

Two Pocket Currency Discriminator

Magner151



The specification of this machine can be changed for the performance improvement without the advance notice

MAGNER®
International Corporation

1. Introduction

This user manual describes the features of Two Pocket Currency Discriminator,

This contains the information of safety measures and operational features.

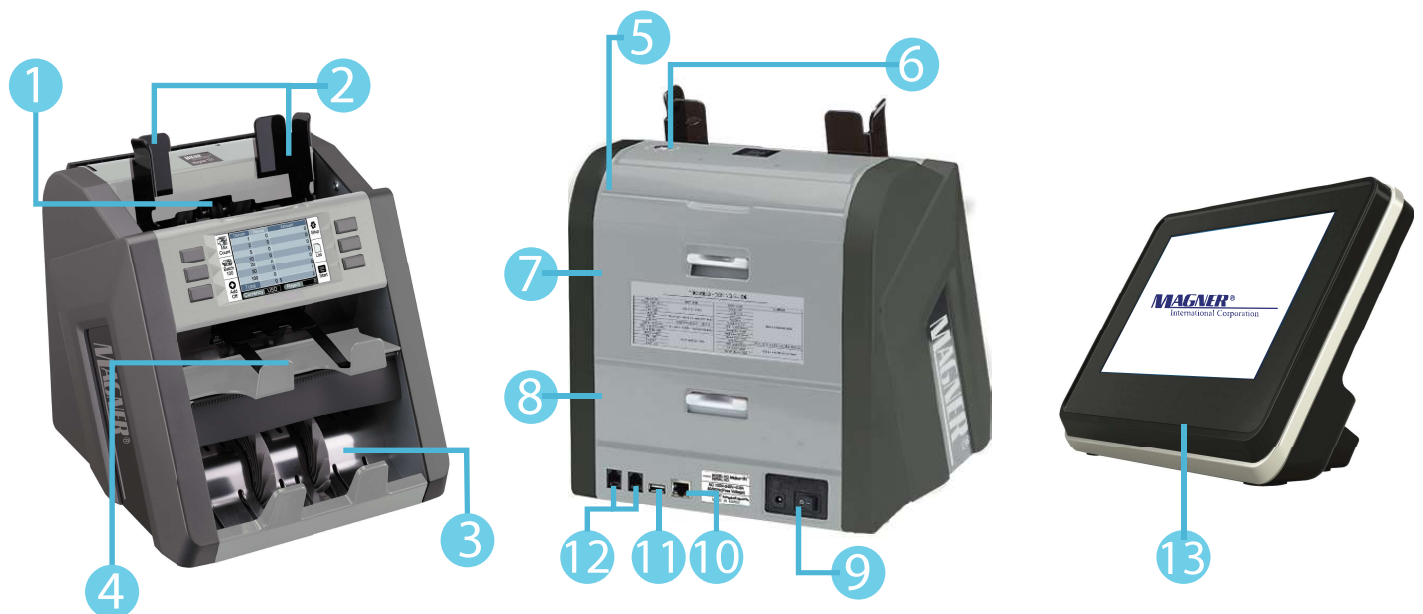
Please read all the contents before operating Magner151 and keep it handy for future reference.

2. Accessories

The following accessories are included :

- Adapter & AC Power cord
- Dust cover : dust cover is useful to avoid any dust accumulation for keeping it be unused status
- User Manual : Read the user manual before the operation.
- 4.3inch full colored Remote display (**Option**) :
to show the counting result to customer.
- Thermal printer (**Option**) :
To print out counting result or serial number of the banknote.

3. Magner151 Overview



1. Hopper
2. Hopper Guides
3. Stacker
4. Reject Pocket
5. Moving handle
6. Feeding Gap Adjustment Screw
7. Upper Open part
8. Lower Open part
9. Power Switch
10. LAN port
11. USB Port
12. Port for Printer or Customer Display
13. Customer Display (**OPTION**)

4. Control Panel view



	Basic Key Name	When Setup mode is Activated
1	Counting Mode key	Speed Key
2	Batch key	Currency Key
3	Add key	Environment Setting Mode Key
4	Setup Key	Engineer Mode Key
5	List / Reset Key	Print Key
6	Start/Stop Key	Return Key
7	4.3inches Full Color LCD Touch Screen Display	

5. Specification

Dimension	266mm(W)*304mm(D)*281mm(H)
Weight	Approximately 9kg
Applicable Currency Size	60 mm * 110mm - 100mm * 190mm
Counting Speed Value / Sort / Detction Mode Piece Counting Mode	1000, 1200, 1500 notes/min
Hopper Capacity	500 notes
Stacker Capacity	200 notes
Reject Capacity	1, 20, 30, 50 notes
Authentication Technology	UV(FL) / MG(MT) / IR
Operation Mode (Auto Currency Recognition)	Mixed Value Counting Mixed Multi Currency Value Counting Denomination / Face / Orientation / New,Old series Sorting / Free (Piece) Counting
Power Supply (Adapter)	Free Voltage (AC100 -240V,50/60Hz) 2.0A (O/P : 24 Vdc / 2.5A)
Interface	USB / Serial Communication Port(RS-232C)
Power Consumption	65W

6. Using Environment Precaution

1. Do not use this machine in the areas where it may be exposed to water or other liquids.
2. Do not place combustibles around the machine, which might result in explosions or fires.
3. Do not operate this machine outdoor.
Keep away from the direct sunlight and strong magnetic field.
4. Place the machine on a flat surface.
Do not install this machine on unstable place with slanting or uneven flooring.
5. Use the power cord supplied with the machine.
Plug the power cord into a properly grounded power outlet.
6. Before cleaning, unplug it from the power outlet.
Clean exposed part with soft cloths slightly dampened with water.
7. When the machine is not used for a long time, disconnect power cord from the power outlet & put dust cover on the machine to avoid any dust accumulation.
8. Do not disassemble the machine.
Disassembly will make you be exposed to dangerous voltages & other safety risks.
9. Take the machine to a qualified technician when service or repair is required. Do not try to replace any part by yourself.

* Warning : Do not touch auto operating sensor on the hopper plate by hand when you put the notes on the hopper.

7. Getting Started

1. Powering Up

After ensuring the hopper & stacker are empty, turn the power switch on.

After a short self-check, 'System OK' will be displayed.

The counting mode used in the latest time will be activated & shown on the display.

2. Loading bills on the Hopper

Adjust the hopper guides to a size slightly wider(2-3mm on each side) than the width of bill. Check if there is any torn or badly worn bill before loading bills on the hopper.

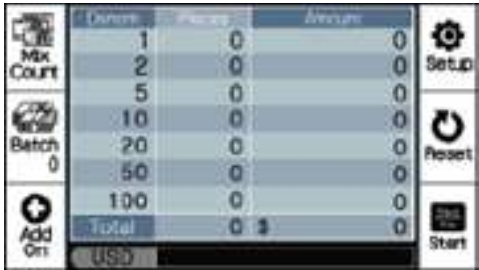

Damp bill should not be loaded.

Folded or curled bill should be straightened before loading.

Evenly arrange the bills before loading them on the hopper to avoid feeding error or jam.

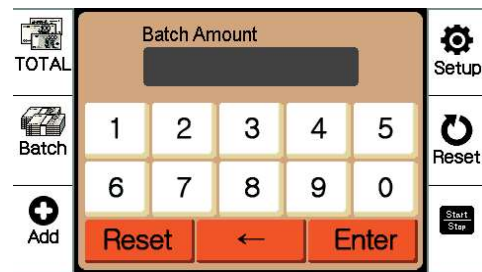
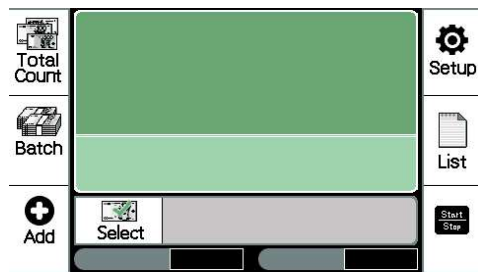
8. Operating



	Name	Function
1	Counting Mode key When this mode key is pressed or touched, the below counting modes are activated. MIX Count : In MIX Count mode, the amount & number of mixed banknotes are counted and display full details of counting result. (number and amount of each denomination can be seen)	
	MIX MC : In MIX MC mode, mixed different currencies can be counted altogether and show the total number and total amount of all the counted different currencies.	

Total Count : the amount & number of mixed banknotes are counted same as Mix count mode but in this Total count mode, the display shows only the total number & amount of all the counted notes (No specific description for every denominations)

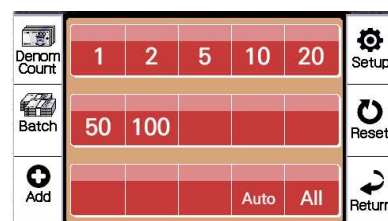
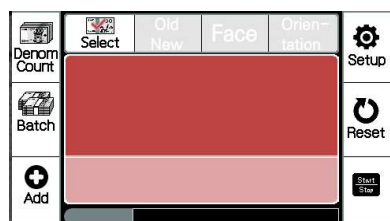
Select : any arbitrary Batch amount can be set in the next pop up screen by touching this icon and the counting will be stopped when the notes in the stacker reached to the total batch amount.



Free Count : This mode is used just for piece counting without value recognition & counterfeit detection.



Denomination count : While Counting, different denomination note will be sorted to the reject pocket.



***Additionally, you can use the following functions:**

1. Old/New : When Old/New discriminating function is activated, the different series note will be sorted to the reject pocket while counting.

2. Face: When Face function is on, the different face note will be sorted to the reject pocket while counting.

3. Orientation : When Orientation function is on, the different orientation note will be sorted to the reject pocket while counting.

**To activate 1,2,3 functions, touch each function icon (Old/New,face,orientation) beside select icon.

4. Pre-set Denomination Count: When this function is on, pre-set denomination bill will be counted only and non-selection denomination bill will be sorted to the reject pocket.

** To activate functions, touch Select icon to move to the next setting screen and touch the necessary denomination you'd like to count and return to the previous screen to use this function.

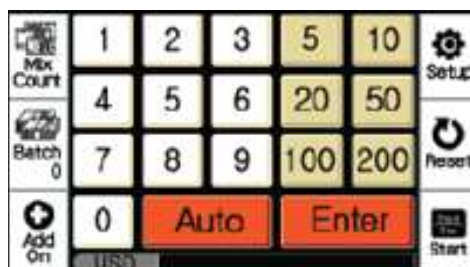
Auto : Sort by the 1st bill

All : Select all denominations

2 Batch

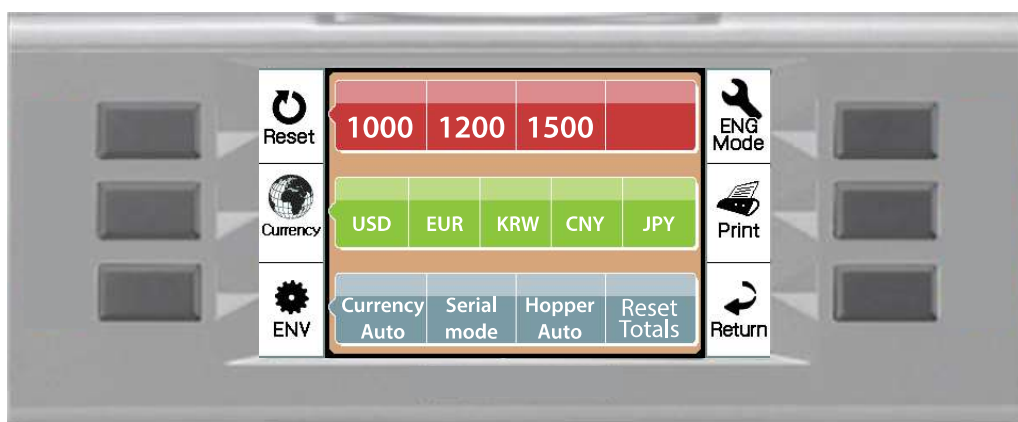
When Batch key is pressed or batch icon is selected, numeric key pop up screen will be shown on the display.

The numbers of banknotes are counted by specifying an arbitrary batch.



3	<p>Add</p> <p>To show the accumulated amount & numbers of banknotes (User can make it On or Off by pressing or touching ADD function key)</p>
4	<p>Setup</p> <p>To go into User Setting mode, refer to '9. User Setting described in the next page.</p>
5	<p>List</p> <p>Used to check the reason of rejected note. When any note is emitted to Reject pocket while counting, press or touch List key. If then, the error message will be displayed.</p> <p>In order to clear the error, touch the displayed error message or remove the rejected notes.</p>
6	<p>Start/Stop</p> <p>To stop counting or to restart counting during counting operation.</p> <p>When notes are jammed on note path, the jammed notes can be out from note path by this key.</p> <p>(Before the operation, hopper & stacker pocket should be empty.)</p>

9. User setting



	Name	Function
1	Speed select	Three different speeds (1000 , 1200 , 1500 NPM) are available for all the counting modes (Mixed , Total , Mix MC , Free , Denom)
2	Currency Select	Under Auto Currency operation as the basic setting (Auto Currency is On) , there is no need to select any desired currency before the counting and the currency placed on the hopper will be automatically checked and counted . In case of setting (Auto Currency Off) , the currency can be selected manually before the counting .
3	Environment Setting	Press Setup key. This ENV setting page can be shown by pressing Setup key or touching Setup icon. The below functions can be selected by touching each setting icon.

Currency Auto : When this mode is ON, the machine recognizes counted currency automatically without the manual setting of any currency before counting

Serial Mode : If this mode is selected , the serial number on the available currency is captured and printed while counting . For the specific usage of this mode , see the next page 15

Hopper Auto : When Hopper Auto is on, machine will automatically start counting when banknotes are set in the hopper. When it is off, user can start counting manually by pressing Start/Stop key or touching Start/Stop icon after locating banknotes on the hopper.

Reset Totals : Daily total screen will be cleared by touching this icon.

Sleep : This mode is related to the optional Customer Display . If 'Sleep Mode' is ON and set to any time, the counting result screen of customer display will be returned to standby screen automatically right after waiting set-time. Waiting time can be set by touching sleep mode icon (0, 5, 10, 20, 30, 60 sec).

Alarm : When any counting error is occurred while counting, error message will be seen with alarm sound and alarm sound repeating time can be adjusted by 'alarm' setting. Alarm sound repeats continuously till the error note is removed or reset.

-cnt / 1cnt / 3cnt / 5cnt / 10cnt

Auto Print : If this mode is selected , the counting result is printed out automatically when the counted notes on the Stacker are removed after the counting

EMG Mode : You can count any kind of banknote with out recognizing the note image. Just for free count.

	<p>*NOTE : Please activate 'EMG Mode' just in case of any abnormal error is happened or image recognition module is completely malfunctioned.</p> <p>Reject CP : User can set the desired reject number capacity(1, 20, 30, 50) by touching this icon</p> <p>B.Auto clear : Remaining bills on the hopper will be accumulated after finishing BAT Number or Reset to 0 for the next counting (if you activate this icon)</p>
4	<p>Engineer Mode : Engineer mode can be activated by inputting numeric passwords, but this mode is restricted to the engineer use only to avoid any arbitrary change of technical setting. It is strongly recommended that this mode needs to be handled by qualified servicing staff.</p>
5	<p>Print : If the printer is connected and when Print key is pressed, three pop-up window will be appeared (Screen/Printer/USB) . The counting result can be showed in the screen (Screen) or printed out through the printer or saved to USB.</p> <p>To get this Function available, USB or the optional thermal printer should be connected to the rear port of the machine.</p>
6	<p>Return : Return Key is useful to go back to the previous menu.</p>

10. Serial Number Printing Usage

At first , connect the thermal Printer to the rear port of the machine (the same port as the customer display port) through the available cable connection . Recommend to use the normal printer provided from the manufacturer and in case of using any local printer , kindly contact the service manager .

To use Serial Printing mode , kindly select “Serial Mode” in the ENV user setting mode by pressing “Setup” button. If then , serial printing function will be activated in any usual count mode (Mixed , Total , Mixed MC , Denom).

While counting the available notes , if the note position is faced up (Serial Number is faced up when the note is put on the hopper) , this note will be rejected as different face bill.

The face which has the serial number should be faced down .

To print the serial numbers of counted notes to the connected printer Manually , please press “Setup” button without removing the banknotes on the stacker after the counting.

And then press “Print” button . If then , three pop-up windows will be appeared (Screen/Printer/USB) Touch “Printer” icon. Finally the serial numbers will be printed out through the connected printer as well as basic counting result .

If you select “Auto Print ” in the ENV setting mode (Press “Setup” button and select “Auto Print” in the 2nd page of bottom setting line) , the printing will be worked automatically when you remove the banknotes on the stacker after the counting .

11. Maintenance & Troubleshooting

	Re*	Error Message	Reason	Treatment
1	U	Clear Pocket	The notes in stacker need to be cleared	Remove notes from stacker
2	U	Pocket error	Notes are not recognized by stacker sensor	Press RESET button or Touch RESET menu icon
3	U	Hopper Jam	Jam is occurred from the Hopper	Remove the jammed notes
4	U	Path Jam	Jam is occurred from note path	Remove the jammed notes from notes path
5	U	Motor Error	Abnormal motor operation	Press RESET button or Touch RESET menu icon
6	U	Chain Error	Several notes are fed at once	Adjust the thickness gap adjustment screw: (-) direction
7	U	Batch full	Counted number is reached to the batch setting number	Remove the notes from the stacker pocket or Press/Touch Start/Stop button/icon
8	U	Press Reset	In case RESET is needed for next operation	Press RESET button or Touch RESET menu icon
9	U	Other Series Note	Note series is different from the previous note series	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon

10	U	Other Orientation	Note orientation is different from the previous note orientation	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
11	U	Other Face	Note face is different from the previous note face	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
12	U	Suspect IR	Note is abnormal and detected by IR sensor (suspect fake note)	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
13	U	Suspect MG	Note is abnormal and detected by MG sensor (suspect fake note)	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
14	U	Suspect UV	Note is abnormal and detected by UV sensor (suspect fake note)	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
15	U	Double Error	Note is abnormal and Cosidered as double note	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
16	U	Skew Error	Note is counted normally and skewed during counting	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon

17	U	Recognition Error	Note is not correctly recognized	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
18	U	Other Denomination	Note denomination is different from the previous note denomination	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
19	U	Recognition Chain	several notes are fed at once	Remove the notes from the Reject pocket or Press/Touch Start/Stop button/icon
20	E	MAIN Version Error	Software lock is not released	Release the software lock by the service engineer
21	E	CIS Check please	No response from CIS	Check the software status through the service engineer

*U: User Treatment

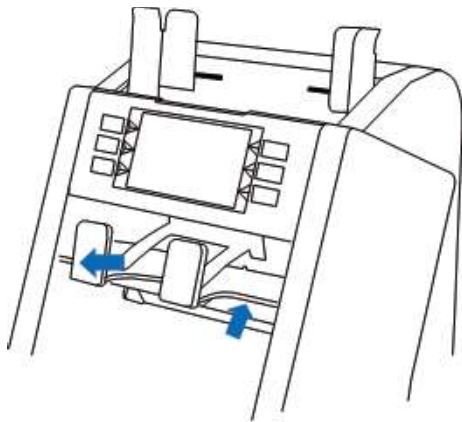
*E: Engineer (Servicing Staff) Treatment

12. Reject pocket Tray`s Application

Reject pocket tray can be detached easily and reattached.

If any note jam is happened near the reject pocket, try to remove jammed notes conveniently by detaching reject pocket tray

What it looks like



1. Slide the reject pocket up
2. Remove the reject pocket toward the front of the machine.

Note: If you want to re-attach the reject pocket, please insert it in the reverse order properly

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