Cashmaster omega 230

User Manual

Cashmaster®
Counting your success

Cashmaster®
Counting your success

CONTENTS

INTRODUCTION

The Cashmaster Omega 230 is an electronic weighing device which calculates the value of coins and bills. The Cashmaster Omega 230 supports your domestic currency: bills and coins. The intuitive user friendly interface guides you through the cash counting process. The Cashmaster Omega 230 is programmed to count the contents of a typical cash register:

- · Bills (loose, banded bundles, clipped bundles)
- · Coins (loose, rolled, scoop/cup, other container)
- · Checks
- · Tokens/coupons
- · Manual entry: checks, credit and debit cards, gift vouchers

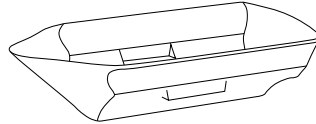Using the Cashmaster you will notice some changes in the way you work:

- · Reduced paperwork
- · Streamlined working methods making the business more competitive
- · More time to concentrate on key tasks

Cashmaster®
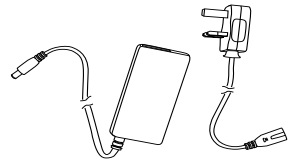Counting your success

BOX ITEMS & GUIDELINES
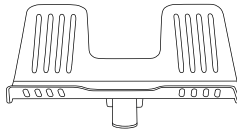
Cashmaster Omega 230

Scoop

AC Adapter

Tray

Maintenance

Ensure power is switched off during cleaning.
Clean machine with dry cloth only. Do not use cleaning products or damp material.
Do not spill any liquids on device. If liquid is spilled on device, disconnect the power cable and contact your supplier.
Do not leave any objects on the Cashmaster or tray when not in use.

Charging

Charging takes approximately 3 hours.
Only use the device with the factory supplied power adapter.
When the LED is red this indicates that the battery is fast-charging.
When the LED is green the battery is fully charged.
When the LED is flashing the battery is very low and the unit is on slow charge.
If the LED continues to flash for more than 3 hours the battery may have a fault
(in event of this, switch off the power at the mains and contact customer support).

Warning

Do not use a damaged or wet power adapter.
Do not connect power adapter with wet hands.
Do not place weights over 1.5kg on the device.
Do not disassemble the device, sensitive elements in the scale may be affected and this will affect your warranty.

If any of the above are missing please contact **Customer Support** on
+1 877 227 4627

GUIDELINES

Unpacking

1.   Unpack your Cashmaster machine and check that you have a
        Cashmaster scale, a tray, a scoop and a power adapter.
2.   Place the Cashmaster scale on a firm even surface.
3.   Fit the tray into the top of the Cashmaster scale. Push down
        very firmly until it clicks into place.
        (To remove the tray, hold your device firmly and twist the tray
        until it clicks, then lift the tray from the base).
4.   Plug the power adapter into the socket at the back of the
        Cashmaster scale.
5.   Ensure the tray is empty (the coin scoop/cup should NOT be placed on the
        tray before switching on).

Push down
VERY FIRMLY
until you hear a
click

3

KEYS AND DISPLAY
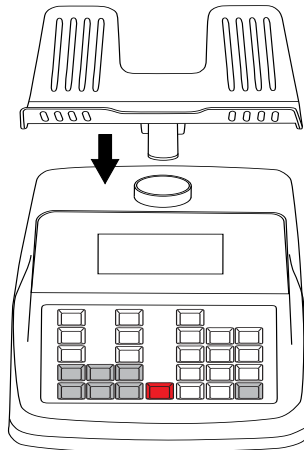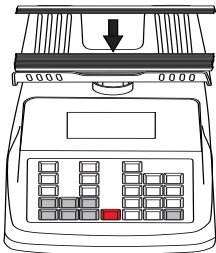
Tray

Screen

Keypad

Scoop

The Cashmaster machine shown above is the equipment you are going to use. You only need to know about four component parts:

· the keypad
· the screen
· the tray
· the scoop

The machine is robust, and will stand up to all normal cash office activities. Treat it with sensible care.
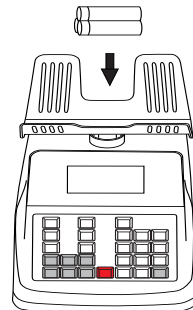
Counting loose or strapped bills
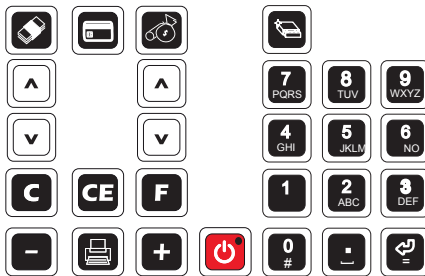
Counting loose coins

Counting rolled coins

KEYS AND DISPLAY

The keypad

To keep counting as easy as possible, the number and layout of keys on the keypad has been kept simple.

The keys have their funtions printed on them. They are designed to resist spills and increase durability.
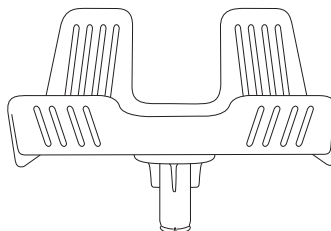
The screen

This is where you will see:
- displays of the value counted
- messages related to Cashmaster functions

◼ ⬆ ➕		01.08.2016	11.53
1c			**Scoop**
Coins			
USD			0
Total			**0**

The tray

The tray is designed to hold scoops, cups, rolled coins, loose bills and strapped bills. Place the tray on the Cashmaster and push down very firmly, until it is clicked in.

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KEY IDENTIFICATION

The **ON/OFF** key. Press once to switch machine on. Press and hold down to switch machine off.

The **STRAPPED BILL** key. Push to select strapped bills and to toggle between loose/bundled/clipped bills.

The **ROLLED COIN** key. Push to toggle between rolled/loose coins.

UP and DOWN arrow keys. There are two sets of these keys, one set to toggle between bill denominations and one set to toggle between coin denominations.

The **PLUS** key. Used to add values to the total.

The **MINUS** key. Used to subtract values added from the total.

The **PRINT** key. Press once for a print out of the totals.

The **FUNCTION** key. In combination with other keys is used to control various settings. (Please see page 9.)

The **CE (CLEAR ENTRY)** key. Push once to clear sub totals.

The **C (CLEAR)** key. Press and hold, wait momentarily for on screen prompt to clear all counts.

The **NEW REGISTER** key. Press to save, view or start a new register.

NON CASH key. Use for manual entry of non cash items such as checks, credit/debit cards, gift vouchers and more.

The **ENTER** key. Use for completing manual entries or submitting values if auto-add is enabled.

The **DECIMAL** key. Only supported in calculator mode.

NUMBER keys. Use these for completing manual/register/staff ID entries.

FAST KEY SETTING FUNCTIONS

Fast key setting functions are controls that allow you to quickly access settings within the Cashmaster. To perform the fast key functions press both keys simultaneously.

Bank selection
Press the "F" and the "Bill Up" keys together. Use the arrow keys to highlight bank. Press the "+" key to switch the bank on or off. To edit the value use the numeric keys and press enter. Press the "Strapped bills" key to exit.

Bank on/off
Press "F" and "Coin Up" keys. Use any arrow key to highlight bank and press "+" key to accept.

Auto-scroll
Press the "F" and the "-" key. "▲" will be displayed on the screen when auto-scroll is activated.

View register
Press the "F" and the "Register" keys. This will display information for the current register. To exit, press the register key.

Calibrate scoop/cup
Press the "F" and the "ON/OFF" keys, then follow the on screen instructions.

Calculator mode
Press and hold the "F" and the 'Enter' keys. This will activate calculator mode. Use this function for adding/subtracting/multipling/dividing.
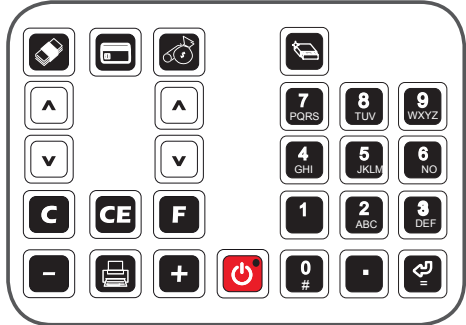
Auto-add
Press the "F" and the "+" keys. " + " will be displayed on screen if auto-add is activated.

Set time/date
Press the 'F' and the 'Coin DOWN' keys together. Use the coin up/down keys to toggle and use the "PLUS (+)" and "MINUS (-)" keys to increase and decrease.

Switch currency
Press the "F" and the "Rolled Coins" keys to toggle between different currencies.

Contrast
Hold the "F" and "C" keys, and press either "Up" key (to increase) and either "Down" key (to decrease) the contrast.

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GETTING STARTED

What you can count

Bills

	Loose bills are counted by placing up to 30 bills at any one time. Continue to add bills of the same denomination until all bills from the selected denomination have been counted.
	Bundle - for counting straped bills that have been packed in a bundle.
	Clips - for counting straped bills that have been packed in a clip.

Coins

	Rolls - for counting and checking rolles of coin.
	Scoop or other container - for counting loose coins.

Other

|	
	Checks - for inputting check amounts.
	Coupons - for counting coupon or voucher data.
	Other cash - for inputting any other cash data. Such as credi/debit card, gift voucher and other non-cash items.

GETTING STARTED

Switching on

Press ⏻

When the Cashmaster is initially switched on, it will ask for a store number. This number can be entered by using the numeric keys (max. 5 digits).
Thereafter, the number will be stored in the memory of the machine, and will appear on any printouts from the machine. Should the number need to be changed at a later date, this can be done by phoning Customer Support.
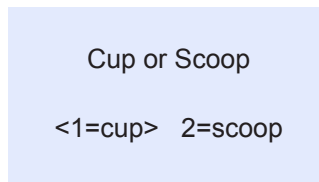
Use the numeric keypad to key in your store number, then press the ⊡ key.

```
◼▷   +


Store no          _____

USD
```
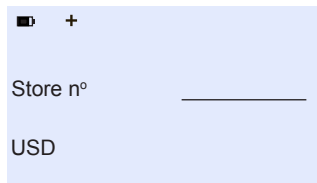
You must now enter your cashier number by using the numeric keys (max. 6 digits), then press the ⊡ key.

Defining cups and bank

The next screen will show

```
            Cup or Scoop

        <1=cup>   2=scoop
```

Press 1 or 2 to select whether the count should be made with cups, or scoop.
If you choose option 1 you must use a cup. If you choose option 2 you must use the scoop provided.
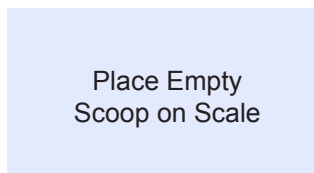
GETTING STARTED

Setting bank mode

The next screen will allow you to choose to count with or without a bank.

Again, select 1 or 2 to confirm whether the count should be done with, or without a bank.
If you choose option 1 (With) the bank will start at the default value of $100.
(This can be changed at any time, see page 9).
If you choose option 2 (Without) then the count will start at zero.

> Use Bank
>
> <1=Yes>   2=No
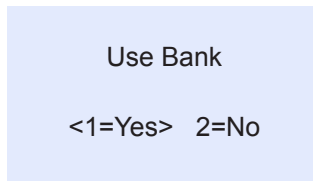
NOTE: The arrow symbols <> that appear around option 1 or 2 show the option that was last selected. Pressing the 🔑 *key will retain your selection when you next see these options.*

The next screen will show:

> Place Empty
> Scoop on Scale

Place the scoop/cup onto the tray.
The scoop/cup is now ready to use with the Cashmaster.

To re-calibrate the scoop or cup press **F** and 🔴 , then follow the on-screen prompts.

GETTING STARTED

Setting the time and date

The clock facility on the Cashmaster must be set as follows when you receive the machine. From count screen:

1. Press and hold the **F** key and press the coin **v** key.
    Use the arrow keys to highlight the required option.

    Time/Date Menu
    Time
    Date
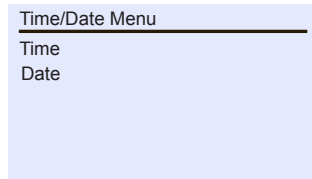
2. Press the **+** key to view or amend date or time.

3. Use the coin **∧** or **v** key to select hours, minutes, day, month and year.

4. Then use the **−** or **+** key to increase and decrease.

5. Press **⬧** to save.

6. Press **F** to exit time/date menu.

GETTING STARTED

Bank selection

This function allows you to set the bank value on the Cashmaster. (This can be changed at any time).

Press **F** and bill **^** key. The screen will then show:

Bank selections:	USD
0.00	:On
100.00	:On

Then press any arrow key to highlight a bank. Use the **+** key to switch bank on or off. To edit bank value: manually enter value using the numeric keypad. Press "F" key to save. To exit, press the "Strapped bills" key.

Switching bank mode on/off

Once you have stored your default bank amount in memory, you can switch the bank mode on/off as required.

Press the **F** and then coin **^** key to select required value.

The bank function can be switched on/off at any time.

Indicates bank is on

	01.08.2016	11.53
1c		Scoop
Coins		
USD		0.00
Bank		100.00

Indicates bank is off

	01.08.2016	11.53
1c		Scoop
Coins		
USD		0.00
Total		100.00

GETTING STARTED

Switching auto-add on/off

Auto-add is a feature that allows the Cashmaster to automatically add the value of any bill/coin counted to the total amount.

If auto-add is off, the value displayed will not be automatically added to the

totals, you must press [+] while the value is displayed and the cash

still on the tray, to add the value to the totals.

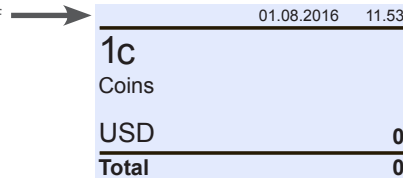Your device may already have auto-add set to on as default. See below:

Indicates auto-add is on ⟶

+	01.08.2016	11.53
1c		
Coins		
USD		0
Total		**0**

Indicates auto-add is off ⟶

	01.08.2016	11.53
1c		
Coins		
USD		0
Total		**0**

To switch auto-add on/off press [F] and [+] simultaneously.

GETTING STARTED

Switching scroll on/off

Auto-scroll feature allows the Cashmaster to automatically advance to the next denomination when coins/bills are removed from the scale.

If auto-scroll is off, the denomination displayed will not automatically advance to the next denomination, you must manually select the next denomination required using the [∧] [∨] keys.

Your device may already have auto-scroll set to on as default. See below:

Indicates auto-scroll is on ➡

↑	01.08.2016	11.53
1c		
Coins		
USD		0
Total		**0**

Indicates auto-scroll is off ➡

	01.08.2016	11.53
1c		
Coins		
USD		0
Total		**0**

To switch auto-scroll on/off press [F] and [−] simultaneously.

COUNTING

Counting loose coins

Press the coin **[^]** key until the following screen is displayed.

```
┌─────────────────────────────────┐
│ ▣ ↑+            01.08.2016  11.53│
│ 1c                        Scoop  │
│ Coins                            │
│                                  │
│ USD                          0   │
│ Total                        0   │
└─────────────────────────────────┘
```

Use the **[^]** and **[v]** keys to select the correct denomination for counting.

Place the scoop/cup of the selected coins on the tray; the Cashmaster will beep and the display will show the value and the quantity of coins in the scoop/cup:

```
┌─────────────────────────────────┐
│ ▣ ↑+            01.08.2016  11.53│
│ 1c                         x40   │
│ Coins                            │
│                                  │
│ USD                        0.40  │
│ Total                      0.00  │
└─────────────────────────────────┘
```

If auto-add is on, the Cashmaster will automatically update the totals, and beep to confirm the add. Remove the cup from the tray and advance to the next denomination in the sequence.

If auto-add is off, leave cup on the tray and press **[+]** to add to the total, the Cashmaster will beep to confirm that the value has been added to totals. Remove the cup from the tray and advance to the next denomination in the sequence.

Note: If bank mode is on, the bank amount will decrease as more money is counted, it will be displayed at the bottom of the screen; once the bank amount has been reached, your Cashmaster will signal with a double beep, the screen will show the total amount for the day; the bank value has already been taken into account.

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COUNTING

Counting rolled coins

Press the [🔘] key until the following is displayed.

```
■▶  ✦✦                    01.08.2016    11.53
Rolls


USD                                          0
Total                                        0
```

Place a roll of coins on the tray. If the roll is full the Cashmaster recognises the denomination, together with the value, which will be shown on the display. For certain denominations of rolls the display will show:

```
(2)  Possible
     Results
```

You are required to select the denomination of the roll which is on the Cashmaster using the coin [∧] or [∨] keys. Press the [+] key to accept the value.

If the machine does not recognise the weight as a "full roll" the following will be displayed.

```
* Suspect *          then     SELECT ACTUAL
                              DENOMINATION
```

Using the coin [∧] and [∨] keys, select the actual coin denomination.

The machine will then display the value together with the quantity of coins in the roll.

Press the [+] key to accept the value and add to the grand total.

To exit this mode press the [🔘] key.

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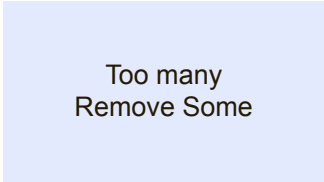# COUNTING

Learning - bills only

Ensure that the display indicates bill counting mode. Press bill [∧] key to select loose bill mode.

All Cashmaster machines are calibrated at the factory to the average bill weights of all US currency. As bill weights vary slightly depending on age and usage, the following should be completed on receipt of your new machine.

(Please ensure auto-add/scroll has been switched off before beginning "Learning".
See pages 13-14.)

1.   Press bill [∧] or [∨] key until you reach the bill denomination required.

2.   Place 8 -10 bills of the chosen denomination on the tray.

3.   When the Cashmaster beeps add some more bills.

4.   Remove all bills from the tray.

5.   Repeat steps 2 - 4 several times and each time try to increase the amount you can apply in one slice. After repeating a few times you will be able to apply 25 - 30 bills in one go.
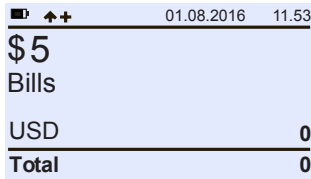
If the display shows:

> Too many
> Remove Some

Remove a few until you see a valid reading, then continue to add bills.

COUNTING
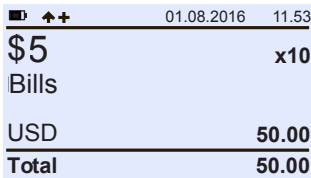
Counting loose bills

Press the bill ⟨ ∧ ⟩ key until the following is displayed.

```
■▯  ↑↓                01.08.2016    11.53
$5
Bills

USD                                  0
Total                                0
```

Use the bill ⟨ ∧ ⟩ ⟨ v ⟩ keys to select the correct denomination for counting.

Place bills of the selected denomination on the tray.

```
■▯  ↑↓                01.08.2016    11.53
$5                                 x10
Bills

USD                              50.00
Total                            50.00
```

Bills should be applied in slices of up to 30 bills at a time. The device is constantly learning, if too many bills are applied, the following message will be displayed.

```
Too many
Remove Some
```

Simply remove a few bills until the message disappears, then continue adding bills to the tray.

Repeat above steps for each denomination of bill. To skip a denomination, press the bill ⟨ ∧ ⟩ or ⟨ v ⟩ key.

COUNTING

Counting straped bills

The Cashmaster will count strapped bills including bundles and clips.
Press the bill [🔲] key until the following is displayed.

```
■ ↑↓                    01.08.2016    11.53
$5
Bundles

USD                                        0
Total                                      0
```

Use the bill [∧] [∨] keys to select the correct denomination for counting.

Place the straped bills on the tray.

If the packaged bills are "good", its value is displayed:

```
■ ↑↓                    01.08.2016    11.53
$5                                    x100
Bundles

USD                                  500.00
Total                                500.00
```

Repeat above steps for all straped bills to be counted.

If a straped bundle is suspect, the display will show:

```



        * Suspect *



```

You must open the straped bundle and count the bills in loose bill mode.

To return to loose bill counting, press the [🔲] key until you reach loose bill mode.

COUNTING

Counting non-cash items

The Cashmaster allows manual entries for four types of non-cash items.

Press the ▭ key until the following is displayed.

```
■▶ ↑+            01.08.2016   11.53

                 ▶ - - - - - - - - - - - -


Checks                            0.00
Total                             0.00
```

Use the ▭ key to switch between non-cash items, i.e. checks, credit/debit, gift voucher, etc.

Use the numeric keypad to enter the values. This will appear in the top right hand corner of the display:

```
■▶ ↑+            01.08.2016   11.53

                 ▶          126.00


Checks                          126.00
Total                           126.00
```

If the value is correct, press the ⏎ key and it will be added to the Grand Total.

If you make a mistake, press the CE key to clear the value.

Pressing ⏎ key again will scroll to the next non-cash item.

To exit press either of the strapped/rolled keys, ◈ or ◉ .

STORING/VIEWING REGISTERS

To start/save/new register, press the ⬚ key (while in count mode).

Your current register has now been saved, enter cashier number to begin a new register.

To view a stored register press the ⬚ key (while in count mode).
Then press ⬚ again at "cashier no." screen. You can now view all stored register.

Use the ⬆ ⬇ keys to select register and ⬚ to enter register.

Register No.
1
2
3
4

Use the arrow keys to select the register you would like to view.

To print the information for this register, press the 🖶 key. You can print at any time whilst in count mode by pressing the print key.

To return to the main screen press the ⬚ key once.

TROUBLESHOOTING

Mode	Message	Description
Coins		
Loose/ rolled	Too much weight on scale	This means there is too much weight on scale, simply remove some. The Cashmaster will weigh up to a maximum of 1.5kg.
Roll	* Suspect *	Roll applied is suspect. Leave roll on tray and select the correct denomination for the actual roll amount.
Bills		
Loose	PRESS ZERO KEY	Cashmaster has drifted from zero (usually due to draught or vibration). Ensure the tray is empty, then press on/off key.
Loose	Please remove scoop/cup from scale	You have selected a bill denomination while the cup is still on the tray. Remove the scoop/cup.
Loose	Too many remove some	Bills should be applied in amounts of up to 30 at a time. Simply remove a few bills until the message disappears then continue counting.
Strapped	* Suspect *	Package applied is suspect. Split the bundle and count in loose bill mode.
Misc		
	High vibration lockout	Check that the Cashmaster is placed on a level surface and away from draughts (e.g. air conditioning or fan).
	Battery low	Plug machine into power supply to recharge battery.
	Print timeout	Ensure that printer is switched on and properly connected to the scale before retrying.
	Scale is below minimum weight!	Indicates that the tray has not been placed correctly. Ensure tray is pushed firmly into the Cashmaster.

FAQ

How do I clear sub totals?

Select the desired denomination and press **CE** key once.

How do I clear grand totals for one register?

From the count screen hold down the **C** key until the confirmation is displayed.

Press the **C** key again to confirm and clear.

How do I clear grand totals for all registers?

From the main screen hold down the **C** key until the confirmation is displayed.

Press the **C** key again to confirm and clear.

How do I switch currencies?

Press both **F** keys simultaneously to scroll through multicurrency options,

stopping at the desired currency.

What do I do if my printer does not work?

1.   Ensure printer is connected to machine
2.   Ensure printer has power
3.   Ensure printer is loaded with paper
4.   Ensure paper grip lever is in downward position

How do I change the contrast on the screen?

Press the **F** and **C** keys simultaneously and press either **^** or **v** to increase or decrease contrast respectively.

For all other problems or issues contact our Customer Support team on:
+1 877 227 4627.

CALCULATOR MODE

To enter calculator mode:

Press [F] and [⌨] . Enter figures using the numberpad.

- Use [⬦] to multiply.

- Use [⬦] to divide.

- Use [⌨] as the equals key.

To exit calculator mode and return to normal operation:

Press [F] and [⌨] again.

TECHNICAL SPECIFICATIONS

Weight	1.2kg
Dimension	162mm (W) x 188mm (H) x 282mm (D)
Load capacity	1.5kg
Power supply	Mains adapter 12V 2.5A
LED red:	Battery charging
LED green:	Battery fully charged
LED flashing red/green:	Very low battery and charging
LED off:	Power from battery only
Battery type	LiPo 7.4V 1250mAh

GLOBAL SUPPORT

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cashmaster.com

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Counting your success