



USER MANUAL

CODE MPD483. REV. 1.0

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1. PRESENTATION OF THE PRODUCT

The packaging contains:

- Basic model automatic safe
- Five pairs of keys
- User Manual
- USB connection cable
- Power cable
- Warning sticker



1.1 OVERALL DIMENSIONS

1.1 SAFE MONEY PRESENTATION VIEWS



2. ELECTRICAL AND SAFETY CHARACTERISTICS

2.1 ELECTRICAL CHARACTERISTICS

Supply voltage	220 - 230 VAC
Power frequency	50 – 60 Hz
AC current (typical)	2A/230VAC
Inrush current	40A/230VAC

2.2 SAFETY RULES

SAFEMONEY complies with the following EU electrical safety and electromagnetic compatibility standards and is EC certified:

EN 61000-6-3	electromagnetic compatibility standards for standard emissions in residential,
	commercial and light industrial environments
EN 61000-6-1	electromagnetic compatibility standards for immunity in residential, commercial and
	light industrial environments
EN 62368-1	Part 1: Security requirements for audio/video systems, information technology and
	communication systems
EN 62233	Measurement methods for electromagnetic fields of household and similar electrical
	appliances with reference to human exposure

ATTENTION - HEAVY MATERIAL! The SAFEMONEY machine can weigh more than 30 kg when fully assembled.

CAUTION! IT IS MANDATORY to connect the machine to a network point with a ground connection.

3. INSTALLATION

The correct installation of the machine provides for it being arranged on a perfectly horizontal surface.

The machine prepares 4 anchoring holes for fixing it to the floor. By removing the support feet, it is possible to fix the SAFEMONEY, by means of a plate, to an appropriately prepared surface. For drilling the surface, use the anchor plate as DIMA.

See the fixing instructions on the following pages.



3.1 TURNING ON

The SAFEMONEY product must be powered at a mains voltage (230 VAC) from an outlet that can supply a current of at least 2 A; the product is protected against overload currents and short-circuits.

The SAFEMONEY is switched on by switching the power switch (located on the back) from the "O" position to the "I" position.

The machine is managed through its USB interface from a PC or a similar device that functions as the "Master".

The power supply connector, to which the special cable, the switch and the mentioned above USB port must be connected are placed on the back of the machine.

3.2 FIXING INSTRUCTIONS ON THE SURFACE

SAFE MONEY

FIXING INSTRUCTIONS ON THE SURFACE

It is possible to fix the automatic cash register on the floor, through the threaded holes of the feet: (A) from inside the case of the automatic cash register to the floor (B) from the support surface to the automatic cash register





A FIXING OF THE AUTOMATIC CASH REGISTER FROM INSIDE THE CASE TO THE FLOOR

fig.4

1



1) Place the plate on the surface, where you want to install the automatic cash register.

2) Take the holes on the plate (fig.2) as a reference with a pointed object/marker and drill with a 7mm drill bit for points A, B, D and 9 mm for point C.

Surface

fig.3

Insert the safety lock to keep the

door open.



3) Remove the 4 feet present under the base as shown in fig.3

4) Unhook the Smart money module, to reach the hole in the base (D)

5) Place the plate under the surface and screw in with 3 M6 countersunk head screws, in holes A, B, D

6) Insert the fourth M8 screw into hole C, from the plate towards the case, as shown in fig.4

5) Proceed to re-insert the Smart Money module inside the case and close the automatic cash register

1 The height of the screws depends on the thickness of the surface Min. 17mm + surface thickness



SAFE MONEY FIXING INSTRUCTIONS ON THE SURFACE





1) Place the plate on the surface, where you want to install the automatic cash register.

2) Take the holes on the plate as a reference (fig.7) through a pointed object/marker and drill with a 9mm drill bit for points A, B, C, D.



3) Remove the 4 feet present under the base as shown in fig.3

FRONT

SX

REAR

TOP VIEW

LEFT FRONT SIDE **REFERENCE ARROW**

н

DS

4) Place the plate under the top and screw in with 4 x M8 Allen screws, in the holes A, B, C, D.

(ì)

The height of the screws depends on the thickness of the M8 XI7 surface (+ surface thickness.)



The screws should not protrude from the base of the case.

4. OPERATION

4.1 LOADING AND CASH REGISTER

For the correct operation of the machine it is necessary to set up a cash register necessary to satisfy the customer's requests (e.g. there are some shops which provide amounts greater than 0.05 and $\tau \leq 0.00$, for which the correct loading of the machine will be using the minimum recommended for coins and banknotes and a larger number for the aforementioned denominations) *.

```
1 cent = 10 Coins
2 cents = 20 Coins
5 cents = 20 Coins
10 cents = 40 Coins
20 cents = 40 Coins
50 cents = 40 Coins
1 euro = 40 Coins
2 euros = 40 Coins
5 euros = 10 banknotes
10 euros = 8 banknotes
20 euros = 6 banknotes
50 euros = 2 banknotes
```

* the management of money and banknotes is defined by the software

4.2 DISABLING ACCEPTANCE OF BANKNOTES

At the back of the nv200 module there is an 8-pin switch with which it is possible to define the denominations of the banknotes to be accepted.

By default, the switch has all the pins set to OFF which means that the machine accepts all banknote denominations (from €5 to €500).

Below is the summary table of the various pins of the switch:

PIN	FUNCTION	OFF (default)	ON
1	Barcode Reader	Accepted	NOT accepted
2	€5 banknote	Accepted	NOT accepted
3	€10 banknote	Accepted	NOT accepted
4	€20 banknote	Accepted	NOT accepted
5	€50 banknote	Accepted	NOT accepted
6	€100 banknote	Accepted	NOT accepted
7	€200 banknote	Accepted	NOT accepted
8	Programming		

4.3 MAXIMUM PAYOUT LEVEL

The payout (device that manages the issue of banknotes) allows you to keep recycling up to a maximum of 70 banknotes. The banknotes that exceed the number defined in the maximum level will be sent to the stacker which, in turn, allows the management of 600 banknotes. The banknotes in the stacker will not be reused for recycling.

4.4 LEVEL EMPTYING

This operation allows the recycler and the hopper to be emptied, leaving the previously set cash register levels in the machine. The coins will be emptied from the hopper into the change bowl. The banknotes will be inserted into the stacker, so at the end of the operation it will be necessary to empty the stacker.

4.5 TOTAL EMPTYING

The total emptying is divided by the various units of which SAFEMONEY is made up.

<u>Empty all coins</u>: issues all the coins in the hopper. The coins will be emptied from the hopper into the change bowl.

Empty all banknotes: all the banknotes will be put into the stacker.

Empty all stacker: operation to be done only after removing the stacker from the pay-out.

5. MAINTENANCE

5.1 COIN FEEDER

PROBLEM	POSSIBLE CAUSE	SOLUTION
The device does not work or no recognized coin	Not connected correctly to the hopper	Make sure the device is correctly connected to the hopper and is closed
The coins are jammed during payment	The coin channel may be dirty	Clean the coin channel using the spatula supplied
Lack of acceptance of coins and block of the machine	Coins jammed in the tail rotor	Open the device lid and unlock the rotor

5.2 PAYOUT

PROBLEM	POSSIBLE CAUSE	SOLUTION
The device does not accept banknotes	Not connected properly	Make sure that the device is connected correctly, check the green LED on the hopper
The banknotes are blocked	The banknote channel may be dirty	Clean the banknote channel as described in the manual
Failure to accept banknotes block of the machine	Banknote jammed	Open the device lid and release the banknote

5.3 COIN FEEDER STATE



Fast flashing	Bootloader mode
Fast flashing during start-up	Calibration
Flashing x 2	Error During calibration
Flashing x 3	Fraudulent action.
Slow flashing	idle and not enabled (SSP)
Slow flashing	idle and not enabled (CC2)
Alternate Flashing	DES Trusted Channel (CC2 DES enabled)
Slow flashing	Enabled

5.3.1 Table of errors during the sale

LED	Ν	DESCRIPTION	ACTION
GREEN	1	DEVICE ACTIVE	
RED	1	DEVICE DISABLED	Enable the device
RED	2	ERROR DURING CALIBRATION	Contaminated optical sensor. Clean the optical sensor, if the problem persists, return the device for assistance
RED	3	THE ENCRYPTION KEY IS NOT SET	Set the key
RED	4	COIN JAMMED	Turn off the power, remove the coins manually, try turning the disc to remove the locked coins. If the problem persists, return the device to service.
RED	5	FRAUD ATTEMPT DETECTED	The photocell on the coin slot has dimmed. Turn the SAFEMONEY off and on again. If the problem persists, return the device to service.
RED	6	EMPTY DEVICE, NO MONEY INSIDE	
RED	7	ERROR CHECKSUM	Return the device to service.
RED	8	SENSOR NOT INITIALIZED	Return the device to service.
RED	9	COVER REMOVED	

5.4 REMOVE THE LOCKED COINS

5.4.1 Coin feeder disconnected

- 1. Press the handle at the base of the hopper to release the device.
- 2. Open the lock with the appropriate key.
- 3. At the same time pull the machine outwards.



5.4.2 Coin feeder coins removal



- 1. Push the lever upwards
- 2. Lift the plastic lid upwards
- 3. Remove the locked coins





5.4.3 Hopper coin removal

- 1. Press the lever located near the coin outlet and open the lid.
- 2. Open the lock with the appropriate key.
- 3. Move the block on the back upwards
- 4. Push the OPEN lid backwards!



- 5. Manually remove all coins from inside.
- 6. Remove the coins from inside the disc.
- 7. Turn the disc anticlockwise very carefully.



5.5 PAYOUT STATE



5.5.1 Errors table

FLASHES		DESCRIPTION	ACTION
0	0	NO ERROR	
	1	BANKNOTE PATH OPEN	Close the path of the banknotes
1	2	BANKNOTE JAMMED	Remove the obstruction and follow the banknote reader cleaning procedure
	3	DEVICE NOT INITIALIZED	Return the device to service.
2	1	STACKER REMOVED	Reposition the stacker
	2	STACKER JAMMED	Remove the jam in the stacker
	1	ERROR CHECKSUM FIRMWARE	Return the device to service.
2	2	ERROR CHECKSUM INTERFACE	Return the device to service.
3	3	ERROR CHECKSUM DATASET	Return the device to service.
	4	ERROR CHECKSUM EEPROM	Return the device to service.
	1	POWER SUPPLY TOO LOW	Check the power supply with the help of a tester
Λ	2	POWER SUPPLY TOO HIGH	Check the power supply with the help of a tester
4	3	PAPER SIZE ERROR	Reprogram the size
	4	RESET	Turn the SAFEMONEY off and on again
5	1	FIRMWARE ERROR	Reprogram the device

5.5.2 Payout disconnection





- 1. Open the front door
- 2. Turn the protection plate





- 3. Open the lock with the appropriate key.
- 4. Press the release button.
- 5. Remove Payout.

5.6 REMOVE LOCKED BANKNOTES

- 1. Remove the NV200 module by operating the silver release latch, remove the jammed banknote.
- 2. Close the diverter (turn 180° anticlockwise)



5.6.1 Manual emptying of banknotes

- 1. Close the diverter.
- 2. Transfer the banknotes to the dispensing roller.
- 3. Open the diverter.
- 4. Dispense the banknotes.
- 5. Close the diverter.
- 6. Total emptying.



5.7 BANKNOTE COLLECTION

For the collection of banknotes it is necessary to extract the appropriate cash-box below the payout form. In summary, the following steps must be performed:

- 1. Open the front door
- 2. Turn the protection plate





- 3. Open the lock below using the appropriate key.
- 4. Bring the cash-box towards you by pulling the appropriate handle
- 5. Turn the cash-box over and open the lock
- 6. Take out the banknotes





5.8 FIRMWARE UPDATE

CAUTION ! The SAFEMONEY product is subject to MANDATORY upgrade!

The firmware update allows the recognition of **new banknotes** issued by the EUROPEAN CENTRAL BANK, until the complete replacement of all denominations of banknotes in circulation.

Updating the FW is also necessary to recognise the **new fake banknotes** on the market and to improve the functioning of readers and dispensers.

5.9 MACHINE CLEANING

To clean the machines IT IS STRICTLY FORBIDDEN TO USE AGGRESSIVE AGENTS, SUCH AS DENATURED ALCOHOL. CLEANING MUST BE CARRIED OUT WITH THE MACHINE DISCONNECTED FROM THE ELECTRICAL MAINS.

It is advisable to provide for the cleaning of the devices on a monthly basis.

5.9.1 Cleaning NV200

- 1. Operate the release latch.
- 2. Fully open the path of the banknote
- 3. Determine the path.
- 4. Determine the dragging mechanisms.





5.8.2 Coin feeder cleaning

Thoroughly clean the conduit that carries the coins to the rotor above. It is advisable to use a spatula with non-aggressive fibres so as not to damage the machine.



Thoroughly clean the conduit that carries the coins to the rotor above. It is advisable to use a spatula with non-aggressive fibres so as not to damage the machine.



5.9.3 Hopper sensor cleaning

- 1. Remove the coin exit cover
- 2. Remove the front panel by pulling the panel from the other to the bottom and right



For the correct operation of the product, it is advisable to fully empty the machine on a weekly basis in addition to cleaning it.

6. SAFEMONEY INTERFACING WITH THIRD PARTY SW

This GUIDE describes the communication operations with the automatic SAFEMONEY distributor through the exchange of information via file.

6.1 GENERAL DESCRIPTION

To speed up the interfacing time, a MANAGEMENT PANEL (see paragraph 6.3), a machine developed for Windows, is supplied together with the automatic distributor.

.Net Framework 4 is required for installation.

The machine management panel allows the external software to interact with the automatic distributor through the exchange of information via text file.

With the installation of the SAFEMONEY software, the C:\Safe Money\ folder, in which communication with the .txt file will take place, is created automatically.

The path for writing and reading files is: C:\Safe Money\.

A third-party Sw who wants to interface with the Safe Money automatic automatic cash register must comply with the communication protocol described below

6.2 PROTOCOL

- Write in the C:\SAFE MONEY\ folder a file called tobepaid.txt containing the amount to be paid in cents with a 9-digit number (for example if you have to pay 5 euros, the file must contain the following expression: 000000500)
- 2. Pending the paid.txt file.

At the time that the amount entered is equal or higher, SW Safe Money will delete the **tobepaid.txt** file and write a **paid.txt** file containing the amount entered. For example, if €10 is paid, the file would count 000001000.

The **amount.txt** file, which is created as soon as credit is entered and updated whenever the credit increases.

The third-party SW can cancel a transaction by writing the **void.txt** file.

The third-party SW can, using:

The **dispensed**.*txt* file, know the total dispensed by the automatic distributor.

- The **notdispensed**.*txt* file, know the total not dispensed by the automatic distributor.
- the connected.txt file, know if the distributor is connected and working properly
- the file **disconnected**.*txt*, know if the distributor is disconnected or not working properly
- the getLevels.txt file, know the current values of the current distributor levels

The management of the deletion of the *paid*.txt and *amount*.txt files is left entirely to the third-party SW that interfaces with the SAFEMONEY.

6.3 DESCRIPTION OF THE FILES

TOBEPAID.TXT

The **"tobepaid.txt"** file allows you to start a new transaction. The file must contain the total amount of the transaction expressed in cents with a 9-digit formatted number.

Example: if the amount of the transaction is 5 EURO, the contents of the file must have the following text 000000500. The file is deleted when the transaction ends

The **tobepaid.txt** file can also contain a negative amount, for example: -000000500, in this case the automatic cash register will directly provide the amount (to be used in the event of withdrawal, for example, pay suppliers, winnings, etc.).

VOID.TXT

The **"void.txt"** file allows you to interrupt an open transaction. The third-party SW can send the **void.txt** file to cancel the current transaction. The content of the file is irrelevant, it can also be empty. If, at the time of cancellation, there is a credit paid, the credit is automatically returned to the customer.

AMOUNT.TXT

The **"amount.txt"** file is generated by the SAFEMONEY Software and contains the partially paid amount. It is expressed with a 9-digit formatted number and is updated every time the credit increases.

This file to the third-party software to know the partial amount inserted in the SAFEMONEY.

The deletion of this file must be managed by the third-party software.

PAID.TXT

The "paid.txt" file is generated by the SAFEMONEY Software when the transaction has ended. It contains the total amount paid in a 9-digit formatted number. The deletion of this file must be managed by the third-party software.

DISPENSED.TXT

The **"dispensed.txt"** file is generated by the SAFEMONEY Software at the end of each payment. It contains the total dispensed from the automatic distributor expressed with a 9-digit formatted number.

NOTDISPENSED.TXT

The **"notdispensed.txt"** file is generated by the SAFEMONEY Software in the event that it is not possible to pay the full amount. It contains the total not supplied by the automatic distributor with a 9-digit formatted number.

CONNECTED.TXT

The **"connected.txt"** file, generated by the SAFEMONEY Software, allows you to know the status of the automatic distributor. In this case, it is connected and works properly.

DISCONNECTED.TXT

The **"disconnected.txt"** file, generated by the SAFEMONEY Software, allows you to know the status of the automatic distributor. In this case, it is disconnected and does not work properly.

GETLEVELS.TXT

The file **"getLevels.txt"**, allows you to know the current level of coins and banknotes inside the automatic distributor. The third-party software creates the file inside the C:\Safe Money folder (the content may be empty). The SAFEMONEY software in response to this file generates another file called levels.xml the content of which is divided into 3 nodes: coins, banknotes and stacker (cash register). Each of the three categories contains as many nodes as it contains available channels, where the "value" attribute indicates the value of the channel. (2=0.02EUR..., 500)5.00EUR). The text of each node indicates the number of pieces.

6.4 SAFEMONEY MANAGEMENT PANEL

After the SAFEMONEY is connected and licensed, the following main screen of the MANAGEMENT PANEL opens.



Figure 1 - Start screen

6.4.1 Definition of Operator Profile



Figure 2 - Home screen

At start-up, in the CONFIGURATION function, two operator profiles can be set: *User and Administrator.*

The User Profile accesses the CHARGING function only.

The Administrator Profile accesses the CHARGING, MANAGEMENT and CONFIGURATION functions.

In the CONFIGURATION screen, enter the PIN (numeric code of your choice to be typed on the keyboard) for the User and Administrator profile.



Figure 3- Profiles configuration screen

The PINs will be requested each time a function is accessed (RELOADING, MANAGEMENT, CONFIGURATION).

💽 Safemoney						↔ 🖪	-		\times
	Area Risen	/ata ice PIN Amministr	atore	ם					
		1	2	3					
		4	5	6					
		7	8	9					
		Clear	0	Enter					
Esci) Dn	fe	

Figure 4. PIN entry request screen

6.4.2 LOADING function

The LOADING function can be accessed with both the User and Administrator profiles.

The LOADING function allows you to perform a Banknote/Coin loading operation (if set in Configuration>Settings).

To carry out the LOADING, insert the coins or banknotes into the machine and click on the END LOADING button.

The CHANGE function allows you to change banknotes into coins or vice versa, by setting the denominations you want in the relevant screen. It will not be possible to select denominations that are not available



Figure 5 - Loading



Figure 6 - Change

Safemoney		• 🖪 – 🗆 X
Monete in ricicio 0,02 EUR 100 = 0,70 EUR 0,02 EUR 100 = 0,20 EUR 0,05 EUR 100 = 1,00 EUR 0,10 EUR 100 = 1,00 EUR 0,20 EUR 100 = 5,00 EUR 0,50 EUR 100 = 5,00 EUR 1,00 EUR 100 = 5,00 EUR 2,00 EUR 100 = 5,00 EUR 2,00 EUR 100 = 0 EUR 2,00 EUR 101 = 0 EUR 2,00 EUR 101 = 0 EUR 2,00 EUR 101 = 0 EUR 10 EUR 101 = 0 EUR 20 EUR 101 = 0 EUR	Change in corso Image in corso Credito: 5,50 EUR 0 0,01 EUR 0 0,02 EUR 0 0,05 EUR 0 0,10 EUR 0 0,20 EUR 0 0,10 EUR 0 0,20 EUR 0 0,20 EUR 0 0,20 EUR 0 0,50 EUR 0 200,00 EUR 0 2,00 EUR	R R R
100 EUR [0] = 0 EUR 200 EUR [0] = 0 EUR 500 EUR [0] = 0 EUR	- + Erog	a
Esci		S@fe money

Figure 7 - Change-Dispense- Set the denominations

6.4.3 MANAGEMENT function

The MANAGEMENT function can only be accessed with the Administrator profile.

The MANAGEMENT function allows you to carry out GENERAL or WITHDRAWAL operations. Among the GENERAL operations we find:

- Emptying
- Check banknotes in recycling
- Transaction control
- Total control not dispensed
- -



Figure 8 - GENERAL General Management Panel

<u>Emptying operation</u>. Upstream, a number of coins and banknotes have been defined in CONFIGURATION to make SAFEMONEY work.

The emptying operations are: Emptying to the cash register level and Emptying everything.

With the *Emptying to the cash register level*, the coins exceeding the set levels are emptied and the excess notes are transferred to the stacker.

<u>Recycling banknote verification operation</u>. Check to see how the recycle status is set. By default it is set to AUTOMATIC mode.

Transaction control operation. Display logs of all operations performed.

<u>Total control operation not dispensed.</u> It is a panel that shows the cases in which it was not possible to dispense the change or make a withdrawal.

Among the MANAGEMENT functions we also find the WITHDRAWAL function: this operation allows you to select the denominations or set the FREE mode for dispensing the cash to be withdrawn. Simply enter the amount and click on the DISPENSE button.



Figure 9 - Withdrawal panel

6.4.4 CONFIGURATION function

The CONFIGURATION function can only be accessed with the Administrator profile.

The CONFIGURATION function allows you to perform the following operations:

- Configuration of the levels
- Configuration of the notification alerts for the levels
- USER PIN and ADMINISTRATOR PIN setting
- Operating options setting

The *Level Configuration* operation allows you to set the coin cash register level, banknote and maximum banknote level.

The Alert Configuration operation allows you to receive notifications when the set level is reached

The *PIN setting* operation has already been described in paragraph 6.3.2.

The *operation options setting* operation allows you to set the panel according to certain criteria.



Figure 10 - Levels panel

Safemoney			•• 🖻 – 🗆 X
Monete in riciclo 001 EUR [10] = 0,10 EUR 0,02 EUR [10] = 0,20 EUR 0,05 EUR [10] = 0,50 EUR 0,10 EUR [10] = 0,50 EUR 0,20 EUR [10] = 2,00 EUR 0,50 EUR [10] = 4,50 EUR	Livelli Avvisi PIN Impo Avviso livello minimo monete 0 0,01 EUR	Image: stazioni and Avviso livello minimo banconote and Avviso livello minimo banconote and 0 5,00	+
1,00 EUR [9] = 9,00 EUR 2,00 EUR [8] = 16,00 EUR Banconote in ricicio 5 EUR [0] = 0 EUR 10 EUR [0] = 0 EUR 20 EUR [0] = 0 EUR 50 EUR [0] = 0 EUR 100 EUR [0] = 0 EUR 200 EUR [0] = 0 EUR 200 EUR [0] = 0 EUR	0 0,02 EUR 0 0,05 EUR 0 0,10 EUR 0 0,20 EUR 0 0,50 EUR 0 1,00 EUR	 0 10,00 EUR 0 20,00 EUR 0 50,00 EUR 0 100,00 EUR 0 200,00 EUR 0 500,00 EUR 	-
Stacker 5 EUR (0) = 0 EUR 10 EUR (0) = 0 EUR 20 EUR (0) = 0 EUR 50 EUR (0) = 0 EUR 100 EUR (0) = 0 EUR 200 EUR (0) = 0 EUR 500 EUR (0) = 0 EUR	0 2,00 EUR		
Esci			S@fe money

Figure 11 - Alerts Panel



Figure 12 - Settings panel

All information contained in this manual may be subject to change by Ditronetwork Srl without any prior notice. For any information or further details, contact the Ditronetwork Technical Assistance Service

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