

GP-58CR

How to Format a Printer Ticket

And

Use the Data Multiplier and Decimal Setting



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How to Use a Logo and Input Text.

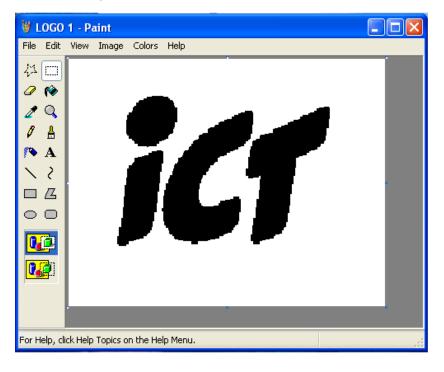
1. Start program "Paint".	
👹 untitled - Paint	
File Edit View Image Colors Help	
0 10	
29	
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5 /	
□ ⊿	
00	
For Help, click Help Topics on the Help Menu.	

The value of width is fixed at 384 pixels and can not be changed. However, the figure's height is not fixed, it can be changed by users.

NOTE: The size of the graphic file can not be over 16K bytes.

🦉 untitled - Paint		
File Edit View Image Colors Help		
4 🗆		<u>^</u>
0 🔞		
2 9		
0 A		
/% A		
× 2	Attributes ?X	
		=
00	File last saved: Not Available OK	
	Resolution: 114 x 114 dots per inch Cancel	
	Width: 384 Height: 300 Default	
	Units	
	O Inches O Cm O Pixels	
	Colors	
	Black and white Colors	
<		>
For Help, click Help Topics on the Help Menu.		

3. Draw "ICT" image.





4. Key in "YOU WIN".

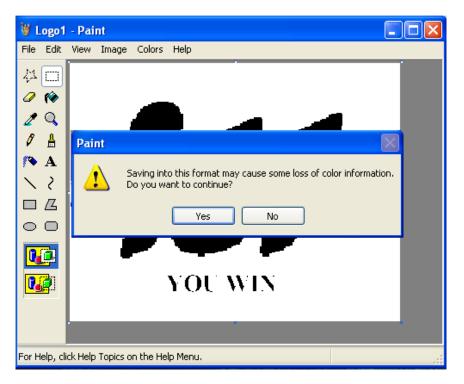
5. Save file.

🛿 LOGO 1 - Paint		
File Edit View Image Color:	; Help	
New	Ctrl+N	
Open	Ctrl+O	
Save	Ctrl+S	
Save As		
From Scanner or Camera		
Print Preview		
Page Setup		
Print	Ctrl+P	
Send		
Set As Background (Tiled)		
Set As Background (Centered)		
1 LOGO 1		-
24		AX:IN:
33		WIN
42		
Exit	Alt+F4	
aves the active document.		

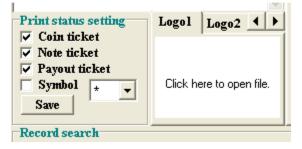
6. Save as type " Monochrome Bitmap (*bnp, *dib)".

Save As								? 🗙
Save in:	😬 My Pictures			*	6	3 🖻		
My Recent Documents								
Desktop								
My Documents								
My Computer								
	File name:	Logo1				*		Save
My Network	Save as type:	Monochrome	Bitmap (*.bmp;*.	dib)		*		Cancel

7. Click "Yes".



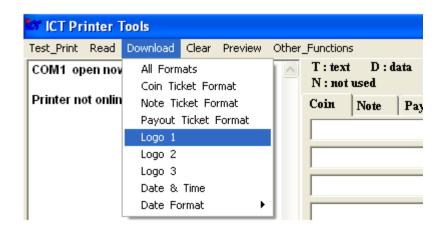
8. Click on "click here to open file".



9. Open logo file.

Open			? 🗙
Look in:	💾 My Pictures	✓ ← È 🏥 ✓ (384×300)	Q
My Recent Documents Desktop	ICT NIN Logo1	Dimensions: 384 × 300 Type: Bitmap Image Size: 337 KB	
My Documents			ſ
My Computer			
My Network	File name:	Logo1 Open	
Places	Files of type:	Bitmaps(*.bmp) Cancel	/

10. Save logo 1 to GP-58CX.



11. Key in words and adjust word size/ height.

Print Data	CCCCC	$\textcircled{\ } C \subset C$	•
	(CCCCCC	юсс	• •
	(CCCCCC	юсс	•
43010 Osgood Rd	@CCCCCC	$\mathbb{C} \oplus \mathbb{C}$	•
Fremont, CA 94536	•CCCCCC	$\mathbb{C} \oplus \mathbb{C}$	•
		$\bullet \subset \subset$	•

12. Choose logo file to adjust height.

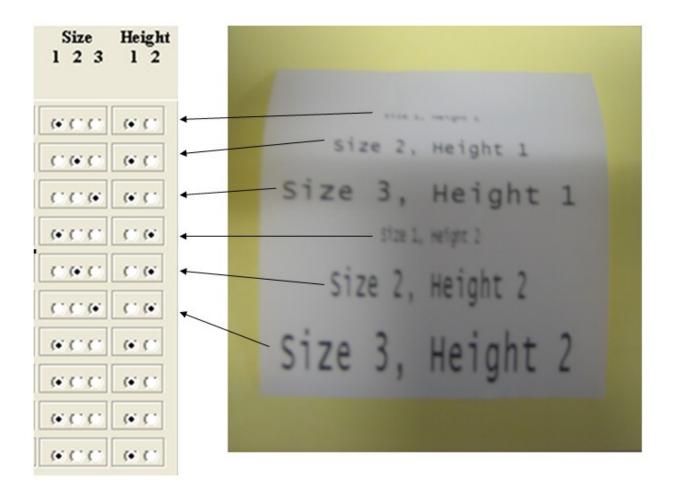
T:text D:data N:not used		ata	Logo T 1 2 3 D N	Size 123	Height 12
Coin	Note	Payout			
Print L	ogol		COCCC	@CC	ΦC
			•CCCCCC	CCC	•
Print D	ata		CCCCCCC	$\mathbf{O} \subset \mathbf{C}$	(• C)
			•CCCCCC	$\textcircled{\bullet} \subset \subset$	(C)



MAKE SURE YOU GO TO DOWNLOAD, THEN EAITHER COIN, NOTE, OR PAYOUT TICKET FORMAT TO SAVE YOUR TEXT INPUT!

Formatting Text Size and Height

Example: Below will give you the different types of format for text. Each line shows you the size number and the height number.



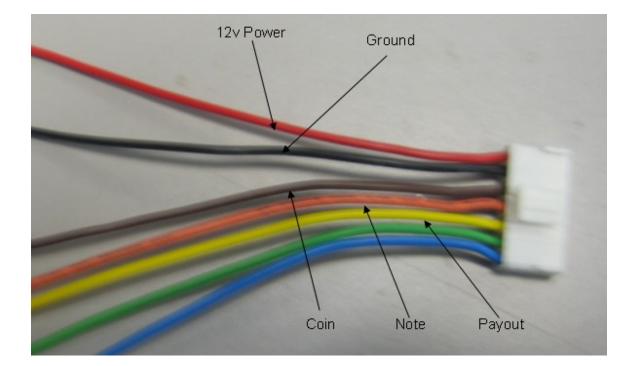
MAKE SURE YOU GO TO DOWNLOAD, THEN EAITHER COIN, NOTE, OR PAYOUT TICKET FORMAT TO SAVE YOUR TEXT INPUT!

Format Ticket Tab and Wiring

Note: Each Tab for Ticket Format (Coin, Note and Payout) may be use upon witch color wire is in use)

T:text D:data N:not used		Logo T 1 2 3 D N		Height 12	
Coin	Note	Payout			
			CCCCC	$\odot \subset \bigcirc$	(• C)
			•CCCCCC	$\odot \subset \bigcirc$	(• C)

Example: Payout = Yellow Note = Orange Coin = Brown



How to use the Data Multiplier and Decimal setting

Data Mulitplier

Note : S Payout: S	etup the multiplier etup the multiplier etup the multiplier	of each pulse of each pulse	from B/	A. ut signa
D :S	etup a decimal po	• c c c c c c c c		
s to open file.		*******		(# (C) (# (C)
Search & print	Coin Note Payout	ecimal setting	(+ C C 0%	

- 1. The Data Multiplier will allow you to multiply the number you enter per pulse.
- 2. Example: If the Payout is set to 5, and you give the printer 5 pulses, it will print out 25.
- 3. Every time you change your multiplier number, you must click save!



Decimal Setting

- 1. The Decimal Setting will allow you to set a decimal point. You can not exceed more the 3 decimal spaces as noted above.
- 2. If the Payout is set to 5, and you put in 2 in the D space (D representing Decimal) this will give you 0.05 per pulse.
- 3. Example: If the Payout is set to 5, and you give the printer 5 pulses with a decimal setting of 2, it will print out 0.25.
- 4. Every time you change the decimal number, you must click save!



Credit Issues

Note: The Value the Printer puts out, is base on the pluses given out and may not match the credits that are set on the actual machine.

In order for the printer to work correctly with your machine, the amount of credits that are set on the machine must be set exactly the way the printer is set to per pulse.