Programming the Rowe BC3500

The following assumes you are programming a Rowe BC3500 which

1) has been updated to the new $5 bill (when you turn the machine on the display reads **NX 5-20** xxxxxxxxx)
2) will use quarters from each of the three hoppers
3) will accept $1, $5, $10 and $20
4) will separate the $1 from the $5, $10 and $20

A. Turn power on to the bill changer.

B. Under the computer display, and at the left side of the board, is a switch labeled ***Programming Mode (up) Normal Operating Mode (down)***. Put this switch into the up position. The computer will display **TEMP COUNTERS**.

C. There are 5 white buttons to the right of the switch which we will number 1 to 5 going left to right. Press button #1 until you see **MC PAYOUT.** Press button #4 to make the display show **MC PAYOUT ON**. This will allow the changer to use quarters equally from each of the three hoppers.

D. Press button #1. The computer will display **HOPPER VAL 25 25 25** with the first **25** flashing. If it shows something other than **25**, press button #3 until it does.

E. Press button #1. The computer will display **ACCEPT $1 YES (or NO).** Use button #4 or #5 to change it to **YES**.

Press button #3. The computer will display **ACCEPT $2 YES (or NO).** Use button #4 or #5 to change it to **NO**.

Press button #3. The computer will display **ACCEPT $5 YES (or NO).** Use button #4 or #5 to change it to **YES**.

Press button #3. The computer will display **ACCEPT $10 YES (or NO).** Use button #4 or #5 to change it to **YES**.

Press button #3. The computer will display **ACCEPT $20 YES (or NO).** Use button #4 or #5 to change it to **YES**.

Press button #3 to step through the remaining coin selections and insure all are set to **NO** by using switch #4 or #5.

F. When you are back to **ACCEPT $1 YES** , press button #1 to go to payouts. The first to appear will be **$1 PAY X MC MC**. Use buttons #4 or #5 to make it say **$1 PAY 4 MC MC**.

Press button #3 to step through each of the bills to be accepted while using buttons #4 and #5 to set them to the proper payout. ($5 = 20; $10 = 40; $20 = 2*40).

G. When all the payouts are correctly set, press button #1 to go to the stacker selections. The first to appear should be **STACKER MODE** XXX where XXX is either **ALT** for Alternate or **SEP** for Separate. Press button #4 or#5 to make it say **STACKER MODE SEP**.

Press button #3 to step through each of the bills the changer will accept. Using buttons #4 or #5, set the machine to **STACK $1 UPPER** and **STACK** ($5, $10 and $20) **LOWER**.

H. When all the stacking selections are correct, press button #1. Using button #4 or #5, make the display say **BILL B CHECK ON**. This will cause the machine to check for bogus bills.

Press button #1 again and you will be back to **TEMP COUNTERS**.

The machine is now programmed correctly, so put the switch labeled ***Programming Mode (up) Normal Operating Mode (down)*** into the down position. A "-" should be running back and forth across the screen. Press button #1 to clear any errors.

I. Now that the board is properly programmed, you must insure that all three escrow buckets are loaded with the proper amount of coins before closing the door. (***This step MUST ALWAYS BE DONE AFTER AN ERROR CONDITION OCCURS***).

On the POWER CONTROL CENTER (Power Supply), there are three buttons in its lower right corner labeled **LEFT CTR RIGHT**. The LEFT button corresponds to the $5 payout, the CTR to the $1 payout and the RIGHT to the $10 payout. ($20 is two payouts of the $10 bucket). Press each button one time to empty and refill the corresponding bucket with the proper amount of coins. Don't worry what comes out the first time. If you press them each a second time, they will dispense the proper amount.

The door can now be closed and the machine is operational with the proper coins in the escrow buckets ready to be dispensed.