DACS-YDC
Configuration Manual

Statements

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History

Name	Version	Date	Description	Participant
DACS-YDC Configuration Manual	A	March 28, 2011	Created	Designed: Peter Lee Check:
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	C	October 15,2012	Update	Martin Yu
	D	July 28,2014	Update	Katherine Ma
	E	March 21,2018	Update	Jame Yao

Contents

1. Configuration

1.1. Basic Configuration

Please set up initial configuration parameters, which require to setup terminal/central communication. (Before run YDC at the first time, please set up the parameters step by step as mention below).

1.1.1. Run YDCConfiguration.exe

Please go to **Start Menu->Programs->DACS-YDC->Tools**, and click '**Configure ATM**' to run ydconfiguration.exe (See figure F1-1-1 shown as below).

Figure 1-1-1 Configuration Menu
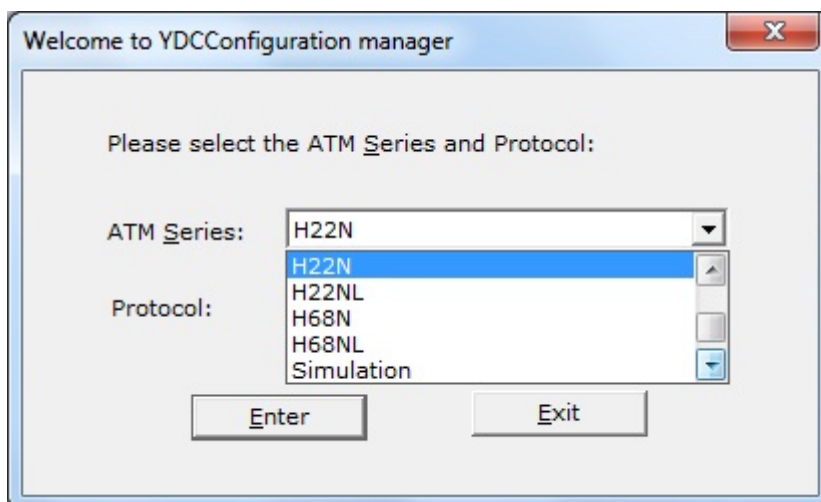
1.1.2. Select ATM type

Figure 1-1-2 welcome

(1) If the type of the running ATM is not found in the list, please select 'Default'.
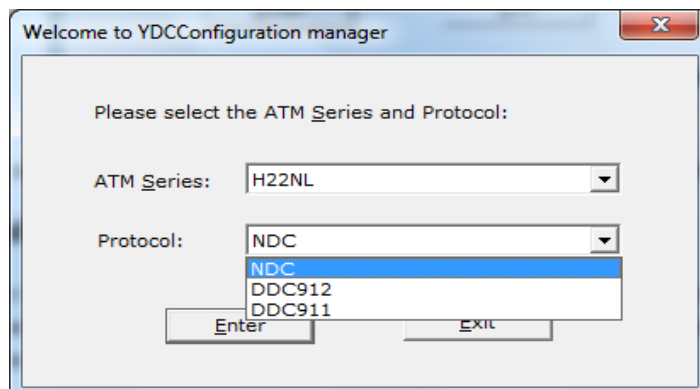
1.1.3. Select Emulation Protocol

Figure 1-1-3 welcome

(1) Please select emulation protocol according to the setting of the switch (Server/HOST protocol). It includes '**NDC**', '**DDC911**' and '**DDC912**'.

1.1.4. Configure Device parameters
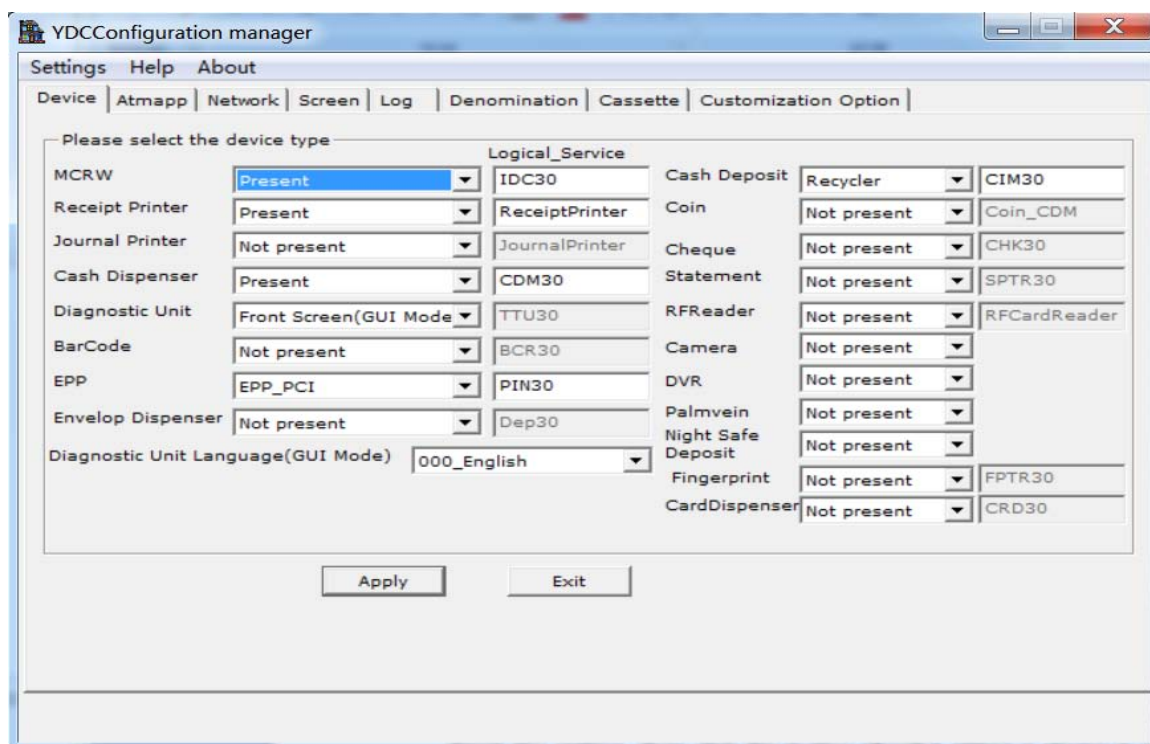

Figure 1-1-4-2 Device Type

Select the type of a device or disable a device by setting up the option value. If there is only one type to be chosen, please select **'Present'** to enable or '**Not Present**' to disable the device. After finish the setting, then click the button **'Apply'**. When a device is present, please input the logical service name according to the XFS configuration.

Logical Service Name–The logical service name is the key to the XFS configuration information. In order to determine the DLL name of the service provider, the logical service name must be set. After the installation of XFS service provider, the optional logical services will be found in the registry **"[HKEY_USERS\.Default\XFS\LOGICAL_SERVICES]"**.
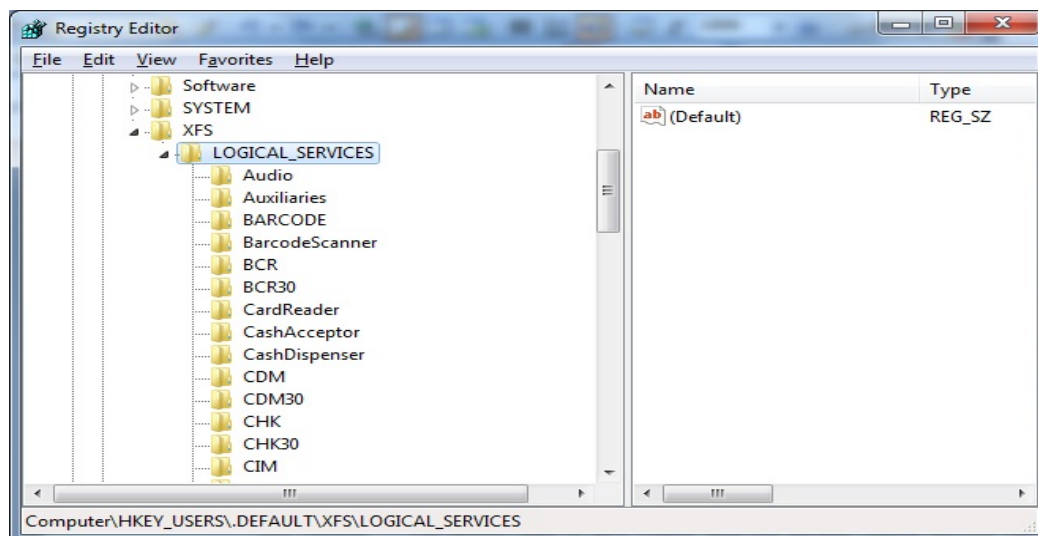

Figure 1-1-4-1 Logical Service Name

(1) "**Diagnostic Unit**"

[1] '**Front Screen (GUI Mode)**' – Maintenance menu will be shown with GUI interface (flash support) in the front monitor.

[2] '**TTU (Text Mode)**' –Maintenance menu will be shown in pure text mode with TTU.

[3] '**Rear LCD Panel (GUI Mode)**' - Maintenance menu will be shown with GUI interface (flash support) in a rear LCD panel.

(2) "**EPP**"

[1]"**EPP**" – Import initial keys in plain text mode (with XFS Command WFS_CMD_PIN_IMPORT_KEY)

[2]"**EPP_PCI**" – Import initial keys in secure entry mode (with XFS Command "WFS_CMD_PIN_SECUREKEY_ENTRY"), this option is recommended if the EPP supports the command WFS_CMD_PIN_SECUREKEY_ENTRY.

(4) "**Cash Deposit**"

[1] "**Deposit Only**" – It only supports the function of cash deposit.

[2] "**Recycler**" – It's a cash Recycling module.
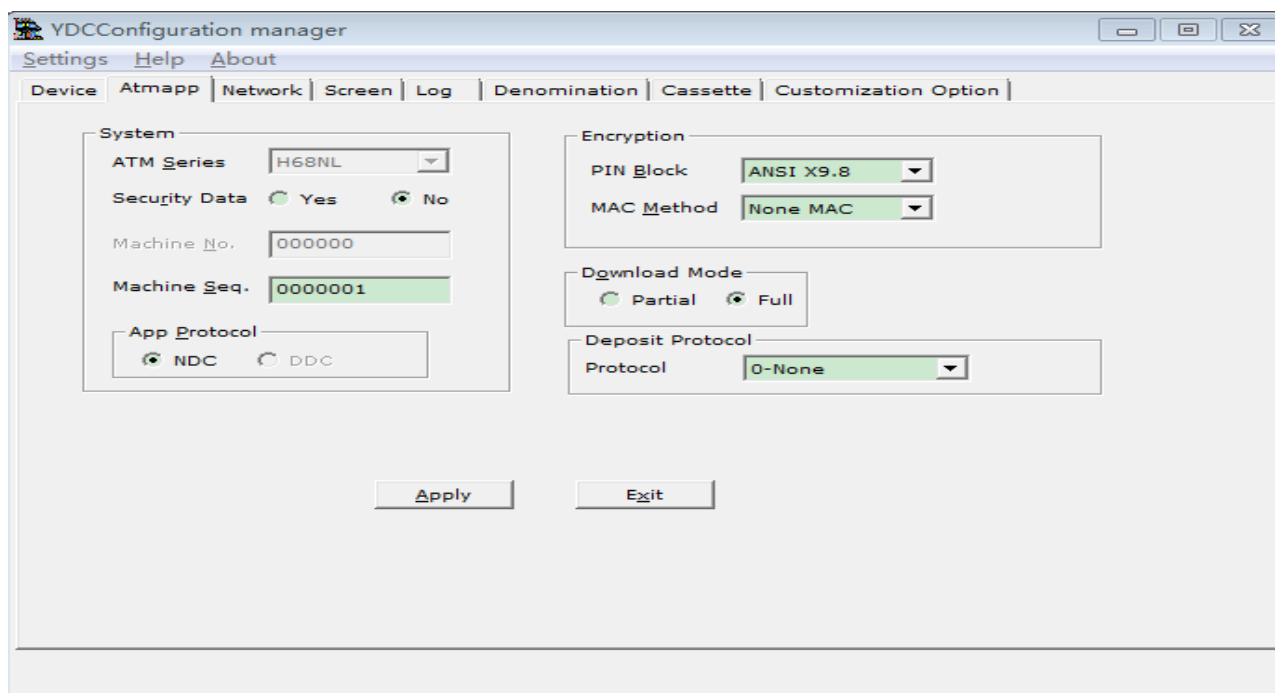
1.1.5. Configure ATMAPP parameters.

Figure 1-1-5 ATMAPP Setting

Step1: Select the type of PIN block. It supports three types as '**ANSI x9.8**', '**Diebold**', and

'**IBM3624**'.Please get the specified type from **HOST** and choose the correct item.

Step2: Select the mode or method of MAC.

[1] "**Full MAC**" – encrypt the full message with MAC key and add MAC code to the **message.**

Step3: [1] "**Machine No**." – machine sequence number. If the option of security data is enabled, it must be set and will be send with '**LUNO**' field when the message sends to host.

[2] "**Machine Seq**." – Local machine sequence number. The meaning of this option is the same as above but the data won't be reported to host. It is used to identify the ATM and provide the convenience of the maintenance module.

Step4: "**Download Mode**" - Select the download mode. We strongly recommend that select '**Full**' option when running the YDC application at the first time.

Step5: "**Deposit Mode（Protocol）**" - Select the Deposit mode. Select the protocol which the switch supports. Otherwise choose '0-None'.

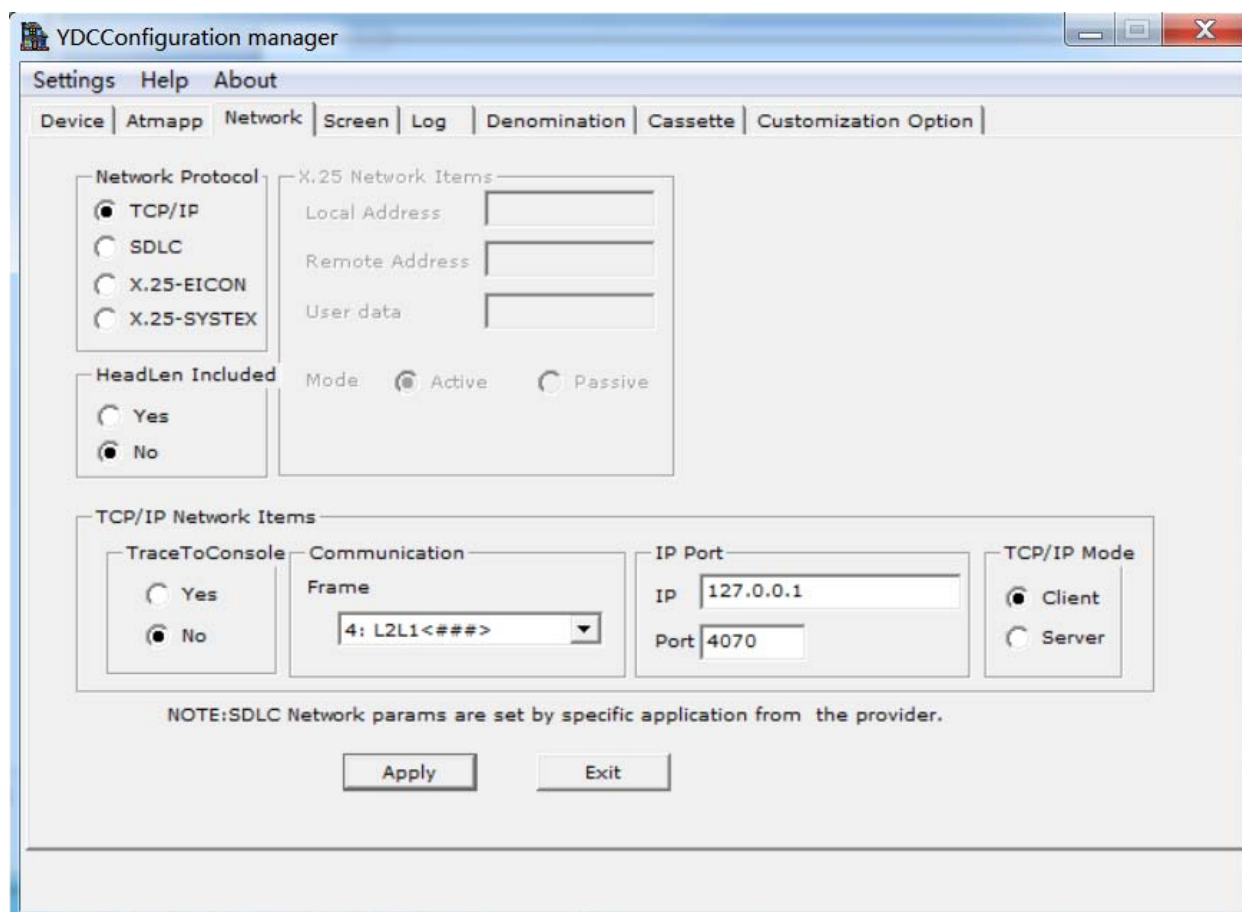## 1.1.6. Configure the network parameters using TCP/IP

Figure 1-1-6-1: Network setting

Step1: Select the network communication protocol to be TCP/IP.

Step2: **TCP/IP mode**.

[1] '**Client'** – In this mode, the ATM initiates the connection to the host.

[2] '**Server'** – In this mode, the ATM is listening and waiting for the host to initiate a connection.

Step3: Set the IP address and port number.

[1] In the '**client'** mode, the IP address and port is the setting of the **switch**.

[2] In the '**server'** mode, the IP address and port is the setting of the **ATM**. (The IP address

might be Skipped in this mode).

Step4: Select the frame type of the network communication.

[1] It includes '**L1L2′**, '**L4L3L2L1(ASCII)′**, '**L2L1′** and '**L4L3L2L1(HEX)′**.

[2] Please get this setting from the switch which will be connected.

Step5: **TraceToConsole**: Whether or not to display the communication data on the console. **'Yes'** means to display it on the console.
(**Note**: We recommend select **'No'** when ATM is put into production environment.)

Step6: Please click the button **'Apply'** to make these changes take effect after done.
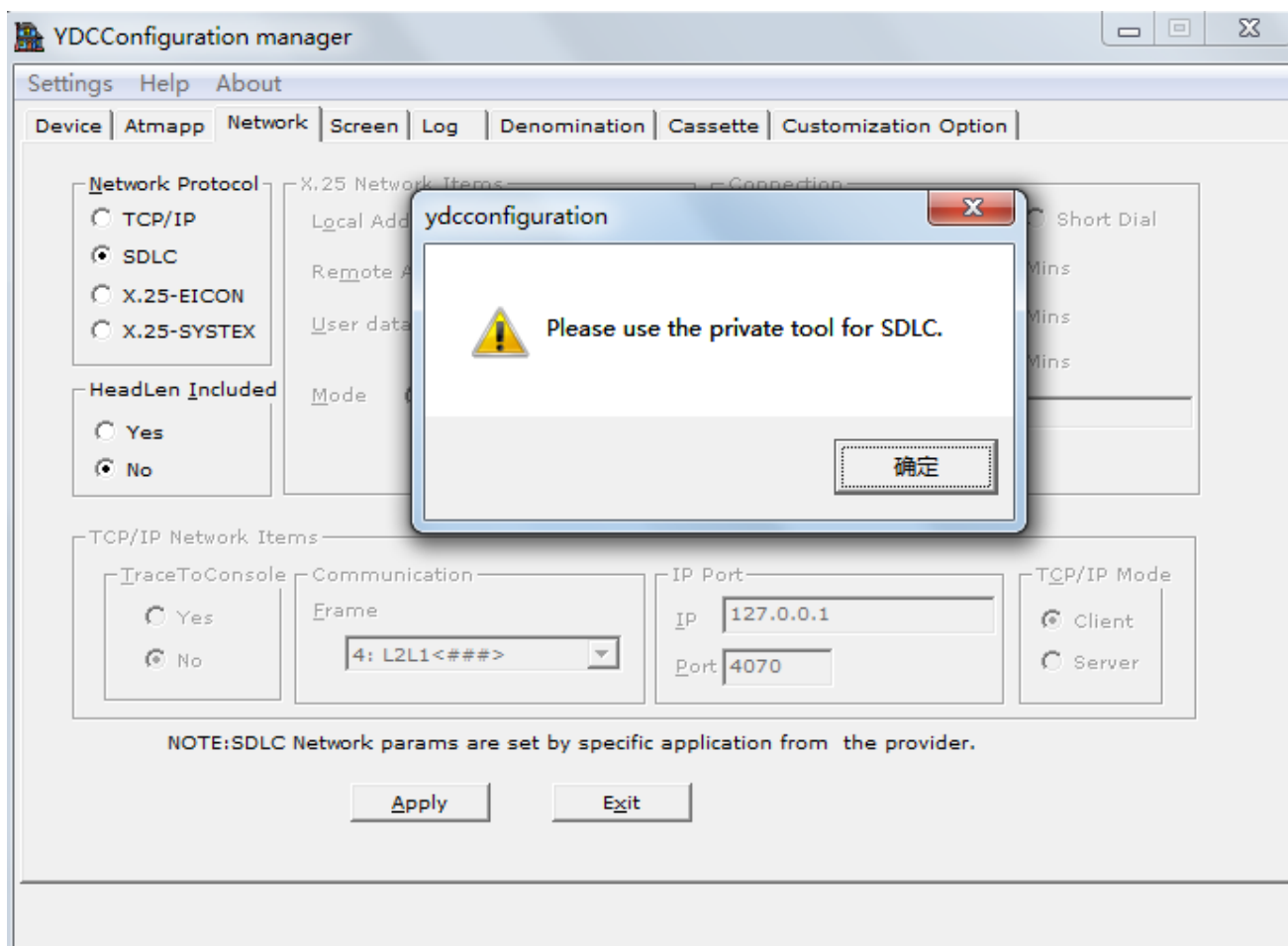
1.1.7. Configure the network parameters using SDLC

Figure 1-1-7: SDLC setting

(1) Select '**SDLC′** in the group of '**Network Protocol′**,

(2) Run special configuration tool for SDLC. (**Please contact our local representative or tech support for the private tool to configure parameters if this protocol is used**)

1.1.8. Configure the network parameters using X.25

Figure 1-1-8 x.25 setting

Step1: Select '**X.25**' in the group of '**Network Protocol**'.

Step2: Input the '**Local Address**', '**Remote Address**' and '**User data**' in the group of 'X.25 Network

Items'.

Step3: Set the working mode for ATM.

[1] '**Active**' means the ATM initiates the connection

[2] '**Passive**' means the ATM is listening and waiting for the host to initiate the connection.

Step4: Please click the button '**Apply**' to make these changes take effect after done.

1.1.9. Configure the screen parameters

Most of the configuration items cannot be configured here. Please configure the screen module by changing the "**ydcscreen\screen.ini**". For Color setting of text and background, it could be set as below.
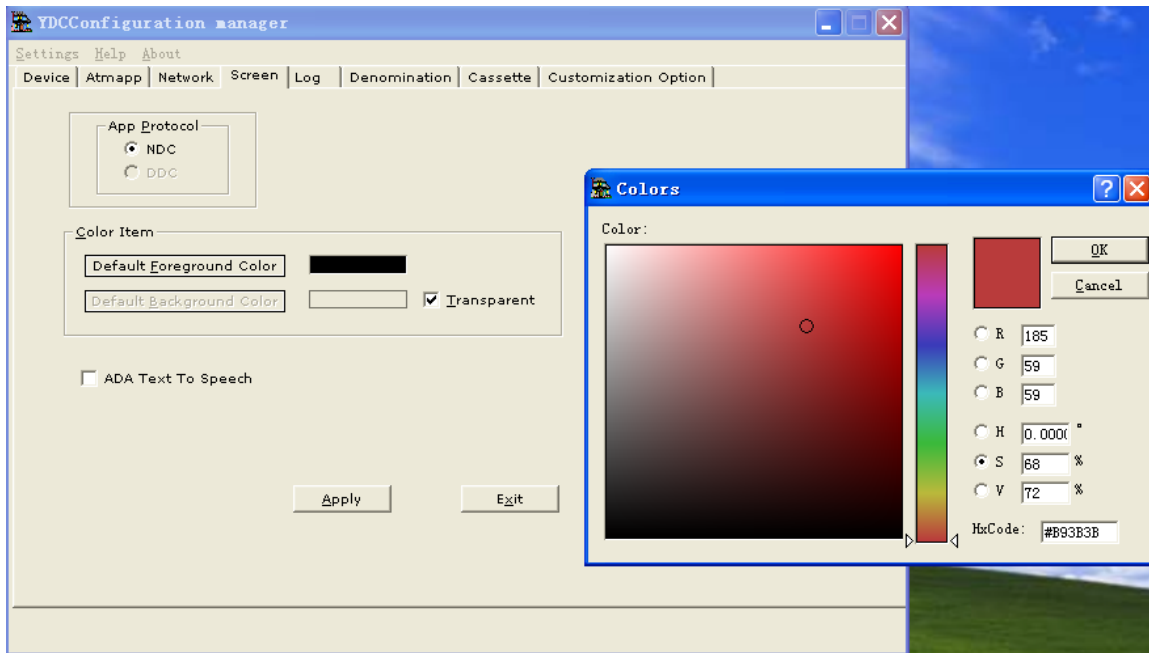

Figure 1-1-9: Screen setting

[**1**] Click "**Default Foreground Color**" to set the color of text.

[**2**] Click "**Default Background Color**" to set the background color. If the '**Transparent'** feature is enabled, the button "**Default Background Color**" will be disabled and grayed. (If the feature of"**Transparent**" is enabled, the background color will be pure black, or nothing affected if the background is filled with some picture).

[**3**] Click "**ADA Text To Speech**" to enable ADA functions.

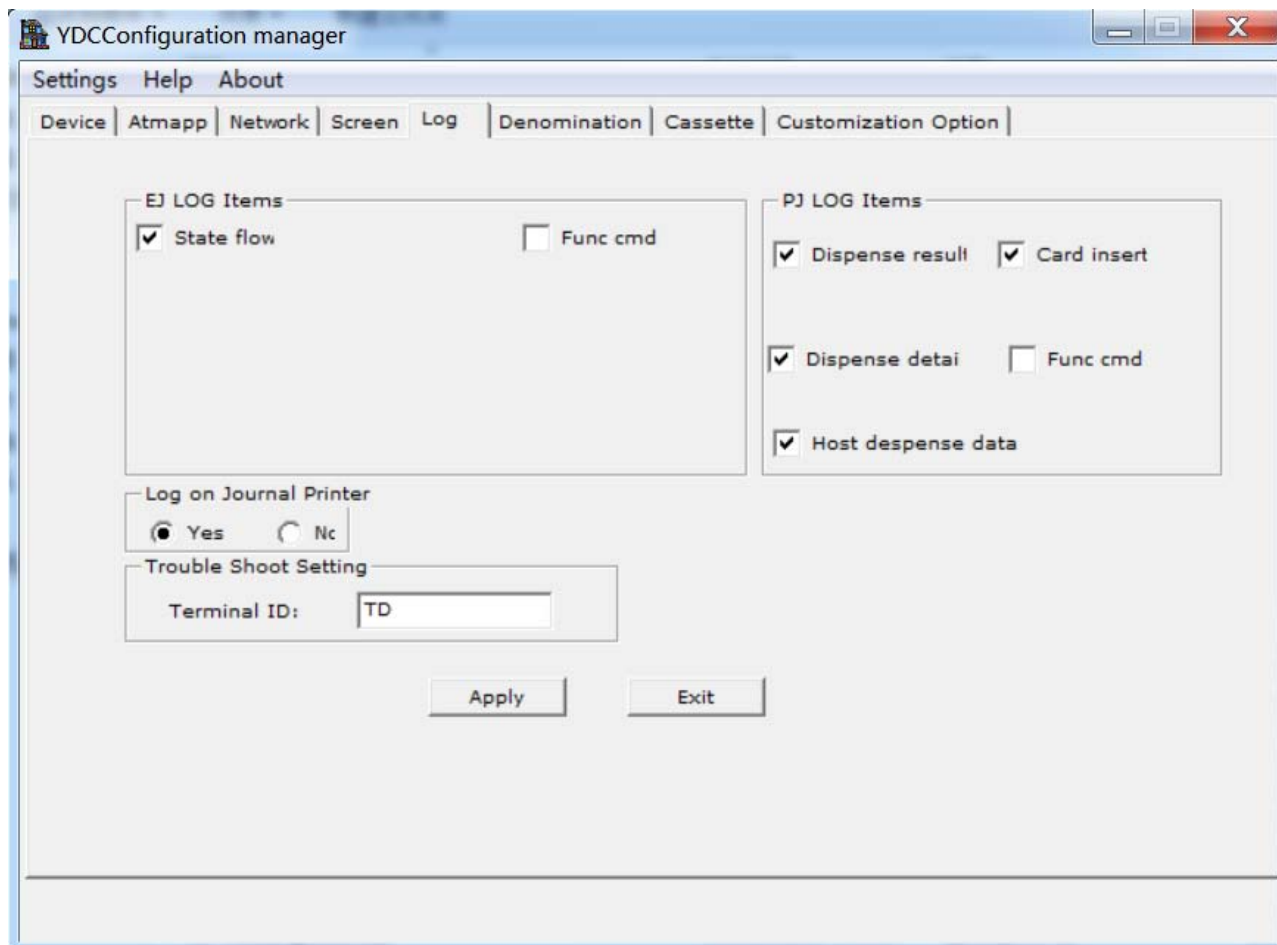# 1.1.10. Configure the log (EJ) parameters

Figure 1-1-10 Log setting

(1) EJ log items – Item options for **electronic journal log**.

[1] "**State flow**" – If the option is selected, the number and information of the state will be recorded in the electronic journal log. (Suggestion - **selected**).

[2] "**Func Cmd**" – The function command in the transaction reply message will be recorded in the electronic log. (Suggestion **– not selected**).

(2) PJ log items – Item options for journal printer

[1] "**Dispense Result**" – The result of dispense will be printed on the journal printer. (Suggestion **– selected**).

[2] "**Card Insert**" – The card action information will be printed on the journal printer. (Suggestion **– Selected)**

[3] "**Dispense Details**" – All the details of dispense will be printed on the journal printer (Suggestion – **not selected**).

[4] "**Func Cmd**" – The function command from the transaction reply message will be printed on the journal printer. (Suggestion **– not selected**).
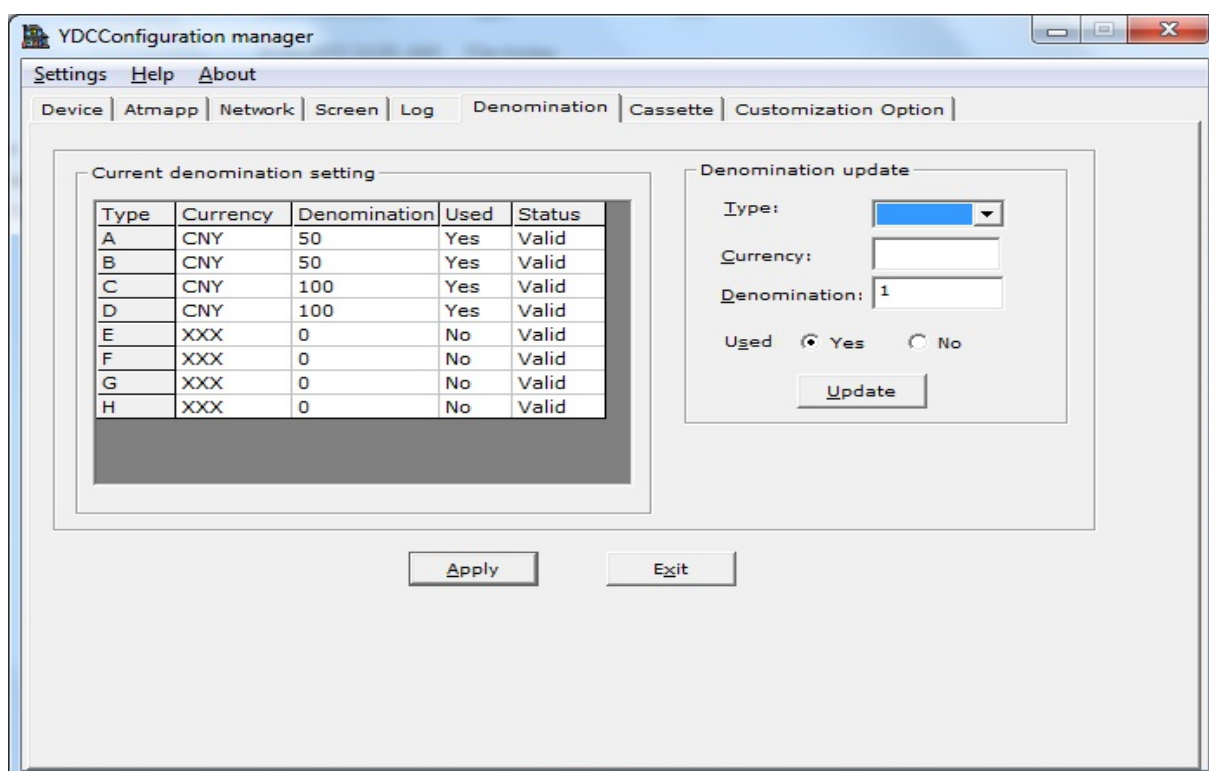
[5] **Host dispense data** – The dispense commands authorized from host will be printed on the journal printer. (Suggestion – **selected**).

(3) "**Log on journal printer**" -If select '**No'** in the option, all the items of PJ Log items will be disabled.

1.1.11. Configure the denomination parameters

Configure the setting of denomination parameters according to the setting of the host. In NDC/DDC protocol, the calculation of the notes dispense is decided by the host. So these parameters, such as **type**, **currency**, and **denomination** must be the same as the HOST/SWITCH setting.

The denomination setting for NDC and DDC is described as below.

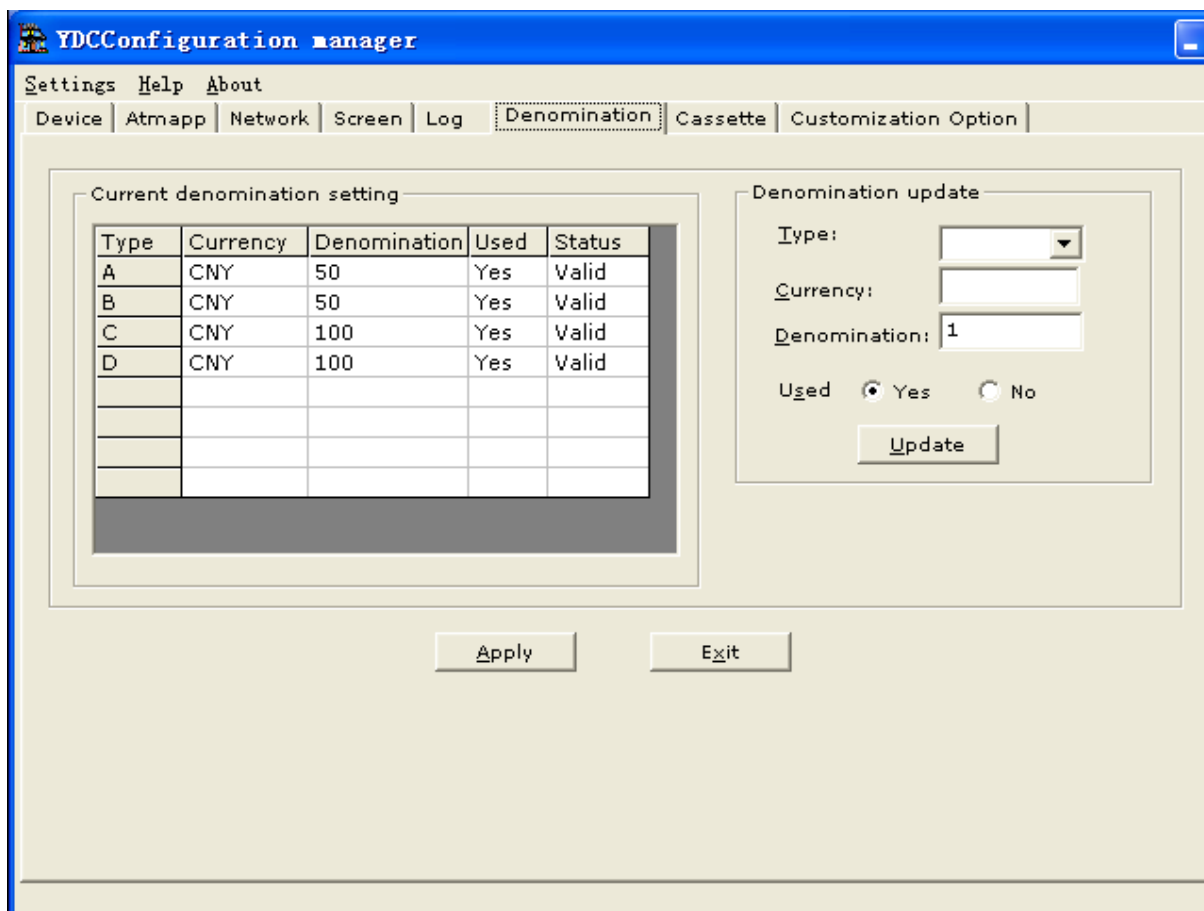**Figure 1-1-11-1: DDC - Denomination Setting**

Figure 1-1-11-2: NDC - Denomination Setting

(1)   The maximum number of the denomination type is 8(**Type A – H**) in DDC (See Figure 1-1-11-1 shown as above) and 4(**Type A – D**) in NDC protocol (See Figure-1-1-11-2 shown as above).

(2)   Please select denomination type and input the currency & denomination, then click the button '**update'** to save the changes into the table of denomination type.

(3)   "**Used**" – Activate/deactivate the specified denomination.

(4)   Please click the button '**Apply'** to make these changes to take effect.

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1.1.12. Configure the cassette parameters

Figure 1-1-12: cassette setting

This page is used to generate a cassette table and add the table into the ATM system. Only the cassette(s) defined in this table could be recognized by the system. Each cassette is identified by a unique cassette id, and assigned with a denomination type defined in the denomination type table shown in Figure 1-1-11.

[**1**]   "**Config Cassette Info**" - If the Cassette id is unknown or undefined, please click the button 'Config Cassette Info->' to display information or set the parameter(s) of the physical cassette(s). A dispenser utility will help to get/set the parameters for each specific cash dispenser. Please see the details in the following section.

(1) "**Add a cassette**" - Input cassette ID and select denomination type to add a cassette to the cassette table.

(2) "**Update a cassette**" – If the denomination type of a cassette is changed, please select a new denomination type for the specified cassette.

(3) "**Remove a cassette**" – If the cassate Is not in used, please select the cassette id and click 'Remove' to remove it from the cassette table.

NOTE: You can get the cassette ID from SP test tools in system start menu (START\ALL\PROGRAMS \DACS-YDC \TOOLS \XFS_TOOL\CDM) or installation directory (...\DTATMW\Bin\Tools\XFS_Tool\CDM_Tool.exe).

1.1.12.1. Physical Cassette Setting (NMD100)

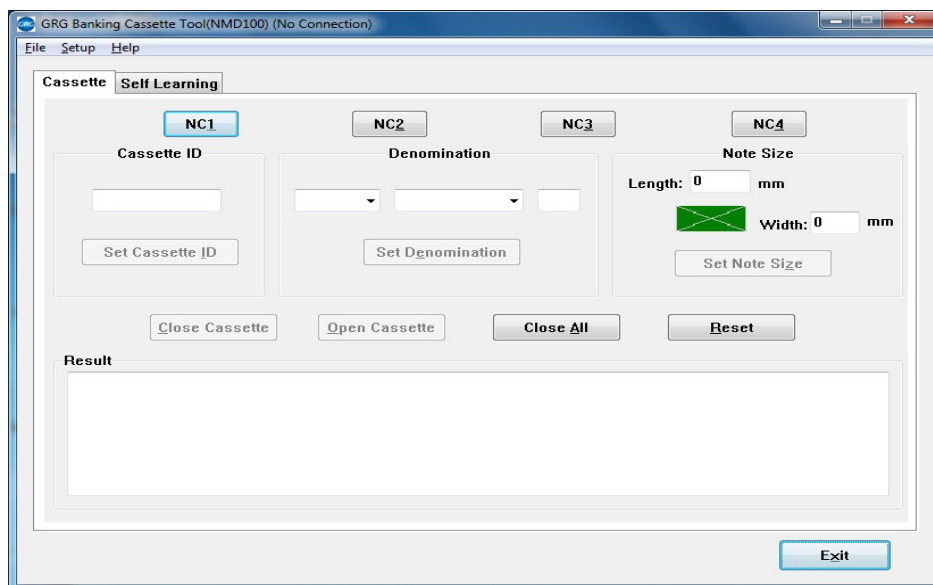If the dispenser is NMD100, the following physical cassettes setting will be shown.

Figure 1-2-12-1: NMD100 setting

(1)   Update NC1 cassette. Please click '**NC1'** button, then modify cassette ID and denomination
(2)   You need to pull out the cassette and insert again to make the settings take effect whenever the setting is changed.
(3)   Please click the menu '**Help\Operation Manual'** for more information.

NOTE：This tool is a simplified version of GRG Diagnostic Program ToolPlus for NMD100. If you would like to get a full version of ToolPlus, please contact our local representative or technical support.

1.1.12.2. Physical Cassette Setting (CDM6240/8240)

If the dispenser is CDM6240/8240, choose CDM8240 when press "Config Cassette Info button" as below:
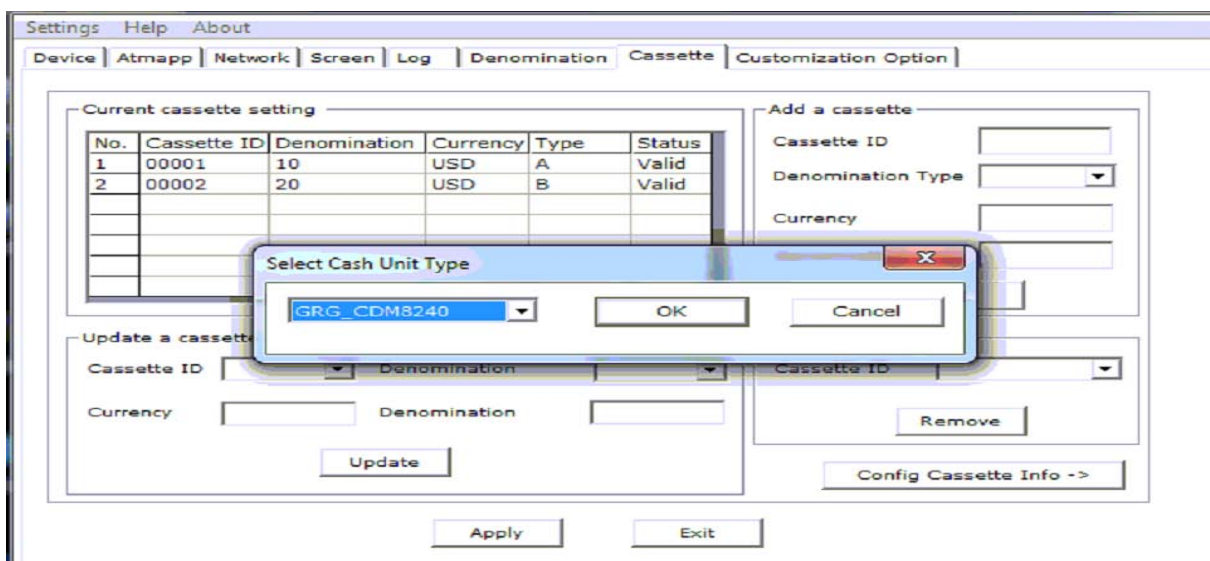
Press ok, then it will shown as below:

Figure 1-2-12-2: CDM8240/6240 setting

(1) To update physical cassette setting of NC(1-4), please click the corresponding NC button, then input CuID (i.e. Cassette Id), Denomination, and note size.

(2) Click the button '**Apply'** to save all physical setting of NC(1-4).

For example, when NC1 is pressed, shown as below:

The CuID, Denomination and note size are configurable.

Please note that the CuID must be the same with the ID set in YDCConfiguration,and the denomination should be compitable as well.

After every cassette is set, please press "Apply".

1.1.13. Configure the other parameters for customization

Figure 1-1-13: customization parameters

(1) "**Send ConfigID with Power Failure**" - If the terminal needs to send power failure message with configuration ID, please select '**Yes'**, otherwise, please select '**No'**.

(2) "**Send Power Failure when start**" - If the switch needs the terminal to send power failure message when power-on, please select '**Yes'**. It depends on the host setting.

(3) "OCR"

[1] To save the pictures of note serial number, please select '**YES'**, otherwise select '**No'**. It is only supported in GRG recycler CRM9250.

[2] OCR keep days – Specified the duration (in days) of keeping the OCR pictures, the overdue pictures will be deleted automatically.

(4) "**Rear Settlement support**" – If settlement through rear screen is needed, please select '**Yes'**, otherwise, please select '**No'**.

(5) "**Send Cassette Low Status**" – if the message about cassette low status need to send to switch, please select '**Yes'**, otherwise, please select '**No'**.

(6) "**CheckImageUpload**" – if the check image want to load to host, please select '**Yes'**, otherwise, please select '**No'**.

1.2 Advanced Configuration

1.2.1. How to configure the client of feel distribution (if installed)

NOTE: This configuration is only applicable if FEEL Distribution client is installed.

Figure 1-1-14-1: Feel Distribution agent setting

1.2.2. Configure the client of feel view (if installed)

NOTE: This configuration is only applicable if FEEL View client is installed. FEEL View client is integrated into the FEEL Distribution client.

Figure 1-1-14-2: feel view agent setting

1.3 Configure the multimedia resources for screen display

In order to give more attractive display to the cardholders, instead of the traditional text-based screen, the host can define the ATM screen as images or other multimedia files. These files must be copied to the terminal in advance.

The host downloads the screen script files to the terminal, and then the system will analyze the script files and display the desired multimedia files accordingly.

This section will instruct you on how to configure YDC to support the multimedia display.

1.3.1 Types of Image/Media Files supported

So far, the YDC application can support the following types of the multimedia files.

They are as follows:

- BMP
- AVI
- MPG
- MPEG
- MPE
- ASF
- WMV
- WAV
- Other files supported by windows Internet Explorer.

DACS-YDC uses the technology of "windows Internet Explorer control" to display the multimedia files, so any files which can be supported by IE will work on DACS-YDC system.

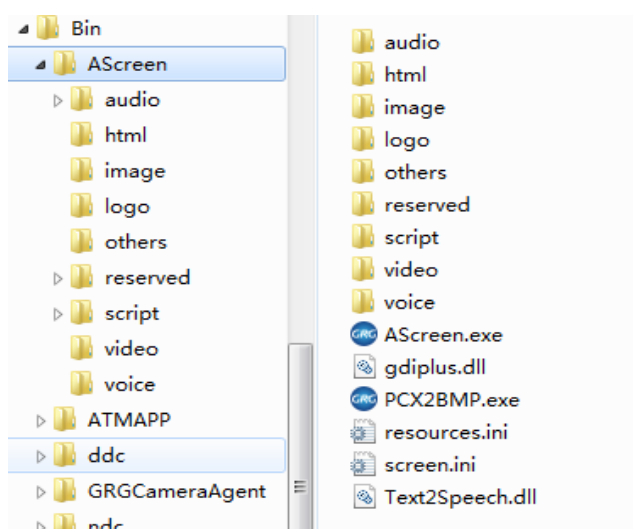### 1.3.2 Step 1: Copy the multimedia files to the YDC resource folder

Figure 1-2-2: Resource Folder structure

1) The YDC resource folder is located at ".**AScreen**", as shown in Figure 1-2-2.

2) Please copy the resource files to these folders as below.
[1] "**video**" – The files with the extensions(.SWF, .AVI, .MPG/.MPEG, .ASF, .WMV, .GIF, and Other video files) will be copied to this folder.
[2] "**image**" –The files with the extensions(.BMP, .PCX, .JPE/.JPG/.JPEG, .ICO, .PNG, .tif/.tiff, And other pictures) will be copied to this folder.
[**3**] "**HTML**" – The files with the extensions (.HTML, .HTM and other HTML files) will be copied to this folder, where **'xxx'** represents the screen number. For example, if the host-downloaded screen number is 090 and you want to replace the host-downloaded screen with a local HTML screen, please rename the HTML file as '090.htm' (or '090.html') and copy it to the folder 'HTML\XXX\090\' (XXX is the language folder.)
[4] "**audio**" - The files with the extensions (.WAV and other voice files) will be copied to this folder.

1.3.3 Step 2: Configure the screen maps

The screen map is a map between the host-defined image name and the real image file located on the hard disk (as instructed in step 1). The host-defined image name is defined in the screen script file. The screen maps are saved in the file "**AScreen\resources.ini**".

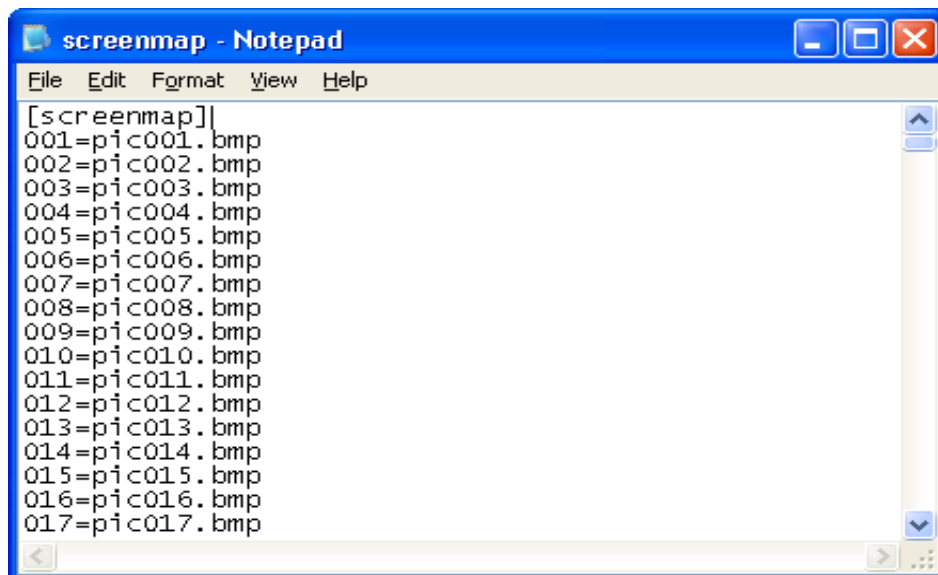A sample of screen map file is shown as below:

Figure 1-2-3: A sample of ScreenMap.ini

The screen maps are defined under section [ScreenMap], the KEY item represents the host-defined image name, and the VALUE item is the real name of the image file stored on the hard disk.

For example: *001=pic001.bmp*, where 001 is the host-defined image name, pic001.bmp is the real image file located in the "bkimg" folder.

1.3.3.1Configure screen maps by editing the configuration file manually

1) Get the host-defined image name.

Please contact the host people or bank people to get the map list. If the map list is not available, you will have to analyze the screen script files located at "**AScreen\script\000**"manually.

For NDC protocol, the utility NDC Parser will help you to analyze the screen script files, shown as below.

➢ Go to "start->Programs->DACS-YDC->Tools" and click "**NDC Parser**" to start up the NDC parser, shown as below:
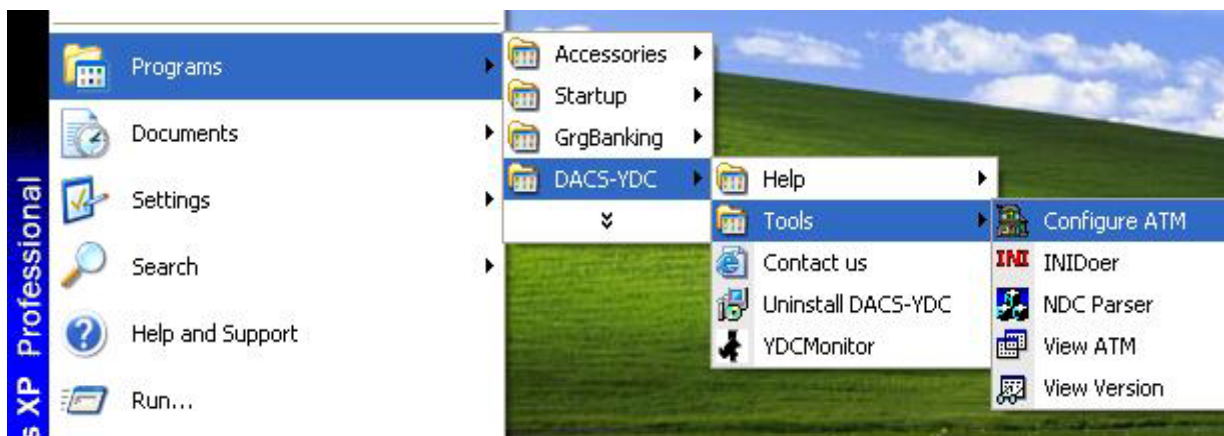

Figure 1-2-3-1-1 Start menu of NDC Parser

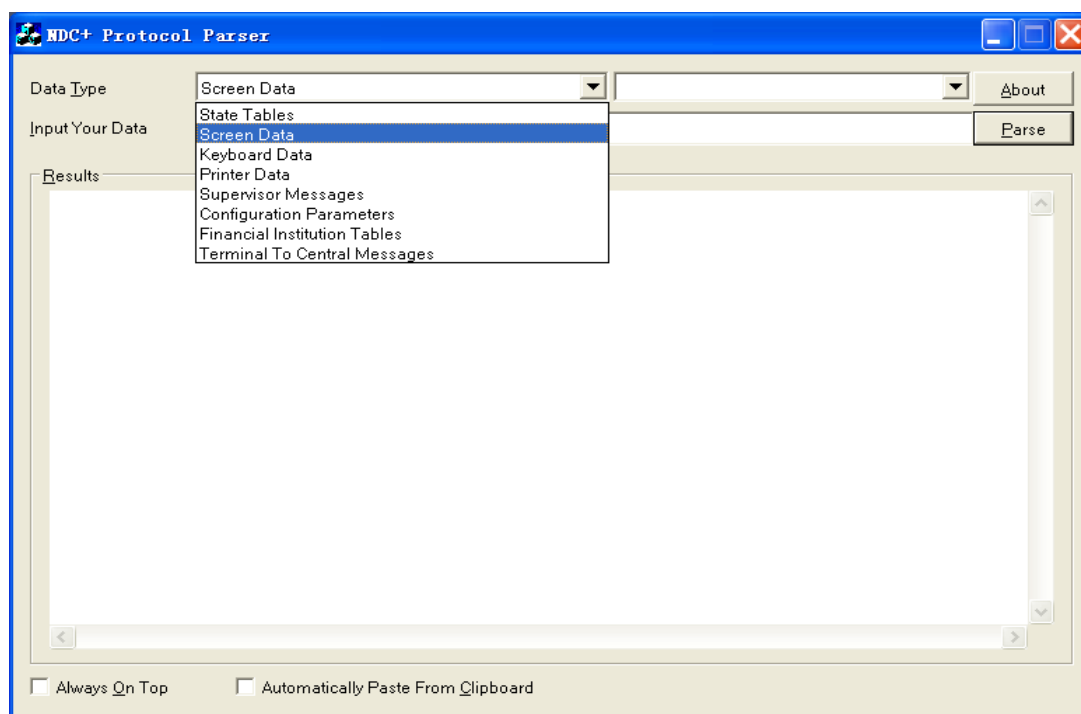➢ Run NDC Parser, choose "**Screen Data**" in "Data Type", shown as below:

Figure 1-2-3-1-2 NDC Parser dialog

➢ Drag the screen script file into the NDC Parser dialog, the screen data will be automatically pasted

in the box of "**Input Your Data**", and the screen script file will be analyzed. The output result will be placed in "**Results**" window, shown as below:
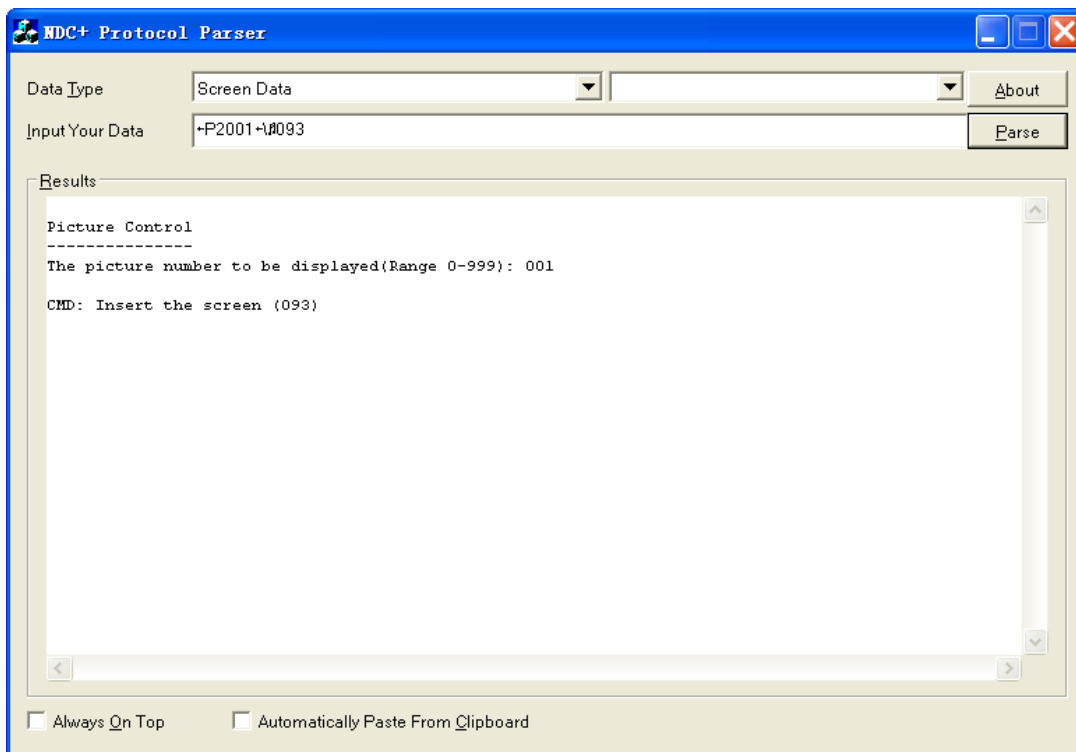

Figure 1-2-3-1-3 A sample result of screen script analyzing

➢ The output window "**Result**" will show the host-defined image. As shown below (in the given sample, the image name is 001 in red circle):
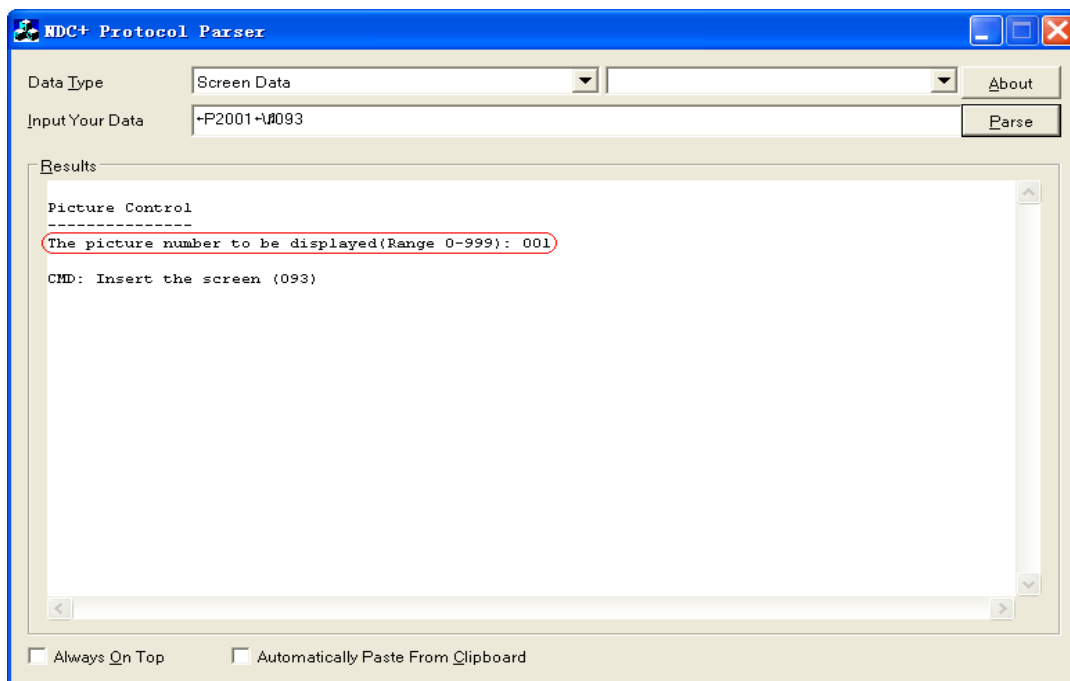

Figure 1-2-3-1-4 analysis on the host-defined image name

2) Edit the file **ScreenMap.ini** manually

In the previous section, the host-defined image name is extracted. If the image file for this screen is pic001.bmp, then simply open the file ScreenMap.ini and add the following pair of key-value into section "resources":

　　[resources]

　　001=pic001.bmp

3) Repeat step 1)& step 2) to add the maps for the other screen script files

In most cases, the host-defined image names have the same rule on the definition. Repeat step 3 is quite tedious, so the utility "**INIDoer.exe**" should be use to add a batch of maps in a similar rule which will make it much easier.

1.3.3.2 Configure the screen maps using 'INIDoer.exe'

1) Configure Pictures

➢ Run INIDoer at "START\ PROGRAMS\DACS-YDC\TOOLS\INIDOER" or in the YDC working directory "DTATMW\Tools\Utilities\INIDoer.exe", shown as below.
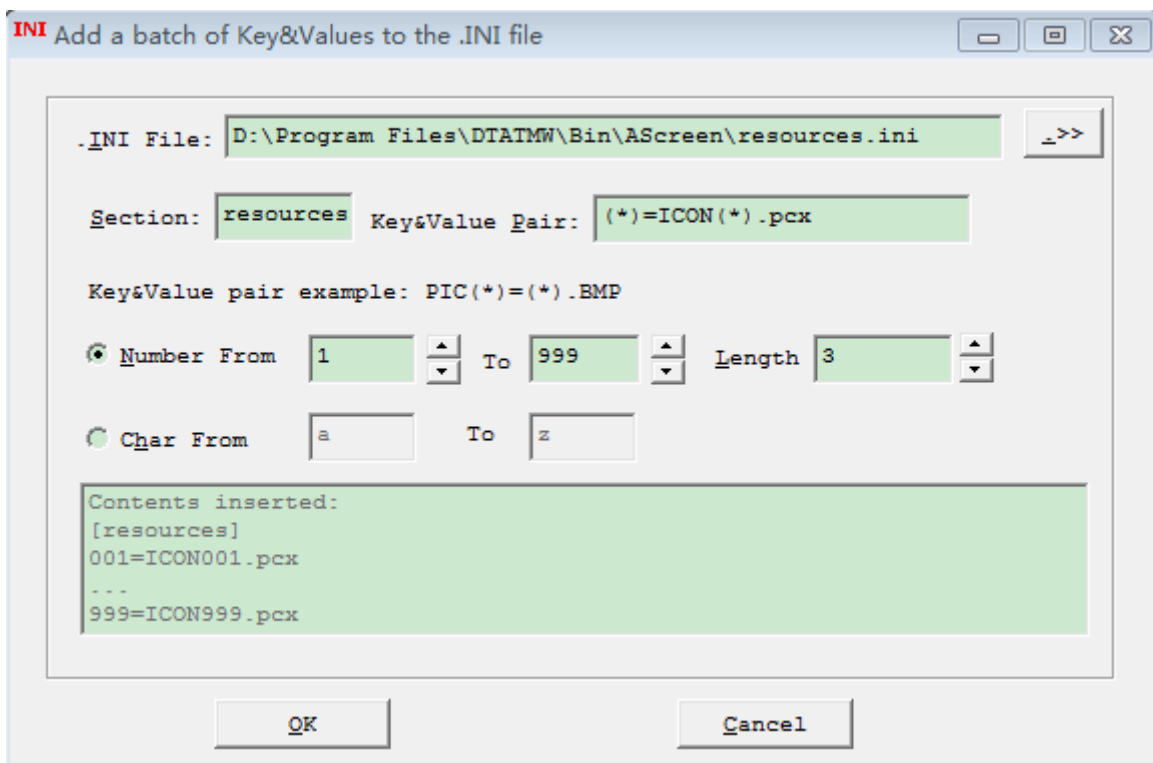

Figure 1-2-3-2-1: INIDoer Pictures Setting1 - Sample

➢ select file path of resources.ini

➢ Input section name "**resources**" in screenmap.ini

➢ Input key and value pair like "PIC(*)=(*).BMP", '(*)' represents a wild string which could be numeric or alpha characters. The KEY represents the host-defined image name, and the VALUE represents the real image files located on the hard disk.

Normally the real image files are named in a similar rule, for example, a bank has a series of image files *PIC001.bmp, PIC002.bmp, PIC003.bmp,...,PIC888.bmp,* etc. in this case, the VALUE shall be set to "*PIC(*).bmp*", where the wild character '*' representing a number from *1* to *888*, (999), and length is set to *3*.

Please refer section 1.3.14.1 to know how to get the host-defined image name.

➢ Select value type (number or char), input value range and length.

➢ The maps will be added and display in the output box with grey color.

➢ Press "OK" button to start adding the maps, or "Cancel" to quit the operation.

2) Configure videos using "**INIDoer**.**exe**" (optional)

If the bank does not use videos on ATM screen, please skip this step.

YDC uses **video playback mode** based on windows **IE**, so if the video can be played with IE, YDC can display it on ATM screen.

a) Configure videos in DTATMW\Bin\AScreen\resources.ini

Section: resources

Key: the host-downloaded image name, get this value from screen script files.

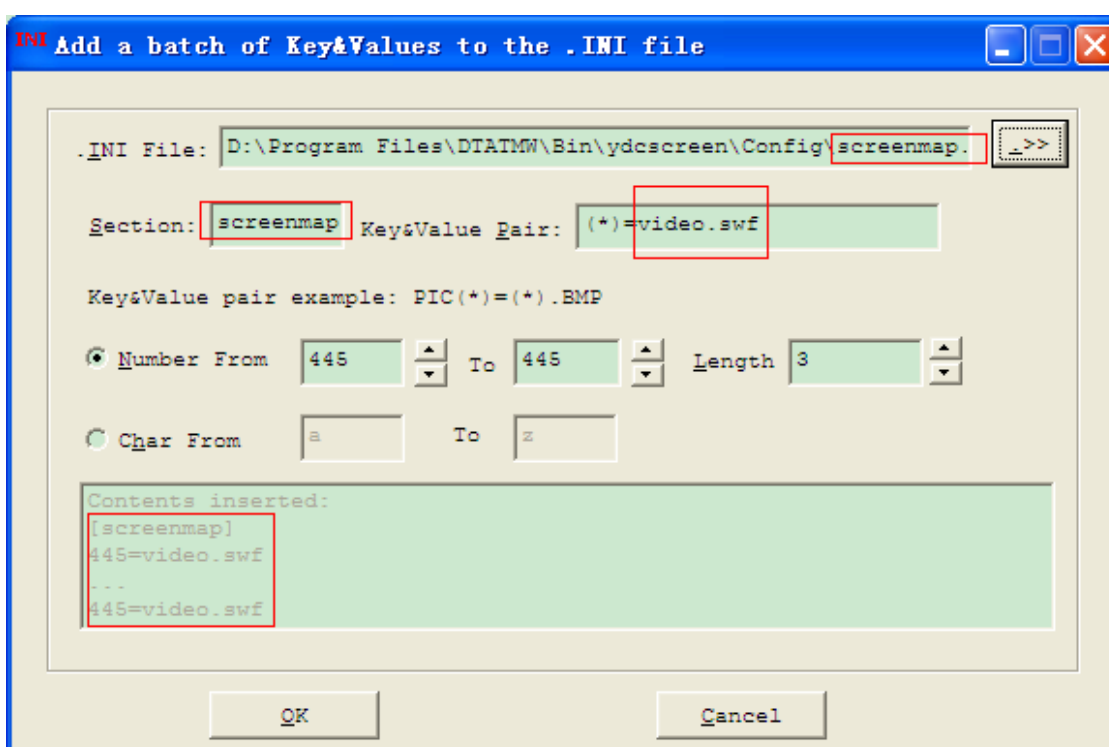*Value*: video file name located on the hard disk (e.g."video.swf").

Figure 1-2-3-2-2: INIDoer Video Setting2

1.4   Configure your local replacement screens

In NDC/DDC world, most of the ATM screens have text-based display. If you would like to add your own advertisements or any other interactive information in ATMs without doing any changes on the host side, DACS-YDC offers the flexibility to meet customer requirement.

You can either configure your local idle screen with a more attractive and informative video / flash, or even apply your own defined HTML screens to replace all of the host-downloaded screens.

1.4.1 Configure your local idle screen

➢ Edit a screen script file named *IdleScr.txt* in NDC/DDC format, you shall be familiar with the knowledge on how the ATM screen script is defined.

➢ Copy the file **IdleScr.txt** into the screen script folder "AScreen\script\000" When YDC runs, it will automatically search for this file, and display it if present.

➢ Simply rename **IdleScr.txt** or remove it if you want to display the host-downloaded idle screen.

1.4.2 Configure your local HTML screens

You can replace the host-downloaded screens with your local HTML screens.

➢ Define your own HTML screen for each host-downloaded screen, the HTML screen shall be named as "**xxx.htm**" or "**xxx.html**", where xxx represents the screen number (**000 ~ 999**).

➢ Rename the HTML screens with the screen number (e.g. '010.htm' for screen number 010) and copy these files to the corresponding created folders "AScreen\html".

➢ When YDC runs, it will automatically search for the HTML folder, and display the equivalent HTML page if present.

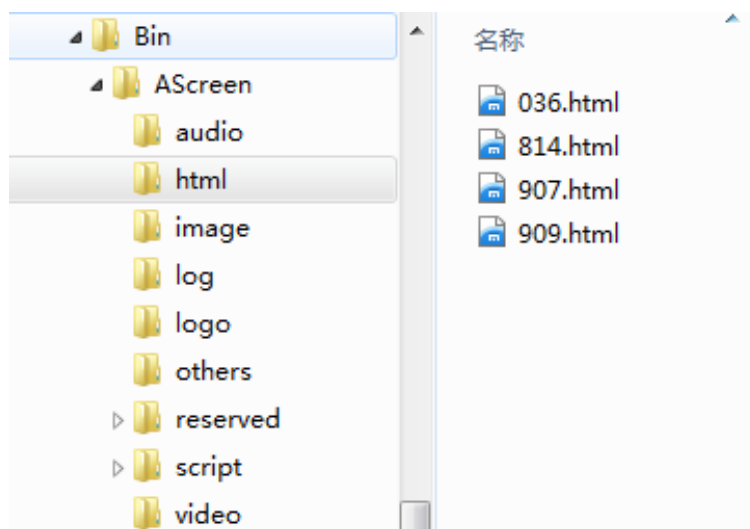➢ A sample of local HTML screens is illustrated below:

Figure 1-3-2-1 a sample structure of local HTML screen

Remarks

If you have any question, please call our engineer directly or our hotline.

Mail: tech_support@grgbanking.com

Hotline: +86 13710804399