

## Token 1 & Token 2 Teach

### Switch 5 - Token 1 Teach - Switch 6 - Token 2 Teach

These switches allow you to teach tokens into 2 Token Channels. Follow the instructions below to teach a token.

Step	Light	Operation and Action Required
1	○	Power Machine OFF
2	○	To Teach Token 1 Set switch 5 to ON
		To Teach Token 2 Set switch 6 to ON
3	● Slow	Power Machine ON
4	● Green	Insert Sample Tokens slowly. (min. x 20)
		If inserted Token was recognised the green light will flash once
5	● Rapid	When approx. 20 Tokens have been inserted, CF9520e will flash the green light rapidly
6		Set switch 5 to OFF ends Token 1 Teach
		Set switch 6 to OFF ends Token 2 Teach
7	● Green	Tokens taught - OK
	● Rapid	Error - Re-try teach again

## Coin Route Teach

### Switches 7 and 8 - Route Teach

The acceptor has 4 routing priorities depending on the route inhibit status. The first 3 routes can be taught using switches 7 and 8. The order of priority is primary, secondary then tertiary. E.g. If the primary route is full, the secondary route is then selected.

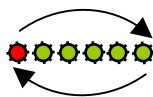
On a CF9524e, route 'a' is the default route and on CF9528e route '8'. All CF9520e acceptors leave the factory programmed with "all coins to the default route".

To program a route, the reject lever will need to be pressed a specific number of times. The Green light will flash a code, the number of times indicating the route selected. (See table below)

No. of Reject Lever Presses	0	1	2	3	4	5	6	7
No of Green Flash Codes	8	7	6	5	4	3	2	1
Route Selected (CF9524e - 4 way)	a	b	d	c	B	A	C	D
Route Selected (CF9528e - 8 way)	8	7	6	5	4	3	2	1
Route Inhibit Connector Pin No.	8	7	6	5	4	3	2	1

Example:- How to set a route 'c' on a CF9524e?

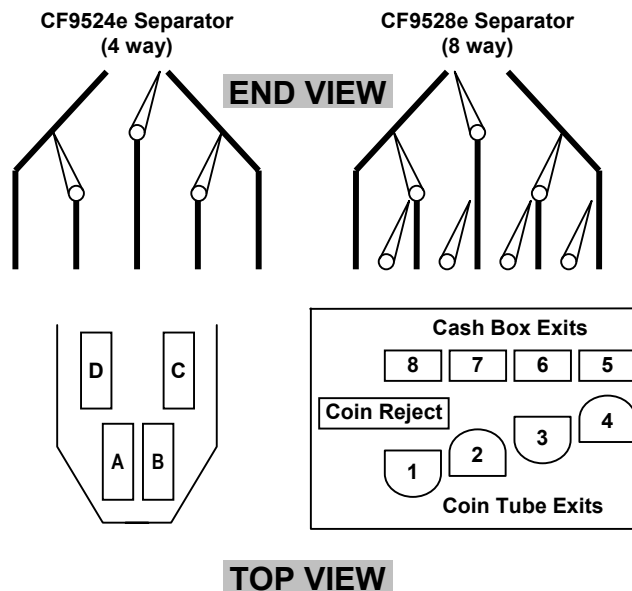
- 1) Power machine OFF
- 2) Set switch 7 to ON
- 3) Power machine ON
- 4) Press reject lever 3 times (light will cycle the following sequence)
- 5) Insert required coins to be routed
- 6) Set switch 7 to OFF



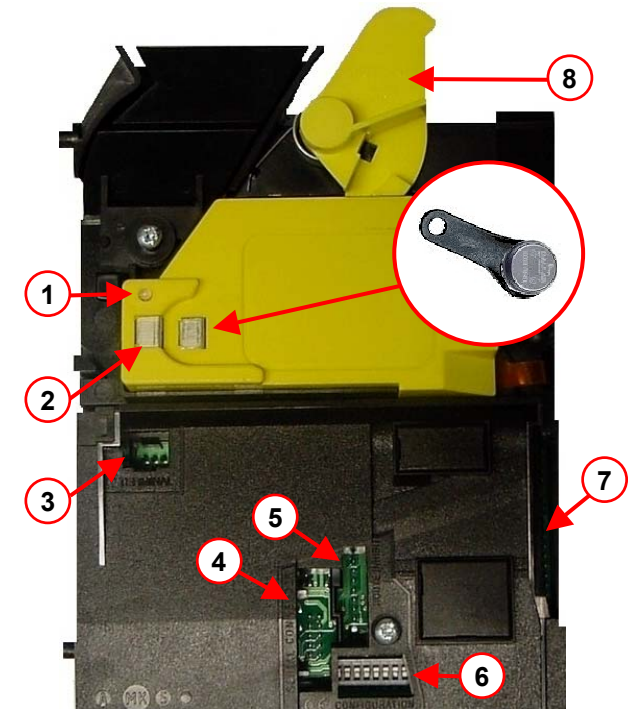
## Coin Route Teach (Continued)

Step	Light	Operation and Action Required
1	○	Power Machine OFF
2	○	For Primary Route Set switch 7 to ON
		For Secondary Route Set switch 8 to ON
		For Tertiary Route Set switches 7 & 8 ON
3	● Slow	Power Machine ON
4	● + ? ●	Press Reject lever the number of times for the required route.
5	● Green	Insert the coin for the required route
		Inserted Coin Recognised - OK Coin NOT Recognised (re-insert coin).
6		For Primary Route Set switch 7 OFF
		For Secondary Route Set switch 8 OFF
		For Tertiary Route Set switches 7 & 8 OFF
7	● Green	Route Taught - OK
	● Rapid	Error - Re-try Route Teach again.

## CF9524e & CF9528e Separator



## Quick Reference Guide



1	Diagnostic LED
2	i™ Button Contacts
3	Service Tool Connector (i.e. CPM)
4	Serial Interface Connector (i.e. HII / ccTalk)
5	Route Inhibit Connector
6	Configuration Switches
7	Machine Interface Connector
8	Reject Lever

**MEI**  
Eskdale Road,  
Winnersh Triangle,  
Wokingham, Berkshire, RG41 5AQ  
<http://www.meiglobal.com>

## LED Light Codes

Normal Operation	
○ OFF	No power on product
● ☺	CF9520e Working OK
● ☹	CF9520e Faulty
● 1 x Flash →	Coin Accepted by CF9520e
● 2 x Flashes →	Coin Unrecognised by CF9520e
● 3 x Flashes →	Coin Inhibited by CF9520e
● 4 x Flashes →	Coin Inhibited by Machine

## Configuration Teach Switches

There are 8 teach switches located behind the cut out section of the reject cover (see item 6 on front page). These switches enable the key CF9520e settings to be altered by way of unique teach modes.

To enter a "Teach Mode", the power of the CF9520e must be turned OFF. Using the relevant teach mode switches select the required "Teach Mode" (see table below) and then turn the power to the CF9520e ON again.

**Note:** - Only one teach mode can be set at any one time. However switch 1 is used to set the alarm to either ON or OFF and is therefore independent of the other 7 switches.

**Note:** - When in teach mode a 30-second timeout will apply. If there is no activity within this time or if an error has occurred, a red light will flash rapidly. In this case, no changes will have been made and you will need to start the teach process again.



	Description	Turn Power Off & On
1	Alarm Enable / ccTalk	Not Required / Yes
2	HII Serial Mode,	Yes (sw1 OFF)
2	CcTalk Serial Mode.	Yes (sw1 ON)
3	Enable Coin	Yes
4	Inhibit Coin	Yes
5	Teach Token 1	Yes
6	Teach Token 2	Yes
7	Primary Route Teach	Yes
8	Secondary Route Teach	Yes
7 + 8	Tertiary Route Teach	Yes

### Switch 1 - Setting the Alarm (Parallel/BCO)

When switch 1 is set to ON the alarm feature is enabled. The Alarm will not be active until the first coin has been inserted. The Alarm can be switched ON or OFF at any time without the need to turn off the power to the CF9520e. SW2 must be off for SW1 to operate as the Alarm Enable switch.

## Configuration Teach Switches Continued

### Switch 2 – HII / ccTalk (Serial Mode Only)

This mode is intended for users that want to interface their machines using HII / ccTalk interface only.

Serial mode is enabled by setting SW2 ON. While SW2 is ON, SW1 operates as a serial mode select switch. When SW1 is OFF, the serial mode selected is HII. When SW1 is ON, the serial mode selected is ccTalk.

This feature can be selected provided the validator power is cycled OFF and ON.

**Note:**- When in this mode, coin and route inhibits will be disabled. However, the output line will remain active.

To inhibit or route coins the machine will need to send a command to the CF9520e validator.

SW2	SW1	Mode	Interface
OFF	OFF	Alarm Disable	Parallel
OFF	ON	Alarm Enable	Parallel
ON	OFF	Serial	HII
ON	ON	Serial	ccTalk

## Enable and Inhibit Coins

### Switch 3 - Enable a Coin(s) - Switch 4 – Inhibit a Coin(s)

These switches change the state of the accepted coin(s) from Inhibited to Enabled and vice versa.

Follow the instructions below to either Enable or Inhibit a coin(s):

Step	Light	Operation and Action Required
1	○	Power Machine OFF
2	○	To Enable a coin Set switch 3 to ON
		To Inhibit a coin Set switch 4 to ON
3	● Slow	Power Machine ON
4	● ● ● ●	Insert coin(s) to be Enabled or Inhibited.
		Inserted Coin Recognised - OK
5		Coin NOT Recognised (re-insert coin)
		Set switch 3 to OFF Ends Enable Teach
6	● Rapid	Set switch 4 to OFF Ends Inhibit Teach
		Coin Accepted / Inhibited - OK
		Error - Re-try Teach again.

### Enable / Inhibit Coin LED Light Codes




● Slow Flash	Insert coin sample in CF9520e
● Rapid Flash	Program Error
● ● ● ●	Inserted coin recognised
● ● ● ●	Inserted coin unrecognised
● 4 x Flashes	Inserted coin stored in memory

## i™ Button Memory Device




The i™ Button is a memory device used to transfer coin routing and inhibit information from one CF9520e acceptor to another CF9520e.

**Note:** - The CF9520e does not use routing plugs.

### How to program the i™ Button from a fully configured CF9520e?

Step	Light	Operation and Action Required
1		Press & Hold Down the Reject Lever
2	● Rapid	Place i™ Button on to i™ Button Contacts 
3	● Slow	Light will flash, also Accept Gate will buzz 
4		Remove i™ Button from Contacts 
5		Release the Reject Lever
6	● Rapid	i™ Button Programmed OK
	● Rapid	Error - i™ Button not programmed (re-try)

### How to Program a CF9520e with the i™ Button?

Step	Light	Operation and Action Required
1	● Slow	Place i™ Button on to i™ Button Contacts 
2	● Slow	Light will flash and Accept Gate will click 
3	● Slow	Remove i™ Button from contacts 
4		Press & Release Reject Lever to confirm. Accept Gate will click
5	● Rapid	CF9520e Programmed OK
	● Rapid	Error - CF9520e Failed Program (re-try)

### i™ Button Functions

● Rapid Flash →	CF9520e is programming the i™ Button
● Slow Flash	i™ Button Programmed OK
● Rapid Flash	i™ Button Program Error (re-try)
● Rapid Flash	i™ Button Programming a CF9520e
●	No Error - Program completed OK