Option Settings for TT-2000 & TTD-2000 Ticket Eaters™ with BJ-100 Logic Board

Changing Options

These procedures use the two buttons mounted in front of the logic board, the **SW1** button on the logic board, and the 7 segment display on the door. To enter the options mode:

1. Open the top door of the Ticket Eater.
2. Pull out the safety switch. This turns the Ticket Eater on with the door open. The red and green LED's on the main logic board should be on.
3. Wait for the display to finish the power-up test and enter the "Snake" mode.
4. Push the **SW1** button.
5. The display will show **99 0**. You are now in Options Mode.
6. If you have a version beginning with "V2R6" see note 1 below.

In Options Mode the first number (99 in this case) shows the number of the option that you are working with. The second number (0 in this case) shows the option's value. Pressing the red or black button in front of the logic board changes the option's value. Pressing both buttons at the same time accepts the currently displayed value.

Button	Function
Black	Increase the Value
Red	Decrease the Value
Both	Accept the Value

The options are organized into groups. **99** is a special number which indicates that you are selecting a group of options to work with. When you select a group, the first option in that group is displayed. As you accept each option by pressing both buttons together, the next option is displayed. After the last option is accepted you are returned to **99** so that you can select another group.

Various versions use different arrangements of the options. The following tables list the options for each version. Your version number is on the yellow label on the logic board's Dallas chip. This label has two numbers. The version number is the one that has both letters and numbers.

Some versions have additional functions that are accessed in a different manner. Instructions for those functions are included after the tables for each version.

NOTE 1:

Versions beginning with "V2R6" require this special sequence of additional switch presses to access the options.

1. Press the black switch. The display should show **99 1**.
2. Press SW1.
3. Press the red switch
4. Press the black switch.
5. The display should show **97 0**. You are now in Options Mode. For any reference to **99** your display will show **97**, but otherwise it is the same.

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V2R31AK, V2R31AT

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Full Bucket Sensor	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Tickets are separated by holes	0 = No, 1 = Yes
15	Include checksum in barcode	0 = No, 1 = Yes
16	Sensor Board	0 = BCR-1000 1 = HO-1000
17	Print text below barcode	0 = No, 1 = Yes

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Hundreds	0 to 9
21	Machine number: Tens	0 to 9
22	Machine number: Ones	0 to 9
23	Minimum tickets to print receipt	1 to 99
24	Bucket capacity (in 1000's of tickets)	1 to 99
25	Points value of one coin	NOT USED
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)
28	Length of a roll of printer paper x 10 feet. (value is in hex) Standard 5" roll is 30. Standard 8" roll is 96.	1 to FF

Group 99 3		
Option Number	Function	Values
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** performs the special function of clearing the audit counters. When you select **99 4**, the display continues to show **99 4**, but it does not blink. At this point you can press the red button to clear the audit counters. The display will then return to a blinking **99 4**.

Group **99 5** resets the paper length counter.

Group **99 6** prints an audit report.

Group **99 7** prints information on the last transaction.

Group **99 8** exits the options mode.

V2R33PB, V2R33PI

Group 99 0		
Option Number	**Function**	**Values**
1	Error delay	0 = 1 second 1 = 10 seconds
2	Tickets are separated by holes	0 = No, 1 = Yes
3	Sensor Board	0 = BCR-1000 1 = HO-1000

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets.   Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
14	Bucket capacity (in 1000's of tickets)	1 to 99
15	NOT USED	Set to 1
16	Points value of Holes-Only ticket	1 to 99
17	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.

4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** exits the options mode.

V2R33PC, V2R33PD, V2R33PL, V2R34PL, V2R35PL

Group 99 0		
Option Number	**Function**	**Values**
1	Error delay	0 = 1 second 1 = 10 seconds
2	Tickets are separated by holes	0 = No, 1 = Yes
3	Sensor Board	0 = BCR-1000 1 = HO-1000
4	Door Display	0 = 4 digit 1 = 5 digit

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets.   Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
14	Bucket capacity (in 1000's of tickets)	1 to 99
15	NOT USED	Set to 1
16	Points value of Holes-Only ticket	1 to 99
17	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
   1. Go to one of the option numbers in group **99 2**.

2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** exits the options mode.

V2R311C, V2R311D

Group 99 0		
Option Number	**Function**	**Values**
1	Error delay	0 = 1 second 1 = 10 seconds
2	Tickets are separated by holes	0 = No, 1 = Yes
3	Sensor Board	0 = BCR-1000 1 = HO-1000

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets.   Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Minimum tickets to print receipt	1 to 99
12	Bucket capacity (in 1000's of tickets)	1 to 99
13	Points value of one coin	NOT USED
14	Points value of Holes-Only ticket	1 to 99
15	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.

3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** exits the options mode.

Group 99 0		
Option Number	**Function**	**Values**
1	Tickets are separated by holes	0 = No, 1 = Yes
2	Sensor Board	0 = BCR-1000 1 = HO-1000

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets.   Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Bucket capacity (in 1000's of tickets)	1 to 99
12	Points value of one coin	NOT USED
13	Points value of Holes-Only ticket	1 to 99
14	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)

5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** exits the options mode.

V2R314C, V2R313E, V2R314E

Group 99 0		
Option Number	**Function**	**Values**
1	Tickets are separated by holes	0 = No, 1 = Yes
2	Sensor Board	0 = BCR-1000 1 = HO-1000
3	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets. Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Bucket capacity (in 1000's of tickets)	1 to 99
12	Points value of one coin	NOT USED
13	Points value of Holes-Only ticket	1 to 99
14	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.

4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** shows the tickets counted values for audit purposes. The data on the counts is shown as 12 digits. The data stored is for up to 9 different tickets. The first is for tickets with holes only, and the next 8 are for tickets with barcodes. Up to 8 different tickets with barcodes can be learned. This procedure shows the tickets counted for each type ticket in sequence, 4 digits at a time. The first 4 digits are the most significant digits, and the third 4 are the least significant digits. Also, leading 0's are displayed. Example: The count of 532,435 tickets will be displayed as first '0000', then '0053', and then '2435'.

1. Enter the options mode and get to '99 3', then press both switches to start the process.
2. The display shows a '0' which means the following data is for the holes only tickets, if any.
3. Press the black switch, the display shows 4 digits. This is the first 4 digits of the count.
4. Press the black switch, the display shows 4 digits. This is the second 4 digits of the count.
5. Press the black switch, the display shows 4 digits. This is the third 4 digits of the count.
6. Press the black switch, the display shows '1' which means the following data is for the first bar coded ticket count.
7. Repeat steps 3 to 5 to get the data for the ticket.
8. Press the black switch, the display shows '2' which means the following data is for the second bar coded ticket count.
9. Repeat steps 3 to 5 to get the data for the ticket.
10. Repeat in this manner for tickets '3', '4', '5', '6', '7', and '8'.
11. If there are less than 8 bar coded tickets, abort the process when all the data required is obtained by powering the unit off, or continue pressing the black switch to get to the end of the procedure, then either do other desired functions or **exit through '99 6'**.

Group **99 4** clears the audit ticket counters. To reset the counters:
1. Enter the options mode and get to '99 4', then press both switches.
2. Press the black and red switches to get into reset count mode.
   a. If the operator does NOT want to reset the count (if he accidentally got to this point), then press both switches while the displays reads '77 0'. The unit will exit this function and the counts will not be reset.
   b. If the operator wants to reset the count, press the black switch and the display will show '77 1'. Then press both switches and the counts will be reset.

Group **99 5** gets the ticket count of the last transaction made by a customer.

NOTE: In normal operation, the count is reset and the data is transmitted ending the transaction automatically after the motor shuts off. This means a customer may

occasionally (if he is slow between strips) have to swipe his card more than 1 time to count all his tickets. The last count in that case would not be his total from all his tickets but rather just the last count.

1. Enter the options mode and get to '99 5', then press both switches.
2. Press the black and red switches to display the count.
3. Press either switch to exit this function.

Group **99 6** exits the options mode.

V2R315S, V2R316S, V2R3161S, V2R317S

Group 99 0		
Option Number	**Function**	**Values**
1	Tickets are separated by holes	0 = No, 1 = Yes
2	Sensor Board	0 = BCR-1000 1 = HO-1000
3	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets.   Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Bucket capacity (in 1000's of tickets)	1 to 99
12	Points value of one coin	NOT USED
13	Points value of Holes-Only ticket	1 to 99
14	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.

4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** exits the options mode.

Group 99 0		
Option Number	**Function**	**Values**
1	Tickets are separated by holes	0 = No, 1 = Yes
2	Sensor Board	0 = BCR-1000 1 = HO-1000
3	Error Detection Enabled	0 = No, 1 = Yes

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets. Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Bucket capacity (in 1000's of tickets)	1 to 99
12	Points value of one coin	NOT USED
13	Points value of Holes-Only ticket	1 to 99
14	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

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3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** shows the tickets counted values for audit purposes. The data on the counts is shown as 12 digits. The data stored is for up to 9 different tickets. The first is for tickets with holes only, and the next 8 are for tickets with barcodes. Up to 8 different

tickets with barcodes can be learned. This procedure shows the tickets counted for each type ticket in sequence, 4 digits at a time. The first 4 digits are the most significant digits, and the third 4 are the least significant digits. Also, leading 0's are displayed. Example: The count of 532,435 tickets will be displayed as first '0000', then '0053', and then '2435'.

1. Enter the options mode and get to '99 3', then press both switches to start the process.
2. The display shows a '0' which means the following data is for the holes only tickets, if any.
3. Press the black switch, the display shows 4 digits. This is the first 4 digits of the count.
4. Press the black switch, the display shows 4 digits. This is the second 4 digits of the count.
5. Press the black switch, the display shows 4 digits. This is the third 4 digits of the count.
6. Press the black switch, the display shows '1' which means the following data is for the first bar coded ticket count.
7. Repeat steps 3 to 5 to get the data for the ticket.
8. Press the black switch, the display shows '2' which means the following data is for the second bar coded ticket count.
9. Repeat steps 3 to 5 to get the data for the ticket.
10. Repeat in this manner for tickets '3', '4', '5', '6', '7', and '8'.
11. If there are less than 8 bar coded tickets, abort the process when all the data required is obtained by powering the unit off, or continue pressing the black switch to get to the end of the procedure, then either do other desired functions or **exit through '99 6'**.

Group **99 4** clears the audit ticket counters. To reset the counters:
1. Enter the options mode and get to '99 4', then press both switches.
2. Press the black and red switches to get into reset count mode.
   a. If the operator does NOT want to reset the count (if he accidentally got to this point), then press both switches while the displays reads '77 0'. The unit will exit this function and the counts will not be reset.
   b. If the operator wants to reset the count, press the black switch and the display will show '77 1'. Then press both switches and the counts will be reset.

Group **99 5** gets the ticket count of the last transaction made by a customer.

NOTE: In normal operation, the count is reset and the data is transmitted ending the transaction automatically after the motor shuts off. This means a customer may occasionally (if he is slow between strips) have to swipe his card more than 1 time to count all his tickets. The last count in that case would not be his total from all his tickets but rather just the last count.

1. Enter the options mode and get to '99 5', then press both switches.
2. Press the black and red switches to display the count.
3. Press either switch to exit this function.

Group **99 6** exits the options mode.

V2R315E

Group 99 0		
Option Number	**Function**	**Values**
1	Full Bucket Sensor	0 = No, 1 = Yes
2	Sensor Board	0 = BCR-1000 1 = HO-1000
3	Error Detection Enabled	0 = No, 1 = Yes

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets.   Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Bucket capacity (in 1000's of tickets)	1 to 99
12	Points value of one coin	NOT USED
13	Points value of Holes-Only ticket	1 to 99
14	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** clears the full-bucket ticket count.

V2R4I, V2R414

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Print serial number on receipt	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Tickets are separated by holes	0 = No, 1 = Yes
15	Include checksum in barcode	0 = No, 1 = Yes (see Note)
16	Sensor Board	0 = BCR-1000 1 = HO-1000
17	Print text below barcode	0 = No, 1 = Yes

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)
28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Length of a roll of printer paper x 10 feet. (value is in hex) Standard 5" roll is 30. Standard 8" roll is 96.	1 – FF
30	Number of digits in machine number	3 to 4

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets. Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 3		
Option Number	**Function**	**Values**
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 4** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 4**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** performs the special function of clearing the audit counters. When you select **99 4**, the display continues to show **99 4**, but it blinks. At this point you can press the red button to clear the audit counters, or the black button to cancel clearing.

Group **99 5** exits the options mode.

V2R41I, V2R415

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Full Bucket Sensor	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Include checksum in barcode	0 = No, 1 = Yes
15	Sensor Board	0 = BCR-1000 1 = HO-1000
16	Print text below barcode	0 = No, 1 = Yes

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)
28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Number of digits in machine number	3 to 4
30	Tickets to subtract for error	1 to 3

Group 99 3		
Option Number	Function	Values
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
6. Go to one of the option numbers in group **99 3**.
7. Use the black and red buttons to adjust the point value.
8. Feed the Ticket Eater a strip of seven tickets.
9. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
10. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** performs the special function of clearing the audit counters. When you select **99 4**, the display continues to show **99 4**, but it blinks. At this point you can press the red button to clear the audit counters, or the black button to cancel clearing.

Group **99 5** exits the options mode.

Functions

Four additional functions are available. These functions use the two buttons mounted in front of the logic board, the **SW1** button on the logic board, and the 7 segment display on the door. To enter the Function mode:

1. Open the top door of the Ticket Eater.
2. While pressing **SW1**, pull out the safety switch. This turns the Ticket Eater on with the door open and starts the Function mode.
3. The display will show **FUNC0**.
4. Release **SW1**.
5. Use the black and red buttons to change the function number.
6. Press **SW1** to select the function.
7. The system will perform the function and then return to normal operation.

Button	Function
Black	Increase the function number
Red	Decrease the function number
SW1	Select the function

Function	Action
0	Exit the function mode
1	Print a duplicate receipt
2	Print an audit report
3	Print an options report
4	Reset the bucket meter (when not using a full-bucket sensor)

V2R322C

Group 99 0		
Option Number	**Function**	**Values**
1	Full Bucket Sensor	0 = No, 1 = Yes
2	Sensor Board	0 = BCR-1000 1 = HO-1000
3	Error Detection Enabled	0 = No, 1 = Yes

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets. Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Bucket capacity (in 1000's of tickets)	1 to 99
12	Points value of one coin	NOT USED
13	Points value of Holes-Only ticket	1 to 99
14	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)
15	Tickets to subtract for error	1 to 3

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group 99 0		
Option Number	**Function**	**Values**
1	Full Bucket Sensor	0 = No, 1 = Yes
2	Sensor Board	0 = BCR-1000 1 = HO-1000
3	Error Detection Enabled	0 = No, 1 = Yes

NOTE: BCR sensor boards are used to count barcoded tickets. HO sensor boards are used to count holes-only tickets. Some barcode sensor boards can be configured by means of jumpers on the board to work as a holes-only sensor board. In this case choose HO.

Group 99 1		
Option Number	**Function**	**Values**
11	Bucket capacity (in 1000's of tickets)	1 to 99
12	Points value of one coin	NOT USED
13	Points value of Holes-Only ticket	1 to 99
14	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)
15	Tickets to subtract for error	1 to 3

Group 99 2		
Option Number	**Function**	**Values**
21	Points value for barcode #1	0 to 99
22	Points value for barcode #2	0 to 99
23	Points value for barcode #3	0 to 99
24	Points value for barcode #4	0 to 99
25	Points value for barcode #5	0 to 99
26	Points value for barcode #6	0 to 99
27	Points value for barcode #7	0 to 99
28	Points value for barcode #8	0 to 99

Group **99 2** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 2**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 3** shows the tickets counted values for audit purposes. The data on the counts is shown as 12 digits. The data stored is for up to 9 different tickets. The first is for

tickets with holes only, and the next 8 are for tickets with barcodes. Up to 8 different tickets with barcodes can be learned. This procedure shows the tickets counted for each type ticket in sequence, 4 digits at a time. The first 4 digits are the most significant digits, and the third 4 are the least significant digits. Also, leading 0's are displayed. Example: The count of 532,435 tickets will be displayed as first '0000', then '0053', and then '2435'.

1. Enter the options mode and get to '99 3', then press both switches to start the process.
2. The display shows a '0' which means the following data is for the holes only tickets, if any.
3. Press the black switch, the display shows 4 digits. This is the first 4 digits of the count.
4. Press the black switch, the display shows 4 digits. This is the second 4 digits of the count.
5. Press the black switch, the display shows 4 digits. This is the third 4 digits of the count.
6. Press the black switch, the display shows '1' which means the following data is for the first bar coded ticket count.
7. Repeat steps 3 to 5 to get the data for the ticket.
8. Press the black switch, the display shows '2' which means the following data is for the second bar coded ticket count.
9. Repeat steps 3 to 5 to get the data for the ticket.
10. Repeat in this manner for tickets '3', '4', '5', '6', '7', and '8'.
11. If there are less than 8 bar coded tickets, abort the process when all the data required is obtained by powering the unit off, or continue pressing the black switch to get to the end of the procedure, then either do other desired functions or **exit through '99 6'**.

Group **99 4** clears the audit ticket counters. To reset the counters:
1. Enter the options mode and get to '99 4', then press both switches.
2. Press the black and red switches to get into reset count mode.
   a. If the operator does NOT want to reset the count (if he accidentally got to this point), then press both switches while the displays reads '77 0'. The unit will exit this function and the counts will not be reset.
   b. If the operator wants to reset the count, press the black switch and the display will show '77 1'. Then press both switches and the counts will be reset.

Group **99 5** gets the ticket count of the last transaction made by a customer.

NOTE: In normal operation, the count is reset and the data is transmitted ending the transaction automatically after the motor shuts off. This means a customer may occasionally (if he is slow between strips) have to swipe his card more than 1 time to count all his tickets. The last count in that case would not be his total from all his tickets but rather just the last count.

1. Enter the options mode and get to '99 5', then press both switches.
2. Press the black and red switches to display the count.
3. Press either switch to exit this function.

Group **99 6** exits the options mode.

V2R611K (flicker)

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Print serial number on receipt	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Tickets are separated by holes	0 = No, 1 = Yes
15	Include checksum in barcode	0 = No, 1 = Yes (see Note)
16	Sensor Board	0 = BCR-1000 1 = HO-1000
17	Print text below barcode	0 = No, 1 = Yes

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Length of a roll of printer paper x 10 feet. (value is in hex) Standard 5" roll is 30. Standard 8" roll is 96.	1 to FF
2A	Number of good flicks needed to offset missed flicks	0-FF
2B	Max number of missed flicks that can be offset	0-FF

Group 99 3		
Option Number	**Function**	**Values**
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** exits the options mode.

V2R6K, V2R62K, V2R7K, V2R72K, V2R72C, V2R72I, V2R72P, V2R72R, V2R72S, V2R72AR, V2R72JK, V2R72JM, V2R8D, V2R81D
NOTE: These versions must be used with Rev. 2, Rev. 3, or Rev. 4 sensor boards.

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Print serial number on receipt	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Tickets are separated by holes	0 = No, 1 = Yes
15	Include checksum in barcode	0 = No, 1 = Yes (see Note)
16	Sensor Board	0 = BCR-1000 1 = HO-1000
17	Print text below barcode	0 = No, 1 = Yes

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)
28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Length of a roll of printer paper x 10 feet. (value is in hex) 5" roll is 30. 8" roll is 96.	1 to FF
30	Number of digits in door display	4 to 5
31	Number of digits in machine number	3 to 4

Group 99 3		
Option Number	**Function**	**Values**
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** exits the options mode.

Functions

Five additional functions are available. These functions use the two buttons mounted in front of the logic board, the **SW1** button on the logic board, and the 7 segment display on the door. To enter the Function mode:

1. Open the top door of the Ticket Eater.
2. While pressing **SW1**, pull out the safety switch. This turns the Ticket Eater on with the door open and starts the Function mode.
3. The display will show **FUNC0**.
4. Release **SW1**.
5. Use the black and red buttons to change the function number.
6. Press **SW1** to select the function.
7. The system will perform the function and then return to normal operation.

Button	Function
Black	Increase the function number
Red	Decrease the function number
SW1	Select the function

Function	Action
0	Exit the function mode
1	Print a duplicate receipt
2	Print an audit report
3	Reset the "paper used" counter (use this when paper is replaced before the paper message is displayed)
4	Reset the bucket meter (when not using a full-bucket sensor)
5	Print an options report

V2R71E

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Print serial number on receipt	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Tickets are separated by holes	0 = No, 1 = Yes
15	Include checksum in barcode	0 = No, 1 = Yes (see Note)
16	Sensor Board	0 = BCR-1000 1 = HO-1000
17	Print text below barcode	0 = No, 1 = Yes

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Length of a roll of printer paper x 10 feet. (value is in hex) Standard 5" roll is 30. Standard 8" roll is 96.	1 to FF
30	Number of digits in door display	4 to 5
31	Number of digits in machine number	3 to 4
32	Divide Factor	1 to 99
33	Multiply Factor	1 to 99

Group 99 3		
Option Number	**Function**	**Values**
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** exits the options mode.

V2R73E

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Print serial number on receipt	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Tickets are separated by holes	0 = No, 1 = Yes
15	Include checksum in barcode	0 = No, 1 = Yes (see Note)
16	Sensor Board	0 = BCR-1000 1 = HO-1000
17	Print text below barcode	0 = No, 1 = Yes
18	Coin Accepter BLOCK Polarity	0 = Low, 1 = High

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 100 % (most tolerant) 9 = 90% 8 = 88% 7 = 87% 6 = 86% 5 = 83% 4 = 80% 3 = 75% 2 = 67% 1 = 50% 10 = 33% 11 = 25% 12 = 20% 13 = 16% 14 = 14% 15 = 13% 16 = 11% 17 = 10% (most strict)

28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Length of a roll of printer paper x 10 feet. (value is in hex) Standard 5" roll is 30. Standard 8" roll is 96.	1 to FF
30	Number of digits in door display	4 to 5
31	Number of digits in machine number	3 to 4
32	Divide Factor	1 to 99
33	Multiply Factor	1 to 99

Group 99 3		
Option Number	**Function**	**Values**
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** exits the options mode.

V2R75E, V2R751E, V2R752E

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Full Bucket Sensor	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Include checksum in barcode	0 = No, 1 = Yes
15	Sensor Board	0 = BCR-1000 1 = HO-1000
16	Print text below barcode	0 = No, 1 = Yes
17	Coin Accepter BLOCK Polarity	0 = Low, 1 = High

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)
28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Number of digits in door display	4 to 5
30	Number of digits in machine number	3 to 4
31	Divide Factor	1 to 99
32	Multiply Factor	1 to 99
33	Tickets to subtract for error	1 to 3

Group 99 3		
Option Number	**Function**	**Values**
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** performs the special function of clearing the audit counters. When you select **99 4**, the display continues to show **99 4**, but it blinks. At this point you can press the red button to clear the audit counters, or the black button to cancel clearing.

Group **99 5** exits the options mode.

Functions

Four additional functions are available. These functions use the two buttons mounted in front of the logic board, the **SW1** button on the logic board, and the 7 segment display on the door. To enter the Function mode:

1. Open the top door of the Ticket Eater.
2. While pressing **SW1**, pull out the safety switch. This turns the Ticket Eater on with the door open and starts the Function mode.
3. The display will show **FUNC0**.
4. Release **SW1**.
5. Use the black and red buttons to change the function number.
6. Press **SW1** to select the function.
7. The system will perform the function and then return to normal operation.

Button	Function
Black	Increase the function number
Red	Decrease the function number
SW1	Select the function

Function	Action
0	Exit the function mode
1	Print a duplicate receipt
2	Print an audit report
3	Print an options report
4	Reset the bucket meter (when not using a full-bucket sensor)

V2R65K
NOTE: This version must be used with Rev. 5 sensor boards.

Group 97 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 97 1		
Option Number	**Function**	**Values**
10	Full Bucket Sensor	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Include checksum in barcode	0 = No, 1 = Yes
15	Sensor Board	0 = BCR-1000 1 = HO-1000
16	Print text below barcode	0 = No, 1 = Yes
17	UNUSED – Must set to 0	Must set to 0

Group 97 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)
28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Tickets to subtract for error	1 to 3

Group 97 3		
Option Number	Function	Values
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **97 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **97 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **97 4** performs the special function of clearing the audit counters. When you select **97 4**, the display continues to show **97 4**, but it blinks. At this point you can press the red button to clear the audit counters, or the black button to cancel clearing.

Group **97 5** exits the options mode.

Functions

Three additional functions are available. These functions use the two buttons mounted in front of the logic board, the **SW1** button on the logic board, and the 7 segment display on the door. To enter the Function mode:

1. Open the top door of the Ticket Eater.
2. While pressing **SW1**, pull out the safety switch. This turns the Ticket Eater on with the door open and starts the Function mode.
3. The display will show **FUNC0**.
4. Release **SW1**.
5. Use the black and red buttons to change the function number.
6. Press **SW1** to select the function.
7. The system will perform the function and then return to normal operation.

Button	Function
Black	Increase the function number
Red	Decrease the function number
SW1	Select the function

Function	Action
0	Exit the function mode
1	Print a duplicate receipt
2	Reset the bucket meter (when not using a full-bucket sensor)
3	Print an audit report

Options Printout

As a guide to see if the options are set properly, a list of all the options can be printed out. If you need to call Deltronic Labs for assistance, please print out this list in case our technician needs to ask questions regarding these settings. To print out the list, open the cabinet door, press and hold both tray switches, pull out the safety switch and turn on the power switch while still pressing the two tray switches. Then release the switches once printing starts.

V2R75K, V2R75C, V2R75D, V2R75I, V2R75P, V2R75S
NOTE: These versions must be used with Rev. 5 sensor boards.

Group 99 0		
Option Number	**Function**	**Values**
1	Century	19 to 20
2	Year	0 to 99
3	Month	1 to 12
4	Date	1 to 31
5	Day	1 to 7(Sunday to Saturday)
6	Hour	0 to 23
7	Minute	0 to 59

Group 99 1		
Option Number	**Function**	**Values**
10	Full Bucket Sensor	0 = No, 1 = Yes
11	Time format	0 = AM / PM 1 = 24 hour
12	Rear Sensor Error Detection Enabled	0 = No, 1 = Yes
13	Print barcodes on receipt	0 = No, 1 = Yes
14	Include checksum in barcode	0 = No, 1 = Yes
15	Sensor Board	0 = BCR-1000 1 = HO-1000
16	Print text below barcode	0 = No, 1 = Yes

Group 99 2		
Option Number	**Function**	**Values**
20	Machine number: Thousands	0 to 9
21	Machine number: Hundreds	0 to 9
22	Machine number: Tens	0 to 9
23	Machine number: Ones	0 to 9
24	Minimum tickets to print receipt	1 to 99
25	Points value of one coin	1 to 99
26	Points value of Holes-Only ticket	1 to 99
27	Bad barcode tolerance	0 = 0 % (most strict) 1 = 33% 2 = 66% 3 = 90% (most tolerant)
28	Bucket capacity (in 1000's of tickets)	1 to 99
29	Number of digits in machine number	3 to 4
30	Tickets to subtract for error	1 to 3

Group 99 3		
Option Number	**Function**	**Values**
31	Points value for barcode #1	0 to 99
32	Points value for barcode #2	0 to 99
33	Points value for barcode #3	0 to 99
34	Points value for barcode #4	0 to 99
35	Points value for barcode #5	0 to 99
36	Points value for barcode #6	0 to 99
37	Points value for barcode #7	0 to 99
38	Points value for barcode #8	0 to 99

Group **99 3** sets the points value for barcoded tickets. When using barcoded tickets, the Ticket Eater accepts only tickets that have the correct barcode. To do this it must first learn the barcode pattern on the tickets. It can learn 8 different barcodes, each with its own point value.

To teach the Ticket Eater a barcode:
1. Go to one of the option numbers in group **99 3**.
2. Use the black and red buttons to adjust the point value.
3. Feed the Ticket Eater a strip of seven tickets.
4. After reading the tickets the ticket eater will display a series of numbers which represent the barcode pattern. (If these numbers are all zeros, the reading failed.)
5. To accept and record the reading, press both buttons together. To reject the reading turn off the machine without pressing both buttons.

Group **99 4** performs the special function of clearing the audit counters. When you select **99 4**, the display continues to show **99 4**, but it blinks. At this point you can press the red button to clear the audit counters, or the black button to cancel clearing.

Group **99 5** exits the options mode.

Functions

Four additional functions are available. These functions use the two buttons mounted in front of the logic board, the **SW1** button on the logic board, and the 7 segment display on the door. To enter the Function mode:

1. Open the top door of the Ticket Eater.
2. While pressing **SW1**, pull out the safety switch. This turns the Ticket Eater on with the door open and starts the Function mode.
3. The display will show **FUNC0**.
4. Release **SW1**.
5. Use the black and red buttons to change the function number.
6. Press **SW1** to select the function.
7. The system will perform the function and then return to normal operation.

Button	Function
Black	Increase the function number
Red	Decrease the function number
SW1	Select the function

Function	Action
0	Exit the function mode
1	Print a duplicate receipt
2	Print an audit report
3	Print an options report
4	Reset the bucket meter (when not using a full-bucket sensor)