

This document has been produced as a quick reference guide when initially using the machine.

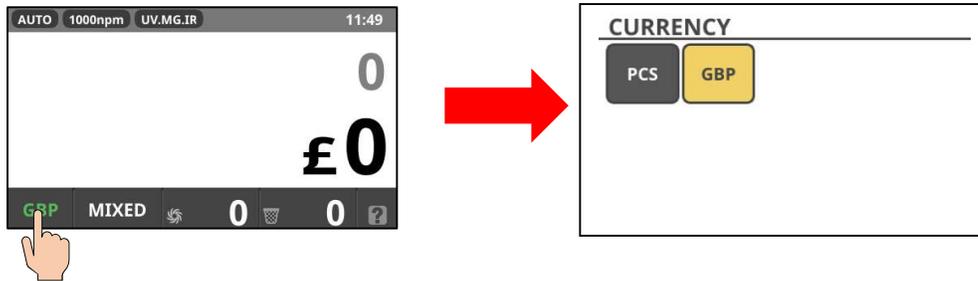
**IMPORTANT: The note count indicated on screen for the REJECT POCKET is only a guide and should NOT be used as an accurate and true figure. Failure to comply with this may lead to balancing issues.**

## 1. Selecting a Currency

Press the currency icon on the bottom left of the screen to select either GBP or PCS (multiple FX currencies available -contact Glory)

GBP = BoE banknotes

Other possible UK currencies available SPS = Scottish, IPS = Northern Irish, UKP = GBP, SPS & IPS combined, GBSP = BOE & SPS combined



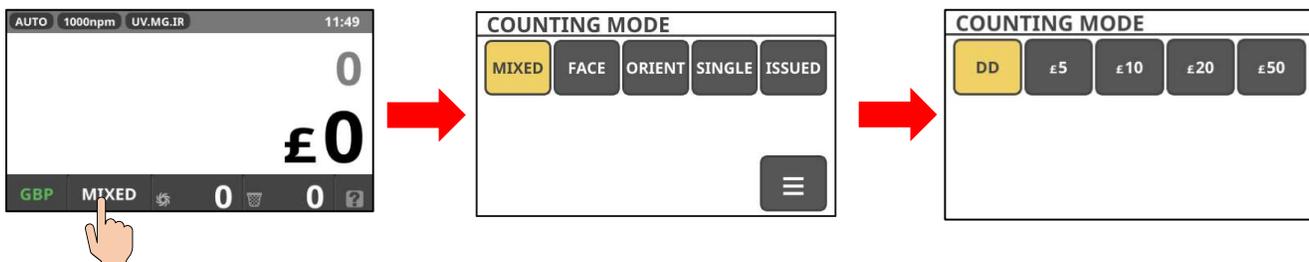
PCS = Piece Count - This mode acts as a piece counter and can counts pieces of blank note size paper for testing

## 2. Counting Modes

There are a number of counting modes available and they are selected by pressing on the count mode area of the screen (as shown below) or pressing the F1 button, to display the available options.

If SINGLE mode is selected, then a further option screen will be displayed allowing the user to set which note is to be counted.

The default is DD (Denomination Detect) and means that the machine will only count the first denomination it detects, all other denominations will be rejected. As such, there is no need to select a specific denomination (£5, £10, £20 or £50).



The most common Counting Modes for each currency are detailed below.

**Mixed** = This can be used to count a mixed bundle of notes at the same time and place them all in the stacker.

**Single** = First denomination counted – Use this to count and separate mixed bags of cash (Deposit Machine), ATM Balancing etc. one denomination at a time. (Tip – Count the denomination that has the greatest quantity first to reduce the number of rejects)

**Issued** = Used to issue split paper/polymer (different issue) notes between the stacker and the reject pocket.

**IMPORTANT NOTE:** Only MIX, FACE & Orient counting modes are available within MIX currency

### 3. F1 – F4 Buttons

On initial setup of the machine, the Function buttons (F1, F2, F3 & F4 buttons) will be configured so they can be used as a shortcut to certain functions as opposed to navigating through menus. These default functions are;

F1 = Counting Mode, F2 = Add Mode, F3 = Reject Reason, F4 = Batch Mode

On the bottom right hand corner of the main user display is a  ICON. Pressing this will display the options configured on each 'F' button for a few seconds and can be used as a short cut/hot key, instead of navigating through the menus.

### 4. Menu Button

The Menu button can also be used as an Escape or Back button, especially if you need to clear any errors or exit any menus that you are not familiar with. Each press of this button will move back one step until the main menu/screen is displayed.

### 5. Batch Mode (Count, Value & Smart)

COUNT = No of Pieces    VALUE = Value Count    SMART = Configured Batch (Single or Fit modes only)

To use set batch values for each denomination, it is recommended to use SMART BATCH. This ensures that Batch levels are always the same each time a specific denomination is selected. SMART BATCH is only available in SINGLE or FIT counting modes.

Smart Batch levels are pre-configured to £5 - 100 notes, £10 - 100 notes, £20 - 50 notes & £50 - 50 notes.

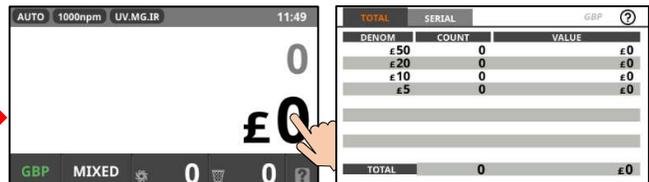
To use any of the batch options or re-configure any of the values, use the F4 button, then select the Batch mode and edit the values as desired.

NOTE: Press OK after each value is changed. To exit, press the Menu button  and then YES to save the changes.

If either the ADD or Batch mode is selected, then **ADD BATCH:SMART** will be displayed at the top of the screen.

### 6. Counting Result

A counting result table can be displayed at the end of each count to show the breakdown of the denominations on the display. Press on the area of the display highlighted to view the details.



Press the MENU button  to return to the previous screen.

NOTE: The value will be cleared once the notes are removed from the stacker pocket and the green Start button is pressed or when a new count is started.

**Please Note: If in ADD mode, to clear the on-screen value it is necessary to press the F2 button to display 3 options. Press F2 again to select Clear, then press YES when prompted and the value should reset to £0.**

### 7. Reject Reason

To view reject reasons, press the Reject icon  at the bottom of the display and the reject reasons will be displayed.

Press the MENU button  to return to then main screen.