



Super Banknote Sorter

SBS-4200

OPERATION MANUAL

Retail Mate Co.,Ltd.

Ver.2

Thank you!

Please read this manual thoroughly to derive maximum benefit and efficacy from machine.



Before Using



Please connect the correct AC power code in the back of machine.



To prevent electric shock, do not expose this equipment to the rain or moisture.



To prevent any danger, turn off the power and disconnect from the mains before moving this equipment.



Please contact your local dealer refer servicing to qualified personnel if you need any overhaul.



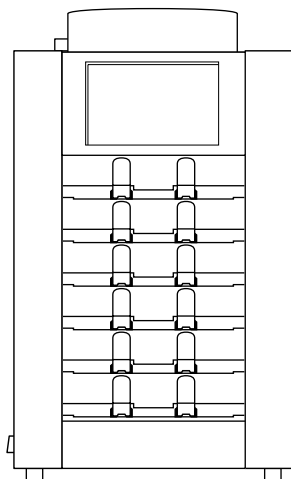
Do not leave anything at the hopper to avoid any damage.



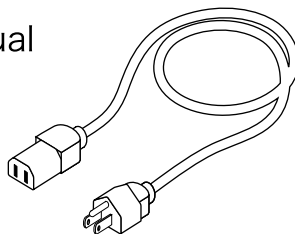
Place machine in a ventilated place, keep rear side of machine away from the wall at least 10cm.

Accessory

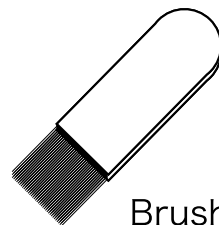
This package includes: Operation manual
AC power cord
Brush
Cotton swab



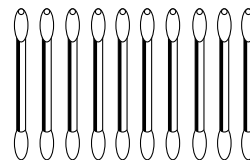
Operation manual



AC power cord



Brush



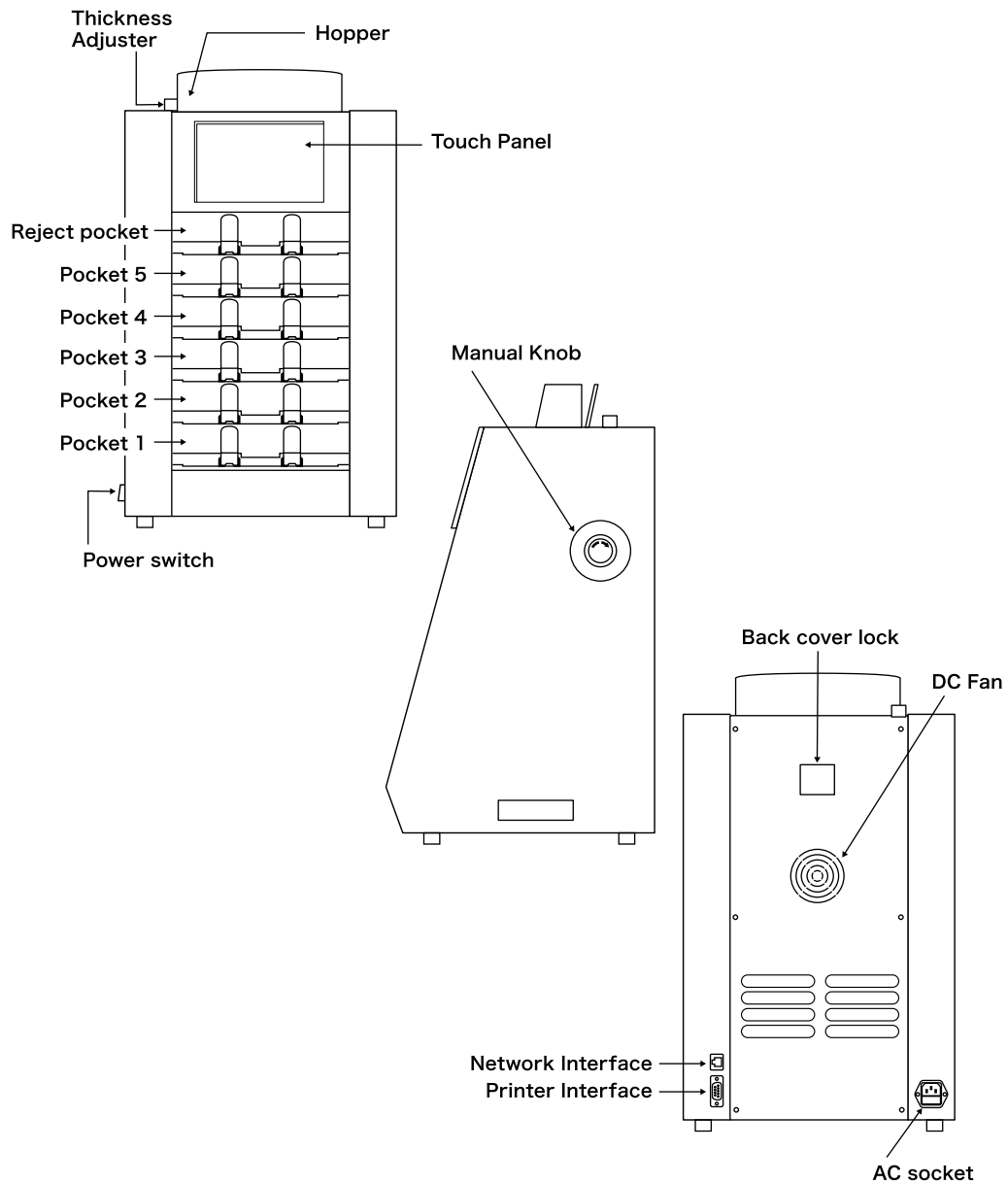
Cotton swab

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Chapter 1 : Name and Function of each portion

1) . External Intoroduction



2) . Control Panel Introduction

① Initial screen



② Main screen

CURRENCY	MODE	BATCH	FITNESS	START		
RUB	SORT	OFF	OFF	MANUAL	PC	PRINT
<div></div>						
Denomination		PCS.	Value			
REJECT		Quantity of rejected banknotes				

START

ADD

STOP

EXIT

Chapter 2: Set up and Selection of menu

1) . Set up

STEP-1 Connect AC power code and switch on.

STEP-2 <Initial screen> will appear automatically.



STEP-3 Touch **[ENTER ID]** key to transfer to the <INPUT ID> screen.



STEP-4 Touch enter after any character to transfer to the <Main screen>.

2) . Selection of CURRENCY

STEP-1 Set up the <Main screen>.

The screenshot shows the 'Main screen' of a device. At the top, there are five tabs: CURRENCY, MODE, BATCH, FITNESS, and START. Below these are several buttons: RUB, SORT, OFF, OFF, MANUAL, PC, and PRINT. A large empty rectangular box is in the center. Below this box, there are three columns: Denomination, PCS., and Value. Under Denomination, there is a sub-header 'RE-SET'. Under PCS., there is a sub-header 'Quantity of rejected banknotes'. Below these sub-headers are four rows of empty boxes for data entry. On the right side, there are four buttons: START, ADD, STOP, and EXIT.

STEP-2 Touch **[CURRENCY]** key to transfer to the <SELECT CURRENCY> screen.

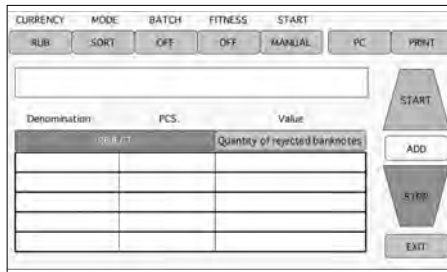
The screenshot shows the '< SELECT CURRENCY >' screen. At the top, there are five tabs: CURRENCY, MODE, BATCH, AUTO, and PRINT. Below these are buttons: USD, SORT, 200, OFF, PC, and PRINT. The main area displays a list of currencies: \$ USD (United States Dollar), € EUR (EU Euro), ¥ RUB (Russian Rouble), ¥ JPY (Japanese Yen), and A\$ AUD (Australian Dollar). On the right side, there are three buttons: START, STOP, and EXIT.

STEP-3 Select your desirable currency.

STEP-4 Check the display of the <Main screen>. Display shows the CURRENCY you chose.

3) . Selection of MODE

STEP-1 Set up the <Main screen>.



STEP-2 Touch **[MODE]** key to transfer to the <SELECT MODE> screen.

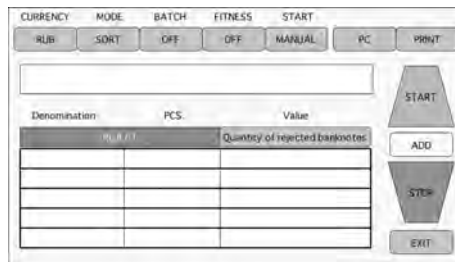


STEP-3 **Select your desirable mode.**
SORT: Sorting the currency by denomination
MIX: Value counting of the currency
ORIENTATION: Facing & Orientation mode

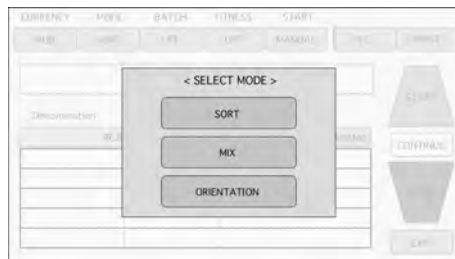
STEP-4 **Check the display of the <Main screen>.**
Display shows the MODE you chose.

4) . Selection of POCKET (AUTO)

STEP-1 Set up the <Main screen>.



STEP-2 Touch **[MODE]** key to transfer to the <SELECT MODE> screen.



STEP-3 Touch **[SORT]** key to transfer to the <SELECT POCKET> screen.



STEP-4

When you choose 【AUTO】 , the currency will be sorted in turn of “First come→Lowest”
For example, a pack of notes mixed USD 20, 10, 1, 50, 100 piled in this order, they will be sorted in the following order.

Reject

Pocket 5	USD 100
Pocket 4	USD 50
Pocket 3	USD 1
Pocket 2	USD 10
Pocket 1	USD 20

Order of sorting

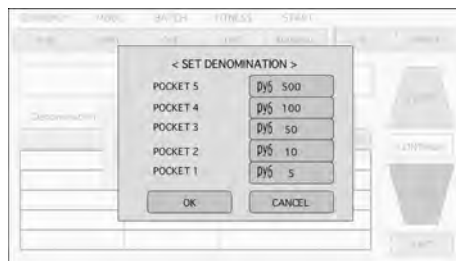
First come→Lowest

5) . Selection of POCKET (Denomination Split)

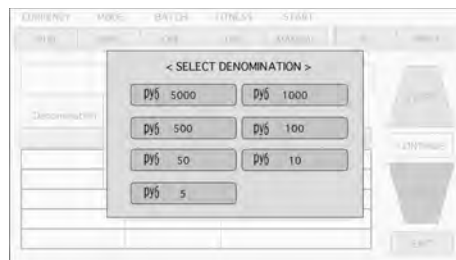
STEP-1 Set up the <SELECT POCKET> screen.



STEP-2 When you choose **[MANUAL]** the <SET DENOMINATION> screen will appear.

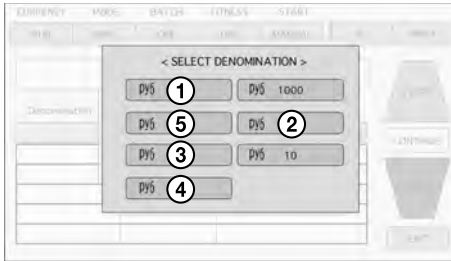


STEP-3 When you choose **[OK]** , the <SELECT DENOMINATION> screen will appear.



STEP-4

Choose your desirable denomination from POCKET1 to POCKET5.



This case, each denomination will be set in the following order.

Pocket 5	⑤ Py6 500
Pocket 4	④ Py6 5
Pocket 3	③ Py6 50
Pocket 2	② Py6 100
Pocket 1	① Py6 5000

STEP-5

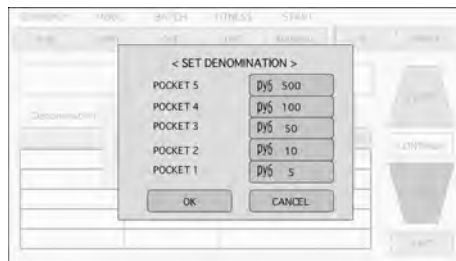
Check the denomination order whether it is your desirable or not.

6) . Selection of POCKET (Edition Split)

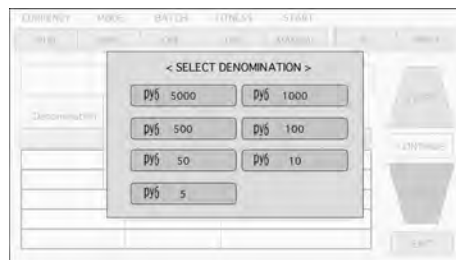
STEP-1 Set up the <SELECT POCKET> screen.



STEP-2 When you choose **[MANUAL]** , the <SET DENOMINATION> screen will appear.

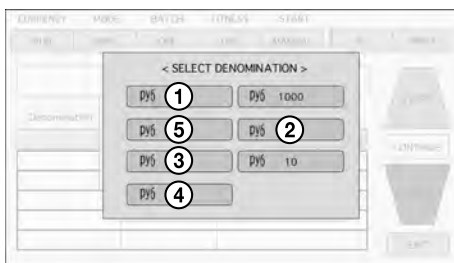


STEP-3 When you choose **[OK]** , the <SELECT DENOMINATION> screen will appear.



STEP-4

Choose your desirable from POCKET1 to POCKET5.



This case, each denomination will be set in the following order.

Pocket 5	⑤ Old USD 100
Pocket 4	④ New USD 50
Pocket 3	③ New USD 20
Pocket 2	② New USD 10
Pocket 1	① New USD 100

STEP-5

Check the denomination order whether it is your desirable or not.

7) . Selection of BATCH Number

STEP-1 Set up the <Main screen>.

The screenshot shows the 'Main screen' of a device. At the top, there are five tabs: CURRENCY, MODE, BATCH, FITNESS, and START. Below these are five buttons: RUB, SORT, OFF, OFF, and MANUAL. To the right of these buttons are two more buttons: PC and PRINT. Below the buttons is a large empty rectangular box. Below this box is a table with three columns: Denomination, PCS, and Value. The first row of the table is highlighted and contains the text 'RUB 10' and 'Quantity of injected banknotes'. Below this row are four more empty rows. To the right of the table is a vertical stack of four buttons: START, ADD, STEP, and EXIT.

STEP-2 Touch **[BATCH]** key to transfer to the <SELECT BATCH> screen.

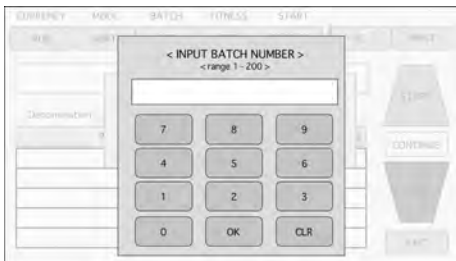
The screenshot shows the '<SELECT BATCH>' screen. It has the same top tabs and buttons as the Main screen. A large rectangular box in the center contains two buttons: ON and OFF. To the right of this box is a vertical stack of three buttons: START, CONTINUE, and EXIT.

STEP-3 Touch **[ON]** key to transfer to the <INPUT BATCH NUMBER> screen.

The screenshot shows the '<INPUT BATCH NUMBER>' screen. It has the same top tabs and buttons as the Main screen. A large rectangular box in the center contains a numeric keypad with buttons for digits 0-9, an OK button, and a CLR button. Above the keypad is a text input field. To the right of the keypad is a vertical stack of three buttons: START, CONTINUE, and EXIT.

STEP-4

Input your desirable BATCH NUMBER
(Batch stop quantity) which ranges 1 ~ 200.



This case, BATCH NUMBER will be 100.

STEP-5

Check the display of the <Main screen>
Display shows the BATCH NUMBER you selected.

<Note>

BATCH NUMBER is available in every mode
of

SORT

MIX

ORIENTATION

8) . Selection of FITNESS

STEP-1 Set up the <Main screen>.

The screenshot shows the 'Main screen' of a device. At the top, there are five tabs: CURRENCY, MODE, BATCH, FITNESS, and START. Below these are several buttons: RUBI, SORT, OFF, OFF, MANUAL, PC, and PRINT. A large empty rectangular box is positioned below the buttons. To the right of this box is a vertical stack of four buttons: START, ADD, STOP, and EXIT. Below the large box is a table with three columns: Denomination, PCS., and Value. The table has five rows, with the first row containing the text 'Quantity of rejected banknotes' in the PCS. column.

STEP-2 Touch **[FITNESS]** key to transfer to the <SELECT FITNESS> screen.

The screenshot shows the '< SELECT FITNESS >' screen. The top tabs are the same as in the previous screen. The buttons below the tabs are now RUBI, SORT, OFF, OFF, MANUAL, PC, and PRINT. A large rectangular box is centered on the screen, containing two buttons: ON and OFF. To the right of this box is a vertical stack of four buttons: START, ADD, STOP, and EXIT. Below the large box is a table with three columns: Denomination, PCS., and Value. The table has five rows, with the first row containing the text 'Quantity of rejected banknotes' in the PCS. column.

STEP-3 Touch **[ON]** key to transfer to the <SELECT FITNESS LEVEL> screen.

The screenshot shows the '< SELECT FITNESS LEVEL >' screen. The top tabs are the same as in the previous screen. The buttons below the tabs are now RUBI, SORT, OFF, OFF, MANUAL, PC, and PRINT. A large rectangular box is centered on the screen, containing five buttons: LEVEL 5, LEVEL 4, LEVEL 3, LEVEL 2, and LEVEL 1. To the right of these buttons is a vertical stack of four buttons: START, ADD, STOP, and EXIT. Below the large box is a table with three columns: Denomination, PCS., and Value. The table has five rows, with the first row containing the text 'Quantity of rejected banknotes' in the PCS. column.

STEP-4 Touch your desirable FITNESS LEVEL from LEVEL1 to LEVEL5.

STEP-5 Check the display of the <Main screen>
Display shows ON or OFF of FITNESS.

<Note>

FITNESS is available in every mode
of

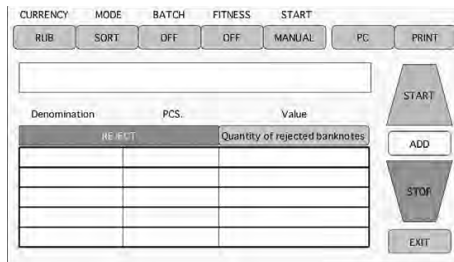
SORT

MIX

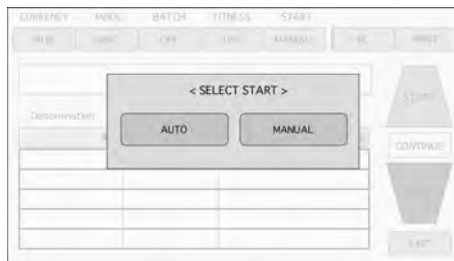
ORIENTATION

9) . Selection of START

STEP-1 Set up the <Main screen>.



STEP-2 Touch **[START]** key to transfer to the <SELECT START> screen.



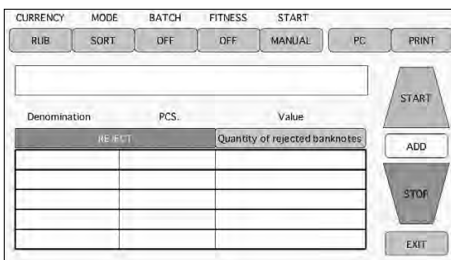
STEP-3 Touch **[AUTO]** key to AUTO-START
[MANUAL] key to MANUAL-START.

STEP-4 Check the display of the <Main screen>.
Display shows AUTO or MANUAL.

Chapter 3: Operation

1) . Sorting

STEP-1 Check the CURRENCY and MODE is **【SORT】** .



STEP-2 Place a pack of banknotes on the hopper.

STEP-3 Start sorting operation.

① In case of AUTO-START

Machine will automatically start sorting

② In case of MANUAL-START

Touch **【START】** key

A pack of banknotes will be counted and sorted to each pocket by denomination.

STEP-4 Stop sorting operation.

When a pack of notes is counted, the machine will stop automatically, and display will show

① The total amount

② A complete break down of each domination

1-2) . Sorting (ADD)

STEP-1 Check the CURRENCY and MODE is **【SORT】** .

The screenshot shows the machine's control panel with the following elements:

- Top Row:** CURRENCY, MODE, BATCH, FITNESS, START
- Second Row:** RUB, SORT, OFF, OFF, MANUAL, PC, PRINT
- Third Row:** Denomination, PCS, Value
- Table:**

Denomination	PCS	Value
100	100	10000
200	100	20000
500	100	50000
1000	100	100000
2000	100	200000
5000	100	500000
10000	100	1000000
- Right Side:** START, ADD, STOP, EXIT buttons

STEP-2 Place the 1st pack of banknotes on the hopper.

STEP-3 Start sorting operation.

- ① In case of AUTO-START
Machine will automatically start sorting
- ② In case of MANUAL-START
Touch **【START】** key

STEP-4 Continuation of sorting operation.

Sorting operation will be once stopped

- ① when some pocket reaches full (200 notes) or BATCH stop quantity.
- ② When the 1st pack of banknote is counted
Then, take away the notes from each pocket.

STEP-5 Place the 2nd pack of banknotes on the hopper and touch **[ADD]** .

The screenshot shows a currency counting machine interface. At the top, there are tabs for CURRENCY, MODE, BATCH, FITNESS, and START. Below these are buttons for RUB, SORT, OFF, OFF, MANUAL, PC, and PRINT. A large empty box is present. Below this is a table with three columns: Denomination, PCS, and Value. The table has a header row with 'REALITY' and 'Quantity of rejected banknotes'. Below the table are buttons for START, ADD, STOP, and EXIT.

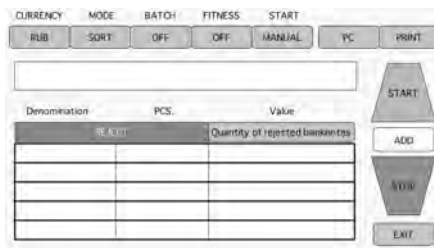
Denomination	PCS	Value
REALITY		Quantity of rejected banknotes

STEP-6 Ditto as for the 3rd pack, 4th pack...to the last pack.

STEP-7 When the last pack of notes is counted, display will show total amount and totaled quantity of accumulation from the 1st pack to the last pack.

2) . Mix counting

STEP-1 Check the CURRENCY and MODE is **【MIX】** .



STEP-2 Place a pack of banknotes on the hopper.

STEP-3 Start Mix counting operation.

① In case of AUTO-START

Machine will automatically start Mix counting

② In case of MANUAL-START

Touch **【START】** key

A pack of banknotes will be counted and piled in the 1st pocket until full (200 notes) or BATCH stop quantity, and then in the 2nd pocket, and the rest is the same.

STEP-4 Stop Mix counting operation.

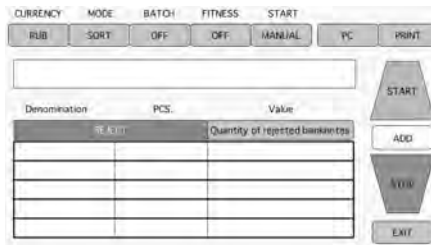
When a pack of banknotes is counted, the machine will stop automatically, and display will show

① The total amount

② A complete break down of each denomination

2-2) . Mix counting (ADD)

STEP-1 Check the CURRENCY and MODE is **【MIX】** .



STEP-2 Place the 1st pack of banknotes on the hopper.

STEP-3 Start Mix counting operation.

- ① In case of AUTO-START
Machine will automatically start Mix counting
- ② In case of MANUAL-START
Touch **【START】** key

STEP-4 Continuation of Mix counting operation.

Mix counting operation will be once stopped when POCKET 5 reaches full (200 notes) or BATCH stop quantity.

Then, take away the notes from each pocket.

STEP-5 Place the 2nd pack of banknotes on the hopper and touch **[ADD]** .

The screenshot shows a currency counting machine interface. At the top, there are tabs for CURRENCY, MODE, BATCH, FITNESS, and START. Below these are buttons for RUB, SORT, OFF, OFF, MANUAL, PC, and PRINT. A large empty box is present. Below this is a table with three columns: Denomination, PCS, and Value. The table has a header row and five data rows. The first data row is highlighted. To the right of the table are buttons for START, ADD, and EXIT.

Denomination	PCS	Value
RUB		Quantity of repeated banknotes

STEP-6 Ditto as for the 3rd pack, 4th pack...to the last pack.

STEP-7 When the last pack of notes is counted, display will show total amount and totaled quantity of accumulation from the 1st pack to the last pack.

3) . Orientation

STEP-1 Check the CURRENCY and MODE is
【ORIENTATION】 .

The screenshot shows the machine's control panel with the following elements:

- Top row of buttons: CURRENCY, MODE, BATCH, FITNESS, START.
- Second row of buttons: RUB, SORT, OFF, OFF, MANUAL, PC, PRINT.
- A large empty rectangular display area.
- Below the display, a table with three columns: Denomination, PCS, and Value.
- Below the table, a row of buttons: REJECT, Quantity of rejected banknotes, and a large START button.
- Below the REJECT button, a table with three columns: Denomination, PCS, and Value.
- Below the table, a row of buttons: ADD, ADD, and EXIT.

STEP-2 Place a pack of banknotes on the hopper.

STEP-3 Start Orientation.

- ① In case of AUTO-START
Machine will automatically start Orientation
- ② In case of MANUAL-START
Touch START key

A pack of banknotes will be sorted
by orientation in turn of "First come -> Lowest".

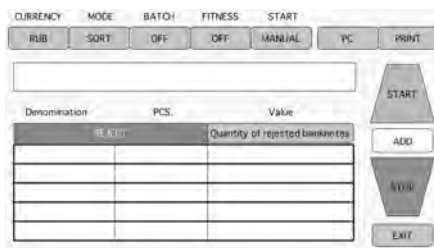
STEP-4 Stop Orientation operation.

When a pack of banknotes is sorted, the machine
will stop automatically, and display will show

- ① The total amount
- ② A break down of orientation

3-2) . Orientation (ADD)

STEP-1 Check the CURRENCY and MODE is
【ORIENTATION】 .



STEP-2 Place the 1st pack of banknotes on the hopper.

STEP-3 Start Orientation.

- ① In case of AUTO-START
Machine will automatically start Orientation
- ② In case of MANUAL-START
Touch 【START】 key
A pack of banknotes will be sorted
by orientation in turn of “First come -> Lowest”.

STEP-4 Continuation of Orientation operation

Orientation will be once stopped when
some pocket reaches full (200 notes) or
BATCH stop quantity.
Then, take away the notes from each pocket.

STEP-5

Place the 2nd pack of banknotes on the hopper and touch **[ADD]** .

The screenshot shows the interface of a banknote counting machine. At the top, there are tabs for CURRENCY, MODE, BATCH, FITNESS, and START. Below these are buttons for RUB, SORT, OFF, OFF, MANUAL, PC, and PRINT. A large empty box is present below the buttons. Below this box is a table with three columns: Denomination, PCS, and Value. The table has a header row and several empty rows for data entry. To the right of the table is a vertical stack of buttons: START, ADD, and EXIT.

Denomination	PCS	Value

STEP-6

Ditto as for the 3rd pack, 4th pack...to the last pack.

STEP-7

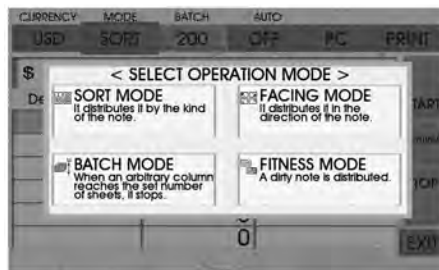
When the last pack of notes is counted, display will show total amount and totaled quantity of accumulation from the 1st pack to the last pack.

4) . Data & Serial number transfer

STEP-1

1
3

Check the CURRENCY (Every MODE is OK).



STEP-4

Data & Serial number transfer to PC or PRINTER.

After stopping operation, to transfer

① The counted data (as display shows)

② Serial number of each banknote

Touch **【PC】** to send these data to PC

Touch **【PRINT】** to send these data to PC

5) . Pursuit of Reject Factor

In case of reject, you can check the reject factor by following procedure.

STEP-1 Touch **[Reject]** in the Main screen.

The screenshot shows the 'Main' screen of a device. At the top, there are labels: CURRENCY (USD), MODE (SORT), BATCH (200), and AUTO (OFF). Below these are buttons for PC and PRINT. A large display shows '\$' and '0'. Below the display is a table with columns: Denomination, Unit, and Value. The 'Unit' column has a 'Reject' button. To the right of the table are buttons for START, CONTRAB, STOP, and EXIT.

Denomination	Unit	Value
	Reject	0
		0
		0
		0
		0

STEP-2 Reject factor will be displayed, on the screen.

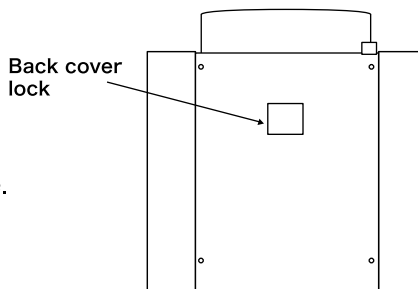
The screenshot shows the same 'Main' screen as in Step 1, but with a dialog box titled '< REJECT COUNT >' displayed in the center. The dialog box contains a table with two columns: 'Bad Image' and 'Detect'. The 'Detect' column has values: 'No', 'No', 'No', and 'No'. Below the dialog box, the 'Unit' column shows 'U' and the 'Value' column shows '1'. The 'START' button is now disabled.

Bad Image	Detect
Bad Image	No
Magnetic Data N.G.	No
UV Response N.G.	No
Possibility of FAKE	No
No more COLUMN	No

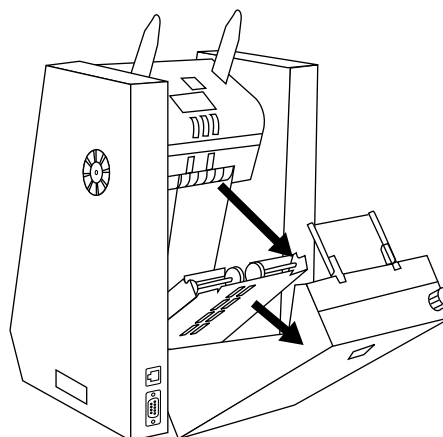
6) . How to handle each portion

① To open the Back Cover

- To open the back cover, press the back cover lock and pull the back cover to your side.

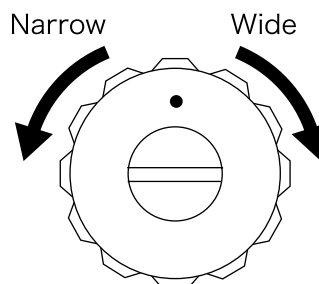


- To shut the back cover, push the back cover till you hear the clink sound.



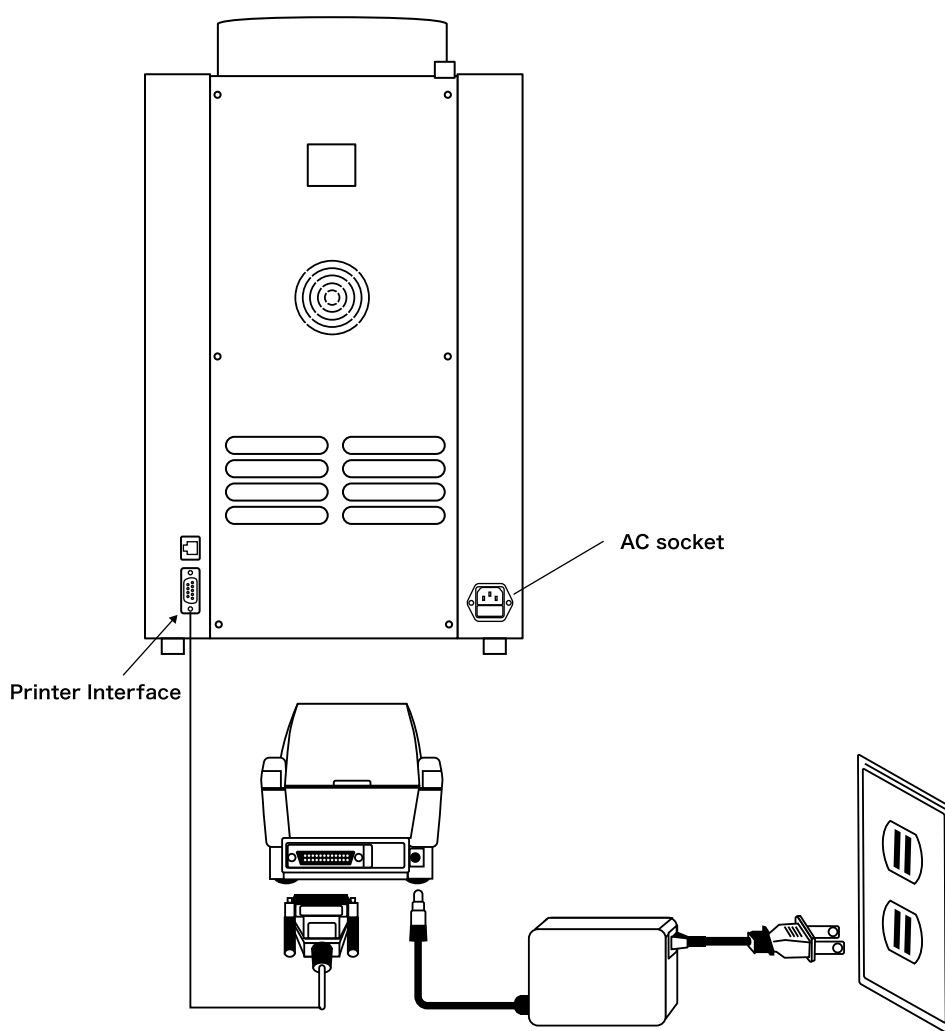
② To adjust Thickness Adjuster

You turn the thickness adjuster
Clockwise : the gap will be wide
Reverse : the gap will be narrow



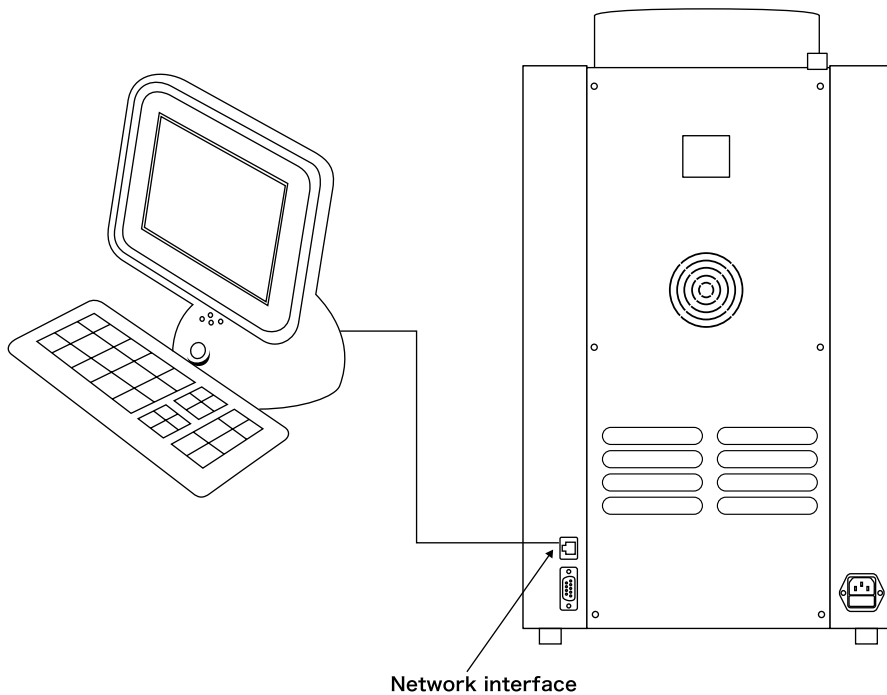
7) . How to connect Printer

- ① Please check the printer is suitable for maker support.
- ② Please connect AC adaptor, printer connector, code as follows.



8) . How to connect PC

- ① Connect the machine and the PC through LAN cable.
- ② Set the both side (the machine/the printer) according to the network setting procedure.





CASH MANAGEMENT SYSTEM