DESCRIPTION AND OPERATING PROCEDURE
KEY PAD TICKET EATER
DL-9000 KP
Rev. 1P3D4, 1P3D5, 1P3T4, 1P3T5

August 26, 2004

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DESCRIPTION:

The main function of the DL-9000 KP is the same as the DL-9000, which is to count and destroy tickets, and print a receipt. In addition, the Key Pad allows an operator to do the following functions:

Enter the name and value of receipts and prizes.
Print out of transactions made by individual employees and totals for all employees.
Issue a receipt for "change" owed to a customer.

HOOKUP

See the diagram below and use the following instructions to connect the unit for proper operation:

1.Hook up the cable for the printer to the TICKET EATER™ main box and the printer. Make sure that the printer's power connector (part of the same cable) is also plugged in.

2. Hook up the cable from the display in to the Ticket Eater's main box.

Hook up the cable for the Key Pad to the Ticket Eater's main box and the keyboard

Plug in the power cord into the Ticket Eater and into a standard power outlet.

Turn on the power switch on the Ticket Eater and follow operations instructions.
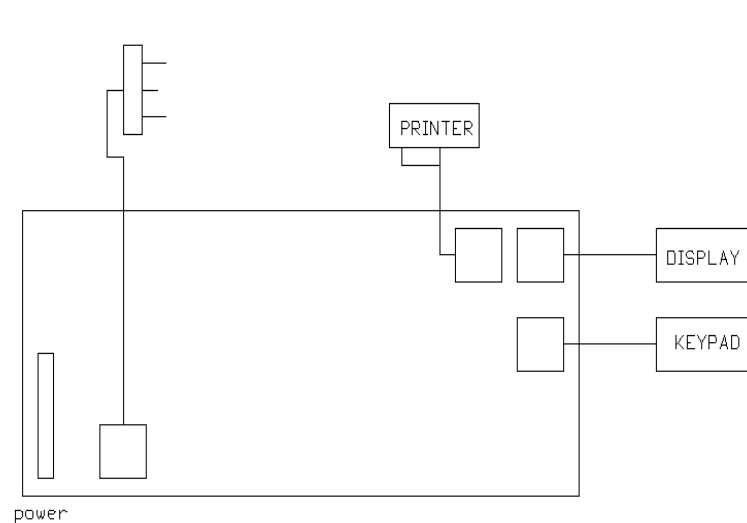
OPERATING INSTRUCTIONS

Starting the unit:

1. When a unit is powered on, it will first go into a ten second-display test. This test will cycle the display form '0000' to '9999' three times. During the 1st cycle, the Key Pad unit goes through a self-test of its own. When done, the Key Pad will beep (one long, three short). Following the last 2 cycles, the Key Pad will display "Please wait."

2. When the display test is done, the unit will reset and the Key Pad will display the "TRANSACTION" menu, which is the starting point for a transaction.

TRANSACTION MODE:

In the discussion below, the function keys are used for editing and as extra keys not on the Key Pad. Refer to the *APPENDIX* for a description of how these keys are used.

NOTES

1. This section pertains to the functions an operator can perform. The remaining functions of the unit require the entry of a password to get into the supervisor menu. This is usually reserved for a manager for obvious reasons. These functions are described below in the Supervisor mode section.
2. In the menus described below, the operator will need to choose one of several options. To do this, simply press the key of the capitalized letter of that option or the otherwise specified key. Example: Press" P" in the transaction menu below to print a receipt.
3. Since only 4 rows of 20 characters are available on the Key Pad's display, menus and messages will be abbreviated and shortened where possible and necessary.
4. The Key Pad's speaker will beep to alert the operator when an error is encountered. An error message will also display on the screen.

insert tickets

Enter, Show, Print,   *TRANSACTION MENU*

or Reset trans data,

When the Key Pad shows the Transaction menu as shown above, the operator can do one of the following:

A. Count tickets.

As in all model Tickets Eaters, just insert tickets into the slot on the front of the box. The motor will start and grab the first ticket and pull the rest through. The tickets will be counted and destroyed by the Ticket Eater. Also, the count will be displayed on the large display as well as on the Key Pad display screen.

B. Enter transaction data.

Press the "E; key on the Key Pad. The Key Pad displays thefollowing:

| Serial # |
| Value |
| enter info (1) |
| Total:+0 |

RECEIPT ENTRY MENU

The Key Pad cursor will be just to the right of the 1st line. The unit is now waiting for data entry. If the customer has handed in receipts from a previous visit, then enter the serial number (8 digits max) on the first line and press the <ENTER> key. The cursor will now go to the 2nd line and wait. Now enter the value of the receipt and press <ENTER>.

NOTE: The number in the parenthesis on line 3 will increment by 1. This will happen each time a serial number and value is entered, up to 8. After the 8th entry, the display will now ask for prize information. If there are less than 8 receipts, hold the "CTRL" key and press <ENTER> key to skip to the prize entry menu.

| Prize Code |
| Value |
| Enter info (1) |
| Total: +0 |

PRIZE ENTRY MENU

The Key Pad cursor will be just to the right of the 1st line. The unit is now waiting for data entry. If the customer has chosen prizes, then enter the prize designation (8 characters max) on the first line and press the <ENTER> key. The cursor will now go the 2nd line and wait. Now enter the value of the prize and press the <ENTER> key.

NOTE: The number in the parenthesis on line 3 will increment by 1. This will happen each time data is entered for a prize. After the 8th entry, the Key Pad will display a summary of the information. If there are less than 8 prizes hold the "CTRL" key and press the "ENTER " key to skip to the summary screen.

NOTE: In the receipt entry, prize entry, and data summary screens, the last line shows "TOTAL:" followed by either a plus or a minus sign and then a number. This number is simply the sum of all the tickets counted PLUS the value of the receipts entered MINUS the value of the prizes entered. This number must be positive (+) to be allowed to print a receipt. The value of prizes entered subtracts form the total of tickets and receipts entered.

C. Review or Edit Data.

To edit entered data, press the "E" key and then the <ENTER> key until you reach the data you wish to change. Then either enter the new data over the old data or use the function keys (see *APPENDIX)* to change the data.

To review the data, press the "S" key. The summary screen is displayed.

D. Print a receipt. (or reset displayed count).

Press the "P" key.

The unit will then ask for the employee's EID number. Enter the number requested (a number from 1 to 50 only) and press <ENTER>.

If the printer is disabled, the unit will display "Printer Disabled. Press R to reset all data, A to abort." Press R to continue and reset all data, or A to go back to the transaction menu.

If the total value of the receipt to print is not 0, then the receipt is printed. If the total value is 0, then the unit will display the message "Value=0 Points. Print a Receipt?(Y/N)". Enter a Y to print a receipt or N to not print a receipt. In either case, all data will be reset.

When you attempt to print a receipt, the unit may display an error message if it detects one of the following conditions:

ERRORS:

1. If no information has been entered and no tickets counted, the message "No transaction to print. Press F5 " will be displayed on 2 lines. Press F5 to go back to the transaction menu.

2. If the transaction value is negative (tickets counted PLUS receipts entered MINUS prizes is negative) than the message "Printing of a negative value trans not allowed. Press F5" will be displayed. Press F5 to go back to the transaction menu.

3. If the printer is not setup properly or has a problem, then the message "Print aborted. Retry or Quit" is displayed. Press the "R" key to retry printing the receipt (first check the printer) or the "Q" key to go back to the transaction menu.

4. If an EID number between 1 and 50 was not entered, then the message "Bad EID #. Press F5 to retry" is displayed. Press F5 to re-enter the number and print.

E. Reset transaction data.

If the customer changes his mind and wants a printout of just the tickets counted, then press the "R" key. The message "Are you sure? (Y\N)" will be displayed. Press the "Y" or "N" key to erase or not erase the entered data and return to the transaction menu. This will not reset the tickets counted.

SUPERVISOR MODE

To enter the Supervisor menu, from the transaction menu press the F5 key. The message "Enter password ******" will be displayed with the cursor on the 1st asterisk. Enter your password (only 1 password allowed) and press <ENTER>.

NOTE: The unit is shipped with no password. Just press the <ENTER> key, If this mode is entered by mistake, enter an incorrect password and the unit will allow you to go back to the transaction menu (sec next paragraph).

If the password is entered incorrectly, the message "Password Incorrect. Retry or Quit." will be displayed.

If the password is entered correctly, the unit enters the Supervisor mode and displays the following:

Change password
Print reports
Configure machine
F5 =trans. menu.

SUPERVISOR MENU
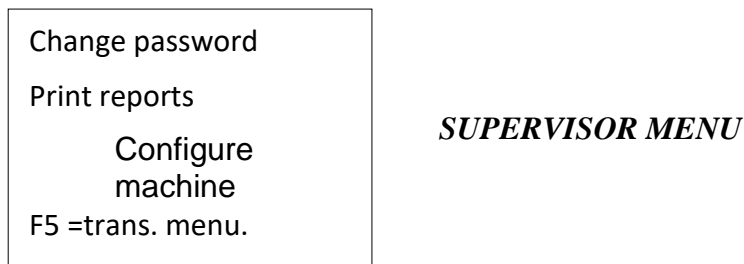
From this menu, one of the following can be done:

A. Change the password.

To change the password, press "C" key. The message "Enter new Password******" will be displayed with the cursor on the first asterisk. Enter from 0-6 characters and then press <ENTER>. The message "Re-Enter to confirm" will be displayed. Re-enter the same characters as before and then press <ENTER>. If the characters entered are NOT the same both times, then the message "New password not confirmed. Press F5 " is displayed. Press the F5 function key to go back to the Supervisor menu.

If the characters entered are the same both times, then the message "Password confirmed. Press F5" will be displayed. The new password is now the effective password and must be used when entering the Supervisor menu. Press the F5 function key to go back to the Supervisor menu.

> **NOTE:** The double entry of a new password is done for your protection. If the new password was entered incorrectly the 1st time without being noticed, then you would have no way of knowing what the new password actually is. By requiring a second entry, the chance of entering the password incorrectly and being accepted is dramatically reduced.

B. Print Reports.

To print out a report of completed transactions, press the "P" key. The menu will change to:

```
Print totals,
 print Emp, stats.

      Done
```

PRINT MENU

Press the "P" key again to print out a Total report of the completed transactions. The following is an example of the information printed out. The unit goes back to the Print menu when done.

```
STR 9876
Total Information for
9/11/95    Monday
13:04:57
Last printout: 9/08/95 14:08:58
Receipts Redeemed:
     348       1603
Value of Receipts Redeemed
    26735    135652

Prizes Given out:
      96          493

 Value of Prizes Given out:
    9172       47436 Completed
Transactions:
     96          595
Value of Completed Transactions:
    3086     17387 Tickets
Counted:
   17583     88983
```

STR 9876 = ID code
Date & day
Time

Date & Time of last printout

These 7 groups of 2 lines are the totals info.

The 1st line shows the description & the 2nd line shows the actual totals.
The 1st number is the total since the last printout the 2nd number is the total since the unit was put into operation.

←

Since the printer can only printout a maximum of 42 characters per line which is not enough to print all the data for 1 EID # on 1 line, the report is printed out in two parts as shown below. Press F5 after part 1 to print out part 2. The unit goes back to the Print menu when done.

To print out a report of completed transactions by employee number press the "E".

PART 1

STR 9876					STR 9876=ID code
Employee stats, by ID #:					
9/11/95 Monday					Date & day
13:55:12					Time
Last printout: 9/08/95 14:10:14					Date & time of last printout
EID	Receipts In		Transactions		Description of data printed
#	Qty.	Value	Qty	Value	in following columns.
1	12	312	4	121	Data
7	5	115	2	26	NOTE: 1st column is EID #>
9	231	9324	54	1542	These are in numerical order,
23	45	3429	19	765	but numbers with no data
39	32	2123	10	421	are skipped.
45	23	1432	9	211	

PART 2

STR 9876				STR 9876=ID code
Employee stats, by ID #:				
9/11/95 Monday				Date & time of last printout
11:55:23				
Last printout: 9:/08/95 14:10:14				Description of data printed In following
EID	Prizes Out		Tickets	
#	Qty.	Value	Counted	Data: NOTE 1st column is EID
1	5	163	1421	#. These are in numerical
7	2	23	223	order, but numbers with no
23	19	1721	2312	data are skipped. All data is
39	15	982	2109	reset to 0 after printout of parts
45	12	785	1564	1 & 2.

When no more printouts are desired, then press the 'D' key to go back to the supervisor menu.

C. Configure the Ticket Eater.

To configure the Ticket Eater, press the "F" key. The menu will change to:

```
Options   Date\Time

 Tck. vlu. Messages

 Id Code   F5=done
```

Configuration Menu
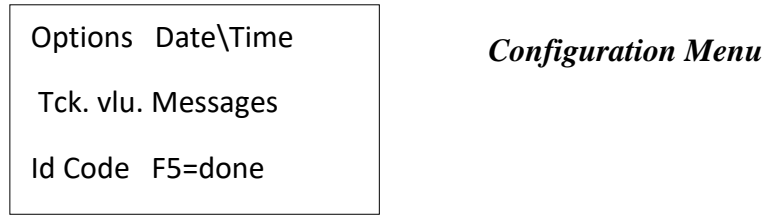
1. Set the options.

Press the "0" key. Displays as below. Cursor starts on 1st option bit. Press the "C" key to change a 0 to a 1 or from a 1 to a 0. Press the "N" key to go to next bit. If on the last bit, the unit will rotate back to the 1st bit. Press "D" when done.

```
Options setup
10011000
Chng Next Done
```

Set Options Display
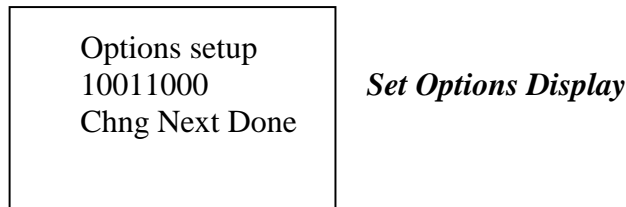
Option definitions.

The following chart shows the meaning of each bit (1 or 0) from left to right.

BIT	NAME	DESCRIPTION
1	Bot Enb	0=Print only top half of customer receipt.
		1=Print whole receipt.
2	Not used	
3	Not used	.
4.	Not used	.
5.	Printer	0/1=Printer disabled/enabled,
6	Time flag	0/1=Prints time in 12/24 hour format.
7	SERNUM	0/1=Does not/does print serial number on receipt.
8	Error Mode	0/1=Does not/does check for tickets moving
		too slowly or backwards.

2. Set the ticket value:

Press the "T" key. Cursor starts on 1st number. Enter a number from 1-99 (0 can be entered but will be changed to 1). Press <ENTER> when done. The value of 1 ticket is now set to this value. For example, if set to 5, then the display will count up by an increment of 5 points per ticket.

3. Set the ID code

Press the "I" key. Cursor starts on 1st character. Enter new ID code as desired with 8 characters max. Press <ENTER> when done.

4. Set the date and lime:

DATE: Press the "D" key. Cursor starts on the "month" section. Press "P" or" M" to add or subtract 1 to the month's number. Press "N" to go to the next section (Days). Change day in the same way. Press "N" to go to the "century" section, and change it in the same manner. Press "N" to go back to the "year" section and again change as above. Press "N" to go back the "month". Press "D" from any of these sections when done and go to set the time.

TIME: Cursor starts on the "hour" section. Press "P" or "M" to add or subtract 1 to the +hours number. Remember to add 12 for PM Press "N"" to go to the Next section (Minute). Change the minutes in same way. Press "N" to go back to the "hour" section. Press "D" from either of these sections when done and go back to the configure menu.

NOTE; when "D" is pressed, the date and time is changed to the values set above, and the   seconds are set to "00". For greatest accuracy, set the minutes to the next minute and press the   "D" key when the time reaches the time set. E.G. Set the time to 9:30 and press the "D" when   the actual time is exactly 9:30 AM.

5. Set the messages:

Press the "M" key. The 1 st message will be displayed. The cursor will start on the 1st character. Simply type over the message or use the edit keys as described in the *APPENDIX*. Press <ENTER> to accept the message and go to the 2nd (then 3rd and 4th) message. After the 4th message, the unit goes back to the Configure menu.

6. Press F5 to go back to the Supervisor menu.

D. Press F5 to go back to the transaction menu.

APPENDIX

There are 3 ways to use the function keys. First by pressing one of the functions keys without other keys. Second by holding the "SHIFT" key while pressing the appropriate function key. Third by holding the "CTRL" key while pressing the function key. These keys are mostly used when entering and editing data.

A. Editing functions.

      When entering data, the following keys arc used in editing the input.

NOTES:

    1. A ^ before the key means hold down the "CTRL" key and press the key.

    2. These keys are inactive when entering options or Date/Time.

F1=Reset the Display to Blanks.

F2 = Move the cursor left 1 position without changing the display.

^F2 = Go to previous item (when used for entering receipts & Prize data), or restores screen to original data.

F3 =Move the cursor right 1 Position without changing the display.

^F3 = Go to next item (when using for entering receipt & prize data), or restores screen to original data.

F4 = Delete the character the cursor is on. All characters after the cursor are moved left 1 position.

^F4 = Insert a space at the current position. All characters after the cursor are moved right 1 position.

F5 = Alternate caps mode. When start data entry, caps mode is on. This only works when entering the letters A-Z.

^F5 = Alternate caps Mode. When start data entry, caps mode is on. This only works when entering the letters A-Z.

BACKSPC = Move cursor left 1 position. Delete the character the cursor is now on. All characters after the cursor are moved left 1 position.

ENTER & ^{A} ENTER= Where applicable, accepts and stores entered data. Also, other actions are caused depending on what data is being entered as follows:

      1. Entering message data. This requires only 1 entry per screen for 4   messages (items). Pressing ENTER/^ENTER causes the following   actions:

Press on	Causes
Messages 1-3	Display shows nest item.
Message 4	Goes back to Configure menu,

      2. Entering transaction data. This type of data requires 2 entries per   screen for up to 8 items (receipts or prizes) Pressing ENTER/^ENTER   causes the following actions:

Press	On	Causes
ENTER	1st entry	Cursor goes to 2nd entry.
ENTER	2nd entry items 1 - 7	Display shows 1st entry of next item.
ENTER	2nd entry item 8 Receipts	Display shows 1st entry item 1 prize.
ENTER	2nd entry item 8 prize	Goes to show Summary Screen
^ENTER	Any item/entry receipts	Display shows 1st entry time 1 prizes.
^ENTER	Any item/entry Prize	Goes to show summary Screen.

      3. Entering Serial #, ID Code, or Error time. Pressing ENTER/^ENTER causes unit to go back to the Configure menu.

      4. Entering Password. Pressing ENTER/^ENTER causes unit to enter the Supervisor menu.

      5. Entering new Password. Pressing ENTER/^ENTER causes unit to go back to Supervisor menu AFTER entering new password twice.

      6. Entering Options or Data/Time. Pressing ENTER/^ENTER causes no action. In these cases, press the letter "D" when done with changes.

B. Extra Characters.

      The function keys (Fl - F5) are also used for entering 5 characters otherwise not available on the Key Pad. Hold the Shift key down and then press the appropriate function key to get the character shown.

SHIFT (F1)=\
SHIFT (F2) = |
SHIFT (F3) = {
SHIFT (F4) = }
SHIFT (F5)="