



Position of the dipswitches for SELECTING THE WORKING MODE					
WORKING MODES	SW1	SW2	SW3	SW4	Validator A-standard
	0	0	0	0	Parallel
	1	1	0	0	Not used
	0	0	1	0	Not used
	1	0	0	0	Timer
	0	1	0	0	Credits

0 = OFF, 1 = ON

PROGRAMMING PARAMETERS

Position of the dipswitches to SELECT THE PARAMETER TO MODIFY				
SW1	SW2	SW3	SW4	Validator A-standard
0	0	0	1	Price of service
1	0	0	1	Coins to accept
0	1	0	1	Time of the service
1	1	0	1	Token 1
0	0	1	1	Token 2
1	0	1	1	Wide Tables
0	1	1	N/A	Bonuses
1	1	1	N/A	Free

To programme the parameters with the *dipswitches*, follow these steps:

1. Set the dipswitches SW3, SW2 and SW1 to the configuration of the parameter to modify. (0 =OFF, 1 = ON)
2. Set dipswitch SW4 to ON. The electro-magnet of the acceptance gate will give a "short click".
3. Follow the actions to programme the parameter (1.4.7.2)
4. Set dipswitch SW4 to OFF. If the programming has been done correctly, the acceptance gate will give a "long "click". If it has been done incorrectly, there will be no click and you should repeat the steps from the beginning.
5. Return dipswitches to desired working mode.

Actions to carry out for correct programming

- ⊙ **Service Price:** introduce the quantity of coins that are necessary to reach the price. The programmed price will be the sum of the value of coins introduced. If the validator rejects the coin, it will not be included in the programming.
- ⊙ **Coins to accept:** the coins to be accepted are chosen from those programmed in the *validator*. The rest will be inhibited and not be accepted.
- ⊙ **Service Time:** introduce the quantity of coins that are needed to reach the required time depending on the value, in time, of each coin. The value in time of each coin must be specified.



Maximum value programmable 65,535 seconds.

If the maximum value is exceeded while programming, this value will not be accepted and it will not be programmed.

If a coin is rejected during programming, its value will not be considered.

⊙ **Token 1 / Token 2**

1. Set the dipswitches to programme token 1 or token 2.
2. Set dipswitch SW4 to ON. The electro-magnet will give a "short click".
3. Introduce at least 25 tokens of the model you wish to programme into the *validator*.
4. Set dipswitch SW4 to OFF. The electro-magnet will give a "long click".

To programme the second type of token the process must be repeated.

The value of the tokens is fixed (the value set in the factory when the validator was programmed) and can only be modified using the TL20 terminal, or similar.

⊙ **Activate / Deactivate Wide Tables and Bonuses.**

The process to **activate** wide Tables/Bonuses is the following:

1. Set dipswitches SW3, SW2, SW1 to the correct positions.
2. Set dipswitch SW4 to ON. The electro-magnet will give a "short click".
3. To activate Bonuses introduce a coin that should be accepted. If the *validator* rejects it, introduce another coin.
4. Set SW4 to OFF. The electro-magnet will give a "long click".

The process to **deactivate** wide Tables/Bonuses is the following:

1. Set dipswitches SW3, SW2, SW1 to the correct positions.
2. Set dipswitch SW4 to ON. The electro-magnet will give a "short click".
3. Set SW4 to OFF. The electro-magnet will give a "long click".