

Microcoin “Quick Learn” is a powerful on-board programming facility which provides you with the ability to program your Microcoin QL simply and efficiently without having to remove it from the machine.

Easy to follow instructions are located on the validator for your convenience.

An LED provides visual indications of your progress and also validator diagnostics feedback.

There are two versions of Quick Learn available. One provides the added capacity to program the validator for up to 5 different coins in situ. The other version is structured for the Gaming industry and does not permit any on-board coin programming for security reasons. However, you may enable or disable programmed coins.

### 1. Enable/Disable Coins

Any coin which is programmed into the Microcoin QL can be turned on or off by simply selecting the enable or disable feature and passing the coin through the validator.

The Microcoin QL automatically senses the coin and enables or disables it accordingly.

### 2. Programming Coins

You may program a single coin or up to 5 coins using Quick Learn’s coin programming features. If your validator does not have an LED display populated, then you can only program a single coin. With the LED display fitted, you can program up to 5 coins.

#### ***Program Single Coin – No LED Display (Gaming Only)***

To program a single coin only into the Microcoin QL without a LED display, refer to the “Program Single Coin” instructions. Please note that after passing a recommended minimum of 10 coins, the coin will automatically assume the programmed “**credit**” value. Label indicates original factory setting.

#### ***Program Multi Coin – With LED Display***

If you have a QL with the programming LED fitted, please refer to the “Program Multi Coin” instructions overleaf for programming one or more coins/tokens. You are able to select any of the first 5 coin categories to program your coin into. After passing a recommended minimum of 10 coins, you may select the value of the coin as a multiple of the programmed credit value. Please refer to the “**credit**” value located on the label. This indicates the original factory setting.

For example, if the credit value is 25c, then a \$1 coin would have a credit multiplier value of “4”, being 4x25.

If the credit value is set to 0, then the credit multiplier function is automatically bypassed.

**Note :** With Quick Learn programming, a coin pulse is automatically set to output on the corresponding output channel to the coin category. For example, if Coin Category 1 is used, then a coin pulse will be seen on coin channel 1 (Ch 1).

Independently to this, a credit pulse/s will also occur if the credit line is active and the credit multiplier has been used during the programming sequence to set a value to the programmed coin/token.

### 3. Escape

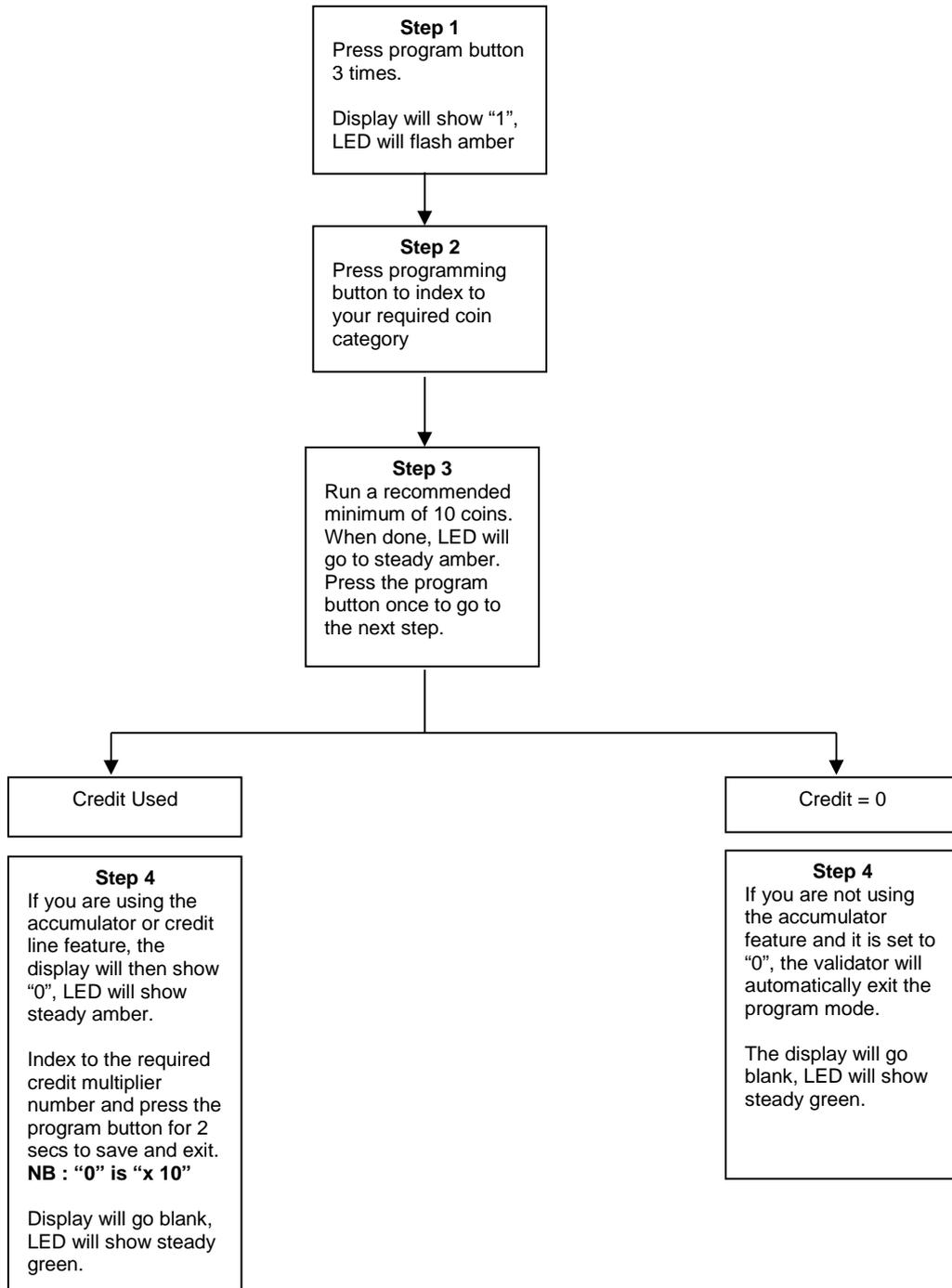
If you hold the programming button for more than 2 seconds, Microcoin QL will exit from its program mode and revert to normal operation.

### 4. Diagnostics

The following diagnostics are available by observing the LED.

Validator Operational	LED is Green
Validator Fault	LED is Red
Coin Accepted	LED flashes Green once per coin
Validator Disabled	LED is Amber
No Power	LED is Off

## Multi-Coin Programming Flowchart (also refer to instruction summary on the QL label)



**Note 1 :** You are not restricted to programming with 10 coin passes. You may run as many coins as you wish, with the benefit of maximising the coin accept rate with the more coins you use.

**Note 2 :** When using the credit multiplier, remember that "0" is a "x 10" multiplier

**Note 3 :** Quick Learn is designed to supplement the facilities available via the QLTalk programming and diagnostics software package.