COIN COUNTING AND SORTING MACHINE CS—600 OPERATION MANUAL

Index

1. Introduction	3
2. Safety	3
3. Specifications	3
4. Display and Operations	4

1. Introduction

CS600 coin sorting machine can sort six kinds of coin in the same time and count, display, store and print the counting number, the value of each coin and the counting sum, the value sum of all coins.

2. Safety

Use the machines securely:

Three-hole plug which can be grounded to the building ground should be used for the power supply.

Unplug the machine before moving it.

Do not place your head, hand ,tools and clothes near the hopper to avoid being injured and malfunctioning the machine.

Don't open the cover during the operation. When opening the hopper make sure that the machine is not in operation.

Use the power cable and communication cable supplied with this machine.

Make the most use of the machine:

Avoid operation under direct sunlight.

Don't press the operation-keys with the pointed tip of pencil or the like.

Don't spill liquids on or near the machine.

For maintenance, use specified parts; no improper maintenance please.

3. Specifications

Sorting speed approx. 600coins/per min.

Hopper capacity approx.600pcs.

Coin denomination diameter 14-31mm

Coin thickness ≤4mm

Sorting number 1-6 different coins.

Dimension: $318 \times 280 \times 480 \text{mm}$

Weight: 23Kg

Power Consumption 380W

Power Supply AC:110V, 50Hz

Display 8 Digits (LED Display)

Ambient Temperature 0-40C°

Humidity 30-75%

4. Display and Operation:

- 4.1 The display is as follows:
- 4.2 Keys:



- 1) START/STOP: Start and Stop;
- 2) LIST: List counted results
- 3) \uparrow and \downarrow : Select the list of different Channels
- 4) CLR: Clear;
- 5) REV: Reverse Rotating of the motor;
- 6) VAL: Switch the display between amount and quantity. Value setting Keys;
- 7) BAT: Batch setting;
- 8) MT: Memory;
- 9) MR: Read Memory;
- 10) M+: Accumulate the current counted number with previous data and save;
- 11) PRINT: Print;
- 12) +1000, +100, +10, +1: Numeric keys.

- 4.3 Displaying modes:
- 4.3.1 Display modes:
 - 1) Quantity display: 0, no decimal point;
 - 2) Amount display: 0.00, with the point;
 - 3) Total display: 0, No Channel number
 - 4) Single Channel display: 1- 0.00, With Channel number "1-"
- 4.4 Operation:
- 4.4.1 Turn on: The start display is the total quantity display, no channel number or decimal point



4.4.2 Start:

Press START/STOP to start, automatically enter amount display mode, without channel number or decimal point.



After start, the motor rotates and counting starts.

- 4.4.3 Switch between total / single channel:
 - 1) Under Total mode, press LIST key to enter single channel display mode, with



channel number in the front ,as is shown above.

2) Under Single channel modes, press \uparrow and \downarrow key to select different

channels. Under total mode, ↑ and ↓ keys are void.

- 3) Under single channel modes, press LIST key to enter Total mode.
- 4) Under single channel modes, press START/STOP key to return to total amount display and motor starts to count.
- 4.4.4 Switch between quantity/amount: press VAL key to switch the two modes.



4.4.5 Data save:

- A. Press MT key to save the data and the indicating lamp is on (as is shown below);
 - B. Indicating lamp ON means the channel is with data saved inside.;
 - C. Under single channel modes, press MT to save only the data of this channel;
 - D. Under total mode, press MT to save the data of all the channels.



4.4.6 Data Clearance:

- A. Under single channel modes, press CLR to clear only the data of this channel;
- B. Under total mode, press CLR key to clear all the data (as is shown below).



4.4.7 Read out the memory:

- A. Under single channel modes, press MR to read out only this channel;
- B. Under total mode, Press MR to read the total (as is shown below).



4.4.8 Memory Clearance:

- 1) First press CLR key to clear the current data;
- 2) Then press MT to clear data. After data is removed, the indicating lamp goes out.

Similar to data saving procedure:

- A. Under single channel modes, clear only this channel;
- B. Under total mode, clear the all the data.

4.4.9 Accumulation saving:

Press M+key to accumulate the current data with the previously counted data,



thensave it and the display displays zero.



Similar to data saving procedure:

- A. Under single channel mode, accumulate only the data of this channel;
- By Under total mode, accumulate the data in all the channels.

4.4.10 Batch setting:

Press BAT key to enter batch setting mode, as follows:



Note: If batch No. $\neq 0$, when it arrives, the motor stops and the number flashes.

Note: As it is a rail sorter, after batch OK and motor stop, some coin may roll down the rail, the display shows the actual counted number.

Batch setting procedure:

- A. Press CLR to clear to Zero;
- B, +1000, +100, +10, +1 keys are for batch number setting; ①+1000 is 1000, +100 is 100, +10 is 10, +1 is 1;
- ② One press increase the digit by 1. e.g. press +1 key once is 1, double press is 2;
 - C. Press \uparrow and \downarrow to switch channels.

After setting OK, exit as follows;

- 1) Press BAT key to exit and enter single channel mode;
- 2) Press START/STOP key to exit to enter standby mode.

4.4.11 Value setting:

Pressing VAL key while turn on the power to enter value setting mode, as follows



- A. Press CLR key to clear to Zero;
- B, +1000, +100, +10, +1 keys are for value setting;

- 1 + 1000 is 10, +100 is 1, +10 is 0.1, +1 is 0.01;
- ②One press increase the digit by 1. e.g. press+1 key once is 0.01, double press is 0.02;
- C_{\searrow} Press \uparrow and \downarrow to select different channels.
- D. After setting, press VAL key to exit and enter total display.

4.4.12 Jam-clearance:

If coins are jammed in the disk, press REV key to reverse the motor;

- 1) When motor reverses, only REV and START/STOP key are operatable.
- 2) Exit the reverse:
 - A. Press REV key to stop;
 - B \ START/STOP key to enter standby status.

4.4.13 Error indication:

During counting, error may occur and it will display error information (as below), and



motor stops.

When Error occurs, remove the objects on the rail and press any key to return to normal standby status.

Note: If foreign object blocks the rail, the coins may roll down without being detected and counted. Then the counted amount may varies from the actual one. Please check and remove all the foreign objects which is mixed into the coins before counting.