

**CEN**

**CWA 16926-15**

**WORKSHOP**

February 2020

**AGREEMENT**

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English version

**Extensions for Financial Services (XFS) interface  
specification Release 3.40 - Part 15: Cash-In Module Device  
Class Interface - Programmer's Reference**

This CEN Workshop Agreement has been drafted and approved by a Workshop of representatives of interested parties, the constitution of which is indicated in the foreword of this Workshop Agreement.

The formal process followed by the Workshop in the development of this Workshop Agreement has been endorsed by the National Members of CEN but neither the National Members of CEN nor the CEN-CENELEC Management Centre can be held accountable for the technical content of this CEN Workshop Agreement or possible conflicts with standards or legislation.

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## **European Foreword**

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This CEN Workshop Agreement has been developed in accordance with the CEN-CENELEC Guide 29 “CEN/CENELEC Workshop Agreements – The way to rapid consensus” and with the relevant provisions of CEN/CENELEC Internal Regulations - Part 2. It was approved by a Workshop of representatives of interested parties on 2019-10-08, the constitution of which was supported by CEN following several public calls for participation, the first of which was made on 1998-06-24. However, this CEN Workshop Agreement does not necessarily include all relevant stakeholders.

The final text of this CEN Workshop Agreement was provided to CEN for publication on 2019-12-12. The following organizations and individuals developed and approved this CEN Workshop Agreement:

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The CWA is published as a multi-part document, consisting of:

Part 1: Application Programming Interface (API) - Service Provider Interface (SPI) - Programmer's Reference

Part 2: Service Classes Definition - Programmer's Reference

Part 3: Printer and Scanning Device Class Interface - Programmer's Reference

Part 4: Identification Card Device Class Interface - Programmer's Reference

Part 5: Cash Dispenser Device Class Interface - Programmer's Reference

Part 6: PIN Keypad Device Class Interface - Programmer's Reference

Part 7: Check Reader/Scanner Device Class Interface - Programmer's Reference

Part 8: Depository Device Class Interface - Programmer's Reference

Part 9: Text Terminal Unit Device Class Interface - Programmer's Reference

Part 10: Sensors and Indicators Unit Device Class Interface - Programmer's Reference

Part 11: Vendor Dependent Mode Device Class Interface - Programmer's Reference

Part 12: Camera Device Class Interface - Programmer's Reference

Part 13: Alarm Device Class Interface - Programmer's Reference

Part 14: Card Embossing Unit Device Class Interface - Programmer's Reference

Part 15: Cash-In Module Device Class Interface - Programmer's Reference

Part 16: Card Dispenser Device Class Interface - Programmer's Reference

Part 17: Barcode Reader Device Class Interface - Programmer's Reference

Part 18: Item Processing Module Device Class Interface - Programmer's Reference

Part 19: Biometrics Device Class Interface - Programmer's Reference

Parts 20 - 28: Reserved for future use.

Parts 29 through 47 constitute an optional addendum to this CWA. They define the integration between the SNMP standard and the set of status and statistical information exported by the Service Providers.

Part 29: XFS MIB Architecture and SNMP Extensions - Programmer's Reference

Part 30: XFS MIB Device Specific Definitions - Printer Device Class

Part 31: XFS MIB Device Specific Definitions - Identification Card Device Class

Part 32: XFS MIB Device Specific Definitions - Cash Dispenser Device Class

Part 33: XFS MIB Device Specific Definitions - PIN Keypad Device Class

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Part 34: XFS MIB Device Specific Definitions - Check Reader/Scanner Device Class

Part 35: XFS MIB Device Specific Definitions - Depository Device Class

Part 36: XFS MIB Device Specific Definitions - Text Terminal Unit Device Class

Part 37: XFS MIB Device Specific Definitions - Sensors and Indicators Unit Device Class

Part 38: XFS MIB Device Specific Definitions - Camera Device Class

Part 39: XFS MIB Device Specific Definitions - Alarm Device Class

Part 40: XFS MIB Device Specific Definitions - Card Embossing Unit Class

Part 41: XFS MIB Device Specific Definitions - Cash-In Module Device Class

Part 42: Reserved for future use.

Part 43: XFS MIB Device Specific Definitions - Vendor Dependent Mode Device Class

Part 44: XFS MIB Application Management

Part 45: XFS MIB Device Specific Definitions - Card Dispenser Device Class

Part 46: XFS MIB Device Specific Definitions - Barcode Reader Device Class

Part 47: XFS MIB Device Specific Definitions - Item Processing Module Device Class

Part 48: XFS MIB Device Specific Definitions - Biometrics Device Class

Parts 49 - 60 are reserved for future use.

Part 61: Application Programming Interface (API) - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Service Provider Interface (SPI) - Programmer's Reference

Part 62: Printer and Scanning Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 63: Identification Card Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 64: Cash Dispenser Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 65: PIN Keypad Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 66: Check Reader/Scanner Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 67: Depository Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 68: Text Terminal Unit Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 69: Sensors and Indicators Unit Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 70: Vendor Dependent Mode Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 71: Camera Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 72: Alarm Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 73: Card Embossing Unit Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 74: Cash-In Module Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 75: Card Dispenser Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference



Part 76: Barcode Reader Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 77: Item Processing Module Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

In addition to these Programmer's Reference specifications, the reader of this CWA is also referred to a complementary document, called Release Notes. The Release Notes contain clarifications and explanations on the CWA specifications, which are not requiring functional changes. The current version of the Release Notes is available online from: [https://www.cen.eu/work/Sectors/Digital\\_society/Pages/WSXFS.aspx](https://www.cen.eu/work/Sectors/Digital_society/Pages/WSXFS.aspx).

The information in this document represents the Workshop's current views on the issues discussed as of the date of publication. It is provided for informational purposes only and is subject to change without notice. CEN makes no warranty, express or implied, with respect to this document.

## 1. Introduction

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### 1.1 Background to Release 3.40

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The CEN/XFS Workshop aims to promote a clear and unambiguous specification defining a multi-vendor software interface to financial peripheral devices. The XFS (eXtensions for Financial Services) specifications are developed within the CEN (European Committee for Standardization/Information Society Standardization System) Workshop environment. CEN Workshops aim to arrive at a European consensus on an issue that can be published as a CEN Workshop Agreement (CWA).

The CEN/XFS Workshop encourages the participation of both banks and vendors in the deliberations required to create an industry standard. The CEN/XFS Workshop achieves its goals by focused sub-groups working electronically and meeting quarterly.

Release 3.40 of the XFS specification is based on a C API and is delivered with the continued promise for the protection of technical investment for existing applications. This release of the specification extends the functionality and capabilities of the existing devices covered by the specification. Notable enhancements include:

1. Common API level based 'Service Information' command to report Service Provider information, data and versioning.
2. Common API level based events to report changes in status and invalid parameters.
3. Support for Advanced Encryption Standard (AES) in PIN.
4. VDM Entry Without Closing XFS Service Providers.
5. Addition of a Biometrics device class.
6. CDM/CIM Note Classification List handling.
7. Support for Derived Unique Key Per Transaction (DUKPT) in PIN.
8. Addition of Transaction Start/End commands.
9. Addition of explicit CIM Prepare/Present commands.

### 1.2 XFS Service-Specific Programming

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The service classes are defined by their service-specific commands and the associated data structures, error codes, messages, etc. These commands are used to request functions that are specific to one or more classes of Service Providers, but not all of them, and therefore are not included in the common API for basic or administration functions.

When a service-specific command is common among two or more classes of Service Providers, the syntax of the command is as similar as possible across all services, since a major objective of XFS is to standardize function codes and structures for the broadest variety of services. For example, using the **WFSExecute** function, the commands to read data from various services are as similar as possible to each other in their syntax and data structures.

In general, the specific command set for a service class is defined as a superset of the specific capabilities likely to be provided by the developers of the services of that class; thus any particular device will normally support only a subset of the defined command set.

There are three cases in which a Service Provider may receive a service-specific command that it does not support:

The requested capability is defined for the class of Service Providers by the XFS specification, the particular vendor implementation of that service does not support it, and the unsupported capability is *not* considered to be fundamental to the service. In this case, the Service Provider returns a successful completion, but does no operation. An example would be a request from an application to turn on a control indicator on a passbook printer; the Service Provider recognizes the command, but since the passbook printer it is managing does not include that indicator, the Service Provider does no operation and returns a successful completion to the application.

The requested capability is defined for the class of Service Providers by the XFS specification, the particular vendor implementation of that service does not support it, and the unsupported capability *is* considered to be fundamental to the service. In this case, a `WFS_ERR_UNSUPP_COMMAND` error for Execute commands or `WFS_ERR_UNSUPP_CATEGORY` error for Info commands is returned to the calling application. An example

would be a request from an application to a cash dispenser to retract items where the dispenser hardware does not have that capability; the Service Provider recognizes the command but, since the cash dispenser it is managing is unable to fulfil the request, returns this error.

The requested capability is *not* defined for the class of Service Providers by the XFS specification. In this case, a WFS\_ERR\_INVALID\_COMMAND error for Execute commands or WFS\_ERR\_INVALID\_CATEGORY error for Info commands is returned to the calling application.

This design allows implementation of applications that can be used with a range of services that provide differing subsets of the functionalities that are defined for their service class. Applications may use the **WFSGetInfo** and **WFSAsyncGetInfo** commands to inquire about the capabilities of the service they are about to use, and modify their behavior accordingly, or they may use functions and then deal with error returns to make decisions as to how to use the service.

## 2. Cash-In Module

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This specification describes the functionality of an XFS compliant Cash-In Module (CIM) Service Provider. It defines the service-specific commands that can be issued to the Service Provider using the **WFSGetInfo**, **WFSAsyncGetInfo**, **WFSExecute** and **WFSAsyncExecute** functions.

Persistent values are maintained through power failures, open sessions, close session and system resets.

This specification covers the acceptance of items. An “item” is defined as any media that can be accepted and includes coupons, documents, bills and coins. However, if coins and bills are both to be accepted separate Service Providers must be implemented for each.

All currency parameters in this specification are expressed as a quantity of minimum dispense units, as defined in the description of the **WFS\_INF\_CIM\_CURRENCY\_EXP** command.

There are two types of CIM: Self-Service CIM and Teller CIM. A Self-Service CIM operates in an automated environment, while a Teller CIM has an operator present. The functionality provided by the following commands is only applicable to a Teller CIM:

**WFS\_CMD\_CIM\_SET\_TELLER\_INFO**  
**WFS\_INF\_CIM\_SET\_TELLER\_INFO**

It is possible for the CIM to be part of a compound device with the Cash Dispenser Module (CDM). This CIM\CDM combination is referred to throughout this specification as a “cash recycler”. For details of the CDM interface see [Ref. 3].

If the device is a cash recycler then, if cash unit exchanges are required on both interfaces, the exchanges cannot be performed concurrently. An exchange on one interface must be complete (the **WFS\_CMD\_CIM\_END\_EXCHANGE** must have completed) before an exchange can start on the other interface. The **WFS\_ERR\_CIM\_EXCHANGEACTIVE** error code will be returned if the correct sequence is not adhered to.

The CIM interface can be used for all exchange operations on cash recycle devices, and this interface should be used for cash units of multiple currencies and/or denominations (including multiple note identifiers associated with the same denomination).

The event **WFS\_SRVE\_CIM\_COUNTS\_CHANGED** will be posted if an operation on the CDM interface affects the recycle cash unit counts which are available through the CIM interface.

The following commands on the CDM interface may affect the CIM counts:

**WFS\_CMD\_CDM\_DISPENSE**  
**WFS\_CMD\_CDM\_PRESENT**  
**WFS\_CMD\_CDM\_RETRACT**  
**WFS\_CMD\_CDM\_COUNT**  
**WFS\_CMD\_CDM\_REJECT**  
**WFS\_CMD\_CDM\_SET\_CASH\_UNIT\_INFO**  
**WFS\_CMD\_CDM\_END\_EXCHANGE**  
**WFS\_CMD\_CDM\_CALIBRATE\_CASH\_UNIT**  
**WFS\_CMD\_CDM\_RESET**  
**WFS\_CMD\_CDM\_TEST\_CASH\_UNITS**

### 3. References

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1. XFS Application Programming Interface (API)/Service Provider Interface (SPI), Programmer's Reference Revision 3.40
2. ISO 4217 at <a href="http://www.iso.org">http://www.iso.org</a>
3. XFS Cash Dispenser Device Class Interface, Programmer's Reference, Revision 3.40
4. Paragraph 6 of the EU council regulation 1338/2001. Terms of reference for the adaptation of paragraph 6 on cash-in and cash-recycling machines (18.04.2002) at: <a href="http://www.ecb.int/pub/pdf/other/recyclingeurobanknotes2005en.pdf">http://www.ecb.int/pub/pdf/other/recyclingeurobanknotes2005en.pdf</a>
5. Extensions for Financial Services (XFS) interface specification, Release 3.40, Part 18: Item Processing Module Device Class Interface Programmer's Reference.

## 4. Note Classification

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Notes are classified by the XFS CIM specification according to the following definitions:

1. Level 1 – Note not recognized.
2. Level 2 – Recognized counterfeit note.
3. Level 3 – Suspected counterfeit note.
4. Level 4 – Recognized note that is identified as genuine. This includes notes which are fit or unfit for recycling.

This definition allows support for legislative note handling standards that may exist in various countries and economic regions. Local requirements or device capability may dictate that notes are not classified as level 2 and level 3; the P6 string reported by `WFS_INF_CIM_CAPABILITIES` *lpszExtra* reports whether notes are classified into all 4 levels and whether level 2 or 3 notes can be returned to the customer.

The above classification levels can be used to support note handling functionality which includes:

1. The ability to remove counterfeit notes from circulation.
2. Reporting of recognized, counterfeit and suspected counterfeit notes.
3. Creating and reporting of note signatures in order to allow back-tracing of notes.

A note's classification can be changed based on the note's serial number, currency and value by specifying a blacklist or classification list. A blacklist reclassifies a matching note as level 2, whereas a classification list can be used to re-classify a matching note to a lower level, including classifying a genuine note as unfit for dispensing. Once reclassified, the note will be automatically handled according to the local country specific note handling standard or legislation for the note's new note classification, including any level 2 or 3 note retention rules. Any reclassification will result in the normal events and behavior, for example a `WFS_EXEE_CIM_INFO_AVAILABLE` event will reflect the note's reclassification. Reclassification can be used to make dynamic changes to note handling procedures without a software upgrade, enabling functionality such as taking older notes out of circulation or handling of counterfeit notes on a local basis.

Reclassification cannot be used to change a note's classification to a higher level, for example, a note recognized as counterfeit by the device cannot be reclassified as genuine. In addition, it is not possible to re-classify a level 2 note as level 1. No particular use case has been identified for reclassifying Level 3 and 4 notes as level 1, but there is no reason to restrict this reclassification.

Blacklists can be specified using `WFS_CMD_CIM_SET_BLACKLIST` and retrieved using `WFS_INF_CIM_GET_BLACKLIST`. Classification lists can be specified using `WFS_CMD_CIM_SET_CLASSIFICATION_LIST` and retrieved using `WFS_INF_CIM_GET_CLASSIFICATION_LIST`. A classification list is a superset of the blacklist; any items specified as level 2 in the classification list are considered part of the blacklist. However, it is not recommended that both sets of commands are used by a single application, as it may lead to overlap and confusion.

The blacklist or classification list functionality can use a mask to specify serial numbers. The mask is defined as follows: A '?' character (0x003F) is the wildcard used to match a single Unicode character, and a '\*' character (0x002A) is the wildcard used to match one or more Unicode characters.

For example, "S8H9??16?4" would represent a match for the serial numbers "S8H9231654" and "S8H9761684". A mask of "HD90\*2" would be used in order to match serial numbers that begin with "HD90" and end with "2", for example "HD9028882", "HD9083276112". Note that the mask can only use one asterisk, and if a real character is required then it must be preceded by a backslash, for example: '\\ for a backslash, '\\\*' for an asterisk or '\\?' for a question mark. Note that this flexibility means that it is possible to overlap definitions, for example "HD90\*" and "HD902\*" would both match on the serial number HD9028882".

## 5. Info Commands

### 5.1 WFS\_INF\_CIM\_STATUS

**Description** This command is used to obtain the status of the CIM. It may also return vendor-specific status information.

**Input Param** None.

**Output Param** LPWFSCIMSTATUS lpStatus;

```
typedef struct _wfs_cim_status
{
    WORD                fwDevice;
    WORD                fwSafeDoor;
    WORD                fwAcceptor;
    WORD                fwIntermediateStacker;
    WORD                fwStackerItems;
    WORD                fwBanknoteReader;
    BOOL                bDropBox;
    LPWFSCIMINPOS      *lppPositions;
    LPSTR               lpszExtra;
    DWORD               dwGuidLights[WFS_CIM_GUIDLIGHTS_SIZE];
    WORD                wDevicePosition;
    USHORT              usPowerSaveRecoveryTime;
    WORD                wMixedMode;
    WORD                wAntiFraudModule;
} WFS_CIM_STATUS, *LPWFSCIM_STATUS;
```

#### *fwDevice*

Supplies the state of the CIM. However, an *fwDevice* status of WFS\_CIM\_DEVONLINE does not necessarily imply that accepting can take place: the value of the *fwAcceptor* field must be taken into account and - for some vendors - the state of the safe door (*fwSafeDoor*) may also be relevant. The state of the CIM will have one of the following values:

Value	Meaning
WFS_CIM_DEVONLINE	The device is online. This is returned when the acceptor is present and operational.
WFS_CIM_DEVOFFLINE	The device is offline (e.g. the operator has taken the device offline by turning a switch).
WFS_CIM_DEVPOWEROFF	The device is powered off or physically not connected.
WFS_CIM_DEVNODEVICE	The device is not intended to be there, e.g. this type of self service machine does not contain such a device or it is internally not configured.
WFS_CIM_DEVHWERROR	The device is inoperable due to a hardware error.
WFS_CIM_DEVUSERERROR	The device is present but a person is preventing proper device operation.
WFS_CIM_DEVBUSY	The device is busy and unable to process an execute command at this time.
WFS_CIM_DEVFRAUDATTEMPT	The device is present but is inoperable because it has detected a fraud attempt.
WFS_CIM_DEVPOTENTIALFRAUD	The device has detected a potential fraud attempt and is capable of remaining in service. In this case the application should make the decision as to whether to take the device offline.

#### *fwSafeDoor*

Supplies the state of the safe door as one of the following values:

Value	Meaning
WFS_CIM_DOORNOTSUPPORTED	Physical device has no safe door or safe door state reporting is not supported.
WFS_CIM_DOOROPEN	Safe door is open.
WFS_CIM_DOORCLOSED	Safe door is closed.
WFS_CIM_DOORUNKNOWN	Due to a hardware error or other condition, the state of the safe door cannot be determined.

*fwAcceptor*

Supplies the state of the acceptor cash units as one of the following values. Note that *fwAcceptor* may change value during a cash-in transaction:

Value	Meaning
WFS_CIM_ACCOK	All cash units present are in a good state.
WFS_CIM_ACCCUSTATE	One or more of the cash units is in a high, full, inoperative or manipulated condition. Items can still be accepted into at least one of the cash units.
WFS_CIM_ACCCUSTOP	Due to a cash unit failure accepting is impossible. No items can be accepted because all of the cash units are in a full, inoperative or manipulated condition. This state may also occur when a retract cash unit is full or no retract cash unit is present, or when an application lock is set on every cash unit, or when Level 2/3 notes are to be automatically retained within cash units, but all of the designated cash units for storing them are full or inoperative.
WFS_CIM_ACCCUUNKNOWN	Due to a hardware error or other condition, the state of the cash units cannot be determined.

*fwIntermediateStacker*

Supplies the state of the intermediate stacker as one of the following values:

Value	Meaning
WFS_CIM_IEMPTY	The intermediate stacker is empty.
WFS_CIM_ISNOTEMPTY	The intermediate stacker is not empty.
WFS_CIM_ISFULL	The intermediate stacker is full. This may also be reported during a cash-in transaction where a limit specified by WFS_CMD_CIM_SET_CASH_IN_LIMIT has been reached.
WFS_CIM_ISUNKNOWN	Due to a hardware error or other condition, the state of the intermediate stacker cannot be determined.
WFS_CIM_ISNOTSUPPORTED	The physical device has no intermediate stacker.

*fwStackerItems*

This field informs the application whether items on the intermediate stacker have been in customer access. Possible values are:

Value	Meaning
WFS_CIM_CUSTOMERACCESS	Items on the intermediate stacker have been in customer access. If the device is a cash recycler then the items on the intermediate stacker may be there as a result of a previous cash-out operation.
WFS_CIM_NOCUSTOMERACCESS	Items on the intermediate stacker have not been in customer access.



WFS_CIM_ACCESSUNKNOWN	It is not known if the items on the intermediate stacker have been in customer access.
WFS_CIM_NOITEMS	There are no items on the intermediate stacker or the physical device has no intermediate stacker.

*fwBanknoteReader*

Supplies the state of the banknote reader as one of the following values:

Value	Meaning
WFS_CIM_BNROK	The banknote reader is in a good state.
WFS_CIM_BNRINOP	The banknote reader is inoperable.
WFS_CIM_BNRUNKNOWN	Due to a hardware error or other condition, the state of the banknote reader cannot be determined.
WFS_CIM_BNRNOTSUPPORTED	The physical device has no banknote reader.

*bDropBox*

The drop box is an area within the CIM where items which have caused a problem during an operation are stored. This field specifies the status of the drop box. TRUE means that some items are stored in the drop box due to a cash-in transaction which caused a problem. FALSE indicates that the drop box is empty.

*lppPositions*

Pointer to a NULL-terminated array of pointers to WFSCIMINPOS structures (one for each supported input or output position):

```
typedef struct _wfs_cim_inpos
{
    WORD fwPosition;
    WORD fwShutter;
    WORD fwPositionStatus;
    WORD fwTransport;
    WORD fwTransportStatus;
    WORD fwJammedShutterPosition;
} WFSCIMINPOS, *LPWFSCIMINPOS;
```

*fwPosition*

Specifies the input or output position as one of the following values:

Value	Meaning
WFS_CIM_POSINLEFT	Left input position.
WFS_CIM_POSINRIGHT	Right input position.
WFS_CIM_POSINCENTER	Center input position.
WFS_CIM_POSINTOP	Top input position.
WFS_CIM_POSINBOTTOM	Bottom input position.
WFS_CIM_POSINFRONT	Front input position.
WFS_CIM_POSINREAR	Rear input position.
WFS_CIM_POSOUTLEFT	Left output position.
WFS_CIM_POSOUTRIGHT	Right output position.
WFS_CIM_POSOUTCENTER	Center output position.
WFS_CIM_POSOUTTOP	Top output position.
WFS_CIM_POSOUTBOTTOM	Bottom output position.
WFS_CIM_POSOUTFRONT	Front output position.
WFS_CIM_POSOUTREAR	Rear output position.

*fwShutter*

Specifies the state of the shutter as one of the following values:

Value	Meaning
WFS_CIM_SHTCLOSED	The shutter is operational and is closed.
WFS_CIM_SHTOPEN	The shutter is operational and is open.
WFS_CIM_SHTJAMMED	The shutter is jammed and is not operational. The field <i>fwJammedShutterPosition</i> provides the positional state of the shutter.

WFS_CIM_SHTUNKNOWN	Due to a hardware error or other condition, the state of the shutter cannot be determined.
WFS_CIM_SHTNOTSUPPORTED	The physical device has no shutter or shutter state reporting is not supported.

*fwPositionStatus*

The status of the input or output position. This field specifies the state of the position as one of the following values:

Value	Meaning
WFS_CIM_PSEMPY	The position is empty.
WFS_CIM_PSNOTEMPTY	The position is not empty.
WFS_CIM_PSUNKNOWN	Due to a hardware error or other condition, the state of the position cannot be determined.
WFS_CIM_PSNOTSUPPORTED	The device is not capable of reporting whether or not items are at the position.
WFS_CIM_PSFOREIGNITEMS	Foreign items have been detected in the position.

*fwTransport*

Specifies the state of the transport mechanism as one of the following values. The transport is defined as any area leading to or from the position:

Value	Meaning
WFS_CIM_TPOK	The transport is in a good state.
WFS_CIM_TPINOP	The transport is inoperative due to a hardware failure or media jam.
WFS_CIM_TPUNKNOWN	Due to a hardware error or other condition, the state of the transport cannot be determined.
WFS_CIM_TPNOTSUPPORTED	The physical device has no transport or transport state reporting is not supported.

*fwTransportStatus*

Returns information regarding items which may be on the transport. If the device is a cash recycler it is possible that items will be on the transport due to a previous dispense operation, in which case the status will be WFS\_CIM\_TPSTATNOTEMPTY. The possible values of this field are:

Value	Meaning
WFS_CIM_TPSTATEMPTY	The transport is empty.
WFS_CIM_TPSTATNOTEMPTY	The transport is not empty, the items have not been in customer access.
WFS_CIM_TPSTATNOTEMPTYCUST	Items which a customer has had access to are on the transport.
WFS_CIM_TPSTATNOTEMPTY_UNK	Due to a hardware error or other condition it is not known whether there are items on the transport.
WFS_CIM_TPSTATNOTSUPPORTED	The device is not capable of reporting whether or not items are on the transport.

*fwJammedShutterPosition*

Returns information regarding the position of the jammed shutter. The possible values of this field are:

Value	Meaning
WFS_CIM_SHUTTERPOS_NOTSUPPORTED	The physical device has no shutter or the reporting of the position of a jammed shutter is not supported.
WFS_CIM_SHUTTERPOS_NOTJAMMED	The shutter is not jammed.
WFS_CIM_SHUTTERPOS_OPEN	The shutter is jammed, but fully open.
WFS_CIM_SHUTTERPOS_PARTIALLY_OPEN	The shutter is jammed, but partially open.

WFS_CIM_SHUTTERPOS_CLOSED	The shutter is jammed, but fully closed.
WFS_CIM_SHUTTERPOS_UNKNOWN	The position of the shutter is unknown.

*lpzExtra*

Pointer to a list of vendor-specific, or any other extended, information. The information is returned as a series of “*key=value*” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*dwGuidLights [...]*

Specifies the state of the guidance light indicators. The elements of this array can be accessed by using the predefined index values specified for the *dwGuidLights [ ]* field in the capabilities. Vendor specific guidance lights are defined starting from the end of the array. The maximum guidance light index is WFS\_CIM\_GUIDLIGHTS\_MAX.

Specifies the state of the guidance light indicator as

WFS\_CIM\_GUIDANCE\_NOT\_AVAILABLE, WFS\_CIM\_GUIDANCE\_OFF or a combination of the following flags consisting of one type B, optionally one type C and optionally one type D.

Value	Meaning	Type
WFS_CIM_GUIDANCE_NOT_AVAILABLE	The status is not available.	A
WFS_CIM_GUIDANCE_OFF	The light is turned off.	A
WFS_CIM_GUIDANCE_SLOW_FLASH	The light is blinking slowly.	B
WFS_CIM_GUIDANCE_MEDIUM_FLASH	The light is blinking medium frequency.	B
WFS_CIM_GUIDANCE_QUICK_FLASH	The light is blinking quickly.	B
WFS_CIM_GUIDANCE_CONTINUOUS	The light is turned on continuous (steady).	B
WFS_CIM_GUIDANCE_RED	The light is red.	C
WFS_CIM_GUIDANCE_GREEN	The light is green.	C
WFS_CIM_GUIDANCE_YELLOW	The light is yellow.	C
WFS_CIM_GUIDANCE_BLUE	The light is blue.	C
WFS_CIM_GUIDANCE_CYAN	The light is cyan.	C
WFS_CIM_GUIDANCE_MAGENTA	The light is magenta.	C
WFS_CIM_GUIDANCE_WHITE	The light is white.	C
WFS_CIM_GUIDANCE_ENTRY	The light is in the entry state.	D
WFS_CIM_GUIDANCE_EXIT	The light is in the exit state.	D

*wDevicePosition*

Specifies the device position. The device position value is independent of the *fwDevice* value, e.g. when the device position is reported as WFS\_CIM\_DEVICENOTINPOSITION, *fwDevice* can have any of the values defined above (including WFS\_CIM\_DEVONLINE or WFS\_CIM\_DEVOFFLINE). If the device is not in its normal operating position (i.e. WFS\_CIM\_DEVICEINPOSITION) then media may not be accepted / presented through the normal customer interface. This value is one of the following values:

Value	Meaning
WFS_CIM_DEVICEINPOSITION	The device is in its normal operating position, or is fixed in place and cannot be moved.
WFS_CIM_DEVICENOTINPOSITION	The device has been removed from its normal operating position.
WFS_CIM_DEVICEPOSUNKNOWN	Due to a hardware error or other condition, the position of the device cannot be determined.
WFS_CIM_DEVICEPOSNOTSUPP	The physical device does not have the capability of detecting the position.

*usPowerSaveRecoveryTime*

Specifies the actual number of seconds required by the device to resume its normal operational state from the current power saving mode. This value is zero if either the power saving mode has not been activated or no power save control is supported.

*wMixedMode*

Reports if Mixed Media mode is active. See section WFS\_CMD\_CIM\_SET\_MODE for a description of the modes. This flag can also be set/reset by the command WFS\_CMD\_IPM\_SET\_MODE on the IPM interface. This value is one of the following values:

Value	Meaning
WFS_CIM_MIXEDMEDIANOTACTIVE	Mixed Media transactions are not supported by the device or Mixed Media mode is not activated.
WFS_CIM_IPMMIXEDMEDIA	Mixed Media mode using the CIM and IPM interfaces is activated.

*wAntiFraudModule*

Specifies the state of the anti-fraud module as one of the following values:

Value	Meaning
WFS_CIM_AFMNOTSUPP	No anti-fraud module is available.
WFS_CIM_AFMOK	Anti-fraud module is in a good state and no foreign device is detected.
WFS_CIM_AFMINOP	Anti-fraud module is inoperable.
WFS_CIM_AFMDEVICEDETECTED	Anti-fraud module detected the presence of a foreign device.
WFS_CIM_AFMUNKNOWN	The state of the anti-fraud module cannot be determined.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** Applications which rely on the *lpszExtra* field may not be device or vendor-independent.

In the case where communications with the device has been lost, the *fwDevice* field will report WFS\_CIM\_DEVPOWEROFF when the device has been removed or WFS\_CIM\_DEVHWERROR if the communications are unexpectedly lost. All other fields should contain a value based on the following rules and priority:

1. Report the value as unknown.
2. Report the value as a general h/w error.
3. Report the value as the last known value.

## 5.2 WFS\_INF\_CIM\_CAPABILITIES

---

**Description** This command is used to retrieve the capabilities of the cash acceptor.

**Input Param** None.

**Output Param** LPWFSCIMCAPS lpCaps;

```
typedef struct _wfs_cim_caps
{
    WORD                wClass;
    WORD                fwType;
    WORD                wMaxCashInItems;
    BOOL                bCompound;
    BOOL                bShutter;
    BOOL                bShutterControl;
    BOOL                bSafeDoor;
    BOOL                bCashBox;
    BOOL                bRefill;
    WORD                fwIntermediateStacker;
    BOOL                bItemsTakenSensor;
    BOOL                bItemsInsertedSensor;
    WORD                fwPositions;
    WORD                fwExchangeType;
    WORD                fwRetractAreas;
    WORD                fwRetractTransportActions;
    WORD                fwRetractStackerActions;
    LPSTR               lpszExtra;
    DWORD               dwGuidLights[WFS_CIM_GUIDLIGHTS_SIZE];
    DWORD               dwItemInfoTypes;
    BOOL                bCompareSignatures;
    BOOL                bPowerSaveControl;
    BOOL                bReplenish;
    WORD                fwCashInLimit;
    WORD                fwCountActions;
    BOOL                bDeviceLockControl;
    WORD                wMixedMode;
    BOOL                bMixedDepositAndRollback;
    BOOL                bAntiFraudModule;
    BOOL                bDeplete;
    BOOL                bBlacklist;
    LPDWORD             lpdwSynchronizableCommands;
    BOOL                bClassificationList;
    BOOL                bPhysicalNoteList;
} WFS_CIMCAPS, *LPWFSCIMCAPS;
```

*wClass*

Specifies the logical service class as WFS\_SERVICE\_CLASS\_CIM.

*fwType*

Supplies the type of CIM as one of the following values:

Value	Meaning
WFS_CIM_TELLERBILL	The CIM is a Teller Bill Acceptor.
WFS_CIM_SELFSERVICEBILL	The CIM is a Self-Service Bill Acceptor.
WFS_CIM_TELLERCOIN	The CIM is a Teller Coin Acceptor.
WFS_CIM_SELFSERVICECOIN	The CIM is a Self-Service Coin Acceptor.

*wMaxCashInItems*

Supplies the maximum number of items that can be accepted in a single

WFS\_CMD\_CIM\_CASH\_IN command. This value reflects the hardware limitations of the device and therefore it does not change as part of the WFS\_CMD\_CIM\_CASH\_IN\_LIMIT command.

*bCompound*

Specifies whether or not the logical device is part of a compound physical device.

*bShutter*

If this flag is TRUE then the device has a shutter and explicit shutter control through the commands WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER is supported. The definition of a shutter will depend on the h/w implementation. On some devices where items are automatically detected and accepted then a shutter is simply a latch that is opened and closed, usually under implicit control by the Service Provider. On other devices, the term shutter refers to a door, which is opened and closed to allow the customer to place the items onto a tray. If a Service Provider cannot detect when items are inserted and there is a shutter on the device, then it must provide explicit application control of the shutter.

*bShutterControl*

If set to TRUE the shutter is controlled implicitly by the Service Provider. If set to FALSE the shutter must be controlled explicitly by the application using the WFS\_CMD\_CIM\_OPEN\_SHUTTER and the WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands. In either case the WFS\_CMD\_CIM\_PRESENT\_MEDIA command may be used if the *bPresentControl* field is reported as FALSE. The *bShutterControl* field is always set to TRUE if the device has no shutter. This field applies to all shutters and all positions.

*bSafeDoor*

Specifies whether the WFS\_CMD\_CIM\_OPEN\_SAFE\_DOOR command is supported.

*bCashBox*

This field is only applicable to CIM types WFS\_CIM\_TELLERBILL and WFS\_CIM\_TELLERCOIN. It specifies whether or not the tellers have been assigned a cash box.

*bRefill*

This field is not used.

*fwIntermediateStacker*

Specifies the number of items the intermediate stacker for cash-in can hold. Zero means that there is no intermediate stacker for cash-in available.

*bItemsTakenSensor*

Specifies whether or not the CIM can detect when items at the exit position are taken by the user. If set to TRUE the Service Provider generates an accompanying WFS\_SRVE\_CIM\_ITEMSTAKEN event. If set to FALSE this event is not generated. This field relates to all output positions.

*bItemsInsertedSensor*

Specifies whether the CIM has the ability to detect when items have actually been inserted by the user. If set to TRUE the Service Provider generates an accompanying WFS\_SRVE\_CIM\_ITEMSINSERTED event. If set to FALSE this event is not generated. This field relates to all input positions. This flag should not be reported as TRUE unless item insertion can be detected.

*fwPositions*

Specifies the CIM input and output positions which are available as a combination of the following flags:

Value	Meaning
WFS_CIM_POSINLEFT	Left input position.
WFS_CIM_POSINRIGHT	Right input position.
WFS_CIM_POSINCENTER	Center input position.
WFS_CIM_POSINTOP	Top input position.
WFS_CIM_POSINBOTTOM	Bottom input position.
WFS_CIM_POSINFRONT	Front input position.
WFS_CIM_POSINREAR	Rear input position.
WFS_CIM_POSOUTLEFT	Left output position.
WFS_CIM_POSOUTRIGHT	Right output position.
WFS_CIM_POSOUTCENTER	Center output position.
WFS_CIM_POSOUTTOP	Top output position.
WFS_CIM_POSOUTBOTTOM	Bottom output position.
WFS_CIM_POSOUTFRONT	Front output position.
WFS_CIM_POSOUTREAR	Rear output position.

*fwExchangeType*

Specifies the type of cash unit exchange operations supported by the CIM. Values are a combination of the following flags:

Value	Meaning
WFS_CIM_EXBYHAND	The CIM supports manual replenishment either by emptying the cash unit by hand or by replacing the cash unit.
WFS_CIM_EXTOCASSETTES	The CIM supports moving items from the replenishment cash unit to the bill cash units.
WFS_CIM_CLEARRECYCLER	The CIM supports the emptying of recycle cash units.
WFS_CIM_DEPOSITINTO	The CIM supports moving items from the deposit entrance to the bill cash units.

*fwRetractAreas*

Specifies the areas to which items may be retracted. If the device does not have a retract capability this field will be WFS\_CIM\_RA\_NOTSUPP. Otherwise this field will be set to a combination of the following flags:

Value	Meaning
WFS_CIM_RA_RETRACT	Items may be retracted to a retract cash unit.
WFS_CIM_RA_REJECT	Items may be retracted to a reject cash unit.
WFS_CIM_RA_TRANSPORT	Items may be retracted to the transport.
WFS_CIM_RA_STACKER	Items may be retracted to the intermediate stacker.
WFS_CIM_RA_BILLCASSETTES	Items may be retracted to item cassettes, i.e. cash-in and recycle cash units.
WFS_CIM_RA_CASHIN	Items may be retracted to a cash-in cash unit.

*fwRetractTransportActions*

Specifies the actions which may be performed on items which have been retracted to the transport. If the device does not have the capability to retract items to or from the transport this field will be WFS\_CIM\_NOTSUPP. Otherwise this field will be set to a combination of the following flags:

Value	Meaning
WFS_CIM_PRESENT	The items may be moved to the exit position.
WFS_CIM_RETRACT	The items may be retracted to a retract cash unit.
WFS_CIM_REJECT	The items may be retracted to a reject cash unit.
WFS_CIM_BILLCASSETTES	The items may be retracted to item cassettes, i.e. cash-in and recycle cash units.
WFS_CIM_CASHIN	The items may be retracted to a cash-in cash unit.

*fwRetractStackerActions*

Specifies the actions which may be performed on items which have been retracted to the stacker. If the device does not have the capability to retract items to or from the stacker this field will be WFS\_CIM\_NOTSUPP. Otherwise this field will be set to a combination of the following flags:

Value	Meaning
WFS_CIM_PRESENT	The items may be moved to the exit position.
WFS_CIM_RETRACT	The items may be retracted to a retract cash unit.
WFS_CIM_REJECT	The items may be retracted to a reject cash unit.
WFS_CIM_BILLCASSETTES	The items may be retracted to item cassettes, i.e. cash-in and recycle cash units.
WFS_CIM_CASHIN	The items may be retracted to a cash-in cash unit.

*lpszExtra*

Pointer to a list of vendor-specific, or any other extended, information. The information is returned as a series of “key=value” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

The parameter that reports how notes are classified and handled is reported in *lpszExtra* as follows. If level 2/3 notes are not to be returned to the customer by these rules, they will not be returned regardless of whether their specific note type is configured to not be accepted by WFS\_CMD\_CIM\_CONFIGURE\_NOTETYPES:

P6=1	Notes are classified as level 1, 2, 3 or 4 and only level 2 notes will not be returned to the customer in a cash-in transaction.
P6=2	Notes are classified as level 1, 2, 3 or 4 and level 2 and level 3 notes will not be returned to the customer in a cash-in transaction.

*dwGuidLights [...]*

Specifies which guidance light positions are available. A number of guidance light positions are defined below. Vendor specific guidance lights are defined starting from the end of the array. The maximum guidance light index is WFS\_CIM\_GUIDLIGHTS\_MAX.

In addition to supporting specific flash rates and colors, some guidance lights also have the capability to show directional movement representing “entry” and “exit”. The “entry” state gives the impression of leading a user to place media into the device. The “exit” state gives the impression of ejection from a device to a user and would be used for retrieving media from the device.

The elements of this array are specified as a combination of the following flags and indicate all of the possible flash rates (type B), colors (type C) and directions (type D) that the guidance light indicator is capable of handling. If the guidance light indicator only supports one color then no value of type C is returned. If the guidance light indicator does not support direction then no value of type D is returned. A value of WFS\_CIM\_GUIDANCE\_NOT\_AVAILABLE indicates that the device has no guidance light indicator or the device controls the light directly with no application control possible.

Value	Meaning	Type
WFS_CIM_GUIDANCE_NOT_AVAILABLE	There is no guidance light control available at this position.	A
WFS_CIM_GUIDANCE_OFF	The light can be off.	B
WFS_CIM_GUIDANCE_SLOW_FLASH	The light can blink slowly.	B
WFS_CIM_GUIDANCE_MEDIUM_FLASH	The light can blink medium frequency.	B
WFS_CIM_GUIDANCE_QUICK_FLASH	The light can blink quickly.	B
WFS_CIM_GUIDANCE_CONTINUOUS	The light can be continuous (steady).	B
WFS_CIM_GUIDANCE_RED	The light can be red.	C
WFS_CIM_GUIDANCE_GREEN	The light can be green.	C
WFS_CIM_GUIDANCE_YELLOW	The light can be yellow.	C
WFS_CIM_GUIDANCE_BLUE	The light can be blue.	C
WFS_CIM_GUIDANCE_CYAN	The light can be cyan.	C
WFS_CIM_GUIDANCE_MAGENTA	The light can be magenta.	C
WFS_CIM_GUIDANCE_WHITE	The light can be white.	C
WFS_CIM_GUIDANCE_ENTRY	The light can be in the entry state.	D
WFS_CIM_GUIDANCE_EXIT	The light can be in the exit state.	D

Each array index represents an input/output position in the CIM. The elements are accessed using the following definitions for the index value:

Value	Meaning
WFS_CIM_GUIDANCE_POSINNULL	The default input position.
WFS_CIM_GUIDANCE_POSINLEFT	Left input position.
WFS_CIM_GUIDANCE_POSINRIGHT	Right input position.
WFS_CIM_GUIDANCE_POSINCENTER	Center input position.



WFS_CIM_GUIDANCE_POSINTOP	Top input position.
WFS_CIM_GUIDANCE_POSINBOTTOM	Bottom input position.
WFS_CIM_GUIDANCE_POSINFRONT	Front input position.
WFS_CIM_GUIDANCE_POSINREAR	Rear input position.
WFS_CIM_GUIDANCE_POSOUTLEFT	Left output position.
WFS_CIM_GUIDANCE_POSOUTRIGHT	Right output position.
WFS_CIM_GUIDANCE_POSOUTCENTER	Center output position.
WFS_CIM_GUIDANCE_POSOUTTOP	Top output position.
WFS_CIM_GUIDANCE_POSOUTBOTTOM	Bottom output position.
WFS_CIM_GUIDANCE_POSOUTFRONT	Front output position.
WFS_CIM_GUIDANCE_POSOUTREAR	Rear output position.
WFS_CIM_GUIDANCE_POSOUTNULL	The default output position.

*dwItemInfoTypes*

Specifies the types of information that can be retrieved through the WFS\_INF\_CIM\_GET\_ITEM\_INFO command. This field will either be set to WFS\_CIM\_ITEM\_NOTSUPP or a combination of the following flags:

Value	Meaning
WFS_CIM_ITEM_SERIALNUMBER	Serial Number of the item.
WFS_CIM_ITEM_SIGNATURE	Signature of the item.
WFS_CIM_ITEM_IMAGEFILE	Image file of the item.

*bCompareSignatures*

Specifies if the Service Provider has the ability to compare signatures through command WFS\_CMD\_CIM\_COMPARE\_P6\_SIGNATURE. If this field is set to FALSE, the WFS\_CMD\_CIM\_COMPARE\_P6\_SIGNATURE command returns WFS\_ERR\_UNSUPP\_COMMAND.

*bPowerSaveControl*

Specifies whether power saving control is available. This can either be TRUE if available or FALSE if not available.

*bReplenish*

If set to TRUE the WFS\_INF\_CIM\_REPLENISH\_TARGET and WFS\_CMD\_CIM\_REPLENISH commands are supported. If set to FALSE the WFS\_INF\_CIM\_REPLENISH\_TARGET command returns WFS\_ERR\_UNSUPP\_CATEGORY and the WFS\_CMD\_CIM\_REPLENISH command returns WFS\_ERR\_UNSUPP\_COMMAND.

*fwCashInLimit*

Specifies whether the cash-in limitation is supported or not for the WFS\_CMD\_CIM\_SET\_CASH\_IN\_LIMIT command. If the device does not have the capability to limit the amount or the number of items during cash-in operations then this field will be WFS\_CIM\_LIMITNOTSUPP. Otherwise this field will be set to a combination of the following flags:

Value	Meaning
WFS_CIM_LIMITBYTOTALITEMS	The number of successfully processed cash-in items can be limited by specifying the total number of items.
WFS_CIM_LIMITBYAMOUNT	The number of successfully processed cash-in items can be limited by specifying the maximum amount of a specific currency.
WFS_CIM_LIMITMULTIPLE	WFS_CMD_CIM_SET_CASH_IN_LIMIT may be called multiple times in a cash-in transaction to update previously specified amount limits. Only valid if combined with WFS_CIM_LIMITBYAMOUNT.
WFS_CIM_LIMITREFUSEOTHER	If multiple currencies can be accepted and an amount limit is specified for one or more currencies, any other unspecified currencies are refused. If not specified, there is no amount limit for unspecified currencies. Only valid if specified with WFS_CIM_LIMITBYAMOUNT.

*fwCountActions*

Specifies the count action supported by the WFS\_CMD\_CIM\_CASH\_UNIT\_COUNT command. If the device does not support counting then this field will be WFS\_CIM\_COUNTNOTSUPP. Otherwise this field will be set to a combination of the following flags:

Value	Meaning
WFS_CIM_COUNTINDIVIDUAL	The counting of individual cash units via the input structure of the WFS_CMD_CIM_CASH_UNIT_COUNT command is supported.
WFS_CIM_COUNTALL	The counting of all cash units via the NULL pointer input parameter of the WFS_CMD_CIM_CASH_UNIT_COUNT command is supported.

*bDeviceLockControl*

Specifies whether the CIM supports physical lock/unlock control of the CIM device and/or the cash units. If this value is set to TRUE, the device and/or the cash units can be locked and unlocked by the WFS\_CMD\_CIM\_DEVICE\_LOCK\_CONTROL command, and the lock status can be retrieved by the WFS\_INF\_CIM\_DEVICELOCK\_STATUS command. If this value is set to FALSE, the CIM will not support the physical lock/unlock control of the CIM device or the cash units; the WFS\_CMD\_CIM\_DEVICE\_LOCK\_CONTROL command will return WFS\_ERR\_UNSUPP\_COMMAND and the WFS\_INF\_CIM\_DEVICELOCK\_STATUS command will return WFS\_ERR\_UNSUPP\_CATEGORY.

*wMixedMode*

Specifies whether the device supports accepting and processing items other than the types defined in the CIM specification. For a description of Mixed Media transactions see section ATM Mixed Media Transaction Flow – Application Guidelines. If the device does not support Mixed Media processing this field will be WFS\_CIM\_MIXEDMEDIANOTSUPP. Otherwise this field will be set to the following value:

Value	Meaning
WFS_CIM_IPMMIXEDMEDIA	Mixed Media transactions are supported using the CIM and IPM interfaces.

*bMixedDepositAndRollback*

Specifies whether the device can deposit one type of media and rollback the other in the same Mixed Media transaction. Where *bMixedDepositAndRollback* is TRUE the Service Provider can accept WFS\_CMD\_CIM\_CASH\_IN\_END and WFS\_CMD\_IPM\_MEDIA\_IN\_ROLLBACK or WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK and WFS\_CMD\_IPM\_MEDIA\_IN\_END to complete the current transaction. This value can only be TRUE where *wMixedMode* == WFS\_CIM\_IPMMIXEDMEDIA. When *bMixedDepositAndRollback* is FALSE applications must either deposit or return ALL items to complete a transaction. Where Mixed Media transactions are not supported *bMixedDepositAndRollback* is FALSE.

*bAntiFraudModule*

Specifies whether the anti-fraud module is available. This can either be TRUE if available or FALSE if not available.

*bDeplete*

If set to TRUE the WFS\_CMD\_CIM\_DEplete command is supported. If set to FALSE the WFS\_CMD\_CIM\_DEplete command returns WFS\_ERR\_UNSUPP\_COMMAND.

*bBlacklist*

Specifies whether the device has the capability to maintain a blacklist of serial numbers as well as supporting the associated operations. This can either be TRUE if the device has the capability or FALSE if it does not.

*lpdwSynchronizableCommands*

Pointer to a zero-terminated list of DWORDs which contains the execute command IDs that can be synchronized. If no execute command can be synchronized then this parameter will be NULL.

*bClassificationList*

Specifies whether the device has the capability to maintain a classification list of serial numbers as well as supporting the associated operations. This can either be TRUE if the device has the capability or FALSE if it does not.

*bPhysicalNoteList*

Specifies whether the Service Provider supports note number lists on physical cash units (see *lpszExtra* in WFS\_CIMPHCU) This can either be TRUE if the Service Provider has the capability or FALSE if it does not.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** Applications which rely on the *lpszExtra* field may not be device or vendor-independent. The table below defines the valid combinations of *bShutter*, *bShutterControl* and WFS\_CIMPOSCAPS.*bPresentControl*.

<i>bShutter</i>	<i>bShutterControl</i>	WFS_CIMPOSCAPS <i>bPresentControl</i>	Description
TRUE	TRUE	TRUE	Service Provider implicitly opens the shutter, presents items and closes the shutter when all items are taken.
TRUE	TRUE	FALSE	Service Provider implicitly opens the shutter for input. Application required to present items using WFS_CMD_CIM_PRESENT_MEDIA.
TRUE	FALSE	TRUE	Application is required to present items using WFS_CMD_CIM_OPEN_SHUTTER and then call WFS_CMD_CIM_CLOSE_SHUTTER when all items are taken.
TRUE	FALSE	FALSE	Application is required to present items either by using WFS_CMD_CIM_PRESENT_MEDIA or by using WFS_CMD_CIM_OPEN_SHUTTER and then WFS_CMD_CIM_CLOSE_SHUTTER when all items are taken.
FALSE	TRUE	TRUE	Service Provider implicitly opens the shutter, presents items and closes the shutter when all items taken.
FALSE	TRUE	FALSE	Service Provider implicitly opens the shutter for input. Application required to present items using WFS_CMD_CIM_PRESENT_MEDIA.
FALSE	FALSE	TRUE	Not Supported.
FALSE	FALSE	FALSE	Application required to present items using WFS_CMD_CIM_PRESENT_MEDIA.

### 5.3 WFS\_INF\_CIM\_CASH\_UNIT\_INFO

---

**Description** This command is used to obtain information about the status and contents of the cash units and recycle units in the CIM.

Where a logical cash unit or recycle unit is configured but there is no corresponding physical cash unit currently present in the device, information about the missing cash unit or recycle unit will still be returned in the *lppCashIn* field of the output parameter. The status of the cash unit or recycle unit will be reported as WFS\_CIM\_STATCUMISSING.

It is possible that one logical cash unit may be associated with more than one physical cash unit. In this case, the number of cash unit structures returned in *lpCashInfo* will reflect the number of logical cash units in the CIM. That is, if a system contains four physical cash units but two of these are treated as one logical cash unit, *lpCashInfo* will contain information about the three logical cash units and a *usCount* of 3. Information about the physical cash unit(s) associated with a logical cash unit is contained in the WFS\_CIM\_CASHUNIT structure representing the logical cash unit.

It is also possible that multiple logical cash units may be associated with one physical cash unit. This should only occur if the physical cash unit is capable of handling this situation, i.e. if it can store multiple denominations and report meaningful count and replenishment information for each denomination. In this case the information returned in *lpCashInfo* will again reflect the number of logical cash units in the CIM.

#### Counts

Item counts are typically based on software counts and therefore may not represent the actual number of items in the cash unit.

Persistent values are maintained through power failures, open sessions, close session and system resets.

If a cash unit is shared between the CDM and CIM device class, then CDM operations will result in count changes in the CIM cash unit structure and vice versa. All counts are reported consistently on both interfaces at all times.

#### Exchanges

If a physical cash unit is inserted (including removal followed by a reinsertion) when the device is not in the exchange state the *usPStatus* of the physical cash unit will be set to WFS\_CIM\_STATCUMANIP and the values of the physical cash unit prior to its' removal will be returned in any subsequent WFS\_INF\_CIM\_CASH\_UNIT\_INFO command. The physical cash unit will not be used in any operation. The application must perform an exchange operation specifying the new values for the physical cash unit in order to recover the situation.

On recycle and retract cash units the counts and status reflect the physical status of the cassette and therefore are consistently reported on both the CDM and CIM interfaces. When a value is changed through an exchange on one interface it is also changed on the other.

#### Recyclers

The CIM interface reports all cash units including cash-out only cash units. The CDM interface does not report cash-in only cash units but does report cash units used on both interfaces, i.e. recycle cash units (WFS\_CIM\_TYPERECYCLING) and reject/retract cash units (WFS\_CIM\_TYPEREJECT / WFS\_CIM\_TYPERETRACTCASSETTE).

**Input Param** None.

**Output Param** LPWFS\_CIM\_CASHINFO lpCashInfo;

```
typedef struct _wfs_cim_cash_info
{
    USHORT                usCount;
    LPWFS_CIM_CASHIN      *lppCashIn;
} WFS_CIM_CASHINFO, *LPWFS_CIM_CASHINFO;
```

*usCount*

Number of WFS\_CIM\_CASHIN structures returned in *lppCashIn*.

*lppCashIn*

Pointer to an array of pointers to WFSCIMCASHIN structures:

```
typedef struct _wfs_cim_cash_in
{
    USHORT                usNumber;
    DWORD                fwType;
    DWORD                fwItemType;
    CHAR                 cUnitID[5];
    CHAR                 cCurrencyID[3];
    ULONG                ulValues;
    ULONG                ulCashInCount;
    ULONG                ulCount;
    ULONG                ulMaximum;
    USHORT               usStatus;
    BOOL                 bAppLock;
    LPWFSCIMNOTENUMBERLIST lpNoteNumberList;
    USHORT               usNumPhysicalCUs;
    LPWFSCIMPHCU        *lppPhysical;
    LPSTR                lpszExtra;
    LPUSHORT             lpusNoteIDs;
    WORD                 usCDMType;
    LPSTR                lpszCashUnitName;
    ULONG                ulInitialCount;
    ULONG                ulDispensedCount;
    ULONG                ulPresentedCount;
    ULONG                ulRetractedCount;
    ULONG                ulRejectCount;
    ULONG                ulMinimum;
} WFSCIMCASHIN, *LPWFSCIMCASHIN;
```

*usNumber*

Index number of the cash unit structure. Each structure has a unique logical number starting with a value of one (1) for the first structure, and incrementing by one for each subsequent structure.

*fwType*

Specifies the type of cash unit as one of the following values:

Value	Meaning
WFS_CIM_TYPERECYCLING	Recycle cash unit. This type of cash unit is present only when the device is a cash recycler. It can be used for cash dispensing.
WFS_CIM_TYPECASHIN	Cash-in cash unit.
WFS_CIM_TYPEREPCONTAINER	Replenishment container. A cash unit can be refilled from or emptied to a replenishment container.
WFS_CIM_TYPERETRACTCASSETTE	Retract cash unit.
WFS_CIM_TYPEREJECT	Reject cash unit.
WFS_CIM_TYPECDMSPECIFIC	A cash unit that is only applicable to the CDM interface. This value is used to report CDM cash units of the following types: WFS_CDM_TYPENA, WFS_CDM_TYPEBILLCASSETTE, WFS_CDM_TYPECOINCYLINDER, WFS_CDM_TYPECOINDISPENSER, WFS_CDM_TYPECOUPON and WFS_CDM_TYPEREDOCUMENT. See the <i>usCDMType</i> field for details of the cash unit type.

*fwItemType*

Specifies the type of items the cash unit takes as a combination of the following flags. The table in the Comments section of this command defines how to interpret the combination of these flags:

Value	Meaning
WFS_CIM_CITYPALL	The cash unit takes all fit banknote types. These are level 4 notes which are fit for recycling.
WFS_CIM_CITYPUNFIT	The cash unit takes all unfit banknotes. These are level 4 notes which are unfit for recycling.
WFS_CIM_CITYPINDIVIDUAL	The cash unit takes all types of fit banknotes specified in an individual list. These are level 4 notes which are fit for recycling.
WFS_CIM_CITYPLEVEL1	Level 1 note types are stored in this cash unit.
WFS_CIM_CITYPLEVEL2	If notes can be classified as level 2, then level 2 note types are stored in this cash unit.
WFS_CIM_CITYPLEVEL3	If notes can be classified as level 3, then level 3 note types are stored in this cash unit.
WFS_CIM_CITYPIPM	The cash unit can accept items on the IPM interface.
WFS_CIM_CITYPUNFITINDIVIDUAL	The cash unit takes all types of unfit banknotes specified in an individual list. These are level 4 notes which are unfit for recycling.

Support for classifying validated notes as 'unfit' is hardware dependent. On h/w that cannot classify notes as 'unfit', all validated banknotes will be treated as 'fit' and accepted by cash units of type WFS\_CIM\_CITYPALL and/or WFS\_CIM\_CITYPINDIVIDUAL. On such h/w the value WFS\_CIM\_CITYPUNFIT will not be used.

On h/w that can classify notes as 'unfit', validated 'fit' banknotes will be accepted by cash units of type WFS\_CIM\_CITYPALL and/or WFS\_CIM\_CITYPINDIVIDUAL. If the cash unit is configured as a combination of WFS\_CIM\_CITYPALL or WFS\_CIM\_CITYPINDIVIDUAL with WFS\_CIM\_CITYPUNFIT then the cash unit accepts valid 'fit' and 'unfit' banknote types. If the cash unit is configured as a combination of WFS\_CIM\_CITYPINDIVIDUAL with WFS\_CIM\_CITYPUNFITINDIVIDUAL then the cash unit accepts valid 'fit' and 'unfit' banknote types of the note types specified in an individual list.

This value is zero for cash units that cannot accept media items, i.e. cash units that can only dispense, or for cash units that are configured not to accept any items. It may be possible to use the command WFS\_CMD\_CIM\_CONFIGURE\_CASH\_IN\_UNITS to configure the cash unit to accept media.

#### *cUnitID*

The Cash Unit Identifier.

#### *cCurrencyID*

A three character array storing the ISO format currency ID [Ref. 2]. This value will be an array of three ASCII 0x20h characters for cash units which contain items of more than one currency type or items to which currency is not applicable. If the *usStatus* field for this cash unit is WFS\_CIM\_STATCUNOVAL it is the responsibility of the application to assign a value to this field. This value is persistent.

#### *ulValues*

Supplies the value of a single item in the cash unit. This value is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP). If the *cCurrencyID* field for this cash unit is an array of three ASCII 0x20h characters or the cash unit is configured to accept more than one denomination of note then this field will contain zero. The value of the notes stored in the cash unit can be calculated from the contents of *lpNoteNumberList* and the data returned from the WFS\_INF\_CIM\_BANKNOTE\_TYPES command. If the *usStatus* field for this cash unit is WFS\_CIM\_STATCUNOVAL it is the responsibility of the application to assign a value to this field. This value is persistent.

*ulCashInCount*

Count of items that have entered the logical cash unit. This counter is incremented whenever an item enters a physical cash unit that belongs to this logical cash unit for any reason, unless it originated from this cash unit but was returned without being accessible to a customer. For a retract cash unit this value represents the total number of items of all types in the cash unit, or if the device cannot count items during a retract operation this value will be zero. If *fwType* is WFS\_CIM\_TYPECDMSPECIFIC then this value is zero. This value is persistent.

*ulCount*

The meaning of this count depends on the type of cash unit. This value is persistent.

For all cash units except retract cash units (*fwType* is not WFS\_CIM\_TYPERETRACTCASSETTE) this value reports the total number of banknotes, checks or coins of all types in the cash unit.

For cash units supporting the *fwItemType* WFS\_CIM\_CITYIPM the number of banknotes or coins contained in the cash unit can be determined from *lpNoteNumberList*.

If the cash unit is a recycle cash unit (*fwType* is WFS\_CIM\_TYPERECYCLING) then this value may not be the same as the value of *ulCashInCount*. This value will be decremented as a result of a dispense transaction on the CDM interface. During dispense transactions on the CDM, this value includes any items that have been dispensed but not yet presented to the customer. This count is only decremented when these items are either known to be in customer access, successfully rejected or moved to another cash unit.

If the cash unit is a retract cash unit (*fwType* is WFS\_CIM\_TYPERETRACTCASSETTE) then this value will not normally be the same as the value of *ulCashInCount*. This value specifies the number of retract operations (CIM commands, CDM commands and error recovery) which result in items entering the cash unit.

If the cash unit is CDM specific (*fwType* is WFS\_CIM\_TYPECDMSPECIFIC) then this value will be reported as defined in the CDM interface specification.

*ulMaximum*

When the *ulCount* reaches this value the threshold event WFS\_USRE\_CIM\_CASHUNITTHRESHOLD (WFS\_CIM\_STATCUHIGH) will be generated. If this value is non-zero then hardware sensors in the device do not trigger threshold events. If this value is zero then hardware sensors will trigger threshold events if *bHardwareSensors* is TRUE.

*usStatus*

Describes the status of the cash unit as one of the following values:

Value	Meaning
WFS_CIM_STATCUOK	The cash unit is in a good state.
WFS_CIM_STATCUFULL	The cash unit is full. This value is not used for CDM specific cash units ( <i>fwType</i> == WFS_CIM_TYPECDMSPECIFIC).
WFS_CIM_STATCUHIGH	The cash unit is almost full (i.e. reached or exceeded the threshold defined by <i>ulMaximum</i> ). This value is not used for CDM specific cash units ( <i>fwType</i> == WFS_CIM_TYPECDMSPECIFIC).
WFS_CIM_STATCULOW	The cash unit is almost empty (i.e. reached or below the threshold defined by <i>ulMinimum</i> ). This value is only reported for cash units which can dispense media items. It is not mandatory to report this for recycle cash units ( <i>fwType</i> == WFS_CIM_TYPERECYCLING).
WFS_CIM_STATCUEMPTY	The cash unit is empty. On a dispensing cash unit on a recycler this can be caused by insufficient items in the cash unit preventing further dispense operations.

WFS_CIM_STATCUINOP	The cash unit is inoperative.
WFS_CIM_STATCUMISSING	The cash unit is missing.
WFS_CIM_STATCUNOVAL	The values of the specified cash unit are not available. This can be the case when the cash unit is changed without using the operator functions.
WFS_CIM_STATCUNOREF	There is no reference value available for the notes in this cash unit. The cash unit has not been configured. This value has no meaning on the CIM and is not used.
WFS_CIM_STATCUMANIP	The cash unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state. Items cannot be accepted into this cash unit.

*bAppLock*

If this value is TRUE items cannot be accepted into the cash unit. This parameter is ignored if the hardware does not support this. This value is persistent.

*lpNoteNumberList*

Pointer to a WFSCIMNOTENUMBERLIST structure. The content of this structure is persistent.

If the cash unit is a CDM specific cash unit (*fwType* == WFS\_CIM\_TYPECDMSPECIFIC) with *usCDMType* == WFS\_CDM\_TYPEBILLCASSETTE this pointer will be NULL.

If the cash unit is **not** a retract cash unit (*fwType* is not WFS\_CIM\_TYPERETRACTCASSETTE), then the *lpNoteNumberList* will point to the list of cash items inside the cash unit. Additionally if the contents of the cash unit are not known then this pointer will be NULL.

If the cash unit is a retract cash unit (*fwType* == WFS\_CIM\_TYPERETRACTCASSETTE) this pointer will be NULL except for the following cases:

- If the retract cash unit is configured to accept level 2 notes then the number and type of level 2 notes is returned in the *lpNoteNumberList* and *ulCount* contains the number of retract operations. *ulCashInCount* contains the actual number of level 2 notes.
- If items are recognized during retract operations then the number and type of notes retracted is returned in *lpNoteNumberList* and *ulCount* contains the number of retract operations. *ulCashInCount* contains the actual number of retracted items.

If both cases apply then the number and type of level 2 notes and notes retracted is returned in the *lpNoteNumberList* and *ulCount* contains the number of retract operations. *ulCashInCount* contains the actual number of level 2 notes and retracted items.

```
typedef struct _wfs_cim_note_number_list
{
    USHORT                usNumOfNoteNumbers;
    LPWFSCIMNOTENUMBER   *lpNoteNumber;
} WFSCIMNOTENUMBERLIST, *LPWFSCIMNOTENUMBERLIST;
```

*usNumOfNoteNumbers*

Number of banknote types the cash unit contains, i.e. the size of the *lpNoteNumber* list.

*lpNoteNumber*

List of banknote numbers the cash unit contains. A pointer to an array of pointers to WFSCIMNOTENUMBER structures:

```
typedef struct _wfs_cim_note_number
{
    USHORT                usNoteID;
    ULONG                ulCount;
} WFSCIMNOTENUMBER, *LPWFSCIMNOTENUMBER;
```



*usNoteID*

Identification of note type. The Note ID represents the note identifiers reported by the WFS\_INF\_CIM\_BANKNOTE\_TYPES command. If this value is zero then the note type is unknown.

*ulCount*

Actual count of cash items. The value is incremented each time cash items are moved to a cash unit by a **WFSExecute** command. In the case of recycle cash units this count is decremented as defined in the description of the logical *ulCount* field.

*usNumPhysicalCUs*

This value indicates the number of physical cash unit structures returned. It must be at least 1.

*lppPhysical*

Pointer to an array of pointers to WFSCIMPHCU structures:

```
typedef struct _wfs_cim_physicalcu
{
    LPSTR                lpPhysicalPositionName;
    CHAR                 cUnitID[5];
    ULONG                ulCashInCount;
    ULONG                ulCount;
    ULONG                ulMaximum;
    USHORT               usPStatus;
    BOOL                 bHardwareSensors;
    LPSTR                lpszExtra;
    ULONG                ulInitialCount;
    ULONG                ulDispensedCount;
    ULONG                ulPresentedCount;
    ULONG                ulRetractedCount;
    ULONG                ulRejectCount;
} WFSCIMPHCU, *LPWFSCIMPHCU;
```

*lpPhysicalPositionName*

A name identifying the physical location of the cash unit within the CIM. This field can be used by CIMs which are compound with a CDM or IPM to identify shared cash units/media bins.

*cUnitID*

A 5 character array uniquely identifying the physical cash unit.

*ulCashInCount*

As defined by the logical *ulCashInCount* description but applies to a single physical cash unit. This value is persistent.

*ulCount*

As defined by the logical *ulCount* description but applies to a single physical cash unit. The one exception is that during dispense transactions on the CDM, this value does not include any items that have been dispensed but not yet presented. This value is persistent.

*ulMaximum*

Maximum count of items in the physical cash unit. No threshold event will be generated when this value is reached. This value is persistent. This field is deprecated. The value for *ulMaximum* is reported using the WFS\_INF\_CIM\_CASH\_UNIT\_CAPABILITIES command.

*usPStatus*

Supplies the status of the physical cash unit as one of the following values:

Value	Meaning
WFS_CIM_STATCUOK	The cash unit is in a good state.
WFS_CIM_STATCUFULL	The cash unit is full. This value is not used for CDM specific cash units ( <i>fwType</i> == WFS_CIM_TYPECDMSPECIFIC).

WFS_CIM_STATCUHIGH	The cash unit is almost full (reached or exceeded the threshold defined by <i>ulMaximum</i> in physical structure). This value is not used for CDM specific cash units ( <i>fwType</i> == WFS_CIM_TYPECDMSPECIFIC).
WFS_CIM_STATCULOW	The cash unit is almost empty. This value is only reported for cash units which can dispense media items. It is not mandatory to report this for recycle cash units ( <i>fwType</i> == WFS_CIM_TYPERECYCLING).
WFS_CIM_STATCUEMPTY	The cash unit is empty. On a dispensing cash unit on a recycler this can be caused by insufficient items in the cash unit preventing further dispense operations.
WFS_CIM_STATCUINOP	The cash unit is inoperative.
WFS_CIM_STATCUMISSING	The cash unit is missing (the cash unit has been removed and is physically not present in the machine).
WFS_CIM_STATCUNOVAL	The values of the specified cash unit are not available.
WFS_CIM_STATCUNOREF	There is no reference value available for the notes in this cash unit. The cash unit has not been configured. This value is only reported for CDM specific cash units ( <i>fwType</i> == WFS_CIM_TYPECDMSPECIFIC).
WFS_CIM_STATCUMANIP	The cash unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state.

*bHardwareSensors*

Specifies whether or not threshold events can be generated based on hardware sensors in the device. If this value is TRUE for any of the physical cash units related to a logical cash unit then threshold events may be generated based on hardware sensors as opposed to logical counts. This field is deprecated. The value for *bHardwareSensors* is reported using the WFS\_INF\_CIM\_CASH\_UNIT\_CAPABILITIES command.

*lpszExtra*

Pointer to a list of vendor-specific information about the physical cash unit. The information is returned as a series of “*key=value*” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

If the *bPhysicalNoteList* capability is TRUE, the breakdown of notes within the physical cash unit may be specified or reported using an optional string of the following format which can be mapped onto a WFSCIMNOTENUMBERLIST structure. It is not mandatory to specify this string during a replenishment operation even if the *bPhysicalNoteList* capability is TRUE. See Rules for Cash Unit Exchange for an example and details of how this can be used:

NOTENUMBERLIST=<semi-colon separated list of note numbers>

Where each note number (compare with WFSCIMNOTENUMBER) is represented by

<Note ID>,<Count>

Where

<Note ID> is the Note ID in decimal (see WFSCIMNOTENUMBER::usNoteID)

<Count> is the number of notes in decimal of Note ID <Note ID> (see *WFSCIMNOTENUMBER::ulCount*)

For example if a physical cash unit contains 30 notes of note ID 1 and 100 notes of note ID 5, this would be represented with the following key/value pair

NOTENUMBERLIST=1,30;5,100

*ulInitialCount*

Initial number of items contained in this physical cash unit. This value is persistent.

*ulDispensedCount*

The number of items dispensed from this physical cash unit. This value is persistent. See the CDM interface specification for details.

*ulPresentedCount*

The number of items from this physical cash unit that have been presented to the customer by the CDM interface. This value is persistent. See the CDM interface specification for details.

*ulRetractedCount*

The number of items that have been that have been accessible to a customer and retracted into this physical cash unit. This value is persistent.

*ulRejectCount*

The number of items from this physical cash unit which have been rejected. This value is persistent. See the CDM interface specification for details.

*lpszExtra*

Pointer to a list of vendor-specific information about the logical cash unit. The information is returned as a series of "key=value" strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*lpusNoteIDs*

Pointer to a zero-terminated list of unsigned shorts which contains the note IDs of the banknotes the cash-in cash unit or recycle cash unit can take. This field only applies to WFS\_CIM\_CITYPINDIVIDUAL cassette types. If there are no note IDs defined for the cassette or the cassette is not defined as WFS\_CIM\_CITYPINDIVIDUAL then *lpusNoteIDs* will contain NULL.

*usCDMType*

The type of cash unit reported for the corresponding cash unit on the CDM interface. See the CDM interface specification for details. For CIM only cash units this value is zero.

*lpszCashUnitName*

An application defined name to help identify the content of the cash unit. This value can be NULL.

*ulInitialCount*

Initial number of items contained in the logical cash unit. This value is persistent.

*ulDispensedCount*

The number of items dispensed from all the physical cash units associated with this logical cash unit. This value is persistent. See the CDM interface specification for details.

*ulPresentedCount*

The number of items from all the physical cash units associated with this logical cash unit that have been presented to the customer by the CDM interface. This value is persistent. See the CDM interface specification for details.

*ulRetractedCount*

The number of items that have been that have been accessible to a customer and retracted into all physical cash units associated with this logical cash unit. This value is persistent.

*ulRejectCount*

The number of items from this logical cash unit which have been rejected. This value is persistent. See the CDM interface specification for details.

*ulMinimum*

This field is only applicable to CDM cash units which can dispense media items. This value is persistent. See the CDM interface specification for details.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** The following table defines the interpretation of the *fwItemType* flag for single values and a subset of possible combinations (many of which may not actually be possible on physical hardware implementations). The check mark means that the corresponding flag is set, empty means that the corresponding flag is not set.

For a definition of the terms 'fit' and 'unfit' see the description of *fwItemType* itself. The combinations not included in this table can be interpolated from this table.

ALL	UNFIT	INDIVIDUAL	LEVEL 3	LEVEL 2	LEVEL 1	UNFITINDIVIDUAL	Description
√							Fit notes for all note ids
	√						Unfit notes for all note ids
		√					Fit notes from the Individual note list
			√				Level 3 notes for all note ids
				√			Level 2 notes for all note ids
√	√						Fit notes for all note ids & unfit notes for all note ids
√			√				Fit notes for all note ids & level 3 notes for all note ids
√				√			Fit notes for all note ids & level 2 notes for all note ids
√			√	√			Fit notes for all note ids & level 3 notes for all note ids & level 2 notes for all note ids
√	√		√	√			Fit notes for all note ids & unfit notes for all note ids & level 3 notes for all note ids & level 2 notes for all note ids
	√	√					Fit notes from the Individual note list & unfit notes for all note ids
		√	√				Fit notes from the Individual note list & level 3 notes for all note ids.
		√		√			Fit notes from the Individual note list & level 2 notes for all note ids.
		√	√	√			Fit notes from the Individual note list & level 3 notes for all note ids & level 2 notes for all note ids.

	√	√	√	√			Fit notes from the Individual note list & unfit notes for all note ids & level 3 notes for all note ids & level 2 notes for all note ids.
					√		Unrecognized notes.
		√				√	Fit & unfit notes from the individual note list
						√	Unfit notes from the individual note list

Note: WFS\_CIM\_CITYPALL always overrides WFS\_CIM\_CITYPINDIVIDUAL when these values are combined.

WFS\_CIM\_CITYPIPM can be combined with any other combination and indicates non-note items can be stored in this cash unit.

WFS\_CIM\_CITYPUNFIT always overrides WFS\_CIM\_CITYPUNFITINDIVIDUAL when these values are combined.

## 5.4 WFS\_INF\_CIM\_TELLER\_INFO

---

**Description** This command allows the application to obtain counts for each currency assigned to the teller. It also enables the application to obtain the position assigned to each teller. If the input parameter is NULL, this command will return information for all tellers and all currencies. The teller information is persistent.

**Input Param** LPWFSCIMTELLERINFO lpTellerInfo;

```
typedef struct _wfs_cim_teller_info
{
    USHORT                usTellerID;
    CHAR                  cCurrencyID[3];
} WFS_CIMTELLERINFO, *LPWFSCIMTELLERINFO;
```

*usTellerID*

Identification of teller. If the value of *usTellerID* is not valid the error WFS\_ERR\_CIM\_INVALIDTELLERID is reported.

*cCurrencyID*

Three character ISO format currency identifier [Ref. 2].

This parameter can be an array of three ASCII 0x20 characters. In this case information on all currencies will be returned.

**Output Param** LPWFSCIMTELLERDETAILS \*lppTellerDetails;

Pointer to a NULL-terminated array of pointers to WFS\_CIMTELLERDETAILS structures.

```
typedef struct _wfs_cim_teller_details
{
    USHORT                usTellerID;
    WORD                 fwInputPosition;
    WORD                 fwOutputPosition;
    LPWFSCIMTELLERTOTALS *lppTellerTotals;
} WFS_CIMTELLERDETAILS, *LPWFSCIMTELLERDETAILS;
```

*usTellerID*

Identification of teller.

*fwInputPosition*

The input position assigned to the teller for cash entry. The value is set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	No position is assigned to the teller.
WFS_CIM_POSINLEFT	The left position is assigned to the teller.
WFS_CIM_POSINRIGHT	The right position is assigned to the teller.
WFS_CIM_POSINCENTER	The center position is assigned to the teller.
WFS_CIM_POSINTOP	The top position is assigned to the teller.
WFS_CIM_POSINBOTTOM	The bottom position is assigned to the teller.
WFS_CIM_POSINFRONT	The front position is assigned to the teller.
WFS_CIM_POSINREAR	The rear position is assigned to the teller.

*fwOutputPosition*

The output position from which cash is presented to the teller. The value is set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	No position is assigned to the teller.
WFS_CIM_POSOUTLEFT	The left position is assigned to the teller.
WFS_CIM_POSOUTRIGHT	The right position is assigned to the teller.
WFS_CIM_POSOUTCENTER	The center position is assigned to the teller.
WFS_CIM_POSOUTTOP	The top position is assigned to the teller.
WFS_CIM_POSOUTBOTTOM	The bottom position is assigned to the teller.
WFS_CIM_POSOUTFRONT	The front position is assigned to the teller.
WFS_CIM_POSOUTREAR	The rear position is assigned to the teller.

*lppTellerTotals*

Pointer to a NULL-terminated array of pointers to WFSCIMTELLERTOTALS structures.

```
typedef struct _wfs_cim_teller_totals
{
    CHAR                cCurrencyID[3];
    ULONG               ulItemsReceived;
    ULONG               ulItemsDispensed;
    ULONG               ulCoinsReceived;
    ULONG               ulCoinsDispensed;
    ULONG               ulCashBoxReceived;
    ULONG               ulCashBoxDispensed;
} WFSCIMTELLERTOTALS, *LPWFSCIMTELLERTOTALS;
```

*cCurrencyID*

Three character ISO format currency identifier [Ref. 2].

*ulItemsReceived*

The total amount of item currency (excluding coins) accepted. The amount is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP).

*ulItemsDispensed*

The total amount of item currency (excluding coins) dispensed. The amount is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP).

*ulCoinsReceived*

The total amount of coin currency accepted. The amount is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP).

*ulCoinsDispensed*

The total amount of coin currency dispensed. The amount is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP).

*ulCashBoxReceived*

The total amount of cash box currency accepted. The amount is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP).

*ulCashBoxDispensed*

The total amount of cash box currency dispensed. The amount is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP).

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDCURRENCY	Specified currency not currently available.
WFS_ERR_CIM_INVALIDTELLERID	Invalid teller ID.

**Comments** None.

## 5.5 WFS\_INF\_CIM\_CURRENCY\_EXP

---

**Description** This command returns each exponent assigned to each currency known to the Service Provider.

**Input Param** None.

**Output Param** LPWFSCIMCURRENCYEXP \*lppCurrencyExp;

Pointer to a NULL-terminated array of pointers to WFSCIMCURRENCYEXP structures:

```
typedef struct _wfs_cim_currency_exp
{
    CHAR                cCurrencyID[3];
    SHORT               sExponent;
} WFSCIMCURRENCYEXP, *LPWFSCIMCURRENCYEXP;
```

*cCurrencyID*

Currency identifier in ISO 4217 format [Ref. 2].

*sExponent*

Currency exponent in ISO 4217 format [Ref. 2].

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** For each currency ISO 4217 defines the currency identifier (a three character code) and a currency unit (e.g. European Euro, Japanese Yen). In the interface defined by this specification, every money amount is specified in terms of multiples of the minimum dispense unit, which is equal to the currency unit times ten to the power of the currency exponent. Thus an amount parameter relates to the actual cash amount as follows:

$$\langle \text{cash\_amount} \rangle = \langle \text{money\_amount\_parameter} \rangle * 10^{\langle \text{sExponent} \rangle}$$

Example #1 - Euro

Currency identifier is 'EUR'

Currency unit is 1 Euro (= 100 Cent)

A Service Provider is developed for an ATM that can dispense coins down to one Cent. The currency exponent (*sExponent*) is set to -2 (minus two), so the minimum dispense unit is one Cent ( $1 * 10^{-2}$  Euro); all amounts at the XFS interface are in Cent. Thus a money amount parameter of 10050 is 100 Euro and 50 Cent.

Example #2 - Japan

Currency identifier is 'JPY'

Currency unit is 1 Japanese Yen

A Service Provider is required to dispense a minimum amount of 1000 Yen. The currency exponent (*sExponent*) is set to +3 (plus three), so the minimum dispense unit is 1000 Yen; all amounts at the XFS interface are in multiples of 1000 Yen. Thus an amount parameter of 15 is 15000 Yen.



## 5.6 WFS\_INF\_CIM\_BANKNOTE\_TYPES

---

**Description** This command is used to obtain information about the banknote types that can be detected by the banknote reader.

**Input Param** None.

**Output Param** LPWFSCIMNOTETYPELIST lpNoteTypeList;

```
typedef struct _wfs_cim_note_type_list
{
    USHORT                usNumOfNoteTypes;
    LPWFSCIMNOTETYPE     *lppNoteTypes;
} WFSCIMNOTETYPELIST, *LPWFSCIMNOTETYPELIST;
```

*usNumOfNoteTypes*

Number of banknote types the banknote reader supports, i.e. the size of the *lppNoteTypes* list.

*lppNoteTypes*

List of banknote types the banknote reader supports. A pointer to an array of pointers to WFSCIMNOTETYPE structures:

```
typedef struct _wfs_cim_note_type
{
    USHORT                usNoteID;
    CHAR                  cCurrencyID[3];
    ULONG                 ulValues;
    USHORT                usRelease;
    BOOL                  bConfigured;
} WFSCIMNOTETYPE, *LPWFSCIMNOTETYPE;
```

*usNoteID*

Identification of note type.

*cCurrencyID*

Currency ID in ISO 4217 format [Ref. 2].

*ulValues*

The value of a single item expressed in minimum dispense units.

*usRelease*

The release of the banknote type. The higher this number is, the newer the release. Zero means that there is only one release of that banknote type. This value has not been standardized and therefore a release number of the same banknote will not necessarily have the same value in different systems.

*bConfigured*

If TRUE the banknote reader will accept this note type during a cash-in operation, if FALSE the banknote reader will refuse this note type unless it must be retained by note classification rules.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.7 WFS\_INF\_CIM\_CASH\_IN\_STATUS

---

**Description** This command is used to get information about the status of the currently active cash-in transaction or in the case where no cash-in transaction is active the status of the most recently ended cash-in transaction. This value is persistent and is valid until the next command WFS\_CMD\_CIM\_CASH\_IN\_START.

**Input Param** None.

**Output Param** LPWFSCIMCASHINSTATUS lpCashInStatus;

```
typedef struct _wfs_cim_cash_in_status
{
    WORD                wStatus;
    USHORT              usNumOfRefused;
    LPWFSCIMNOTENUMBERLIST lpNoteNumberList;
    LPSTR               lpszExtra;
    LPWFSCIMNOTENUMBERLIST lpUnfitNoteNumberList;
} WFSCIMCASHINSTATUS, *LPWFSCIMCASHINSTATUS;
```

*wStatus*

Status of the currently active or most recently ended cash-in transaction. Possible values are:

Value	Meaning
WFS_CIM_CIOK	The cash-in transaction is complete and has ended with a WFS_CMD_CIM_CASH_IN_END command call.
WFS_CIM_CIRETRACT	The cash-in transaction was has ended with a WFS_CMD_CIM_CASH_IN_ROLLBACK command call.
WFS_CIM_CIACTIVE	There is a cash-in transaction active. See the WFS_CMD_CIM_CASH_IN_START command description for a definition of an active cash-in transaction.
WFS_CIM_CIRETRACT	The cash-in transaction ended with a WFS_CMD_CIM_RETRACT command call, or a retract command call on a compound device class.
WFS_CIM_CIUNKNOWN	The state of the cash-in transaction is unknown. This status is also set if the <i>lpNoteNumberList</i> details are not known or are not reliable.
WFS_CIM_CIRESET	The cash-in transaction ended with a WFS_CMD_CIM_RESET command call, or a reset command call on a compound device class.

*usNumOfRefused*

Specifies the number of items refused during the currently active or most recently ended cash-in transaction period.

*lpNoteNumberList*

List of banknote types that were inserted, identified and accepted during the currently active or most recently ended cash-in transaction period. The WFSCIMNOTENUMBER.*ulCount* value within this structure is the count of items of identified and accepted notes during the cash-in transaction period. If items have been rolled back (*wStatus* is WFS\_CIM\_CIRETRACT) they will be included in this list. If *wStatus* is WFS\_CIM\_CIRETRACT or WFS\_CIM\_CIRESET then identified and accepted items moved to Cash-In or Recycle cash units are included in this list, but items moved to the Retract or Reject cash units are not included. For a description of the WFSCIMNOTENUMBERLIST structure see the definition of the command WFS\_INF\_CIM\_CASH\_UNIT\_INFO.

*lpNoteNumberList* includes any level 2 or level 3 notes, and all level 4 fit and unfit notes.

*lpSzExtra*

Pointer to a list of vendor-specific, or any other extended, information. The information is returned as a series of “*key=value*” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*lpUnfitNoteNumberList*

List of level 4 unfit banknote types that were inserted, identified and accepted during the currently active or most recently ended cash-in transaction period. The WFSCIMNOTENUMBER.*ulCount* value within this structure is the count of items of identified and accepted level 4 unfit notes during the cash-in transaction period. If items have been rolled back (*wStatus* is WFS\_CIM\_CIRELLBACK) they will be included in this list. If *wStatus* is WFS\_CIM\_CIRETRACT or WFS\_CIM\_CIRESET then identified and accepted items moved to Cash-In units are included in this list, but items moved to the Retract or Reject cash units are not included. For a description of the WFSCIMNOTENUMBERLIST structure see the definition of the command WFS\_INF\_CIM\_CASH\_UNIT\_INFO.

*lpUnfitNoteNumberList* is a subset of *lpNoteNumberList* where all the accepted notes are listed.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.8 WFS\_INF\_CIM\_GET\_P6\_INFO

---

**Description** This command is used to get information about the number of level 2 / level 3 notes detected and the number of level 2 / level 3 signatures created. The level 2 / level 3 information is available from the point where the WFS\_EXEE\_CIM\_INPUT\_P6 (or WFS\_EXEE\_CDM\_INPUT\_P6) event is generated until one of the following CIM commands is executed:

WFS\_CMD\_CIM\_CASH\_IN\_START, WFS\_CMD\_CIM\_CASH\_IN,  
 WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK, WFS\_CMD\_CIM\_CASH\_IN\_END,  
 WFS\_CMD\_CIM\_RETRACT, WFS\_CMD\_CIM\_RESET,  
 WFS\_CMD\_CIM\_START\_EXCHANGE, WFS\_CMD\_CIM\_END\_EXCHANGE,  
 WFS\_CMD\_CIM\_CREATE\_P6\_SIGNATURE, WFS\_CMD\_CIM\_REPLENISH,  
 WFS\_CMD\_CIM\_CASH\_UNIT\_COUNT.

Additionally for a recycler, the following CDM commands will also invalidate the information:

WFS\_CMD\_CDM\_DISPENSE, WFS\_CMD\_CDM\_COUNT, WFS\_CMD\_CDM\_PRESENT,  
 WFS\_CMD\_CDM\_RETRACT, WFS\_CMD\_CDM\_REJECT,  
 WFS\_CMD\_CDM\_OPEN\_SHUTTER, WFS\_CMD\_CDM\_CLOSE\_SHUTTER,  
 WFS\_CMD\_CDM\_RESET, WFS\_CMD\_CDM\_START\_EXCHANGE,  
 WFS\_CMD\_CDM\_END\_EXCHANGE, WFS\_CMD\_CDM\_CALIBRATE\_CASH\_UNIT,  
 WFS\_CMD\_CDM\_TEST\_CASH\_UNITS.

**Input Param** None.

**Output Param** LPWFSCIMP6INFO \*lppP6Info;

Pointer to a NULL-terminated array of pointers to WFSCIMP6INFO structures, one structure for every level:

```
typedef struct _wfs_cim_p6_info
{
    USHORT                usLevel;
    LPWFSCIMNOTENUMBERLIST lpNoteNumberList;
    USHORT                usNumOfSignatures;
} WFSCIMP6INFO, *LPWFSCIMP6INFO;
```

*usLevel*

Defines the note level. Possible values are:

Value	Meaning
WFS_CIM_LEVEL_2	Information for level 2 notes.
WFS_CIM_LEVEL_3	Information for level 3 notes.

*lpNoteNumberList*

List of banknote types that were recognized as level 2 or level 3 notes. The WFSCIMNOTENUMBERLIST values are the count of level 2 or level 3 notes. If the pointer is NULL, no level 2 or level 3 notes were recognized. For a description of the WFSCIMNOTENUMBERLIST structure see the definition of the command WFS\_INF\_CIM\_CASH\_UNIT\_INFO.

*usNumOfSignatures*

Number of level 2 or level 3 signatures of this cash-in transaction. If it is zero no signatures are available.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** Note: Although this command can be used to get information about level 2 /level 3 notes, the information that it provides is limited. The more recent WFS\_INF\_CIM\_GET\_ITEM\_INFO and WFS\_INF\_CIM\_GET\_ALL\_ITEMS\_INFO commands provide much more information. It is therefore recommended for future development that WFS\_INF\_CIM\_GET\_ITEM\_INFO and WFS\_INF\_CIM\_GET\_ALL\_ITEMS\_INFO should be used in preference to this command in order to support the greatest functionality, and this command supported where backwards compatibility is necessary..

## 5.9 WFS\_INF\_CIM\_GET\_P6\_SIGNATURE

---

**Description** This command is used to get one specific signature. Signatures are available from the point where the WFS\_EXEE\_CIM\_INPUT\_P6 (or WFS\_EXEE\_CDM\_INPUT\_P6) event is generated until one of the following CIM commands is executed:

```
WFS_CMD_CIM_CASH_IN_START, WFS_CMD_CIM_CASH_IN,
WFS_CMD_CIM_CASH_IN_ROLLBACK, WFS_CMD_CIM_CASH_IN_END,
WFS_CMD_CIM_RETRACT, WFS_CMD_CIM_RESET,
WFS_CMD_CIM_START_EXCHANGE, WFS_CMD_CIM_END_EXCHANGE,
WFS_CMD_CIM_CREATE_P6_SIGNATURE, WFS_CMD_CIM_REPLENISH,
WFS_CMD_CIM_CASH_UNIT_COUNT.
```

Additionally for a recycler, the following CDM commands will also invalidate the information:

```
WFS_CMD_CDM_DISPENSE, WFS_CMD_CDM_COUNT, WFS_CMD_CDM_PRESENT,
WFS_CMD_CDM_RETRACT, WFS_CMD_CDM_REJECT,
WFS_CMD_CDM_OPEN_SHUTTER, WFS_CMD_CDM_CLOSE_SHUTTER,
WFS_CMD_CDM_RESET, WFS_CMD_CDM_START_EXCHANGE,
WFS_CMD_CDM_END_EXCHANGE, WFS_CMD_CDM_CALIBRATE_CASH_UNIT,
WFS_CMD_CDM_TEST_CASH_UNITS.
```

This command is used to retrieve the required information on an individual item basis. Applications should loop retrieving the information for each index and for each level reported with the WFS\_INF\_CIM\_GET\_P6\_INFO command.

**Input Param** LPWFSCIMGETP6SIGNATURE lpGetP6Signature;

```
typedef struct _wfs_cim_get_p6_signature
{
    USHORT          usLevel;
    USHORT          usIndex;
} WFS_CIM_GET_P6_SIGNATURE, *LPWFSCIMGETP6SIGNATURE;
```

*usLevel*

Defines the level of the wanted signature. Possible values are:

Value	Meaning
WFS_CIM_LEVEL_2	The application wants a level 2 signature.
WFS_CIM_LEVEL_3	The application wants a level 3 signature.

*usIndex*

Specifies the index (zero to *usNumOfSignatures-1*) of the required signature.

**Note:** Signatures may be returned in any order; there is no implied relationship between this index and the order in which items are reported in the *lpNoteNumberList* in WFS\_INF\_CIM\_GET\_P6\_INFO.

**Output Param** LPWFSCIMP6SIGNATURE lpP6Signature;

```
typedef struct _wfs_cim_p6_signature
{
    USHORT          usNoteId;
    ULONG          ulLength;
    DWORD          dwOrientation;
    LPVOID          lpSignature;
} WFS_CIMP6_SIGNATURE, *LPWFSCIMP6SIGNATURE;
```

*usNoteId*

Identification of note type.

*ulLength*

Length of the signature in bytes.

*dwOrientation*

Orientation of the entered banknote. Specified as one of the following flags:

Value	Meaning
WFS_CIM_ORFRONTTOP	If note is inserted wide side as the leading edge, the note was inserted with the front image facing up and the top edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the front image face up and the left edge was inserted first.
WFS_CIM_ORFRONTBOTTOM	If note is inserted wide side as the leading edge, the note was inserted with the front image facing up and the bottom edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the front image face up and the right edge was inserted first.
WFS_CIM_ORBACKTOP	If note is inserted wide side as the leading edge, the note was inserted with the back image facing up and the top edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the back image face up and the left edge was inserted first.
WFS_CIM_ORBACKBOTTOM	If note is inserted wide side as the leading edge, the note was inserted with the back image facing up and the bottom edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the back image face up and the right edge was inserted first.
WFS_CIM_ORUNKNOWN	The orientation for the inserted note can not be determined.
WFS_CIM_ORNOTSUPPORTED	The hardware is not capable to determine the orientation.

*lpSignature*

Pointer to the returned signature.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** The application has to call this command multiple in a loop to get all signatures.

Note: Although this command can be used to get information about level 2 /level 3 notes, the information that it provides is limited. The more recent WFS\_INF\_CIM\_GET\_ITEM\_INFO and WFS\_INF\_CIM\_GET\_ALL\_ITEMS\_INFO commands provide much more information. It is therefore recommended for future development that WFS\_INF\_CIM\_GET\_ITEM\_INFO and WFS\_INF\_CIM\_GET\_ALL\_ITEMS\_INFO should be used in preference to this command in order to support the greatest functionality, and this command supported where backwards compatibility is necessary.

## 5.10 WFS\_INF\_CIM\_GET\_ITEM\_INFO

**Description** This command is used to get information about a single detected item. This information is available from the point where the first WFS\_EXEE\_CIM\_INFO\_AVAILABLE event is generated until one of the following CIM commands is executed:

```
WFS_CMD_CIM_CASH_IN_START, WFS_CMD_CIM_CASH_IN,
WFS_CMD_CIM_CASH_IN_ROLLBACK, WFS_CMD_CIM_CASH_IN_END,
WFS_CMD_CIM_RETRACT, WFS_CMD_CIM_RESET,
WFS_CMD_CIM_START_EXCHANGE, WFS_CMD_CIM_END_EXCHANGE,
WFS_CMD_CIM_CREATE_P6_SIGNATURE, WFS_CMD_CIM_REPLENISH,
WFS_CMD_CIM_CASH_UNIT_COUNT.
```

Additionally for a recycler, the following CDM commands will also invalidate the information:

```
WFS_CMD_CDM_DISPENSE, WFS_CMD_CDM_COUNT, WFS_CMD_CDM_PRESENT,
WFS_CMD_CDM_RETRACT, WFS_CMD_CDM_REJECT,
WFS_CMD_CDM_OPEN_SHUTTER, WFS_CMD_CDM_CLOSE_SHUTTER,
WFS_CMD_CDM_RESET, WFS_CMD_CDM_START_EXCHANGE,
WFS_CMD_CDM_END_EXCHANGE, WFS_CMD_CDM_CALIBRATE_CASH_UNIT,
WFS_CMD_CDM_TEST_CASH_UNITS. This command is similar to the
WFS_INF_CIM_GET_P6_SIGNATURE command but returns additional information for level 2
/ level 3 notes and also returns information relating to level 4 notes. The
WFS_INF_CIM_GET_P6_INFO command, the WFS_INF_CIM_GET_P6_SIGNATURE
command and the WFS_EXEE_CIM_INPUT_P6 event only relate to level 2 and level 3 notes.
The WFS_EXEE_CIM_INPUT_P6 event signals that a suspected forgery has been detected and
is only generated when level 2 and/or level 3 notes are detected.
```

This command is used to retrieve the required information on an individual item basis. Applications should loop retrieving the information for each index and for each level reported with the WFS\_EXEE\_CIM\_INFO\_AVAILABLE event.

**Input Param** LPWFSCIMGETITEMINFO lpGetItemInfo;

```
typedef struct _wfs_cim_get_item_info
{
    USHORT          usLevel;
    USHORT          usIndex;
    DWORD          dwItemType;
} WFS_CIM_GET_ITEM_INFO, *LPWFSCIMGETITEMINFO;
```

*usLevel*

Defines the note level. Possible values are:

Value	Meaning
WFS_CIM_LEVEL_1	Information for a level 1 note is required. Only an image file can be retrieved for level 1 notes.
WFS_CIM_LEVEL_2	Information for a level 2 note is required. On systems that do not classify notes as level 2 this value cannot be used and WFS_ERR_INVALID_DATA will be returned.
WFS_CIM_LEVEL_3	Information for a level 3 note is required. On systems that do not classify notes as level 3 this value cannot be used and WFS_ERR_INVALID_DATA will be returned.
WFS_CIM_LEVEL_4	Information for a level 4 note is required.

*usIndex*

Specifies the index for the item information required (zero to *usNumOfItems*-1 as reported in the WFS\_EXEE\_CIM\_INFO\_AVAILABLE event).

*dwItemType*

Specifies the type of information required. This can be a combination of the following flags:

Value	Meaning
WFS_CIM_ITEM_SERIALNUMBER	Serial Number of the item.
WFS_CIM_ITEM_SIGNATURE	Signature of the item.
WFS_CIM_ITEM_IMAGEFILE	Image file of the item.

**Output Param** LPWFSCIMITEMINFO lpItemInfo;

The data returned by this command relates to a single item (*usIndex*).

```
typedef struct _wfs_cim_item_info
{
    USHORT                usNoteID;
    LPWSTR                lpszSerialNumber;
    LPWFSCIMP6SIGNATURE  lpP6Signature;
    LPSTR                 lpszImageFileName;
} WFS_CIMITEMINFO, *LPWFSCIMITEMINFO;
```

*usNoteID*

Identification of note type. This value will be zero for level 1 items.

*lpszSerialNumber*

This field contains the serial number of the item as a Unicode string. A '?' character (0x003F) is used to represent any serial number character that cannot be recognized. If no serial number is available or has not been requested then *lpszSerialNumber* is NULL.

*lpP6Signature*

This field contains the signature for the item, see the WFS\_INF\_CIM\_GET\_P6\_SIGNATURE command for a description of the contents. If no signature is available or has not been requested then this field is NULL.

*lpszImageFileName*

Full file path to an image file containing the serial number(s). The format for the file is vendor and/or device specific. The file extension (if any) may be used to determine its format. If the Service Provider does not support this function or the image file has not been requested then *lpszImageFileName* is NULL. The format for the file is vendor and/or device specific. The file extension (if any) may be used to determine its format. The application is responsible for the use and management of this file. For example, the application can transfer the image files to a directory which is managed by the application.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** The application has to call this command multiple times in a loop where there is multiple information to retrieve. In addition, since the item information is not cumulative and can be replaced by any command that can move notes, it is recommended that applications that are interested in the available information should query for it following the WFS\_EXEE\_CIM\_INFO\_AVAILABLE event but before any other command is executed.



## 5.11 WFS\_INF\_CIM\_POSITION\_CAPABILITIES

---

**Description** This command allows the application to get additional information about the use assigned to each position available in the device.

**Input Param** None.

**Output Param** LPWFSCIMPOSCAPABILITIES lpPosCaps;

```
typedef struct _wfs_cim_pos_capabilities
{
    LPWFSCIMPOSCAPS          *lppPosCapabilities;
} WFSCIMPOSCAPABILITIES, *LPWFSCIMPOSCAPABILITIES;
```

### *lppPosCapabilities*

Pointer to a NULL-terminated array of pointers to WFSCIMPOSCAPS structures. There is one structure for each position configured in the Service Provider.

```
typedef struct _wfs_cim_pos_caps
{
    WORD                fwPosition;
    WORD                fwUsage;
    BOOL                bShutterControl;
    BOOL                bItemsTakenSensor;
    BOOL                bItemsInsertedSensor;
    WORD                fwRetractAreas;
    LPSTR               lpszExtra;
    BOOL                bPresentControl;
    BOOL                bPreparePresent;
} WFSCIMPOSCAPS, *LPWFSCIMPOSCAPS;
```

### *fwPosition*

Specifies one of the CIM input or output positions as one of the following values:

Value	Meaning
WFS_CIM_POSINLEFT	Left input position.
WFS_CIM_POSINRIGHT	Right input position.
WFS_CIM_POSINCENTER	Center input position.
WFS_CIM_POSINTOP	Top input position.
WFS_CIM_POSINBOTTOM	Bottom input position.
WFS_CIM_POSINFRONT	Front input position.
WFS_CIM_POSINREAR	Rear input position.
WFS_CIM_POSOUTLEFT	Left output position.
WFS_CIM_POSOUTRIGHT	Right output position.
WFS_CIM_POSOUTCENTER	Center output position.
WFS_CIM_POSOUTTOP	Top output position.
WFS_CIM_POSOUTBOTTOM	Bottom output position.
WFS_CIM_POSOUTFRONT	Front output position.
WFS_CIM_POSOUTREAR	Rear output position.

### *fwUsage*

Indicates if an output position is used to reject or rollback as a combination of the following flags:

Value	Meaning
WFS_CIM_POSIN	It is an input position.
WFS_CIM_POSREFUSE	It is an output position used to refuse items.
WFS_CIM_POSROLLBACK	It is an output position used to rollback items.

*bShutterControl*

If set to TRUE the shutter is controlled implicitly by the Service Provider. If set to FALSE the shutter must be controlled explicitly by the application using the WFS\_CMD\_CIM\_OPEN\_SHUTTER and the WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands. In either case the WFS\_CMD\_CIM\_PRESENT\_MEDIA command may be used if the *bPresentControl* field is reported as FALSE. The *bShutterControl* field is always set to TRUE if the described position has no shutter.

*bItemsTakenSensor*

Specifies whether or not the described position can detect when items at the exit position are taken by the user. If set to TRUE the Service Provider generates an accompanying WFS\_SRVE\_CIM\_ITEMSTAKEN event. If set to FALSE this event is not generated. This field relates to output and refused positions.

*bItemsInsertedSensor*

Specifies whether the described position has the ability to detect when items have been inserted by the user. If set to TRUE the Service Provider generates an accompanying WFS\_SRVE\_CIM\_ITEMSINSERTED event. If set to FALSE this event is not generated. This field relates to all input positions.

*fwRetractAreas*

Specifies the areas to which items may be retracted from this position. If the device does not have a retract capability this field will be WFS\_CIM\_RA\_NOTSUPP. Otherwise this field will be set to a combination of the following flags:

Value	Meaning
WFS_CIM_RA_RETRACT	Items may be retracted to a retract cash unit.
WFS_CIM_RA_REJECT	Items may be retracted to a reject cash unit.
WFS_CIM_RA_TRANSPORT	Items may be retracted to the transport.
WFS_CIM_RA_STACKER	Items may be retracted to the intermediate stacker.
WFS_CIM_RA_BILLCASSETTES	Items may be retracted to item cassettes, i.e. cash-in and recycle cash units.
WFS_CIM_RA_CASHIN	Items may be retracted to a cash-in cash unit.

*lpszExtra*

Pointer to a list of vendor-specific, or any other extended, information. The information is returned as a series of “*key=value*” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*bPresentControl*

Specifies how the presenting of media items is controlled. If *bPresentControl* is TRUE then the WFS\_CMD\_CIM\_PRESENT\_MEDIA command is not supported and items are moved to the output position for removal as part of the relevant command, e.g. WFS\_CMD\_CIM\_CASH\_IN or WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK where there is implicit shutter control. If *bPresentControl* is FALSE then items returned or rejected can be moved to the output position using the WFS\_CMD\_CIM\_PRESENT\_MEDIA command, this includes items returned or rejected as part of a WFS\_CMD\_CIM\_CASH\_IN or WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK operation. The WFS\_CMD\_CIM\_PRESENT\_MEDIA command will open and close the shutter implicitly.

*bPreparePresent*

Specifies how the presenting of items is controlled. If *bPreparePresent* is FALSE then items to be removed are moved to the output position as part of the relevant command e.g. WFS\_CMD\_CIM\_OPEN\_SHUTTER or WFS\_CMD\_CIM\_PRESENT\_MEDIA or WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK. If *bPreparePresent* is TRUE then items are moved to the output position using the WFS\_CMD\_CIM\_PREPARE\_PRESENT command.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.12 WFS\_INF\_CIM\_REPLENISH\_TARGET

---

<b>Description</b>	This command is used to determine which cash units can be specified as target cash units for a given source cash unit with the WFS_CMD_CIM_REPLENISH command. For example it can be used to determine which targets can be used for replenishment from a replenishment container or from a recycle cash unit.
<b>Input Param</b>	<p>LPWFSCIMREPINFO lpReplenishInfo;</p> <pre>typedef struct _wfs_cim_replenish_info {     USHORT                               usNumberSource; } WFSCIMREPINFO, *LPWFSCIMREPINFO;</pre> <p><i>usNumberSource</i> Index number of the logical cash unit which would be used as the source of the replenishment operation. This is the index number identifier defined in the <i>usNumber</i> field of the WFSCIMCASHIN structure of the output data of the WFS_INF_CIM_CASH_UNIT_INFO command.</p>
<b>Output Param</b>	<p>LPWFSCIMREPINFORES lpReplenishInfoResult;</p> <pre>typedef struct _wfs_cim_replenish_info_result {     LPWFSCIMREPINFOTARGET               *lppReplenishTargets; } WFSCIMREPINFORES, *LPWFSCIMREPINFORES;</pre> <p><i>lppReplenishTargets</i> Pointer to a NULL-terminated array of pointers to WFSCIMREPINFOTARGET structures. This output parameter will be NULL if no suitable target was found:</p> <pre>typedef struct _wfs_cim_replenish_info_target {     USHORT                               usNumberTarget; } WFSCIMREPINFOTARGET, *LPWFSCIMREPINFOTARGET;</pre> <p><i>usNumberTarget</i> Index number of the logical cash unit that can be used as a target. This is the index number identifier defined in the <i>usNumber</i> field of the WFSCIMCASHIN structure of the output data of the WFS_INF_CIM_CASH_UNIT_INFO command.</p>
<b>Error Codes</b>	Only the generic error codes defined in [Ref. 1] can be generated by this command.
<b>Comments</b>	None.

## 5.13 WFS\_INF\_CIM\_DEVICELOCK\_STATUS

---

**Description** This command is used to retrieve the lock/unlock statuses of the CIM device and each of its cash units. If the physical lock/unlock of both the CIM device and the cash units are not supported then the WFS\_ERR\_UNSUPP\_CATEGORY error will be returned.

**Input Param** None.

**Output Param** LPWFSCIMDEVICELOCKSTATUS lpDevLockStatus;

```
typedef struct _wfs_cim_device_lock_status
{
    WORD wDeviceLockStatus;
    LPWFSCIMCASHUNITLOCK *lppCashUnitLock;
} WFSCIMDEVICELOCKSTATUS, *LPWFSCIMDEVICELOCKSTATUS;
```

*wDeviceLockStatus*

Specifies the physical lock/unlock status of the CIM device:

Value	Meaning
WFS_CIM_LOCK	The device is physically locked.
WFS_CIM_UNLOCK	The device is physically unlocked.
WFS_CIM_LOCKUNKNOWN	Due to a hardware error or other condition, the physical lock/unlock status of the device cannot be determined.
WFS_CIM_LOCKNOTSUPPORTED	The Service Provider does not support physical lock/unlock control of the device.

*lppCashUnitLock*

Pointer to a NULL-terminated array of pointers to WFSCIMCASHUNITLOCK structures, which specifies the physical lock/unlock status of cash units. Cash units that do not support the physical lock/unlock control are not contained in the array. If there are no cash units that support physical lock/unlock control this will be a NULL pointer.

```
typedef struct _wfs_cim_cash_unit_lock
{
    LPSTR lpPhysicalPositionName;
    WORD wCashUnitLockStatus;
} WFSCIMCASHUNITLOCK, *LPWFSCIMCASHUNITLOCK;
```

*lpPhysicalPositionName*

A name identifying the physical location of the cash unit within the CIM. This name is the same as the *lpPhysicalPositionName* in the WFSCIMPHCU structure of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

*wCashUnitLockStatus*

Specifies the physical lock/unlock status of cash units supported, as one of the following values:

Value	Meaning
WFS_CIM_LOCK	The cash unit is physically locked.
WFS_CIM_UNLOCK	The cash unit is physically unlocked.
WFS_CIM_LOCKUNKNOWN	Due to a hardware error or other condition, the physical lock/unlock status of the cash unit cannot be determined.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.14 WFS\_INF\_CIM\_CASH\_UNIT\_CAPABILITIES

---

**Description** This command is used to retrieve information on cash unit capabilities. It does not provide information on status or counters of cash units.

This command can be seen as an extension to the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command as it will always result in the same contents with regard to *usNumber* and the physical cash unit information.

**Input Param** None.

**Output Param** LPWFSCIMCASHCAPABILITIES lpCashCaps;

```
typedef struct _wfs_cim_cash_caps
{
    USHORT                usCount;
    LPWFSCIMCASHUNITCAPABILITIES *lppCashUnitCaps;
} WFSCIMCASHCAPABILITIES, *LPWFSCIMCASHCAPABILITIES;
```

*usCount*

Number of WFSCIMCASHUNITCAPABILITIES structures returned in *lppCashUnitCaps*.

*lppCashUnitCaps*

Pointer to an array of pointers to WFSCIMCASHUNITCAPABILITIES structures:

```
typedef struct _wfs_cim_cash_unit_capabilities
{
    USHORT                usNumber;
    USHORT                usNumPhysicalCUs;
    LPWFSCIMPHCUCAPABILITIES *lppPhysical;
    BOOL                  bRetractNoteCountThresholds;
    LPSTR                  lpszExtra;
    DWORD                 fwPossibleItemTypes;
} WFSCIMCASHUNITCAPABILITIES, *LPWFSCIMCASHUNITCAPABILITIES;
```

*usNumber*

Index number of the cash unit structure. Each structure has a unique logical number starting with a value of one (1) for the first structure, and incrementing by one for each subsequent structure.

*usNumPhysicalCUs*

This value indicates the number of physical cash unit structures returned. It must be at least 1.

*lppPhysical*

Pointer to an array of pointers to WFSCIMPHCUCAPABILITIES structures:

```
typedef struct _wfs_cim_physicalcu_capabilities
{
    LPSTR                  lpPhysicalPositionName;
    ULONG                  ulMaximum;
    BOOL                   bHardwareSensors;
    LPSTR                  lpszExtra;
} WFSCIMPHCUCAPABILITIES, *LPWFSCIMPHCUCAPABILITIES;
```

*lpPhysicalPositionName*

A name identifying the physical location of the cash unit within the CIM. This field can be used by CIMs which are compound with a CDM or IPM to identify shared cash units/media bins.

*ulMaximum*

Maximum count of items in the physical cash unit. No threshold event will be generated when this value is reached. This value is persistent.

*bHardwareSensors*

Specifies whether or not threshold events can be generated based on hardware sensors in the device. If this value is TRUE for any of the physical cash units related to a logical cash unit then threshold events may be generated based on hardware sensors as opposed to logical counts.

*lpszExtra*

Pointer to a list of vendor-specific information about the physical cash unit. The information is returned as a series of “*key=value*” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*bRetractNoteCountThresholds*

This field is only valid for cash units of type WFS\_CIM\_TYPERETRACTCASSETTE. It specifies whether the CIM retract cassette capacity is based on the number of notes, and therefore whether threshold events are generated based on note counts or the number of retract operations. If this value is set to TRUE, threshold events for retract cassettes are generated based on the number of notes, when *ulCashInCount* reaches the *ulMaximum* value. If this value is set to FALSE, threshold events for retract cassettes are generated based on the number of retract operations, when *ulCount* reaches the *ulMaximum* value.

*lpszExtra*

Pointer to a list of vendor-specific information about the logical cash unit. The information is returned as a series of “*key=value*” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*fwPossibleItemTypes*

Specifies the type of items the cash unit can be configured to accept as a combination of flags. The flags are defined as the same values listed in the *fwItemType* field of the WFS\_CIMCASHIN structure (see section 5.3). The WFS\_INF\_CIM\_CASH\_UNIT\_INFO command describes the item types currently configured for a cash unit. This field provides the possible item types values that can be configured for a cash unit using the WFS\_CMD\_CIM\_CONFIGURE\_CASH\_IN\_UNITS command.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.15 WFS\_INF\_CIM\_DEplete\_SOURCE

---

<b>Description</b>	This command is used to determine which cash units can be specified as source cash units for a given target cash unit with the WFS_CMD_CIM_DEplete command. For example it can be used to determine which sources can be used for depletion to a replenishment container or to a cash-in cash unit.
<b>Input Param</b>	<p>LPWFSCIMDEPINFO lpDepleteInfo;</p> <pre>typedef struct _wfs_cim_deplete_info {     USHORT                usNumberTarget; } WFS_CIMDEPINFO, *LPWFSCIMDEPINFO;</pre> <p><i>usNumberTarget</i> Index number of the logical cash unit which would be used as the target of the depletion operation. This is the index number identifier defined in the <i>usNumber</i> field of the WFS_CIMCASHIN structure of the output data of the WFS_INF_CIM_CASH_UNIT_INFO command.</p>
<b>Output Param</b>	<p>LPWFSCIMDEPINFORES lpDepleteInfoResult;</p> <pre>typedef struct _wfs_cim_deplete_info_result {     LPWFSCIMDEPINFOSOURCE    *lppDepleteSources; } WFS_CIMDEPINFORES, *LPWFSCIMDEPINFORES;</pre> <p><i>lppDepleteSources</i> Pointer to a NULL-terminated array of pointers to WFS_CIMDEPINFOSOURCE structures. This output parameter will be NULL if no suitable source was found:</p> <pre>typedef struct _wfs_cim_deplete_info_source {     USHORT                usNumberSource; } WFS_CIMDEPINFOSOURCE, *LPWFSCIMDEPINFOSOURCE;</pre> <p><i>usNumberSource</i> Index number of the logical cash unit that can be used as a source. This is the index number identifier defined in the <i>usNumber</i> field of the WFS_CIMCASHIN structure of the output data of the WFS_INF_CIM_CASH_UNIT_INFO command.</p>
<b>Error Codes</b>	Only the generic error codes defined in [Ref. 1] can be generated by this command.
<b>Comments</b>	None.

## 5.16 WFS\_INF\_CIM\_GET\_ALL\_ITEMS\_INFO

---

**Description** This command can be used to retrieve all item information available for all levels at once by specifying `WFS_CIM_LEVEL_ALL` in the *usLevel* parameter. Or this command can be used to retrieve all information for a particular level of banknote. This information is available from the point where the first `WFS_EXEE_CIM_INFO_AVAILABLE` event is generated until one of the following CIM commands is executed:

```
WFS_CMD_CIM_CASH_IN_START, WFS_CMD_CIM_CASH_IN,
WFS_CMD_CIM_CASH_IN_ROLLBACK, WFS_CMD_CIM_CASH_IN_END,
WFS_CMD_CIM_RETRACT, WFS_CMD_CIM_RESET,
WFS_CMD_CIM_START_EXCHANGE, WFS_CMD_CIM_END_EXCHANGE,
WFS_CMD_CIM_CREATE_P6_SIGNATURE, WFS_CMD_CIM_REPLENISH,
WFS_CMD_CIM_CASH_UNIT_COUNT.
```

Additionally for a recycler, the following CDM commands will also invalidate the information:

```
WFS_CMD_CDM_DISPENSE, WFS_CMD_CDM_COUNT, WFS_CMD_CDM_PRESENT,
WFS_CMD_CDM_RETRACT, WFS_CMD_CDM_REJECT,
WFS_CMD_CDM_OPEN_SHUTTER, WFS_CMD_CDM_CLOSE_SHUTTER,
WFS_CMD_CDM_RESET, WFS_CMD_CDM_START_EXCHANGE,
WFS_CMD_CDM_END_EXCHANGE, WFS_CMD_CDM_CALIBRATE_CASH_UNIT,
WFS_CMD_CDM_TEST_CASH_UNITS. This command is similar to the
WFS_INF_CIM_GET_P6_SIGNATURE command but returns additional information for level 2
/ level 3 notes and also returns information relating to level 4 notes. The
WFS_INF_CIM_GET_P6_INFO command, the WFS_INF_CIM_GET_P6_SIGNATURE
command and the WFS_EXEE_CIM_INPUT_P6 event only relate to level 2 and level 3 notes.
The WFS_EXEE_CIM_INPUT_P6 event is only generated when level 2 and/or level 3 notes are
detected.
```

**Input Param** LPWFSCIMGETALLITEMSINFO lpGetAllItemsInfo;

```
typedef struct _wfs_cim_get_all_items_info
{
    USHORT                usLevel;
} WFS_CIM_GET_ALL_ITEMS_INFO, *LPWFSCIMGETALLITEMSINFO;
```

*usLevel*

Defines the note level. Possible values are:

Value	Meaning
<code>WFS_CIM_LEVEL_1</code>	Information for a level 1 note is required. Only an image file can be retrieved for level 1 notes.
<code>WFS_CIM_LEVEL_2</code>	Information for level 2 notes is to be returned with the <i>lpAllItemsInfo</i> output parameter. On systems that do not classify notes as level 2 this value cannot be used and <code>WFS_ERR_INVALID_DATA</code> will be returned.
<code>WFS_CIM_LEVEL_3</code>	Information for level 3 notes is to be returned with the <i>lpAllItemsInfo</i> output parameter. On systems that do not classify notes as level 3 this value cannot be used and <code>WFS_ERR_INVALID_DATA</code> will be returned.
<code>WFS_CIM_LEVEL_4</code>	Information for level 4 notes is to be returned with the <i>lpAllItemsInfo</i> output parameter.
<code>WFS_CIM_LEVEL_ALL</code>	Information for all levels is to be returned with the <i>lpAllItemsInfo</i> output parameter.

**Output Param** LPWFSCIMALLITEMSINFO lpAllItemsInfo;



```
typedef struct _wfs_cim_all_items_info
{
    USHORT                usCount;
    LPWFSCITEMINFOALL    *lppItemsList;
} WFSCIMALLITEMSINFO, *LPWFSCIMALLITEMSINFO;
```

*usCount*

Number of WFSCITEMINFOALL structures returned in *lppItemsList*.

*lppItemsList*

Pointer to an array of pointers to WFSCITEMINFOALL structures:

```
typedef struct _wfs_cim_item_info_all
{
    USHORT                usLevel;
    USHORT                usNoteID;
    LPWSTR                lpszSerialNumber;
    DWORD                dwOrientation;
    LPSTR                 lpszP6SignatureFileName;
    LPSTR                 lpszImageFileName;
    WORD                 wOnBlacklist;
    WORD                 wItemLocation;
    USHORT                usNumber;
    WORD                 wOnClassificationList;
    WORD                 wItemDeviceLocation;
} WFSCITEMINFOALL, *LPWFSCITEMINFOALL;
```

*usLevel*

Defines the note level. Possible values are:

Value	Meaning
WFS_CIM_LEVEL_1	A level 1 banknote.
WFS_CIM_LEVEL_2	A level 2 banknote.
WFS_CIM_LEVEL_3	A level 3 banknote.
WFS_CIM_LEVEL_4	A level 4 banknote.

*usNoteID*

Identification of note type. This value will be zero for level 1 items.

*lpszSerialNumber*

This field contains the serial number of the item as a Unicode string. A '?' character (0x003F) is used to represent any serial number character that cannot be recognized. If no serial number is available then *lpszSerialNumber* is NULL.

*dwOrientation*

Orientation of the entered banknote. Specified as one of the following flags:

Value	Meaning
WFS_CIM_ORFRONTTOP	If note is inserted wide side as the leading edge, the note was inserted with the front image facing up and the top edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the front image face up and the left edge was inserted first.
WFS_CIM_ORFRONTBOTTOM	If note is inserted wide side as the leading edge, the note was inserted with the front image facing up and the bottom edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the front image face up and the right edge was inserted first.

WFS_CIM_ORBACKTOP	If note is inserted wide side as the leading edge, the note was inserted with the back image facing up and the top edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the back image face up and the left edge was inserted first.
WFS_CIM_ORBACKBOTTOM	If note is inserted wide side as the leading edge, the note was inserted with the back image facing up and the bottom edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the back image face up and the right edge was inserted first.
WFS_CIM_ORUNKNOWN	The orientation for the inserted note can not be determined.
WFS_CIM_ORNOTSUPPORTED	The hardware is not capable to determine the orientation.

*lpzP6SignatureFileName*

Full file path to a binary file containing only the vendor specific P6 signature data as returned with the *lpSignature* parameter of the WFSCIMP6SIGNATURE structure. If no P6 signature is available then this field is NULL.

*lpzImageFileName*

Full file path to an image file containing the serial number(s). The format for the file is vendor and/or device specific. The file extension (if any) may be used to determine its format. If the Service Provider does not support this function or the image file has not been requested then *lpzImageFileName* is NULL. The format for the file is vendor and/or device specific. The file extension (if any) may be used to determine its format. The application is responsible for the use and management of this file. For example, the application can transfer the image files to a directory which is managed by the application.

*wOnBlacklist*

Specifies if the serial number reported in the *lpzSerialNumber* field is on the blacklist. If the blacklist reporting capability is not supported this field will be zero. Otherwise, possible values are:

Value	Meaning
WFS_CIM_ONBLACKLIST	The serial number of the items is on the blacklist.
WFS_CIM_NOTONBLACKLIST	The serial number of the items is not on the blacklist.
WFS_CIM_BLACKLISTUNKNOWN	It is unknown if the serial number of the item is on the blacklist.

*wItemLocation*

Specifies the location of the item as one of the following values:

Value	Meaning
WFS_CIM_LOCATION_DEVICE	The item is inside the device in some position other than a cash unit.
WFS_CIM_LOCATION_CASHUNIT	The item is in a cash unit. The logical cash unit number is defined by <i>usNumber</i> .
WFS_CIM_LOCATION_CUSTOMER	The item has been returned to the customer.
WFS_CIM_LOCATION_UNKNOWN	The item location is unknown.

*usNumber*

If *wItemLocation* is WFS\_CIM\_LOCATION\_CASHUNIT this parameter specifies the logical number of the cash unit which received the item. If *wItemLocation* is not WFS\_CIM\_LOCATION\_CASHUNIT then *usNumber* will be zero.

*wOnClassificationList*

Specifies if the serial number reported in the *lpszSerialNumber* field is on the classification list. If the classification list reporting capability is not supported this field will be zero. Otherwise, possible values are:

Value	Meaning
WFS_CIM_CLASSIFICATIONLIST_ON	The serial number of the items is on the classification list.
WFS_CIM_CLASSIFICATIONLIST_NOTON	The serial number of the items is not on the classification list.
WFS_CIM_CLASSIFICATIONLIST_UNKNOWN	It is unknown if the serial number of the item is on the classification list.

*wItemDeviceLocation*

If *wItemLocation* is WFS\_CIM\_LOCATION\_DEVICE this parameter specifies where the item is in the device. If *wItemLocation* is not WFS\_CIM\_LOCATION\_DEVICE then *wItemDeviceLocation* will be zero:

Value	Meaning
WFS_CIM_DEVLOC_STACKER	The item is in the intermediate stacker.
WFS_CIM_DEVLOC_OUTPUT	The item is at the output position. The items have not been in customer access.
WFS_CIM_DEVLOC_TRANSPORT	The item is at another location in the device.
WFS_CIM_DEVLOC_UNKNOWN	The item is in the device but its location is unknown.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** In addition, since the item information is not cumulative and can be replaced by any command that can move notes, it is recommended that applications that are interested in the available information should query for it following the WFS\_EXEE\_CIM\_INFO\_AVAILABLE event but before any other command is executed.

## 5.17 WFS\_INF\_CIM\_GET\_BLACKLIST

---

**Description** This command is used to retrieve the entire blacklist information preset inside the device or set via the WFS\_CMD\_CIM\_SET\_BLACKLIST or WFS\_CMD\_CIM\_SET\_CLASSIFICATION\_LIST command, or WFS\_CMD\_CDM\_SET\_BLACKLIST or WFS\_CMD\_CDM\_SET\_CLASSIFICATION\_LIST in the case of a recycler.

**Input Param** None.

**Output Param** LPWFSCIMBLACKLIST lpBlacklist;

```
typedef struct _wfs_cim_blacklist
{
    LPWSTR                lpszVersion;
    USHORT                usCount;
    LPWFSCIMBLACKLISTELEMENT *lppBlacklistElements;
} WFSCIMBLACKLIST, *LPWFSCIMBLACKLIST;
```

### *lpszVersion*

This is an application defined Unicode string that represents the version identifier of the blacklist. This can be NULL if it has no version identifier.

### *usCount*

Number of pointers to WFSCIMBLACKLISTELEMENT structures returned in *lppBlacklistElements*.

### *lppBlacklistElements*

Pointer to an array of pointers to WFSCIMBLACKLISTELEMENT structures.

```
typedef struct _wfs_cim_blacklist_element
{
    LPWSTR                lpszSerialNumber;
    CHAR                  cCurrencyID[3];
    ULONG                 ulValue;
} WFSCIMBLACKLISTELEMENT, *LPWFSCIMBLACKLISTELEMENT;
```

### *lpszSerialNumber*

This Unicode string defines the serial number or a mask of serial numbers of one blacklist item with the defined currency and value. For a definition of the mask see section 4.

### *cCurrencyID*

The three character ISO format currency identifier [Ref. 2] of the blacklist element.

### *ulValue*

The value of a blacklist element. This field can be zero to represent all values.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.18 WFS\_INF\_CIM\_GET\_CLASSIFICATION\_LIST

**Description** This command is used to retrieve the entire note classification information pre-set inside the device or set via the WFS\_CMD\_CIM\_SET\_CLASSIFICATION\_LIST or WFS\_CMD\_CIM\_SET\_BLACKLIST command, or WFS\_CMD\_CDM\_SET\_CLASSIFICATION\_LIST or WFS\_CMD\_CDM\_SET\_BLACKLIST in the case of a recycler.

This extends the functionality provided by the blacklist commands and allows additional flexibility, for example to specify that notes can be taken out of circulation by specifying them as unfit. Any items not returned in this list will be handled according to normal classification rules.

**Input Param** None.

**Output Param** LPWFSCIMCLASSIFICATIONLIST lpClassificationList;

```
typedef struct _wfs_cim_classification_list
{
    LPWSTR                lpszVersion;
    USHORT                usCount;
    LPWFSCIMCLASSIFICATIONELEMENT *lppClassificationElements;
} WFSCIMCLASSIFICATIONLIST, *LPWFSCIMCLASSIFICATIONLIST;
```

*lpszVersion*

This is an application defined Unicode string that sets the version identifier of the classification list. This can be set to NULL if it has no version identifier.

*usCount*

Number of pointers to WFSCIMCLASSIFICATIONELEMENT structures returned in *lppClassificationElements*.

*lppClassificationElements*

Pointer to an array of pointers to WFSCIMCLASSIFICATIONELEMENT structures.

```
typedef struct _wfs_cim_classification_element
{
    LPWSTR                lpszSerialNumber;
    CHAR                  cCurrencyID[3];
    ULONG                 ulValue;
    USHORT                usLevel;
    BOOL                  bUnfit;
} WFSCIMCLASSIFICATIONELEMENT, *LPWFSCIMCLASSIFICATIONELEMENT;
```

*lpszSerialNumber*

This Unicode string defines the serial number or a mask of serial numbers of one element with the defined currency and value. For a definition of the mask see Section 4.

*cCurrencyID*

The three character ISO format currency identifier [Ref. 2] of the element.

*ulValue*

The value of the element. This field can be zero to represent all values.

*usLevel*

Specifies the note level. Possible values are:

Value	Meaning
WFS_CIM_LEVEL_1	The element specifies notes to be treated as level 1 notes.
WFS_CIM_LEVEL_2	The element specifies notes to be treated as level 2 notes.
WFS_CIM_LEVEL_3	The element specifies notes to be treated as level 3 notes.
WFS_CIM_LEVEL_4	The element specifies notes to be treated as level 4 notes.

*bUnfit*

Specifies whether the item is to be treated as unfit for dispensing. Applies only where *usLevel* is WFS\_CIM\_LEVEL\_4.

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**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.19 WFS\_INF\_CIM\_CASH\_UNIT\_COUNT\_STATUS

---

**Description** During normal processing it is possible that the *ulCount* of a cash unit can become inaccurate due to a jam, mis-pick or other error situation. In this case the WFS\_INF\_CIM\_CASH\_UNIT\_COUNT\_STATUS command could be used to report which cash units are known to have an inaccurate *ulCount*. The application can then issue a WFS\_CMD\_CIM\_CASH\_UNIT\_COUNT command for only those cash units if supported. Or alternatively the notes could be manually counted as part of a replenishment operation. This command returns the cash unit count status of all cash units.

**Input Param** None.

**Output Param** LPWFSCIMCASHCOUNTSTATUS lpCashCountStatus;

```
typedef struct _wfs_cim_cash_count_status
{
    USHORT                usCount;
    LPWFSCIMCASHUNITCOUNTSTATUS *lppCashUnitStatus;
} WFSCIMCASHCOUNTSTATUS, *LPWFSCIMCASHCOUNTSTATUS;
```

*usCount*

Number of WFSCIMCASHUNITCOUNTSTATUS structures returned in *lppCashUnitStatus*. This value is the same as the *usCount* in the WFSCIMCASHINFO structure of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

*lppCashUnitStatus*

Pointer to an array of pointers to WFSCIMCASHUNITCOUNTSTATUS structures:

```
typedef struct _wfs_cim_cash_unit_count_status
{
    USHORT                usNumber;
    USHORT                usAccuracy;
    USHORT                usNumPhysicalCUs;
    LPWFSCIMPHCUCOUNTSTATUS *lppPhCashUnitStatus;
    LPSTR                 lpszExtra;
} WFSCIMCASHUNITCOUNTSTATUS, *LPWFSCIMCASHUNITCOUNTSTATUS;
```

*usNumber*

Index number of the logical cash unit.

*usAccuracy*

Describes the accuracy of *ulCount* as one of the following values:

Value	Meaning
WFS_CIM_ACCURACYNOTSUPPORTED	The hardware is not capable to determine the accuracy of <i>ulCount</i> .
WFS_CIM_COUNTACCURATE	The <i>ulCount</i> is expected to be accurate. The notes were previously counted or replenished and there have since been no events that might have introduced inaccuracy. This value will be reported as a result of the following commands: WFS_CMD_CIM_REPLENISH and WFS_CMD_CIM_CASH_UNIT_COUNT.
WFS_CIM_COUNTACCURATESET	The <i>ulCount</i> is expected to be accurate. The notes were previously set and there have since been no events that might have introduced inaccuracy.
WFS_CIM_COUNTINACCURATE	The <i>ulCount</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy.

WFS\_CIM\_ACCURACYUNKNOWN

The accuracy of *ulCount* cannot be determined. This may be due to cash unit insertion or some other hardware event.

*usNumPhysicalCUs*

This value indicates the number of WFSCIMPHCUCOUNTSTATUS structures returned. It must be at least 1.

*lppPhCashUnitStatus*

Pointer to an array of pointers to WFSCIMPHCUCOUNTSTATUS structures:

```
typedef struct _wfs_cim_phcu_count_status
{
    LPSTR          lpPhysicalPositionName;
    USHORT         usAccuracy;
    LPSTR          lpszExtra;
} WFSCIMPHCUCOUNTSTATUS, *LPWFSCIMPHCUCOUNTSTATUS;
```

*lpPhysicalPositionName*

A name identifying the physical location of the cash unit within the CIM. This field can be used by CIM Service Providers which are compounded with a CDM or IPM to identify shared cash units/media bins.

*usAccuracy*

Describes the accuracy of *ulCount* of a physical cash unit. See the description in *lppCashUnitStatus*.

*lpszExtra*

Pointer to a list of vendor-specific, or any other extended information. The information is returned as a series of “key=value” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*lpszExtra*

Pointer to a list of vendor-specific, or any other extended information. The information is returned as a series of “key=value” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.



## 5.20 WFS\_INF\_CIM\_PRESENT\_STATUS

---

**Description** This command is used to obtain the status of the most recent attempt to present or return items to the customer. This information includes the number of items previously moved to the output position and the number of items which have yet to be returned as a result of the following commands.

WFS\_CMD\_CIM\_CASH\_IN  
 WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK  
 WFS\_CMD\_CIM\_PREPARE\_PRESENT  
 WFS\_CMD\_CIM\_PRESENT\_MEDIA  
 WFS\_CMD\_CIM\_OPEN\_SHUTTER (In the case of returning multiple bunches)

**Input Param** None.

**Output Param** LPWFSCIMPRESENTSTATUS lpPresentStatus;

```
typedef struct _wfs_cim_present_status
{
    WORD                fwPosition;
    WORD                wPresentState;
    WORD                wAdditionalBunches;
    USHORT              usBunchesRemaining;
    LPWFSCIMNOTENUMBERLIST lpReturnedItems;
    LPWFSCIMNOTENUMBERLIST lpTotalReturnedItems;
    LPWFSCIMNOTENUMBERLIST lpRemainingItems;
    LPSTR               lpszExtra;
} WFS_CIMPRESENTSTATUS, *LPWFSCIMPRESENTSTATUS;
```

### *fwPosition*

Specifies the output position as one of the following values:

Value	Meaning
WFS_CIM_POSOUTLEFT	Left output position.
WFS_CIM_POSOUTRIGHT	Right output position.
WFS_CIM_POSOUTCENTER	Center output position.
WFS_CIM_POSOUTTOP	Top output position.
WFS_CIM_POSOUTBOTTOM	Bottom output position.
WFS_CIM_POSOUTFRONT	Front output position.
WFS_CIM_POSOUTREAR	Rear output position.

### *wPresentState*

Supplies the status of the items that were to be presented by the most recent attempt to present or return items to the customer as one of the following values:

Value	Meaning
WFS_CIM_PRESENTED	The items were presented. This status is set as soon as the customer has access to the items.
WFS_CIM_NOTPRESENTED	The customer has not had access to the items.
WFS_CIM_UNKNOWN	It is not known if the customer had access to the items.

### *wAdditionalBunches*

Specifies whether or not additional bunches of items are remaining to be presented as a result of the most recent operation, set to one of the following values:

Value	Meaning
WFS_CIM_ADDBUNCHNONE	No additional bunches remain.
WFS_CIM_ADDBUNCHONEMORE	At least one additional bunch remains.
WFS_CIM_ADDBUNCHUNKNOWN	It is unknown whether additional bunches remain.

*usBunchesRemaining*

If *wAdditionalBunches* is WFS\_CIM\_ADDBUNCHONEMORE, specifies the number of additional bunches of items remaining to be presented as a result of the current operation. If the number of additional bunches is at least one, but the precise number is unknown, *usBunchesRemaining* will be WFS\_CIM\_NUMBERUNKNOWN. For any other value of *wAdditionalBunches*, *usBunchesRemaining* will be zero.

*lpReturnedItems*

Pointer to a WFSCIMNOTENUMBERLIST structure holding a list of banknote numbers which have been moved to the output position as a result of the most recent operation.

*lpTotalReturnedItems*

Pointer to a WFSCIMNOTENUMBERLIST structure holding a list of cumulative banknote numbers which have been moved to the output position. This value will be reset when the WFS\_CMD\_CIM\_CASH\_IN\_START, WFS\_CMD\_CIM\_CASH\_IN, WFS\_CMD\_CIM\_CASH\_IN\_END, WFS\_CMD\_CIM\_RETRACT, WFS\_CMD\_CIM\_RESET or WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK command is executed.

*lpRemainingItems*

Pointer to a WFSCIMNOTENUMBERLIST structure holding a list of banknote numbers on the intermediate stacker or transport which have not been yet moved to the output position.

*lpzExtra*

Pointer to a list of vendor-specific, or any other extended, information. The information is returned as a series of “key=value” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 6. Execute Commands

---

### 6.1 WFS\_CMD\_CIM\_CASH\_IN\_START

---

**Description** Before initiating a cash-in operation, an application must issue the WFS\_CMD\_CIM\_CASH\_IN\_START command to begin a cash-in transaction. During a cash-in transaction any number of WFS\_CMD\_CIM\_CASH\_IN commands may be issued. The transaction is ended when either a WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK, WFS\_CMD\_CIM\_CASH\_IN\_END, WFS\_CMD\_CIM\_RETRACT or WFS\_CMD\_CIM\_RESET command is sent. Where WFS\_CIMCAPS.bShutterControl == FALSE this command precedes any explicit operation of the shutters.

WFS\_CMD\_CIM\_RETRACT will terminate a transaction. In this case WFS\_CMD\_CIM\_CASH\_IN\_END, WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK and WFS\_CMD\_CIM\_CASH\_IN will report WFS\_ERR\_CIM\_NOCASHINACTIVE. If an application wishes to determine where the notes went during a transaction it can execute a WFS\_INF\_CIM\_CASH\_UNIT\_INFO before and after the transaction and then derive the difference.

A hardware failure during the cash-in transaction does not reset the note number list information; instead the note number list information will include items that could be accepted and identified up to the point of the hardware failure.

**Exchange:** This command can be used during an Exchange (*fwExchangeType* == WFS\_CIM\_DEPOSITINTO) to deposit items accepted from the input position. See section 8.16 for an example flow. Note that WFS\_ERR\_CIM\_EXCHANGEACTIVE would not be generated in this case.

**Input Param** LPWFS\_CIM\_CASH\_IN\_START lpCashInStart;

```
typedef struct _wfs_cim_cash_in_start
{
    USHORT          usTellerID;
    BOOL            bUseRecycleUnits;
    WORD            fwOutputPosition;
    WORD            fwInputPosition;
} WFS_CIM_CASH_IN_START, *LPWFS_CIM_CASH_IN_START;
```

*usTellerID*

Identification of teller. This field is not applicable to Self-Service CIMs and should be set to zero.

*bUseRecycleUnits*

Specifies whether or not the recycle cash units should be used when items are cashed in on a successful WFS\_CMD\_CIM\_CASH\_IN\_END command. This parameter will be ignored if there are no recycle cash units or the hardware does not support this.

*fwOutputPosition*

The output position where the items will be presented to the customer in the case of a rollback. The position is set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	The items will be presented to the default configuration.
WFS_CIM_POSOUTLEFT	The items will be presented to the left output position.
WFS_CIM_POSOUTRIGHT	The items will be presented to the right output position.
WFS_CIM_POSOUTCENTER	The items will be presented to the center output position.
WFS_CIM_POSOUTTOP	The items will be presented to the top output position.
WFS_CIM_POSOUTBOTTOM	The items will be presented to the bottom output position.
WFS_CIM_POSOUTFRONT	The items will be presented to the front output position.

WFS\_CIM\_POSOUTREAR

The items will be presented to the rear output position.

*fwInputPosition*

Specifies from which position the cash should be inserted. The position is set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	The cash is inserted from the default configuration.
WFS_CIM_POSINLEFT	The cash is inserted from the left input position.
WFS_CIM_POSINRIGHT	The cash is inserted from the right input position.
WFS_CIM_POSINCENTER	The cash is inserted from the center input position.
WFS_CIM_POSINTOP	The cash is inserted from the top input position.
WFS_CIM_POSINBOTTOM	The cash is inserted from the bottom input position.
WFS_CIM_POSINFRONT	The cash is inserted from the front input position.
WFS_CIM_POSINREAR	The cash is inserted from the rear input position.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDTELLERID	The teller ID is invalid. This error will never be generated by a Self-Service CIM.
WFS_ERR_CIM_UNSUPPOSITION	The position specified is not supported.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in the exchange state.
WFS_ERR_CIM_CASHINACTIVE	The CIM is already in the cash-in state due to a previous WFS_CMD_CIM_CASH_IN_START command.
WFS_ERR_CIM_SAFEDOOROPEN	The safe door is open. This device requires the safe door to be closed in order to perform a WFS_CMD_CIM_CASH_IN_START command.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 6.2 WFS\_CMD\_CIM\_CASH\_IN

---

**Description** This command moves items into the CIM from an input position.

On devices with implicit shutter control, the WFS\_EXEE\_CIM\_INSERTITEMS event will be generated when the device is ready to start accepting media.

The items may pass through the banknote reader for identification. Failure to identify items does not mean that the command has failed - even if some or all of the items are rejected by the banknote reader, the command may return WFS\_SUCCESS. In this case one or more WFS\_EXEE\_CIM\_INPUTREFUSE events will be sent to report the rejection. See also paragraph below regarding returning refused items.

If the device does not have a banknote reader then the output parameter will be NULL.

If the device has a cash-in stacker then this command will cause inserted level 4 items to be moved there after validation. Level 2 and level 3 items may also be moved to the cash-in stacker, but some devices may immediately move them to a designated cash unit. Items on the stacker will remain there until the current cash-in transaction is either cancelled by the WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK command or confirmed by the WFS\_CMD\_CIM\_CASH\_IN\_END command. These commands will cause any level 2 or level 3 items on the cash-in stacker to be moved to the appropriate cash unit. If there is no cash-in stacker then this command will move items directly to the cash units and the WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK command will not be supported. Cash unit information will be updated accordingly whenever notes are moved to a cash unit during this command.

Note that the *fwAcceptor* status field may change value during a cash-in transaction. If media has been retained to cash units during a cash-in transaction, it may mean that *fwAcceptor* is set to WFS\_CIM\_ACCUSTOP, which means subsequent cash-in operations may not be possible. In this case, the subsequent command fails with error code WFS\_ERR\_CIM\_CASHUNITERROR.

The *bShutterControl* field of the WFSCIMCAPS structure returned from the WFS\_INF\_CIM\_CAPABILITIES query will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly open and close the shutter using the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands, or the WFS\_CMD\_CIM\_PRESENT\_MEDIA command. If *bShutterControl* is FALSE then this command does not operate the shutter in any way, the application is responsible for all shutter control. If *bShutterControl* is TRUE this command opens the shutter at the start of the command and closes it once bills are inserted.

The *bPresentControl* field of the WFSCIMPOSCAPS structure returned from the WFS\_INF\_CIM\_POSITION\_CAPABILITIES query will determine whether or not it is necessary to call the WFS\_CMD\_CIM\_PRESENT\_MEDIA command in order to move items to the output position. If *bPresentControl* is TRUE then all items are moved immediately to the correct output position for removal (a WFS\_CMD\_CIM\_OPEN\_SHUTTER command will be needed in the case of explicit shutter control). If *bPresentControl* is FALSE then items are not returned immediately and must be presented to the correct output position for removal using the WFS\_CMD\_CIM\_PRESENT\_MEDIA command.

It is possible that a device may divide bill or coin accepting into a series of sub-operations under hardware control. In this case a WFS\_EXEE\_CIM\_SUBCASHIN event may be sent after each sub-operation, if the hardware capabilities allow it.

### Returning items (single bunch):

If *bShutterControl* is TRUE, and a single bunch of items is returned then this command will complete once the notes have been returned. A WFS\_SRVE\_CIM\_ITEMSPRESENTED event will be generated.

If *bShutterControl* is FALSE, and a single bunch of items is returned then this command will complete without generating a WFS\_SRVE\_CIM\_ITEMSPRESENTED event, instead the WFS\_SRVE\_CIM\_ITEMSPRESENTED event will be generated by the subsequent WFS\_CMD\_CIM\_OPEN\_SHUTTER or WFS\_CMD\_CIM\_PRESENT\_MEDIA command.

### Returning items (multiple bunches):

It is possible that a device will in certain situations return refused items in multiple bunches. In this case, this command will not complete until the final bunch has been presented and after the last WFS\_SRVE\_CIM\_ITEMSPRESENTED event has been generated. For these devices *bShutterControl* and *bPresentControl* fields of the WFS\_CIMCAPS / WFS\_CIMPOSCAPS structure returned from the WFS\_INF\_CIM\_CAPABILITIES / WFS\_INF\_CIM\_POSITION\_CAPABILITIES query must both be TRUE otherwise it will not be possible to return multiple bunches. Additionally it may be possible to request the completion of this command with WFS\_CancelAsyncRequest before the final bunch is presented so that after the completion of this command the WFS\_CMD\_CIM\_RETRACT or WFS\_CMD\_CIM\_RESET command can be used to move the remaining bunches, although the ability to do this will be hardware dependent.

**Mixed Media Mode:** If the device is operating in Mixed Media mode (WFS\_CIMSTATUS.wMixedMode == WFS\_CIM\_IPMMIXEDMEDIA) the Service Provider will not perform any operation unless the WFS\_CMD\_IPM\_MEDIA\_IN command is called or has already been called on the IPM interface.

**Exchange:** This command can be used during an Exchange (*fwExchangeType* == WFS\_CIM\_DEPOSITINTO) to accept items from the input position. See section 8.16 for an example flow. Note that WFS\_ERR\_CIM\_EXCHANGEACTIVE would not be generated in this case.

**Input Param** None.

**Output Param** LPWFS\_CIMNOTENUMBERLIST lpNoteNumberList;

*lpNoteNumberList*

List of banknote numbers which have been identified and accepted during execution of this command. Refused items are not included in this *lpNoteNumberList* field. If the whole input was refused then this field will be NULL and one or more WFS\_EXEE\_CIM\_INPUTREFUSE events will be generated. If only part of the input was refused then this field will contain the banknote numbers of the accepted items and one or more WFS\_EXEE\_CIM\_INPUTREFUSE events will be generated. For a description of the WFS\_CIMNOTENUMBERLIST structure see the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

The *lpNoteNumberList* field contains all notes accepted, including any level 2 or level 3 notes accepted during the cash-in operation.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHUNITERROR	A problem occurred with a cash unit. A WFS_EXEE_CIM_CASHUNITERROR event will be sent with the details.
WFS_ERR_CIM_TOOMANYITEMS	There were too many items inserted previously. The cash-in stacker is full at the beginning of this command. This may also be reported where a limit specified by WFS_CMD_CIM_SET_CASH_IN_LIMIT has already been reached at the beginning of this command.
WFS_ERR_CIM_NOITEMS	There were no items to cash-in.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_SHUTTERNOTCLOSED	Shutter failed to close. In the case of explicit shutter control the application should close the shutter first.
WFS_ERR_CIM_NOCASHINACTIVE	There is no cash-in transaction active.
WFS_ERR_CIM_POSITION_NOT_EMPTY	The output position is not empty so a cash-in is not possible.
WFS_ERR_CIM_SAFEDOOROPEN	The safe door is open. This device requires the safe door to be closed in order to perform a WFS_CMD_CIM_CASH_IN command.
WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected inside the input position.

WFS\_ERR\_CIM\_SHUTTERNOTOPEN Shutter failed to open.

**Events**

In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with a cash unit.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected.
WFS_EXEE_CIM_INPUTREFUSE	A part or all of the amount of the cash-in order was refused.
WFS_EXEE_CIM_NOTEERROR	An item detection error occurred.
WFS_EXEE_CIM_SUBCASHIN	A cash-in sub-operation has completed. If the cash-in operation has been divided up into a series of sub-operations under hardware control this event is generated each time one of the sub-cash-in operations completes successfully. It may be used for progress reporting.
WFS_SRVE_CIM_ITEMSINSERTED	Items have been inserted into the cash-in position by the user.
WFS_SRVE_CIM_ITEMSTAKEN	The items have been removed by the user. This event is only generated if the <i>bItemsTakenSensor</i> field returned in the capabilities information is TRUE.
WFS_SRVE_CIM_ITEMSPRESENTED	Items have been presented to the user to be taken.
WFS_EXEE_CIM_INFO_AVAILABLE	Information is available for items detected during the cash processing operation.
WFS_EXEE_CIM_INSERTITEMS	Device is ready to accept items from the user.
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments**

None.

### 6.3 WFS\_CMD\_CIM\_CASH\_IN\_END

---

**Description** This command ends a cash-in transaction. If cash items are on the stacker as a result of a WFS\_CMD\_CIM\_CASH\_IN command these items are moved to the appropriate cash units.

The cash-in transaction is ended even if this command does not complete successfully.

**Mixed Media Mode:**

If the device is operating in Mixed Media mode (WFSCIMSTATUS.*wMixedMode* == WFS\_CIM\_IPMMIXEDMEDIA) non-cash items, e.g. checks may be moved to an output position or media bin specified by the IPM interface. Additionally, the Service Provider will not perform any operation unless the WFS\_CMD\_IPM\_MEDIA\_IN\_END command is called or has already been called on the IPM. Alternatively, if WFSCIMCAPS.*bMixedDepositAndRollback* is TRUE, then the WFS\_CMD\_IPM\_MEDIA\_IN\_ROLLBACK command could be used instead of the WFS\_CMD\_IPM\_MEDIA\_IN\_END command in order to deposit the bills and return the checks.

Where IPM items may be presented the *bPresentControl* field of the WFSCIMPOSCAPS structure returned from the WFS\_INF\_CIM\_POSITION\_CAPABILITIES query will determine whether or not it is necessary to call the WFS\_CMD\_CIM\_PRESENT\_MEDIA command in order to move items to the output position. If *bPresentControl* is TRUE then all items are moved immediately to the correct output position for removal. If *bPresentControl* is FALSE then items are not returned immediately and must be presented to the correct output position for removal using the WFS\_CMD\_CIM\_PRESENT\_MEDIA command.

**Exchange:** This command can be used during an Exchange (*fwExchangeType* == WFS\_CIM\_DEPOSITINTO) to deposit items accepted from the input position. See section 8.16 for an example flow. Note that WFS\_ERR\_CIM\_EXCHANGEACTIVE would not be generated in this case.

**Input Param** None.

**Output Param** LPWFSCIMCASHINFO lpCashInfo;

*lpCashInfo*

List of cash units that have taken cash items and the type of cash items they have taken during the current transaction. For a description of the WFSCIMCASHINFO structure see the definition of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command. The structure returned only contains data related to the current transaction, e.g. *ulCount* defines the number of banknotes or coins in the cash unit for this transaction.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHUNITERROR	A problem occurred with a cash unit. A WFS_EXEE_CIM_CASHUNITERROR event will be sent with the details.
WFS_ERR_CIM_NOITEMS	There were no items to cash-in.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_NOCASHINACTIVE	There is no cash-in transaction active.
WFS_ERR_CIM_POSITION_NOT_EMPTY	The input or output position is not empty.
WFS_ERR_CIM_SAFEDOOROPEN	The safe door is open. This device requires the safe door to be closed in order to perform a WFS_CMD_CIM_CASH_IN_END command.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units.
WFS_SRVE_CIM_CASHUNITINFOCHANGED	A cash unit was changed.
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with the cash unit.



WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected during this operation.
WFS_EXEE_CIM_INFO_AVAILABLE	Information is available for items detected during the cash processing operation.
WFS_EXEE_CIM_NOTEERROR	An item detection error occurred.
WFS_SRVE_CIM_ITEMSTAKEN	The items have been removed by the user. This event is only generated during a Mixed Media transaction where the IPM items are presented and taken and the WFS_CIMCAPS.bItemsTakenSensor field is TRUE.
WFS_SRVE_CIM_ITEMSPRESENTED	Items have been presented to the user to be taken. This event is only generated during a Mixed Media transaction where the IPM items are presented.
WFS_SRVE_CIM_COUNTS_CHANGED	In Mixed Media mode, counters can be changed by the command WFS_CMD_IPM_MEDIA_IN_END.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments**

In the special case where all the items inserted by the customer are classified as level 2 and/or level 3 items and the Service Provider is configured to automatically retain these item types then the WFS\_CMD\_CIM\_CASH\_IN\_END command will complete with WFS\_SUCCESS even if the hardware may have already moved the level 2 and/or level 3 items to their respective cash units on the WFS\_CMD\_CIM\_CASH\_IN command and there are no items on escrow at the start of the WFS\_CMD\_CIM\_CASH\_IN\_END command. This allows the location of the notes retained to be reported in the output parameter. If no items are available for cash-in for any other reason then the WFS\_ERR\_CIM\_NOITEMS error code is returned.

## 6.4 WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK

---

**Description** This command is used to roll back a cash-in transaction. It causes all the cash items cashed in since the last WFS\_CMD\_CIM\_CASH\_IN\_START command to be returned to the customer.

This command ends the current cash-in transaction. The cash-in transaction is ended even if this command does not complete successfully.

The *bShutterControl* field of the WFSCIMCAPS structure returned from the WFS\_INF\_CIM\_CAPABILITIES query will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly control the shutter using the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands, or WFS\_CMD\_CIM\_PRESENT\_MEDIA command. If *bShutterControl* is FALSE then this command does not operate the shutter in any way, the application is responsible for all shutter control. If *bShutterControl* is TRUE then this command opens the shutter and it is closed when all items are removed.

The *bPresentControl* field of the WFSCIMPOSCAPS structure returned from the WFS\_INF\_CIM\_POSITION\_CAPABILITIES query will determine whether or not it is necessary to call the WFS\_CMD\_CIM\_PRESENT\_MEDIA command in order to move items to the output position. If *bPresentControl* is TRUE then all items are moved immediately to the correct output position for removal (a WFS\_CMD\_CIM\_OPEN\_SHUTTER command will be needed in the case of explicit shutter control). If *bPresentControl* is FALSE then items are not returned immediately and must be presented to the correct output position for removal using the WFS\_CMD\_CIM\_PRESENT\_MEDIA command.

Items are returned in a single bunch or multiple bunches in the same way as described for the WFS\_CMD\_CIM\_CASH\_IN command.

**Mixed Media Mode:** If the device is operating in Mixed Media mode (WFS\_CIM\_IPMMIXEDMEDIA) the Service Provider will not perform any operation unless the WFS\_CMD\_IPM\_MEDIA\_IN\_ROLLBACK command is called or has already been called on the IPM interface. Alternatively, if the WFSCIMCAPS.*bMixedDepositAndRollback* is TRUE, then the WFS\_CMD\_IPM\_MEDIA\_IN\_END command could be used instead of the WFS\_CMD\_IPM\_MEDIA\_IN\_ROLLBACK command in order to deposit the checks and return the items.

**Exchange:** This command can be used during an Exchange (*fwExchangeType* == WFS\_CIM\_DEPOSITINTO) to return items accepted from the input position. Note that WFS\_ERR\_CIM\_EXCHANGEACTIVE would not be generated in this case.

**Input Param** None.

**Output Param** NULL will be returned unless there were level 2 or level 3 notes inserted in the cash-in transaction that are not returned to the customer.

LPWFSCIMCASHINFO lpCashInfo;

*lpCashInfo*

List of cash units that have taken banknotes and the type of banknotes they have taken. For a description of the WFSCIMCASHINFO structure see the definition of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command. The structure returned only contains data related to the current transaction, e.g. *ulCount* defines the number of notes in the cash unit for this transaction.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHUNITERROR	A problem occurred with a cash unit. A WFS_EXEE_CIM_CASHUNITERROR event will be sent with the details.
WFS_ERR_CIM_SHUTTERNOTOPEN	Shutter failed to open. In the case of explicit shutter control the application may have failed to open the shutter before issuing the command.

WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in the exchange state.
WFS_ERR_CIM_NOCASHINACTIVE	There is no current cash-in transaction.
WFS_ERR_CIM_POSITION_NOT_EMPTY	The input or output position is not empty.
WFS_ERR_CIM_NOITEMS	There were no items to rollback.

**Events**

In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with a cash unit.
WFS_SRVE_CIM_ITEMSTAKEN	The items have been removed by the user. This event is only generated if the <i>bItemsTakenSensor</i> field returned in the capabilities information is TRUE.
WFS_SRVE_CIM_ITEMSPRESENTED	Items have been presented to the user to be taken.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected during this operation.
WFS_EXEE_CIM_INFO_AVAILABLE	Information is available for items detected during the cash processing operation.
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units.
WFS_SRVE_CIM_COUNTS_CHANGED	In Mixed Media mode, counters can be changed by WFS_CMD_IPM_MEDIA_IN_END.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments**

In the special case where and all the items inserted by the customer are classified as level 2 and/or level 3 items and the Service Provider is configured to automatically retain these item types then the WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK command will complete with WFS\_SUCCESS even though no items are returned to the customer. This allows the location of the notes retained to be reported in the output parameter. The application can tell if items have been returned or not via the WFS\_SRVE\_CIM\_ITEMSPRESENTED event. This event will be generated before the command completes when items are returned. This event will not be generated if no items are returned. If no items are available to rollback for any other reason then the WFS\_ERR\_CIM\_NOITEMS error code is returned.

## 6.5 WFS\_CMD\_CIM\_RETRACT

---

**Description** This command retracts items from an output position or internal areas within the CIM. Retracted items will be moved to either a retract bin, a reject bin, cash-in/recycle cash units, the transport or an intermediate stacker area. If items from internal areas within the CIM are preventing items at an output position from being retracted then the items from the internal areas will be retracted first. When the items are retracted from an output position the shutter is closed automatically, even if the *bShutterControl* capability is set to FALSE.

This command terminates a running cash-in transaction. The cash-in transaction is terminated even if this command does not complete successfully.

### Mixed Media Mode:

If the device is operating in Mixed Media mode (*WFS\_CIM\_STATUS.wMixedMode == WFS\_CIM\_IPMMIXEDMEDIA*) this command will not perform any operation unless the *WFS\_CMD\_IPM\_RETRACT\_MEDIA* command is called or has already been called on the IPM interface. Where the parameters for this command and the corresponding *WFS\_CMD\_IPM\_RETRACT\_MEDIA* command conflict, for example the device is physically unable to satisfy both commands, the *WFS\_CMD\_CIM\_RETRACT* input parameters will be used for all items.

**Exchange:** This command can be used during an Exchange (*fwExchangeType == WFS\_CIM\_DEPOSITINTO*) to retract items. Note that *WFS\_ERR\_CIM\_EXCHANGEACTIVE* would not be generated in this case.

**Input Param** LPWFS\_CIM\_RETRACT lpRetract;

```
typedef struct _wfs_cim_retract
{
    WORD                fwOutputPosition;
    USHORT              usRetractArea;
    USHORT              usIndex;
} WFS_CIM_RETRACT, *LPWFS_CIM_RETRACT;
```

### *fwOutputPosition*

Specifies the output position from which to retract the bills. The value is set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	The default configuration information should be used. This value is also used to retract items from internal CIM locations.
WFS_CIM_POSOUTLEFT	Retract items from the left output position.
WFS_CIM_POSOUTRIGHT	Retract items from the right output position.
WFS_CIM_POSOUTCENTER	Retract items from the center output position.
WFS_CIM_POSOUTTOP	Retract items from the top output position.
WFS_CIM_POSOUTBOTTOM	Retract items from the bottom output position.
WFS_CIM_POSOUTFRONT	Retract items from the front output position.
WFS_CIM_POSOUTREAR	Retract items from the rear output position.

### *usRetractArea*

This value specifies the area to which the items are to be retracted. Possible values are:

Value	Meaning
WFS_CIM_RA_RETRACT	Retract the items to a retract cash unit.
WFS_CIM_RA_REJECT	Retract the items to a reject cash unit.
WFS_CIM_RA_TRANSPORT	Retract the items to the transport.
WFS_CIM_RA_STACKER	Retract the items to the intermediate stacker area.
WFS_CIM_RA_BILLCASSETTES	Retract the items to item cassettes, i.e. cash-in and recycle cash units.

WFS\_CIM\_RA\_CASHIN

Retract the items to a cash-in cash unit. The *fwItemType* of the cash-in cash unit defined in WFS\_CIM\_CASHINFO must include (WFS\_CIM\_CITYPALL | WFS\_CIM\_CITYPUNFIT).

*usIndex*

If *usRetractArea* is set to WFS\_CIM\_RA\_RETRACT this field defines the position inside the retract cash units into which the cash is to be retracted. *usIndex* starts with a value of one (1) for the first retract position and increments by one for each subsequent position. If there are several logical retract cash units (of type WFS\_CIM\_TYPERETRACTCASSETTE in command WFS\_INF\_CIM\_CASH\_UNIT\_INFO), *usIndex* would be incremented from the first position of the first retract cash unit to the last position of the last retract cash unit defined in WFS\_CIM\_CASHINFO. The maximum value of *usIndex* is the sum of the *ulMaximum* of each retract cash unit.

If *usRetractArea* is set to WFS\_CIM\_RA\_CASHIN this field defines the physical cash unit under the WFS\_CIM\_TYPECASHIN cash units into which the cash is to be retracted. *usIndex* starts with a value of one (1) and would be incremented from the first physical cash unit of the first logical WFS\_CIM\_TYPECASHIN cash unit to the last physical cash unit of the last logical WFS\_CIM\_TYPECASHIN cash unit defined in WFS\_CIM\_CASHINFO.

If *usRetractArea* is not set to WFS\_CIM\_RA\_RETRACT or WFS\_CIM\_RA\_CASHIN then the value of this field is ignored.

**Output Param** LPWFS\_CIM\_CASHINFO lpCashInfo;

*lpCashInfo*

List of cash units that have taken banknotes and the type of banknotes they have taken (including level 2 and level 3 notes). This pointer can be NULL if *usRetractArea* is set to WFS\_CIM\_RA\_TRANSPORT or WFS\_CIM\_RA\_STACKER. For a description of the WFS\_CIM\_CASHINFO structure see the definition of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command. The structure returned only contains data related to the current transaction, e.g. *ulCount* defines the number of notes in the cash unit for this transaction. Note that *usNoteID* in the NOTENUMBERLIST will be set to zero for level 1 notes retracted.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHUNITERROR	A retract bin caused a problem. A WFS_EXECUTE_EVENT with an id of WFS_EXEE_CIM_CASHUNITERROR will be posted with the details.
WFS_ERR_CIM_NOITEMS	There were no items to retract.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_SHUTTERNOTCLOSED	The shutter failed to close.
WFS_ERR_CIM_ITEMSTAKEN	Items were present at the output position at the start of the operation, but were removed before the operation was complete - some or all of the items were not retracted.
WFS_ERR_CIM_INVALIDRETRACTPOSITION	The <i>usIndex</i> is not supported.
WFS_ERR_CIM_NOTRETRACTAREA	The retract area specified in <i>usRetractArea</i> is not supported.
WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected in the input position.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has been reached in a cash unit.

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WFS_EXEE_CIM_CASHUNITERROR	An error occurred while attempting to retract to a cash unit.
WFS_EXEE_CIM_NOTEERROR	An item detection error occurred.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected during this operation.
WFS_SRVE_CIM_ITEMSTAKEN	The items have been removed by the user. This event is only generated if the <i>bItemsTakenSensor</i> field returned in the capabilities information is TRUE.
WFS_EXEE_CIM_INFO_AVAILABLE	Information is available for items detected during the cash processing operation.
WFS_SRVE_CIM_CASHUNITINFOCHANGED	A cash unit was updated as a result of this command.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments**      None.

## 6.6 WFS\_CMD\_CIM\_OPEN\_SHUTTER

---

**Description** This command opens the shutter.

In cases where multiple bunches are to be returned under explicit shutter control and the first bunch has already been presented and taken and the output position is empty, this command moves the next bunch to the output position before opening the shutter – see sections 8.6 and 8.7. This does not apply if the output position is not empty, for example if items had been re-inserted or dropped back into the output position as the shutter closed.

**Input Param** LPWORD *lpfwPosition*;

*lpfwPosition*

Pointer to the position where the shutter is to be opened. If the application does not need to specify the shutter, this field can be set to NULL or to WFS\_CIM\_POSNULL. Otherwise this field should be set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	The default configuration information should be used.
WFS_CIM_POSINLEFT	Open the shutter of the left input position.
WFS_CIM_POSINRIGHT	Open the shutter of the right input position.
WFS_CIM_POSINCENTER	Open the shutter of the center input position.
WFS_CIM_POSINTOP	Open the shutter of the top input position.
WFS_CIM_POSINBOTTOM	Open the shutter of the bottom input position.
WFS_CIM_POSINFRONT	Open the shutter of the front input position.
WFS_CIM_POSINREAR	Open the shutter of the rear input position.
WFS_CIM_POSOUTLEFT	Open the shutter of the left output position.
WFS_CIM_POSOUTRIGHT	Open the shutter of the right output position.
WFS_CIM_POSOUTCENTER	Open the shutter of the center output position.
WFS_CIM_POSOUTTOP	Open the shutter of the top output position.
WFS_CIM_POSOUTBOTTOM	Open the shutter of the bottom output position.
WFS_CIM_POSOUTFRONT	Open the shutter of the front output position.
WFS_CIM_POSOUTREAR	Open the shutter of the rear output position.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_UNSUPPOSITION	The position specified is not supported.
WFS_ERR_CIM_SHUTTERNOTOPEN	Shutter failed to open.
WFS_ERR_CIM_SHUTTEROPEN	Shutter was already open.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state. Note that this would not apply during an Exchange ( <i>fwExchangeType</i> == WFS_CIM_DEPOSITINTO).
WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected in the input position.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_SRVE_CIM_ITEMSTAKEN	The items have been removed by the user. This event is only generated if the <i>bItemsTakenSensor</i> field returned in the capabilities information is TRUE.
WFS_SRVE_CIM_ITEMSINSERTED	Items have been inserted by the user.

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WFS\_SRVE\_CIM\_SHUTTERSTATUSCHANGED

The shutter status has changed.

**Comments**      None.



## 6.7 WFS\_CMD\_CIM\_CLOSE\_SHUTTER

---

**Description** This command closes the shutter.

**Input Param** LPWORD *lpfwPosition*;

*lpfwPosition*

Pointer to the position where the shutter is to be closed. If the application does not need to specify the shutter, this field can be set to NULL or to WFS\_CIM\_POSNULL. Otherwise this field should be set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	The default configuration information should be used.
WFS_CIM_POSINLEFT	Close the shutter of the left input position.
WFS_CIM_POSINRIGHT	Close the shutter of the right input position.
WFS_CIM_POSINCENTER	Close the shutter of the center input position.
WFS_CIM_POSINTOP	Close the shutter of the top input position.
WFS_CIM_POSINBOTTOM	Close the shutter of the bottom input position.
WFS_CIM_POSINFRONT	Close the shutter of the front input position.
WFS_CIM_POSINREAR	Close the shutter of the rear input position.
WFS_CIM_POSOUTLEFT	Close the shutter of the left output position.
WFS_CIM_POSOUTRIGHT	Close the shutter of the right output position.
WFS_CIM_POSOUTCENTER	Close the shutter of the center output position.
WFS_CIM_POSOUTTOP	Close the shutter of the top output position.
WFS_CIM_POSOUTBOTTOM	Close the shutter of the bottom output position.
WFS_CIM_POSOUTFRONT	Close the shutter of the front output position.
WFS_CIM_POSOUTREAR	Close the shutter of the rear output position.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_UNSUPPOSITION	The position specified is not supported.
WFS_ERR_CIM_SHUTTERCLOSED	Shutter was already closed.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state. Note that this would not apply during an Exchange ( <i>fwExchangeType</i> == WFS_CIM_DEPOSITINTO).
WFS_ERR_CIM_SHUTTERNOTCLOSED	Shutter failed to close.
WFS_ERR_CIM_TOOMANYITEMS	There were too many items inserted for the shutter to close.
WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected in the input position. The shutter is open.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments** None.

## 6.8 WFS\_CMD\_CIM\_SET\_TELLER\_INFO

---

**Description** This command allows the application to initialize counts for each currency assigned to the teller. The values set by this command are persistent. This command only applies to Teller CIMs.

**Input Param** LPWFSCIMTELLERUPDATE lpTellerUpdate;

```
typedef struct _wfs_cim_teller_update
{
    USHORT                usAction;
    LPWFSCIMTELLERDETAILS lpTellerDetails;
} WFS_CIMTELLERUPDATE, *LPWFSCIMTELLERUPDATE;
```

*usAction*

The action to be performed specified as one of the following values:

Value	Meaning
WFS_CIM_CREATE_TELLER	A teller is to be added.
WFS_CIM_MODIFY_TELLER	Information about an existing teller is to be modified.
WFS_CIM_DELETE_TELLER	A teller is to be removed.

*lpTellerDetails*

For a specification of the structure WFS\_CIMTELLERINFO please refer to the WFS\_INF\_CIM\_TELLER\_INFO command.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDCURRENCY	The specified currency is not currently available.
WFS_ERR_CIM_INVALIDTELLERID	The teller ID is invalid.
WFS_ERR_CIM_UNSUPPOSITION	The position specified is not supported.
WFS_ERR_CIM_EXCHANGEACTIVE	The target teller is currently in the middle of an exchange operation.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_SRVE_CIM_TELLERINFOCHANGED	Teller information has been created, modified or deleted.

**Comments** None.

## 6.9 WFS\_CMD\_CIM\_SET\_CASH\_UNIT\_INFO

---

**Description** This command is used to adjust information about the status and contents of the cash units present in the CIM.

This command generates the service event WFS\_SRVE\_CIM\_CASHUNITINFOCHANGED to inform applications that cash unit information has been changed.

This command can only be used to change software counters, thresholds and the application lock. All other fields in the input structure will be ignored.

The following fields of the WFSCIMCASHIN structure may be updated by this command:

*ulCount*  
*ulCashInCount*  
*ulMaximum*  
*bAppLock*  
*lpNoteNumberList* (contents must be consistent with *ulCount*)  
*ulInitialCount*  
*ulDispensedCount*  
*ulPresentedCount*  
*ulRetractedCount*  
*ulRejectCount*  
*ulMinimum*

As may the following fields of the WFSCIMPHCU structure:

*ulCashInCount*  
*ulCount*  
*ulInitialCount*  
*ulDispensedCount*  
*ulPresentedCount*  
*ulRetractedCount*  
*ulRejectCount*

Any other changes must be performed via an exchange operation.

The *lppPhysical* counts must be consistent with the logical cash unit counts. The Service Provider controls whether the logical counts are maintained separately or are based on the sum of the physical counts.

If the fields *ulCount* and *ulCashInCount* of *lppPhysical* are set to zero by this command, the application is indicating that it does not wish counts to be maintained for the physical cash units. Counts on the logical cash units will still be maintained and can be used by the application. If the physical counts are set by this command then the logical count will be the sum of the physical counts and any value sent as a logical count will be ignored.

The values set by this command are persistent.

**Input Param** LPWFSCIMCASHINFO lpCUInfo;

The LPWFSCIMCASHINFO structure is specified in the documentation of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command. All cash units must be included not just the cash units whose values are to be changed.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDCASHUNIT	Invalid cash unit.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_CASHUNITERROR	A problem occurred with a cash unit. A WFS_EXEE_CIM_CASHUNITERROR event will be posted with the details.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

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<u>Value</u>	<u>Meaning</u>
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has been reached in one of the cash units.
WFS_SRVE_CIM_CASHUNITINFOCHANGED	A cash unit was updated as a result of this command.
WFS_EXEE_CIM_CASHUNITERROR	An error occurred while accessing a cash unit.

**Comments**      None.

## 6.10 WFS\_CMD\_CIM\_START\_EXCHANGE

---

**Description** This command puts the CIM in an exchange state, i.e. a state in which cash units can be emptied, replenished, removed or replaced. Other than the updates which can be made via the WFS\_CMD\_CIM\_SET\_CASH\_UNIT\_INFO command all changes to a cash unit must take place while the cash unit is in an exchange state.

The command returns current cash unit information in the form described in the documentation of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command. This command will also initiate any physical processes which may be necessary to make the cash units accessible. Before using this command an application should first have obtained exclusive control of the CIM.

This command may return WFS\_SUCCESS even if WFS\_EXEE\_CIM\_CASHUNITERROR events are generated. If this command returns WFS\_SUCCESS or WFS\_ERR\_CIM\_EXCHANGEACTIVE the CIM is in an exchange state.

While in an exchange state the CIM will process all WFS requests, excluding **WFS[Async]Execute** commands other than WFS\_CMD\_CIM\_END\_EXCHANGE and WFS\_CMD\_CIM\_RESET.

Any other **WFS[Async]Execute** commands will result in the error WFS\_ERR\_CIM\_EXCHANGEACTIVE being generated.

If an error is returned by this command, the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command should be used to determine the cash unit information.

If the CIM is part of a compound device together with a CDM (i.e. a cash recycler), exchange operations can either be performed separately on each interface to the compound device, or the entire exchange operation can be done through the CIM interface.

### Exchange via CDM and CIM interfaces:

If the exchange is performed separately via the CDM and CIM interfaces then these operations cannot be performed simultaneously. An exchange state must therefore be initiated on each interface in the following sequence:

CDM

(Lock)

WFS\_CMD\_CDM\_START\_EXCHANGE

...exchange action...

WFS\_CMD\_CDM\_END\_EXCHANGE

(Unlock)

CIM

(Lock)

WFS\_CMD\_CIM\_START\_EXCHANGE

...exchange action...

WFS\_CMD\_CIM\_END\_EXCHANGE

(Unlock)

In the case of a cash recycler, the cash-in cash unit counts are set via the CIM interface and the cash-out cash unit counts are set via the CDM interface. Recycle cash units can be set via either interface. However, if the device has recycle cash units of multiple currencies and/or denominations (or multiple note identifiers associated with the same denomination), then the CIM interface should be used for exchange operations involving these cash units. Those fields which are not common to both the CDM and CIM cash units are left unchanged when an exchange (or WFS\_CMD\_CDM\_SET\_CASH\_UNIT\_INFO or WFS\_CMD\_CIM\_SET\_CASH\_UNIT\_INFO command) is executed on the other interface. For example, if the CDM interface is used to set the current count of notes in the cash unit the CIM *lpNoteNumberList* structure is not changed even if the data becomes inconsistent.

### Exchange via the CIM Interface:

All cash unit info fields exposed through the CDM interface are also exposed through the CIM interface, so the entire exchange operation for a recycling device can be achieved through the CIM interface.

**Input Param** LPWFSCIMSTARTEX lpStartEx;

```
typedef struct _wfs_cim_start_ex
{
    WORD                fwExchangeType;
    USHORT              usTellerID;
    USHORT              usCount;
    LPUSHORT             lpusCUNumList;
    LPWFSCIMOUTPUT      lpOutput;
} WFS_CIMSTARTEX, *LPWFSCIMSTARTEX;
```

*fwExchangeType*

Specifies the type of the cash unit exchange operation. This field should be set to one of the following values:

Value	Meaning
WFS_CIM_EXBYHAND	The cash units will be replenished manually either by filling or emptying the cash unit by hand or by replacing the cash unit.
WFS_CIM_EXTOCASSETTES	Items will be moved from the replenishment container to the bill cash units. Items will be moved from the bill cash units to the replenishment container. On a cash recycler, the CDM interface should be used to move items from a replenishment container.
WFS_CIM_CLEARRECYCLER	Items will be moved from a recycle cash unit to a cash unit or output position.
WFS_CIM_DEPOSITINTO	Items will be moved from the deposit entrance to the bill cash units. See section 8.16 for an example flow.

*usTellerID*

Identification of teller. If the device is a Self-Service CIM this field is ignored.

*usCount*

Number of cash units to be exchanged. This is also the size of the array contained in the *lpusCUNumList* field. This is not applicable where *fwExchangeType* is WFS\_CIM\_DEPOSITINTO as it may not be known in advance which cash units the items will be sorted to.

*lpusCUNumList*

Pointer to an array of unsigned shorts containing the logical numbers of the cash units to be exchanged.

*lpOutput*

This field is used when the exchange type is WFS\_CIM\_CLEARRECYCLER, i.e. a recycle cash unit is to be emptied.

```
typedef struct _wfs_cim_output
{
    USHORT              usLogicalNumber;
    WORD                fwPosition;
    USHORT              usNumber;
} WFS_CIMOUTPUT, *LPWFSCIMOUTPUT;
```

*usLogicalNumber*

Logical number of recycle cash unit be emptied.

*fwPosition*

Determines to which position the cash should be moved as a combination of the following flags:

Value	Meaning
WFS_CIM_POSNULL	Move items to a cash unit. If no cash unit is specified in <i>usNumber</i> , use the default output position.
WFS_CIM_POSOUTLEFT	Move items to the left output position.
WFS_CIM_POSOUTRIGHT	Move items to the right output position.
WFS_CIM_POSOUTCENTER	Move items to the center output position.
WFS_CIM_POSOUTTOP	Move items to the top output position.
WFS_CIM_POSOUTBOTTOM	Move items to the bottom output position.
WFS_CIM_POSOUTFRONT	Move items to the front output position.
WFS_CIM_POSOUTREAR	Move items to the rear output position.

*usNumber*

Logical number of the cash unit the items are to be moved to.

**Output Param** LPWFSCIMCASHINFO lpCUInfo;

The WFS\_CIM\_CASHINFO structure is specified in the documentation of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command. Information on all the CIM cash units will be returned.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDTELLERID	Invalid teller ID. This error will never be generated by a Self-Service CIM.
WFS_ERR_CIM_CASHUNITERROR	An error occurred with a cash unit while performing the exchange operation. A WFS_EXEE_CIM_CASHUNITERROR event will be sent with the details.
WFS_ERR_CIM_TOOMANYITEMS	This error is generated if the contents of the recycle cash unit cannot be completely emptied to the output position. The maximum possible number of items is moved to the output position.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is already in an exchange state.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_EXEE_CIM_CASHUNITERROR	A cash unit caused an error.
WFS_EXEE_CIM_NOTEERROR	An item detection error occurred.
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units. This event is not generated for recycle cash units.
WFS_SRVE_CIM_CASHUNITINFOCHANGED	A cash unit was changed.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments** None.

## 6.11 WFS\_CMD\_CIM\_END\_EXCHANGE

---

<b>Description</b>	<p>This command will end the exchange state. If any physical action took place as a result of the WFS_CMD_CIM_START_EXCHANGE command then this command will cause the cash units to be returned to their normal physical state, including depositing any remaining items where <i>fwExchangeType</i> is WFS_CIM_DEPOSITINTO. Any necessary device testing will also be initiated. The application can also use this command to update cash unit information in the form described in the documentation of the WFS_INF_CIM_CASH_UNIT_INFO command.</p> <p>The input parameters to this command may be ignored if the Service Provider can obtain cash unit information from self-configuring cash units.</p> <p>The <i>lppPhysical</i> counts must be consistent with the logical cash unit counts. The Service Provider controls whether the logical counts are maintained separately or are based on the sum of the physical counts.</p> <p>If the fields <i>ulCount</i>, and <i>ulCashInCount</i> of <i>lppPhysical</i> are set to zero by this command, the application is indicating that it does not wish counts to be maintained for the physical cash units. Counts on the logical cash units will still be maintained and can be used by the application. If the physical counts are set by this command then the logical count will be the sum of the physical counts and any value sent as a logical count will be ignored.</p> <p>If an error occurs during the execution of this command, then the application must issue a WFS_INF_CIM_CASH_UNIT_INFO to determine the cash unit information.</p> <p>A WFS_EXEE_CIM_CASHUNITERROR event will be sent for any logical cash unit which cannot be successfully updated. If no cash units could be updated then a WFS_ERR_CIM_CASHUNITERROR code will be returned and WFS_EXEE_CIM_CASHUNITERROR events generated for every logical cash unit that could not be updated.</p> <p>Even if this command does not return WFS_SUCCESS the exchange state has ended.</p>								
<b>Input Param</b>	<p>LPWFSCIMCASHINFO lpCUInfo;</p> <p>The LPWFSCIMCASHINFO structure is specified in the documentation for the WFS_INF_CIM_CASH_UNIT_INFO command. This pointer can be NULL, if the cash unit information has not changed or the cash units have been replenished mechanically using replenishment or recycling cassettes or where <i>fwExchangeType</i> is WFS_CIM_DEPOSITINTO. Otherwise the parameter must contain the complete list of cash unit structures not just the ones that have changed.</p>								
<b>Output Param</b>	None.								
<b>Error Codes</b>	<p>In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:</p> <table border="0"> <thead> <tr> <th style="text-align: left;">Value</th> <th style="text-align: left;">Meaning</th> </tr> </thead> <tbody> <tr> <td>WFS_ERR_CIM_CASHUNITERROR</td> <td>A cash unit problem occurred that meant no cash units could be updated. One or more WFS_EXEE_CIM_CASHUNITERROR events will be sent with the details.</td> </tr> <tr> <td>WFS_ERR_CIM_NOEXCHANGEACTIVE</td> <td>There is no exchange active.</td> </tr> </tbody> </table>	Value	Meaning	WFS_ERR_CIM_CASHUNITERROR	A cash unit problem occurred that meant no cash units could be updated. One or more WFS_EXEE_CIM_CASHUNITERROR events will be sent with the details.	WFS_ERR_CIM_NOEXCHANGEACTIVE	There is no exchange active.		
Value	Meaning								
WFS_ERR_CIM_CASHUNITERROR	A cash unit problem occurred that meant no cash units could be updated. One or more WFS_EXEE_CIM_CASHUNITERROR events will be sent with the details.								
WFS_ERR_CIM_NOEXCHANGEACTIVE	There is no exchange active.								
<b>Events</b>	<p>In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:</p> <table border="0"> <thead> <tr> <th style="text-align: left;">Value</th> <th style="text-align: left;">Meaning</th> </tr> </thead> <tbody> <tr> <td>WFS_USRE_CIM_CASHUNITTHRESHOLD</td> <td>A threshold condition has been reached in one of the cash units.</td> </tr> <tr> <td>WFS_SRVE_CIM_CASHUNITINFOCHANGED</td> <td>A cash unit was changed.</td> </tr> <tr> <td>WFS_EXEE_CIM_CASHUNITERROR</td> <td>A cash unit caused an error.</td> </tr> </tbody> </table>	Value	Meaning	WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has been reached in one of the cash units.	WFS_SRVE_CIM_CASHUNITINFOCHANGED	A cash unit was changed.	WFS_EXEE_CIM_CASHUNITERROR	A cash unit caused an error.
Value	Meaning								
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has been reached in one of the cash units.								
WFS_SRVE_CIM_CASHUNITINFOCHANGED	A cash unit was changed.								
WFS_EXEE_CIM_CASHUNITERROR	A cash unit caused an error.								
<b>Comments</b>	None.								



## 6.12 WFS\_CMD\_CIM\_OPEN\_SAFE\_DOOR

---

**Description** This command unlocks the safe door or starts the time delay count down prior to unlocking the safe door, if the device supports it. The command completes when the door is unlocked or the timer has started.

**Input Param** None.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 6.13 WFS\_CMD\_CIM\_RESET

---

**Description** This command is used by the application to perform a hardware reset which will attempt to return the CIM device to a known good state. This command does not over-ride a lock obtained on another application or service handle.

If a cash-in transaction is active, this command will end it (even if this command does not complete successfully). If an exchange state is active then this command will end the exchange state (even if this command does not complete successfully).

Persistent values, such as counts and configuration information are not cleared by this command.

The device will attempt to move any items found anywhere within the device to the position specified within the *lpResetIn* parameter. This may not always be possible because of hardware problems.

If items are found inside the device one or more WFS\_SRVE\_CIM\_MEDIADETECTED events will be generated to inform the application where the items have actually been moved to.

The *bShutterControl* field of the WFSCIMCAPS structure returned from the WFS\_INF\_CIM\_CAPABILITIES query will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly control the shutter using the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands, or the WFS\_CMD\_CIM\_PRESENT\_MEDIA command. If *bShutterControl* is FALSE then this command does not operate the shutter in any way, the application is responsible for all shutter control. If *bShutterControl* is TRUE then this command operates the shutter as necessary so that the shutter is closed after the command completes successfully and any items returned to the customer have been removed.

The *bPresentControl* field of the WFSCIMPOSCAPS structure returned from the WFS\_INF\_CIM\_POSITION\_CAPABILITIES query will determine whether or not it is necessary to call the WFS\_CMD\_CIM\_PRESENT\_MEDIA command in order to move items to the output position. If *bPresentControl* is TRUE then all items are moved immediately to the correct output position for removal (a WFS\_CMD\_CIM\_OPEN\_SHUTTER command will be needed in the case of explicit shutter control). If *bPresentControl* is FALSE then items are not returned immediately and must be presented to the correct output position for removal using the WFS\_CMD\_CIM\_PRESENT\_MEDIA command.

If requested, items are returned in a single bunch or multiple bunches in the same way as described for the WFS\_CMD\_CIM\_CASH\_IN command.

### Mixed Media Mode:

The value of WFSCIMSTATUS.wMixedMode is not changed by this command. Where the items are to be moved to a cash unit, the cash unit must support an *fwItemType* of WFS\_CIM\_CITYPIPM.

**Input Param** If the application does not wish to specify a cash unit or position it can set *lpResetIn* to NULL. In this case the Service Provider will determine where to move any items found.

LPWFSCIMITEMPOSITION *lpResetIn*;

```
typedef struct _wfs_cim_itemposition
{
    USHORT                usNumber;
    LPWFSCIMRETRACT      lpRetractArea;
    WORD                  fwOutputPosition;
} WFSCIMITEMPOSITION, *LPWFSCIMITEMPOSITION;
```

### *usNumber*

If non-zero, this value specifies the *usNumber* (as specified by WFS\_INF\_CIM\_CASH\_UNIT\_INFO) of the single cash unit to be used for the storage of any items found.

If items are to be moved to an output position, this value must be zero, *lpRetractArea* must be NULL and *fwOutputPosition* specifies where items are to be moved to.

If this value is zero and items are to be moved to internal areas of the device, *lpRetractArea* specifies where items are to be moved to or stored.

*lpRetractArea*

This field is used if items are to be moved to internal areas of the device, including cash units, the intermediate stacker or the transport. The field is only relevant if *usNumber* is zero. The WFS\_CIM\_RETRACT structure is defined in WFS\_CMD\_CIM\_RETRACT.

*fwOutputPosition*

This value will be ignored because all items are moved from all positions.

*usRetractArea*

See the description in WFS\_CMD\_CIM\_RETRACT.

*usIndex*

See the description in WFS\_CMD\_CIM\_RETRACT.

*fwOutputPosition*

The output position to which items are to be moved. This field is only used if *usNumber* is zero and *lpRetractArea* is NULL. The value is set to one of the following values:

Value	Meaning
WFS_CIM_POSNULL	Take the default configuration.
WFS_CIM_POSOUTLEFT	Move items to the left output position.
WFS_CIM_POSOUTRIGHT	Move items to the right output position.
WFS_CIM_POSOUTCENTER	Move items to the center output position.
WFS_CIM_POSOUTTOP	Move items to the top output position.
WFS_CIM_POSOUTBOTTOM	Move items to the bottom output position.
WFS_CIM_POSOUTFRONT	Move items to the front output position.
WFS_CIM_POSOUTREAR	Move items to the rear output position.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1] the following can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHUNITERROR	A cash unit caused an error. A WFS_EXEE_CIM_CASHUNITERROR event will be sent with the details.
WFS_ERR_CIM_UNSUPPOSITION	The position specified is not supported.
WFS_ERR_CIM_INVALIDCASHUNIT	The cash unit number specified is not valid.
WFS_ERR_CIM_INVALIDRETRACTPOSITION	The <i>usIndex</i> is not supported.
WFS_ERR_CIM_NOTRETRACTAREA	The retract area specified in <i>usRetractArea</i> is not supported.
WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected in the input position.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has been reached in one of the cash units.
WFS_EXEE_CIM_CASHUNITERROR	A cash unit caused an error.
WFS_SRVE_CIM_MEDIADETECTED	Media was detected during the reset.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected during this operation.
WFS_SRVE_CIM_ITEMSTAKEN	The items have been removed by the user. This event is only generated if the <i>bItemsTakenSensor</i> field returned in the Capabilities information is TRUE.
WFS_EXEE_CIM_INFO_AVAILABLE	Information is available for items detected during the cash processing operation.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments** None.

## 6.14 WFS\_CMD\_CIM\_CONFIGURE\_CASH\_IN\_UNITS

---

**Description** This command is used to alter the banknote types a cash unit can take. The *fwPossibleItemTypes* field of the WFSCIMCASHUNITCAPABILITIES structure (see section 5.14) indicates values that can be configured for a given cash unit.

The values set by this command are persistent.

**Input Param** LPWFSCIMCASHINTYPE \*lppCashInType;

*lppCashInType*

Pointer to a NULL-terminated array of pointers to WFSCIMCASHINTYPE structures. Only the cash units which are to be configured should be sent in this parameter:

```
typedef struct _wfs_cim_cash_in_type
{
    USHORT          usNumber;
    DWORD           dwType;
    LPUSHORT        lpusNoteIDs;
} WFSCIMCASHINTYPE, *LPWFSCIMCASHINTYPE;
```

*usNumber*

Logical number of the cash unit.

*dwType*

Specifies the type of items the cash unit is to take as a combination of the following flags. This modifies the *fwItemType* in a WFSCIMCASHIN (see section 5.3):

Value	Meaning
WFS_CIM_CITYPALL	The cash unit accepts all fit banknote types. These are Level 4 notes which are fit for recycling.
WFS_CIM_CITYPUNFIT	The cash unit accepts all unfit banknotes. These are level 4 notes which are unfit for recycling.
WFS_CIM_CITYPINDIVIDUAL	The cash unit or recycle unit accepts all types of fit banknotes specified in the following list.
WFS_CIM_CITYPLEVEL1	Level 1 note types are stored in this cash unit.
WFS_CIM_CITYPLEVEL2	Level 2 note types are stored in this cash unit.
WFS_CIM_CITYPLEVEL3	Level 3 note types are stored in this cash unit.
WFS_CIM_CITYPIPM	The cash unit can accept items on the IPM interface.
WFS_CIM_CITYPUNFITINDIVIDUAL	The cash unit takes all types of unfit banknotes specified in an individual list. These are level 4 notes which are unfit for recycling. This is only valid when combined with WFS_CIM_CITYPINDIVIDUAL.

See the definition of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command for a detailed description.

*lpusNoteIDs*

Pointer to a zero-terminated list of unsigned shorts which contains the note IDs of the banknotes the cash unit can take. This field only applies if the *dwType* field has the WFS\_CIM\_CITYPINDIVIDUAL or WFS\_CIM\_CITYPUNFITINDIVIDUAL flag set.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDCASHUNIT	Invalid cash unit. This error will also be created if an invalid logical number of a cash unit is given.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_CASHUNITNOTEMPTY	The hardware requires that the cash unit is empty before allowing changes.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_SRVE_CIM_CASHUNITINFOCHANGED	A cash unit was changed.

**Comments** Using this command it is possible to configure cash units in a highly flexible manner that can satisfy a wide range of requirements.

Example 1: A retract cash unit may be configured to accept Level 2 and 3 notes.

Example 2: A retract cash unit may be configured to take an entire bunch (including Level 1, 2, 3, 4, fit and unfit notes).

It should be noted that the above two use cases are only examples, the combination of which *dwType* values can be configured for any given cash unit will be hardware dependent (see section 5.14).

## 6.15 WFS\_CMD\_CIM\_CONFIGURE\_NOTETYPES

---

**Description** This command is used to configure the note types the banknote reader should accept during cash-in. All note types the banknote reader should accept must be given in the input structure. If an unknown note type is given the error code WFS\_ERR\_UNSUPP\_DATA will be returned.

The values set by this command are persistent.

**Input Param** LPUSHORT lpusNoteIDs;

*lpusNoteIDs*

Pointer to a zero-terminated list of unsigned shorts which contains the note IDs of the banknotes the banknote reader can accept.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active. This device requires that no cash-in transaction is active in order to perform the command.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 6.16 WFS\_CMD\_CIM\_CREATE\_P6\_SIGNATURE

---

**Description** This command is used to create a reference signature (normally a level 3 note) that was checked and regarded as a forgery. The reference can be compared with the available signatures of the cash-in transactions to track back the customer.

When this command is executed, the CIM waits for a note to be inserted at the input position, transports the note to the recognition module, creates the signature and then returns the note to the output position.

The *bShutterControl* field of the WFSCIMCAPS structure returned from the WFS\_INF\_CIM\_CAPABILITIES query will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly control the shutter using the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands, or WFS\_CMD\_CIM\_PRESENT\_MEDIA command. If *bShutterControl* is FALSE then this command does not operate the shutter in any way, the application is responsible for all shutter control. If *bShutterControl* is TRUE then this command opens and closes the shutter at various times during the command execution and the shutter is finally closed when all items are removed.

The *bPresentControl* field of the WFS\_CIM\_POSCAPS structure returned from the WFS\_INF\_CIM\_POSITION\_CAPABILITIES query will determine whether or not it is necessary to call the WFS\_CMD\_CIM\_PRESENT\_MEDIA command in order to move items to the output position. If *bPresentControl* is TRUE then all items are moved immediately to the correct output position for removal (a WFS\_CMD\_CIM\_OPEN\_SHUTTER command will be needed in the case of explicit shutter control). If *bPresentControl* is FALSE then items are not returned immediately and must be presented to the correct output position for removal using the WFS\_CMD\_CIM\_PRESENT\_MEDIA command.

On devices with implicit shutter control, the WFS\_EXEE\_CIM\_INSERTITEMS event will be generated when the device is ready to start accepting media.

The application may have to execute this command repeatedly to make sure that all possible signatures are captured.

If a single note is entered and returned to the customer but cannot be processed fully (e.g. no recognition software in the recognition module, the note is not recognized, etc.) then a WFS\_EXEE\_CIM\_INPUTREFUSE event will be sent and the command will complete with WFS\_SUCCESS. In this case, the output parameters will be set as follows, *usNoteId* = zero, *ulLength* = zero, *dwOrientation* = WFS\_CIM\_ORUNKNOWN and *lpSignature* = NULL.

**Input Param** None.

**Output Param** LPWFSCIMP6SIGNATURE lpP6Signature;

```
typedef struct _wfs_cim_p6_signature
{
    USHORT          usNoteId;
    ULONG           ulLength;
    DWORD           dwOrientation;
    LPVOID          lpSignature;
} WFSCIMP6SIGNATURE, *LPWFSCIMP6SIGNATURE;
```

*usNoteId*  
Identification of note type.

*ulLength*  
Length of the signature in bytes.

*dwOrientation*  
Orientation of the entered banknote. Specified as one of the following flags:

Value	Meaning
WFS_CIM_ORFRONTTOP	If note is inserted wide side as the leading edge, the note was inserted with the front image facing up and the top edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the front image face up and the left edge was inserted first.
WFS_CIM_ORFRONTBOTTOM	If note is inserted wide side as the leading edge, the note was inserted with the front image facing up and the bottom edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the front image face up and the right edge was inserted first.
WFS_CIM_ORBACKTOP	If note is inserted wide side as the leading edge, the note was inserted with the back image facing up and the top edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the back image face up and the left edge was inserted first.
WFS_CIM_ORBACKBOTTOM	If note is inserted wide side as the leading edge, the note was inserted with the back image facing up and the bottom edge of the note was inserted first. If the note is inserted short side as the leading edge, the note was inserted with the back image face up and the right edge was inserted first.
WFS_CIM_ORUNKNOWN	The orientation for the inserted note can not be determined.
WFS_CIM_ORNOTSUPPORTED	The hardware is not capable to determine the orientation.

*lpSignature*

Pointer to the returned signature.

**Error Codes**

In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_TOOMANYITEMS	There was more than one banknote inserted for creating a signature.
WFS_ERR_CIM_NOITEMS	There was no banknote to create a signature.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_POSITION_NOT_EMPTY	The output position is not empty so a banknote cannot be inserted.
WFS_ERR_CIM_SHUTTERNOTOPEN	Shutter failed to open.
WFS_ERR_CIM_SHUTTERNOTCLOSED	Shutter failed to close.
WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected in the input position.

**Events**

In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_EXEE_CIM_INPUTREFUSE	The inserted item was no banknote or the note was not recognized.
WFS_SRVE_CIM_ITEMSINSERTED	Items have been inserted into the cash-in position by the user.
WFS_SRVE_CIM_ITEMSTAKEN	Items returned to the user have been taken.



WFS_SRVE_CIM_ITEMSPRESENTED	Items have been presented to the user to be taken.
WFS_EXEE_CIM_NOTEERROR	An item detection error occurred.
WFS_EXEE_CIM_INSERTITEMS	Device is ready to accept items from the user.
WFS_EXEE_CIM_INFO_AVAILABLE	Information is available for items detected during this operation.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments**      None.

## 6.17 WFS\_CMD\_CIM\_SET\_GUIDANCE\_LIGHT

---

**Description** This command is used to set the status of the CIM guidance lights. This includes defining the flash rate, the color and the direction. When an application tries to use a color or direction that is not supported then the Service Provider will return the generic error WFS\_ERR\_UNSUPP\_DATA.

**Input Param** LPWFSCIMSETGUIDLIGHT lpSetGuidLight;

```
typedef struct _wfs_cim_set_guidlight
{
    WORD                wGuidLight;
    DWORD              dwCommand;
} WFS_CIMSETGUIDLIGHT, *LPWFSCIMSETGUIDLIGHT;
```

*wGuidLight*

Specifies the index of the guidance light to set as one of the values defined within the capabilities section.

*dwCommand*

Specifies the state of the guidance light indicator as WFS\_CIM\_GUIDANCE\_OFF or a combination of the following flags consisting of one type B, optionally one type C and optionally one type D. If no value of type C is specified then the default color is used. The Service Provider determines which color is used as the default color.

Value	Meaning	Type
WFS_CIM_GUIDANCE_OFF	The light indicator is turned off.	A
WFS_CIM_GUIDANCE_SLOW_FLASH	The light indicator is set to flash slowly.	B
WFS_CIM_GUIDANCE_MEDIUM_FLASH	The light indicator is set to flash medium frequency.	B
WFS_CIM_GUIDANCE_QUICK_FLASH	The light indicator is set to flash quickly.	B
WFS_CIM_GUIDANCE_CONTINUOUS	The light indicator is turned on continuously (steady).	B
WFS_CIM_GUIDANCE_RED	The light indicator color is set to red.	C
WFS_CIM_GUIDANCE_GREEN	The light indicator color is set to green.	C
WFS_CIM_GUIDANCE_YELLOW	The light indicator color is set to yellow.	C
WFS_CIM_GUIDANCE_BLUE	The light indicator color is set to blue.	C
WFS_CIM_GUIDANCE_CYAN	The light indicator color is set to cyan.	C
WFS_CIM_GUIDANCE_MAGENTA	The light indicator color is set to magenta.	C
WFS_CIM_GUIDANCE_WHITE	The light indicator color is set to white.	C
WFS_CIM_GUIDANCE_ENTRY	The light indicator is set to the entry state.	D
WFS_CIM_GUIDANCE_EXIT	The light indicator is set to the exit state.	D

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALID_PORT	An attempt to set a guidance light to a new value was invalid because the guidance light does not exist.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command:

**Comments**

Guidance light support was added into the CIM primarily to support guidance lights for workstations where more than one instance of a CIM is present. The original SIU guidance light mechanism was not able to manage guidance lights for workstations with multiple CIMs. This command can also be used to set the status of the CIM guidance lights when only one instance of a CIM is present.

The slow and medium flash rates must not be greater than 2.0 Hz. It should be noted that in order to comply with American Disabilities Act guidelines only a slow or medium flash rate must be used.

## 6.18 WFS\_CMD\_CIM\_CONFIGURE\_NOTE\_READER

---

**Description** This command is used to configure the currency description configuration data into the banknote reader module. The format and location of the configuration data is vendor and/or hardware dependent.

**Input Param** LPWFSCIMCONFIGURENOTEREADER lpConfigureNoteReader;

```
typedef struct _wfs_cim_configure_note_reader
{
    BOOL bLoadAlways;
} WFS_CIM_CONFIGURE_NOTEREADER, *LPWFSCIMCONFIGURENOTEREADER;
```

*bLoadAlways*

If set to TRUE, the Service Provider loads the currency description data into the note reader, even if it is already loaded.

**Output Param** LPWFSCIMCONFIGURENOTEREADEROUT lpConfigureNoteReaderOut;

```
typedef struct _wfs_cim_configure_note_reader_out
{
    BOOL bRebootNecessary;
} WFS_CIM_CONFIGURE_NOTEREADEROUT, *LPWFSCIMCONFIGURENOTEREADEROUT;
```

*bRebootNecessary*

If set to TRUE, the machine needs a reboot before the note reader can be accessed again.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_LOADFAILED	The load failed because the device is in a state that will not allow the configuration data to be loaded at this time, for example on some devices there may be notes present in the cash units when they should not be.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 6.19 WFS\_CMD\_CIM\_COMPARE\_P6\_SIGNATURE

---

<b>Description</b>	<p>This command is used to compare the signatures of a reference banknote with the available signatures of the cash-in transactions.</p> <p>The reference signatures are created by the WFS_CMD_CIM_CREATE_P6_SIGNATURE command.</p> <p>The transaction signatures are obtained through the WFS_INF_CIM_GET_P6_SIGNATURE command.</p> <p>The signatures (1 to 4) of the reference banknote are typically the signatures of the 4 orientations of the banknote.</p> <p>The WFS_CMD_CIM_COMPARE_P6_SIGNATURE command may return a single indication or a list of indications to the matching signatures, each one associated to a confidence level factor. If the Service Provider does not support the confidence level factor, it returns a single indication to the best matching signature with the confidence level factor set to zero.</p> <p>If the comparison completed with no matching signatures found then the command returns WFS_SUCCESS with <i>lppP6SignaturesIndex</i> set to NULL and <i>usCount</i> set to zero.</p> <p>This command must be used outside of the cash-in transactions and outside of exchange states.</p>
<b>Input Param</b>	<p>LPWFSCIMP6COMPARESIGNATURE lpP6CompareSignature;</p> <pre>typedef struct _wfs_cim_p6_compare_signature {     LPWFSCIMP6SIGNATURE      *lppP6ReferenceSignatures;     LPWFSCIMP6SIGNATURE      *lppP6Signatures; } WFSIMP6COMPARESIGNATURE, *LPWFSCIMP6COMPARESIGNATURE;</pre> <p><i>lppP6ReferenceSignatures</i> Pointer to a NULL-terminated array of pointers to WFSIMP6SIGNATURE structures.</p> <p>Each pointer points to the signature corresponding to one orientation of a single reference banknote.</p> <p>At least one orientation must be provided. If no orientations are provided (this pointer is NULL or points to NULL) the command returns WFS_ERR_INVALID_DATA. For a description of the WFSIMP6SIGNATURE structure see the definition of the command WFS_CMD_CIM_CREATE_P6_SIGNATURE.</p> <p><i>lppP6Signatures</i> Pointer to a NULL-terminated array of pointers to WFSIMP6SIGNATURE structures. Each pointer points to a level 2/3 signature, from the cash-in transactions, to be compared with the reference signatures in <i>lppP6ReferenceSignature</i>.</p> <p>At least one signature must be provided. If there are no signatures provided (this pointer is NULL or points to NULL) the command returns WFS_ERR_INVALID_DATA.</p> <p>For a description of the WFSIMP6SIGNATURE structure see the definition of the command WFS_INF_CIM_GET_P6_SIGNATURE.</p>
<b>Output Param</b>	<p>LPWFSCIMP6COMPARERESULT lpP6CompareResult;</p> <pre>typedef struct _wfs_cim_p6_compare_result {     USHORT                    usCount;     LPWFSCIMP6SIGNATURESINDEX *lppP6SignaturesIndex; } WFSIMP6COMPARERESULT, *LPWFSCIMP6COMPARERESULT;</pre> <p><i>usCount</i> Number of WFSIMP6SIGNATURESINDEX structures returned in <i>lppP6SignaturesIndex</i>.</p> <p><i>lppP6SignaturesIndex</i> Pointer to a NULL-terminated array of pointers to WFSIMP6SIGNATURESINDEX structures. This pointer is NULL and <i>usCount</i> is zero when the compare operation completes with no match found.</p>

If there are matches found, *lppP6SignaturesIndex* contains the indexes of the matching signatures from the input parameter *lppP6Signatures*.

If there is a match found but the Service Provider does not support the confidence level factor, *lppP6SignaturesIndex* contains a single index with *usConfidenceLevel* set to zero.

```
typedef struct _wfs_cim_P6_signatures_index
{
    USHORT          usIndex;
    USHORT          usConfidenceLevel;
    ULONG           ulLength;
    LPVOID          lpComparisonData;
} WFS_CIMP6SIGNATURESINDEX, *LPWFS_CIMP6SIGNATURESINDEX;
```

*usIndex*

Specifies the index (zero to *usNumOfSignatures*-1) of the matching signature from the input parameter *lppP6Signatures*.

*usConfidenceLevel*

Specifies the level of confidence for the match found. This value is in a scale 1 - 100, where 100 is the maximum confidence level. This value is zero if the Service Provider does not support the confidence level factor.

*ulLength*

Length of the comparison data in bytes.

*lpComparisonData*

Pointer to vendor dependent comparison result data. This data may be used as justification for the signature match or confidence level. This pointer is NULL if no additional comparison data is returned.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in the exchange state.
WFS_ERR_CIM_INVALIDREFSIG	At least one of the reference signatures is invalid. The application should prompt the operator to carefully retry the creation of the reference signatures.
WFS_ERR_CIM_INVALIDTRNSIG	At least one of the transaction signatures is invalid.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** Due to the potential for signatures to be large, as well as the possibility that it may be necessary to compare the reference signature with a large number of signatures, applications should be aware of the amount of data passed as input to this command. In some cases, it may be necessary to execute this command more than once, with subsets of the total signatures, and then afterward compare the results from each execution.

## 6.20 WFS\_CMD\_CIM\_POWER\_SAVE\_CONTROL

---

<b>Description</b>	<p>This command activates or deactivates the power saving mode.</p> <p>If the Service Provider receives another execute command while in power saving mode, the Service Provider automatically exits the power saving mode, and executes the requested command. If the Service Provider receives an information command while in power saving mode, the Service Provider will not exit the power saving mode.</p>								
<b>Input Param</b>	<p>LPWFSCIMPOWERSAVECONTROL lpPowerSaveControl;</p> <pre>typedef struct _wfs_cim_power_save_control {     USHORT                usMaxPowerSaveRecoveryTime; } WFS_CIMPOWERSAVECONTROL, *LPWFSCIMPOWERSAVECONTROL;</pre> <p><i>usMaxPowerSaveRecoveryTime</i> Specifies the maximum number of seconds in which the device must be able to return to its normal operating state when exiting power save mode. The device will be set to the highest possible power save mode within this constraint. If <i>usMaxPowerSaveRecoveryTime</i> is set to zero then the device will exit the power saving mode.</p>								
<b>Output Param</b>	None.								
<b>Error Codes</b>	<p>In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:</p> <table border="0"> <thead> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Value</th> <th style="text-align: left; border-bottom: 1px solid black;">Meaning</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">WFS_ERR_CIM_POWERSAVETOOSHORT</td> <td style="border-bottom: 1px solid black;">The power saving mode has not been activated because the device is not able to resume from the power saving mode within the specified <i>usMaxPowerSaveRecoveryTime</i> value.</td> </tr> <tr> <td style="border-bottom: 1px solid black;">WFS_ERR_CIM_POWERSAVEMEDIAPRESENT</td> <td style="border-bottom: 1px solid black;">The power saving mode has not been activated because media is present inside the device.</td> </tr> <tr> <td style="border-bottom: 1px solid black;">WFS_ERR_CIM_EXCHANGEACTIVE</td> <td style="border-bottom: 1px solid black;">The CIM is in an exchange state.</td> </tr> </tbody> </table>	Value	Meaning	WFS_ERR_CIM_POWERSAVETOOSHORT	The power saving mode has not been activated because the device is not able to resume from the power saving mode within the specified <i>usMaxPowerSaveRecoveryTime</i> value.	WFS_ERR_CIM_POWERSAVEMEDIAPRESENT	The power saving mode has not been activated because media is present inside the device.	WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
Value	Meaning								
WFS_ERR_CIM_POWERSAVETOOSHORT	The power saving mode has not been activated because the device is not able to resume from the power saving mode within the specified <i>usMaxPowerSaveRecoveryTime</i> value.								
WFS_ERR_CIM_POWERSAVEMEDIAPRESENT	The power saving mode has not been activated because media is present inside the device.								
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.								
<b>Events</b>	<p>In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:</p> <table border="0"> <thead> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Value</th> <th style="text-align: left; border-bottom: 1px solid black;">Meaning</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">WFS_SRVE_CIM_POWER_SAVE_CHANGE</td> <td style="border-bottom: 1px solid black;">The power save recovery time has changed.</td> </tr> </tbody> </table>	Value	Meaning	WFS_SRVE_CIM_POWER_SAVE_CHANGE	The power save recovery time has changed.				
Value	Meaning								
WFS_SRVE_CIM_POWER_SAVE_CHANGE	The power save recovery time has changed.								
<b>Comments</b>	None.								

## 6.21 WFS\_CMD\_CIM\_REPLENISH

---

**Description** This command replenishes items from a single cash unit to multiple cash units. Applications can use this command to ensure that there is the optimum number of items in the cassettes by moving items from a source cash unit to a target cash unit. This is especially applicable if a replenishment cash unit is used for the replenishment and can help to minimize manual replenishment operations.

The `WFS_INF_CIM_REPLENISH_TARGET` command can be used to determine what cash units can be specified as target cash units for a given source cash unit. Any items which are removed from the source cash unit that are not of the correct currency ID and value for the target cash unit during execution of this command will be returned to the source cash unit.

The `ulCount`, `ulCashInCount`, `ulDispensedCount` and `ulRejectCount` returned with the `WFS_INF_CIM_CASH_UNIT_INFO` command will be updated as part of the execution of this command. Also for cash recyclers the `ulCount`, `ulDispensedCount` and `ulRejectCount` returned with the `WFS_INF_CDM_CASH_UNIT_INFO` command will be updated as part of the execution of this command.

If the command fails after some items have been moved, the command will complete with an appropriate error code, and a `WFS_EXEE_CIM_INCOMPLETEREPLENISH` event will be sent.

**Input Param** LPWFSCIMREP lpReplenish;

```
typedef struct _wfs_cim_replenish
{
    USHORT                usNumberSource;
    LPWFSCIMREPTARGET    *lppReplenishTargets;
} WFS_CIM_REPLENISH;
```

*usNumberSource*

Index number of the logical cash unit from which items are to be removed. This is the index number identifier defined in the *usNumber* field of the `WFSCIMCASHIN` structure of the output data of the `WFS_INF_CIM_CASH_UNIT_INFO` command.

*lppReplenishTargets*

Pointer to a NULL-terminated array of pointers to `WFSCIMREPTARGET` structures. There must be at least one array element:

```
typedef struct_wfs_cim_replenish_target
{
    USHORT                usNumberTarget;
    ULONG                ulNumberOfItemsToMove;
    BOOL                 bRemoveAll;
} WFS_CIM_REPLENISH_TARGET;
```

*usNumberTarget*

Index number of the logical cash unit to which items are to be moved. This is the index number identifier defined in the *usNumber* field of the `WFSCIMCASHIN` structure of the output data of the `WFS_INF_CIM_CASH_UNIT_INFO` command.

*ulNumberOfItemsToMove*

The number of items to be moved to the target cash unit. Any items which are removed from the source cash unit that are not of the correct currency ID and value for the target cash unit during execution of this command will be returned to the source cash unit. This field will be ignored if the *bRemoveAll* parameter is set to TRUE.

*bRemoveAll*

Specifies if all items are to be moved to the target cash unit. Any items which are removed from the source cash unit that are not of the correct currency ID and value for the target cash unit during execution of this command will be returned to the source cash unit. If TRUE all items in the source will be moved, regardless of the *ulNumberOfItemsToMove* field value. If FALSE the number of items specified with *ulNumberOfItemsToMove* will be moved.

**Output Param** LPWFSCIMREPRES lpReplenishResult;



```
typedef struct _wfs_cim_replenish_result
{
    ULONG                ulNumberOfItemsRemoved;
    ULONG                ulNumberOfItemsRejected;
    LPWFSCIMREPTARGETRES *lppReplenishTargetResults;
} WFSCIMREPRES, *LPWFSCIMREPRES;
```

*ulNumberOfItemsRemoved*

Total number of items removed from the source cash unit including rejected items during execution of this command.

*ulNumberOfItemsRejected*

Total number of items rejected during execution of this command.

*lppReplenishTargetResults*

Pointer to a NULL-terminated array of pointers to WFSCIMREPTARGETRES structures. In the case where one note type has several releases and these are moved, or where items are moved from a multi denomination cash unit to a multi denomination cash unit, each target can receive several *usNoteID* note types. For example: If one single target was specified with the *lppReplenishTargets* input structure, and this target received two different *usNoteID* note types, then the *lppReplenishTargetResults* array will have two elements. Or if two targets were specified and the first target received two different *usNoteID* note types and the second target received three different *usNoteID* note types, then the *lppReplenishTargetResults* array will have five elements:

```
typedef struct _wfs_cim_replenish_target_result
{
    USHORT                usNumberTarget
    USHORT                usNoteID;
    ULONG                ulNumberOfItemsReceived;
} WFSCIMREPTARGETRES, *LPWFSCIMREPTARGETRES;
```

*usNumberTarget*

Index number of the logical cash unit to which items have been moved. This is the index number identifier defined in the *usNumber* field of the WFSCIMCASHIN structure of the output data of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

*usNoteID*

Identification of note type. The note ID represents the note identifiers reported by the WFS\_INF\_CIM\_BANKNOTE\_TYPES command.

*ulNumberOfItemsReceived*

Total number of items received in this target cash unit of the *usNoteID* note type. A zero value will be returned if this target cash unit did not receive any items of this note type, for example due to a cash unit or transport jam.

**Error Codes**

In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHUNITERROR	A problem occurred with a cash unit. A WFS_EXEE_CIM_CASHUNITERROR event will be sent with the details. If appropriate a WFS_EXEE_CIM_INCOMPLETE-REPLENISH event will also be sent.
WFS_ERR_CIM_INVALIDCASHUNIT	The source or target cash unit specified is invalid for this operation. The WFS_INF_CIM_REPLENISH_TARGET command can be used to determine which source or target is valid.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.

**Events**

In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

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<u>Value</u>	<u>Meaning</u>
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units.
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with a cash unit.
WFS_EXEE_CIM_NOTEERROR	An item detection error has occurred.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected during this operation.
WFS_EXEE_CIM_INCOMPLETEREPLENISH	If this command fails with an error code (not WFS_SUCCESS) but some items have been moved, then the details will be reported with this event. This event can only occur once per command.

**Comments**      None.

## 6.22 WFS\_CMD\_CIM\_SET\_CASH\_IN\_LIMIT

**Description** This command specifies the amount/number of items limitation for the current cash-in transaction. This command can only be called after the WFS\_CMD\_CIM\_CASH\_IN\_START command and before the first WFS\_CMD\_CIM\_CASH\_IN command, otherwise it will fail with the WFS\_ERR\_SEQUENCE\_ERROR error. Any command that completes the cash-in transaction (i.e. WFS\_CMD\_CIM\_CASH\_IN\_END, WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK, WFS\_CMD\_CIM\_RETRACT and WFS\_CMD\_CIM\_RESET commands) will clear the limit.

This limit is active until the end of the current cash-in transaction. The use of this command is optional, however it needs to be called for each cash-in transaction that needs a limitation.

This command does not disable/enable the recognition of individual note types. The WFS\_CMD\_CIM\_CONFIGURE\_NOTETYPES command must be used to refuse a certain note type during cash-in transactions.

If WFS\_CIM\_LIMITMULTIPLE is specified in the *fwCashInLimit* capability, the command may be called multiple times to add to or override amount limits placed on the current cash-in transaction; the input parameter descriptions below define whether limits are added or overridden. If WFS\_CIM\_LIMITMULTIPLE is not specified, this command can only be called once per cash-in transaction otherwise it will fail with the WFS\_ERR\_SEQUENCE\_ERROR error.

**Input Param** LPWFSCIMCASHINLIMIT lpCashInLimit;

Pointer to the WFSCIMCASHINLIMIT structure. This cash-in limit structure can be used to limit the items that can be accepted during the cash-in transaction. The limit set does not include counterfeit or suspected counterfeit items which may be detected during such a cash-in transaction. If the *lpCashInLimit* field is set to a NULL pointer there is no specific amount/number of items limit for the cash-in transaction and any previously set limits are removed. Note that the cash-in limit set by this command may itself be limited by the physical cash-in limitation of the device.

If one or more limit conditions have been set by this command, the limit reached during the WFS\_CMD\_CIM\_CASH\_IN command will be reported in the *lpusReason* field of the WFS\_EXEE\_CIM\_INPUTREFUSE event.

```
typedef struct _wfs_cim_cash_in_limit
{
    ULONG ulTotalItemsLimit;
    LPWFSCIMAMOUNTLIMIT lpAmountLimit;
} WFSCIMCASHINLIMIT, *LPWFSCIMCASHINLIMIT;
```

### *ulTotalItemsLimit*

If set to a non-zero value, specifies a limit on the total number of items to be accepted during the cash-in transaction. If set to a zero value, this limitation will not be performed.

This limitation can only be used if WFS\_CIM\_LIMITBYTOTALITEMS is specified in the *fwCashInLimit* field of the WFS\_INF\_CIM\_CAPABILITIES command. If *ulTotalItemsLimit* is non-zero but not supported the WFS\_ERR\_UNSUPP\_DATA error will be returned and no limit will be set.

This parameter overrides any previously set limit on the total number of items.

### *lpAmountLimit*

Pointer to the WFSCIMAMOUNTLIMIT structure.

This limitation can only be used if WFS\_CIM\_LIMITBYAMOUNT is reported in the *fwCashInLimit* field of the WFS\_INF\_CIM\_CAPABILITIES command. If *lpAmountLimit* is not NULL but not supported the WFS\_ERR\_UNSUPP\_DATA error will be returned and no limit will be set.

If *lpAmountLimit* is set to a NULL pointer, this has no impact.

If *lpAmountLimit* is not NULL, this specifies the maximum amount of the currency specified by *cCurrencyID* which can be accepted in the current cash-in transaction. If the currency has already been specified for the current cash-in transaction, the maximum amount is overridden for that currency. If the currency has not already been specified, it is added to a set of currency specific limits to apply to the cash-in transaction. If any currency limits are specified for the current cash-in transaction, the handling of other currencies is dependent on whether the WFS\_CIM\_LIMITREFUSEOTHER flag is reported in the *fwCashInLimit* field of the WFS\_INF\_CIM\_CAPABILITIES command. See Comments below for examples.

```
typedef struct _wfs_cim_amount_limit
{
    CHAR                cCurrencyID[3];
    ULONG               ulAmount;
} WFS_CIM_AMOUNTLIMIT, *LPWFS_CIM_AMOUNTLIMIT;
```

*cCurrencyID*

Currency identifier in ISO 4217 format [Ref. 2]. This must not be three ASCII 0x20 characters.

*ulAmount*

If set to a non-zero value, specifies a limit on the total amount of the cash-in transaction for the specified *cCurrencyID*. This value is expressed in minimum dispense units (see section WFS\_INF\_CIM\_CURRENCY\_EXP). If set to a zero value, no amount limit will apply to the specified currency.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** Where a CIM device can accept multiple currencies, this command can be called several times to specify the limits for each individual currency if WFS\_CIM\_LIMITMULTIPLE is reported in the *fwCashInLimit* capability. The following examples illustrate different limits set on cash-in transactions on a CIM device which can accept EUR, GBP and USD and shows that both amount and total number of items limits can be specified for a single transaction.

If the WFS\_CIM\_LIMITREFUSEOTHER flag is reported in the *fwCashInLimit* field of the WFS\_INF\_CIM\_CAPABILITIES command, if any currency amounts are specified, any currencies not specified are refused. If the WFS\_CIM\_LIMITREFUSEOTHER flag is not reported, then unspecified currencies are accepted, therefore a currency may only be completely refused if all its note types are disabled using WFS\_CMD\_CIM\_CONFIGURE\_NOTETYPES.

Transaction limits	WFS_CMD_CIM_SET_CASH_IN_LIMIT calls ( <i>ulTotalItemsLimit</i> , <i>cCurrencyID</i> , <i>ulAmount</i> )
EUR 100 or GBP 200 or USD 500	0, EUR, 100
Maximum number of items allowed limited by physical capability	0, GBP, 200 0, USD, 500
EUR 100 or GBP 200, USD handled per WFS_CIM_LIMITREFUSEOTHER definition	50, EUR, 100 50, GBP, 200
Maximum 50 items allowed	
USD 500, other currencies handled per WFS_CIM_LIMITREFUSEOTHER definition	0, USD, 500
Maximum number of items allowed limited by physical capability	

EUR limited by physical capability of the device. Other currencies handled per WFS_CIM_LIMITREFUSEOTHER definition	<i>0, EUR, 0</i>
EUR limited by physical capability of the device GBP 100, USD handled per WFS_CIM_LIMITREFUSEOTHER definition	<i>0, EUR, 0</i> <i>0, GBP, 100</i>

## 6.23 WFS\_CMD\_CIM\_CASH\_UNIT\_COUNT

---

**Description** This command counts the items in the cash unit(s). If it is necessary to move items internally to count them, the items should be returned to the cash unit from which they originated before completion of the command. If items could not be moved back to the cash unit they originated from and did not get rejected, the command will complete with an appropriate error.

During the execution of this command one WFS\_SRVE\_CIM\_CASHUNITINFOCHANGED event will be generated for each cash unit that has been counted successfully, or if the counts have changed, even if the overall command fails.

After completion of this command the number of items rejected can be determined by calling the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command and checking the value of the *ulRejectCount* field within the WFSCIMCASHIN structure and WFSCIMPHCU substructures. The *ulRejectCount* value is incremented by one for each item rejected during execution of this command.

This command is designed to be used on CIM devices where the *ulCount* cannot be guaranteed to be accurate and therefore may need to be automatically counted periodically. Upon successful completion, for those cash units that have been counted, the *ulCount* field within the WFSCIMCASHIN structure and its WFSCIMNOTENUMBERLIST and WFSCIMPHCU substructures are accurately reported with the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

**Input Param** LPWFSCIMCOUNT lpCount;

If the *fwCountActions* WFS\_CIM\_COUNTINDIVIDUAL capability is supported, this structure can provide data indicating which cash units are to be counted. If the *fwCountActions* WFS\_CIM\_COUNTALL capability is supported, this pointer can be NULL, and all cash units will be counted.

```
typedef struct _wfs_cim_count
{
    USHORT                usCount;
    LPUSHORT              lpusCUNumList;
} WFSCIMCOUNT, *LPWFSCIMCOUNT;
```

*usCount*

Number of individual logical cash units to be counted. This is also the size of the array contained in the *lpusCUNumList* field.

*lpusCUNumList*

Pointer to an array of USHORT values containing the logical numbers of the individual cash units to be counted. All physical cash units which the logical cash unit is composed of will be counted. If an invalid logical number is contained in this list, the command will fail with a WFS\_ERR\_CIM\_CASHUNITERROR error.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDCASHUNIT	At least one of the logical cash units specified is either invalid or does not support being counted. No cash units have been counted.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_TOOMANYITEMSTOCOUNT	There were too many items. The required internal position may have been of insufficient size. All items should be returned to the cash unit from which they originated.
WFS_ERR_CIM_COUNTPOSNOTEMPTY	A required internal position is not empty so a cash unit count is not possible.

WFS\_ERR\_CIM\_CASHUNITERROR      A cash unit caused a problem. A  
 WFS\_EXEE\_CIM\_CASHUNITERROR  
 event will be posted with the details.

**Events**      In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_SRVE_CIM_CASHUNITINFOCHANGED	The counting of a cash unit has completed or the counts have changed.
WFS_SRVE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units.
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with a cash unit.
WFS_EXEE_CIM_NOTEERROR	An item detection error has occurred.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected during this operation.

**Comments**      None.

## 6.24 WFS\_CMD\_CIM\_DEVICE\_LOCK\_CONTROL

---

**Description** This command can be used to lock or unlock a CIM device, it can also be used to lock or unlock one or more cash units.

During normal device operation the device and cash units will be locked and removal will not be possible. If supported the device or cash units can be unlocked, ready for removal. In this situation the device will still remain online and cash-in or dispense operations will be possible, as long as the device or cash units are not physically removed from their normal operating position.

If the lock action is specified and the device or cash units are already locked, or if the unlock action is specified and the device or cash units are already unlocked then the action will complete successfully.

Once a cash unit has been removed and reinserted it will then have a WFS\_CIM\_STATCUMANIP status. This status can only be cleared by issuing a WFS\_CMD\_CIM\_START\_EXCHANGE/WFS\_CMD\_CIM\_END\_EXCHANGE command sequence.

The device and all cash units will also be locked implicitly as part of the execution of the WFS\_CMD\_CIM\_END\_EXCHANGE or the WFS\_CMD\_CIM\_RESET command.

**Input Param** LPWFSCIMDEVICELOCKCONTROL lpDeviceLockControl;

```
typedef struct _wfs_cim_device_lock_control
{
    WORD                wDeviceAction;
    WORD                wCashUnitAction;
    LPWFSCIMUNITLOCKCONTROL *lppUnitLockControl;
} WFSCIMDEVICELOCKCONTROL, *LPWFSCIMDEVICELOCKCONTROL;
```

*wDeviceAction*

Specifies to lock or unlock the CIM device in its normal operating position. Possible values are:

Value	Meaning
WFS_CIM_LOCK	Locks the CIM device so that it cannot be removed from its normal operating position.
WFS_CIM_UNLOCK	Unlocks the CIM device so that it can be removed from its normal operating position.
WFS_CIM_NOLOCKACTION	No lock/unlock action will be performed on the CIM device.

*wCashUnitAction*

Specifies the type of lock/unlock action on physical cash units as one of the following values:

Value	Meaning
WFS_CIM_LOCKALL	Locks all physical cash units supported.
WFS_CIM_UNLOCKALL	Unlocks all physical cash units supported.
WFS_CIM_LOCKINDIVIDUAL	Locks/unlocks physical cash units individually as specified in the <i>lppUnitLockControl</i> parameter.
WFS_CIM_NOLOCKACTION	No lock/unlock action will be performed on cash units.

*lppUnitLockControl*

Pointer to a NULL-terminated array of pointers to WFSCIMUNITLOCKCONTROL structures; only valid in the case where WFS\_CIM\_LOCKINDIVIDUAL is specified in the *wCashUnitAction* field. Otherwise this field will be ignored. Each element specifies one cash unit to be locked/unlocked:

```
typedef struct _wfs_cim_unit_lock_control
{
    LPSTR                lpPhysicalPositionName;
    WORD                wUnitAction;
} WFSCIMUNITLOCKCONTROL, *LPWFSCIMUNITLOCKCONTROL;
```



*lpPhysicalPositionName*

Specifies which physical cash unit is to be locked/unlocked. This name is the same as the *lpPhysicalPositionName* in the WFSCIMPHCU structure. Only physical cash units reported by the WFS\_INF\_CIM\_DEVICELOCK\_STATUS command can be specified.

*wUnitAction*

Specifies whether to lock or unlock the physical cash unit indicated in the *lpPhysicalPositionName* parameter. Possible values are:

Value	Meaning
WFS_CIM_LOCK	Locks the specified cash unit so that it cannot be removed from the CIM device.
WFS_CIM_UNLOCK	Unlocks the specified cash unit so that it can be removed from the CIM device.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_INVALIDCASHUNIT	The cash unit type specified is invalid.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM service is in an exchange state.
WFS_ERR_CIM_DEVICELOCKFAILURE	The device and/or the cash units specified could not be locked/unlocked. (e.g. the lock action could not be performed because the cash unit specified to be locked had been removed).

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units.
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with a cash unit.

**Comments** The normal command sequence is as follows:

Step 1: WFS\_CMD\_CIM\_DEVICE\_LOCK\_CONTROL command is executed to unlock the device and some or all of the cash units.

Step 2: Optionally a WFS\_CMD\_CIM\_CASH\_IN\_START / WFS\_CMD\_CIM\_CASH\_IN / WFS\_CMD\_CIM\_CASH\_IN\_END cash-in transaction or a WFS\_CMD\_CDM\_DISPENSE / WFS\_CMD\_CDM\_PRESENT transaction on a cash recycler device may be performed.

Step 3: The operator was not required to remove any of the cash units, all cash units are still in their original position.

Step 4: WFS\_CMD\_CIM\_DEVICE\_LOCK\_CONTROL command is executed to lock the device and the cash units.

The relation of lock/unlock control with the WFS\_CMD\_CIM\_START\_EXCHANGE and the WFS\_CMD\_CIM\_END\_EXCHANGE commands is as follows:

Step 1: WFS\_CMD\_CIM\_DEVICE\_LOCK\_CONTROL command is executed to unlock the device and some or all of the cash units.

Step 2: Optionally a WFS\_CMD\_CIM\_CASH\_IN\_START / WFS\_CMD\_CIM\_CASH\_IN / WFS\_CMD\_CIM\_CASH\_IN\_END cash-in transaction or a WFS\_CMD\_CDM\_DISPENSE / WFS\_CMD\_CDM\_PRESENT transaction on a cash recycler device may be performed.

Step 3: The operator removes and reinserts one or multiple of the previously unlocked cash units. The associated WFS\_SRVE\_CIM\_CASHUNITINFOCHANGED event will be posted and after the reinsertion the cash unit will show the status WFS\_CIM\_STATCUMANIP.

Step 4: WFS\_CMD\_CIM\_START\_EXCHANGE command is executed.

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Step 5: WFS\_CMD\_CIM\_END\_EXCHANGE command is executed. During this command execution the Service Provider implicitly locks the device and all previously unlocked cash units. The cash unit status of the previously removed cash unit will be reset.

## 6.25 WFS\_CMD\_CIM\_SET\_MODE

---

**Description** This execute command is used to set the deposit mode for the device and is only applicable for Mixed Media processing. The deposit mode determines how the device will process non cash items that are inserted. The deposit mode applies to all subsequent transactions. The deposit mode is persistent and is unaffected by a device reset by WFS\_CMD\_CIM\_RESET or reset on another interface. The command will fail with a WFS\_ERR\_INVALID\_DATA error where an attempt is made to set a mode that is not supported.

**Input Param** LPWFSCIMSETMODE lpMode;

```
typedef struct _wfs_cim_setmode
{
    WORD wMixedMode;
} WFS_CIMSETMODE, *LPWFSCIMSETMODE;
```

*wMixedMode*

Specifies the Mixed Media mode of the device as one of the following values:

Value	Meaning
WFS_CIM_MIXEDMEDIANOTACTIVE	Mixed Media transactions are deactivated. This is the default mode.
WFS_CIM_IPMMIXEDMEDIA	Mixed Media transactions are activated in combination with the IPM interface as defined by the capability <i>wMixedMode</i> .

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_MEDIAINACTIVE	An item processing transaction is active.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** The commands WFS\_CMD\_CIM\_SET\_MODE and WFS\_CMD\_IPM\_SET\_MODE are equivalent; an application can use either to control the Mixed Media mode. If the requested mode is already active WFS\_CMD\_CIM\_SET\_MODE command returns with WFS\_SUCCESS.

## 6.26 WFS\_CMD\_CIM\_PRESENT\_MEDIA

**Description** This command opens the shutter and presents items to be taken by the customer. The shutter is automatically closed after the media is taken. The command can be called after a WFS\_CMD\_CIM\_CASH\_IN, WFS\_CMD\_CIM\_ROLLBACK, WFS\_CMD\_CIM\_RESET or WFS\_CMD\_CIM\_CREATE\_P6\_SIGNATURE command and can be used with explicit and implicit shutter control. The command is only valid on positions where *fwUsage* reported by the WFS\_INF\_CIM\_POSITION\_CAPABILITIES command is WFS\_CIM\_POSROLLBACK or WFS\_CIM\_POSREFUSE and where *bPresentControl* reported by the WFS\_INF\_CIM\_POSITION\_CAPABILITIES command is FALSE.

This command cannot be used to present items stacked through the CDM interface. Where this is attempted the command fails with a WFS\_ERR\_SEQUENCE\_ERROR error.

### Mixed Media Mode:

If the device is operating in Mixed Media mode (WFS\_CIMSTATUS.wMixedMode == WFS\_CIM\_IPMMIXEDMEDIA) this command will not perform any operation unless the WFS\_CMD\_IPM\_PRESENT\_MEDIA command is called or has already been called on the IPM interface. Shutter control on devices that support Mixed Media processing is always implicit.

**Input Param** LPWFSCIMPRESENT lpPresent;

If the input parameter is NULL then all refused items are returned from all positions in a sequence determined by the Service Provider.

```
typedef struct _wfs_cim_present
{
    WORD                    fwPosition;
} WFS_CIMPRESENT, *LPWFSCIMPRESENT;
```

### *fwPosition*

Describes the position where the media is to be presented as one of the following values:

Value	Meaning
WFS_CIM_POSNULL	The default configuration information should be used.
WFS_CIM_POSINLEFT	Present items to the left input position.
WFS_CIM_POSINRIGHT	Present items to the right input position.
WFS_CIM_POSINCENTER	Present items to of the center input position.
WFS_CIM_POSINTOP	Present items to the top input position.
WFS_CIM_POSINBOTTOM	Present items to the bottom input position.
WFS_CIM_POSINFRONT	Present items to the front input position.
WFS_CIM_POSINREAR	Present items to the rear input position.
WFS_CIM_POSOUTLEFT	Present items to the left output position.
WFS_CIM_POSOUTRIGHT	Present items to the right output position.
WFS_CIM_POSOUTCENTER	Present items to the center output position.
WFS_CIM_POSOUTTOP	Present items to the top output position.
WFS_CIM_POSOUTBOTTOM	Present items to the bottom output position.
WFS_CIM_POSOUTFRONT	Present items to the front output position.
WFS_CIM_POSOUTREAR	Present items to of the rear output position.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_UNSUPPOSITION	The position specified is not supported or is not a valid position for this command.
WFS_ERR_CIM_SHUTTERNOTOPEN	Shutter failed to open.
WFS_ERR_CIM_NOITEMS	There were no items to present at the specified position.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected in the input position.

**Events**

In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_SRVE_CIM_ITEMSTAKEN	The items have been removed by the user. This event is only generated if the <i>bItemsTakenSensor</i> field returned in the capabilities information is TRUE.
WFS_SRVE_CIM_ITEMSPRESENTED	Items have been presented to the user to be taken.
WFS_SRVE_CIM_SHUTTERSTATUSCHANGED	The shutter status has changed.

**Comments**

None.

## 6.27 WFS\_CMD\_CIM\_DEplete

---

**Description** This command removes items from multiple cash units to a single cash unit. Applications can use this command to ensure that there is the optimum number of items in the cassettes by moving items from source cash units to a target cash unit. This is especially applicable if surplus items are removed from multiple recycle cash units to a replenishment cash unit and can help to minimize manual replenishment operations.

The WFS\_INF\_CIM\_DEplete\_SOURCE command can be used to determine what cash units can be specified as source cash units for a given target cash unit.

The *ulCount*, *ulCashInCount*, *ulDispensedCount* and *ulRejectCount* returned with the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command will be updated as part of the execution of this command. Also for cash recyclers the *ulCount*, *ulDispensedCount* and *ulRejectCount* returned with the WFS\_INF\_CDM\_CASH\_UNIT\_INFO command will be updated as part of the execution of this command.

If the command fails after some items have been moved, the command will complete with an appropriate error code, and a WFS\_EXEE\_CIM\_INCOMPLETEDEplete event will be sent.

**Input Param** LPWFSCIMDEP lpDeplete;

```
typedef struct _wfs_cim_deplete
{
    LPWFSCIMDEPSOURCE      *lppDepleteSources;
    USHORT                  usNumberTarget;
} WFSCIMDEP, *LPWFSCIMDEP;
```

*lppDepleteSources*

Pointer to a NULL-terminated array of pointers to WFSCIMDEPSOURCE structures. There must be at least one WFSCIMDEPSOURCE structure:

```
typedef struct _wfs_cim_deplete_source
{
    USHORT                  usNumberSource;
    ULONG                  ulNumberOfItemsToMove;
    BOOL                    bRemoveAll;
} WFSCIMDEPSOURCE, *LPWFSCIMDEPSOURCE;
```

*usNumberSource*

Index number of the logical cash unit from which items are to be removed. This is the index number identifier defined in the *usNumber* field of the WFSCIMCASHIN structure of the output data of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

*ulNumberOfItemsToMove*

The number of items to be moved from the source cash unit. This must be equal to or less than the count of items reported for the cash unit specified by *usNumberSource*. This field will be ignored if the *bRemoveAll* parameter is set to TRUE.

*bRemoveAll*

Specifies if all items are to be moved from the source cash unit. If TRUE all items in the source will be moved, regardless of the *ulNumberOfItemsToMove* field value. If FALSE the number of items specified with *ulNumberOfItemsToMove* will be moved.

*usNumberTarget*

Index number of the logical cash unit to which items are to be moved. This is the index number identifier defined in the *usNumber* field of the WFSCIMCASHIN structure of the output data of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

**Output Param** LPWFSCIMDEPRES lpDepleteResult;

```
typedef struct _wfs_cim_deplete_result
{
    ULONG                  ulNumberOfItemsReceived;
    ULONG                  ulNumberOfItemsRejected;
    LPWFSCIMDEPSOURCERES *lppDepleteSourceResults;
} WFSCIMDEPRES, *LPWFSCIMDEPRES;
```

*ulNumberOfItemsReceived*

Total number of items received in the target cash unit during execution of this command.

*ulNumberOfItemsRejected*

Total number of items rejected during execution of this command.

*lppDepleteSourceResults*

Pointer to a NULL-terminated array of pointers to WFSCIMDEPSOURCERES structures. In the case where one item type has several releases and these are moved, or where items are moved from a multi denomination cash unit to a multi denomination cash unit, each source can move several *usNoteID* item types. For example: If one single source was specified with the *lppDepleteSources* input structure, and this source moved two different *usNoteID* item types, then the *lppDepleteSourceResults* array will have two elements. Or if two sources were specified and the first source moved two different *usNoteID* item types and the second source moved three different *usNoteID* item types, then the *lppDepleteSourceResults* array will have five elements:

```
typedef struct _wfs_cim_deplete_source_result
{
    USHORT          usNumberSource;
    USHORT          usNoteID;
    ULONG           ulNumberOfItemsRemoved;
} WFSCIMDEPSOURCERES, *LPWFSCIMDEPSOURCERES;
```

*usNumberSource*

Index number of the logical cash unit from which items have been removed. This is the index number identifier defined in the *usNumber* field of the WFSCIMCASHIN structure of the output data of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

*usNoteID*

Identification of item type. The note ID represents the item identifiers reported by the WFS\_INF\_CIM\_BANKNOTE\_TYPES command.

*ulNumberOfItemsRemoved*

Total number of items removed from this source cash unit of the *usNoteID* item type. A zero value will be returned if this source cash unit did not move any items of this item type, for example due to a cash unit or transport jam.

**Error Codes**

In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_CASHUNITERROR	A problem occurred with a cash unit. A WFS_EXEE_CIM_CASHUNITERROR event will be sent with the details. If appropriate a WFS_EXEE_CIM_INCOMPLETE-DEplete event will also be sent.
WFS_ERR_CIM_INVALIDCASHUNIT	The source or target cash unit specified is invalid for this operation. The WFS_INF_CIM_DEplete_SOURCE command can be used to determine which source or target is valid.
WFS_ERR_CIM_CASHINACTIVE	A cash-in transaction is active.
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.

**Events**

In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_USRE_CIM_CASHUNITTHRESHOLD	A threshold condition has occurred in one of the cash units.
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with a cash unit.
WFS_EXEE_CIM_NOTEERROR	An item detection error has occurred.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected during this operation.
WFS_EXEE_CIM_INCOMPLETEDEplete	If this command fails with an error code (not WFS_SUCCESS) but some items have been moved, then the details will be reported with this event. This event can only occur once per command.

**Comments**

None.

## 6.28 WFS\_CMD\_CIM\_SET\_BLACKLIST

---

<b>Description</b>	This command is used to set all blacklist information. This list is persistent. Information set by this command overrides any existing blacklist or classification list, although it is not recommended that an application use both this command and WFS_CMD_CIM_SET_CLASSIFICATION_LIST to avoid overlap and confusion.
<b>Input Param</b>	<p>This parameter should be set to NULL if the application wishes to empty the blacklist.</p> <p>LPWFSCIMBLACKLIST lpBlacklist;</p> <p>The LPWFSCIMBLACKLIST structure is defined in the documentation of the WFS_INF_CIM_GET_BLACKLIST command.</p> <p><i>lpzVersion</i> This is an application defined Unicode string that sets the version identifier of the blacklist. This can be set to NULL if it has no version identifier.</p> <p><i>usCount</i> Number of pointers to WFSCIMBLACKLISTELEMENT structures returned in <i>lppBlacklistElements</i>.</p> <p><i>lppBlacklistElements</i> Pointer to an array of pointers to WFSCIMBLACKLISTELEMENT structures. Each element represents a serial number, currency and value combination that a banknote will be matched against to determine if it is blacklisted.</p> <p>The WFSCIMBLACKLISTELEMENT structure is defined in the documentation of the WFS_INF_CIM_GET_BLACKLIST command.</p> <p><i>lpzSerialNumber</i> This Unicode string defines the serial number or a mask of serial numbers of one blacklist element with the defined currency and value. For a definition of the mask see section 4.</p> <p><i>cCurrencyID</i> The three character ISO format currency identifier [Ref. 2] of the blacklist element.</p> <p><i>ulValue</i> The value of a blacklist element. This field can be set to zero to match all values.</p>
<b>Output Param</b>	None.
<b>Error Codes</b>	Only the generic error codes defined in [Ref. 1] can be generated by this command.
<b>Events</b>	Only the generic events defined in [Ref. 1] can be generated by this command.
<b>Comments</b>	Some classes of counterfeit banknotes have the same or similar serial numbers. By setting a serial number blacklist financial institutions can react quickly to a threat from counterfeit banknotes.



## 6.29 WFS\_CMD\_CIM\_SYNCHRONIZE\_COMMAND

---

**Description** This command is used to reduce response time of a command (e.g. for synchronization with display) as well as to synchronize actions of the different device classes. This command is intended to be used only on hardware which is capable of synchronizing functionality within a single device class or with other device classes.

The list of execute commands which this command supports for synchronization is retrieved in the *lpdwSynchronizableCommands* parameter of the WFS\_INF\_CIM\_CAPABILITIES.

This command is optional, i.e. any other command can be called without having to call it in advance. Any preparation that occurs by calling this command will not affect any other subsequent command. However, any subsequent execute command other than the one that was specified in the *dwCommand* input parameter will execute normally and may invalidate the pending synchronization. In this case the application should call the WFS\_CMD\_CIM\_SYNCHRONIZE\_COMMAND again in order to start a synchronization.

**Input Param** LPWFSCIMSYNCHRONIZECOMMAND lpSynchronizeCommand;

```
typedef struct _wfs_cim_synchronize_command
{
    DWORD                dwCommand;
    LPVOID               lpCmdData;
} WFS_CIMSYNCHRONIZECOMMAND, *LPWFSCIMSYNCHRONIZECOMMAND;
```

*dwCommand*

The command ID of the command to be synchronized and executed next.

*lpCmdData*

Pointer to data or a data structure that represents the parameter that is normally associated with the command that is specified in *dwCommand*. For example, if *dwCommand* is WFS\_CMD\_CIM\_RETRACT then *lpCmdData* will point to a WFS\_CIMRETRACT structure. This parameter can be NULL if no command input parameter is needed or if this detail is not needed to synchronize for the command.

It will be device-dependent whether the synchronization is effective or not in the case where the application synchronizes for a command with this command specifying a parameter but subsequently executes the synchronized command with a different parameter. This case should not result in an error; however, the preparation effect could be different from what the application expects. The application should, therefore, make sure to use the same parameter between *lpCmdData* of this command and the subsequent corresponding execute command.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_EXCHANGEACTIVE	The CIM is in an exchange state.
WFS_ERR_CIM_COMMANDUNSUPP	The command specified in the <i>dwCommand</i> field is not supported by the Service Provider.
WFS_ERR_CIM_SYNCHRONIZEUNSUPP	The preparation for the command specified in the <i>dwCommand</i> with the parameter specified in the <i>lpCmdData</i> is not supported by the Service Provider.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** For sample flows of this synchronization see the [Ref. 1] Appendix C.

### 6.30 WFS\_CMD\_CIM\_SET\_CLASSIFICATION\_LIST

---

<b>Description</b>	<p>This command is used to specify the entire note classification list. Any items not specified in this list will be handled according to normal classification rules. This information is persistent. Information set by this command overrides any existing blacklist or classification list, although it is not recommended that an application use both this command and WFS_CMD_CIM_SET_BLACKLIST to avoid overlap and confusion.</p> <p>If a note is reclassified, it is handled as though it was a note of the new classification. For example, a fit note reclassified as unfit would be treated as though it were unfit, which may mean that the note is not dispensed.</p> <p>Reclassification cannot be used to change a note's classification to a higher level, for example, a note recognized as counterfeit by the device cannot be reclassified as genuine. In addition, it is not possible to re-classify a level 2 note as level 1.</p> <p>If two or more classification elements specify overlapping note definitions, but different <i>usLevel</i> values then the first one takes priority.</p>
<b>Input Param</b>	<p>LPWFSCIMCLASSIFICATIONLIST lpClassificationList;</p> <p>The LPWFSCIMCLASSIFICATIONLIST structure is defined in WFS_INF_CIM_GET_CLASSIFICATION_LIST. This parameter should be set to NULL if the application wishes to empty the note classification list.</p>
<b>Output Param</b>	None.
<b>Error Codes</b>	Only the generic error codes defined in [Ref. 1] can be generated by this command.
<b>Events</b>	Only the generic events defined in [Ref. 1] can be generated by this command.
<b>Comments</b>	None.

## 6.31 WFS\_CMD\_CIM\_PREPARE\_PRESENT

---

**Description** In cases where multiple bunches are to be returned under explicit shutter control, this command is used for the purpose of moving a remaining bunch to the output position explicitly before using the following commands:

```
WFS_CMD_CIM_OPEN_SHUTTER
WFS_CMD_CIM_PRESENT_MEDIA
```

The application can tell whether the additional items were left by using WFS\_INF\_CIM\_PRESENT\_STATUS command.

This command does not affect the status of the current cash-in transaction.

**Input Param** LPWFSCIMMOVEITEMS lpPresent;

```
typedef struct _wfs_cim_moveitems
{
    WORD fwPosition;
} WFS_CIMMOVEITEMS, *LPWFSCIMMOVEITEMS;
```

*fwPosition*

Describes the position where the items are to be moved as one of the following values:

Value	Meaning
WFS_CIM_POSNULL	The default configuration information should be used.
WFS_CIM_POSOUTLEFT	Move items to the left output position.
WFS_CIM_POSOUTRIGHT	Move items to the right output position.
WFS_CIM_POSOUTCENTER	Move items to the center output position.
WFS_CIM_POSOUTTOP	Move items to the top output position.
WFS_CIM_POSOUTBOTTOM	Move items to the bottom output position.
WFS_CIM_POSOUTFRONT	Move items to the front output position.
WFS_CIM_POSOUTREAR	Move items to the rear output position.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_CIM_UNSUPPOSITION	The position specified is not supported or is not a valid position for this command.
WFS_ERR_CIM_POSITION_NOT_EMPTY	The input or output position is not empty.
WFS_ERR_CIM_NOITEMS	There were no items to present at the specified position.
WFS_ERR_CIM_CASHUNITERROR	A cash unit caused a problem. A WFS_EXEE_CIM_CASHUNITERROR event will be posted with the details.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated as a result of this command:

Value	Meaning
WFS_EXEE_CIM_CASHUNITERROR	A problem occurred with the cash unit.
WFS_EXEE_CIM_INPUT_P6	Level 2 and / or level 3 notes are detected.
WFS_EXEE_CIM_INFO_AVAILABLE	Information is available for items detected during the cash processing operation.

**Comments** None.

## 7. Events

---

### 7.1 WFS\_SRVE\_CIM\_SAFEDOOROPEN

---

<b>Description</b>	This service event specifies that the safe door has been opened.
<b>Event Param</b>	None.
<b>Comments</b>	None.

## 7.2 WFS\_SRVE\_CIM\_SAFEDOORCLOSED

---

<b>Description</b>	This service event specifies that the safe door has been closed.
<b>Event Param</b>	None.
<b>Comments</b>	None.

### 7.3 WFS\_USRE\_CIM\_CASHUNITTHRESHOLD

---

<b>Description</b>	<p>This user event is generated when a threshold condition has occurred in one of the logical cash units or the threshold condition is removed. If the logical cash unit is a shared cash unit in a compound device then this event can also be generated as a result of an operation on another device class.</p> <p>This event can be triggered either by hardware sensors in the device or by the logical <i>ulCount</i> reaching the <i>ulMaximum</i> value as specified in the WFSCIMCASHIN structure. For a cash unit of type WFS_CIM_TYPERETRACTCASSETTE, it is also possible that this event can instead be triggered by the <i>ulCashInCount</i> reaching the <i>ulMaximum</i> value. For more detail see the <i>bRetractNoteCountThresholds</i> field description in the WFS_INF_CIM_CASH_UNIT_CAPABILITIES command.</p> <p>The application can check if the device has hardware sensors by querying the <i>bHardwareSensors</i> field of the WFSCIMPHCUCAPABILITIES structure. If any of the physical cash units associated with the logical cash unit have this capability then threshold events based on hardware sensors will be triggered if the <i>ulMaximum</i> values are not used and are set to zero.</p> <p>In the situation where the cash unit is associated with multiple physical cash units the WFS_SRVE_CIM_CASHUNITINFOCHANGED event will be generated when any of the physical cash units reaches the threshold. When the final physical cash unit reaches the threshold, the WFS_USRE_CIM_CASHUNITTHRESHOLD event as well as the WFS_SRVE_CIM_CASHUNITINFOCHANGED event will be generated.</p>
<b>Event Param</b>	<p>LPWFSCIMCASHIN lpCashUnit;</p> <p><i>lpCashUnit</i>          Pointer to a WFSCIMCASHIN structure, describing the cash unit on which the threshold condition occurred. See <i>lpCashUnit-&gt;usStatus</i> for the type of condition. For a description of the WFSCIMCASHIN structure, see the definition of the WFS_INF_CIM_CASH_UNIT_INFO command.</p>
<b>Comments</b>	None.

## 7.4 WFS\_SRVE\_CIM\_CASHUNITINFOCHANGED

---

<b>Description</b>	<p>This service event is generated under the following circumstances:</p> <ul style="list-style-type: none"> <li>• It is generated whenever the status of <i>usStatus</i> and/or <i>usPStatus</i> changes. For instance, a physical cash unit has been removed or inserted or a physical/logical cash unit has become empty or full.</li> <li>• This event will also be generated for every cash unit changed in any way (including changes to counts, e.g. <i>ulCount</i>, <i>ulRejectCount</i>, <i>ulInitialCount</i>, <i>ulDispensedCount</i> and <i>ulPresentedCount</i>) as a result of the following commands: <ul style="list-style-type: none"> <li>WFS_CMD_CIM_SET_CASH_UNIT_INFO</li> <li>WFS_CMD_CIM_END_EXCHANGE</li> </ul> </li> <li>• In addition this event will be generated when a cash unit has been counted during the WFS_CMD_CIM_CASH_UNIT_COUNT command execution.</li> </ul> <p>If the cash unit is a shared cash unit in a compound device then this event can also be generated as a result of an operation on another device class.</p> <p>When a physical cash unit is removed, the status of the physical cash unit becomes WFS_CIM_STATCUMISSING. If there are no physical cash units of the same logical type remaining the status of the logical cash unit becomes WFS_CIM_STATCUMISSING.</p> <p>When a physical cash unit is inserted and this physical cash unit is of an existing logical cash unit both the logical and the physical cash unit structures will be updated.</p> <p>If a physical cash unit of a new logical cash unit inserted the cash unit structure reported by the last WFS_INF_CIM_CASH_UNIT_INFO command is no longer valid. In that case an application should issue a WFS_INF_CIM_CASH_UNIT_INFO command after receiving this event to obtain updated cash unit information.</p>
<b>Event Param</b>	<p>LPWFSCIMCASHIN lpCashUnit;</p> <p><i>lpCashUnit</i>  Pointer to the changed cash unit structure. For a description of the WFSCIMCASHIN structure see the definition of the WFS_INF_CIM_CASH_UNIT_INFO command.</p>
<b>Comments</b>	None.

## 7.5 WFS\_SRVE\_CIM\_TELLERINFOCHANGED

---

<b>Description</b>	This service event specifies that the counts assigned to the specified teller have been changed. This event is only returned as a result of a WFS_CMD_CIM_SET_TELLER_INFO command.
<b>Event Param</b>	LPUSHORT <i>lpusTellerID</i> ; <i>lpusTellerID</i> Pointer to an unsigned short holding the ID of the teller whose counts have been changed.
<b>Comments</b>	None.



## 7.6 WFS\_EXEE\_CIM\_CASHUNITERROR

---

**Description** This execute event specifies that a cash unit was addressed which caused a problem.

**Event Param** LPWFSCIMCUERROR lpCashUnitError;

```
typedef struct _wfs_cim_cu_error
{
    WORD wFailure;
    LPWFSCIMCASHIN lpCashUnit;
} WFS_CIM_CUERROR, *LPWFSCIMCUERROR;
```

*wFailure*

Specifies the kind of failure that occurred in the cash unit. Values are:

Value	Meaning
WFS_CIM_CASHUNITEMPTY	Specified cash unit is empty.
WFS_CIM_CASHUNITERROR	Specified cash unit has malfunctioned.
WFS_CIM_CASHUNITFULL	Specified cash unit is full.
WFS_CIM_CASHUNITLOCKED	The <i>bAppLock</i> field of the WFS_CIM_CASHIN structure has previously been set to TRUE and the cash unit remains locked.
WFS_CIM_CASHUNITNOTCONF	Specified cash unit is not configured due to being removed and/or replaced with a different cash unit.
WFS_CIM_CASHUNITINVALID	Specified cash unit is invalid.
WFS_CIM_CASHUNITCONFIG	Attempt to change the setting of a self-configuring cash unit.
WFS_CIM_FEEDMODULEPROBLEM	A problem has been detected with the feeding module.
WFS_CIM_CASHUNITPHYSICALLOCKED	The cash unit could not be unlocked by the WFS_CMD_CIM_DEVICE_LOCK_CONTROL command and remains physically locked.
WFS_CIM_CASHUNITPHYSICALUNLOCKED	The cash unit could not be locked by the WFS_CMD_CIM_DEVICE_LOCK_CONTROL command and remains physically unlocked.

*lpCashUnit*

Pointer to the cash unit structure that caused the problem. For a description of the WFS\_CIM\_CASHIN structure see the definition of the WFS\_INF\_CIM\_CASH\_UNIT\_INFO command.

**Comments** None.

## 7.7 WFS\_SRVE\_CIM\_ITEMSTAKEN

---

**Description** This service event specifies that items presented to the user have been taken. This event may be generated at any time.

**Event Param** LPWFSCIMPOSITIONINFO lpPositionInfo;

```
typedef struct _wfs_cim_position_info
{
    WORD                wPosition;
    WORD                wAdditionalBunches;
    USHORT              usBunchesRemaining;
} WFS_CIM_POSITIONINFO, *LPWFSCIMPOSITIONINFO;
```

*wPosition*

Specifies the position from which the items have been taken, set to one of the following values:

Value	Meaning
WFS_CIM_POSINLEFT	Items taken from the left input position.
WFS_CIM_POSINRIGHT	Items taken from the right input position.
WFS_CIM_POSINCENTER	Items taken from the center input position.
WFS_CIM_POSINTOP	Items taken from the top input position.
WFS_CIM_POSINBOTTOM	Items taken from the bottom input position.
WFS_CIM_POSINFRONT	Items taken from the front input position.
WFS_CIM_POSINREAR	Items taken from the rear input position.
WFS_CIM_POSOUTLEFT	Items taken from the left output position.
WFS_CIM_POSOUTRIGHT	Items taken from the right output position.
WFS_CIM_POSOUTCENTER	Items taken from the center output position.
WFS_CIM_POSOUTTOP	Items taken from the top output position.
WFS_CIM_POSOUTBOTTOM	Items taken from the bottom output position.
WFS_CIM_POSOUTFRONT	Items taken from the front output position.
WFS_CIM_POSOUTREAR	Items taken from the rear output position.

*wAdditionalBunches*

This value will always be zero within this event.

*usBunchesRemaining*

This value will always be zero within this event.

**Comments** None.

## 7.8 WFS\_SRVE\_CIM\_COUNTS\_CHANGED

---

<b>Description</b>	This service event is generated if the device is a compound device and the counts in a shared cash unit have changed as a result of an operation on the other device class other than as a result of an operation that explicitly sets counts. For example, WFS_CMD_CDM_SET_CASH_UNIT_INFO and WFS_CMD_CDM_END_EXCHANGE commands on the CDM and WFS_CMD_IPM_SET_MEDIA_BIN_INFO command on the IPM.
<b>Event Param</b>	<p>LPWFSCIMCOUNTSCHANGED lpCountsChanged;</p> <pre>typedef struct _wfs_cim_counts_changed {     USHORT                usCount;     LPUSHORT              lpusCUNumList; } WFS_CIMCOUNTSCHANGED, *LPWFSCIMCOUNTSCHANGED;</pre> <p><i>usCount</i> The size of <i>lpusCUNumList</i>.</p> <p><i>lpusCUNumList</i> A list of the <i>usNumber</i> values of the cash units whose counts have changed.</p>
<b>Comments</b>	None.

## 7.9 WFS\_EXEE\_CIM\_INPUTREFUSE

---

**Description** This execute event specifies that the device has refused either a portion or the entire amount of the cash-in order.

**Event Param** LPUSHORT lpusReason;

*lpusReason*

Pointer to an USHORT holding the reason for refusing a part of the amount. Possible values are:

Value	Meaning
WFS_CIM_CASHINUNITFULL	Cash unit is full.
WFS_CIM_INVALIDBILL	Recognition of the items took place, but one or more of the items are invalid.
WFS_CIM_NOBILLSTODEPOSIT	There are no items in the input area.
WFS_CIM_DEPOSITFAILURE	A deposit has failed for a reason not covered by the other reasons and the failure is not a fatal hardware problem, for example failing to pick an item from the input area.
WFS_CIM_COMMINPCOMPFAILURE	Failure of a common input component which is shared by all cash units.
WFS_CIM_STACKERFULL	The intermediate stacker is full.
WFS_CIM_FOREIGN_ITEMS_DETECTED	Foreign items have been detected in the input position.
WFS_CIM_INVALIDIBUNCH	Recognition of the items did not take place. The bunch of notes inserted is invalid, e.g. it is too large or was inserted incorrectly.
WFS_CIM_COUNTERFEIT	One or more counterfeit items have been detected and refused. This is only applicable where notes are not classified as level 2 and the device is capable of differentiating between invalid and counterfeit items.
WFS_CIM_LIMITOVERTOTALITEMS	Number of items count exceeded the limitation set with the WFS_CMD_CIM_SET_CASH_IN_LIMIT command.
WFS_CIM_LIMITOVERAMOUNT	Amount exceeded the limitation set with the WFS_CMD_CIM_SET_CASH_IN_LIMIT command.

**Comments** None.

## 7.10 WFS\_SRVE\_CIM\_ITEMSPRESENTED

---

**Description** This service event specifies that items have been presented to the output position, and the shutter has been opened to allow the user to take the items.

**Event Param** LPWFSCIMPOSITIONINFO lpPositionInfo;

```
typedef struct _wfs_cim_position_info
{
    WORD                wPosition;
    WORD                wAdditionalBunches;
    USHORT              usBunchesRemaining;
} WFS_CIMPOSITIONINFO, *LPWFSCIMPOSITIONINFO;
```

### *wPosition*

Specifies the position from which the items have been presented, set to one of the following values:

Value	Meaning
WFS_CIM_POSOUTLEFT	Items presented at the left output position.
WFS_CIM_POSOUTRIGHT	Items presented at the right output position.
WFS_CIM_POSOUTCENTER	Items presented at the center output position.
WFS_CIM_POSOUTTOP	Items presented at the top output position.
WFS_CIM_POSOUTBOTTOM	Items presented at the bottom output position.
WFS_CIM_POSOUTFRONT	Items presented at the front output position.
WFS_CIM_POSOUTREAR	Items presented at the rear output position.
WFS_CIM_POSINLEFT	Items presented at the left input position.
WFS_CIM_POSINRIGHT	Items presented at the right input position.
WFS_CIM_POSINCENTER	Items presented at the center input position.
WFS_CIM_POSINTOP	Items presented at the top input position.
WFS_CIM_POSINBOTTOM	Items presented at the bottom input position.
WFS_CIM_POSINFRONT	Items presented at the front input position.
WFS_CIM_POSINREAR	Items presented at the rear input position.

### *wAdditionalBunches*

Specifies whether or not additional bunches of items are remaining to be presented as a result of the current operation, set to one of the following values:

Value	Meaning
WFS_CIM_ADDBUNCHNONE	No additional bunches remain.
WFS_CIM_ADDBUNCHONEMORE	At least one additional bunch remains.
WFS_CIM_ADDBUNCHUNKNOWN	It is unknown whether additional bunches remain.

### *usBunchesRemaining*

If *wAdditionalBunches* is WFS\_CIM\_ADDBUNCHONEMORE, specifies the number of additional bunches of items remaining to be presented as a result of the current operation. If the number of additional bunches is at least one, but the precise number is unknown, *usBunchesRemaining* will be WFS\_CIM\_NUMBERUNKNOWN. For any other value of *wAdditionalBunches*, *usBunchesRemaining* will be zero.

**Comments** None.

## 7.11 WFS\_SRVE\_CIM\_ITEMSINSERTED

---

**Description** This service event specifies that items have been inserted into the cash-in position by the user. This event may be generated at any time.

**Event Param** LPWFSCIMPOSITIONINFO lpPositionInfo;

```
typedef struct _wfs_cim_position_info
{
    WORD                wPosition;
    WORD                wAdditionalBunches;
    USHORT              usBunchesRemaining;
} WFS_CIM_POSITIONINFO, *LPWFSCIMPOSITIONINFO;
```

*wPosition*

Specifies the position where the items have been inserted, set to one of the following values:

Value	Meaning
WFS_CIM_POSINLEFT	Items detected in the left input position.
WFS_CIM_POSINRIGHT	Items detected in the right input position.
WFS_CIM_POSINCENTER	Items detected in the center input position.
WFS_CIM_POSINTOP	Items detected in the top input position.
WFS_CIM_POSINBOTTOM	Items detected in the bottom input position.
WFS_CIM_POSINFRONT	Items detected in the front input position.
WFS_CIM_POSINREAR	Items detected in the rear input position.
WFS_CIM_POSOUTLEFT	Items detected in the left output position.
WFS_CIM_POSOUTRIGHT	Items detected in the right output position.
WFS_CIM_POSOUTCENTER	Items detected in the center output position.
WFS_CIM_POSOUTTOP	Items detected in the top output position.
WFS_CIM_POSOUTBOTTOM	Items detected in the bottom output position.
WFS_CIM_POSOUTFRONT	Items detected in the front output position.
WFS_CIM_POSOUTREAR	Items detected in the rear output position.

*wAdditionalBunches*

This value will always be zero within this event.

*usBunchesRemaining*

This value will always be zero within this event.

**Comments** None.

## 7.12 WFS\_EXEE\_CIM\_NOTEERROR

---

**Description** This execute event specifies the reason for an item detection error during an operation which involves moving items.

**Event Param** LPUSHORT lpusReason;

*lpusReason*

Pointer to an USHORT holding the reason for the item detection error. Possible values are:

Value	Meaning
WFS_CIM_DOUBLENOTEDETECTED	Double notes have been detected.
WFS_CIM_LONGNOTEDETECTED	A long note has been detected.
WFS_CIM_SKEWEDNOTE	A skewed note has been detected.
WFS_CIM_INCORRECTCOUNT	An item counting error has occurred.
WFS_CIM_NOTESTOOCLOSE	Notes have been detected as being too close.
WFS_CIM_OTHERNOTEERROR	An item error not covered by the other values has been detected.
WFS_CIM_SHORTNOTEDETECTED	A short note has been detected.

**Comments** None.

### 7.13 WFS\_EXEE\_CIM\_SUBCASHIN

---

<b>Description</b>	This execute event is generated when one of the sub cash-in operations into which the cash-in operation was divided has finished successfully.
<b>Event Param</b>	LPWFSCIMNOTENUMBERLIST lpNoteNumberList;  <i>lpNoteNumberList</i> Pointer to a WFSCIMNOTENUMBERLIST structure holding a list of banknote numbers which have been identified and accepted during execution of the sub cash-in. This field will contain the banknote numbers of the accepted items. For a description of the WFSCIMNOTENUMBERLIST structure see the definition of the WFS_INF_CIM_CASH_UNIT_INFO command.
<b>Comments</b>	None.



## 7.14 WFS\_SRVE\_CIM\_MEDIADETECTED

---

<b>Description</b>	This service event is generated if media is detected during a reset (WFS_CMD_CIM_RESET command). The parameter on the event specifies the position of the media on completion of the reset. If the device has been unable to successfully move the items found then this parameter will be NULL.
<b>Event Param</b>	LPWFSCIMITEMPOSITION lpItemPosition; For a description of this parameter see the definition of the WFS_CMD_CIM_RESET command.
<b>Comments</b>	None.

## 7.15 WFS\_EXEE\_CIM\_INPUT\_P6

---

<b>Description</b>	This execute event is generated if level 2 and / or level 3 notes are detected during the cash processing operation.
<b>Event Param</b>	LPWFSCIMP6INFO *lppP6Info;  Pointer to a NULL-terminated array of pointers to WFSCIMP6INFO structures, one structure for every level. For the description of the structure see the definition of the WFS_INF_CIM_GET_P6_INFO command.
<b>Comments</b>	Note: Although this event can be used to indicate that level 2 /level 3 notes have been detected, the information that it provides is limited. The more recent WFS_EXEE_CIM_INFO_AVAILABLE event combined with the WFS_INF_CIM_GET_ITEM_INFO and WFS_INF_CIM_GET_ALL_ITEM_INFO commands provide much more information. It is therefore recommended for future development that WFS_EXEE_CIM_INFO_AVAILABLE should be used in preference to this event in order to support the greatest functionality, and this event supported where backwards compatibility is necessary.

## 7.16 WFS\_EXEE\_CIM\_INFO\_AVAILABLE

---

**Description** This execute event is generated when information is available for items detected during the cash processing operation.

**Event Param** LPWFSCITEMINFOSUMMARY \*lppItemInfoSummary;

Pointer to a NULL-terminated array of pointers to WFSCITEMINFOSUMMARY structures, one structure for every level.

```
typedef struct _wfs_cim_item_info_summary
{
    USHORT                usLevel;
    USHORT                usNumOfItems;
} WFSCITEMINFOSUMMARY, *LPWFSCITEMINFOSUMMARY;
```

*usLevel*

Defines the note level. Possible values are:

Value	Meaning
WFS_CIM_LEVEL_1	Information for level 1 notes.
WFS_CIM_LEVEL_2	Information for level 2 notes.
WFS_CIM_LEVEL_3	Information for level 3 notes.
WFS_CIM_LEVEL_4	Information for level 4 notes.

*usNumOfItems*

Number of items classified as *usLevel* which have information available.

**Comments** None.

**7.17 WFS\_EXEE\_CIM\_INSERTITEMS**

---

<b>Description</b>	This event notifies the application when the device is ready for the user to insert items.
<b>Event Param</b>	None.
<b>Comments</b>	None.

## 7.18 WFS\_SRVE\_CIM\_DEVICEPOSITION

---

**Description** This service event reports that the device has changed its position status.

**Event Param** LPWFSCIMDEVICEPOSITION lpDevicePosition;

```
typedef struct _wfs_cim_device_position
{
    WORD wPosition;
} WFS_CIM_DEVICEPOSITION, *LPWFSCIMDEVICEPOSITION;
```

*wPosition*

Position of the device as one of the following values:

Value	Meaning
WFS_CIM_DEVICEINPOSITION	The device is in its normal operating position.
WFS_CIM_DEVICENOTINPOSITION	The device has been removed from its normal operating position.
WFS_CIM_DEVICEPOSUNKNOWN	The position of the device cannot be determined.

**Comments** None.

## 7.19 WFS\_SRVE\_CIM\_POWER\_SAVE\_CHANGE

---

<b>Description</b>	This service event specifies that the power save recovery time has changed.
<b>Event Param</b>	<p>LPWFSCIMPOWERSAVECHANGE lpPowerSaveChange;</p> <pre>typedef struct _wfs_cim_power_save_change {     USHORT                usPowerSaveRecoveryTime; } WFS_CIMPOWERSAVECHANGE, *LPWFSCIMPOWERSAVECHANGE;</pre> <p><i>usPowerSaveRecoveryTime</i> Specifies the actual number of seconds required by the device to resume its normal operational state. This value is zero if the device exited the power saving mode.</p>
<b>Comments</b>	If another device class compounded with this device enters into a power saving mode, this device will automatically enter into the same power saving mode and this event will be generated.

## 7.20 WFS\_EXEE\_CIM\_INCOMPLETE\_REPLENISH

---

**Description** This event is generated when some items had been moved before the WFS\_CMD\_CIM\_REPLENISH command failed with an error code (not WFS\_SUCCESS), but some items were moved then the details will be reported with this event. This event can only occur once per command.

**Event Param** LPWFSCIMINCOMPLETE\_REPLENISH lpIncompleteReplenish;

```
typedef struct _wfs_cim_incomplete_replenish
{
    LPWFSCIMREPRES          lpReplenish;
} WFS_CIM_INCOMPLETE_REPLENISH, *LPWFSCIMINCOMPLETE_REPLENISH;
```

*lpReplenish*

The WFSCIMREPRES structure is defined in the description of the command WFS\_CMD\_CIM\_REPLENISH. Note that in this case the values in this structure report the amount and number of each denomination that have actually been moved during the replenishment command.

**Comments** None.

## 7.21 WFS\_EXEE\_CIM\_INCOMPLETEDEPLETE

---

<b>Description</b>	This execute event is generated when some items had been moved before the WFS_CMD_CIM_DEPLETE command failed with an error code (not WFS_SUCCESS), but some items were moved. In this case the details will be reported with this event. This event can only occur once per command.
<b>Event Param</b>	LPWFSCIMINCOMPLETEDEPLETE lpIncompleteDeplete; <pre>typedef struct _wfs_cim_incomplete_deplete {     LPWFSCIMDEPRES          lpDeplete; } WFS_CIM_INCOMPLETEDEPLETE, *LPWFSCIMINCOMPLETEDEPLETE;</pre> <p><i>lpDeplete</i> The WFSCIMDEPRES structure is defined in the description of the command WFS_CMD_CIM_DEPLETE. Note that in this case the values in this structure report the amount and number of each denomination that have actually been moved during the depletion command.</p>
<b>Comments</b>	None.



## 7.22 WFS\_SRVE\_CIM\_SHUTTERSTATUSCHANGED

---

**Description** Within the limitations of the hardware sensors this service event is generated whenever the status of a shutter changes. The shutter status can change because of an explicit, implicit or manual operation depending on how the shutter is operated.

**Event Param** LPWFSCIMSHUTTERSTATUSCHANGED lpShutterStatusChanged;

```
typedef struct _wfs_cim_shutter_status_changed
{
    WORD                fwPosition;
    WORD                fwShutter;
} WFS_CIM_SHUTTERSTATUSCHANGED, *LPWFSCIMSHUTTERSTATUSCHANGED;
```

### *fwPosition*

Specifies one of the CIM input or output positions whose shutter status has changed as one of the following values:

Value	Meaning
WFS_CIM_POSINLEFT	Left input position.
WFS_CIM_POSINRIGHT	Right input position.
WFS_CIM_POSINCENTER	Center input position.
WFS_CIM_POSINTOP	Top input position.
WFS_CIM_POSINBOTTOM	Bottom input position.
WFS_CIM_POSINFRONT	Front input position.
WFS_CIM_POSINREAR	Rear input position.
WFS_CIM_POSOUTLEFT	Left output position.
WFS_CIM_POSOUTRIGHT	Right output position.
WFS_CIM_POSOUTCENTER	Center output position.
WFS_CIM_POSOUTTOP	Top output position.
WFS_CIM_POSOUTBOTTOM	Bottom output position.
WFS_CIM_POSOUTFRONT	Front output position.
WFS_CIM_POSOUTREAR	Rear output position.

### *fwShutter*

Specifies the new state of the shutter as one of the following values:

Value	Meaning
WFS_CIM_SHTCLOSED	The shutter is closed.
WFS_CIM_SHTOPEN	The shutter is opened.
WFS_CIM_SHTJAMMED	The shutter is jammed.
WFS_CIM_SHTUNKNOWN	Due to a hardware error or other condition, the state of the shutter cannot be determined.

**Comments** None.

## 7.23 WFS\_SRVE\_CIM\_COUNTACCURACYCHANGED

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<b>Description</b>	This service event is generated when information about the accuracy of <i>ulCount</i> contained in the logical or physical cash unit is changed.
<b>Event Param</b>	LPWFSCIMCASHUNITCOUNTSTATUS lpCashUnitCountStatus; For the description of the structure see the definition of the WFS_INF_CIM_CASH_UNIT_COUNT_STATUS command.
<b>Comments</b>	None.

## 8. ATM Cash-In Transaction Flow - Application Guidelines

The following table is a summary of the application flows required given the possible values for *bShutterControl* and *bItemsTakenSensor* for a successful cash-in transaction. In all cases *bPresentControl* == TRUE.

	<i>bItemsInsertedSensor</i> == TRUE	<i>bItemsInsertedSensor</i> == FALSE
<i>bShutterControl</i> == TRUE	WFS_CMD_CIM_CASH_IN_START WFS_CMD_CIM_CASH_IN InsertedEvent generated WFS_CMD_CIM_CASH_IN_END	WFS_CMD_CIM_CASH_IN_START WFS_CMD_CIM_CASH_IN  WFS_CMD_CIM_CASH_IN_END
<i>bShutterControl</i> == FALSE	WFS_CMD_CIM_CASH_IN_START WFS_CMD_CIM_OPEN_SHUTTER InsertedEvent generated WFS_CMD_CIM_CLOSE_SHUTTER WFS_CMD_CIM_CASH_IN WFS_CMD_CIM_CASH_IN_END	WFS_CMD_CIM_CASH_IN_START WFS_CMD_CIM_OPEN_SHUTTER User Input WFS_CMD_CIM_CLOSE_SHUTTER WFS_CMD_CIM_CASH_IN WFS_CMD_CIM_CASH_IN_END

The following sections describe the flow of a cash-in transaction on a Self-Service CIM. These application flows are provided as guidelines only.

## 8.1 OK Transaction (Explicit Shutter Control)

The following table describes a normal cash-in transaction flow where everything works and the shutter is explicitly controlled by the application.

This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE
- *bShutterControl* == FALSE, *bItemsInsertedSensor* == FALSE

Step	Customer	Application	XFS Commands and Events
1.	Customer selects cash-in operation.		WFS_CMD_CIM_CASH_IN_START
2.		Open the shutter of the input tray.	WFS_CMD_CIM_OPEN_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_EXEE_CIM_INSERTITEMS
3.		Ask the customer to insert money.	
4.	Customer inserts money.		
5.	If <i>bItemsInsertedSensor</i> == FALSE, confirm completion.		If <i>bItemsInsertedSensor</i> == TRUE: WFS_SRVE_CIM_ITEMSINSERTED
6.		Close shutter.	WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
7.			* WFS_CMD_CIM_CASH_IN initiated The bill recognition begins.
8.			* WFS_CMD_CIM_CASH_IN completion
9.		Display the number of items and/or amount recognized so far.	
10.		Ask the customer for further actions:  If the customer wants to insert more money: Repeat from step 2.  If the customer wants to finish the transaction: Continue with step 11.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Explicit Shutter Control)"	
11.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
12.		Credit the money to the customer's account.	
13.		End of transaction.	

## 8.2 Cancellation by Customer (Explicit Shutter Control)

The following table describes the flow of a cash-in transaction where the customer wants all the items to be returned after recognition.

This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE
- *bShutterControl* == FALSE, *bItemsInsertedSensor* == FALSE, *bItemsTakenSensor* == TRUE
- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == FALSE
- *bShutterControl* == FALSE, *bItemsInsertedSensor* == FALSE, *bItemsTakenSensor* == FALSE

Step	Customer	Application	XFS Commands and Events
1.- 10.	See OK Transaction (Explicit Shutter Control).		
11.	Selection: Return all the items.		
12.		Transport the items recognized to the output position.	WFS_CMD_CIM_CASH_IN_ROLLBACK
13.		Open shutter.	WFS_CMD_CIM_OPEN_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
14.		Request removal of the money.	
15.	Customer takes the money from the output position.		
16.	If <i>bItemsTakenSensor</i> == FALSE, confirm completion or use application timeout.		If <i>bItemsTakenSensor</i> == TRUE: WFS_SRVE_CIM_ITEMSTAKEN
17.		Close shutter.	WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
18.		End of transaction.	

### 8.3 Stacker Becomes Full (Explicit Shutter Control)

The following table describes the flow of a cash-in transaction when the stacker becomes full during the transaction and the shutter is explicitly controlled by the application. This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE
- *bShutterControl* == FALSE, *bItemsInsertedSensor* == FALSE, *bItemsTakenSensor* == TRUE
- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == FALSE
- *bShutterControl* == FALSE, *bItemsInsertedSensor* == FALSE, *bItemsTakenSensor* == FALSE

Step	Customer	Application	XFS Commands and Events
1.-6.	See OK Transaction (Explicit Shutter Control).		
7.			* WFS_CMD_CIM_CASH_IN initiated. The bill recognition begins.
8.			WFS_EXEE_CIM_INPUTREFUSE (WFS_CIM_STACKERFULL) ... * WFS_CMD_CIM_CASH_IN completes with WFS_SUCCESS
9.		Open shutter.	WFS_CMD_CIM_OPEN_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
10.		Ask the customer to remove the excess items.	
11.	Customer removes excess money.		
12.	If <i>bItemsTakenSensor</i> == FALSE: confirm completion or use application timeout.		If <i>bItemsTakenSensor</i> == TRUE: WFS_SRVE_CIM_ITEMSTAKEN
13.		Close shutter	WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTCLOSED)
14.		Display the amount recognized so far and tell the customer that the stacker is full.	
15.		Ask the customer for further actions:  If the customer wants to deposit the amount: Continue with step 16.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Explicit Shutter Control)"	
16.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END

17.		Ask the customer if the customer wants to deposit more money.  If the customer wants to deposit more: Repeat from step 1.  If the customer wants to finish the transaction: Continue with step 18.	
18.		Credit the money to the customer's account.	
19.		End of transaction.	

## 8.4 Bill Recognition Error (Explicit Shutter Control)

The following table describes the flow of a cash-in transaction when the items are rejected as unrecognized during the transaction and the shutter is explicitly controlled by the application.

This flow covers the following cases:

- $bShutterControl == FALSE$ ,  $bItemsInsertedSensor == TRUE$ ,  $bItemsTakenSensor == TRUE$
- $bShutterControl == FALSE$ ,  $bItemsInsertedSensor == FALSE$ ,  $bItemsTakenSensor == TRUE$
- $bShutterControl == FALSE$ ,  $bItemsInsertedSensor == TRUE$ ,  $bItemsTakenSensor == FALSE$
- $bShutterControl == FALSE$ ,  $bItemsInsertedSensor == FALSE$ ,  $bItemsTakenSensor == FALSE$

Step	Customer	Application	XFS Commands and Events
1.-6.	See OK Transaction (Explicit Shutter Control).		
7.			* WFS_CMD_CIM_CASH_IN initiated. The bill recognition begins.
8.			WFS_EXEE_CIM_INPUTREFUSE (WFS_CIM_INVALIDBILL) ... * WFS_CMD_CIM_CASH_IN completes with WFS_SUCCESS
9.		Open shutter.	WFS_CMD_CIM_OPEN_SHUTTER WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTOPENED) WFS_SRVE_CIM_ITEMSPRESENTED
10.		Tell the customer that the items were not recognized and that the customer should take the items.	
11.	Customer removes unrecognized money		
12.	If $bItemsTakenSensor == FALSE$ : confirm completion or use application timeout.		If $bItemsTakenSensor == TRUE$ : WFS_SRVE_CIM_ITEMSTAKEN
13.		Close shutter.	WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTCLOSED)
14.		Display the amount recognized so far.	
15.		Ask the customer for further actions:  If the customer wants to deposit the amount: Continue with step 16.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Explicit Shutter Control)"	
16.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
17.		Credit the money to the customer's account.	
18.		End of transaction.	



## 8.5 OK Transaction (Explicit Shutter Control) - Level 2 and 3 Note classification Supported

This section describes a possible cash-in transaction where Level 2 and 3 Note classification is supported and everything works fine when level 2 / level 3 notes are inserted.

This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE

Step	Customer	Application	XFS Command
1.	Select function cash-in.	Open the shutter of the input tray.	WFS_CMD_CIM_CASH_IN_START WFS_CMD_CIM_OPEN_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTOPEN) WFS_EXEE_CIM_INSERTITEMS
2.		Ask the customer to insert money.	
3.	Customer inserts money.		WFS_SRVE_CIM_ITEMSINSERTED WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTCLOSED) * WFS_CMD_CIM_CASH_IN initiated The bill recognition begins.
4.			WFS_EXEE_CIM_INPUTP6 * WFS_CMD_CIM_CASH_IN completes
5.		Get number of level 2 / level 3 notes.	WFS_INF_CIM_GET_P6_INFO
6.		Display the amount recognized so far and inform customer that level 2 / level 3 notes are inserted.	
7.		Store signatures of level 2 / level 3 notes with customer data.	Call command WFS_INF_CIM_GET_P6_SIGNATURE once for every signature.
8.		Ask the customer for further actions:  If the customer wants to insert more money: Repeat from step 2.  If the customer wants to finish the transaction: Continue with step 9.  If the customer wants to get back all items inserted so far see table "cancellation by customer"	
9.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
10.		At this point the application should decide how to credit the appropriate money to the customer's account, and inform the customer about the amounts of level 2 and level 3 notes.	
11.		End of transaction.	

## 8.6 Multiple Bunches Returned During WFS\_CMD\_CIM\_CASH\_IN Refused Notes (Explicit Shutter Control)

The following table describes the flow of a cash-in transaction where items are rejected during the transaction and the Service Provider has explicit shutter control. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are used. Additionally, the number of items refused may be greater than the number of items that can be presented at the output position.

This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == FALSE

Step	Customer	Application	XFS Commands and Events
1.-6.	See OK Transaction (Explicit Shutter Control).		
7.			* WFS_CMD_CIM_CASH_IN initiated. The bill recognition begins.
8.			WFS_EXEE_CIM_INPUTREFUSE (WFS_CIM_INVALIDBILL) ... * WFS_CMD_CIM_CASH_IN completes with WFS_SUCCESS
9.		Open shutter.	WFS_CMD_CIM_OPEN_SHUTTER  WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTOPENED)  WFS_SRVE_CIM_ITEMSPRESENTED  WFS_CMD_CIM_OPEN_SHUTTER completes with WFS_SUCCESS
10.		If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event. Tell the customer that the items were not accepted, and to take the items. The customer should be informed that the items will be returned in multiple bunches.	
11.	Customer takes the bunch of items.		WFS_SRVE_CIM_ITEMSTAKEN
12.		Close shutter.	WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTCLOSED)  WFS_CMD_CIM_CLOSE_SHUTTER completes with WFS_SUCCESS

13.		<p>Check if more refused bills need to be taken. The <i>wAdditionalBunches</i> and <i>usBunchesRemaining</i> fields from the last WFS_SRVE_CIM_ITEMSPRESENTED event are used to determine this. Note that if more items are to be presented, the WFS_CMD_CIM_OPEN_SHUTTER in step 9 will move the next bunch to the output position.</p> <p>If <i>wAdditionalBunches</i> == WFS_CIM_ADDBUNCHONEMORE Repeat steps 9. – 13. Else Go to step 14.</p>	
14.		Display the amount recognized so far.	
15.		<p>Ask the customer for further actions:</p> <p>If the customer wants to deposit the amount: Continue with step 16.</p> <p>If the customer wants to get back all items inserted so far see table "Multiple Bunches Returned During WFS_CMD_CIM_CASH_IN_ROLLBACK"</p>	
16.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
17.		Credit the money to the customer's account.	
18.		End of transaction.	

## 8.7 Multiple Bunches Returned During WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK (Explicit Shutter Control)

The following table describes the flow of a roll back operation where items are rolled back during the transaction and the Service Provider has explicit shutter control. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are used. Additionally, the number of items rolled back may be greater than the number of items that can be presented at the output position.

This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == FALSE

Step	Customer	Application	XFS Commands and Events
1.- 10.	See OK Transaction (Explicit Shutter Control).		
11.	Selection: Return all the items.		
12.		Transport the items recognized to the output position.	WFS_CMD_CIM_CASH_IN_ROLLBACK
			WFS_CMD_CIM_CASH_IN_ROLLBACK completes with WFS_SUCCESS.
13.		Open shutter.	WFS_CMD_CIM_OPEN_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN)  WFS_SRVE_CIM_ITEMSPRESENTED  WFS_CMD_CIM_OPEN_SHUTTER completes with WFS_SUCCESS
14.		Tell the customer to take the items. The customer should be informed that the items will be returned in multiple bunches. If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event.	
15.	Customer takes the bunch of items.		WFS_SRVE_CIM_ITEMSTAKEN
16.		Close shutter.	WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)  WFS_CMD_CIM_CLOSE_SHUTTER completes with WFS_SUCCESS

17.		<p>Check if more bills need to be taken. The <i>wAdditionalBunches</i> and <i>usBunchesRemaining</i> fields from the last WFS_SRVE_CIM_ITEMSPRESENTED event is used to determine this. Note that if more items are to be presented, the WFS_CMD_CIM_OPEN_SHUTTER in step 13 will move the next bunch to the output position.</p> <p>If <i>wAdditionalBunches</i> == WFS_CIM_ADDBUNCHONEMORE  Repeat steps 13. – 17.  Else  Go to step 18.</p>	
18.		End of transaction.	

## 8.8 OK Transaction (Implicit Shutter Control)

The following table describes a normal cash-in transaction flow where everything works and the shutter is implicitly controlled by the Service Provider. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are not explicitly used by the application.

This flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE
- *bShutterControl* == TRUE, *bItemsInsertedSensor* == FALSE

Step	Customer	Application	XFS Commands and Events
1.	Customer selects cash-in operation.		WFS_CMD_CIM_CASH_IN_START
2.			* WFS_CMD_CIM_CASH_IN initiated The Service Provider implicitly opens the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_EXEE_CIM_INSERTITEMS event is sent when the shutter is fully open and the device is ready to begin accepting items.
3.		Ask the customer to insert money.	
4.	Customer inserts money.		
5.			If <i>bItemsInsertedSensor</i> == TRUE: WFS_SRVE_CIM_ITEMSINSERTED The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED) The bill recognition begins.
6.			* WFS_CMD_CIM_CASH_IN command completes.
7.		Display the number of items and/or amount recognized so far.	
8.		Ask the customer for further actions:  If the customer wants to insert more money: Repeat from step 2.  If the customer wants to finish the transaction: Continue with step 9.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Implicit Shutter Control)"	
9.	Selection: Finish the transaction		
10.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
11.		Credit the money to the customer's account.	
12.		End of transaction.	

## 8.9 Customer Initiates Returning Of Previously Recognized Items (Implicit Shutter Control)

The following table describes the flow of a cash-in transaction where the customer wants all the items to be returned after recognition and the shutter is implicitly controlled by the Service Provider. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are not used.

This flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE
- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == FALSE

Step	Customer	Application	XFS Commands and Events
1.-8.	See OK Transaction (Implicit Shutter Control).		
9.	Selection: Return all the items.		
10.		Transport the items recognized to the output position.	WFS_CMD_CIM_CASH_IN_ROLLBACK The Service Provider implicitly opens the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
11.		Request removal of the money.	
12.	Customer takes the money from the output position.		
13.	If <i>bItemsTakenSensor</i> == FALSE: confirm completion or use application timeout.		If <i>bItemsTakenSensor</i> == TRUE: WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
14.		End of transaction	

## 8.10 OK Transaction - (Implicit Shutter Control and WFS\_EXEE\_CIM\_SUBCASHIN event supported)

The following table describes the chronological steps taken in the flow of a cash-in transaction where the cash-in operation is subdivided into a number of logical operations under hardware control. In this case a WFS\_EXEE\_CIM\_SUBCASHIN event is generated for each sub cash-in operation. This may be the case for instance where a device does its coin or bill recognition in batches of 25. In this case the Service Provider would post a WFS\_EXEE\_CIM\_SUBCASHIN event each time 25 items were processed. In this example the shutter is implicitly controlled by the Service Provider so the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are not used.

This flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE
- *bShutterControl* == TRUE, *bItemsInsertedSensor* == FALSE

Step	Customer	Application	XFS Commands and Events
1.-5.	See OK Transaction (Implicit Shutter Control).		
6.			The device processes the items in batches. Each time a batch is completed a WFS_EXEE_CIM_SUBCASHIN event is posted then the cash-in operation continues.
7.			* WFS_CMD_CIM_CASH_IN completes.
8.		Display the number of items and/or amount recognized so far.	
9.		Ask the customer for further actions:  If the customer wants to insert more money: Repeat from step 2.  If the customer wants to finish the transaction: Continue with step 10.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Implicit Shutter Control)"	
10.			WFS_CMD_CIM_CASH_IN_END
11.		End of transaction.	



## 8.11 Multiple Bunches Returned During WFS\_CMD\_CIM\_CASH\_IN (Implicit Shutter Control and Implicit Present Control)

The following table describes the flow of a cash-in transaction where items are rejected during the transaction and the Service Provider has implicit shutter and present control. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER, WFS\_CMD\_CIM\_CLOSE\_SHUTTER and WFS\_CMD\_CIM\_PRESENT\_MEDIA commands are not used. Additionally, the number of items refused may be greater than the number of items that can be presented at the output position. Due to the complexity of this scenario, shutter and present control must be implicit. Therefore, there is no corresponding flow for explicit shutter and present control.

This flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == TRUE

Step	Customer	Application	XFS Command
1.-5.	See OK Transaction (Implicit Shutter Control).		
6.			As a result of the bill processing n bunches of items must be returned to the customer.
7.			WFS_EXEE_CIM_INPUTREFUSE
8.			Return bunch 1 of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
9.		Tell the customer that the items were not accepted, and to take the items. The customer should be informed that the items will be returned in multiple bunches. If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event.	
10.	Customer takes the bunch of items.		WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
11.			Return bunch 2 of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED

12.		Tell the customer that the items were not accepted, and to take the items. The customer should be informed that the items will be returned in multiple bunches. If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event.	
13.	Customer takes the bunch of items.		WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
14.			Repeat steps 11.-13. until bunches 3 to n-1 are returned to the customer.
15.			Return bunch n (last) of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
16.			* WFS_CMD_CIM_CASH_IN completes with WFS_SUCCESS.
17.		Tell the customer to take the items. The customer should be informed that this is the final bunch.	
18.	Customer takes the bunch of items.		
19.			WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
20.		Display the amount recognized so far.	
21.		Ask the customer for further actions:  If the customer wants to deposit the amount: Continue with step 21.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Implicit Shutter Control)"	
22.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
23.		Credit the money to the customer's account.	
24.		End of transaction.	

## 8.12 Multiple Bunches Returned During WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK (Implicit Shutter Control and Implicit Present Control)

The following table describes the flow of a roll back operation where items are rolled back during the transaction and the Service Provider has implicit shutter and present control. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER, WFS\_CMD\_CIM\_CLOSE\_SHUTTER and WFS\_CMD\_CIM\_PRESENT\_MEDIA commands are not used. Additionally, the number of items rolled back may be greater than the number of items that can be presented at the output position. Due to the complexity of this scenario, shutter and present control must be implicit. Therefore, there is no corresponding flow for explicit shutter and present control.

This flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == TRUE

Step	Customer	Application	XFS Command
1.-9.	See Customer Initiates Returning Of Previously Recognized Items (Implicit Shutter Control).		
10.		Initiate the roll back operation.	* WFS_CMD_CIM_CASH_IN_ROLLBACK
11.			The Service Provider begins the roll back. As a result of this n bunches of items must be returned to the customer.
12.			Return bunch 1 of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
13.		Tell the customer to take the items. The customer should be informed that the items will be returned in multiple bunches. If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event.	
14.	Customer takes the bunch of items.		WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
15.			Repeat steps 11.-14. until bunches 2 to n-1 are returned to the customer.
16.			Return bunch n (last) of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED

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17.			* WFS_CMD_CIM_CASH_IN_ROLLBACK completes with WFS_SUCCESS.
18.		Tell the customer to take the items. The customer should be informed that this is the final bunch.	
19.	Customer takes the bunch of items.		
20.			WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
21.		End of transaction.	

### 8.13 Retracting Items When Multiple Bunches Are Returned During WFS\_CMD\_CIM\_CASH\_IN (Implicit Shutter Control and Implicit Present Control)

The following table describes the flow of a cash-in transaction where items are returned back during the transaction and the Service Provider has implicit shutter and present control. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER, WFS\_CMD\_CIM\_CLOSE\_SHUTTER and WFS\_CMD\_CIM\_PRESENT\_MEDIA commands are not used. Additionally, the number of items returned may be greater than the number of items that can be presented at the output position. Due to the complexity of this scenario, shutter and present control must be implicit. Therefore, there is no corresponding flow for explicit shutter and present control.

This flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == TRUE

Step	Customer	Application	XFS Command
1.-5.	See OK Transaction (Implicit Shutter Control).		
6.			As a result of the bill processing n bunches of items must be returned to the customer.
7.			WFS_EXEE_CIM_INPUTREFUSE
8.			Return bunch 1 of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
9.		Tell the customer that the items were not accepted, and to take the items. The customer should be informed that the items will be returned in multiple bunches. If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event.	
10.	Customer <b>does not</b> take the bunch of items.		
11.		After some time the application timeout waiting for the items to be taken is reached	WFS_CancelAsyncRequest is executed to end the WFS_CMD_CIM_CASH_IN command.
12.			* If command cancellation is supported the WFS_CMD_CIM_CASH_IN completes with WFS_ERR_CANCELED.
13.		All items are retracted.	WFS_CMD_CIM_RETRACT
14.		End of transaction.	

## 8.14 Bill Recognition Error (WFS\_CMD\_CIM\_PRESENT\_MEDIA Command Supported)

The following table describes the flow of a cash-in transaction when the items are rejected as unrecognized during the transaction and the WFS\_CMD\_CIM\_PRESENT\_MEDIA command is supported.

This flow covers the following case:

- *bShutterControl* == FALSE, *bPresentControl* == FALSE, *bItemsTakenSensor* == TRUE

Step	Customer	Application	XFS Commands and Events
1.-7.	See OK Transaction (Explicit Shutter Control).		
8.			WFS_EXEE_CIM_INPUTREFUSE (WFS_CIM_INVALIDBILL) * WFS_CMD_CIM_CASH_IN completes with WFS_SUCCESS.
9.		Present items to customer.	* WFS_CMD_CIM_PRESENT_MEDIA initiated. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
10.			* WFS_CMD_CIM_PRESENT_MEDIA completes
11.		Tell the customer that the items were not recognized and that the customer should take the items.	
12.	Customer removes unrecognized money.		
13.			WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
14.		Display the amount recognized so far.	
15.		Ask the customer for further actions:  If the customer wants to deposit the amount: Continue with step 15.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Explicit Shutter Control)"	
16.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
17.		Credit the money to the customer's account.	
18.		End of transaction.	

## 8.15 Cancellation by Customer (Implicit Shutter Control and WFS\_CMD\_CIM\_PRESENT\_MEDIA Command Supported)

The following table describes the flow of a cash-in transaction where the customer wants all the items to be returned after recognition and the WFS\_CMD\_CIM\_PRESENT\_MEDIA command is supported.

This flow covers the following case:

- *bShutterControl* == TRUE, *bPresentControl* == FALSE, *bItemsTakenSensor* == TRUE

Step	Customer	Application	XFS Commands and Events
1.-9.	See Cancellation by Customer (Implicit Shutter Control).		
10.		Transport the items recognized to an internal position.	* WFS_CMD_CIM_CASH_IN_ROLLBACK initiated
11.			* WFS_CMD_CIM_CASH_IN_ROLLBACK completes.
12.		Present items to the customer.	* WFS_CMD_CIM_PRESENT_MEDIA initiated. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
13.			* WFS_CMD_CIM_PRESENT_MEDIA completes.
14.		Request removal of the money.	
15.	Customer takes the money from the output position.		
16.			WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
17.		End of transaction.	

## 8.16 Multiple Bunch Timeout Handling

The following sections describe flows where the Service Provider could potentially present refused items in multiple bunches during the WFS\_CMD\_CIM\_CASH\_IN command. As the WFS\_CMD\_CIM\_CASH\_IN timeout (*dwTimeout* parameter in WFSAsyncExecute or WFSExecute) may elapse before the last bunch is presented, resulting in a WFS\_ERR\_TIMEOUT in the completion event, it is recommended that the application take control by specifying a long *dwTimeout* and use timers to allow sufficient time for user interaction before cancelling the command. *dwTimeout* should be set sufficiently long to allow for any scenario; it could be set to WFS\_INDEFINITE\_WAIT as the command would be explicitly cancelled by the application if timers elapse.

Each flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == TRUE

### 8.16.1 No Items Inserted

In this flow, the user does not insert items within the required time, therefore the application cancels the WFS\_CMD\_CIM\_CASH\_IN command using WFS\_CMD\_CIM\_CASH\_IN\_END.

Step	Customer	Application	XFS Command
1.	Customer selects cash-in operation.		WFS_CMD_CIM_CASH_IN_START
2.			* WFS_CMD_CIM_CASH_IN initiated with a long timeout (for example, WFS_INDEFINITE_WAIT) using WFSAsyncExecute  The Service Provider implicitly opens the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_EXEE_CIM_INSERTITEMS event is sent when the shutter is fully open and the device is ready to begin accepting items.
3.		Ask the customer to insert money. Application sets an insertion timer.	
4.	Customer does not insert money.		
5.		The insertion timer elapses	WFSCancelAsyncRequest is executed to end the WFS_CMD_CIM_CASH_IN command.
6.			* If command cancellation is supported the WFS_CMD_CIM_CASH_IN completes with WFS_ERR_CANCELED. WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
7.		Transaction cancelled	WFS_CMD_CIM_CASH_IN_END
8.		End of transaction.	

### 8.16.2 First Bunch Not Taken

In this flow, the user does not take the first returned bunch within the required time, therefore the application cancels the WFS\_CMD\_CIM\_CASH\_IN command. The same sequence can be extended to any bunch other than the last bunch as this would complete the WFS\_CMD\_CIM\_CASH\_IN command; each time a new bunch is presented a new presentation timer should be set.



Step	Customer	Application	XFS Commands and Events
1.-3.	See No Items Inserted		
4.	Customer inserts money		If <i>blItemsInsertedSensor</i> == TRUE: WFS_SRVE_CIM_ITEMSINSERTED The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED) The bill recognition begins.
5.		Insertion timer cancelled	
6.			As a result of the bill processing n bunches of items must be returned to the customer.
7.			WFS_EXEE_CIM_INPUTREFUSE
8.			Return bunch 1 of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
9.		Tell the customer that the items were not accepted, and to take the items. The customer should be informed that the items will be returned in multiple bunches. If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event. Presentation timer set	
10.	Customer does not take the items	The presentation timer elapses	WFS_CancelAsyncRequest is executed to end the WFS_CMD_CIM_CASH_IN command.
			* If command cancellation is supported the WFS_CMD_CIM_CASH_IN completes with WFS_ERR_CANCELED. WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
11.		All items are retracted.	WFS_CMD_CIM_RETRACT
12.		End of transaction.	

### 8.16.3 Last Bunch Taken

In this flow, two bunches are to be returned & the user takes all of the returned bunches within the required time, therefore WFS\_CMD\_CIM\_CASH\_IN command completes normally.

Step	Customer	Application	XFS Commands and Events
1.-9.	See First Bunch Not Taken		
10.	Customer takes the bunch		WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
11.		Presentation timer cancelled	Return bunch 2 of items to customer. The Service Provider implicitly opens the shutter and implicitly presents the bunch of items. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED
12.			* WFS_CMD_CIM_CASH_IN completes with WFS_SUCCESS.
13.	Customer takes the bunch of items.		
14.			WFS_SRVE_CIM_ITEMSTAKEN The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED)
15.		Display the amount recognized so far.	
16.		Ask the customer for further actions:  If the customer wants to deposit the amount: Continue with step 17.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Implicit Shutter Control)"	
17.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
18.		Credit the money to the customer's account.	
19.		End of transaction.	

## 8.17 Exchange using DEPOSITINTO (Implicit Shutter Control)

The following table describes an Exchange using the WFS\_CIM\_DEPOSITINTO parameter to specify that items will be deposited using the deposit entrance. The shutter is implicitly controlled by the Service Provider. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are not explicitly used by the application.

Although this re-uses Cash In transaction commands to move the items, the Exchange is not restricted by the maximum number of items in a Cash In transaction (*fwIntermediateStacker*) as the Exchange can be performed using multiple deposits. Items may be returned or captured per local policy and configuration. Despite using the standard Cash In transaction commands, this sequence does not constitute one or more Cash In transactions therefore is not reported by WFS\_INF\_CIM\_CASH\_IN\_STATUS. Other Cash In transaction commands such as WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK can be used if required. Note also that in this example flow, each bunch will be transported to cash units before additional items can be inserted; it is equally valid to accept multiple bunches before depositing the items to the cash units.

This example flow covers cases where all the items are accepted during WFS\_CMD\_CIM\_CASH\_IN; unrecognized items may be deposited to a cash unit with the *fwItemType* containing WFS\_CIM\_CITYLEVEL1. Refer to other example flows for how refused items would be handled.

This flow covers the following case:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *fwIntermediateStacker* != 0

Step	User	Application	XFS Commands and Events
1.	User selects to perform a replenishment using the deposit entrance.		WFS_CMD_CIM_START_EXCHANGE with <i>fwExchangeType</i> == WFS_CIM_DEPOSITINTO.
2.			WFS_CMD_CIM_CASH_IN_START called to specify the input position.
3.			WFS_CMD_CIM_CASH_IN initiated The Service Provider implicitly opens the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPEN) WFS_EXEE_CIM_INSERTITEMS event is sent when the shutter is fully open and the device is ready to begin accepting items.
4.		Ask the user to insert items.	
5.	User inserts items.		
6.			WFS_SRVE_CIM_ITEMSINSERTED The Service Provider implicitly closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTCLOSED) The bill recognition begins.
7.			WFS_CMD_CIM_CASH_IN command completes.
8.		Display the number of items and/or amount recognized so far.	
8.		Transport the items into the designated cash units.	WFS_CMD_CIM_CASH_IN_END

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9.		<p>Ask the user for further actions:</p> <p>If the user wants to insert more items: Repeat from step 2.</p> <p>If the user wants to complete the Exchange operation: Continue with step 10.</p>	
10.	Selection: Complete		
11.			<p>WFS_CMD_CIM_END_EXCHANGE. This can be specified with a NULL input parameter as all the notes will have been counted and cash unit counts adjusted accordingly during the preceding operations.</p>
12.		End of Exchange.	

## 8.18 Multiple Bunches Returned During WFS\_CMD\_CIM\_CASH\_IN Refused Notes (using WFS\_CMD\_CIM\_PREPARE\_PRESENT)

The following table describes the flow of a cash-in transaction where items are rejected during the transaction. The application uses WFS\_CMD\_CIM\_PREPARE\_PRESENT commands to move items to the output position. The Service Provider has explicit shutter control. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are used for the user to take items. Additionally, the number of items refused may be greater than the number of items that can be presented at the output position.

This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == FALSE, *bPreparePresent* == TRUE

Step	Customer	Application	XFS Commands and Events
1.-6.	See OK Transaction (Explicit Shutter Control).		
7.			* WFS_CMD_CIM_CASH_IN initiated. The bill recognition begins. * WFS_CMD_CIM_CASH_IN resets the <i>lpTotalReturnedItems</i> output parameter of WFS_INF_CIM_PRESENT_STATUS.
8.			WFS_EXEE_CIM_INPUTREFUSE (WFS_CIM_INVALIDBILL) ... * WFS_CMD_CIM_CASH_IN completes with WFS_SUCCESS
9.		Move refused items to the output position.	WFS_CMD_CIM_PREPARE_PRESENT  WFS_CMD_CIM_PREPARE_PRESENT completes with WFS_SUCCESS
10.		Open shutter.	WFS_CMD_CIM_OPEN_SHUTTER  WFS_SRVE_CIM_SHUTTERSTATUS-CHANGED(WFS_CIM_SHTOPENED)  WFS_SRVE_CIM_ITEMSPRESENTED  WFS_CMD_CIM_OPEN_SHUTTER completes with WFS_SUCCESS
11.		If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event or the WFS_INF_CIM_PRESENT_STATUS command. Tell the customer that the items were not accepted, and to take the items. The customer should be informed that the items will be returned in multiple bunches.	
12.	Customer takes the bunch of items.		WFS_SRVE_CIM_ITEMSTAKEN

13.		Close shutter.	WFS_CMD_CIM_CLOSE_SHUTTER ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTCLOSED)  WFS_CMD_CIM_CLOSE_SHUTTER completes with WFS_SUCCESS
14.		If more refused items need to be taken: Repeat steps 9. – 14. Else Go to step 15.	
15.		Display the amount recognized so far.	
16.		Ask the customer for further actions:  If the customer wants to deposit the amount: Continue with step 17.  If the customer wants to get back all items inserted so far see table "Cancellation by Customer (Explicit Shutter Control)"	
17.		Transport the money into the cash units of type WFS_CIM_TYPERECYCLING / WFS_CIM_TYPECASHIN.	WFS_CMD_CIM_CASH_IN_END
18.		Credit the money to the customer's account.	
19.		End of transaction.	

## 8.19 Multiple Bunches Returned During WFS\_CMD\_CIM\_CASH\_IN\_ROLLBACK (using WFS\_CMD\_CIM\_PREPARE\_PRESENT)

The following table describes the flow of a roll back operation where items are rolled back during the transaction. The application use WFS\_CMD\_CIM\_PREPARE\_PRESENT commands to move items to the output position. The Service Provider has explicit shutter control. In this case the WFS\_CMD\_CIM\_OPEN\_SHUTTER and WFS\_CMD\_CIM\_CLOSE\_SHUTTER commands are used. Additionally, the number of items rolled back may be greater than the number of items that can be presented at the output position.

This flow covers the following cases:

- *bShutterControl* == FALSE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE, *bPresentControl* == FALSE, *bPreparePresent* == TRUE

Step	Customer	Application	XFS Commands and Events
1.- 10.	See OK Transaction (Explicit Shutter Control).		
11.	Selection: Return all the items.		
12.		Transport the items recognized to the output position.	WFS_CMD_CIM_CASH_IN_ROLLBACK  * WFS_CMD_CIM_CASH_IN_ROLLBACK reset the <i>lpTotalReturnedItems</i> output parameter of WFS_INF_CIM_PRESENT_STATUS.
			WFS_CMD_CIM_CASH_IN_ROLLBACK completes with WFS_SUCCESS.
13.		Move items to be rolled back to the output position.	WFS_CMD_CIM_PREPARE_PRESENT  WFS_CMD_CIM_PREPARE_PRESENT completes with WFS_SUCCESS
14.		Open shutter.	WFS_CMD_CIM_OPEN_SHUTTER  ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTOPEN)  WFS_SRVE_CIM_ITEMSPRESENTED  WFS_CMD_CIM_OPEN_SHUTTER completes with WFS_SUCCESS
15.		Tell the customer to take the items. The customer should be informed that the items will be returned in multiple bunches. If there are additional bunches to deliver then this can be determined from the output parameter of the WFS_SRVE_CIM_ITEMSPRESENTED event.	
16.	Customer takes the bunch of items.		WFS_SRVE_CIM_ITEMSTAKEN
17.		Close shutter.	WFS_CMD_CIM_CLOSE_SHUTTER  ... WFS_SRVE_CIM_SHUTTERSTATUS- CHANGED(WFS_CIM_SHTCLOSED)  WFS_CMD_CIM_CLOSE_SHUTTER completes with WFS_SUCCESS

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18.		If more items need to be taken: Repeat steps 13. – 18. Else Go to step 19.	
19.		End of transaction.	



## 9. ATM Mixed Media Transaction Flow – Application Guidelines

Compound CIM/IPM deposit devices are able to accept and process different types of media such as cash and checks. In order to improve the speed and usability of deposit devices it may be desirable to allow a bunch of items deposited to contain a variety of media types. Typically this is a bunch containing both cash and checks and is termed ‘Mixed Media processing’.

During this type of transaction the customer will insert cash and checks together in one bunch. The device will identify each item. Items not positively identified may be immediately returned to the customer. All remaining items can be deposited and shared deposit bins can be configured to receive mixed items. The application can also choose to return all items. Additionally the specification allows for depositing all checks and returning all cash or vice-versa depending on requirements.

In order to facilitate devices of differing hardware design and to support reuse of the XFS API, Mixed Media processing is achieved by initiating a CIM and an IPM transaction in parallel. The application and Service Providers must be able to handle concurrent CIM and IPM commands and events. The application will use the WFS\_CMD\_CIM\_SET\_MODE or WFS\_CMD\_IPM\_SET\_MODE command to activate Mixed Media processing. The literals used (i.e. WFS\_CIM\_IPMMIXEDMEDIA) describe the modes and indicate the nature of the compound device. This allows applications to open the correct interfaces to drive the transaction.

Mixed Media processing commands that move media in the device require commands to be called on both CIM and IPM interfaces. See the table below for a list of CIM commands and their IPM counterparts. Where the operation is to be cancelled the application is required to cancel only one command on either the CIM or IPM interface. Applications must be aware that the command that was NOT explicitly cancelled may complete with a WFS\_ERR\_CANCELED error.

For example the application must call both WFS\_CMD\_CIM\_CASH\_IN and WFS\_CMD\_IPM\_MEDIA\_IN commands to initiate the transaction. If an application wishes to cancel the transaction before items are inserted, only the WFS\_CMD\_CIM\_CASH\_IN command can be cancelled and the WFS\_CMD\_IPM\_MEDIA\_IN command will also be cancelled.

Devices suitable for Mixed Media processing must report WFS\_CIMCAPS.bShutterControl == TRUE to allow WFS\_CMD\_CIM\_PRESENT\_MEDIA and WFS\_CMD\_IPM\_PRESENT\_MEDIA commands to work concurrently.

The Mixed Media mode can be determined by calling WFS\_INF\_CIM\_STATUS or WFS\_INF\_IPM\_STATUS command and checking the value of the *wMixedMode* field.

Where an error occurs both CIM and IPM interfaces will report it. To recover the device a reset command can be called on either of the interfaces. Reset calls on both CIM and IPM interfaces are not required.

Application refusal (in the IPM interface) is not supported in Mixed Media mode.

To initiate a Mixed Media transaction the WFS\_CMD\_CIM\_CASH\_IN\_START command must be called. There is no equivalent command to the WFS\_CMD\_CIM\_CASH\_IN\_START command on the IPM interface.

### Commands and their counterparts:

This table lists the counterpart IPM commands which must be called as well as the CIM commands when in Mixed Media processing mode.

CIM command	IPM Command
WFS_CMD_CIM_CASH_IN	WFS_CMD_IPM_MEDIA_IN
WFS_CMD_CIM_CASH_IN_END	WFS_CMD_IPM_MEDIA_IN_END or where <i>bMixedDepositAndRollback</i> is TRUE WFS_CMD_IPM_MEDIA_IN_ROLLBACK
WFS_CMD_CIM_CASH_IN_ROLLBACK	WFS_CMD_IPM_MEDIA_IN_ROLLBACK or where <i>bMixedDepositAndRollback</i> is TRUE WFS_CMD_IPM_MEDIA_IN_END
WFS_CMD_CIM_PRESENT_MEDIA	WFS_CMD_IPM_PRESENT_MEDIA
WFS_CMD_CIM_RETRACT	WFS_CMD_IPM_RETRACT_MEDIA

**Events and their Counterparts**

The CIM and IPM interfaces both have a range of events to inform the application of device activity. During Mixed Media processing events fired from each interface can describe the same situation (i.e. items presented). In these cases the recommendation to application developers is to rely on a single interface for these duplicate notifications. The choice of which interface to use to handle specific events will be based on factors such as current codebase or application presentation requirements.

**CIM Event**

WFS\_USRE\_CIM\_CASHUNITTHRESHOLD  
WFS\_SRVE\_CIM\_CASHUNITINFOCHANGED  
WFS\_EXEE\_CIM\_CASHUNITERROR  
WFS\_SRVE\_CIM\_ITEMSTAKEN  
WFS\_SRVE\_CIM\_COUNTS\_CHANGED  
WFS\_EXEE\_CIM\_INPUTREFUSE  
WFS\_SRVE\_CIM\_ITEMSPRESENTED  
WFS\_SRVE\_CIM\_ITEMSINSERTED  
WFS\_EXEE\_CIM\_SUBCASHIN  
WFS\_SRVE\_CIM\_MEDIADETECTED  
WFS\_EXEE\_CIM\_INSERTITEMS  
WFS\_SRVE\_CIM\_DEVICEPOSITION  
WFS\_SRVE\_CIM\_POWER\_SAVE\_CHANGE

**IPM Event**

WFS\_USRE\_IPM\_MEDIABINTHRESHOLD  
WFS\_SRVE\_IPM\_MEDIABININFOCHANGED  
WFS\_EXEE\_IPM\_MEDIABINERROR  
WFS\_SRVE\_IPM\_MEDIATAKEN  
WFS\_SRVE\_IPM\_MEDIABININFOCHANGED  
WFS\_EXEE\_IPM\_MEDIAREFUSED  
WFS\_EXEE\_IPM\_MEDIAPRESENTED  
WFS\_EXEE\_IPM\_MEDIAINsertED  
WFS\_EXEE\_IPM\_MEDIADATA  
WFS\_SRVE\_IPM\_MEDIADETECTED  
WFS\_EXEE\_IPM\_NOMEDIA  
WFS\_SRVE\_IPM\_DEVICEPOSITION  
WFS\_SRVE\_IPM\_POWER\_SAVE\_CHANGE

The following sections describe the flow of a Mixed Media transaction on a compound CIM/IPM device. These application flows are provided as guidelines only. In all cases *WFS\_CIM\_POSCAPS.bPresentControl* == TRUE unless otherwise stated.

## 9.1 Mixed Media OK Transaction

The following table describes a normal Mixed Media transaction flow where there is a successful deposit.

This flow covers the following case:

- *bShutterControl* == TRUE, *wMixedMode* == WFS\_CIM\_IPMMIXEDMEDIA

Step	Application/Customer	CIM Commands and Events	IPM Commands and Events
1.	Application transaction opens sessions with both the CIM and the IPM service providers.		
2.	Customer selects Mixed Media transaction.	WFS_CMD_CIM_CASH_IN_START	
3.		* WFS_CMD_CIM_CASH_IN initiated (The shutter is not opened until WFS_CMD_IPM_MEDIA_IN is called.)	* WFS_CMD_IPM_MEDIA_IN initiated (Service Provider opens the input shutter).
4.		... WFS_SRVE_CIM_SHUTTER-STATUSCHANGED(WFS_CIM_SHT OPEN) WFS_EXEE_CIM_INSERTITEMS event is sent when the shutter is fully open and the device is ready to begin accepting items.	... WFS_SRVE_IPM_SHUTTER-STATUSCHANGED(WFS_IPM_SHT OPEN) WFS_EXEE_IPM_NOMEDIA This event specifies that media must be inserted into the device in order for the execute command to proceed.
5.	Ask the customer to insert items.		
6.	Customer inserts items.		
7.		WFS_SRVE_CIM_ITEMSINSERTED	WFS_EXEE_IPM_MEDIA-INSERTED
8.		The Service Provider closes the input shutter and the device begins processing the inserted items. ... WFS_SRVE_CIM_SHUTTER-STATUSCHANGED(WFS_CIM_SHT CLOSED)	... WFS_SRVE_IPM_SHUTTER-STATUSCHANGED(WFS_IPM_SHT CLOSED) Send one WFS_EXEE_IPM_MEDIADATA event for every check item identified
9.		* WFS_CMD_CIM_CASH_IN completes.	* WFS_CMD_IPM_MEDIA_IN completes.
10.		WFS_INF_CIM_CASH_IN_STATUS can be issued to request the number of CIM related items that were inserted.	WFS_INF_IPM_TRANSACTION_-STATUS is issued to request the number of IPM related items that were inserted.
11.	Display the items recognized and associated information so far.		Process the checks by sending any of: WFS_CMD_IPM_READ_IMAGE, WFS_CMD_IPM_SET_-DESTINATION, WFS_CMD_IPM_PRINT_TEXT, WFS_CMD_IPM_GET_IMAGE_-AFTER_PRINT

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12.	<p>Ask the customer for further actions:</p> <p>If the customer wants to insert more items: Repeat from step 3.</p> <p>If the customer wants to finish the transaction: Continue with step 13.</p> <p>If the customer wants to get back all items inserted so far see table "Cancellation by Customer".</p>		
13.		<p>* WFS_CMD_CIM_CASH_IN_END initiated (The device will not complete the media movement until WFS_CMD_IPM_MEDIA_IN_END command is called on IPM interface.)</p>	<p>* WFS_CMD_IPM_MEDIA_IN_END initiated Print on individual media items (as specified from IPM commands)</p>
14.		<p>Transport the items into the specified destinations.</p>	
15.		<p>* WFS_CMD_CIM_CASH_IN_END completes.</p>	<p>* WFS_CMD_IPM_MEDIA_IN_END completes. Output parameter indicates media bin / outputs positions that have received items.</p>
16.	<p>Credit the appropriate funds to the customer's account.</p>		
17.	<p>End of transaction.</p>		

## 9.2 Mixed Media Cancellation by Customer

The following table describes the flow of a Mixed Media transaction where the customer wants all the items to be returned. In this case the returned items must be explicitly presented by the application.

This flow covers the following cases:

- *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE
- *bCompound* == TRUE, *wMixedMode* == WFS\_CIM\_IPMMIXEDMEDIA
- WFS\_CIM\_POSCAPS.*bPresentControl* == FALSE

Step	Customer/ Application	CIM Commands and Events	IPM Commands and Events
1.- 12.	As per OK Transaction.		
13.	Selection: Return all the items.		
14.	Transport the items recognized to the output position.	* WFS_CMD_CIM_CASH_IN_- ROLLBACK initiated (No physical action may take place until the WFS_CMD_IPM_- MEDIA_IN_ROLLBACK command.)	* WFS_CMD_IPM_MEDIA_IN_- ROLLBACK initiated
15.		* WFS_CMD_CIM_CASH_IN_- ROLLBACK completes.	* WFS_CMD_IPM_MEDIA_IN_- ROLLBACK completes.
16.		* WFS_CMD_CIM_PRESENT_MEDIA initiated (No physical action may take place until the WFS_CMD_IPM_PRESENT_MEDIA command.)	* WFS_CMD_IPM_PRESENT_MEDIA initiated
17.		The Service Provider opens the shutter(s). CIM cash moves to output position.  ... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTOPEN)	The Service Provider opens the shutter(s). IPM media moves to output position.  ... WFS_SRVE_IPM_SHUTTERSTATUS CHANGED(WFS_IPM_SHTOPEN)
18.	Request removal of the items.	WFS_SRVE_CIM_ITEMSPRESENTED	WFS_EXEE_IPM_MEDIA- PRESENTED.
19.		* WFS_CMD_CIM_PRESENT_MEDIA completes.	* WFS_CMD_IPM_PRESENT_MEDIA completes.
20.	Customer takes the items from the output position.		
21.		WFS_SRVE_CIM_ITEMSTAKEN	WFS_SRVE_IPM_MEDIATAKEN
22.		The Service Provider closes the shutter.  ... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTCLOSED)	... WFS_SRVE_IPM_SHUTTERSTATUS CHANGED(WFS_IPM_SHTCLOSED)
23.	End of transaction.		

### 9.3 Mixed Media Cancellation by Customer on Cash Part Only

The following table describes the flow of a Mixed Media transaction where the customer wants the cash items to be returned but deposit the check items. In this case the returned items are implicitly presented by the Service Provider.

This flow covers the following cases:

- *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE
- *wMixedMode* == WFS\_CIM\_IPMMIXEDMEDIA
- WFS\_CIM\_POSCAPS.*bPresentControl* == TRUE

Step	Customer/ Application	CIM Commands and Events	IPM Commands and Events
1.- 12.	As per OK transaction		
13.	Selection: return cash items.		
14.	Transport the items recognized to the output position.	* WFS_CMD_CIM_CASH_IN_-ROLLBACK initiated (No physical action may take place until the WFS_CMD_IPM_MEDIA_IN_END command.)	* WFS_CMD_IPM_MEDIA_IN_END initiated
15.			Print on, and deposit individual media items (as specified by IPM commands).
16.		The Service Provider opens the shutter. CIM cash moves to output position. ... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTOPEN)	... WFS_SRVE_IPM_SHUTTERSTATUS CHANGED(WFS_IPM_SHTOPEN)
17.	Request removal of the cash items.	WFS_SRVE_CIM_ITEMSPRESENTED	WFS_EXEE_IPM_MEDIA-PRESENTED.
18.		* WFS_CMD_CIM_CASH_IN_-ROLLBACK completes.	* WFS_CMD_IPM_MEDIA_IN_END completes.
19.	Customer takes the cash items from the output position.		
20.		WFS_SRVE_CIM_ITEMSTAKEN The Service Provider closes the shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTCLOSED)	WFS_SRVE_IPM_MEDIATAKEN ... WFS_SRVE_IPM_SHUTTERSTATUS CHANGED(WFS_IPM_SHTCLOSED)
21.	End of transaction.		

## 9.4 Mixed Media Multiple Refused Items

The following table describes the flow of a Mixed Media transaction where items are rejected during the transaction. Additionally, the number of items refused may be greater than the number of items that can be presented at the output position. In this case the returned items must be explicitly presented by the application.

This flow covers the following cases:

- *bShutterControl* == TRUE, *bItemsInsertedSensor* == TRUE, *bItemsTakenSensor* == TRUE
- *bCompound* == TRUE, *wMixedMode* == WFS\_CIM\_IPMMIXEDMEDIA
- WFS\_CIM\_POSCAPS.*bPresentControl* == FALSE

Step	Application/ Customer	CIM Commands and Events	IPM Commands and Events
1.	Customer selects Mixed Media transaction.	WFS_CMD_CIM_CASH_IN_START	
2.		* WFS_CMD_CIM_CASH_IN initiated (The shutter is not opened until WFS_CMD_IPM_MEDIA_IN is called.) ... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTOPEN)	* WFS_CMD_IPM_MEDIA_IN initiated Service Provider opens the input shutter. ... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTOPEN)
3.		WFS_EXEE_CIM_INSERTITEMS event is sent when the shutter is fully open and the device is ready to begin accepting items.	WFS_EXEE_IPM_NOMEDIA This event specifies that media must be inserted into the device in order for the execute command to proceed.
4.	Ask the customer to insert items.		
5.	Customer inserts items.		
6.		WFS_SRVE_CIM_ITEMSINSERTED	WFS_EXEE_IPM_MEDIAINsertED
7.		The Service Provider closes the input shutter and the device begins processing the inserted items. ... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTCLOSED)	... WFS_SRVE_IPM_SHUTTERSTATUS-CHANGED(WFS_IPM_SHTCLOSED) Send one WFS_EXEE_IPM_MEDIADATA event for every check item identified.
8.	Items are refused.	WFS_EXEE_CIM_INPUTREFUSE event sent with appropriate <i>lpusReason</i> parameter. Items that are not bills or checks are rejected with WFS_CIM_INVALIDBILL.	WFS_EXEE_IPM_MEDIAREFUSED
9.		* WFS_CMD_CIM_CASH_IN completes.	* WFS_CMD_IPM_MEDIA_IN completes.
10.	Application chooses to return refused items now.	* WFS_CMD_CIM_PRESENT_MEDIA initiated (No physical action may take place until the WFS_CMD_IPM_PRESENT_MEDIA command.)	* WFS_CMD_IPM_PRESENT_MEDIA initiated
11.	Each bunch of items presented.	... WFS_SRVE_CIM_SHUTTERSTATUS CHANGED(WFS_CIM_SHTOPEN) WFS_SRVE_CIM_ITEMSPRESENTED	... WFS_SRVE_IPM_SHUTTERSTATUS-CHANGED(WFS_IPM_SHTOPEN) WFS_EXEE_IPM_MEDIAPRESENTED

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12.	All but last bunch of items taken.	WFS_SRVE_CIM_ITEMSTAKEN	WFS_SRVE_IPM_MEDIATAKEN
13.		* WFS_CMD_CIM_PRESENT_MEDIA completes.	* WFS_CMD_IPM_PRESENT_MEDIA completes.
14.	Last bunch of items taken.	WFS_SRVE_CIM_ITEMSTAKEN	WFS_SRVE_IPM_MEDIATAKEN
15.	Transaction continues from step 13. in the OK transaction.		



## 10. Rules for Cash Unit Exchange

The XFS Start and End Exchange commands should be used by applications to supply the latest information with regards to cash unit replenishment state and content. This guarantees a certain amount of control to an application as to which denominations are stored in which position as well as the general physical state of the logical/physical cash units.

If a cash unit is removed from the CIM outside of the Start/End Exchange operations and subsequently reinserted the status of the physical cash unit should be set to WFS\_CIM\_STATCUMANIP to indicate to the application that the physical cash unit has been removed, reinserted and possibly tampered with. While the cash unit has this status the Service Provider should not attempt to use it as part of a cash-in operation. The WFS\_CIM\_STATCUMANIP status should not change until the next Start/End Exchange operation is performed, even if the cash unit is replaced in its original position.

If all the physical cash units belonging to a logical cash unit are manipulated the parent logical cash unit that the physical cash units belong to should also have its status set to WFS\_CIM\_STATCUMANIP.

When a cash unit is removed and/or replaced outside of the Start/End Exchange operations the original logical cash unit information such as the values, currency and counts should be preserved in the Cash Unit Info structure reported to the application for accounting purposes until the next Start/End Exchange operations, even if the cash unit physically contains a different denomination.

### Mixed Media Processing:

Where the device supports cash units that can store non-CIM items, a counters update to those cash units applied by the CIM interface can also be seen in the other interfaces available to the compound device.

The CIM *ulCount* on a shared bin (of type WFS\_CIM\_TYPECASHIN) reports the total number of banknotes, checks or coins of all types in the cash unit. This is for the following reasons:

1. *ulCount* on CIM has the same meaning as *ulCount* on IPM. That is the number of items of any type in the bin.
2. *ulMaximum*, is truly representative of the capacity of the physical bin and software thresholds can accurately reflect the state of the bin.
3. Use of *ulCount* representing items from both interfaces gives the greatest flexibility. Dedicated CIM or IPM bins and therefore counts can still be achieved through bin configuration.
4. The actual number of notes can be determined from *lpNoteNumberList*.

The following table describes the effect on the IPM counts where an application causes counter changes to a shared cassette using the CIM interface. The example assumes the starting position of a shared CIM cash unit/IPM media bin:

From WFSCIMCASHIN:

```
fwType = WFS_CIM_TYPECASHIN
fwItemType = WFS_CIM_CITYPALL|WFS_CIM_CITYIPM
ulCashInCount = 0
ulCount = 0
```

And the IPM starting position for the shared CIM cash unit/IPM media bin:

From WFSIPMMEDIABIN:

```
fwType = WFS_IPM_TYPEMEDIAIN
wMediaType = WFS_IPM_MEDIATYPCOMPOUND
ulMediaInCount = 0
ulCount = 0
```

	Application Activity	CIM Counts on the shared cash unit	IPM Counts on the shared media bin
1.	A customer enters 10 good notes and 10 good checks in the same transaction.	<i>ulCashInCount</i> = 10 <i>ulCount</i> = 20	<i>ulMediaInCount</i> = 10 <i>ulCount</i> = 20
2.	Replenishment activity removes all items from the cash unit and clears the counts using WFS_CMD_CIM_END_EXCHANGE	<i>ulCashInCount</i> = 0 <i>ulCount</i> = 0	<i>ulMediaInCount</i> = 0 <i>ulCount</i> = 0

3.	A further customer enters 10 good notes and 10 good checks in the same transaction.	<i>ulCashInCount</i> = 10 <i>ulCount</i> = 20	<i>ulMediaInCount</i> = 10 <i>ulCount</i> = 20
4.	Replenishment activity removes only cash items from the cash unit. The CIM counts are adjusted using WFS_CMD_CIM_SET_CASH_UNIT_INFO <i>ulCashInCount</i> is set to 0, and <i>ulCount</i> is set to 10	<i>ulCashInCount</i> = 0 <i>ulCount</i> = 10	<i>ulMediaInCount</i> = 10 <i>ulCount</i> = 10
5.	A further customer enters 10 good notes and 10 good checks in the same transaction.	<i>ulCashInCount</i> = 10 <i>ulCount</i> = 30	<i>ulMediaInCount</i> = 20 <i>ulCount</i> = 30
6.	Replenishment activity removes only checks (20 items) from the cash unit. The counts are adjusted using WFS_CMD_IPM_SET_MEDIA_BIN_INFO. <i>ulMediaInCount</i> is set to 0, and <i>ulCount</i> is set to 10	<i>ulCashInCount</i> = 10 <i>ulCount</i> = 10	<i>ulMediaInCount</i> = 0 <i>ulCount</i> = 10

**Multiple Physical Cash Units:**

Where a logical cash unit contains more than one physical cash unit and is configured to accept or dispense more than one note ID, the breakdown of notes contained within each physical cash unit can be tracked or specified if the Service Provider supports the NOTENUMBERLIST string in the physical cash unit *lpszExtra* (see WFSCIMPHCU). Support for this is defined by the *bPhysicalNoteList* capability.

It is not mandatory to specify the NOTENUMBERLIST string in an Exchange even if supported; the Service Provider will track the counts from the point of the replenishment.

The following flow shows how this can be used:

	User/Application Activity	Logical Cash Unit Counts	Physical Cash Unit Counts
1	The device is replenished by inserting two physical cash units which are associated with one logical cash unit. The first physical cash unit contains 500 x <i>usNoteID</i> 1, the second cash unit contains 500 x <i>usNoteID</i> 2. Application performs an Exchange to set the counts including the NOTENUMBERLIST in the physical cash units.	<i>ulCount</i> = 1000 <i>lpNoteNumberList</i> : <i>usNumOfNoteNumbers</i> = 2 <i>lppNoteNumber[0].usNoteID</i> = 1 <i>lppNoteNumber[0].ulCount</i> = 500 <i>lppNoteNumber[1].usNoteID</i> = 2 <i>lppNoteNumber[1].ulCount</i> = 500	<i>lppPhysical[0]</i> : <i>ulCount</i> = 500 NOTENUMBERLIST=1,500 <i>lppPhysical[1]</i> : <i>ulCount</i> = 500 NOTENUMBERLIST=2,500
2.	After several transactions, the first physical cash unit is full and requires replenishment. Application queries the counts.	<i>ulCount</i> = 1600 <i>lpNoteNumberList</i> : <i>usNumOfNoteNumbers</i> = 2 <i>lppNoteNumber[0].usNoteID</i> = 1 <i>lppNoteNumber[0].ulCount</i> = 900 <i>lppNoteNumber[1].usNoteID</i> = 2 <i>lppNoteNumber[1].ulCount</i> = 700	<i>lppPhysical[0]</i> : <i>ulCount</i> = 1000 NOTENUMBERLIST=1,800;2,200 <i>lppPhysical[1]</i> : <i>ulCount</i> = 600 NOTENUMBERLIST=1,100;2,500

3.	The first physical cash unit is removed. The logical cash unit counts can now report only what is in the remaining physical cash unit. Application queries the counts	<ul style="list-style-type: none"> <li><i>ulCount</i> = 600</li> <li><i>lpNoteNumberList</i>:</li> <li style="padding-left: 20px;"><i>usNumOfNoteNumbers</i> = 2</li> <li style="padding-left: 20px;"><i>lppNoteNumber[0].usNoteID</i> = 1</li> <li style="padding-left: 20px;"><i>lppNoteNumber[0].ulCount</i> = 100</li> <li style="padding-left: 20px;"><i>lppNoteNumber[1].usNoteID</i> = 2</li> <li style="padding-left: 20px;"><i>lppNoteNumber[1].ulCount</i> = 500</li> </ul>	<ul style="list-style-type: none"> <li><i>lppPhysical[0]</i>:</li> <li><i>ulCount</i> = 600</li> <li>NOTENUMBERLIST=1,100;2,500</li> </ul>
4.	A new cash unit is inserted containing 300 x usNoteID 1. As the application already knows the contents of the remaining physical cash unit, the logical cash unit counts can be calculated. Application performs an Exchange to set the counts.	<ul style="list-style-type: none"> <li><i>ulCount</i> = 900</li> <li><i>lpNoteNumberList</i>:</li> <li style="padding-left: 20px;"><i>usNumOfNoteNumbers</i> = 2</li> <li style="padding-left: 20px;"><i>lppNoteNumber[0].usNoteID</i> = 1</li> <li style="padding-left: 20px;"><i>lppNoteNumber[0].ulCount</i> = 400</li> <li style="padding-left: 20px;"><i>lppNoteNumber[1].usNoteID</i> = 2</li> <li style="padding-left: 20px;"><i>lppNoteNumber[1].ulCount</i> = 500</li> </ul>	<ul style="list-style-type: none"> <li><i>lppPhysical[0]</i>:</li> <li><i>ulCount</i> = 300</li> <li>NOTENUMBERLIST=1,300</li> <li><i>lppPhysical[1]</i>:</li> <li><i>ulCount</i> = 600</li> <li>NOTENUMBERLIST=1,100;2,500</li> </ul>

## 11. Events Associated with Cash Unit Status Changes

---

The following instances illustrate which events will be posted when the cash unit statuses change. In all cases *bHardwareSensors* == TRUE, *ulMaximum* == 0 and *ulMinimum* == 0.

### 11.1 One Physical Cash Unit Goes HIGH

---

The following table describes a deposit transaction case where the status of a physical cash unit only changes from WFS\_CIM\_STATCUOK to WFS\_CIM\_STATCUHIGH.

- *Logical CU 1 consists of Physical CU 1 and Physical CU 2*

	Action	Status/Event
1.		Logical CU 1: WFS_CIM_STATCUOK - Physical CU 1: WFS_CIM_STATCUOK - Physical CU 2: WFS_CIM_STATCUOK
2.	A user deposits items.	
3.	The device accepts and moves the items into Physical CU 1, whose status changes to high.	
4.	The status of Logical CU 1 does not change.	Logical CU 1: WFS_CIM_STATCUOK - Physical CU 1: <b>WFS_CIM_STATCUHIGH</b> - Physical CU 2: WFS_CIM_STATCUOK  WFS_SRVE_CIM_CASHUNITINFOCHANGED

## 11.2 Last Physical Cash Unit Goes HIGH

---

The following table describes a deposit transaction case where the status of a logical cash unit changes from WFS\_CIM\_STATCUOK to WFS\_CIM\_STATCUHIGH.

- *Logical CU 1 consists of Physical CU 1 and Physical CU 2*

	Action	Status/Event
1.		Logical CU 1: WFS_CIM_STATCUOK - Physical CU 1: WFS_CIM_STATCUHIGH - Physical CU 2: WFS_CIM_STATCUOK
2.	A user deposits items.	
3.	The device accepts and moves the items into Physical CU 2, whose status changes to high.	
4.	As a result, the status of Logical CU 1 changes to high.	Logical CU 1: <b>WFS_CIM_STATCUHIGH</b> - Physical CU 1: WFS_CIM_STATCUHIGH - Physical CU 2: <b>WFS_CIM_STATCUHIGH</b>  WFS_SRVE_CIM_CASHUNITINFOCHANGED WFS_USRE_CIM_CASHUNITTHRESHOLD

### 11.3 One Physical Cash Unit Goes INOP

---

The following table describes a deposit transaction case where the status of a logical cash unit changes from WFS\_CIM\_STATCUOK to WFS\_CIM\_STATCUHIGH as the result of a physical cash unit failure.

- *Logical CU 1 consists of Physical CU 1 and Physical CU 2*
- *The device has ability to continue transaction when a problem occurs in a physical cash unit.*

	Action	Status/Event
1.		Logical CU 1: WFS_CIM_STATCUOK - Physical CU 1: WFS_CIM_STATCUOK - Physical CU 2: WFS_CIM_STATCUHIGH
2.	A user deposits items.	
3.	The device accepts the items and tries to move them into Physical CU 1; however, a problem occurs in the cash unit, whose status changes to inoperative.	
4.	Instead, the device moves the items into Physical CU 2.	
5.	As a result, the status of Logical CU 1 changes to high.	Logical CU 1: <b>WFS_CIM_STATCUHIGH</b> - Physical CU 1: <b>WFS_CIM_STATCUINOP</b> - Physical CU 2: WFS_CIM_STATCUHIGH  WFS_EXEE_CIM_CASHUNITERROR WFS_SRVE_CIM_CASHUNITINFOCHANGED WFS_USRE_CIM_CASHUNITTHRESHOLD

## 11.4 Last Physical Cash Unit Goes FULL

---

The following table describes a deposit transaction case where the status of a logical cash unit changes from WFS\_CIM\_STATCUHIGH to WFS\_CIM\_STATCUFULL.

- *Logical CU 1 consists of Physical CU 1 and Physical CU 2*

	Action	Status/Event
1.		Logical CU 1: WFS_CIM_STATCUHIGH - Physical CU 1: WFS_CIM_STATCUFULL - Physical CU 2: WFS_CIM_STATCUHIGH
2.	A user deposits items.	
3.	The device accepts and moves the items into Physical CU 2, whose status changes to full.	
4.	As a result, the status of Logical CU 1 changes to full.	Logical CU 1: <b>WFS_CIM_STATCUFULL</b> - Physical CU 1: WFS_CIM_STATCUFULL - Physical CU 2: <b>WFS_CIM_STATCUFULL</b>  WFS_SRVE_CIM_CASHUNITINFOCHANGED

## 12. C - Header file

---

```

/*****
*
* xfscim.h      XFS - Cash Acceptor (CIM) definitions
*
*              Version 3.40   (December 6 2019)
*
*****/

#ifndef __INC_XFSCIM_H
#define __INC_XFSCIM_H

#ifdef __cplusplus
extern "C" {
#endif

#include <xfsap.h>

/* be aware of alignment */
#pragma pack (push, 1)

/* values of WFSCIMCAPS.wClass */

#define      WFS_SERVICE_CLASS_CIM                (13)
#define      WFS_SERVICE_CLASS_VERSION_CIM      (0x2803) /* Version 3.40 */
#define      WFS_SERVICE_CLASS_NAME_CIM        "CIM"

#define      CIM_SERVICE_OFFSET                  (WFS_SERVICE_CLASS_CIM * 100)

/* CIM Info Commands */

#define      WFS_INF_CIM_STATUS                   (CIM_SERVICE_OFFSET + 1)
#define      WFS_INF_CIM_CAPABILITIES             (CIM_SERVICE_OFFSET + 2)
#define      WFS_INF_CIM_CASH_UNIT_INFO          (CIM_SERVICE_OFFSET + 3)
#define      WFS_INF_CIM_TELLER_INFO             (CIM_SERVICE_OFFSET + 4)
#define      WFS_INF_CIM_CURRENCY_EXP           (CIM_SERVICE_OFFSET + 5)
#define      WFS_INF_CIM_BANKNOTE_TYPES         (CIM_SERVICE_OFFSET + 6)
#define      WFS_INF_CIM_CASH_IN_STATUS         (CIM_SERVICE_OFFSET + 7)
#define      WFS_INF_CIM_GET_P6_INFO            (CIM_SERVICE_OFFSET + 8)
#define      WFS_INF_CIM_GET_P6_SIGNATURE       (CIM_SERVICE_OFFSET + 9)
#define      WFS_INF_CIM_GET_ITEM_INFO          (CIM_SERVICE_OFFSET + 10)
#define      WFS_INF_CIM_POSITION_CAPABILITIES  (CIM_SERVICE_OFFSET + 11)
#define      WFS_INF_CIM_REPLENISH_TARGET       (CIM_SERVICE_OFFSET + 12)
#define      WFS_INF_CIM_DEVICELOCK_STATUS      (CIM_SERVICE_OFFSET + 13)
#define      WFS_INF_CIM_CASH_UNIT_CAPABILITIES (CIM_SERVICE_OFFSET + 14)
#define      WFS_INF_CIM_DEplete_SOURCE         (CIM_SERVICE_OFFSET + 15)
#define      WFS_INF_CIM_GET_ALL_ITEMS_INFO     (CIM_SERVICE_OFFSET + 16)
#define      WFS_INF_CIM_GET_BLACKLIST          (CIM_SERVICE_OFFSET + 17)
#define      WFS_INF_CIM_GET_CLASSIFICATION_LIST (CIM_SERVICE_OFFSET + 18)
#define      WFS_INF_CIM_CASH_UNIT_COUNT_STATUS (CIM_SERVICE_OFFSET + 19)
#define      WFS_INF_CIM_PRESENT_STATUS         (CIM_SERVICE_OFFSET + 20)

/* CIM Execute Commands */

#define      WFS_CMD_CIM_CASH_IN_START           (CIM_SERVICE_OFFSET + 1)
#define      WFS_CMD_CIM_CASH_IN                (CIM_SERVICE_OFFSET + 2)
#define      WFS_CMD_CIM_CASH_IN_END            (CIM_SERVICE_OFFSET + 3)
#define      WFS_CMD_CIM_CASH_IN_ROLLBACK       (CIM_SERVICE_OFFSET + 4)
#define      WFS_CMD_CIM_RETRACT                 (CIM_SERVICE_OFFSET + 5)
#define      WFS_CMD_CIM_OPEN_SHUTTER           (CIM_SERVICE_OFFSET + 6)
#define      WFS_CMD_CIM_CLOSE_SHUTTER          (CIM_SERVICE_OFFSET + 7)
#define      WFS_CMD_CIM_SET_TELLER_INFO        (CIM_SERVICE_OFFSET + 8)
#define      WFS_CMD_CIM_SET_CASH_UNIT_INFO     (CIM_SERVICE_OFFSET + 9)
#define      WFS_CMD_CIM_START_EXCHANGE         (CIM_SERVICE_OFFSET + 10)
#define      WFS_CMD_CIM_END_EXCHANGE           (CIM_SERVICE_OFFSET + 11)
#define      WFS_CMD_CIM_OPEN_SAFE_DOOR         (CIM_SERVICE_OFFSET + 12)
#define      WFS_CMD_CIM_RESET                   (CIM_SERVICE_OFFSET + 13)

```



```

#define WFS_CMD_CIM_CONFIGURE_CASH_IN_UNITS (CIM_SERVICE_OFFSET + 14)
#define WFS_CMD_CIM_CONFIGURE_NOTETYPES (CIM_SERVICE_OFFSET + 15)
#define WFS_CMD_CIM_CREATE_P6_SIGNATURE (CIM_SERVICE_OFFSET + 16)
#define WFS_CMD_CIM_SET_GUIDANCE_LIGHT (CIM_SERVICE_OFFSET + 17)
#define WFS_CMD_CIM_CONFIGURE_NOTE_READER (CIM_SERVICE_OFFSET + 18)
#define WFS_CMD_CIM_COMPARE_P6_SIGNATURE (CIM_SERVICE_OFFSET + 19)
#define WFS_CMD_CIM_POWER_SAVE_CONTROL (CIM_SERVICE_OFFSET + 20)
#define WFS_CMD_CIM_REPLENISH (CIM_SERVICE_OFFSET + 21)
#define WFS_CMD_CIM_SET_CASH_IN_LIMIT (CIM_SERVICE_OFFSET + 22)
#define WFS_CMD_CIM_CASH_UNIT_COUNT (CIM_SERVICE_OFFSET + 23)
#define WFS_CMD_CIM_DEVICE_LOCK_CONTROL (CIM_SERVICE_OFFSET + 24)
#define WFS_CMD_CIM_SET_MODE (CIM_SERVICE_OFFSET + 25)
#define WFS_CMD_CIM_PRESENT_MEDIA (CIM_SERVICE_OFFSET + 26)
#define WFS_CMD_CIM_DEplete (CIM_SERVICE_OFFSET + 27)
#define WFS_CMD_CIM_SET_BLACKLIST (CIM_SERVICE_OFFSET + 28)
#define WFS_CMD_CIM_SYNCHRONIZE_COMMAND (CIM_SERVICE_OFFSET + 29)
#define WFS_CMD_CIM_SET_CLASSIFICATION_LIST (CIM_SERVICE_OFFSET + 30)
#define WFS_CMD_CIM_PREPARE_PRESENT (CIM_SERVICE_OFFSET + 31)

```

/\* CIM Messages \*/

```

#define WFS_SRVE_CIM_SAFEDOOROPEN (CIM_SERVICE_OFFSET + 1)
#define WFS_SRVE_CIM_SAFEDOORCLOSED (CIM_SERVICE_OFFSET + 2)
#define WFS_USRE_CIM_CASHUNITTHRESHOLD (CIM_SERVICE_OFFSET + 3)
#define WFS_SRVE_CIM_CASHUNITINFOCHANGED (CIM_SERVICE_OFFSET + 4)
#define WFS_SRVE_CIM_TELLERINFOCHANGED (CIM_SERVICE_OFFSET + 5)
#define WFS_EXEE_CIM_CASHUNITERROR (CIM_SERVICE_OFFSET + 6)
#define WFS_SRVE_CIM_ITEMSTAKEN (CIM_SERVICE_OFFSET + 7)
#define WFS_SRVE_CIM_COUNTS_CHANGED (CIM_SERVICE_OFFSET + 8)
#define WFS_EXEE_CIM_INPUTREFUSE (CIM_SERVICE_OFFSET + 9)
#define WFS_SRVE_CIM_ITEMSPRESENTED (CIM_SERVICE_OFFSET + 10)
#define WFS_SRVE_CIM_ITEMSINSERTED (CIM_SERVICE_OFFSET + 11)
#define WFS_EXEE_CIM_NOTEERROR (CIM_SERVICE_OFFSET + 12)
#define WFS_EXEE_CIM_SUBCASHIN (CIM_SERVICE_OFFSET + 13)
#define WFS_SRVE_CIM_MEDIADETECTED (CIM_SERVICE_OFFSET + 14)
#define WFS_EXEE_CIM_INPUT_P6 (CIM_SERVICE_OFFSET + 15)
#define WFS_EXEE_CIM_INFO_AVAILABLE (CIM_SERVICE_OFFSET + 16)
#define WFS_EXEE_CIM_INSERTITEMS (CIM_SERVICE_OFFSET + 17)
#define WFS_SRVE_CIM_DEVICEPOSITION (CIM_SERVICE_OFFSET + 18)
#define WFS_SRVE_CIM_POWER_SAVE_CHANGE (CIM_SERVICE_OFFSET + 19)
#define WFS_EXEE_CIM_INCOMPLETEREPLENISH (CIM_SERVICE_OFFSET + 20)
#define WFS_EXEE_CIM_INCOMPLETEDEplete (CIM_SERVICE_OFFSET + 21)
#define WFS_SRVE_CIM_SHUTTERSTATUSCHANGED (CIM_SERVICE_OFFSET + 22)
#define WFS_SRVE_CIM_COUNTACCURACYCHANGED (CIM_SERVICE_OFFSET + 23)

```

/\* values of WFS\_CIMSTATUS.fwDevice \*/

```

#define WFS_CIM_DEVONLINE WFS_STAT_DEVONLINE
#define WFS_CIM_DEVOFFLINE WFS_STAT_DEVOFFLINE
#define WFS_CIM_DEVPPOWEROFF WFS_STAT_DEVPPOWEROFF
#define WFS_CIM_DEVNODEVICE WFS_STAT_DEVNODEVICE
#define WFS_CIM_DEVUSERERROR WFS_STAT_DEVUSERERROR
#define WFS_CIM_DEVHWERROR WFS_STAT_DEVHWERROR
#define WFS_CIM_DEVBUSY WFS_STAT_DEVBUSY
#define WFS_CIM_DEVFRAUDATTEMPT WFS_STAT_DEVFRAUDATTEMPT
#define WFS_CIM_DEVPOTENTIALFRAUD WFS_STAT_DEVPOTENTIALFRAUD

```

/\* values of WFS\_CIMSTATUS.fwSafeDoor \*/

```

#define WFS_CIM_DOORNOTSUPPORTED (1)
#define WFS_CIM_DOOROPEN (2)
#define WFS_CIM_DOORCLOSED (3)
#define WFS_CIM_DOORUNKNOWN (4)

```

/\* values of WFS\_CIMSTATUS.fwAcceptor \*/

```

#define WFS_CIM_ACCOK (0)
#define WFS_CIM_ACCCUSTATE (1)
#define WFS_CIM_ACCCUSTOP (2)

```

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```
#define      WFS_CIM_ACCCUUNKNOWN          (3)

/* values of WFSCIMSTATUS.fwIntermediateStacker */

#define      WFS_CIM_ISEMPY                (0)
#define      WFS_CIM_ISNOTEMPTY            (1)
#define      WFS_CIM_ISFULL                (2)
#define      WFS_CIM_ISUNKNOWN            (4)
#define      WFS_CIM_ISNOTSUPPORTED        (5)

/* Size and max index of dwGuidLights array */
#define      WFS_CIM_GUIDLIGHTS_SIZE      (32)
#define      WFS_CIM_GUIDLIGHTS_MAX      (WFS_CIM_GUIDLIGHTS_SIZE - 1)

/* Indices of WFSCIMSTATUS.dwGuidLights [...]
   WFSCIMCAPS.dwGuidLights [...]
*/

#define      WFS_CIM_GUIDANCE_POSINNULL    (0)
#define      WFS_CIM_GUIDANCE_POSINLEFT   (1)
#define      WFS_CIM_GUIDANCE_POSINRIGHT  (2)
#define      WFS_CIM_GUIDANCE_POSINCENTER (3)
#define      WFS_CIM_GUIDANCE_POSINTOP    (4)
#define      WFS_CIM_GUIDANCE_POSINBOTTOM (5)
#define      WFS_CIM_GUIDANCE_POSINFRONT  (6)
#define      WFS_CIM_GUIDANCE_POSINREAR   (7)
#define      WFS_CIM_GUIDANCE_POSOUTLEFT  (8)
#define      WFS_CIM_GUIDANCE_POSOUTRIGHT (9)
#define      WFS_CIM_GUIDANCE_POSOUTCENTER (10)
#define      WFS_CIM_GUIDANCE_POSOUTTOP   (11)
#define      WFS_CIM_GUIDANCE_POSOUTBOTTOM (12)
#define      WFS_CIM_GUIDANCE_POSOUTFRONT (13)
#define      WFS_CIM_GUIDANCE_POSOUTREAR  (14)
#define      WFS_CIM_GUIDANCE_POSOUTNULL  (15)

/* Values of WFSCIMSTATUS.dwGuidLights [...]
   WFSCIMCAPS.dwGuidLights [...]
*/

#define      WFS_CIM_GUIDANCE_NOT_AVAILABLE (0x00000000)
#define      WFS_CIM_GUIDANCE_OFF           (0x00000001)
#define      WFS_CIM_GUIDANCE_SLOW_FLASH    (0x00000004)
#define      WFS_CIM_GUIDANCE_MEDIUM_FLASH  (0x00000008)
#define      WFS_CIM_GUIDANCE_QUICK_FLASH   (0x00000010)
#define      WFS_CIM_GUIDANCE_CONTINUOUS    (0x00000080)
#define      WFS_CIM_GUIDANCE_RED           (0x00000100)
#define      WFS_CIM_GUIDANCE_GREEN         (0x00000200)
#define      WFS_CIM_GUIDANCE_YELLOW        (0x00000400)
#define      WFS_CIM_GUIDANCE_BLUE          (0x00000800)
#define      WFS_CIM_GUIDANCE_CYAN          (0x00001000)
#define      WFS_CIM_GUIDANCE_MAGENTA       (0x00002000)
#define      WFS_CIM_GUIDANCE_WHITE         (0x00004000)
#define      WFS_CIM_GUIDANCE_ENTRY         (0x00100000)
#define      WFS_CIM_GUIDANCE_EXIT          (0x00200000)

/* values of WFSCIMSTATUS.wDevicePosition
   WFSCIMDEVICEPOSITION.wPosition */

#define      WFS_CIM_DEVICEINPOSITION       (0)
#define      WFS_CIM_DEVICENOTINPOSITION    (1)
#define      WFS_CIM_DEVICEPOSUNKNOWN       (2)
#define      WFS_CIM_DEVICEPOSNOTSUPP       (3)

/* values of WFSCIMSTATUS.fwStackerItems */

#define      WFS_CIM_CUSTOMERACCESS         (0)
#define      WFS_CIM_NOCUSTOMERACCESS       (1)
#define      WFS_CIM_ACCESSUNKNOWN          (2)
#define      WFS_CIM_NOITEMS                 (4)
```

```

/* values of WFSCIMSTATUS.fwBankNoteReader */

#define WFS_CIM_BNROK (0)
#define WFS_CIM_BNRINOP (1)
#define WFS_CIM_BNRUNKNOWN (2)
#define WFS_CIM_BNRNOTSUPPORTED (3)

/* values of WFSCIMSTATUS.fwShutter */

#define WFS_CIM_SHTCLOSED (0)
#define WFS_CIM_SHTOPEN (1)
#define WFS_CIM_SHTJAMMED (2)
#define WFS_CIM_SHTUNKNOWN (3)
#define WFS_CIM_SHTNOTSUPPORTED (4)

/* values of WFSCIMCAPS.wMixedMode */

#define WFS_CIM_MIXEDMEDIANOTSUPP (0)
#define WFS_CIM_IPMMIXEDMEDIA (1)

/* values of WFSCIMSETMODE.wMixedMode */
/* values of WFSCIMSTATUS.wMixedMode.*/

#define WFS_CIM_MIXEDMEDIANOTACTIVE (0)

/* values of WFSCIMINPOS.fwPositionStatus */

#define WFS_CIM_PSEMPY (0)
#define WFS_CIM_PSNOTEMPTY (1)
#define WFS_CIM_PSUNKNOWN (2)
#define WFS_CIM_PSNOTSUPPORTED (3)
#define WFS_CIM_PSF0REIGNITEMS (4)

/* values of WFSCIMSTATUS.fwTransport */

#define WFS_CIM_TPOK (0)
#define WFS_CIM_TPINOP (1)
#define WFS_CIM_TPUNKNOWN (2)
#define WFS_CIM_TPNOTSUPPORTED (3)

/* values of WFSCIMINPOS.fwTransportStatus */

#define WFS_CIM_TPSTATEMPY (0)
#define WFS_CIM_TPSTATNOTEMPTY (1)
#define WFS_CIM_TPSTATNOTEMPTYCUST (2)
#define WFS_CIM_TPSTATNOTEMPTY_UNK (3)
#define WFS_CIM_TPSTATNOTSUPPORTED (4)

/* values of WFSCIMOUTPOS.fwJammedShutterPosition */

#define WFS_CIM_SHUTTERPOS_NOTSUPPORTED (0)
#define WFS_CIM_SHUTTERPOS_NOTJAMMED (1)
#define WFS_CIM_SHUTTERPOS_OPEN (2)
#define WFS_CIM_SHUTTERPOS_PARTIALLY_OPEN (3)
#define WFS_CIM_SHUTTERPOS_CLOSED (4)
#define WFS_CIM_SHUTTERPOS_UNKNOWN (5)

/* values of WFSCIMCAPS.fwType */

#define WFS_CIM_TELLERBILL (0)
#define WFS_CIM_SELFSEVICEBILL (1)
#define WFS_CIM_TELLERCOIN (2)
#define WFS_CIM_SELFSEVICECOIN (3)

/* values of WFSCIMCAPS.fwExchangeType */
/* values of WFSCIMSTARTEX.fwExchangeType */

#define WFS_CIM_EXBYHAND (0x0001)
#define WFS_CIM_EXTOCASSETTES (0x0002)
#define WFS_CIM_CLEARRECYCLER (0x0004)

```

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```
#define      WFS_CIM_DEPOSITINTO                (0x0008)

/* values of WFSCIMCAPS.fwRetractTransportActions */
/* values of WFSCIMCAPS.fwRetractStackerActions */

#define      WFS_CIM_PRESENT                    (0x0001)
#define      WFS_CIM_RETRACT                    (0x0002)
#define      WFS_CIM_NOTSUPP                    (0x0004)
#define      WFS_CIM_REJECT                     (0x0008)
#define      WFS_CIM_BILLCASSETTES              (0x0010)
#define      WFS_CIM_CASHIN                     (0x0020)

/* values for WFSCIMCAPS.fwCashInLimit */

#define      WFS_CIM_LIMITNOTSUPP               (0x0000)
#define      WFS_CIM_LIMITBYTOTALITEMS         (0x0001)
#define      WFS_CIM_LIMITBYAMOUNT             (0x0002)
#define      WFS_CIM_LIMITMULTIPLE             (0x0004)
#define      WFS_CIM_LIMITREFUSEOTHER          (0x0008)

/* values of WFSCIMCASHIN.fwType */

#define      WFS_CIM_TYPERECYCLING              (1)
#define      WFS_CIM_TYPECASHIN                 (2)
#define      WFS_CIM_TYPEREPCONTAINER           (3)
#define      WFS_CIM_TYPERETRACTCASSETTE       (4)
#define      WFS_CIM_TYPEREJECT                 (5)
#define      WFS_CIM_TYPECDMSPECIFIC           (6)

/* values of WFSCIMCASHIN.fwItemType */
/* values of WFSCIMCASHIN.TYPE.dwType */

#define      WFS_CIM_CITYPALL                   (0x0001)
#define      WFS_CIM_CITYPUNFIT                 (0x0002)
#define      WFS_CIM_CITYPINDIVIDUAL            (0x0004)
#define      WFS_CIM_CITYPLEVEL3               (0x0008)
#define      WFS_CIM_CITYPLEVEL2               (0x0010)
#define      WFS_CIM_CITYPIPM                  (0x0020)
#define      WFS_CIM_CITYPLEVEL1               (0x0040)
#define      WFS_CIM_CITYPUNFITINDIVIDUAL       (0x0080)

/* values of WFSCIMCASHIN.usStatus */
/* values of WFSCIMPHCU.usPStatus */

#define      WFS_CIM_STATCUOK                   (0)
#define      WFS_CIM_STATCUFULL                 (1)
#define      WFS_CIM_STATCUHIGH                 (2)
#define      WFS_CIM_STATCULOW                  (3)
#define      WFS_CIM_STATCUEMPTY                (4)
#define      WFS_CIM_STATCUINOP                 (5)
#define      WFS_CIM_STATCUMISSING              (6)
#define      WFS_CIM_STATCUNOVAL                (7)
#define      WFS_CIM_STATCUNOREF                (8) /* NOTE: Not used in CIM */
#define      WFS_CIM_STATCUMANIP                (9)

/* values of WFSCIMSTATUS.fwPositions */
/* values of WFSCIMCAPS.fwPositions */
/* values of WFSCIMINPOS.fwPosition */
/* values of WFSCIMTELLERDETAILS.fwInputPosition */
/* values of WFSCIMCASHINSTART.fwInputPosition */
/* values of WFSCIMMOVEITEMS.fwPosition */

#define      WFS_CIM_POSNULL                     (0x0000)
#define      WFS_CIM_POSINLEFT                  (0x0001)
#define      WFS_CIM_POSINRIGHT                 (0x0002)
#define      WFS_CIM_POSINCENTER                 (0x0004)
#define      WFS_CIM_POSINTOP                    (0x0008)
#define      WFS_CIM_POSINBOTTOM                 (0x0010)
#define      WFS_CIM_POSINFRONT                  (0x0020)
#define      WFS_CIM_POSINREAR                   (0x0040)
```

```

/* values of WFSCIMSTATUS.fwPositions */
/* values of WFSCIMCAPS.fwPositions */
/* values of WFSCIMTELLERDETAILS.fwOutputPosition */
/* values of WFSCIMCASHINSTART.fwOutputPosition */
/* values of WFSCIMOUTPUT.fwPosition */
/* values of WFSCIMMOVEITEMS.fwPosition */

#define WFS_CIM_POSOUTLEFT (0x0080)
#define WFS_CIM_POSOUTRIGHT (0x0100)
#define WFS_CIM_POSOUTCENTER (0x0200)
#define WFS_CIM_POSOUTTOP (0x0400)
#define WFS_CIM_POSOUTBOTTOM (0x0800)
#define WFS_CIM_POSOUTFRONT (0x1000)
#define WFS_CIM_POSOUTREAR (0x2000)

/* values of WFSCIMCASHINSTATUS.wStatus */

#define WFS_CIM_CIOK (0)
#define WFS_CIM_CIROLLBACK (1)
#define WFS_CIM_CIACTIVE (2)
#define WFS_CIM_CIRETRACT (3)
#define WFS_CIM_CIUNKNOWN (4)
#define WFS_CIM_CIRESET (5)

/* values of WFSCIMCAPS.fwRetractAreas */
/* values of WFSCIMRETRACT.usRetractArea */

#define WFS_CIM_RA_RETRACT (0x0001)
#define WFS_CIM_RA_TRANSPORT (0x0002)
#define WFS_CIM_RA_STACKER (0x0004)
#define WFS_CIM_RA_BILLCASSETTES (0x0008)
#define WFS_CIM_RA_NOTSUPP (0x0010)
#define WFS_CIM_RA_REJECT (0x0020)
#define WFS_CIM_RA_CASHIN (0x0040)

/* values of WFSCIMP6INFO.usLevel */
/* values of WFSCIMP6SIGNATURE.usLevel */
/* values of WFSCIMGETALLITEMSINFO.usLevel */
/* values of WFSCIMITEMINFOALL.usLevel */

#define WFS_CIM_LEVEL_1 (1)
#define WFS_CIM_LEVEL_2 (2)
#define WFS_CIM_LEVEL_3 (3)
#define WFS_CIM_LEVEL_4 (4)

/* values of WFSCIMITEMINFOALL.usLevel */

#define WFS_CIM_LEVEL_ALL (0)

/* values of WFSCIMTELLERUPDATE.usAction */

#define WFS_CIM_CREATE_TELLER (1)
#define WFS_CIM_MODIFY_TELLER (2)
#define WFS_CIM_DELETE_TELLER (3)

/* values of WFSCIMCUERROR.wFailure */

#define WFS_CIM_CASHUNITEMPTY (1)
#define WFS_CIM_CASHUNITERROR (2)
#define WFS_CIM_CASHUNITFULL (3)
#define WFS_CIM_CASHUNITLOCKED (4)
#define WFS_CIM_CASHUNITNOTCONF (5)
#define WFS_CIM_CASHUNITINVALID (6)
#define WFS_CIM_CASHUNITCONFIG (7)
#define WFS_CIM_FEEDMODULEPROBLEM (8)
#define WFS_CIM_CASHUNITPHYSICALLOCKED (9)
#define WFS_CIM_CASHUNITPHYSICALUNLOCKED (10)

/*values of WFSCIMP6SIGNATURE.dwOrientation*/

```

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```
#define WFS_CIM_ORFRONTTOP (1)
#define WFS_CIM_ORFRONTBOTTOM (2)
#define WFS_CIM_ORBACKTOP (3)
#define WFS_CIM_ORBACKBOTTOM (4)
#define WFS_CIM_ORUNKNOWN (5)
#define WFS_CIM_ORNOTSUPPORTED (6)

/* values for WFS_CIM_GETITEMINFO.dwItemInfoType */
#define WFS_CIM_ITEM_NOTSUPP (0x00000000)
#define WFS_CIM_ITEM_SERIALNUMBER (0x00000001)
#define WFS_CIM_ITEM_SIGNATURE (0x00000002)
#define WFS_CIM_ITEM_IMAGEFILE (0x00000004)

/* values of lpusReason in WFS_EXEE_CIM_INPUTREFUSE */
#define WFS_CIM_CASHINUNITFULL (1)
#define WFS_CIM_INVALIDBILL (2)
#define WFS_CIM_NOBILLSTODEPOSIT (3)
#define WFS_CIM_DEPOSITFAILURE (4)
#define WFS_CIM_COMMINPCOMPFAILURE (5)
#define WFS_CIM_STACKERFULL (6)
#define WFS_CIM_FOREIGN_ITEMS_DETECTED (7)
#define WFS_CIM_INVALIDBUNCH (8)
#define WFS_CIM_COUNTERFEIT (9)
#define WFS_CIM_LIMITOVERTOTALITEMS (10)
#define WFS_CIM_LIMITOVERAMOUNT (11)

/* values of lpusReason in WFS_EXEE_CIM_NOTESERROR */
#define WFS_CIM_DOUBLENOTEDETECTED (1)
#define WFS_CIM_LONGNOTEDETECTED (2)
#define WFS_CIM_SKEWEDNOTE (3)
#define WFS_CIM_INCORRECTCOUNT (4)
#define WFS_CIM_NOTESTOOCLOSE (5)
#define WFS_CIM_OTHERNOTEERROR (6)
#define WFS_CIM_SHORTNOTEDETECTED (7)

/* Values of fwUsage in WFS_INF_CIM_POSITION_CAPABILITIES */
#define WFS_CIM_POSIN (0x0001)
#define WFS_CIM_POSREFUSE (0x0002)
#define WFS_CIM_POSROLLBACK (0x0004)

/* values of WFS_CIM_POSITIONINFO.wAdditionalBunches */
/* values of WFS_CIM_PRESENTSTATUS.wAdditionalBunches */
#define WFS_CIM_ADDBUNCHNONE (1)
#define WFS_CIM_ADDBUNCHONEMORE (2)
#define WFS_CIM_ADDBUNCHUNKNOWN (3)

/* values of WFS_CIM_POSITIONINFO.usBunchesRemaining */
/* values of WFS_CIM_PRESENTSTATUS.usBunchesRemaining */
#define WFS_CIM_NUMBERUNKNOWN (255)

/* values of WFS_CIM_CAPS.fwCountActions */
#define WFS_CIM_COUNTNOTSUPP (0x0000)
#define WFS_CIM_COUNTINDIVIDUAL (0x0001)
#define WFS_CIM_COUNTALL (0x0002)

/* values of WFS_CIM_DEVICELOCKCONTROL.wDeviceAction */
/* values of WFS_CIM_DEVICELOCKCONTROL.wCashUnitAction */
/* values of WFS_CIM_UNITLOCKCONTROL.wUnitAction */
#define WFS_CIM_LOCK (1)
#define WFS_CIM_UNLOCK (2)
#define WFS_CIM_LOCKALL (3)
#define WFS_CIM_UNLOCKALL (4)
```

```

#define WFS_CIM_LOCKINDIVIDUAL (5)
#define WFS_CIM_NOLOCKACTION (6)
#define WFS_CIM_LOCKUNKNOWN (7)
#define WFS_CIM_LOCKNOTSUPPORTED (8)

/* values of WFS_CIMSTATUS.wAntiFraudModule */

#define WFS_CIM_AFMNOTSUPP (0)
#define WFS_CIM_AFMOK (1)
#define WFS_CIM_AFMINOP (2)
#define WFS_CIM_AFMDEVICEDETECTED (3)
#define WFS_CIM_AFMUNKNOWN (4)

/* values for WFS_CIMITEMINFOALL.wOnBlacklist */

#define WFS_CIM_ONBLACKLIST (0x0001)
#define WFS_CIM_NOTONBLACKLIST (0x0002)
#define WFS_CIM_BLACKLISTUNKNOWN (0x0003)

/* values for WFS_CIMITEMINFOALL.wItemLocation */

#define WFS_CIM_LOCATION_DEVICE (0x0001)
#define WFS_CIM_LOCATION_CASHUNIT (0x0002)
#define WFS_CIM_LOCATION_CUSTOMER (0x0003)
#define WFS_CIM_LOCATION_UNKNOWN (0x0004)

/* values for WFS_CIMITEMINFOALL.wOnClassificationList */

#define WFS_CIM_CLASSIFICATIONLIST_ON (0x0001)
#define WFS_CIM_CLASSIFICATIONLIST_NOTON (0x0002)
#define WFS_CIM_CLASSIFICATIONLIST_UNKNOWN (0x0003)

/* values for WFS_CIMCASHUNITCOUNTSTATUS.usAccuracy */
/* values for WFS_CIMPHCUCOUNTSTATUS.usAccuracy */

#define WFS_CIM_ACCURACYNOTSUPPORTED (0)
#define WFS_CIM_COUNTACCURATE (1)
#define WFS_CIM_COUNTACCURATESET (2)
#define WFS_CIM_COUNTINACCURATE (3)
#define WFS_CIM_ACCURACYUNKNOWN (4)

/* values for WFS_CIMITEMINFOALL.wItemDeviceLocation */

#define WFS_CIM_DEVLOC_STACKER (0x0001)
#define WFS_CIM_DEVLOC_OUTPUT (0x0002)
#define WFS_CIM_DEVLOC_TRANSPORT (0x0003)
#define WFS_CIM_DEVLOC_UNKNOWN (0x0004)

/* values of WFS_CIMPRESENTSTATUS.wPresentState */

#define WFS_CIM_PRESENTED (1)
#define WFS_CIM_NOTPRESENTED (2)
#define WFS_CIM_UNKNOWN (3)

/* XFS CIM Errors */

#define WFS_ERR_CIM_INVALIDCURRENCY (- (CIM_SERVICE_OFFSET + 0))
#define WFS_ERR_CIM_INVALIDTELLERID (- (CIM_SERVICE_OFFSET + 1))
#define WFS_ERR_CIM_CASHUNITERROR (- (CIM_SERVICE_OFFSET + 2))
#define WFS_ERR_CIM_TOOMANYITEMS (- (CIM_SERVICE_OFFSET + 7))
#define WFS_ERR_CIM_UNSUPPOSITION (- (CIM_SERVICE_OFFSET + 8))
#define WFS_ERR_CIM_SAFEDOOROPEN (- (CIM_SERVICE_OFFSET + 10))
#define WFS_ERR_CIM_SHUTTERNOTOPEN (- (CIM_SERVICE_OFFSET + 12))
#define WFS_ERR_CIM_SHUTTEROPEN (- (CIM_SERVICE_OFFSET + 13))
#define WFS_ERR_CIM_SHUTTERCLOSED (- (CIM_SERVICE_OFFSET + 14))
#define WFS_ERR_CIM_INVALIDCASHUNIT (- (CIM_SERVICE_OFFSET + 15))
#define WFS_ERR_CIM_NOITEMS (- (CIM_SERVICE_OFFSET + 16))
#define WFS_ERR_CIM_EXCHANGEACTIVE (- (CIM_SERVICE_OFFSET + 17))
#define WFS_ERR_CIM_NOEXCHANGEACTIVE (- (CIM_SERVICE_OFFSET + 18))
#define WFS_ERR_CIM_SHUTTERNOTCLOSED (- (CIM_SERVICE_OFFSET + 19))
#define WFS_ERR_CIM_ITEMSTAKEN (- (CIM_SERVICE_OFFSET + 23))

```

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```
#define WFS_ERR_CIM_CASHINACTIVE                (- (CIM_SERVICE_OFFSET + 25))
#define WFS_ERR_CIM_NOCASHINACTIVE              (- (CIM_SERVICE_OFFSET + 26))
#define WFS_ERR_CIM_POSITION_NOT_EMPTY          (- (CIM_SERVICE_OFFSET + 28))
#define WFS_ERR_CIM_INVALIDRETRACTPOSITION      (- (CIM_SERVICE_OFFSET + 34))
#define WFS_ERR_CIM_NOTRETRACTAREA              (- (CIM_SERVICE_OFFSET + 35))
#define WFS_ERR_CIM_INVALID_PORT                (- (CIM_SERVICE_OFFSET + 36))
#define WFS_ERR_CIM_FOREIGN_ITEMS_DETECTED      (- (CIM_SERVICE_OFFSET + 37))
#define WFS_ERR_CIM_LOADFAILED                  (- (CIM_SERVICE_OFFSET + 38))
#define WFS_ERR_CIM_CASHUNITNOTEMPTY            (- (CIM_SERVICE_OFFSET + 39))
#define WFS_ERR_CIM_INVALIDREFSIG               (- (CIM_SERVICE_OFFSET + 40))
#define WFS_ERR_CIM_INVALIDTRNSIG              (- (CIM_SERVICE_OFFSET + 41))
#define WFS_ERR_CIM_POWERSAVETOOSHORT          (- (CIM_SERVICE_OFFSET + 42))
#define WFS_ERR_CIM_POWERSAVEMEDIAPRESENT      (- (CIM_SERVICE_OFFSET + 43))
#define WFS_ERR_CIM_DEVICELOCKFAILURE           (- (CIM_SERVICE_OFFSET + 44))
#define WFS_ERR_CIM_TOOMANYITEMSTOCOUNT        (- (CIM_SERVICE_OFFSET + 45))
#define WFS_ERR_CIM_COUNTPOSNOTEMPTY            (- (CIM_SERVICE_OFFSET + 46))
#define WFS_ERR_CIM_MEDIAINACTIVE               (- (CIM_SERVICE_OFFSET + 47))
#define WFS_ERR_CIM_COMMANDUNSUPP              (- (CIM_SERVICE_OFFSET + 48))
#define WFS_ERR_CIM_SYNCHRONIZEUNSUPP          (- (CIM_SERVICE_OFFSET + 49))
```

```
/*=====*/
/* CIM Info Command Structures */
/*=====*/
```

```
typedef struct _wfs_cim_inpos
```

```
{
    WORD                fwPosition;
    WORD                fwShutter;
    WORD                fwPositionStatus;
    WORD                fwTransport;
    WORD                fwTransportStatus;
    WORD                fwJammedShutterPosition;
} WFS_CIM_INPOS, *LPWFS_CIM_INPOS;
```

```
typedef struct _wfs_cim_status
```

```
{
    WORD                fwDevice;
    WORD                fwSafeDoor;
    WORD                fwAcceptor;
    WORD                fwIntermediateStacker;
    WORD                fwStackerItems;
    WORD                fwBanknoteReader;
    BOOL                bDropBox;
    LPWFS_CIM_INPOS    *lppPositions;
    LPSTR               lpszExtra;
    DWORD               dwGuidLights[WFS_CIM_GUIDLIGHTS_SIZE];
    WORD                wDevicePosition;
    USHORT              usPowerSaveRecoveryTime;
    WORD                wMixedMode;
    WORD                wAntiFraudModule;
} WFS_CIM_STATUS, *LPWFS_CIM_STATUS;
```

```
typedef struct _wfs_cim_caps
```

```
{
    WORD                wClass;
    WORD                fwType;
    WORD                wMaxCashInItems;
    BOOL                bCompound;
    BOOL                bShutter;
    BOOL                bShutterControl;
    BOOL                bSafeDoor;
    BOOL                bCashBox;
    BOOL                bRefill;
    WORD                fwIntermediateStacker;
    BOOL                bItemsTakenSensor;
    BOOL                bItemsInsertedSensor;
    WORD                fwPositions;
    WORD                fwExchangeType;
    WORD                fwRetractAreas;
    WORD                fwRetractTransportActions;
```



```

WORD                fwRetractStackerActions;
LPSTR               lpszExtra;
DWORD               dwGuidLights[WFS_CIM_GUIDLIGHTS_SIZE];
DWORD               dwItemInfoTypes;
BOOL                bCompareSignatures;
BOOL                bPowerSaveControl;
BOOL                bReplenish;
WORD                fwCashInLimit;
WORD                fwCountActions;
BOOL                bDeviceLockControl;
WORD                wMixedMode;
BOOL                bMixedDepositAndRollback;
BOOL                bAntiFraudModule;
BOOL                bDeplete;
BOOL                bBlacklist;
LPDWORD             lpdwSynchronizableCommands;
BOOL                bClassificationList;
BOOL                bPhysicalNoteList;
} WFS_CIMCAPS, *LPWFS_CIMCAPS;

typedef struct _wfs_cim_physicalcu
{
    LPSTR             lpPhysicalPositionName;
    CHAR              cUnitID[5];
    ULONG             ulCashInCount;
    ULONG             ulCount;
    ULONG             ulMaximum;
    USHORT            usPStatus;
    BOOL              bHardwareSensors;
    LPSTR             lpszExtra;
    ULONG             ulInitialCount;
    ULONG             ulDispensedCount;
    ULONG             ulPresentedCount;
    ULONG             ulRetractedCount;
    ULONG             ulRejectCount;
} WFS_CIMPHCU, *LPWFS_CIMPHCU;

typedef struct _wfs_cim_note_number
{
    USHORT            usNoteID;
    ULONG             ulCount;
} WFS_CIMNOTENUMBER, *LPWFS_CIMNOTENUMBER;

typedef struct _wfs_cim_note_number_list
{
    USHORT            usNumOfNoteNumbers;
    LPWFS_CIMNOTENUMBER *lppNoteNumber;
} WFS_CIMNOTENUMBERLIST, *LPWFS_CIMNOTENUMBERLIST;

typedef struct _wfs_cim_cash_in
{
    USHORT            usNumber;
    DWORD             fwType;
    DWORD             fwItemType;
    CHAR              cUnitID[5];
    CHAR              cCurrencyID[3];
    ULONG             ulValues;
    ULONG             ulCashInCount;
    ULONG             ulCount;
    ULONG             ulMaximum;
    USHORT            usStatus;
    BOOL              bAppLock;
    LPWFS_CIMNOTENUMBERLIST lpNoteNumberList;
    USHORT            usNumPhysicalCUs;
    LPWFS_CIMPHCU     *lppPhysical;
    LPSTR             lpszExtra;
    LPUSHORT          lpusNoteIDs;
    WORD              usCDMType;
    LPSTR             lpszCashUnitName;
    ULONG             ulInitialCount;
}

```

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```
        ULONG                ulDispensedCount;
        ULONG                ulPresentedCount;
        ULONG                ulRetractedCount;
        ULONG                ulRejectCount;
        ULONG                ulMinimum;
    } WFSCIMCASHIN, *LPWFSCIMCASHIN;

typedef struct _wfs_cim_cash_info
{
    USHORT                usCount;
    LPWFSCIMCASHIN        *lppCashIn;
} WFSCIMCASHINFO, *LPWFSCIMCASHINFO;

typedef struct _wfs_cim_teller_info
{
    USHORT                usTellerID;
    CHAR                  cCurrencyID[3];
} WFSCIMTELLERINFO, *LPWFSCIMTELLERINFO;

typedef struct _wfs_cim_teller_totals
{
    CHAR                  cCurrencyID[3];
    ULONG                ulItemsReceived;
    ULONG                ulItemsDispensed;
    ULONG                ulCoinsReceived;
    ULONG                ulCoinsDispensed;
    ULONG                ulCashBoxReceived;
    ULONG                ulCashBoxDispensed;
} WFSCIMTELLERTOTALS, *LPWFSCIMTELLERTOTALS;

typedef struct _wfs_cim_teller_details
{
    USHORT                usTellerID;
    WORD                  fwInputPosition;
    WORD                  fwOutputPosition;
    LPWFSCIMTELLERTOTALS *lppTellerTotals;
} WFSCIMTELLERDETAILS, *LPWFSCIMTELLERDETAILS;

typedef struct _wfs_cim_currency_exp
{
    CHAR                  cCurrencyID[3];
    SHORT                sExponent;
} WFSCIMCURRENCYEXP, *LPWFSCIMCURRENCYEXP;

typedef struct _wfs_cim_note_type
{
    USHORT                usNoteID;
    CHAR                  cCurrencyID[3];
    ULONG                ulValues;
    USHORT                usRelease;
    BOOL                  bConfigured;
} WFSCIMNOTETYPE, *LPWFSCIMNOTETYPE;

typedef struct _wfs_cim_note_type_list
{
    USHORT                usNumOfNoteTypes;
    LPWFSCIMNOTETYPE        *lppNoteTypes;
} WFSCIMNOTETYPELIST, *LPWFSCIMNOTETYPELIST;

typedef struct _wfs_cim_cash_in_status
{
    WORD                  wStatus;
    USHORT                usNumOfRefused;
    LPWFSCIMNOTENUMBERLIST lpNoteNumberList;
    LPSTR                  lpszExtra;
    LPWFSCIMNOTENUMBERLIST lpUnfitNoteNumberList;
} WFSCIMCASHINSTATUS, *LPWFSCIMCASHINSTATUS;

typedef struct _wfs_cim_P6_info
```

```

{
    USHORT                usLevel;
    LPWFSCIMNOTENUMBERLIST lpNoteNumberList;
    USHORT                usNumOfSignatures;
} WFSCIMP6INFO, *LPWFSCIMP6INFO;

typedef struct _wfs_cim_get_P6_signature
{
    USHORT                usLevel;
    USHORT                usIndex;
} WFSCIMGETP6SIGNATURE, *LPWFSCIMGETP6SIGNATURE;

typedef struct _wfs_cim_P6_signature
{
    USHORT                usNoteId;
    ULONG                ulLength;
    DWORD                dwOrientation;
    LPVOID                lpSignature;
} WFSCIMP6SIGNATURE, *LPWFSCIMP6SIGNATURE;

typedef struct _wfs_cim_get_item_info
{
    USHORT                usLevel;
    USHORT                usIndex;
    DWORD                dwItemType;
} WFSCIMGETITEMINFO, *LPWFSCIMGETITEMINFO;

typedef struct _wfs_cim_get_all_items_info
{
    USHORT                usLevel;
} WFSCIMGETALLITEMSINFO, *LPWFSCIMGETALLITEMSINFO;

typedef struct _wfs_cim_item_info_all
{
    USHORT                usLevel;
    USHORT                usNoteID;
    LPWSTR                lpszSerialNumber;
    DWORD                dwOrientation;
    LPSTR                lpszP6SignatureFileName;
    LPSTR                lpszImageFileName;
    WORD                 wOnBlacklist;
    WORD                 wItemLocation;
    USHORT               usNumber;
    WORD                 wOnClassificationList;
    WORD                 wItemDeviceLocation;
} WFSCIMITEMINFOALL, *LPWFSCIMITEMINFOALL;

typedef struct _wfs_cim_all_items_info
{
    USHORT                usCount;
    LPWFSCIMITEMINFOALL  *lppItemsList;
} WFSCIMALLITEMSINFO, *LPWFSCIMALLITEMSINFO;

typedef struct _wfs_cim_item_info
{
    USHORT                usNoteID;
    LPWSTR                lpszSerialNumber;
    LPWFSCIMP6SIGNATURE  lpP6Signature;
    LPSTR                lpszImageFileName;
} WFSCIMITEMINFO, *LPWFSCIMITEMINFO;

typedef struct _wfs_cim_item_info_summary
{
    USHORT                usLevel;
    USHORT                usNumOfItems;
} WFSCIMITEMINFOSUMMARY, *LPWFSCIMITEMINFOSUMMARY;

typedef struct _wfs_cim_pos_caps
{
    WORD                 fwPosition;
}

```

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```
WORD                fwUsage;
BOOL                bShutterControl;
BOOL                bItemsTakenSensor;
BOOL                bItemsInsertedSensor;
WORD                fwRetractAreas;
LPSTR               lpszExtra;
BOOL                bPresentControl;
BOOL                bPreparePresent;
} WFSCIMPOSCAPS, *LPWFSCIMPOSCAPS;

typedef struct _wfs_cim_pos_capabilities
{
    LPWFSCIMPOSCAPS    *lppPosCapabilities;
} WFSCIMPOSCAPABILITIES, *LPWFSCIMPOSCAPABILITIES;

typedef struct _wfs_cim_replenish_info
{
    USHORT                usNumberSource;
} WFSCIMREPININFO, *LPWFSCIMREPININFO;

typedef struct _wfs_cim_replenish_info_target
{
    USHORT                usNumberTarget;
} WFSCIMREPINFOTARGET, *LPWFSCIMREPINFOTARGET;

typedef struct _wfs_cim_replenish_info_result
{
    LPWFSCIMREPINFOTARGET    *lppReplenishTargets;
} WFSCIMREPINFORES, *LPWFSCIMREPINFORES;

typedef struct _wfs_cim_cash_unit_lock
{
    LPSTR                lpPhysicalPositionName;
    WORD                wCashUnitLockStatus;
} WFSCIMCASHUNITLOCK, *LPWFSCIMCASHUNITLOCK;

typedef struct _wfs_cim_device_lock_status
{
    WORD                wDeviceLockStatus;
    LPWFSCIMCASHUNITLOCK    *lppCashUnitLock;
} WFSCIMDEVICELOCKSTATUS, *LPWFSCIMDEVICELOCKSTATUS;

typedef struct _wfs_cim_physicalcu_capabilities
{
    LPSTR                lpPhysicalPositionName;
    ULONG                ulMaximum;
    BOOL                bHardwareSensors;
    LPSTR                lpszExtra;
} WFSCIMPHUCAPABILITIES, *LPWFSCIMPHUCAPABILITIES;

typedef struct _wfs_cim_cash_unit_capabilities
{
    USHORT                usNumber;
    USHORT                usNumPhysicalCUs;
    LPWFSCIMPHUCAPABILITIES    *lppPhysical;
    BOOL                bRetractNoteCountThresholds;
    LPSTR                lpszExtra;
    DWORD                fwPossibleItemTypes;
} WFSCIMCASHUNITCAPABILITIES, *LPWFSCIMCASHUNITCAPABILITIES;

typedef struct _wfs_cim_cash_caps
{
    USHORT                usCount;
    LPWFSCIMCASHUNITCAPABILITIES    *lppCashUnitCaps;
} WFSCIMCASHCAPABILITIES, *LPWFSCIMCASHCAPABILITIES;

typedef struct _wfs_cim_deplete_info
{
    USHORT                usNumberTarget;
} WFSCIMDEPININFO, *LPWFSCIMDEPININFO;
```

```

typedef struct _wfs_cim_deplete_info_source
{
    USHORT                usNumberSource;
} WFS CIMDEPINFOSOURCE, *LPWFS CIMDEPINFOSOURCE;

typedef struct _wfs_cim_deplete_info_result
{
    LPWFS CIMDEPINFOSOURCE *lppDepleteSources;
} WFS CIMDEPINFORES, *LPWFS CIMDEPINFORES;

typedef struct _wfs_cim_phcu_count_status
{
    LPSTR                lpPhysicalPositionName;
    USHORT                usAccuracy;
    LPSTR                lpszExtra;
} WFS CIMPHCUCOUNTSTATUS, *LPWFS CIMPHCUCOUNTSTATUS;

typedef struct _wfs_cim_cash_unit_count_status
{
    USHORT                usNumber;
    USHORT                usAccuracy;
    USHORT                usNumPhysicalCUs;
    LPWFS CIMPHCUCOUNTSTATUS *lppPhCashUnitStatus;
    LPSTR                lpszExtra;
} WFS CIMCASHUNITCOUNTSTATUS, *LPWFS CIMCASHUNITCOUNTSTATUS;

typedef struct _wfs_cim_cash_count_status
{
    USHORT                usCount;
    LPWFS CIMCASHUNITCOUNTSTATUS *lppCashUnitStatus;
} WFS CIMCASHCOUNTSTATUS, *LPWFS CIMCASHCOUNTSTATUS;

typedef struct _wfs_cim_present_status
{
    WORD                fwPosition;
    WORD                wPresentState;
    WORD                wAdditionalBunches;
    USHORT                usBunchesRemaining;
    LPWFS CIMNOTENUMBERLIST lpReturnedItems;
    LPWFS CIMNOTENUMBERLIST lpTotalReturnedItems;
    LPWFS CIMNOTENUMBERLIST lpRemainingItems;
    LPSTR                lpszExtra;
} WFS CIMPRESENTSTATUS, *LPWFS CIMPRESENTSTATUS;

/*=====*/
/* CIM Execute Command Structures */
/*=====*/

typedef struct _wfs_cim_cash_in_start
{
    USHORT                usTellerID;
    BOOL                bUseRecycleUnits;
    WORD                fwOutputPosition;
    WORD                fwInputPosition;
} WFS CIMCASHINSTANT, *LPWFS CIMCASHINSTANT;

typedef struct _wfs_cim_retract
{
    WORD                fwOutputPosition;
    USHORT                usRetractArea;
    USHORT                usIndex;
} WFS CIMRETRACT, *LPWFS CIMRETRACT;

typedef struct _wfs_cim_teller_update
{
    USHORT                usAction;
    LPWFS CIMTELLERDETAILS lpTellerDetails;
} WFS CIMTELLERUPDATE, *LPWFS CIMTELLERUPDATE;

```

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```
typedef struct _wfs_cim_output
{
    USHORT                usLogicalNumber;
    WORD                  fwPosition;
    USHORT                usNumber;
} WFS CIMOUTPUT, *LPWFS CIMOUTPUT;

typedef struct _wfs_cim_start_ex
{
    WORD                  fwExchangeType;
    USHORT                usTellerID;
    USHORT                usCount;
    LPUSHORT              lpusCUNumList;
    LPWFS CIMOUTPUT      lpOutput;
} WFS CIMSTARTEX, *LPWFS CIMSTARTEX;

typedef struct _wfs_cim_itemposition
{
    USHORT                usNumber;
    LPWFS CIMRETRACT     lpRetractArea;
    WORD                  fwOutputPosition;
} WFS CIMITEMPOSITION, *LPWFS CIMITEMPOSITION;

typedef struct _wfs_cim_cash_in_type
{
    USHORT                usNumber;
    DWORD                dwType;
    LPUSHORT              lpusNoteIDs;
} WFS CIMCASHINTYPE, *LPWFS CIMCASHINTYPE;

typedef struct _wfs_cim_set_guidlight
{
    WORD                  wGuidLight;
    DWORD                dwCommand;
} WFS CIMSETGUIDLIGHT, *LPWFS CIMSETGUIDLIGHT;

typedef struct _wfs_cim_configure_note_reader
{
    BOOL                  bLoadAlways;
} WFS CIMCONFIGURENOTEREADER, *LPWFS CIMCONFIGURENOTEREADER;

typedef struct _wfs_cim_configure_note_reader_out
{
    BOOL                  bRebootNecessary;
} WFS CIMCONFIGURENOTEREADEROUT, *LPWFS CIMCONFIGURENOTEREADEROUT;

typedef struct _wfs_cim_P6_compare_signature
{
    LPWFS CIMP6SIGNATURE *lppP6ReferenceSignatures;
    LPWFS CIMP6SIGNATURE *lppP6Signatures;
} WFS CIMP6COMPARESIGNATURE, *LPWFS CIMP6COMPARESIGNATURE;

typedef struct _wfs_cim_P6_signatures_index
{
    USHORT                usIndex;
    USHORT                usConfidenceLevel;
    ULONG                ulLength;
    LPVOID                lpComparisonData;
} WFS CIMP6SIGNATURESINDEX, *LPWFS CIMP6SIGNATURESINDEX;

typedef struct _wfs_cim_P6_compare_result
{
    USHORT                usCount;
    LPWFS CIMP6SIGNATURESINDEX *lppP6SignaturesIndex;
} WFS CIMP6COMPARERESULT, *LPWFS CIMP6COMPARERESULT;

typedef struct _wfs_cim_power_save_control
{
    USHORT                usMaxPowerSaveRecoveryTime;
} WFS CIMPOWERSAVECONTROL, *LPWFS CIMPOWERSAVECONTROL;
```

```

typedef struct _wfs_cim_replenish_target
{
    USHORT                usNumberTarget;
    ULONG                ulNumberOfItemsToMove;
    BOOL                 bRemoveAll;
} WFS CIMREPTARGET, *LPWFS CIMREPTARGET;

typedef struct _wfs_cim_replenish
{
    USHORT                usNumberSource;
    LPWFS CIMREPTARGET    *lppReplenishTargets;
} WFS CIMREP, *LPWFS CIMREP;

typedef struct _wfs_cim_replenish_target_result
{
    USHORT                usNumberTarget;
    USHORT                usNoteID;
    ULONG                ulNumberOfItemsReceived;
} WFS CIMREPTARGETRES, *LPWFS CIMREPTARGETRES;

typedef struct _wfs_cim_replenish_result
{
    ULONG                ulNumberOfItemsRemoved;
    ULONG                ulNumberOfItemsRejected;
    LPWFS CIMREPTARGETRES *lppReplenishTargetResults;
} WFS CIMREPRES, *LPWFS CIMREPRES;

typedef struct _wfs_cim_amount_limit
{
    CHAR                 cCurrencyID[3];
    ULONG                ulAmount;
} WFS CIMAMOUNTLIMIT, *LPWFS CIMAMOUNTLIMIT;

typedef struct _wfs_cim_cash_in_limit
{
    ULONG                ulTotalItemsLimit;
    LPWFS CIMAMOUNTLIMIT lpAmountLimit;
} WFS CIMCASHINLIMIT, *LPWFS CIMCASHINLIMIT;

typedef struct _wfs_cim_count
{
    USHORT                usCount;
    LPUSHORT              lpusCUNumList;
} WFS CIMCOUNT, *LPWFS CIMCOUNT;

typedef struct _wfs_cim_unit_lock_control
{
    LPSTR                lpPhysicalPositionName;
    WORD                 wUnitAction;
} WFS CIMUNITLOCKCONTROL, *LPWFS CIMUNITLOCKCONTROL;

typedef struct _wfs_cim_device_lock_control
{
    WORD                 wDeviceAction;
    WORD                 wCashUnitAction;
    LPWFS CIMUNITLOCKCONTROL *lppUnitLockControl;
} WFS CIMDEVICELOCKCONTROL, *LPWFS CIMDEVICELOCKCONTROL;

typedef struct _wfs_cim_setmode
{
    WORD                 wMixedMode;
} WFS CIMSETMODE, *LPWFS CIMSETMODE;

typedef struct _wfs_cim_present
{
    WORD                 fwPosition;
} WFS CIMPRESENT, *LPWFS CIMPRESENT;

typedef struct _wfs_cim_deplete_source

```

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```
{
    USHORT                usNumberSource;
    ULONG                 ulNumberOfItemsToMove;
    BOOL                  bRemoveAll;
} WFSCIMDEPSOURCE, *LPWFSCIMDEPSOURCE;

typedef struct _wfs_cim_deplete
{
    LPWFSCIMDEPSOURCE     *lppDepleteSources;
    USHORT                usNumberTarget;
} WFSCIMDEP, *LPWFSCIMDEP;

typedef struct _wfs_cim_deplete_source_result
{
    USHORT                usNumberSource;
    USHORT                usNoteID;
    ULONG                 ulNumberOfItemsRemoved;
} WFSCIMDEPSOURCERES, *LPWFSCIMDEPSOURCERES;

typedef struct _wfs_cim_deplete_result
{
    ULONG                 ulNumberOfItemsReceived;
    ULONG                 ulNumberOfItemsRejected;
    LPWFSCIMDEPSOURCERES *lppDepleteSourceResults;
} WFSCIMDEPRES, *LPWFSCIMDEPRES;

typedef struct _wfs_cim_blacklist_element
{
    LPWSTR                lpszSerialNumber;
    CHAR                  cCurrencyID[3];
    ULONG                 ulValue;
} WFSCIMBLACKLISTELEMENT, *LPWFSCIMBLACKLISTELEMENT;

typedef struct _wfs_cim_blacklist
{
    LPWSTR                lpszVersion;
    USHORT                usCount;
    LPWFSCIMBLACKLISTELEMENT *lppBlacklistElements;
} WFSCIMBLACKLIST, *LPWFSCIMBLACKLIST;

typedef struct _wfs_cim_synchronize_command
{
    DWORD                 dwCommand;
    LPVOID                lpCmdData;
} WFSCIMSYNCHRONIZECOMMAND, *LPWFSCIMSYNCHRONIZECOMMAND;

typedef struct _wfs_cim_classification_element
{
    LPWSTR                lpszSerialNumber;
    CHAR                  cCurrencyID[3];
    ULONG                 ulValue;
    USHORT                usLevel;
    BOOL                  bUnfit;
} WFSCIMCLASSIFICATIONELEMENT, *LPWFSCIMCLASSIFICATIONELEMENT;

typedef struct _wfs_cim_classification_list
{
    LPWSTR                lpszVersion;
    USHORT                usCount;
    LPWFSCIMCLASSIFICATIONELEMENT *lppClassificationElements;
} WFSCIMCLASSIFICATIONLIST, *LPWFSCIMCLASSIFICATIONLIST;

typedef struct _wfs_cim_moveitems
{
    WORD                  fwPosition;
} WFSCIMMOVEITEMS, *LPWFSCIMMOVEITEMS;

/*=====*/
/* CIM Message Structures */
/*=====*/
```



```

typedef struct _wfs_cim_cu_error
{
    WORD                wFailure;
    LPWFSCIMCASHIN      lpCashUnit;
} WFSCIMCUERROR, *LPWFSCIMCUERROR;

typedef struct _wfs_cim_counts_changed
{
    USHORT              usCount;
    LPUSHORT            lpusCUNumList;
} WFSCIMCOUNTSCHANGED, *LPWFSCIMCOUNTSCHANGED;

typedef struct _wfs_cim_position_info
{
    WORD                wPosition;
    WORD                wAdditionalBunches;
    USHORT              usBunchesRemaining;
} WFSCIMPOSITIONINFO, *LPWFSCIMPOSITIONINFO;

typedef struct _wfs_cim_device_position
{
    WORD                wPosition;
} WFSCIMDEVICEPOSITION, *LPWFSCIMDEVICEPOSITION;

typedef struct _wfs_cim_power_save_change
{
    USHORT              usPowerSaveRecoveryTime;
} WFSCIMPOWERSAVECHANGE, *LPWFSCIMPOWERSAVECHANGE;

typedef struct _wfs_cim_incomplete_replenish
{
    LPWFSCIMREPRES      lpReplenish;
} WFSCIMINCOMPLETEEREPLENISH, *LPWFSCIMINCOMPLETEEREPLENISH;

typedef struct _wfs_cim_incomplete_deplete
{
    LPWFSCIMDEPRES      lpDeplete;
} WFSCIMINCOMPLETEEDEPLETE, *LPWFSCIMINCOMPLETEEDEPLETE;

typedef struct _wfs_cim_shutter_status_changed
{
    WORD                fwPosition;
    WORD                fwShutter;
} WFSCIMSHUTTERSTATUSCHANGED, *LPWFSCIMSHUTTERSTATUSCHANGED;

/* restore alignment */
#pragma pack (pop)

#ifdef __cplusplus
} /*extern "C"*/
#endif

#endif /* __INC_XFSCIM__H */

```