

LETPOS INSTALLATION MANUAL

MDB to pulse output converter

Letpos is an interface board to convert the MDB payment credit for traditional vending machine that only accepts the simple pulse interface coin/notes acceptor. It can be water vending machine, self service washing machine, drink machine, or a coffee machine as well.

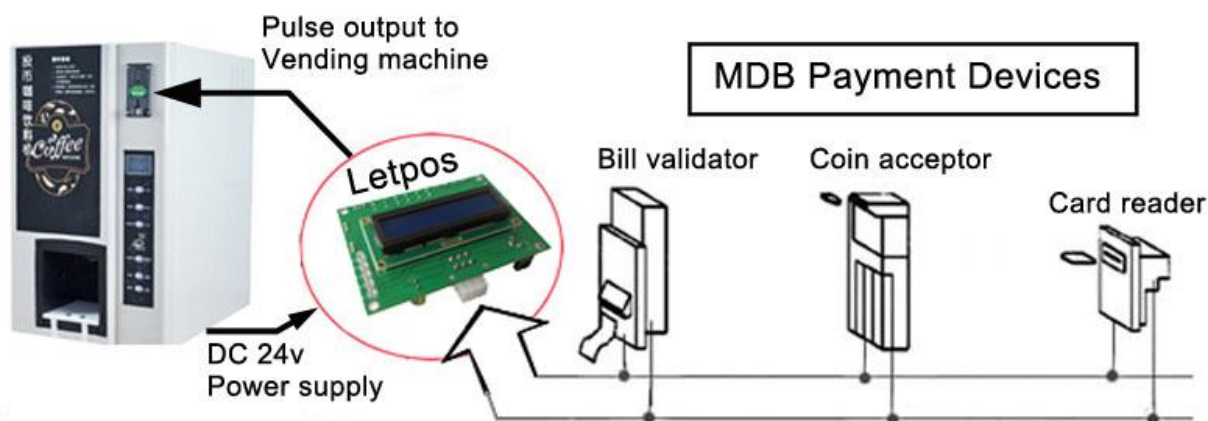
This MDB to Pulse converter Letpos allows the operator to configure the price, Minimum credit to start, and the adjustment to the output pulse (pulse width and pulse number).

This board run the protocol MDB cashless at level 1 (Can customized to Level2 or Level3)



LCD panel on the front side for device information

Five LED to show the device working status



Advantages

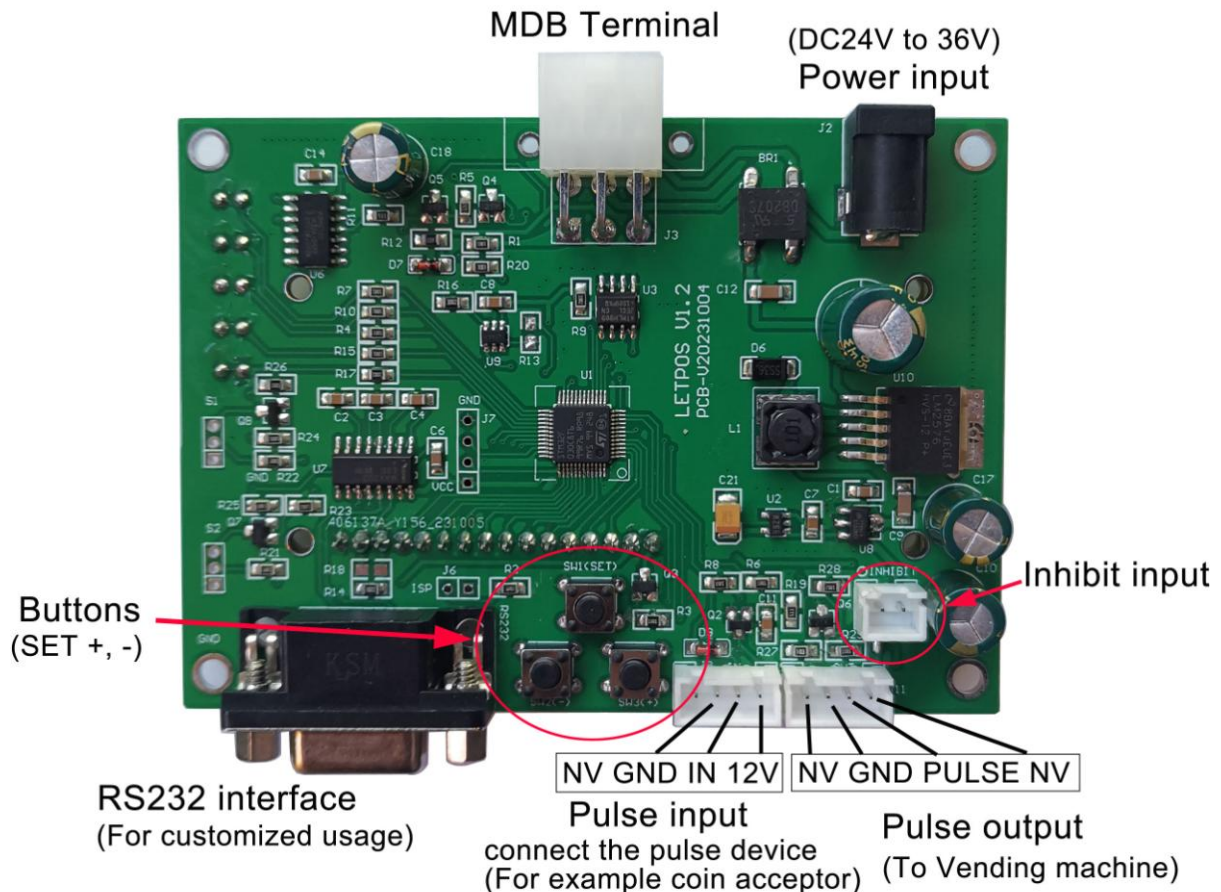
- Convert simple coin pulse operated machines to accept MDB cashless payment mode
- Save time and cost re-designing your machine with MDB payment devices
- Minimum configuration required (Price and Pulse type)
- Easy and Plug&Play to operate

Power the Board

Main board should be powered with DC24V, It is not necessary to distinguish between the positive and negative polarities of the DC power supply

Board Description:

MDB interface to MDB coin acceptor,
MDB bill validator, Cashless card reader



- ✚ MDB Terminal: Connection to MDB Payment devices
- ✚ Power Input (DC24 to 36V)
- ✚ The three buttons (Set, + and -) for board working parameters setting
- ✚ RS232 interface for customized usage and board information monitor
- ✚ Pulse input for Pulse Coin Acceptor connector (12V is output for coin acceptor)
- ✚ Inhibit pin to disable the MDB payment devices (Shorted: Inhibited and Opened: Work)
- ✚ Pulse Output to trigger machine (Open-C type output)

Setup Menu

The setup menu is accessed by holding the “ SET ” button for around 10 Seconds. The displayed menu can be turned to view the different parameter pages via the SET button and Use the + and - buttons to modify the corresponding parameters, and the parameters will be saved.

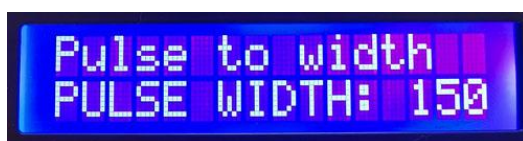
The menu includes the following parameters:

1=Amount to Start (MIN VALUE): From 0.01 to 999999.99

Minimum credit to start the pulse output



2=Pulse to width (PULSE WIDTH): From 10 to 200ms, Normally use 100ms



3=Pulse to type (PULSE TYPE) : HIGH or LOW



4=Credit per pulse: From 0.01 to 999999.99

Credit amount to output one pulse (Must be noted: Letpos does not give change, and the amount paid each time after the pulse output, does not retain the balance, but is cleared to zero.)



5=OVER TIME: From 1 to 10 minutes

After the user pays part of the amount, the time to wait for the remaining amount to be paid



6=Select button: DISABLE or ENABLE (Optional, Not available)



7=QUIT SETTING SET button to keep setting, + or - button to QUIT



How to use

VMC board support the following MDB payment device address, MDB coin acceptor (08H), bill acceptor (30H) and cashless payment device (10H). After the mainboard is powered on, it enters the MDB peripheral device detecting.



When found the MDB payment device (COIN, NOTE or CASHL), will show on the LCD panel



After finished the device detecting, then it enters the normal operation interface. Then it is possible to make payment through the payment device



How to test with Letpos

Firstly you need to make sure what credit and how many pulses to start your vending machine

For examples:

1. Your water vending machine need one pulse with credit amount 10\$ to start
Then setup the **MIN VALUE to 10** and **Credit per pulse to 10**
(The MIN VALUE is set from 1 to 10, all of which are OK)
2. Your machine is a game machine, need five pulses with total amount 5\$ to start
Then setup the **MIN VALUE to 5** and **Credit per pulse to 1**
(With this setting, the amount of the user's payment accumulates to 5\$, and it starts to output a total of 5 pulses according to a pulse of 1\$)

Confirm your Pulse type (NC or NO type)

If NC, then select PULSE type to LOW, If NO, then select the PULSE TYPE to HIGH

Must be noted again: Letpos converter doesn't do change (NO CHANGE GIVEN). That means even the price is 4\$ to output one pulse, but user insert 6\$ currency, and it will give out one pulse, but the remaining credit amount will not be retained for the next purchase. And if user insert 10\$, it will output two pulse, and the remaining credit amount also will not be retained for the next purchase.