

L77F/PL77-MUR4

L77F/PL77 DIP SWITCHES SETTING : 1(Pulse/ICT104U/MDB)

Supported bill MUR 25, 50, 100, 200 4bills.

	FUNCTION	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8	SW9	SW10
★	1 Pulse / MUR 25	OFF	OFF	OFF							
	2 Pulse / MUR 25	OFF	OFF	ON							
	3 Pulse / MUR 25	OFF	ON	OFF							
	4 Pulse / MUR 25	OFF	ON	ON							
	5 Pulse / MUR 25	ON	OFF	OFF							
	10 Pulse / MUR 25	ON	OFF	ON							
	20 Pulse / MUR 25	ON	ON	OFF							
	100 Pulse / MUR 25	ON	ON	ON							
	Fast output Pulse Lo= 50ms Hi=100ms				ON						
★	Slow output Pulse Lo= 50ms Hi=300ms				OFF						
	Inhibit level Active Low					ON					
★	Inhibit level Active High					OFF					
★	Accept MUR 25						ON				
	Reject MUR 25						OFF				
★	Accept MUR 50							ON			
	Reject MUR 50							OFF			
★	Accept MUR 100								ON		
	Reject MUR 100								OFF		
★	Accept MUR 200									ON	
	Reject MUR 200									OFF	
★	Reserved										ON
	Reserved										OFF

★ Manufacture setting

Note : (1) Please reset the bill acceptor after set the dip switch.
(2) Dip switches 1 to 5 are only used for pulse protocol.

L77F/PL77-MUR4 (Pulse/ICT104U/MDB)

DIP SWITCHES SETTING : 2(Pulse)

	FUNCTION	SW1	SW2	SW3	SW4
★	Pulse Normal High	ON			
	Pulse Normal Low	OFF			
★	Pulse Mode		ON	OFF	
	ICT104U Mode		OFF	ON	
	MDB Mode		ON	ON	
	Reserved		OFF	OFF	
★	Reserved				ON
					OFF

★ Manufacture setting

DIP SWITCHES SETTING : 2(ICT104U)

	FUNCTION	SW1	SW2	SW3	SW4
★	Reserved	ON			
		OFF			
	Pulse Mode		ON	OFF	
★	ICT104U Mode		OFF	ON	
	MDB Mode		ON	ON	
	Reserved		OFF	OFF	
★	Reserved				ON
					OFF

★ Manufacture setting

DIP SWITCHES SETTING : 2(MDB)

	FUNCTION	SW1	SW2	SW3	SW4
★	Scaling Factor (SF) = 100 Decimal Point Position (DPP) = 2	ON			
	Scaling Factor (SF) = 1 Decimal Point Position (DPP) = 0	OFF			
	Pulse Mode		ON	OFF	
	ICT104U Mode		OFF	ON	
★	MDB Mode		ON	ON	
	Reserved		OFF	OFF	
★	Reserved				ON
					OFF

★ Manufacture setting

Currency Assign Data

Interface Bill value	Pulse	MDB	ICT104U
BV1	MUR 25	MUR 25	MUR 25
BV2	MUR 50	MUR 50	MUR 50
BV3	MUR 100	MUR 100	MUR 100
BV4	MUR 200	MUR 200	MUR 200