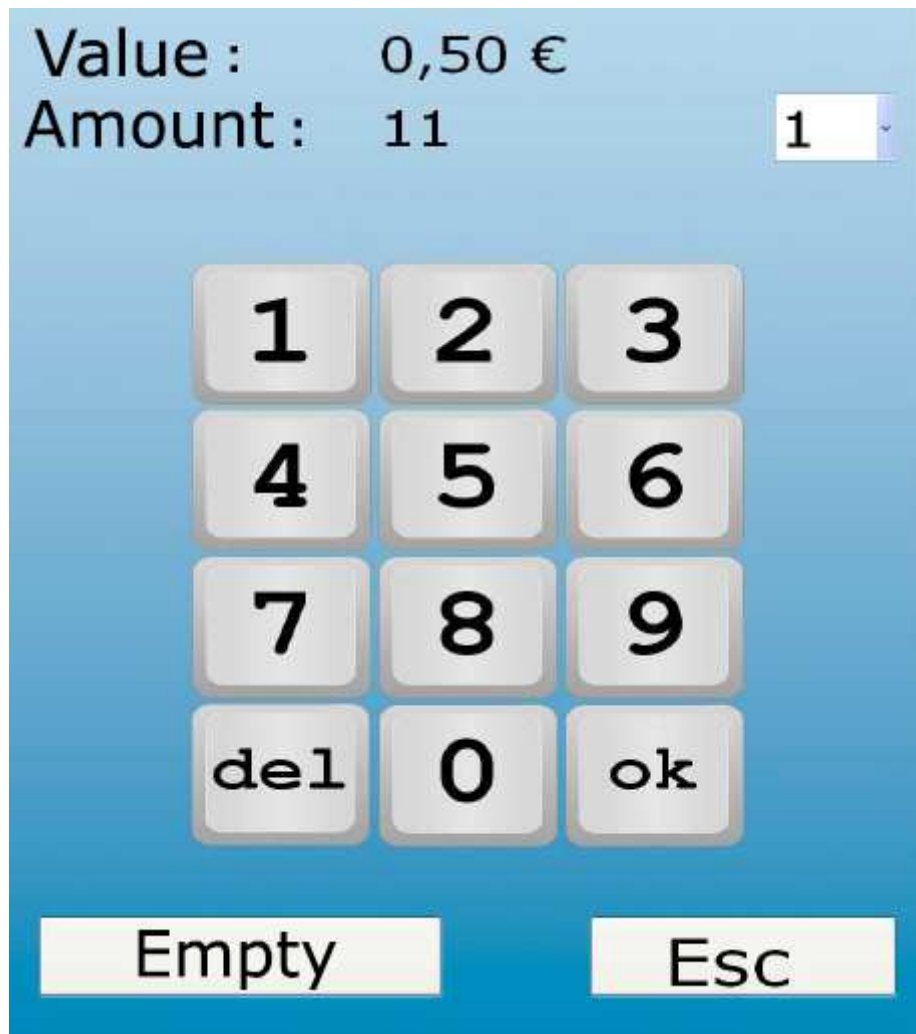
The voice " VALUE " indicates that kind of coins is present on the hopper 1.
The voice " AMOUNT " indicates the number of coins present in the hopper.
Always on the same line of the voice "Quantity", you will see a small window with the number 1, touching the window will open a drop down menu and you will see all the hoppers configured in the system, both coins and banknotes; selecting the 1 or 2 or 4 can do all the operations described below:

The operator is able to change the voice " QUANTITY " using the numeric keypad displayed.
Digiting the desired number and confirming with OK ,will be stored the digit entered manually.

The recharging operation of the hoppers can also be carried out automatically:
As soon as you enter the hoppers menù is proposed the hopper 1, in this case with a value of € 0.50 (see image),

If the user inserts a coin of 0,50 €, the system sends the coin into the hopper 1 in an automatic way, without having to manually fill the hopper.

All hoppers have a maximum threshold set in the phase of installation, exceeded this threshold coins will go directly into the cash box.
Returning to the main screen you will notice the "EMPTY" key, this one is used to empty automatically the hopper selected in the dropdown menu.

3. ERRORS

You will find below the window that opens when you press the errors panel:

The window is divided into 3 areas: ERRORS, ALARMS, INFORMATIONS.

In the "ERROR" voice will be listed all the mistakes that can be verified.
All entries under this category are blocking errors, this involves the out-of-service of the machine.
In case of malfunction of the Starter, the error message will have its detailed
description and related code, so you can quickly fix the disruption caused.

The " ALARM " voice indicates wich device is warning threshold or in some cases it is not working properly.
All posts under this category are not blocking errors, so the machine will continue to work, but not at 100% of its potential.
In the picture above you can see the inscription:

- Hopper : empty hopper [4]   The hopper n° 4 is empty,so it can't giving the change.
- Network: error   There is a problem on the network, the start will not
                                          communicate with the concentrator (PC)

The last voice, "INFORMATIONS" , contains all the details related to previous alarms.
In this window is explained what happened or why the machine is in a state of alarm, if there was some communication error, if anomalies occurred, if there was some transaction failed or failure to deliver the rest or received.

You can see also the key "RESET", pressing it will reset all errors and will be repeated only ones still present.

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