TP CMS3

Series

Card Reader User Guide







Thank you for choosing TOP VME.

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- 1. Product Introduction
 - 1-1. Overview

The card management system can save labor costs, and reduce auditing stress. All top-ups and cash settlements are completed at the cash register to avoid unnecessary cash handling. This solves the problem of miscalculation and difference between the cash and computer accounts of other branches, and increase the time cost of checking and reconciling. Easy to install and use, no need for network cable connection between devices. Information is using and transferring by the memory of the CPU. Without the computer management, each host can work independently. After using the system management, the accounts are clearer, the handover is simple, it is easy to check and manage at any time, and improve the work efficiency of the playground.

All game cards can be transferred between players, and the venue does not need to be recovered, but can be stored, refunded and deposited. Applicable to all: game machine machines with the functions of opening points, returning coins, and issuing lottery tickets.

1-2. Features

- Card Information High security
- Compatible with various game consoles
- Multiple devices can be connected in real time
- · Available a variety of card management modes

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- 2. Product Specifications
 - 2-1. General Specifications

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Communication Interface	RS232/PULSE
Card type	Complies with ISO14443A, can support Mifare1 S70 contactless smart card
Installation site	Indoors

2-2. Electronic Specifications

Input power	+12V DC
	Standby:1.5~1.6W
Power Consumption	Working:2.3W
	Max.:2.5W
	Ambient: 0~60
Temperature Range (° C)	Storage:-10~80
	Humidity:20~70%RH(no condensation)

2-3. Machine Specifications

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Weight	154 ±10 g
Dimension	124 X 67 X 62.9 mm
Screen Size	18 Inch Screen

3. Product content

Main	CMS 305(with RF) or 355(No RF) *1		
	Manual		
Accessories	Wires (Check page)		
Accessories	Screw set		
	CMS100H Adapter board(Optional)		



Unit:mm[inch]

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Installation:

1. Please follow the steps according to the recommended shape and size of

the door panel.

2. Align the mounting holes from the CMS3 (b) and the mounting holes on the installing panel.

3. Insert the carriage screw (a) and push through the aligned mounting openings (c) of the door panel.

4. Lock into place with the provided nuts (d).

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6. Application



Card Reader

7. Wiring

Connector	Interface	Voltage	Use	Wire	Pag.
J3	Power	+12V DC	Power Cable	WEL-R7U02	8
	Power	+12V DC	Power Extension	CU-R961-1	9
CN1	RS232/ UART		Data Transfer	WEL-R7U06 (Purchase)	10
CN1	USB/UART		Data Transfer	2WIR-CP2102N-00 (Purchase)	11
CMS100H	PULSE/ HOPPER		Data Transfer	2WIR- CMS3000C-00 (Purchase)	12
CMS100H	Power	+12V DC	CMS100H Power cord	2WIR-CMS100G1- 0B (Purchase)	13
CMS100H	UART/ UART		CMS100H Data transfer	2WIR-CMS100H1- 0A (Purchase)	14



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PIN NO	COLOR	PIN DEFINE
PIN1	BLACK	GND
PIN2	BROWN	NOTE
PIN3	GREEN	PAY+
PIN4	ORANGE	TICKET_OUT
PIN5	YELLOW	HOP_N
PIN6	RED	+12V DC

PIN NO	COLOR	PIN DEFINE
PIN7	BLUE	PAY-
PIN8	WHITE	TICKET_IN
PIN9	PURPLE	HOP_OUT
PIN10	GRAY	METER_OUT
PIN11	PINK	INHIBIT_IN
PIN12	WHITE/GREEN	CREDIT_OUT

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- 8-1. Setting and Display
 - 1. 【 〇 】 Button: Open points, Set value confirmation, service request_(long press)
 - 2. 【▲】Button: Scroll up/add
 - 3. 【▼】Button: Scroll down/less
 - 4. [•] Setting Button: Set the function mode of cms3
 - 5. DIP Switch : Setting mode

8-2. Setting

Press the setting button for 1 seconds to enter the setting menu, then use the buttons [\blacktriangle] and [\checkmark] to select and the \cdot [\bigcirc] button to confirm

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- 8-2-1. GAME
 - 1. Mode : Hopper or Pulse mode
 - 2. Play : Opening points
 - 3. Level : Signal level
- 8-2-2. Signal

Signal time width setting, units in ms

8-2-3. System

- 1. Card key : Card Key Setting
- 2. Version : Version Check
- 3. Channel : RFChannel > dBm Setting

8-3. Function Modes

Mada	Function		Dip Switch			
Mode			2	3	4	
Mode 1	System: No Connection Mode: RS232 (Without converter board)	ON	ON	ON	ON	
Mode 2	System: Connected Mode: RS232 (Without converter board)	ON	ON	ON	OFF	
Mode 3	System: No Connection Mode: Hopper or Pulse (With converter board)	ON	ON	OFF	OFF	
Mode 4	System: Connected Mode: Hopper or Pulse (With converter board)	ON	OFF	OFF	OFF	
PC Setting Mode	PC Tool Tool Setting	OFF	OFF	OFF	OFF	

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8-4. Operation Display

Display	Description
Credit	Balance
Rate	Score ratio
Ticket	Ticket
Play	Open Score
Ready	Card Read
No card	No card inserted
Unknow	Unknown card
Invalid card	Unknown card

9. Troubleshooting

Message	Narrative	Preventive action
Card limit	Card used over 100K times	Replace card
Version Err	Firm. Version error	Download the correct firmware
Game no link	Not connected to the game	Check the Game
Mode error	Mode error	Adjust Dip Switch
No link	Host not connected	Check wireless communication
Write Error	Card error	Check card

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