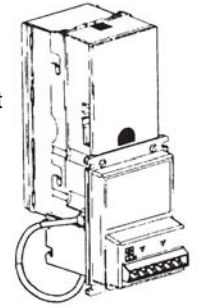


This Bill Acceptor is designed to fit into the standard bill acceptor opening provided by Amusement, Lottery, Kiosk and Vending machine manufacturers. It mounts on either the existing four mounting studs located in the amusement or vending machine or on the mounting bracket provided in various mounting kits.



**Figure 1**

Features of the AE2600 include:

- \$5, \$10, \$20 bill acceptance
- Four Direction bill acceptance
- Re-programmable Flash Memory (Flashport™)
- Coupon Configuration
- Enhanced Security
- Easy Access to the bill path even while mounted
- Diagnostic LED (back of unit)
- Multi-Drop Bus, Extended Bi - Directional Serial (EBDS) ,Vending and Gaming Interfaces (24V)
- Lighted Bezel (On Compact Model Only)
- Remote Download of Bill Sets (EBDS Interface)
- Cassette Removal Message (EBDS Interface)

#### **INTERFACE OPTIONS**

The AE2600 Bill Acceptor is capable of operating via four interfaces: Low Level Pulse, Serial, MDB or EBDS.

Accessories Available:

- 250075007 - 24 VAC Power Cable (Low Level Pulse or Serial Interface)
- 250060025 - Interface Module (to interface 24v bill acceptor to 110v application)
- 250071043 - 24 VAC Multi-Drop Bus Interface (MDB)
- 250079049 - RS232 Cable

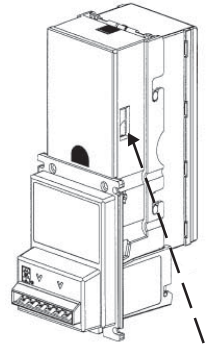
*Note: These harnesses fit onto the male connectors located on the left side of the Bill Acceptor (see Fig. 3) and are designed to connect to the machine controller's or coin changer's Bill Acceptor interface harness. For further information on either interface harnesses or mounting kits, please contact your supplier or MEI Service Center.*

## INSTALLATION INSTRUCTIONS

### 1. Set Bill Acceptor option switches. See Figure 2.

**Note:** When you receive the product, all switches are off (Default Option). This will automatically enable the options as follows:

- Accept \$5, \$10, \$20 bills.
- Four way accept.
- High Security mode. Will not accept old design \$5 & \$10 notes.
- Gaming Interface -50ms on/50 ms off pulse (short pulse).
- One pulse per dollar.
- Harness enable.



**Important note:** Placing any switch ON will override the above options, and the Bill Acceptor will operate according to the switch settings label! (See Figure 2)

**NOTE:** The unit may be configured with the attached coupon rather than using the option switches. *For coupon configuration, turn all option switches OFF and proceed to Coupon Configuration instructions on page 4.*

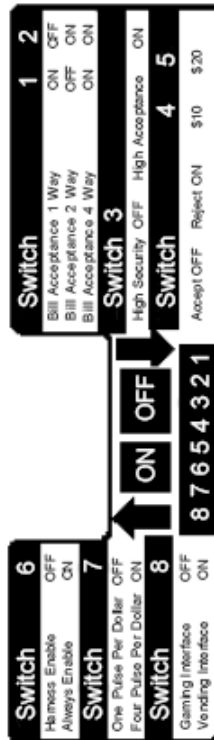


Figure 2

SWITCH DESCRIPTION	
1,2	Combination of these two switches selects number of enabled bill directions.
3	Position allows either acceptance or security to be maximized.
4,5	Individual switches enable or disable corresponding bill denomination.
6	Position allows for either <b>Always Enable</b> , acceptance at all times or <b>Harness Enable</b> , acceptance by way of controller.
7	Position allows for either one (1) or four (4) pulses per dollar. One pulse = 50ms on/50ms off
8	Position allows either <b>Gaming Interfaces</b> (amusement) or <b>Vending Interfaces</b>

### 2. Remove power from the entire machine.

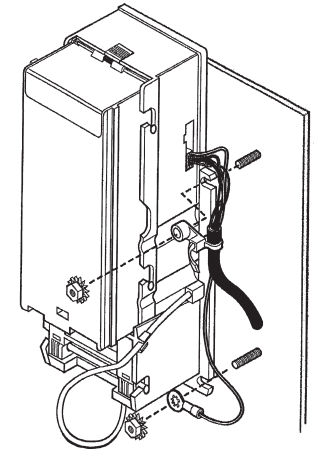
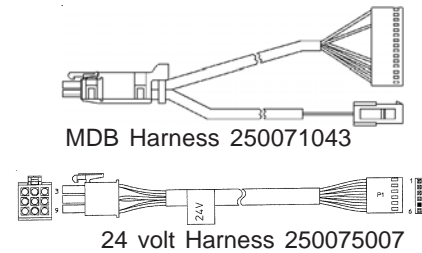
3. Install the AE2600 onto the Bill Acceptor mounting studs and through the mounting hole of the machine. Secure using the appropriate hardware.

## Configuration Coupon

Electronic copies of this manual will not have the coupon included. Please contact MEI if you need a configuration coupon

## INSTALLATION INSTRUCTIONS (CONTINUED)

### 4. Connect the AE2600 to the appropriate interface harness.



*Do not force the harness into bill acceptor!! This will cause damage to the pins!*

### 5. Apply power to the machine.

Bill Acceptor will run motors ( perform aRun & Stack).

Observe that the LED status indicator on the back of the AE2600 is ON and NOT flashing. This condition indicates that the unit is ready to accept bills.

- If the light is OFF, check to ensure that power has been applied.
- If the light is flashing, refer to the label located on the back of the magazine for a description of diagnostic codes.

### 6. Check operation

- Insert a \$5 bill and observe that it is accepted and stacked.
- Repeat for other enabled bills.
- Ensure that proper credit was given, if not, reconfigure the AE2600, using coupon or switch 7 & 8 , for correct interface and correct number of pulses (see figure 2 on page 2).

### 7. Remove bills and check status

- Instructions for bill removal are located on a label at the back of magazine.
- Verify that the LED status indicator remains steady ON.

## COUPON CONFIGURATION (ALL SWITCHES OFF)

1. **Carefully cut out coupon** that comes with the bill acceptor. Copies are usable if made on a standard, carbon-based, non-color copier, AND if cut to match the size of the attached coupon. Make only one copy at a time, as copiers tend to reduce the size of the coupon when multiple copies are made.

2. **Fill out the coupon using a #2 pencil. Fill in one block for each line. Do not mark the back of the coupon.**

**Section 1 - Bill Denomination** Fill in one block for each denomination. Select High Accept for maximum bill acceptance. Select High Security for a higher level of discrimination. Select OFF to reject bills of that denomination.

**Section 2 - Bill Denomination for AE2800 Only** Select High Accept, High Security or OFF for the \$50 and \$100 Dollar note.  
Note: Filling this section on an AE2600 will not change any settings.

**Section 3 - Alarm Mode** for frauds. Select ON and the bill acceptor will become disabled for 15 minutes after a fraud is detected. Select High for extra sensitive fraud detection. Select OFF (default setting) and the bill acceptor will become disabled for 9 seconds.  
Note: All switches on the bill acceptor need to be in the off position to enable this feature. If any switch is on, the bill acceptor will defer to the off setting.

**Section 4 - Pulse per dollar** Most gaming and lottery machines use four pulses per dollar and vending machines use one pulse per dollar.

**Section 5 - Interface Selection** Select one of three interfaces. 1.Vending 2.Gaming(always enable) 3.Gaming/Retail.

3. **Locate the service button** on the back of the unit (refer to Figure 4). depress the button once to enter coupon set-up mode. Depressing again will exit the mode.

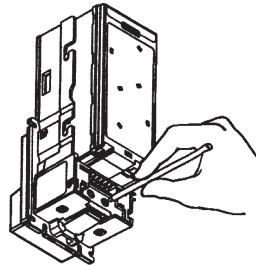


Figure 4

4. **Insert coupon and verify settings were accepted.**

**ACCEPTED:** Coupon returned immediately and LED flashes 10 times when coupon pulled out. Once accepted, coupon settings become the default settings.

**REJECTED:** Coupon returned after ten seconds. LED flashes number of times corresponding to section improperly filled out. Example: Five flashes for improper section five. If rejected, review instructions or try new coupon.

## PINOUT INFORMATION FOR 30 PIN CONNECTOR (CONT.)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

24 Volt AC Model

### GAMING AND LOTTERY PINOUTS ONLY!

- Pin 1 CREDIT RELAY, Common
- Pin 2 CREDIT RELAY N.O.
- Pin 3 24 VAC HOT (Power)
- Pin 4 RESERVED
- Pin 5 **KEY**
- Pin 6 RESERVED
- Pin 7 CREDIT PULSE
- Pin 8 INTERRUPT\_NOT
- Pin 9 SERIAL / PULSE\_NOT
- Pin 10 LOW LEVEL GND / SIGNAL GND
- Pin 11 SERIAL\_DATA\_OUT / BDS\_MASTER\_RXD
- Pin 12 NOT USED
- Pin 13 NOT USED
- Pin 14 NOT USED
- Pin 15 NOT USED
- Pin 16 DC RETURN
- Pin 17 RESERVED
- Pin 18 RESERVED
- Pin 19 RESERVED
- Pin 20 24 VAC NEUTRAL (Power)
- Pin 21 **KEY**
- Pin 22 OUT-OF-SERVICE\_NOT
- Pin 23 RESERVED
- Pin 24 ACCEPT\_ENABLE\_NOT
- Pin 25 OUT\_OF\_SERVICE POWER
- Pin 26 SEND\_NOT / SERIAL\_DATA\_IN
- Pin 27 RESERVED
- Pin 28 RESERVED
- Pin 29 RESERVED
- Pin 30 RESERVED

**PINOUT INFORMATION FOR 30 PIN CONNECTOR (CONT.)**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

24 Volt AC / MDB

**VENDING PINOUTS ONLY!**

- \* Pin 1 CREDIT RELAY, Common
- Pin 2 CREDIT RELAY N.O.
- Pin 3 24 VAC HOT (Power)
- Pin 4 HOT ENABLE
- Pin 5 **KEY**
- Pin 6 MDB Master Rec
- Pin 7 \$5 CREDIT\_NOT
- Pin 8 INTERRUPT\_NOT
- Pin 9 \$20 CREDIT\_NOT
- Pin 10 LOW\_LEVEL\_GND
- Pin 11 DATA\_NOT / SERIAL\_DATA\_OUT
- Pin 12 ESCROW, High
- Pin 13 \$20 ENABLE, High
- Pin 14 \$10 ENABLE High With MDB\_MASTER\_TXD
- Pin 15 \$5 ENABLE, High
- Pin 16 DCRETURN
- Pin 17 NEUTRAL INHIBIT
- Pin 18 NEUTRAL ENABLE
- Pin 19 RESERVED
- Pin 20 24 VAC NEUTRAL (Power)
- Pin 21 **KEY**
- Pin 22 OUT-OF-SERVICE\_NOT
- Pin 23 MDB\_34 Volt DC
- Pin 24 ACCEPT ENABLE\_NOT
- Pin 25 \$10 CREDIT\_NOT / OUT OF SERVICE POWER
- Pin 26 SEND\_NOT
- Pin 27 \$5 ENABLE, Low
- Pin 28 \$10 ENABLE, Low With MDB\_COMMON
- Pin 29 \$20 ENABLE, Low
- Pin 30 ESCROW, Low

**CLEANING**

The AE2600 series will not need cleaning as often as magnetic sensing Bill Acceptors. If cleaning is required, use a soft cloth moistened with mild, non-abrasive detergent. Refer to label located on the back of the magazine for cleaning instructions.

**TROUBLESHOOTING CHECKLIST**

If a problem occurs	Please check the following
Unit dead (won't power up).	1. Harness(es) may be loose, not properly connected, or bent pins.  2. Check source voltage to ensure that power is being supplied to the bill acceptor.
Red message light flashing twice (disabled from mech / VMC).  <b>NOTE:</b> If flashing other than twice refer to label located on back of the magazine.	1. Check settings on the bill acceptor to ensure that proper interface options are being used. If only the 9 pin power cable is being used make sure that switch # 6 is in the on position (Always Enable) and switch # 8 is in the off position (Gaming Interface).
Unit takes a bill, but won't credit.	1. Check to ensure that the proper interface has been selected.

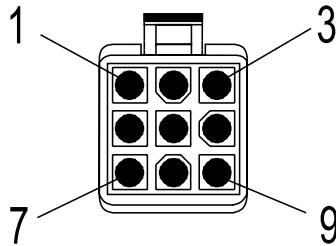
## PINOUT INFORMATION FOR 30 PIN CONNECTOR

- **Power Harness**

24VAC Part# 250075007

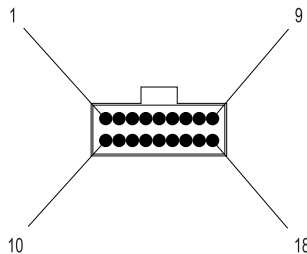
Connector Assignment for the 9 pin 24V Cable

- \* Pin 1 NEUTRAL INHIBIT
- Pin 2 NEUTRAL ENABLE
- Pin 3 HOT ENABLE
- Pin 4 Reserved
- Pin 5 24 VAC HOT ( POWER )
- Pin 6 24 VAC NEUTRAL
- Pin 7 CREDIT RELAY ( N.O.)
- Pin 8 CREDIT RELAY ( COMM. )
- Pin 9 Reserved



9 - Pin Mating Connector
AMP "MATE-N-LOCK" (9) pin
AMP Part#172161-1 Shell
AMP Part#170364-1 Male Pin
#22 Gauge Wire Recommended

\* Alternate plug compatibility for pins 7-15 and 22-30 of the 30 pin connector.



18 - Pin Mating Connector
AMP "MODU" (18) pin MT receptacle
AMP Part#102398-7 IDC Connector Housing
AMP Part#102536-7 Back cover
AMP Part#102681-4 Front cover
#22 Gauge Wire Recommended

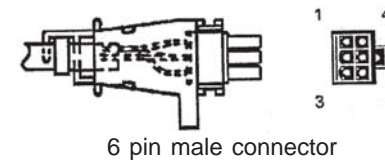
## PINOUT INFORMATION FOR 30 PIN CONNECTOR (CONT.)

- **Power Harness**

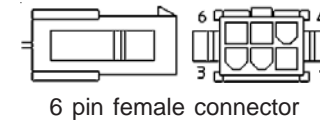
MDB Part# 250071043

Connector Assignment for the 6 pin MDB Cable

- Pin 1 34 VDC
- Pin 2 DC Power Return
- Pin 3 N/C
- Pin 4 Master Recieve
- Pin 5 Master Transmit
- Pin 6 Communications Common



6 pin male connector



6 pin female connector

Harness is included in the box with the bill acceptor.

Peripheral
Connector: Molex 39-01-2060 (6 Circuit receptacle)
Terminals: Molex 39-00-0065 (sockets)
Strain Relief: Molex 15-04-0296

Bus Harness
Connector: Molex 39-01-2061 (6 Circuit plug)
Terminals: Molex 39-00-0067 (Pins)