Programming the Rowe Century 2 Changer

The following assumes you are programming a Rowe C2 which

1) has a Mars VN2501 validator with switches 1,2,4,6,7 ON and 3,5,8 OFF
2) will pay out quarters
3) will accept $1 and $5

A. Power on the bill changer.

B. Under the computer display, and at the left side of the board, is a switch labeled **Normal (left) Program (right)**. Put this switch into the right position. The computer will display **PRO9**. If it doesn't, press the UP & Down buttons simultaneously to clear the error code.

C. There are 3 white buttons to the right of the switch which we will number 1 to 3 going left to right. Press button #1 and you will see **CA0.** If not, press button 2 or 3 until it does. (CA0 = no coin acceptor).

D. Press button #1. The computer will display **bA2**. If it shows something else, press button #2 or #3 until it does. (This tells the changer to use a Mars validator).

E. Press button #1. The computer will display **b1 X.** Use button #2 or #3 to change it to **b1 1**. (This will enable $1 bills).

Press button #1. The computer will display **b2 X.** Use button #2 or #3 to change it to **0**. (This will disable $2 bills).

Press button #1. The computer will display **b3 X.** Use button #2 or #3 to change it to **b3 1**. (This will enable $5 bills).

Pressing button #1 to step through the remaining bills, insure they are all set to **"0"**. (b4 = $10, b5 = $20, b6 = $50, b7 = $100)

F. Press button #1 and the computer will display **Cr X**. Use buttons #2 or #3 to make it say **Cr 0**. (This is always set to '0' for C2, C4 and C6 Bill Changers).

G. Press button #1 and the computer will display **L XXX**. Use button #2 or #3 to change it to read **L 140**. (This is the number of coins remaining in the hopper when the low level is reached).

H. You must now set the number of coins to be paid for each of the bills you enabled. Press button #1 and the computer will show **1b XX**. Use buttons #2 or #3 to make it say **1b 04**. (4 quarters for $1).

Press button #1 and the computer will show **3b XX**. Use buttons #2 or #3 to make it say **3b 20**. (20 quarters for $5).

Press button #1 again and you will be back to **CA 0**.

The machine is now programmed correctly, so put the switch labeled ***Normal (left) Program (right)*** into the left position (***Normal***). A **"-"** should be running back and forth across the screen. Press button #2 and #3 simultaneously to clear any error code.

Put enough coins in the hopper so the *low coin* **"."** on the computer display disappears. The door can now be closed and the machine should be ready to accept $1 and $5 bills.

Here is a list of what the programming should look like when you step through it using switch #1 while in the Programming mode:

Pro	**9**
CA	**0**
bA	**2**
b1	**1**
b2	**0**
b3	**1**
b4	**0**
b5	**0**
b6	**0**
b7	**0**
Cr	**0**
L	**140**
1b	**04**
3b	**20**