Quartermaster



User Manual

Table of Contents

Product Description	3
Standard Features	4
Hardware Diagrams	
Main Board	
Features	6
Connectors	6
Connector Pinouts	7
Display Board	10
Features	
Interfacing to the Quartermaster	
Safety First	
USB Devices	
A/C Appliances	
Figure 7: Wiring Diagram for A/C Appliance Hook-Up Software	
Configuration	
Software Configuration	
Configuration Basics	
Modes	
States	21
Technical Specifications	
Disclaimers	24
Software License	

Product Description

This unit allows you to turn virtually any computer or appliance into a payas you go service.

Plug your keyboard, mouse, or game system controller into the Quartermaster. Plug the Quartermaster into your PC or game system. It's as simple as that.

It can easily accept a variety of coins (both domestic and foreign) and tokens of your choosing. You can also decide the amount and rate of service each coin buys.

The Quartermaster is ideal for use in consumer (i.e. café) environments and commercial systems. This is an amazing way to use a PC or appliance as a money-making machine.

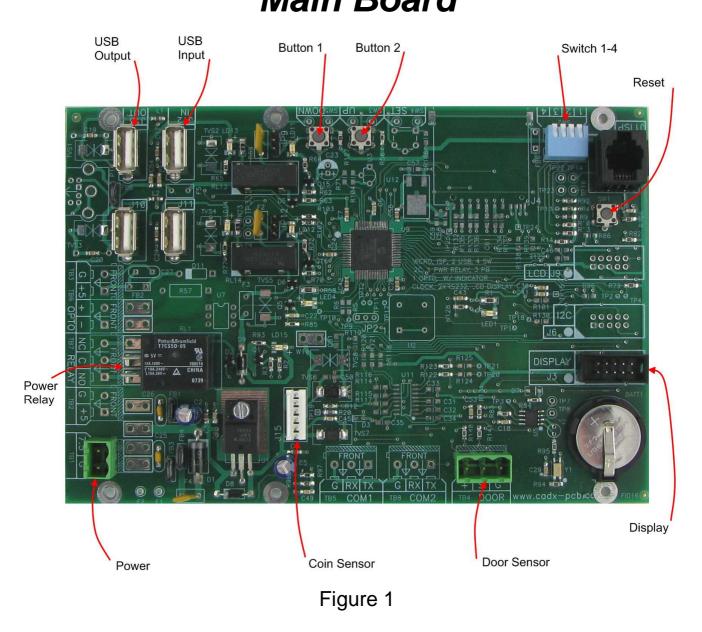
Convert these every-day household and consumer service items into money machines:

- Personal computers (set up your own Internet café!)
- Game systems -- must use USB wired controllers
 - o XBOX
 - o XBOX 360
 - o PlayStation 3
- Appliances (washers, dryers, etc.)
- Wireless router access points
- Televisions
- . . . and much, much more!

Standard Features

- Fully self-contained -- no additional software or PC support required
- Compatible with virtually any Windows/Linux/Mac computer
- Fully configurable with the push of a button:
 - How much time each coin buys (minutes, hours, days)
 - o Pay rate
 - How much money to start a cycle
- Accepts both domestic and foreign coins, as well as tokens
- LED display
 - High-brightness, easily read in daytime lighting conditions
 - o Assists the user with functionality
 - Shows the user:
 - Number of coins deposited
 - Time remaining until meter expiration
 - OPTIONAL display of current time
- Security feature: Display show to authorized personnel:
 - o Number of coins deposited since last collection
 - Number of coins deposited over life of meter
 - o Helps to eliminate employee error
- Microprocessor-based design
- Low-voltage operation

Hardware Diagrams Main Board



This board is mounted to the top of the enclosure.

Manufacturer P/N KA-COIN-M-TH-1003

Page 5 / 25

Revision 4, April 2009

Features

Switches and Buttons

• Switch 1-4 (SW2) – 4-position DIP switch, allows you to select one of three settings to change as detailed in Software Configuration

The standard mounting for the Main Board has Switch 1-4 on the edge of the board nearest you when you open the enclosure.

- Button 2 (SW3) Push-button used to increase the value of the setting currently being changed
- Button 1 (SW5) Push-button used to decrease the value of the setting currently being changed

The standard mounting for the Main Board has Button 2 and Button 1 on the edge of the board nearest you when you open the enclosure.

• Reset (SW1) – Push-button used to reset the unit, equivalent to removing and restoring power.

Connectors

 Power (TB1) – Plug-in connector used to bring power into the Main Board – Screw-down terminal block, takes 14-22AWG wire

USB port 1 input (J12) – Located closest to the board edge
Manufacturer P/N KA-COIN-M-TH-1003
 Page 6 / 25
 Revision 4, April 2009

- USB port 2 input (J11) Located beneath port 1 input
- USB port 1 output (J13) Located closest to the board edge
- USB port 2 output (J10) Located beneath port 1 output
- Coin Sensor (J15) Connector used to interface the Main Board to the coin acceptor unit
 - o P/N 640454-6
 - o Mating P/N 3-640620-6
- Display (J3) Mate to J2 on the Display Board, IDC 2x5-pin 0.1" male connector
- Power Relay (TB7) Screw-down terminal block, takes 14-22AWG wire
- Door sensor (TB4) Screw-down terminal block, takes 14-22AWG wire

Connector Pinouts

Some of the connector pinouts are generally obvious, as the function of the pin is explicitly labeled in silkscreen next to the part. The remainder are described here.

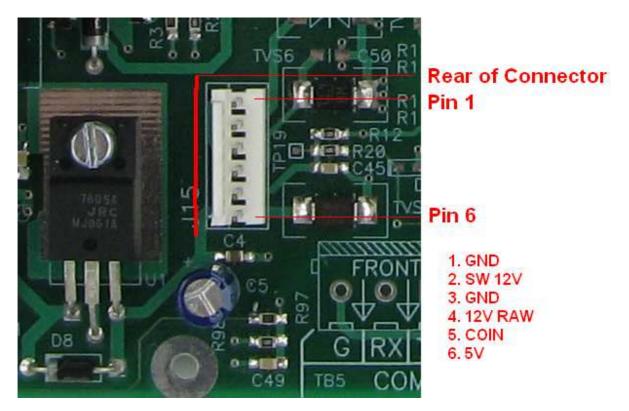


Figure 2 : J15

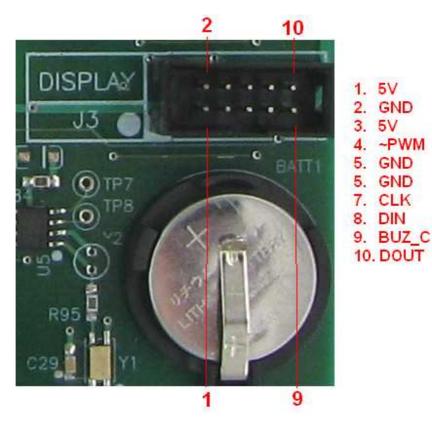
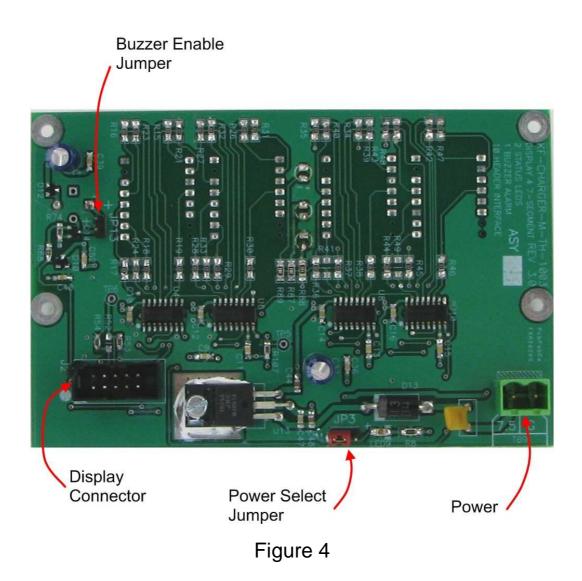


Figure 3 : J3

Display Board



This board is mounted inside the front-end of the enclosure.

Features

- Power (TB9) Plug-in connector used to bring power into the Main Board – Screw-down terminal block, takes 14-22AWG wire
- Display (J2) Mate to J3 on the Main Board, IDC 2x5-pin 0.1" male connector
- Power Select Jumper (JP3) Selects between external power from TB9 and power from Main Board via J2/J3
 - P/N TSW-103-07-T-S
 Mating P/N AKSNT-G-BLK
- Buzzer Enable Jumper (JP13) Shorting this jumper gives the Quartermaster the ability to sound an audio alarm buzzer when necessary
 - P/N TSW-102-15-G-S
 - Mating P/N AKSNT-G-BLK

Interfacing to the Quartermaster

Safety First

We kept connecting the Quartermaster to your devices and appliances as simple and straightforward as possible. Even so, there are some basic safety steps which everyone should observe when working with the Quartermaster:

- Make certain that the Quartermaster and ANY devices or appliances you wish to connect to the Quartermaster are TURNED OFF COMPLETELY. The simplest way to achieve this is to make sure nothing is plugged into a wall outlet or any kind of power supply.
- 2. Be sure that you understand and follow the instructions in the following sections to the letter. If you have any questions or doubts, ask us we're here to help.
- 3. Secure the Quartermaster's main access door when any installation or removal process is complete, or when leaving the unit unattended. Unit security will be compromised otherwise.
- 4. Power for the Quartermaster must be plugged securely into the socket in the back. All other wires must be fed out through the wire hatch on the side of the unit.
- 5. Do NOT close the main access panel on wires, or else a short may occur, resulting in injury and damage to property.

USB Devices

Devices like PCs and some game consoles have USB-compatible control devices (the keyboard, the mouse, game console controllers).

In addition to setting up the values of the three main settings (see Software Configuration), you will need to take the following steps to dispense service from devices which use USB:

- 1. Open the wire hatch on the side of the Quartermaster.
- 2. Feed up to 2 of the USB cables leading from the devices (like the keyboard) into the Quartermaster via the wire hatch on the side.
- 3. Open the main access door on the side of the Quartermaster.
- 4. Plug one cable into the USB port 1 input connector, J12. J12 is the input USB connector sitting nearest the edge of the Main Board.
- 5. If there is a second device, plug that one into the USB port 2 input connector, J11. J11 sits just beneath J12.
- 6. Locate the included USB male-male Type A cable for each device.
- Plug one Type A cable into the USB port 1 output connector, J13. J13 is the output USB connector sitting nearest the edge of the Main Board.
- 8. If there is a second device, plug a second Type A cable into the USB port 2 input connector, J10. J10 sits just beneath J13.
- 9. Feed the Type A cable(s) out through the wire hatch on the side of the Quartermaster.

- 10. Connect the USB male-male type A cables into the PC or game console.
- 11. Make certain that you do not cross the input of USB port 1 with the output of USB port 2.

The controllers that come with the XBOX 360 and PlayStation 3 game consoles are wireless by default. You will need to purchase the following USB-style controllers in order to use the Quartermaster to turn these gaming consoles into moneymakers:

- XBOX 360: P/N **B000B6MLTQ**
- PlayStation 3: P/N 8984556805925

Both of these controllers are available at Amazon and many other online retailers.

A/C Appliances

The Quartermaster can be integrated with heavy-duty appliances like washers and dryers very easily. You will need one additional piece of hardware called a "solid-state relay:"



Figure 5

This device allows the much lower-power Quartermaster to turn a heavyduty appliance on and off without being damaged by the appliance.

Manufacturer P/N KA-COIN-M-TH-1003

Page 15 / 25

Revision 4, April 2009

As you can see from Figure 7, there are only 4 connection points to worry about. Here is how you wire them appropriately:

- 1. Open the wire hatch on the side of the Quartermaster.
- 2. Open the main access door on the side of the Quartermaster.
- 3. Expose and secure one end of a length of red 14 AWG wire to TB7 "NO" (see Figure 6).
- 4. Expose and secure one end of a length of black 14 AWG wire to TB7 "NC" (see Figure 6).
- 5. Feed the red and black wires out of the Quartermaster through the wire hatch.
- 6. Expose and secure the other end of the red wire to the "+" terminal to the relay input (see Figure 5).
- 7. Expose and secure the other end of the black wire to the "-" terminal to the relay input (see Figure 5).
- 8. Expose and secure one end of <u>the second</u> length of red 14 AWG wire to the "+" terminal of the relay output (see Figure 5).
- 9. Expose and secure one end of <u>the second</u> length of black 14 AWG wire to the "-" terminal of the relay output (see Figure 5).
- 10. Expose and secure the other end of <u>the second</u> length of red 14 AWG wire to 14 (see Figure 7).
- 11. Expose and secure the other end of <u>the second</u> length of black 14 AWG wire to 14 (see Figure 7).
- 12. Secure the solid-state relay inside the washer.

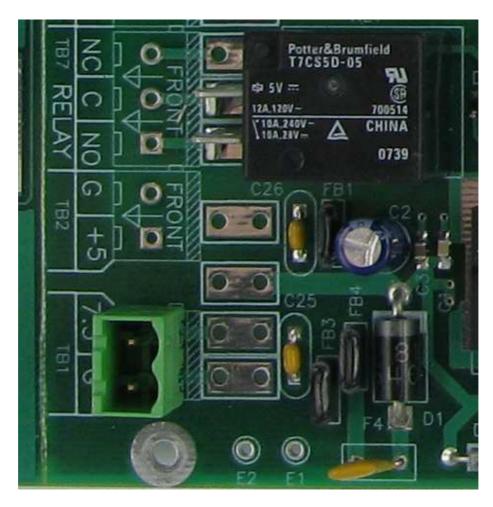


Figure 6: Wiring Locations for A/C Appliance Hook-Up on Main Board

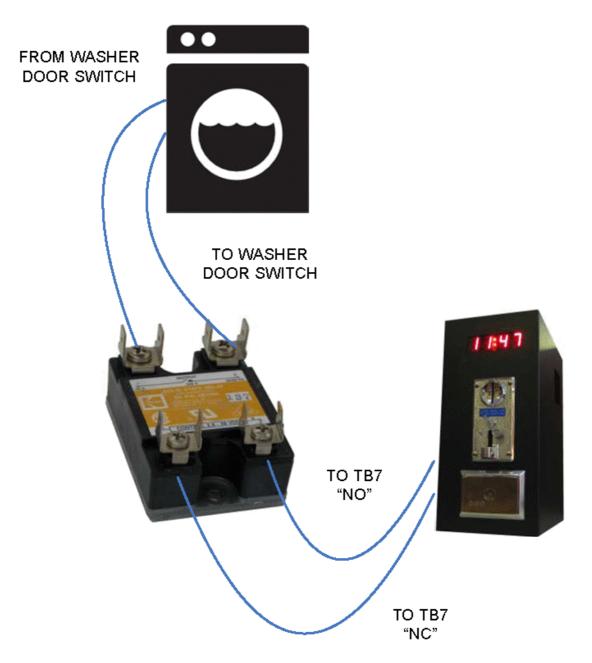


Figure 7: Wiring Diagram for A/C Appliance Hook-Up

Software Configuration Configuration Basics

There are three settings which the user can configure:

- Minimum Tokens The number of Tokens that must be entered before the Quartermaster allows service to begin
- Token Value The amount of time, in minutes and seconds, purchased by each Token
- Time The current time

The system thinks in terms of "Tokens." A Token is whatever coin the coin acceptor is configured to take as payment. The default Token is the United States quarter (\$0.25USD). To use a different Token, replace the quarter in the side of the coin acceptor with it.

The above three settings are adjusted by:

- Flipping the appropriate switch on the SW2 switch array to "OFF"
- Adjust the value UP or DOWN using Buttons 1 and 2
- Flipping the switch on SW2 to "ON"

The locations of Switches 1-4, Button 1, and Button 2 are three of the features illustrated in Figure 1.

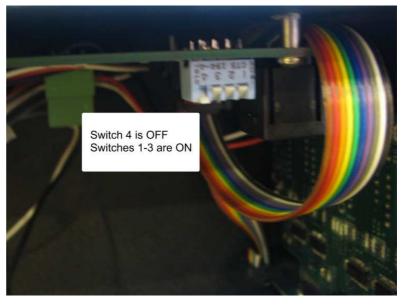
Modes

<u>Set Time</u> - Entered when Switch 4 is **OFF**. Enables LED1 and LED2 and displays current time in 12 hour format. Button 1 increases current hour by one. Button 2 increases current minute by one. Writes value to memory immediately. Exits when Switch 4 is set to **ON**.

Set Minimum Tokens - Entered when Switch 2 is OFF. Enables LED2

and displays minimum number of tokens required to enter Countdown mode. Button 1 decreases value by one. Button 2 increases value by one. Minimum value of one. Maximum value of 99. Writes value to memory on exit. Exits when Switch 2 is set to **ON.**

<u>Set Token Value</u> - Entered when Switch 3 is OFF.



Enables LED1 and displays amount of time each token provides in minutes and seconds. Button 1 decreases value by one. Button 2 increases value by one. Value change speed increases if button held for count of 10. Minimum value of one second. Maximum value of one hour. Writes value to memory on exit. Exits when Switch 3 is set to **ON**.

Note: If minimum tokens to start multiplied by token value exceeds 32768 seconds, both values will be reset to their default state and buzzer will sound three times.

Manufacturer P/N KA-COIN-M-TH-1003 F

Page 20 / 25

States

Idle - Default state. Displays current time of day (12 hour clock) when Switch 1 is **ON**, displays spinning lights when Switch 1 is **OFF**.

Countdown - Entered when minimum tokens to start is reached. Length of countdown is determined by token value multiplied by number of tokens inserted. Displays time remaining: minutes and seconds if less than one hour; hours and minutes if one hour or more. Maximum time of 32768 seconds (just over nine hours). Each additional token inserted increases time remaining by token value. If additional tokens cause time remaining to exceed 32768 seconds, time remaining is set to nine hours and LED1 is enabled. Relay is enabled when timer starts, disabled when timer expires. Buzzes when timer expires. Clears LED1 when timer expires. Exits after timer expires.

Insufficient Tokens - Entered when tokens are inserted but minimum tokens to start has not been reached. Displays cumulative value of tokens currently inserted: minutes and seconds if less than one hour; hours and minutes if one hour or more. Exits when minimum tokens to start has been reached.

Display Token Totals - Entered when money door is opened. Enables LED1 when in day mode, enables LED2 when in life mode. Displays number of tokens inserted since last reset in day mode. Displays number of tokens inserted over entire lifetime in life mode. Button 1 switches between day and life mode (defaults to day mode). Day mode counter is reset when money door is closed. Writes tokens since last reset to memory upon reset (effectively zero). Exits when money door is closed.

Note: There is no way to view token totals of either mode without opening the money door and thus triggering a counter reset when the door is closed.

Technical Specifications

Operating humidity	10-80% RH non-condensing	
Ambient Temperature	0 to 50 C (with no icing)	
Unit Weight	About 120 grams (4.3oz)	
Form Factor	13"H x 6"W x 9"L	
Voltage	12VDC @ 1A max	
Short-Circuit Protection	1.5A with resettable PTC fuse	
Power Indicator	Red LED	

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