

WAYFARER 2 SAVER
USER, PROGRAMME, FAULT FINDING
MANUAL

BY J.T.M.CO

Suppliers and Manufacturers

Of

TICKET MACHINES

J.T.M MANUAL 4

www.j-t-m.co.uk

www.ticketmachinewebsite.com

Contents

3 - Section 1- Farestrip/HS350 models

4 – Signing On.

5 – Changing route and Journey number.

6 – Signing off.

7 – Paper feed/loading paper rolls.

8 – Printing Tickets.

9 – Programming.

15 - Section 2- Key Cap style machine

17 – Signing on.

18 – Changing route and Journey number.

19 – Signing off.

20 – Paper feed/loading paper rolls.

21 – Printing Tickets.

22 – Programming.

27 Section 3- General (Both models)

29 – Troubleshooting/Problems- Fault finding chart.

31 – Information, help and contact details.

Section 1- Farestrip/HS350 models

Please note that some Wayfarer HS350 models are fitted with back-lit screens which can be turned on or off. To turn the screen light on/off press either '0' and 'enter', or '1' and 'enter'. If this does not work, either your machine is not fitted with a back-lit screen, or the back-lit screen may need replacing.



A Wayfarer saver HS350 model, easily identified by the larger LCD screen, farestrip labels above the class buttons, and the HS350 logo located on the bottom right of the keypad.

Signing On

Screen Displays 'Driver'

Enter your 5 digit driver number into the keypad and press the enter button.

Screen Displays 'P.I.N'

Enter the machines 4 digit pin number into the keypad and press the enter button.

Screen Displays 'Bus'

Enter the bus fleet number (4 digit only) into the keypad and press the enter button.

Screen Displays 'Duty'

Enter the duty number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) into the keypad and press the enter button.

Screen Displays 'Service'

Enter the service number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) into the keypad and press the enter button.

Screen Displays 'Journey'

Enter the journey number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) into the keypad and press

the enter button. The Screen should now display fare stage 1 and the current machine time. E.g. (Stage 1 12:00)

You are now signed on and tickets can now be issued.

Changing Route/Journey no

Please note you must be signed on and the screen displaying the fare stage and time (e.g. Stage 1 12:00) before you can change the route and journey number.

Type '000' into the keypad and press 'Enter'.

The screen will now display 'Service'. Type in the new service number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) and press enter.

The screen will now display 'Journey'. Type in the new journey number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) and press enter.

The Screen should now display fare stage 1 and the current machine time. E.g. (Stage 1 12:00)

You are now signed on and tickets can now be issued.

Signing Off

Once you have completed the final trip and you are ready to sign the machine off ready for another driver, you need to follow these instructions.

The Screen should display the current fare stage and the current machine time. E.g. (Stage 7 12:00)

Type '000' into the keypad and press 'Enter'.

The screen will now display 'Service'.

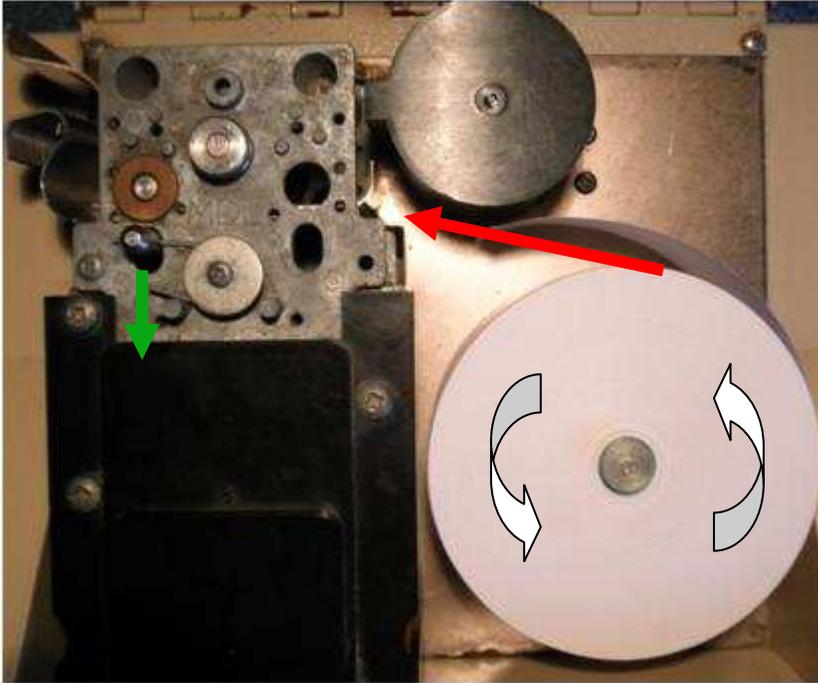
If you are not ready to sign off, follow the instructions on the previous page. If you are ready to sign off, type 000 into the keypad again, and press enter.

A waybill ticket will be printed, displaying the time signed on – time signed off, total number of tickets sold, total number of passes and total amount of cash (GBP £) taken. The waybill will also list the amount of each ticket class sold (or registered for passes) and total each gains from each ticket class.

The screen will now display 'Driver'. The machine is now signed off.

Paper feed/loading paper rolls

1. Move paper low arm (if fitted) clear of the paper roll area.
2. Place the new paper reel on the spindle as shown below.



3. Pull the end of paper in the direction as shown in red above.
4. Pull the pin back shown as in green above and hold back. Push the paper through the slot into the printing area ensuring the paper is touching the base, until the end is visible next to the ticket tear spikes. Let go of the paper release pin.
5. The roll is now threaded. To print a test ticket hold down 0, clear and enter at the same time, a long ticket will print reading 'PAPER FEED NOT A VALID TICKET'. Please note the machine does not have to be signed on to do this.

Printing tickets

On the wayfarer saver there are 3 ticket classes. Preset, open, open & preset.

A preset class, is a ticket which has a set fare value, e.g. £1.00. This ticket is set at a constant price and cannot be changed without the security key. When a button set to a preset is pressed, it will print the ticket with 1 press, at the set amount.

An open class, is a ticket which requires the driver to type in the correct price for the ticket, for example if the prices vary depending on how far a passenger wishes to travel. If a button is pressed that is set to open class, a ticket will not be issued and the screen will read 'Error'.

If the driver requires to print a ticket costing £1.60 for example, the driver must press the '£' button. The machine will beep. Then type in 160 and press the relevant class button. A ticket will print costing £1.60.

An Open Preset class, is a ticket which has a set price however the driver can type in a relevant fare as above. This button can be used in both ways described above.

If a button is registered as a pass, when a relevant pass is shown the driver should press the pass button. The machine will beep and the pass will be registered to the machines memory.

Programming

To program the machine the security key must be used to switch the machine in programming mode

Insert the security key into the lock on the bottom left of the machine and turn, switching the machine into Programming Mode.

The Screen will display 'P'.

Section 1 - Ticket class and fares.

Press '1' followed by 'enter'. The machine will beep and the screen will now display 'P1'.

To program a class button a '**Pass**' press the class button you wish to program as a pass, the machine will now beep and the screen will display 'P1 Pass'. The screen will now return to 'P1'.

The pass feature records the amount of passes shown, and prints the total amount of passes recorded on the drivers waybill.

To program a class button as an '**Open class**' press 0 followed by the fare class button you wish to program. The machine will bleep and the screen will now show 'P1 Open'

This enables the driver to enter the appropriate fare before issuing the ticket.

To program a class button as '**Preset/fixed Class**' type in the desired price, e.g. 100 = £1.00. Please note the price cannot be below 0.01p or above 99.99p. Once the desired price is entered, press the class button you wish to assign it to. The machine will now bleep and the screen will now show 'P1 Preset: 1.00'

To program a class button as '**Preset and Open Class**' type the desired preset class, e.g. 0100 = £1.00. Unlike for a normal preset, you must add a 0 before the preset price, so rather than 100 = £1.00, you must type 0100 = £1.00. (This means that when this ticket is issued, unless a price is entered by the driver the preset priced ticket will print.) Once the desired price is entered press the class button you wish to assign it to. The machine will bleep and the screen will now display 'P1 Open &: 100'

Section 2 - Ticket/class names and labels.

Press enter, to ensure the screen is displaying 'P'. Now press '2' followed by enter. The Screen will now show P2.

This feature is used to name the class names. E.g. Adult Single, Concess, pass, etc.

The wayfarer Saver has no alphabet keypad therefore each character has its own symbol. The character list is shown below with examples. (MDL codes) Please note each name cannot be more than 8 characters long. (The MDL codes list can be printed by setting the machine to 'P9', then by pressing 2 and enter)

0 - 00	A - 10	K - 20	U - 30
1 - 01	B - 11	L - 21	V - 31
2 - 02	C - 12	M - 22	W - 32
3 - 03	D - 13	N - 23	X - 33
4 - 04	E - 14	O - 24	Y - 34
5 - 05	F - 15	P - 25	Z - 35
6 - 06	G - 16	Q - 26	
7 - 07	H - 17	R - 27	
8 - 08	I - 18	S - 28	
9 - 09	J - 19	T - 29	
36 - Space	37 - £	38 - /	39 - .
40 - :	41 - Block	42 - Copyright	43 - -
44 - +	45 - =	46 - *	47 - (
48 -)	49 - SErvice	50 - STage	51 - AE

52 - Angstrom	53 - 0,umlaut	54 - r	
---------------	---------------	--------	--

For Example. ADLT SGL = 10 13 21 29 36 28 16 21

A D L T S G L

PASS = 25 10 28 28.

To program a class button label/name, type in the desired name using the MDL code table above (no more than 8 characters per class) and once the desired code is entered, press the desired class button you wish to program. The machine will beep and the screen will return to 'P2'. Continue this process for each class button you wish to name.

Section 3 – Setting the machine number

The machine number is the (up to) 6 character number/name that prints in the top corner on a ticket. The machine number can be either letters, numbers or other characters listed on the MDL codes table, on page 10 of this guide.

To set the machine number, ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '3' followed by 'enter'. The screen will now display 'P3'.

To set the machine number as '123456', using the table on page 10, type 010203040506, followed by enter. The machine will now beep and the screen will return to 'P'.

Section 4 – Setting the machine time and date

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '4' followed by 'enter'. The screen now displays 'P4'. Enter the current time using 24 hour clock, for example 13:04 would be 1304, or 08:10 would be 0810. Type the time, followed by enter. The machine will now bleep, and the screen will now show 'P4'.

To program the date, press enter to clear the screen to 'P'. Then press '5' followed by 'enter'. The screen will now read 'P5'. Type the date (DD/MM/YY). E.g. 25th April 2011 would be 250411. Then press enter. The machine will now bleep and the screen will show 'P'.

Section 5 – Setting the machine P.I.N number

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '5' followed by enter. The screen will now display 'P5'. Enter a 4 digit P.I.N number, eg '1234' then press enter. The machine will bleep and the screen will display 'P'.

Section 6 – P6 Class Key Printout

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '6' followed by enter. The machine will now bleep and the screen will display 'P6'. Press enter again and the machine will print a long ticket listing the machine number, ticket number, date, time, and list each class button's name/label, price, and the class of the button, e.g. class, preset, open, open&preset. Once complete the machine will bleep and the screen will display 'P'.

Section 7 – Machine Grand Totals

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '7' followed by enter. The machine will now bleep and the screen will display 'P7'.

Press enter again and the machine will print a ticket stating the date, time, machine number, total amount of tickets printed, total amount of passes recorded and total money taken on the machine since converted to a saver.

Section 8 – P8 Waybill

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '8' followed by enter. The machine will now bleep and the screen will display 'P8'.

Press enter again, and the machine will print a ticket showing the details of the last signed on driver, the drivers number, time and date signed on to time and date signed off, total money taken,

and total passes recorded on the last signed on session. Once printed the screen will display 'P8', each time enter is pressed after this, the details of the driver signed on before the previous is printed out.

Section 9 – MDL code print out

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '9' followed by enter. The machine will now bleep and the screen will display 'P9'.

Press 2, followed by enter. The machine will print a long ticket with the MDL code list printed on in one big row.

Once complete, the screen will show 'P'.

Section 2- Key Cap style machine



A Wayfarer Saver 'Key Cap' machine. This can be identified by the smaller screen area, with a 'calculator' style display. Also the fare labels are usually either stickers above the buttons, or labels inside the button cap itself.

Signing On

Screen Displays 'Drn'

Enter your 5 digit driver number into the keypad and press the enter button.

Screen Displays 'Pin'

Enter the machines 4 digit pin number into the keypad and press the enter button.

Screen Displays 'Bus'

Enter the bus fleet number (4 digit only) into the keypad and press the enter button.

Screen Displays 'Dn'

Enter the duty number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) into the keypad and press the enter button.

Screen Displays 'Srn'

Enter the service number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) into the keypad and press the enter button.

Screen Displays 'Jrn'

Enter the journey number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) into the keypad and press the enter button. The Screen should now display fare stage 1 and the current machine time. E.g. (1 12:00)

You are now signed on and tickets can now be issued.

Changing Route/Journey no

Please note you must be signed on and the screen displaying the fare stage and time (e.g. 1 12:00) before you can change the route and journey number.

Type '000' into the keypad and press 'Enter'.

The screen will now display 'Srn'. Type in the new service number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) and press enter.

The screen will now display 'Jrn'. Type in the new journey number (up to 4 digits, fare class buttons can be used to type in letters A-M, X for this detail) and press enter.

The Screen should now display fare stage 1 and the current machine time. E.g. (1 12:00)

You are now signed on and tickets can now be issued.

Signing Off

Once you have completed the final trip and you are ready to sign the machine off ready for another driver, you need to follow these instructions.

The Screen should display the current fare stage and the current machine time. E.g. (7 12:00)

Type '000' into the keypad and press 'Enter'.

The screen will now display 'Srn'.

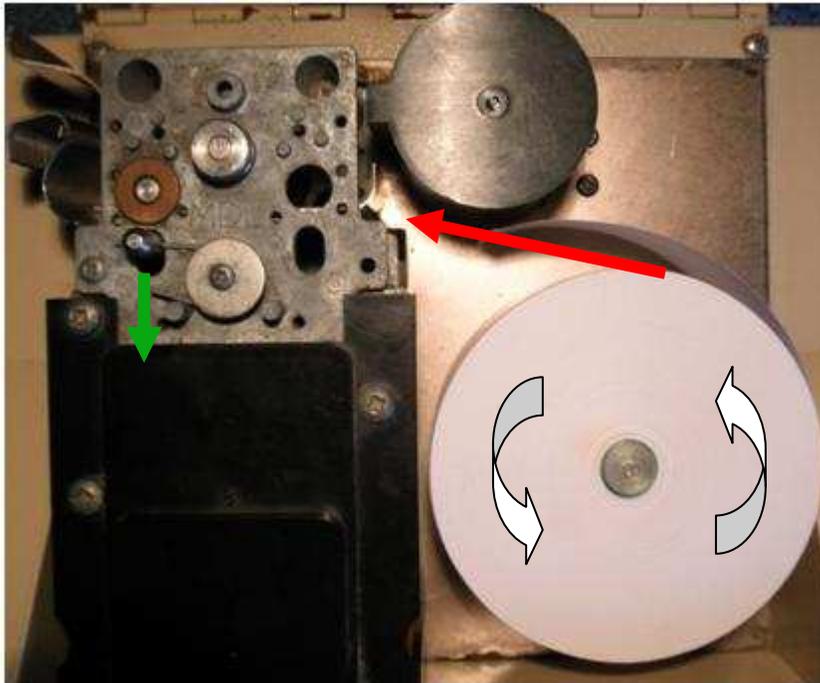
If you are not ready to sign off, follow the instructions on the previous page. If you are ready to sign off, type 000 into the keypad again, and press enter.

A waybill ticket will be printed, displaying the time signed on – time signed off, total number of tickets sold, total number of passes and total amount of cash (GBP £) taken. The waybill will also list the amount of each ticket class sold (or registered for passes) and total each gains from each ticket class.

The screen will now display 'Drn'. The machine is now signed off.

Paper feed/loading paper rolls

1. Move paper low arm (if fitted) clear of the paper roll area.
2. Place the new paper reel on the spindle as shown below.



3. Pull the end of paper in the direction as shown in red above.
4. Pull the pin back shown as in green above and hold back. Push the paper through the slot into the printing area ensuring the paper is touching the base, until the end is visible next to the ticket tear spikes. Let go of the paper release pin.
5. The roll is now threaded. To print a test ticket hold down 0, clear and enter at the same time, a long ticket will print

reading 'PAPER FEED NOT A VALID TICKET'. Please note the machine does not have to be signed on to do this.

Printing tickets

On the wayfarer saver there are 3 ticket classes. Preset, open and open presets.

A preset class, is a ticket which has a set fare value, e.g. £1.00. This ticket is set at a constant price and cannot be changed without the security key. When a button set to a preset is pressed, it will print the ticket with 1 press, at the set amount.

An open class, is a ticket which requires the driver to type in the correct price for the ticket, for example if the prices vary depending on how far a passenger wishes to travel. If a button is pressed that is set to open class, a ticket will not be issued and the screen will read 'Error'.

If the driver requires to print a ticket costing £1.60 for example, the driver must press the '£' button. The machine will beep. Then type in 160 and press the relevant class button. A ticket will print costing £1.60.

An Open Preset class, is a ticket which has a set price however the driver can type in a relevant fare as above. This button can be used in both ways described above.

If a button is registered as a pass, when a relevant pass is shown the driver should press the pass button. The machine will beep and the pass will be registered to the machines memory.

Programming

To program the machine the security key must be used to switch the machine in programming mode

Insert the security key into the lock on the bottom left of the machine and turn, switching the machine into Programming Mode.

The Screen will display 'P'.

Section 1 - Ticket class and fares.

Press '1' followed by 'enter'. The machine will bleep and the screen will now display 'P1'.

To program a class button a '**Pass**' press the class button you wish to program as a pass, the machine will now beep and the screen will do nothing other than display 'P1'

The pass feature records the amount of passes shown, and prints the total amount of passes recorded on the drivers waybill.

To program a class button an '**Open class**' press 0 followed by the fare class button you wish to program. The machine will bleep and the screen will show 'P1'

This enables the driver to enter the appropriate fare before issuing the ticket.

To program a class button as '**Preset/fixed Class**' type in the desired price, e.g. 100 = £1.00. Please note the price cannot be below 0.01p or above 99.99p. Once the desired price is entered, press the class button you wish to assign it to. The machine will now bleep and the screen will now show 'P1'

To program a class button as '**Preset and Open Class**' type the desired preset class, e.g. 0100 = £1.00. Unlike for a normal preset, you must add a 0 before the preset price, so rather than 100 = £1.00, you must type 0100 = £1.00. (This means that when this ticket is issued, unless a price is entered by the driver the preset priced ticket will print.) Once the desired price is entered press the class button you wish to assign it to. The machine will bleep and the screen will now display 'P1'.

Section 2 - Ticket/class names and labels.

Press enter, to ensure the screen is displaying 'P'. Now press '2' followed by enter. The Screen will now show P2.

This feature is used to name the class names. E.g. Adult Single, Concess, pass, etc.

The wayfarer Saver has no alphabet keypad therefore each character has its own symbol. The character list is shown below with examples. (MDL codes) Please note each name cannot be more than 8 characters long. (The MDL codes list can be printed by setting the machine to 'P9', then by pressing 2 and enter)

0 – 00	A - 10	K - 20	U - 30
1 – 01	B - 11	L - 21	V - 31
2 – 02	C - 12	M - 22	W - 32
3 – 03	D - 13	N - 23	X - 33
4 – 04	E - 14	O - 24	Y - 34
5 – 05	F - 15	P - 25	Z - 35
6 – 06	G - 16	Q - 26	
7 – 07	H - 17	R - 27	
8 – 08	I - 18	S - 28	
9 – 09	J - 19	T - 29	

36 - Space	37 - £	38 - /	39 - .
40 - :	41 - Block	42 - Copyright	43 - -
44 - +	45 - =	46 - *	47 - (
48 -)	49 - SErvice	50 - STage	51 - AE
52 - Angstrom	53 - 0,umlaut	54 - r	

For Example. ADLT SGL = 10 13 21 29 36 28 16 21

A D L T S G L

PASS = 25 10 28 28.

To program a class button label/name, type in the desired name using the MDL code table above (no more than 8 characters per class) and once the desired code is entered, press the desired class button you wish to program. The machine will beep and the screen will return to 'P2'. Continue this process for each class button you wish to name.

Section 3 – Setting the machine number

The machine number is the (up to) 6 character number/name that prints in the top corner on a ticket. The machine number can be either letters, numbers or other characters listed on the MDL codes table, on page 10 of this guide.

To set the machine number, ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '3' followed by 'enter'. The screen will now display 'P3'.

To set the machine number as '123456' , using the table on page 10, type 010203040506, followed by enter. The machine will now beep and the screen will return to 'P'.

Section 4 – Setting the machine time and date

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '4' followed by 'enter'. The screen now displays 'P4'. Enter the current time using 24 hour clock, for example 13:04 would be 1304, or 08:10 would be 0810. Type the time, followed by enter. The machine will now beep, and the screen will now show 'P4'.

To program the date, press enter to clear the screen to 'P'. Then press '5' followed by 'enter'. The screen will now read 'P5'. Type the date (DD/MM/YY). E.g. 25th April 2011 would be 250411. Then press enter. The machine will now beep and the screen will show 'P'.

Section 5 – Setting the machine P.I.N number

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '5' followed by enter. The screen

will now display 'P5'. Enter a 4 digit P.I.N number, eg '1234' then press enter. The machine will bleep and the screen will display 'P'.

Section 6 – P6 Class Key Printout

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '6' followed by enter. The machine will now bleep and the screen will display 'P6'. Press enter again and the machine will print a long ticket listing the machine number, ticket number, date, time, and list each class button's name/label, price, and the class of the button, e.g. class, preset, open, open&preset. Once complete the machine will bleep and the screen will display 'P'.

Section 7 – Machine Grand Totals

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '7' followed by enter. The machine will now bleep and the screen will display 'P7'.

Press enter again and the machine will print a ticket stating the date, time, machine number, total amount of tickets printed, total amount of passes recorded and total money taken on the machine since converted to a saver.

Section 8 – P8 Waybill

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '8' followed by enter. The machine will now bleep and the screen will display 'P8'.

Press enter again, and the machine will print a ticket showing the details of the last signed on driver, the drivers number, time and date signed on to time and date signed off, total money taken, and total passes recorded on the last signed on session. Once printed the screen will display 'P8', each time enter is pressed after this, the details of the driver signed on before the previous is printed out.

Section 9 – MDL code print out

Ensure the security key is inserted and turned on, so that the screen displays 'P'. Then press '9' followed by enter. The machine will now bleep and the screen will display 'P9'.

Press 2, followed by enter. The machine will print a long ticket with the MDL code list printed on in one big row.

Once complete, the screen will show 'P'.

27 Section 3- General (Both models)

Troubleshooting, errors and technical issues

Fault Finding Chart.

<u>Symptom</u>	<u>Possible Causes</u>
1. Machine Dead.	(a) Poor or broken external connections. (b) Connector PL8 undone. (c) Internal fuse blown. (d) Printer board fault. (e) Control board fault.
2. Machine displays 'HELP'.	(a) Printer jammed. (b) Obscured optical switch. (c) Faulty circuit board(s). (d) Defective optical switch. (e) Faulty motor.
3. Ticket not issued.	(a) Paper roll exhausted. (b) Paper jammed. (c) Motor not driving.
4. Continuous paper feed.	(a) Connector PL9 undone.

	<ul style="list-style-type: none"> (b) Obscured optical switch. (c) Defective optical switch. (d) Motor failure.
5. Poor or missing print.	<ul style="list-style-type: none"> (a) Ink roller stuck. (b) Ink running out. (c) Dirty print head(s). (d) Print head(s) out of adjustment. (e) Faulty print heads.
6. Fuse blows.	<ul style="list-style-type: none"> (a) Water damage. (b) Faulty printer board.
7. Machine displays 8's.	<ul style="list-style-type: none"> (a) EPROM wrong way around. (b) Low battery on bus. (c) Display board fault. (Tickets still issued if so) (d) Control board fault . (Machine inoperative)
Symptom	Possible Causes
8. Time clock drifts.	<ul style="list-style-type: none"> (a) Control board fault.
9. Keyboard buttons stuck	<ul style="list-style-type: none"> (a) Buttons stuck under fascia (Key Cap style only)
10. 'Insert Module' or 'Out' displayed	<ul style="list-style-type: none"> (a) Not a Wayfarer Saver machine.
11. Programme corrupting	<ul style="list-style-type: none"> (a) Control board fault.
12. Security key not working	<ul style="list-style-type: none"> (a) Connector PL4 undone. (b) Faulty security lock. (c) Control board fault.
13. Display faults.	<ul style="list-style-type: none"> (a) Control board fault. (b) Display board fault.
14. Incorrect printing.	<ul style="list-style-type: none"> (a) Connectors PL11 and PL12 reversed.
15. No display.	<ul style="list-style-type: none"> (a) Connector PL1 undone. (b) Connector PL2 undone. (c) EPROM wrongly fitted.
16. Tickets torn.	<ul style="list-style-type: none"> (a) Pin in print head stuck out. (b) Faulty print head

	solenoid.
17. Keyboard does not respond but display still shows.	(a) Connector PL2 undone. (b) Button stuck. (see symptom 9)

**This manual was written by Luke A-Birch for
J.T.M SERVICES**

Wayfarer Saver ticket machines available from-

www.j-t-m.co.uk

www.ticketmachinewebsite.com