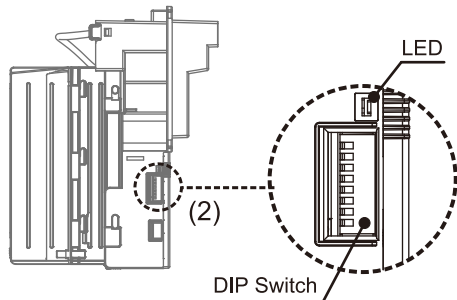


XBA-MYR6 Option Switch Settings

Supported bill M\$ 1, 5, 10, 20, 50, 100 6bills.

FUNCTION	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
★ Reject M\$ 1	ON							
★ Accept M\$ 1	OFF							
★ Reject M\$ 5		ON						
★ Accept M\$ 5		OFF						
★ Reject M\$ 10			ON					
★ Accept M\$ 10			OFF					
★ Reject M\$ 20				ON				
★ Accept M\$ 20				OFF				
★ Reject M\$ 50 & 100					ON			
★ Accept M\$ 50 & 100					OFF			
★ Disable Bill Reject 4 Times BA Stop By 30 Sec						ON		
★ Enable Bill Reject 4 Times BA Stop By 30 Sec						OFF		
★ Stack Banknote when Power-up							ON	
★ Reject Banknote when Power-up							OFF	
★ Reserved								ON
★ Reserved								OFF

This dip switch is located at the side of XBA.



Currency Assign Data

Interface Bill value	ICT002U	ICT104U	ICT104V	Pulse	MDB
BV1	M\$ 1	M\$ 1	M\$ 1	M\$ 1	M\$ 1
BV2	M\$ 5	M\$ 5	M\$ 5	M\$ 5	M\$ 5
BV3	M\$ 10	M\$ 10	M\$ 10	M\$ 10	M\$ 10
BV4	M\$ 50	M\$ 50	M\$ 50	M\$ 50	M\$ 50
BV5	M\$ 100	M\$ 100	M\$ 100	M\$ 100	M\$ 100
BV6	M\$ 20	M\$ 20	M\$ 20	M\$ 20	M\$ 20

XBA-MYR6 (Pulse/MDB/ICT002U/ICT104U/ICT104V)

FUNCTION	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
★ Inhibit Active HIGH	ON							
Inhibit Active LOW	OFF							
★ Reserved		ON						
★ Reserved		OFF						
★ Reserved			ON					
★ Reserved			OFF					
★ Reserved				ON				
★ Reserved				OFF				
	Pulse Mode		MDB Mode		ICT104V Mode			
★ Credit-Pulse Normal HIGH	Scaling Factor (SF) = 100 Decimal Point Position (DPP) = 2		Connect with coin changer		ON			
★ Credit-Pulse Normal LOW	Scaling Factor (SF) = 1 Decimal Point Position (DPP) = 0		Connect with ICT JPSTD converter board		OFF			
★ Pulse Mode						ON		
Other Mode						OFF		
	Pulse Mode		Other Mode					
★ 1 pulse / M\$ 1	MDB Mode						OFF	OFF
5 pulses / M\$ 1	ICT002U Mode						OFF	ON
10 pulses / M\$ 1	ICT104U Mode						ON	OFF
25 pulses / M\$ 1	ICT104V Mode						ON	ON

★ Manufacture setting

Note: 1. After setting dip switch of the credit pulses, you should reset the bill acceptor again.
2. Calibration card is needed.

This dip switch is located on the CPU board, remove the CPU board cover first.

