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AGREEMENT

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Extensions for Financial Services (XFS) - XFS4IoT Specification - 2024-03 Release

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COMITÉ EUROPÉEN DE NORMALISATION
EUROPÄISCHES KOMITEE FÜR NORMUNG

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Foreword

This CEN Workshop Agreement (CWA 17852:2025) has been developed in accordance with the CEN-CENELEC Guide 29 “CEN/CENELEC Workshop Agreements – A rapid way to standardization” and with the relevant provisions of CEN/CENELEC Internal Regulations - Part 2. It was approved by the Workshop CEN “Workshop on eXtensions for Financial Services”, the secretariat of which is held by AFNOR consisting of representatives of interested parties on 2021-12-20, the constitution of which was supported by CEN following the public call for participation made on 1999-01-26. However, this CEN Workshop Agreement does not necessarily include all relevant stakeholders.

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1. Scope

XFS4IoT has been identified as a successor to XFS 3.x to meet the following requirements:

1. Replace the XFS and J/XFS standards in the marketplace.
2. Target industries – Retail Banking.
3. Operating System Agnostic and Technology and Language Adaptable.
4. Multi-Vendor – Able to run common core high level functionality on multiple vendors hardware, while providing access to finer level device API granularity.
5. Flexibility – enabling new hardware topologies, device types and functionality to be rapidly adapted.
6. Support end to end application level security.
7. Should not prevent the use of a low resource computing environment.
8. Provide a good developer experience by providing a well-documented API that is easy to learn, is quick to market and reduces risk by exposing an unambiguous interface.
9. Leverage existing standards.

Within the overall requirements specified in the Charter, the opportunity has been taken to solve some of the issues with the 3.x interface while retaining all the same functionality:

1. Binary data structures makes adding new functionality difficult due to compatibility issues, leading to multiple redundant versions of the same command appearing in many of the existing device classes. To resolve this, a flexible text based approach has been adopted including the wide use of default parameters.
2. Compound devices have been difficult for applications to implement, particularly cash recycling. Addition of other shared functionality such as [end to end security](#) would make the use of compound devices more prevalent. Compound devices are removed in XFS4IoT, a single Service can support as many interfaces as required to support its requirements.

Migration from and to 3.x is a major consideration to support adoption of XFS4IoT. While a lot of duplication has been removed (for example the Card Reader interface has fewer commands and events defined than the equivalent 3.x IDC specification), all the same IDC commands and events can be implemented. In some cases, this is achieved by having shared common commands such as [Common.Status](#) which replaces all the 3.x WFS_INF_XXX_STATUS commands.

2. Normative references

There are no normative references in this document.

3. Terms and definitions

No terms and definitions are listed in this document.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <https://www.iso.org/obp>
- IEC Electropedia: available at <https://www.electropedia.org/>

4. API

This chapter defines the API functionality and messages. It defines the XFS4IoT API including but not limited to:

- System Architecture
- Message Definition
- End to End Security

XFS4IoT defines a system consisting of Services provided by one or more vendors. Each Service can support one or more interfaces as required to meet the requirements of the device or function it supports, so for example a Cash Recycling device will need the following interfaces to supply all the device's functionality:

- Common, which defines functionality common to all devices
- CashManagement, which defines functionality common to all cash handling devices
- CashAcceptor, which defines functionality common to all cash accepting devices
- CashDispenser, which defines functionality common to all cash dispensing devices
- Storage, which defines functionality common to devices which store items

Additional interfaces can be added as required for example KeyManagement to support encryption key management.

The following sections describe how clients and services create connections and send messages to each other.

4.1 References

ID	Description
api-1	JSON (https://www.json.org/)
api-2	XFS Interface Specification, End to End (E2E) for XFS/XFS4IoT Programmer's Reference
api-3	WebSockets - IETF RFC 6455
api-4	JSON Schema 2020-12 (https://json-schema.org)

4.2 WebSockets Connections

Multiple services can be supplied by multiple vendors. This standard doesn't require coordination between these different vendors, or between the service publishers and the service client. It is possible to operate a system with components from multiple hardware vendors, and with third party applications, without the prior knowledge of any party.

This specification covers an environment using WebSockets ([ref. api-3](#)) to communicate between services and applications, either on a single machine or across a network.

This section covers both the process for publishing a service such that it can be discovered, and the discovery process used by the service client.

There is also a clear definition of responsibility for each component in the system, including when there are dependencies between components. There are no shared components required to coordinate the system.

The underlying network can use any protocol that supports WebSockets such as IPv4 or IPv6. Nothing in this document requires any particular underlying protocol.

4.2.1 Overview

In this standard there are two types of "endpoint"; publisher and service. Each endpoint, of either type, is published by a single software/hardware vendor. A publisher endpoint is used for service discovery, to discover service endpoints. A single service endpoint can expose multiple "services", where each service typically represents a single piece of hardware. A single machine (or a single IP address) may expose multiple publisher and service endpoints from different vendors. A "client" application may consume multiple services from multiple service endpoints on the same machine, or across multiple machines.

On startup of the machine, any software services attempt to claim access to individual network ports using the underlying operating system mechanism. Ports are claimed sequentially from a known sequence. Each port becomes an endpoint that can publish multiple services from a single vendor.

A client application will attempt to connect to each port on a machine in the known sequence to get a list of all active publisher endpoints. For each publisher endpoint it then exchanges JSON messages across WebSockets with URIs using a known format to recover a list of services published by that endpoint. Once it has a full list of services it can use WebSocket connections to communicate with each service to perform whichever actions are required.

4.2.2 Uniform Resource Identifier (URI)

This section describes the Uniform Resource Identifiers used in XFS4IoT.

URI Format

Communication with service publishers and services will be through distinct URIs which will use the following format:

```
wss://machinename:portnumber/xfs4iot/v1.0/servicename
```

This URI consists of the following components:

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URI Component	Description
<i>wss://</i> or <i>ws://</i>	The protocol id for secure WebSockets. See Network Protocol .
<i>machinename</i>	The identification of the machine publishing endpoints. See Machine Identification .
<i>portnumber</i>	The port number discovered through the initial service discovery process. See Port Sequence .
<i>xfS4iot</i>	A literal string. The inclusion of this part identifies standard XFS4IoT services published on this URI. It allows the possibility of a single vendor publishing standard and non-standard proprietary services on the same port. Any standard service URI will start with this string. Any non-standard service's URI must not start with this string.
<i>v1.0</i>	<p>The version of the protocol being used by this service. This may be updated to support services with different protocol versions in future versions of the specification and allows support for multiple versions of the specification on the same machine and endpoint.</p> <p>Note that most future changes to the XFS4IoT specification will be done in a non-breaking, backwards and forwards compatible way. For example, optional fields will be added to JSON messages when required and will have no impact on the protocol. This means that changes to the version field of the URI will be very rare. It will only be changed if there is a breaking, incompatible change or a fundamental change to the API. Because of this there won't be any need for complex version negotiation between the client and the service. The client will simply attempt to open the version of the API that it supports.</p>
<i>servicename</i>	This will be included in the URI to allow different services to be identified on the same port. Services will normally match individual devices. The exact service name is discovered during service discovery and is vendor dependent. The format of the service name shouldn't be assumed. The only URI that doesn't include a service name is the service discovery URI.

For example, a service discovery URI might be:

- `wss://terminal321.atmnetwork.corporatenet:443/xfS4iot/v1.0`
- `wss://192.168.21.43:5848/xfS4iot/v1.0`

Service URI might be:

- `wss://terminal321.atmnetwork.corporatenet:443/xfS4iot/v1.0/maincashdispenser`
- `wss://192.168.21.43:5848/xfS4iot/v1.0/cardreader1`

The URI will be case sensitive and lower case.

Network Protocol

The WebSocket protocol defines two URI schemes, *wss* and *ws* that are used for encrypted and unencrypted connections. All connections in XFS4IoT should use the *wss* scheme using TLS encryption to secure network connections. The only exception will be when the network connection between the client and service can be physically secured, for example inside an ATM enclosure. In that case it will be possible to use clear communication without TLS encryption and it is the responsibility of the hardware vendor to ensure that this is sufficient.

- Encrypted connections are identified by the **wss://** protocol specifier.
- Unencrypted connections are identified by the **ws://** protocol specifier.

Where TLS is used, the service will be protected by a mutually trusted server side certificate as part of the TLS protocol. This complete certificate chain must be mutually trusted by the client and service.

Establishing and managing the certificates between the service and the client is outside of the scope of this specification but trust must be in place. This might be achieved using a public third party certificate authority that issues TLS certificates. Alternatively it might be achieved using a bank's own internal CA. It shouldn't depend on a private Certificate Authority or certificates issued by a vendor, which might limit access to the service.

A *wss* connection with invalid certificates will be invalid and will be rejected by both the client and the service.

Machine Identification

Machines publishing services are identified by URIs. Machines exposing endpoints can be identified by an IP address or by a DNS name.

Either the IP address or DNS name for a machine must be known by the client for the client to connect. This would probably be a configuration setting for the application and would need to be known by the organization setting up the application, but this configuration is outside the scope of this document.

Port Sequence

Services will be published on a sequence of IP ports consisting of port 80 or 443 followed by the ports 5846 to 5856 inclusive. Hence the full sequence of ports will be 12 ports as,

```
80 or 443, 5846, 5847, 5848, ... 5855, 5856
```

Port 80 will only be used with HTTP/WS. Port 443 will only be used with HTTPS/WSS. All other ports may be used with either or both HTTP/WS and HTTPS/WSS.

Port 80 and 443 are the standard ports for HTTP and HTTPS and have the advantage that they are likely to be open on firewalls. The correct port will be used to match the protocol - 80 for HTTP/WS and 443 for HTTPS/WSS. Other ports are flexible and can be used for either protocol by the Service Publisher.

The port range 5846-5856 is semi-randomly selected in the 'user' range of the port space as defined by ICANN/IANA. This range is currently unassigned by IANA.

4.2.3 Service Publishing

Service publishers will negotiate access to resources and publish services using the following process.

Free Endpoint Port Discovery

On startup each service publisher must attempt to connect to the first port in the port sequence. It will use the underlying OS and network stack to attempt to bind to this port.

All network access must go through the normal underlying OS mechanism. One service publisher must not block another publisher from accessing the network.

If the underlying OS reports that the port is already in use the service publisher will repeat the same process with the next port in the port sequence. This will be repeated until a port is successfully bound to, or all ports in the sequence have been tried.

If no available port can be found the service publisher will have failed to start. How this failure is handled by the service publisher is undefined.

It's important that a single hardware vendor doesn't use up multiple ports, since this could lead to all the ports being blocked so that other publishers can't get a free port. Therefore any single hardware vendor **must** publish all services on a single port, determined dynamically as above.

Note: *A service publisher will only fail to find a free port if more than 12 different hardware vendors are attempting to publish services from the same machine. This should be unusual.*

Handling Incoming Connections

Once a service publisher has successfully bound to a port it must handle connection attempts. It will accept all connections from any clients without filtering attempts. Security around connections will be handled after a connection has been established.

Note: *This document does not cover restrictions on connections to services or managing permissions for connections, such as limiting connections to certain machines or sub-nets. This would normally be under the control of the machine deployer and can be controlled through normal firewall settings and network configuration.*

Incoming connection attempts will specify a specific URI using the normal WebSocket process. The service publisher will allow connections to valid URIs as defined in this spec and track which URI each connection was made to.

The initial connection will be to the URI `wss://machinename:port/xfs4iot/v1.0`. This connection will then be used to list/discover individual services using the process outlined in [Service Endpoint Discovery](#).

4.2.4 Service Discovery

A client application must be able to discover and open a connection to each service that it will use. It does this in two steps; firstly, through publisher endpoint discovery, then through service discovery for each service endpoint. It will do this through the following process.

Publisher Endpoint Discovery

The client will enumerate endpoints by attempting to open a WebSocket connection to the following URL on each port in the [Port sequence](#).

```
wss://machinename:portnumber/xfs4iot/v1.0
```

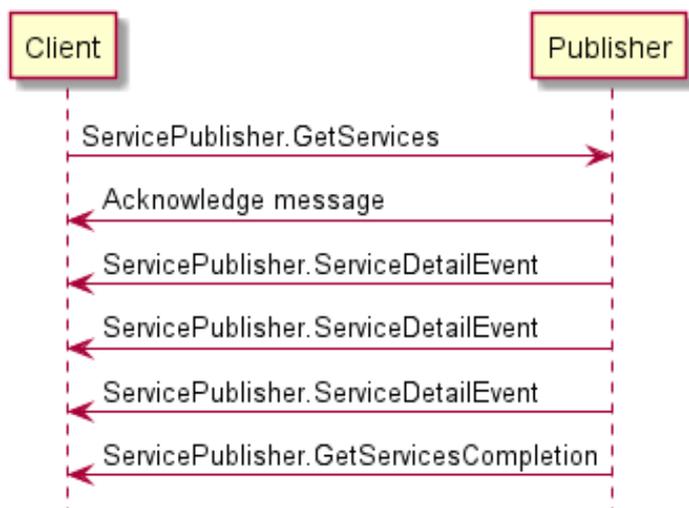
The client will continue to enumerate publisher endpoints by repeating for each port number in the port sequence until all ports have been tried.

The client will also start [service endpoint discovery](#) on the open connection. There is no requirement for the order of opening ports and discovering services. All ports connections may be created first followed by service discovery, or port enumeration and service discovery may continue in parallel.

If the connection attempt to any port fails then the application will attempt error handling for network issues, machine powered off, etc. The details of error handling are left up to the client.

Service Endpoint Discovery

Once a connection has been established between the client and each publisher endpoint, the client will discover the services published by sending a service discovery command and receiving messages in the usual way as described in [Message Types](#).



The only command sent to the publisher endpoint will be [ServicePublisher.GetServices](#).

The publisher will [acknowledge](#) the command.

The command will be followed by zero or more [ServicePublisher.ServiceDetailEvent](#) messages, then complete with a [completion message](#). Each event and the completion message will contain the following payload:

```
{
  "payload": {
    "vendorName": "<Name of hardware/software vendor>",
    "services": [
      {
        "serviceURI": "wss://machinename:port/xfs4iot/v1.0/<servicename1>"
      },
      {
        "serviceURI": "wss://machinename:port/xfs4iot/v1.0/<servicename2>"
      }
    ]
  }
}
```

The service endpoint URI will be returned as a *serviceURI* property.

A publisher service may be designed to send one URI per message, or it may group URI together into a smaller number of messages. The publisher should try and send messages to report on each URI as soon as each URI is known. It's possible a publisher will know the complete set of URI when they're requested and can send them all at once in one or more messages. Alternatively, the URI may not be known straight away, for example if an IP address or port is being dynamically allocated. In that case the publisher service would delay sending events for unknown URI until the full URI is known.

Having each URI reported only once means that a client can connect to each URI reported in events without having to track which URI have already been connected to. This simplifies the client. Alternatively, a client may wait for the completion message and a full set of URI before attempting to connect. This would be simpler to implement but might be slower to start up.

The completion message will contain every URI that the publisher service is aware of.

The publisher service will follow the above process to publish all URI that it's aware of. It will not suppress URI based on device status or service status.

For example, a device might be powered off, in the process of powering on, or powered on but have a hardware fault that makes it impossible to use. In all cases the publisher service will publish the URI anyway. The client can't assume anything about the device based on the URI. It will always need to query the service at the URI for its status to know more.

Events should be sent as soon as a URI is known by the publisher - the event doesn't mean or imply that the URI is currently available or can be connected to - that error handling must be performed by the client.

Note: *Even if the publisher service could know that a URI was valid at the time that it sends the event, the client can't know that the URI is still valid when it attempts to use the URI. It could have failed between querying and connecting. So the client has to handle errors, timeouts and retrying when connecting to the URI.*

The client may then attempt to open a WebSocket connection to each of the returned URI. The client will handle connection failures and timeouts by repeating the attempts to connect such that the service has a reasonable amount of time to start up.

Each service will endeavor to accept connections as quickly as possible during startup and restarts. Some devices are physically slow to start up, but software should be able to start relatively quickly. So, for example, a cash recycler device might be able to accept a connection within a few seconds of power being applied, but the physical hardware can take several minutes to reset. Once a connection has been accepted a service may continue to report [device](#) as *starting* until the device is physically started and ready. While *starting*, any command on the connection other than [Common.Status](#) will fail with [sequenceError](#).

Each connection will be used to communicate with a single service. The service will then be queried for details about that service, such as the type of service or device that it represents and the messages and interfaces that it supports.

The connection to the service will be kept open for as long as the service is in use. Details of the service lifetime are covered elsewhere.

The returned URI is a full URI including the machine name and port. It is possible that these values will be different to the service discovery URI - each service may be on a different machine, a different IP address, and a different port. The port is also independent of the discovery port range. It can be any port number.

The service URI values will have the same version number as the service discovery URI version number. Different versions of the API will not be mixed.

If a client wants to open multiple different API version numbers then it should perform service discovery against each of the possible version URI strings.

The client may close the publisher connection once it has completed service discovery, or it may keep the connection open. This will have no effect on the behavior of services.

4.3 Messages

XFS4IoT Services are accessed using messages passed over a WebSocket Interface. The messages are JSON formatted data [Ref. api-1](#) defined using JSON Schema 2020-12 [Ref. api-4](#).

4.3.1 Message Definition

All messages follow the same JSON structure consisting of the following properties:

Property	Property Type	Required
header	object	✓
payload	object, null	

As illustrated in the example below.

```
{
  "header": {
  },
  "payload": {
  }
}
```

4.3.2 Header Definition

The header contains properties common to all messages as well as properties specific to a message type.

Additional properties are not allowed.

Property	Property Type	Required
type	string	✓
name	string	✓
version	string	✓
requestId	integer	
timeout	integer	
status	string, null	
completionCode	string, null	
errorDescription	string, null	

The following example illustrates the header for a *Common.Status* command message.

```
{
  "header": {
    "type": "command",
    "name": "Common.Status",
    "version": "1.0",
    "requestId": 12345,
    "timeout": 1000
  }
}
```

type Property

The [message type](#).

name Property

The message name, for example [Common.Status](#).

version Property

The [message version](#), for example *1.0*.

requestId Property

Unique request identifier supplied by the client used to correlate the command message with acknowledge, event and completion messages. The client will supply values that are positive, incremental and greater than or equal to 0. The service will check that the requestId does not conflict with a currently executing or queued command request from the same client and return [status](#) *invalidRequestID* if it does.

Unsolicited messages do not have a requestId.

timeout Property

This property is only applicable to [command](#) messages.

Timeout in milliseconds for the command to complete. If set to 0, the command will not timeout but can be canceled.

Default: 0

status Property

This property is only applicable to [acknowledge](#) messages.

If null, the command has been accepted for execution and will complete with a [completion](#) message. Otherwise, this property can be one of the following values:

- `invalidMessage` - The JSON in the message is invalid and can't be parsed.
- `invalidRequestID` - The request ID on the command is invalid. This could be because the value is not an integer, has a zero value, or because a command with the same request ID from the same client is already queued or is executing.
- `tooManyRequests` - The service has currently received and queued more requests than it can process.

Default: null

completionCode Property

This property is only applicable to [completion](#) messages.

If null, the command completed successfully. Otherwise, the property will contain one of the following values:

- `commandErrorCode` - Check the `errorCode` property for the command specific error code.
- `canceled` - Canceled using the [Common.Cancel](#) command.
- `timeOut` - Timed out after the client specified [timeout](#).
- `deviceNotReady` - The device is not ready or timed out.
- `hardwareError` - An error occurred on the device.
- `internalError` - An internal inconsistency or other unexpected error occurred.
- `invalidCommand` - The command is not supported by the service.
- `invalidRequestID` - The *requestId* is invalid.
- `unsupportedCommand` - The command is valid for the interface but is not supported by the service or device.
- `invalidData` - The command message contains invalid data.
- `userError` - The user is preventing proper operation of the device.
- `unsupportedData` - The command message contains data that is valid for the interface command but is not supported by the service or device.
- `fraudAttempt` - The user is attempting a fraudulent act on the device.
- `sequenceError` - The command request is not valid at this time or in the device's current state.
- `authorizationRequired` - The command request cannot be performed because it requires authorization.
- `noCommandNonce` - The value of the nonce stored in the hardware was cleared, for example by a power failure.
- `invalidToken` - The security token is invalid.
- `invalidTokenNonce` - The value of the nonce in the security token does not match the stored value.
- `invalidTokenHMAC` - The value of the HMAC in the security token is incorrect.
- `invalidTokenFormat` - The token format version value is not recognized, or the token format is somehow invalid.

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- `invalidTokenKeyNoValue` - The key used for the HMAC for a token has not been loaded and the token cannot be validated.
- `notEnoughSpace` - There is not enough space on the storage.

If the value is `commandErrorCode`, the payload `errorCode` property contains the command specific completion error code.

Default: null

errorDescription Property

This property is only applicable to [completion](#) messages for which the [completionCode](#) value is neither *canceled* or *timeOut*.

If not null, this contains additional vendor dependent information to assist with problem resolution. The format of this string should not be relied on.

Default: null

4.3.3 Payload Definition

The XFS4IoT interface specifications detail the payload content for the command, event, completion and unsolicited messages.

If not null, the payload cannot be empty. It must contain at least one property.

Additional Properties

It is possible to include additional properties not defined by the specification. This can be useful in some cases and is allowed as long as those additional properties do not impact the proper functioning of the service or client.

For example, it may be useful to include properties with extra debugging information such as human readable error messages or hardware specific error codes.

Any additional property not defined by this specification and not recognized by the Service or the Client will be ignored.

Ignoring an unknown property will have no effect on the standard behavior of the service or client. There will be no requirement to use undefined additional properties.

The service or client may use undefined additional properties for whatever purpose they require. Dependence on undefined additional properties will mean the client or service is non-standard and may impact interoperability.

When non-standard properties are used there is a risk that the same name could be used by different implementations, causing unexpected behaviors. Implementors should reduce the risk of this name clash by using a company name or code as a prefix for the property name. For example, a company called "Acme" might add the "acmeHardwareError" and "acmeLogMessage" properties.

4.4 Message Types

XFS4IoT supports the following message types.

<i>type</i>	Direction	Description
command	client to Service	Message sent to the Service to perform a command.
acknowledge	Service to client	Message from the Service indicating if the command is valid and queued.
event	Service to client	Intermediate message from the Service indicating progress of the command.
completion	Service to client	Message from the Service indicating the command is complete.
unsolicited	Service to client	Message from the Service unrelated to a command.

4.4.1 Command Messages

The start of a command will be initiated by the client with a command message, requesting the service performs the specified action. The message uses the standard header properties with *type* set to *command*.

The *requestId* is given by the client and allows the client to link messages sent in response to the command back to the original command. For example, the completion message for this command will contain the same *requestId*.

The *requestId* must be greater than or equal to 1 and incremented between each command, 0 is reserved for [unsolicited events](#). The client is responsible for ensuring that each *requestId* is unique for a single connection. They do not have to be unique across connections. The request is identified by a combination of the *requestId* and the connection.

The Service will remember the last *requestId* and reject any *requestId* for a new command which is lower or equal to the previous *requestId*. Other than that the service will not track the *requestId*.

Examples of commands with payloads are shown in the [example sequence](#).

4.4.2 Acknowledge Messages

As soon as the service has received and parsed the command message it will send an acknowledge message to indicate that the command message has been received and queued. This will normally include the *requestId* so that the client can identify which command it relates to (unless an error occurs which prevents the *requestId* being included). The message uses the standard header properties with *type* set to *acknowledge*.

Sending the acknowledge message immediately allows the client to handle network errors and lost messages more quickly. It can set a short timeout and expect to receive the acknowledge within that timeout, and continue with error handling if it does not.

Receiving the acknowledge message does not give any guarantees about what the service will do with the command, or even that it can be executed. Any errors will be reported in the completion message for the command, not in the acknowledge.

If for any reason the service does not accept and queue the command request, the acknowledge message header [status](#) property will indicate the reason. When this occurs, the acknowledge message is the final message related to the command request.

Examples of acknowledge messages are shown in the [example sequence](#).

4.4.3 Event Messages

During the processing of the command the service can send multiple solicited events, as defined in the interface chapters. This is used to inform the client when something significant happens that it may need to react to, like a card being inserted or a key being pressed.

Each solicited event will contain the original *requestId* in the header, and will only be sent on the connection that the original command was received on, so that individual solicited events can be linked to the original command by the client.

For compatibility with future specification changes, and to permit custom extensions by service implementors, the client should ignore any events that it does not recognize.

Examples of event messages are shown in the [example sequence](#).

4.4.4 Completion Messages

If a command is accepted, there will be one completion message. If an acknowledge message with an error code is returned to the command message then the command will not be executed, and no completion message will be sent.

The message uses the standard header properties with *type* set to *completion*. The completion message will contain the *requestId* from the original command message, so that the client can link the message back to the command. After the completion message for a command has been sent with a particular *requestId*, no more messages will be sent with that *requestId*.

Each completion message will contain as much information as possible to avoid requiring extra events. For example, when a command is used to fetch information from the Service then the information will be included in the completion message. When a command results in particular information, like reading a card, then that

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information is included in the completion message. The exact information included in each completion message is defined in the interface document that defines that completion message.

Examples of completion messages are shown in the [example sequence](#).

After a command message has been received and associated acknowledge sent, the completion code, either success or an error code, will be included in the completion message for that command. The interface chapter may define command specific error codes that are valid for each completion message. No other error codes will be returned by the service for the completion message.

The completion message payload *completionCode* property contains one of the values defined in [Completion Codes](#).

When an error occurs, optional vendor specific information may be included in the *errorDescription* property.

4.4.5 Unsolicited Event Messages

The Service will also send unsolicited events to the client to signal events that can happen at any time, independent of command handling. These can happen before, during, or after any command handling. The message uses the standard header properties with *type* set to *unsolicited*.

To allow clients to react to events quickly, unsolicited messages should be sent as soon as possible. For example, it should avoid queuing events until after the current command has been processed if it does not have to.

Since unsolicited events are not linked to command handling, they do not have a matching *requestId*. The event header will contain a *requestId* of 0. Unsolicited events are also broadcast to all clients, on all open connections.

Each interface chapter defines the unsolicited events relevant to the interface.

For compatibility with future specification changes, and to permit custom extensions by service implementors, the client should ignore any events that it does not recognize.

Examples of unsolicited messages are shown in the [example sequence](#).

4.5 Command Processing

Once a service has been discovered (see [Service Endpoint Discovery](#)) and a connection created the client can send command messages to the service. Commands may cause the service to perform actions that are entirely software based, such as returning the current status, or they may cause actions to be performed by hardware, such as opening a shutter.

The sequence of messages passed between the service and the client is the same for all commands, independent of the command or interface being used.

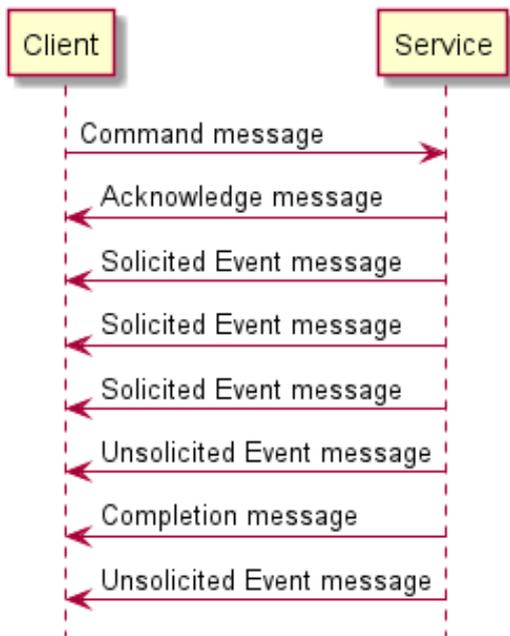
Services may also send unsolicited events directly to the client. This can happen at any time that the service connection is open. This could be during the processing of a command, or between commands.

The following sections provide information on various topics related to command processing:

- Standard command processing flow
- Command queuing
- Commands cancellation
- Example flow

4.5.1 Standard Sequence

The normal command message sequence will be as follows, note this example has multiple solicited and unsolicited events:



All parts will be passed as standard messages as defined in the Messages section.

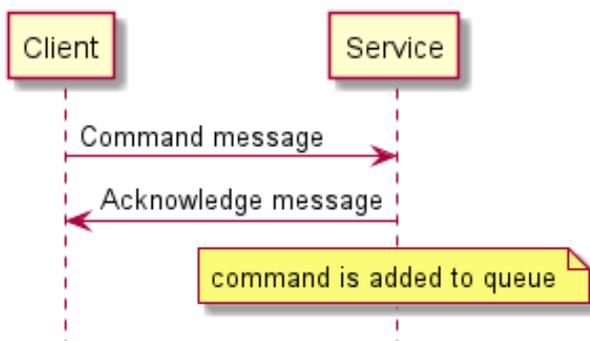
4.5.2 Command Queuing

Some commands can be executed in parallel. For example, a status command that returns the current status can always be executed immediately even if another long running command is being executed. Other commands may be blocked from parallel execution by mechanical or other restraints. For example, it's probably impossible to accept a card and capture a card at the same time on most card readers.

As far as possible, services will attempt to execute commands in parallel. In particular, all commands that simply return information should be executed immediately even if other commands are in progress. It is up to the client to synchronize status information with ongoing actions.

When it's not possible to execute a command immediately then commands will be queued and executed as soon as possible.

The acknowledge message is always sent before the command is queued.



Queued commands will normally be dequeued and executed in the order received. It is valid to execute queued commands in a different order to that received.

If the condition that caused a command to be queued clears, the command nearest the front of the queue that is blocked by that condition will be dequeued and executed ahead of any other commands nearer the front of the queue.

For example, if while idle, an Encrypting Pin Pad service receives the following command requests in the order listed:

1. [Keyboard.DataEntry](#)
2. [Crypto.CryptoData](#)
3. [Keyboard.PinEntry](#)

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4. [Crypto.Digest](#)

The Service executes in parallel the *Keyboard.DataEntry* and *Crypto.CryptoData* commands as one uses the Pin Pad and the other uses the encryptor. The *Keyboard.PinEntry* and *Crypto.Digest* commands are added to the queue in that order. If the *Crypto.CryptoData* command completes before the *Keyboard.DataEntry* command, the service will execute the *Crypto.Digest* command as the encryptor is available while keeping the *Keyboard.PinEntry* command on the queue as the Pin Pad is still in use by the *Keyboard.DataEntry* command.

The order of execution would therefore be:

1. *Keyboard.DataEntry*
2. *Crypto.CryptoData*
3. *Crypto.Digest*
4. *Keyboard.PinEntry*

4.5.3 Cancellation

A client can use the [Common.Cancel](#) command to attempt cancellation of one, multiple or all queued or executing commands at any time.

The *Common.Cancel* command adheres to the standard command message flow. That is, the Client must assign it a unique *requestId* when sending the command message, and the service will send both acknowledge and completion messages using that *requestId*. The Service will not send any event messages related to the *Common.Cancel* command *requestId*.

The *Common.Cancel* command can only be used to cancel requests associated with the client connection on which the command is sent. That is, one client cannot cancel another client's requests.

The *Common.Cancel* command itself cannot be canceled. Similarly, a *requestId* that does not match a queued or executing command *requestId* will have no effect.

The *Common.Cancel* will complete immediately. It will not wait until the completion messages of the specified request(s) have been sent.

Completion of the *Common.Cancel* command does not imply when the commands requested to cancel will complete. Nor does it imply those commands will be canceled and complete with *completionCode* of *canceled*.

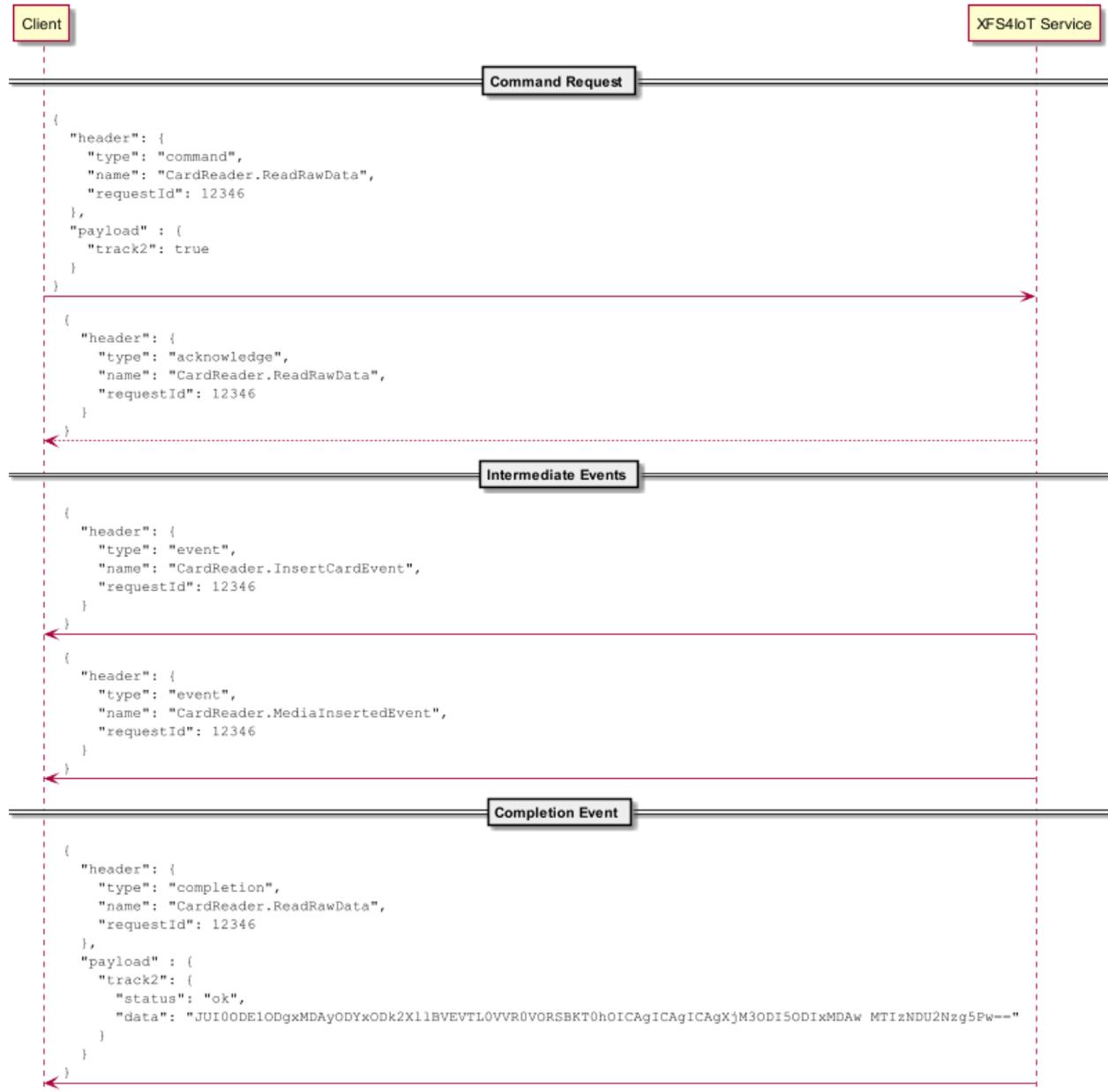
Clients should expect that, at some future point, commands may complete with a *completionCode* other than *canceled*. For example, device state prevents the command canceling forcing it to complete as if no cancel request had been received.

The Service will always cancel queued commands which have not started executing.

The Service must send completion messages, for any command requests being canceled, after the completion message for the *Common.Cancel* command has been sent.

The Client should not attempt to cancel any one *requestId* more than once as it is the responsibility of the Service to maintain the cancel requested state of a command until the command completes. Sending multiple requests to cancel the same command will have no effect.

4.5.4 Example Command Request Message Sequence



4.6 Message Versions

All [messages types](#) are assigned version numbers to enable evolution of individual messages.

If a new version of a command message has a property which has an associated capability property, the service must implement, at a minimum, the version of the [Common.Capabilities](#) command that includes the associated capability property. This will allow the client to decide whether to use the command message property and the value it should be set to.

Each release of the specification defines the message version numbers of the command, acknowledge, event, completion and unsolicited messages included in that release of the specification. The specification number is different from the message version numbers. If a message definition does not change from one release of the specification to the next, the message version number will remain the same.

4.6.1 Version Numbers

Message version numbers have the form X.Y where X and Y are non-negative integers, and do not contain leading zeroes. X is the major version and Y is the minor version. The major and minor version numbers are incremented according to the scope of change described in the following sections.

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The major version must be greater than 0. If a minor change is made, the minor version is incremented and the major version remains the same. If a major change is made, the major version is incremented and the minor version is reset to 0. For example, 1.1 -> 1.2 -> ... -> 1.10 -> 2.0.

Major Version Numbers

Major version X (X.y) numbers will be incremented in the specification if any backwards incompatible changes are introduced to the command, event, unsolicited or completion messages. It may also include minor level changes.

Major version increments represent a new command, event or unsolicited message. While there will likely be similarities with the previous major version, this is not guaranteed. It is anticipated that given the flexibility of JSON, major version increments will rarely be required.

Major version increments allow:

- Removal of command message properties.
- Change of definition of command message properties.
- Change of definition of completion message properties.
- Change of definition of event message properties.
- New event messages which cannot be ignored by the client.

Minor Version Numbers

Minor version Y (x.Y) numbers will be incremented in the specification if new, backwards compatible functionality is introduced to the command, event, completion or unsolicited message. It will also be incremented if any message property is marked as deprecated. It may be incremented if substantial new functionality or improvements are introduced where backwards compatibility is maintained.

Minor version increments allow:

- Additional command message properties.
- Additional completion, event and unsolicited message properties.
- New event messages which can be ignored by the client.

Additional command message properties must be optional. If omitted, the command behavior must be as defined in minor version 0 of the major version of the command message. If included, additional properties may change the behavior of the command. Clients that included additional command message properties that change behavior should therefore handle these behavioral changes.

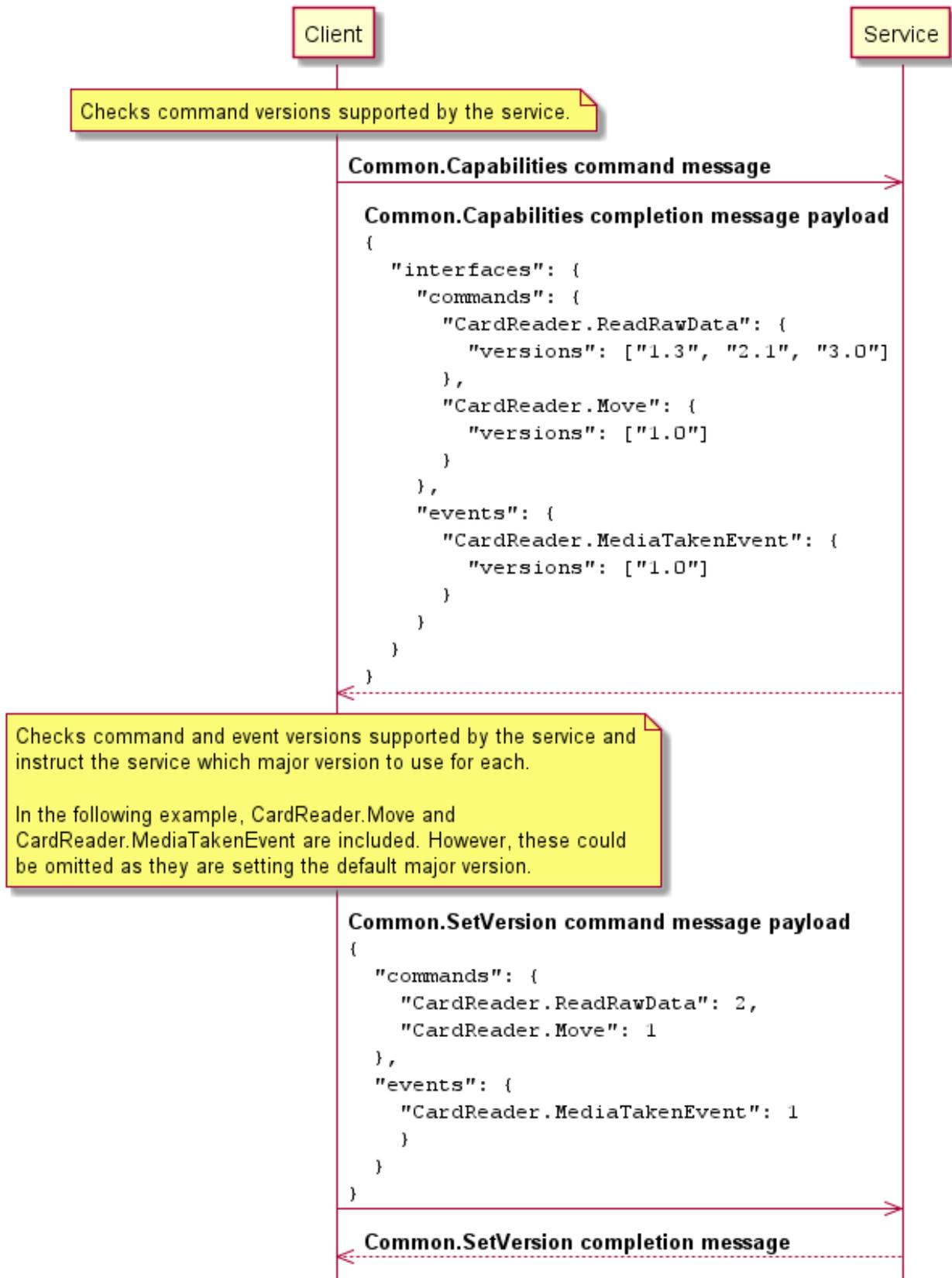
For additional completion, event and unsolicited message properties, clients should expect that new properties may be added and if not required, ignored. That is, clients should not break because they do not recognize additional properties.

4.6.2 Version Number Selection

Version number selection occurs after a client connection has been established with the service. By default, the service will for each client connection, use the lowest available major version of each message it supports.

The client is responsible for determining version compatibility. If compatible, the client must inform the service of its version requirements. If incompatible, the client must handle the incompatibilities, possibly by not using incompatible commands. If the client cannot handle the incompatibilities then it should close the connection and not use the service.

The following sequence demonstrates use of the [Common.Capabilities](#) command to identify the [command](#) and [event](#) (both event and unsolicited) versions supported by the service, and the client use of the [Common.SetVersions](#) command to inform the service of the versions that should be used for the connection on which the command is sent.



4.6.3 Version Evolution Example

The following table depicts an example evolution of a command, an event and an unsolicited event.

Evolution	command	event	completion	unsolicited
Initial	1.0 propA	1.0 propA	1.0 propA	1.0 propA
Minor update - command property added - completion unchanged	1.1 propA propB	1.0 propA	1.0 propA	1.0 propA
Minor update - event property added	1.1 propA propB	1.1 propA propB	1.0 propA	1.0 propA
Major update - completion property removed - command unchanged - unsolicited property removed - unsolicited property added	2.0 propA propB	1.1 propA propB	2.0 propB	2.0 propB

4.6.4 Extending Enumeration Values

Extending an enumeration value is a breaking change as existing clients will not be coded to handle the new enumeration value. A breaking change to a message requires the message major version number be incremented.

Where possible the specification will avoid breaking changes. To support this, if the additional enumeration value is related to an existing enumeration value:

- An additional property with name *originalNameX* will be added to the message definition, where *originalName* is the original name of the property and *X* is the next available index. Indices will be non-negative integers and start
- at 2.
- The message minor version number will be incremented. This indicates the change is backwards compatible.
- The original property definition will be set as deprecated indicating it may be removed in a subsequent major revision of the message.
- Service implementations which implement the message version that defines the additional property will, if the original property is required, always include both *originalName* and *originalNameX* properties.

Existing clients will be unaffected by the additional property as the original property will still be included in the message. New or updated clients can be written to use any of the previous related properties. If a client does not have a use for a new enumeration value, it can continue to use one of the previously defined related properties.

For example, if version 1.0 of a message defines a *device* property with enumeration values:

- *online, offline, hardwareError, userError*

And a new enumeration value is added:

- *fraudAttempt*

This relates to the existing, less specific, *userError* value, the new enumeration value could be added to the *device2* property in minor increment version 1.1 of the message. In this case when reporting the new enumeration value, version 1.1 of the message will include both:

```
{
  "device": "userError",
  "device2": "fraudAttempt"
}
```

4.7 End to End Security

A key priority for XFS4IoT is to improve security of the entire environment where XFS is used. This means securing not only the interface between the service and the device, or the interface between the client and the service, but providing security all the way from one end of an operation to the other.

For example, during a cash dispense operation, the transaction will first be authorized by an authorizing host which represents the owner of the cash in the device. That host will communicate through various other systems to the client application, the client application will communicate with the XFS4IoT service and the service will finally communicate with the device. Any part of that process is vulnerable to an attack which could lead to the wrong amount of cash being dispensed. XFS4IoT has been designed to block attacks at any point between the authorizing host and the dispenser hardware.

Details of end-to-end (E2E) security are covered in the generic E2E security specification [[Ref. api-2](#)] shared between XFS3.x and XFS4IoT. Generic and specific E2E tokens are defined in that specification. The tokens are passed to commands and returned in events which are documented in this specification, such as with [CashDispenser.Dispense](#)

There are specific commands to support E2E security which are covered by this specification, including [Common.GetCommandNonce](#) and [Common.ClearCommandNonce](#)

Not all commands that could require E2E security are currently covered. When E2E security is being enforced by a device, sensitive commands with no token defined will be blocked from executing. This is required to avoid any way of bypassing security. For example, the cash *CashDispenser.Dispense* command has a token format defined but the [CashDispenser.TestCashUnits](#) command does not. For security, *CashDispenser.TestCashUnits* must be blocked from dispensing cash, otherwise an attacker could simply replace the *CashDispenser.Dispense* with calls to *CashDispenser.TestCashUnits*. Restrictions are documented for each affected command.

5. Service Publisher Interface

This chapter defines the Service Publisher interface functionality and messages.

5.1 Command Messages

5.1.1 ServicePublisher.GetService

Command sent to the service discovery port to identify services exposed by this publisher.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "vendorName": "ACME ATM Hardware GmbH", "services": [{ "serviceURI": "wss://ATM1:123/xf4s4iot/v1.0/CardReader" }] }</pre>
Properties
<p>vendorName</p> <p>Freeform string naming the hardware vendor.</p> <p>Type: string Required</p>
<p>services</p> <p>Array of one or more services exposed by the publisher. This property is null if no services available.</p> <p>Type: array (object), null Default: null</p>
<p>services/serviceURI</p> <p>The URI which can be used to contact this individual service.</p> <p>Type: string Format: URI Required</p>

Event Messages

- [ServicePublisher.ServiceDetailEvent](#)

5.2 Event Messages

5.2.1 ServicePublisher.ServiceDetailEvent

Details of one or more services published by this endpoint.

Event Message

Payload (version 2.0)
<pre>{ "vendorName": "ACME ATM Hardware GmbH", "services": [{ "serviceURI": "wss://ATM1:123/xfs4iot/v1.0/CardReader" }] }</pre>
Properties
vendorName Freeform string naming the hardware vendor. Type: string Required
services Array of one or more services exposed by the publisher. This property is null if no services available. Type: array (object), null Default: null
services/serviceURI The URI which can be used to contact this individual service. Type: string Format: URI Required

6. Common Interface

This chapter defines the Common interface functionality and messages.

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6.1 Command Messages

6.1.1 Common.Status

This command is used to obtain the overall status of the Service. The status includes common status information and can include zero or more interface specific status objects, depending on the interfaces the Service supports. It may also return vendor-specific status information.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 3.0)
<pre>{ "common": { "device": "online", "devicePosition": "notInPosition", "powerSaveRecoveryTime": 10, "antiFraudModule": "ok", "exchange": "active", "endToEndSecurity": "enforced", "persistentDataStore": { "remaining": 0 } }, "cardReader": { "media": "unknown", "security": "notReady", "chipPower": "unknown", "chipModule": "ok", "magWriteModule": "ok", "frontImageModule": "ok", "backImageModule": "ok" }, "cashAcceptor": { "intermediateStacker": "empty", "stackerItems": "customerAccess", "banknoteReader": "ok", "dropBox": true, "positions": [{ "position": "inLeft", "shutter": "closed", "positionStatus": "empty", "transport": "ok", "transportStatus": "empty" }] }, "cashDispenser": { "intermediateStacker": "empty", "positions": [{ "position": "outDefault",</pre>

Payload (version 3.0)

```

    "shutter": "closed",
    "positionStatus": "empty",
    "transport": "ok",
    "transportStatus": "empty"
  }}
},
"cashManagement": {
  "dispenser": "ok",
  "acceptor": "ok"
},
"check": {
  "acceptor": "ok",
  "media": "present",
  "toner": "full",
  "ink": "full",
  "frontImageScanner": "ok",
  "backImageScanner": "ok",
  "mICRReader": "ok",
  "stacker": "empty",
  "rebuncher": "empty",
  "mediaFeeder": "notEmpty",
  "positions": {
    "input": {
      "shutter": "closed",
      "positionStatus": "empty",
      "transport": "ok",
      "transportMediaStatus": "empty",
      "jammedShutterPosition": "notJammed"
    },
    "output": See check/positions/input properties
    "refused": See check/positions/input properties
  }
},
"mixedMedia": {
  "modes": {
    "cashAccept": true,
    "checkAccept": true
  }
},
"keyManagement": {
  "encryptionState": "ready",
  "certificateState": "unknown"
},
"keyboard": {
  "autoBeepMode": {
    "activeAvailable": false,
    "inactiveAvailable": false
  }
},
"textTerminal": {
  "keyboard": "on",
  "keyLock": "on",
  "displaySizeX": 0,
  "displaySizeY": 0
},

```

Payload (version 3.0)

```

"printer": {
  "media": "unknown",
  "paper": {
    "upper": "unknown",
    "lower": "unknown",
    "external": "unknown",
    "aux": "unknown",
    "aux2": "unknown",
    "park": "unknown",
    "vendorSpecificPaperSupply": "unknown"
  },
  "toner": "unknown",
  "ink": "unknown",
  "lamp": "unknown",
  "mediaOnStacker": 7,
  "paperType": {
    "upper": "unknown",
    "lower": "unknown",
    "external": "unknown",
    "aux": "unknown",
    "aux2": "unknown",
    "park": "unknown",
    "exampleProperty1": "unknown",
    "exampleProperty2": See printer/paperType/exampleProperty1
  },
  "blackMarkMode": "unknown"
},
"barcodeReader": {
  "scanner": "on"
},
"biometric": {
  "subject": "present",
  "capture": false,
  "dataPersistence": "persist",
  "remainingStorage": 0
},
"camera": {
  "media": {
    "room": "ok",
    "person": "ok",
    "exitSlot": "ok",
    "vendorSpecificCameraMedia": "ok"
  },
  "cameras": {
    "room": "ok",
    "person": "ok",
    "exitSlot": "ok",
    "vendorSpecificCameraState": "ok"
  },
  "pictures": {
    "room": 0,
    "person": 0,
    "exitSlot": 0,
    "vendorSpecificCameraPictures": 0
  }
}

```

Payload (version 3.0)

```

},
"lights": {
  "cardReader": {
    "right": {
      "flashRate": "off",
      "color": "red",
      "direction": "entry"
    },
    "top": See lights/cardReader/right properties
  },
  "pinPad": See lights/cardReader properties
  "notesDispenser": See lights/cardReader properties
  "coinDispenser": See lights/cardReader properties
  "receiptPrinter": See lights/cardReader properties
  "passbookPrinter": See lights/cardReader properties
  "envelopeDepository": See lights/cardReader properties
  "checkUnit": See lights/cardReader properties
  "billAcceptor": See lights/cardReader properties
  "envelopeDispenser": See lights/cardReader properties
  "documentPrinter": See lights/cardReader properties
  "coinAcceptor": See lights/cardReader properties
  "scanner": See lights/cardReader properties
  "contactless": See lights/cardReader properties
  "cardReader2": See lights/cardReader properties
  "notesDispenser2": See lights/cardReader properties
  "billAcceptor2": See lights/cardReader properties
  "statusGood": See lights/cardReader properties
  "statusWarning": See lights/cardReader properties
  "statusBad": See lights/cardReader properties
  "statusSupervisor": See lights/cardReader properties
  "statusInService": See lights/cardReader properties
  "fasciaLight": See lights/cardReader properties
  "vendorSpecificLight": See lights/cardReader properties
},
"banknoteNeutralization": {
  "state": {
    "mode": "fault",
    "submode": "allSafeSensorsIgnored"
  },
  "safeDoor": "fault",
  "safeBolt": "fault",
  "tilt": "fault",
  "light": "fault",
  "gas": "initializing",
  "temperature": "fault",
  "seismic": "fault",
  "customInputs": {
    "disableGas": {
      "inputState": "disabled"
    },
    "oemDisableLight": See banknoteNeutralization/customInputs/disableGas
  },
  "powerSupply": {
    "info": {

```

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Payload (version 3.0)

```
"powerInStatus": "powering",
"powerOutStatus": "powering",
"batteryStatus": "full",
"batteryChargingStatus": "charging"
},
"powerSaveRecoveryTime": 10
},
"warnings": {
  "protectionArmingFault": false,
  "protectionDisarmingFault": false,
  "externalMainPowerOutage": false,
  "storageUnitLowPowerSupply": false,
  "armedAutonomous": false,
  "armedAlarm": false,
  "gasWarningLevel": false,
  "seismicActivityWarningLevel": false
},
"errors": {
  "protectionEnablingFailure": false,
  "protectionDisarmingFailure": false,
  "storageUnitPowerSupplyFailure": false,
  "backupBatteryFailure": false,
  "gasCriticalLevel": false,
  "light": false,
  "tilted": false,
  "seismicActivityCriticalLevel": false
}
},
"auxiliaries": {
  "operatorSwitch": "run",
  "tamperSensor": "on",
  "internalTamperSensor": "on",
  "seismicSensor": "on",
  "heatSensor": "on",
  "proximitySensor": "present",
  "ambientLightSensor": "veryDark",
  "enhancedAudioSensor": "present",
  "bootSwitchSensor": "off",
  "consumerDisplaySensor": "off",
  "operatorCallButtonSensor": "off",
  "handsetSensor": "onTheHook",
  "headsetMicrophoneSensor": "present",
  "fasciaMicrophoneSensor": "off",
  "cabinetDoor": "closed",
  "safeDoor": "closed",
  "vandalShield": "closed",
  "cabinetFrontDoor": "closed",
  "cabinetRearDoor": "closed",
  "cabinetLeftDoor": "closed",
  "cabinetRightDoor": "closed",
  "openClosedIndicator": "closed",
  "audio": {
    "rate": "on",
    "signal": "keypress"
  }
},
```

Payload (version 3.0)

```

    "heating": "off",
    "consumerDisplayBacklight": "off",
    "signageDisplay": "off",
    "volume": 1,
    "UPS": {
      "low": true,
      "engaged": false,
      "powering": false,
      "recovered": false
    },
    "audibleAlarm": "on",
    "enhancedAudioControl": "publicAudioManual",
    "enhancedMicrophoneControl": "publicAudioManual",
    "microphoneVolume": 1
  },
  "deposit": {
    "depTransport": "ok",
    "envDispenser": "ok",
    "printer": "ok",
    "toner": "full",
    "shutter": "closed",
    "depositLocation": "unknown"
  },
  "vendorMode": {
    "device": "online",
    "service": "enterPending"
  },
  "vendorApplication": {
    "accessLevel": "notActive"
  },
  "powerManagement": {
    "info": {
      "powerInStatus": "powering",
      "powerOutStatus": "powering",
      "batteryStatus": "full",
      "batteryChargingStatus": "charging"
    },
    "powerSaveRecoveryTime": 10
  }
}

```

Properties**common**

Status information common to all XFS4IoT services.

Type: object
Required

Properties
<p>common/device</p> <p>Specifies the state of the device. This property is required in Common.Status, but may be null in Common.StatusChangedEvent if it has not changed. Following values are possible:</p> <ul style="list-style-type: none"> • <code>online</code> - The device is online. This is returned when the device is present and operational. • <code>offline</code> - The device is offline (e.g., the operator has taken the device offline by turning a switch or breaking an interlock). • <code>powerOff</code> - The device is powered off or physically not connected. • <code>noDevice</code> - 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. • <code>hardwareError</code> - The device is inoperable due to a hardware error. • <code>userError</code> - The device is present but a person is preventing proper device operation. • <code>deviceBusy</code> - The device is busy and unable to process a command at this time. • <code>fraudAttempt</code> - The device is present but is inoperable because it has detected a fraud attempt. • <code>potentialFraud</code> - 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. • <code>starting</code> - The device is starting and performing whatever initialization is necessary. This can be reported after the connection is made but before the device is ready to accept commands. This must only be a temporary state, the Service must report a different state as soon as possible. If an error causes initialization to fail then the state should change to <i>hardwareError</i>. <p>Type: string Required</p>
<p>common/devicePosition</p> <p>Position of the device. This property is null in Common.Status if position status reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>inPosition</code> - The device is in its normal operating position, or is fixed in place and cannot be moved. • <code>notInPosition</code> - The device has been removed from its normal operating position. • <code>unknown</code> - Due to a hardware error or other condition, the position of the device cannot be determined. <p>Type: string, null Default: null</p>
<p>common/powerSaveRecoveryTime</p> <p>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 0 if the power-saving mode has not been activated. This property is null in Common.Status if power save control is not supported.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>common/antiFraudModule</p> <p>Specifies the state of the anti-fraud module if available. This property is null in Common.Status if there is no anti-fraud module, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - Anti-fraud module is in a good state and no foreign device is detected. • <code>inoperable</code> - Anti-fraud module is inoperable. • <code>deviceDetected</code> - Anti-fraud module detected the presence of a foreign device. • <code>unknown</code> - The state of the anti-fraud module cannot be determined. <p>Type: string, null Default: null</p>

Properties
<p>common/exchange</p> <p>Specifies the exchange state of the service. Exchange can used to perform a manual replenishment of a device and is entered by Storage.StartExchange and completed by Storage.EndExchange. This property is null in Common.Status if not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>active</code> - Exchange is active on this service. Commands which interact with the device may be rejected with an error code as appropriate. • <code>inactive</code> - Exchange is not active on this service. <p>Type: string, null Default: null</p>
<p>common/endToEndSecurity</p> <p>Specifies the status of end to end security support on this device. This property is null in Common.Status if E2E security is not supported by this hardware and any command can be called without a token, otherwise the following values are possible.</p> <p>Also see Common.CapabilityProperties.endToEndSecurity.</p> <ul style="list-style-type: none"> • <code>notEnforced</code> - E2E security is supported by this hardware but it is not currently enforced, for example because required keys aren't loaded. It's currently possible to perform E2E commands without a token. • <code>notConfigured</code> - E2E security is supported but not correctly configured, for example because required keys aren't loaded. Any attempt to perform any command protected by E2E security will fail. • <code>enforced</code> - E2E security is supported and correctly configured. E2E security will be enforced. <p>Calling E2E protected commands will only be possible if a valid token is given.</p> <p>Type: string, null Default: null</p>
<p>common/persistentDataStore</p> <p>Specifies the state of the persistent data store supported by the service. This property is null in Common.Status if persistent data storage is not supported or in Common.StatusChangedEvent if it has not changed. It is recommended that a service only posts a Common.StatusChangedEvent based on this changing when significant changes occur to avoid too many trivial events being posted.</p> <p>Type: object, null Default: null</p>
<p>common/persistentDataStore/remaining</p> <p>Specifies the number of Kilobytes remaining in the persistent data store. This value must be less than or equal to the persistent data store capacity.</p> <p>Type: integer Minimum: 0 Required</p>
<p>cardReader</p> <p>Status information for XFS4IoT services implementing the CardReader interface. This will be null if the CardReader interface is not supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>cardReader/media</p> <p>Specifies the transport/exit position media state. This property will be null if the capability to report media position is not supported by the device (e.g., a typical swipe reader or contactless chip card reader), otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>unknown</code> - The media state cannot be determined with the device in its current state (e.g. the value of device is <code>noDevice</code>, <code>powerOff</code>, <code>offline</code> or <code>hardwareError</code>). • <code>present</code> - Media is present in the device, not in the entering position and not jammed. On the latched dip device, this indicates that the card is present in the device and the card is unlatched. • <code>notPresent</code> - Media is not present in the device and not at the entering position. • <code>jammed</code> - Media is jammed in the device; operator intervention is required. • <code>entering</code> - Media is at the entry/exit slot of a motorized device. • <code>latched</code> - Media is present and latched in a latched dip card unit. This means the card can be used for chip card dialog. <p>Type: string, null Default: null</p>
<p>cardReader/security</p> <p>Specifies the state of the security module. This property will be null if no security module is available, otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>notReady</code> - The security module is not ready to process cards or is inoperable. • <code>open</code> - The security module is open and ready to process cards. <p>Type: string, null Default: null</p>
<p>cardReader/chipPower</p> <p>Specifies the state of the chip controlled by this service. Depending on the value of capabilities response, this can either be the chip on the currently inserted user card or the chip on a permanently connected chip card. This property will be null if the capability to report the state of the chip is not supported by the ID card unit device and will apply to contactless chip card readers, otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>unknown</code> - The state of the chip cannot be determined with the device in its current state. • <code>online</code> - The chip is present, powered on and online (i.e. operational, not busy processing a request and not in an error state). • <code>busy</code> - The chip is present, powered on, and busy (unable to process a command at this time). • <code>poweredOff</code> - The chip is present, but powered off (i.e. not contacted). • <code>noDevice</code> - A card is currently present in the device, but has no chip. • <code>hardwareError</code> - The chip is present, but inoperable due to a hardware error that prevents it from being used (e.g., MUTE, if there is an unresponsive card in the reader). • <code>noCard</code> - There is no card in the device. <p>Type: string, null Default: null</p>
<p>cardReader/chipModule</p> <p>Specifies the state of the chip card module reader. This property will be null if reporting the chip card module status is not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>ok</code> - The chip card module is in a good state. • <code>inoperable</code> - The chip card module is inoperable. • <code>unknown</code> - The state of the chip card module cannot be determined. <p>Type: string, null Default: null</p>

Properties
<p>cardReader/magWriteModule</p> <p>Specifies the state of the magnetic card writer. This property will be null if reporting the magnetic card writing module status is not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • ok - The magnetic card writing module is in a good state. • inoperable - The magnetic card writing module is inoperable. • unknown - The state of the magnetic card writing module cannot be determined. <p>Type: string, null Default: null</p>
<p>cardReader/frontImageModule</p> <p>Specifies the state of the front image reader. This property will be null if reporting the front image reading module status is not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • ok - The front image reading module is in a good state. • inoperable - The front image reading module is inoperable. • unknown - The state of the front image reading module cannot be determined. <p>Type: string, null Default: null</p>
<p>cardReader/backImageModule</p> <p>Specifies the state of the back image reader. This property will be null if reporting the back image reading module status is not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • ok - The back image reading module is in a good state. • inoperable - The back image reading module is inoperable. • unknown - The state of the back image reading module cannot be determined. <p>Type: string, null Default: null</p>
<p>cashAcceptor</p> <p>Status information for XFS4IoT services implementing the CashAcceptor interface. This will be null if the CashAcceptor interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/intermediateStacker</p> <p>Supplies the state of the intermediate stacker. This property is null in Common.Status if the physical device has no intermediate stacker, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The intermediate stacker is empty. • notEmpty - The intermediate stacker is not empty. • full - The intermediate stacker is full. This may also be reported during a cash-in transaction where a limit specified by CashAcceptor.CashInStart has been reached. • unknown - Due to a hardware error or other condition, the state of the intermediate stacker cannot be determined. <p>Type: string, null Default: null</p>

Properties
<p>cashAcceptor/stackerItems</p> <p>This property informs the application whether items on the intermediate stacker have been in customer access. This property is null in Common.Status if the physical device has no intermediate stacker, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>customerAccess</code> - 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. • <code>noCustomerAccess</code> - Items on the intermediate stacker have not been in customer access. • <code>accessUnknown</code> - It is not known if the items on the intermediate stacker have been in customer access. • <code>noItems</code> - There are no items on the intermediate stacker. <p>Type: string, null Default: null</p>
<p>cashAcceptor/banknoteReader</p> <p>Supplies the state of the banknote reader. This property is null in Common.Status if the physical device has no banknote reader, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The banknote reader is in a good state. • <code>inoperable</code> - The banknote reader is inoperable. • <code>unknown</code> - Due to a hardware error or other condition, the state of the banknote reader cannot be determined. <p>Type: string, null Default: null</p>
<p>cashAcceptor/dropBox</p> <p>The drop box is an area within the Cash Acceptor where items which have caused a problem during an operation are stored. This property specifies the status of the drop box. If true, some items are stored in the drop box due to a cash-in transaction which caused a problem. If false, the drop box is empty or there is no drop box. This property may be null if there is no drop box or its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>cashAcceptor/positions</p> <p>Array of structures reporting status for each position from which items can be accepted. This may be null in Common.StatusChangedEvent if no position states have changed.</p> <p>Type: array (object), null Default: null</p>

Properties**cashAcceptor/positions/position**

Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in [Common.Capabilities](#).

- inDefault - Default input position.
- inLeft - Left input position.
- inRight - Right input position.
- inCenter - Center input position.
- inTop - Top input position.
- inBottom - Bottom input position.
- inFront - Front input position.
- inRear - Rear input position.
- outDefault - Default output position.
- outLeft - Left output position.
- outRight - Right output position.
- outCenter - Center output position.
- outTop - Top output position.
- outBottom - Bottom output position.
- outFront - Front output position.
- outRear - Rear output position.

Type: string
Required

cashAcceptor/positions/shutter

Supplies the state of the shutter. This property is null in [Common.Status](#) if the physical position has no shutter, otherwise the following values are possible:

- closed - The shutter is operational and is fully closed.
- open - The shutter is operational and is open.
- jammedOpen - The shutter is jammed, but fully open. It is not operational.
- jammedPartiallyOpen - The shutter is jammed, but partially open. It is not operational.
- jammedClosed - The shutter is jammed, but fully closed. It is not operational.
- jammedUnknown - The shutter is jammed, but its position is unknown. It is not operational.
- unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined.

Type: string, null
Default: null

cashAcceptor/positions/positionStatus

The status of the input or output position. This property is null in [Common.Status](#) if the device is not capable of reporting whether items are at the position, otherwise the following values are possible:

- empty - The position is empty.
- notEmpty - The position is not empty.
- unknown - Due to a hardware error or other condition, the state of the position cannot be determined.
- foreignItems - Foreign items have been detected in the position.

Type: string, null
Default: null

Properties
<p>cashAcceptor/positions/transport</p> <p>Supplies the state of the transport mechanism. The transport is defined as any area leading to or from the position. This property is null in Common.Status if the device has no transport or transport state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The transport is in a good state. • inoperative - The transport is inoperative due to a hardware failure or media jam. • unknown - Due to a hardware error or other condition the state of the transport cannot be determined. <p>Type: string, null Default: null</p>
<p>cashAcceptor/positions/transportStatus</p> <p>Returns information regarding items which may be on the transport. If the device is a recycler device it is possible that the transport will not be empty due to a previous dispense operation. This property is null in Common.Status if the device has no transport or is not capable of reporting whether items are on the transport, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The transport is empty. • notEmpty - The transport is not empty. • notEmptyCustomer - Items which a customer has had access to are on the transport. • unknown - Due to a hardware error or other condition it is not known whether there are items on the transport. <p>Type: string, null Default: null</p>
<p>cashDispenser</p> <p>Status information for XFS4IoT services implementing the CashDispenser interface. This will be null if the CashDispenser interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashDispenser/intermediateStacker</p> <p>Supplies the state of the intermediate stacker. These bills are typically present on the intermediate stacker as a result of a retract operation or because a dispense has been performed without a subsequent present. This property is null in Common.Status if the physical device has no intermediate stacker, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The intermediate stacker is empty. • notEmpty - The intermediate stacker is not empty. The items have not been in customer access. • notEmptyCustomer - The intermediate stacker is not empty. The items have been in customer access. <p>If the device is a recycler then the items on the intermediate stacker may be there as a result of a previous cash-in operation.</p> <ul style="list-style-type: none"> • notEmptyUnknown - The intermediate stacker is not empty. It is not known if the items have been in customer access. • unknown - Due to a hardware error or other condition, the state of the intermediate stacker cannot be determined. <p>Type: string, null Default: null</p>
<p>cashDispenser/positions</p> <p>Array of structures for each position to which items can be dispensed or presented. This may be null in Common.StatusChangedEvent if no position states have changed.</p> <p>Type: array (object), null Default: null</p>

Properties**cashDispenser/positions/position**

Supplies the output position as one of the following values. Supported positions are reported in [Common.Capabilities](#).

- outDefault - Default output position.
- outLeft - Left output position.
- outRight - Right output position.
- outCenter - Center output position.
- outTop - Top output position.
- outBottom - Bottom output position.
- outFront - Front output position.
- outRear - Rear output position.

Type: string

Default: "outDefault"

cashDispenser/positions/shutter

Supplies the state of the shutter. This property is null in [Common.Status](#) if the physical position has no shutter, otherwise the following values are possible:

- closed - The shutter is operational and is closed.
- open - The shutter is operational and is open.
- jammedOpen - The shutter is jammed, but fully open. It is not operational.
- jammedPartiallyOpen - The shutter is jammed, but partially open. It is not operational.
- jammedClosed - The shutter is jammed, but fully closed. It is not operational.
- jammedUnknown - The shutter is jammed, but its position is unknown. It is not operational.
- unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined.

Type: string, null

Default: null

cashDispenser/positions/positionStatus

Returns information regarding items which may be at the output position. If the device is a recycler it is possible that the output position will not be empty due to a previous cash-in operation. This property is null in [Common.Status](#) if the device is not capable of reporting whether items are at the position, otherwise the following values are possible:

- empty - The position is empty.
- notEmpty - The position is not empty.
- unknown - Due to a hardware error or other condition, the state of the position cannot be determined.

Type: string, null

Default: null

cashDispenser/positions/transport

Supplies the state of the transport mechanism. The transport is defined as any area leading to or from the position. This property is null in [Common.Status](#) if the device has no transport or transport state reporting is not supported, otherwise the following values are possible:

- ok - The transport is in a good state.
- inoperative - The transport is inoperative due to a hardware failure or media jam.
- unknown - Due to a hardware error or other condition the state of the transport cannot be determined.

Type: string, null

Default: null

Properties
<p>cashDispenser/positions/transportStatus</p> <p>Returns information regarding items which may be on the transport. If the device is a recycler device it is possible that the transport will not be empty due to a previous cash-in operation. This property is null in Common.Status if the device has no transport or is not capable of reporting whether items are on the transport, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The transport is empty. • notEmpty - The transport is not empty. • notEmptyCustomer - Items which a customer has had access to are on the transport. • unknown - Due to a hardware error or other condition it is not known whether there are items on the transport. <p>Type: string, null Default: null</p>
<p>cashManagement</p> <p>Status information for XFS4IoT services implementing the CashManagement interface. This will be null if the CashManagement interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashManagement/dispenser</p> <p>Supplies the state of the storage units for dispensing cash. This may be null in Common.Status if the device is not capable of dispensing cash, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - All storage units present are in a good state. • attention - One or more of the storage units is in a low, empty, inoperative or manipulated condition. <p>Items can still be dispensed from at least one of the storage units.</p> <ul style="list-style-type: none"> • stop - Due to a storage unit failure dispensing is impossible. No items can be dispensed because all of the storage units are empty, missing, inoperative or in a manipulated condition. This state may also occur when a reject/retract storage unit is full or no reject/retract storage unit is present, or when appLockOut is set to true on every storage unit which can be locked. • unknown - Due to a hardware error or other condition, the state of the storage units cannot be determined. <p>Type: string, null Default: null</p>
<p>cashManagement/acceptor</p> <p>Supplies the state of the storage units for accepting cash. This may be null in Common.Status if the device is not capable of accepting cash, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - All storage units present are in a good state. • attention - One or more of the storage units is in a high, full, inoperative or manipulated condition. <p>Items can still be accepted into at least one of the storage units.</p> <ul style="list-style-type: none"> • stop - Due to a storage unit failure accepting is impossible. No items can be accepted because all of the storage units are in a full, inoperative or manipulated condition. This state may also occur when a retract storage unit is full or no retract storage unit is present, or when appLockIn is set to true on every storage unit which can be locked, or when items are to be automatically retained within storage units (see retainAction), but all of the designated storage units for storing them are full or inoperative. • unknown - Due to a hardware error or other condition, the state of the storage units cannot be determined. <p>Type: string, null Default: null</p>

Properties
<p>check</p> <p>Status information for XFS4IoT services implementing the Check interface. This will be null if the Check interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>check/acceptor</p> <p>Supplies the state of the overall acceptor storage units. This may be null in Common.StatusChangedEvent if the state has not changed. The following values are possible:</p> <ul style="list-style-type: none"> • ok - All storage units present are in a good state. • state - One or more of the storage units is in a high, full or inoperative condition. Items can still be accepted into at least one of the storage units. The status of the storage units can be obtained through the Storage.GetStorage command. • stop - Due to a storage unit problem accepting is impossible. No items can be accepted because all of the storage units are in a full or in an inoperative condition. • unknown - Due to a hardware error or other condition, the state of the storage units cannot be determined. <p>Type: string, null Default: null</p>
<p>check/media</p> <p>Specifies the state of the media. This may be null in Common.Status if the capability to report the state of the media is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • present - Media is present in the device. • notPresent - Media is not present in the device. • jammed - Media is jammed in the device. • unknown - The state of the media cannot be determined with the device in its current state. • position - Media is at one or more of the input, output and refused positions. <p>Type: string, null Default: null</p>
<p>check/toner</p> <p>Specifies the state of the toner or ink supply or the state of the ribbon of the endorser. This may be null in Common.Status if the physical device does not support endorsing or the capability to report the status of the toner/ink is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • full - The toner or ink supply is full or the ribbon is OK. • low - The toner or ink supply is low or the print contrast with a ribbon is weak. • out - The toner or ink supply is empty or the print contrast with a ribbon is not sufficient any more. • unknown - Status of toner or ink supply or the ribbon cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>

Properties
<p>check/ink</p> <p>Specifies the status of the stamping ink in the device. This may be null in Common.Status if the physical device does not support stamping or the capability to report the status of the stamp ink supply is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • full - Ink supply in the device is full. • low - Ink supply in the device is low. • out - Ink supply in the device is empty. • unknown - Status of the stamping ink supply cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>
<p>check/frontImageScanner</p> <p>Specifies the status of the image scanner that captures images of the front of the media items. This may be null in Common.Status if the physical device has no front scanner or the capability to report the status of the front scanner is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The front scanner is OK. • fading - The front scanner performance is degraded. • inoperative - The front scanner is inoperative. • unknown - Status of the front scanner cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>
<p>check/backImageScanner</p> <p>Specifies the status of the image scanner that captures images of the back of the media items. This may be null in Common.Status if the physical device has no back scanner or the capability to report the status of the back scanner is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The back scanner is OK. • fading - The back scanner performance is degraded. • inoperative - The back scanner is inoperative. • unknown - Status of the back scanner cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>
<p>check/mICRRReader</p> <p>Specifies the status of the MICR code line reader. This may be null in Common.Status if the physical device has no MICR code line reader or the capability to report the status of the MICR code line reader is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The MICR code line reader is OK. • fading - The MICR code line reader performance is degraded. • inoperative - The MICR code line reader is inoperative. • unknown - Status of the MICR code line reader cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>

Properties
<p>check/stacker</p> <p>Supplies the state of the stacker (also known as an escrow). The stacker is where the media items are held while the application decides what to do with them. This may be null in Common.Status if the physical device has no stacker or the capability to report the status of the stacker is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The stacker is empty. • notEmpty - The stacker is not empty. • full - The stacker is full. This state is set if the number of media items on the stacker has reached maxMediaOnStacker or some physical limit has been reached. <ul style="list-style-type: none"> • inoperative - The stacker is inoperative. • unknown - Due to a hardware error or other condition, the state of the stacker cannot be determined. <p>Type: string, null Default: null</p>
<p>check/rebuncher</p> <p>Supplies the state of the re-buncher (return stacker). The re-buncher is where media items are re-bunched ready for return to the customer. This may be null in Common.Status if the physical device has no re-buncher or the capability to report the status of the re-buncher is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The re-buncher is empty. • notEmpty - The re-buncher is not empty. • full - The re-buncher is full. This state is set if the number of media items on the re-buncher has reached its physical limit. <ul style="list-style-type: none"> • inoperative - The re-buncher is inoperative. • unknown - Due to a hardware error or other condition, the state of the re-buncher cannot be determined. <p>Type: string, null Default: null</p>
<p>check/mediaFeeder</p> <p>Supplies the state of the media feeder. This value indicates if there are items on the media feeder waiting for processing via the Check.GetNextItem command. If null, the device has no media feeder or the capability to report the status of the media feeder is not supported by the device. This value can be one of the following values:</p> <ul style="list-style-type: none"> • empty - The media feeder is empty. • notEmpty - The media feeder is not empty. • inoperative - The media feeder is inoperative. • unknown - Due to a hardware error or other condition, the state of the media feeder cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions</p> <p>Specifies the status of the input, output and refused positions. This may be null in Common.StatusChangedEvent if no position states have changed.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>check/positions/input</p> <p>Specifies the status of the input position. This may be null in Common.StatusChangedEvent if no states have changed for the position.</p> <p>Type: object, null Default: null</p>

Properties
<p>check/positions/input/shutter</p> <p>Specifies the state of the shutter. This property is null in Common.Status if the physical device has no shutter or shutter state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • closed - The shutter is operational and is closed. • open - The shutter is operational and is open. • jammed - The shutter is jammed and is not operational. • unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions/input/positionStatus</p> <p>The status of the position. This property is null in Common.Status if the physical device is not capable of reporting whether or not items are at the position, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The position is empty. • notEmpty - The position is not empty. • unknown - Due to a hardware error or other condition, the state of the position cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions/input/transport</p> <p>Specifies the state of the transport mechanism. The transport is defined as any area leading to or from the position. This property is null in Common.Status if the physical device has no transport or transport state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The transport is in a good state. • inoperative - The transport is inoperative due to a hardware failure or media jam. • unknown - Due to a hardware error or other condition, the state of the transport cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions/input/transportMediaStatus</p> <p>Returns information regarding items which may be present on the transport. This property is null in Common.Status if the physical device is not capable of reporting whether or not items are on the transport, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The transport is empty. • notEmpty - The transport is not empty. • unknown - Due to a hardware error or other condition it is not known whether there are items on the transport. <p>Type: string, null Default: null</p>
<p>check/positions/input/jammedShutterPosition</p> <p>Returns information regarding the position of the jammed shutter. This property is null in Common.Status if the physical device has no shutter or the reporting of the position of a jammed shutter is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • notJammed - The shutter is not jammed. • open - The shutter is jammed, but fully open. • partiallyOpen - The shutter is jammed, but partially open. • closed - The shutter is jammed, but fully closed. • unknown - The position of the shutter is unknown. <p>Type: string, null Default: null</p>

Properties
<p>check/positions/output</p> <p>Specifies the status of the output position. This may be null in Common.StatusChangedEvent if no states have changed for the position.</p> <p>Type: object, null Default: null</p>
<p>check/positions/refused</p> <p>Specifies the status of the refused position. This may be null in Common.StatusChangedEvent if no states have changed for the position.</p> <p>Type: object, null Default: null</p>
<p>mixedMedia</p> <p>Status information for XFS4IoT services implementing the MixedMedia interface. This will be null if the MixedMedia interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>mixedMedia/modes</p> <p>Specifies the state of the transaction modes supported by the Service.</p> <p>Type: object MinProperties: 1 Required</p>
<p>mixedMedia/modes/cashAccept</p> <p>Specifies whether transactions can accept cash. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>mixedMedia/modes/checkAccept</p> <p>Specifies whether transactions can accept checks. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>keyManagement</p> <p>Status information for XFS4IoT services implementing the KeyManagement interface. This will be null if the KeyManagement interface is not supported.</p> <p>Type: object, null Default: null</p>

<p>Properties</p>
<p>keyManagement/encryptionState</p> <p>Specifies the state of the encryption module.</p> <ul style="list-style-type: none"> • <code>ready</code> - The encryption module is initialized and ready (at least one key is imported into the encryption module). • <code>notReady</code> - The encryption module is not available or not ready due to hardware error or communication error. • <code>notInitialized</code> - The encryption module is not initialized (no master key loaded). • <code>busy</code> - The encryption module is busy (implies that the device is busy). • <code>undefined</code> - The encryption module state is undefined. • <code>initialized</code> - The encryption module is initialized and master key (where required) and any other initial keys are loaded; ready to import other keys. This may be null in Common.StatusChangedEvent if unchanged. <p>Type: string, null Default: null</p>
<p>keyManagement/certificateState</p> <p>Specifies the state of the public verification or encryption key in the PIN certificate module.</p> <ul style="list-style-type: none"> • <code>unknown</code> - The state of the certificate module is unknown or the device does not have this capability. • <code>primary</code> - All pre-loaded certificates have been loaded and that primary verification certificates will be accepted for the commands LoadCertificate or ReplaceCertificate. • <code>secondary</code> - Primary verification certificates will not be accepted and only secondary verification certificates will be accepted. If primary certificates have been compromised (which the certificate authority or the host detects), then secondary certificates should be used in any transaction. This is done by the commands LoadCertificate or ReplaceCertificate. • <code>notReady</code> - The certificate module is not ready. (The device is powered off or physically not present). <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>keyboard</p> <p>Status information for XFS4IoT services implementing the Keyboard interface. This will be null if the Keyboard interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>keyboard/autoBeepMode</p> <p>Specifies whether automatic beep tone on key press is active or not. Active and inactive key beeping is reported independently.</p> <p>Type: object Required</p>
<p>keyboard/autoBeepMode/activeAvailable</p> <p>Specifies whether an automatic tone will be generated for all active keys. This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: boolean, null Default: null</p>
<p>keyboard/autoBeepMode/inactiveAvailable</p> <p>Specifies whether an automatic tone will be generated for all inactive keys. This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>textTerminal</p> <p>Status information for XFS4IoT services implementing the TextTerminal interface. This will be null if the TextTerminal interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>textTerminal/keyboard</p> <p>Specifies the state of the keyboard in the text terminal unit. This property will be null in Common.Status if the keyboard is not available, otherwise one of the following values:</p> <ul style="list-style-type: none"> • on - The keyboard is activated. • off - The keyboard is not activated. <p>Type: string, null Default: null</p>
<p>textTerminal/keyLock</p> <p>Specifies the state of the keyboard lock of the text terminal unit. This property will be null in Common.Status if the keyboard lock switch is not available, otherwise one of the following values:</p> <ul style="list-style-type: none"> • on - The keyboard lock switch is activated. • off - The keyboard lock switch is not activated. <p>Type: string, null Default: null</p>
<p>textTerminal/displaySizeX</p> <p>Specifies the horizontal size of the display of the text terminal unit (the number of columns that can be displayed). This property will be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>textTerminal/displaySizeY</p> <p>Specifies the vertical size of the display of the text terminal unit (the number of rows that can be displayed). This property will be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>printer</p> <p>Status information for XFS4IoT services implementing the Printer interface. This will be null if the Printer interface is not supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>printer/media</p> <p>Specifies the state of the print media (i.e. receipt, statement, passbook, etc.) as one of the following values. This property will be null in Common.Status for journal printers or if the capability to report the state of the print media is not supported by the device:</p> <ul style="list-style-type: none"> • unknown - The state of the print media cannot be determined with the device in its current state. • present - Media is in the print position, on the stacker or on the transport (i.e. a passbook in the parking station is not considered to be present). On devices with continuous paper supplies, this value is set when paper is under the print head. On devices with no supply or individual sheet supplies, this value is set when paper/media is successfully inserted/loaded. • notPresent - Media is not in the print position or on the stacker. • jammed - Media is jammed in the device. • entering - Media is at the entry/exit slot of the device. • retracted - Media was retracted during the last command which controlled media. <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>printer/paper</p> <p>Specifies the state of paper supplies as one of the following values. Each individual supply state will be null in Common.Status if not applicable:</p> <ul style="list-style-type: none"> • unknown - Status cannot be determined with device in its current state. • full - The paper supply is full. • low - The paper supply is low. • out - The paper supply is empty. • jammed - The paper supply is jammed. <p style="background-color: #e0e0e0;">Type: object, null Default: null</p>
<p>printer/paper/upper</p> <p>The state of the upper paper supply. See paper for valid values.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>printer/paper/lower</p> <p>The state of the lower paper supply. See paper for valid values.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>printer/paper/external</p> <p>The state of the external paper supply. See paper for valid values.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>printer/paper/aux</p> <p>The state of the auxiliary paper supply. See paper for valid values.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>printer/paper/aux2</p> <p>The state of the second auxiliary paper supply. See paper for valid values.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>

Properties
<p>printer/paper/park</p> <p>The state of the parking station paper supply. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paper/vendorSpecificPaperSupply (example name)</p> <p>The state of the additional vendor specific paper supplies. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/toner</p> <p>Specifies the state of the toner or ink supply or the state of the ribbon. The property will be null in Common.Status if the capability is not supported by device, otherwise one of the following:</p> <ul style="list-style-type: none"> • unknown - Status of toner or ink supply or the ribbon cannot be determined with device in its current state. • full - The toner or ink supply is full or the ribbon is OK. • low - The toner or ink supply is low or the print contrast with a ribbon is weak. • out - The toner or ink supply is empty or the print contrast with a ribbon is not sufficient any more. <p>Type: string, null Default: null</p>
<p>printer/ink</p> <p>Specifies the status of the stamping ink in the printer. The property will be null in Common.Status if the capability is not supported by device, otherwise one of the following:</p> <ul style="list-style-type: none"> • unknown - Status of the stamping ink supply cannot be determined with device in its current state. • full - Ink supply in device is full. • low - Ink supply in device is low. • out - Ink supply in device is empty. <p>Type: string, null Default: null</p>
<p>printer/lamp</p> <p>Specifies the status of the printer imaging lamp. The property will be null in Common.Status if the capability is not supported by device, otherwise one of the following:</p> <ul style="list-style-type: none"> • unknown - Status of the imaging lamp cannot be determined with device in its current state. • ok - The lamp is OK. • fading - The lamp should be changed. • inop - The lamp is inoperative. <p>Type: string, null Default: null</p>
<p>printer/mediaOnStacker</p> <p>The number of media on the stacker; applicable only to printers with stacking capability therefore null if not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>printer/paperType</p> <p>Specifies the type of paper loaded as one of the following. Only applicable properties are reported. This may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • unknown - No paper is loaded, reporting of this paper type is not supported or the paper type cannot be determined. • single - The paper can be printed on only one side. • dual - The paper can be printed on both sides. <p>Type: object, null Default: null</p>
<p>printer/paperType/upper</p> <p>The upper paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/lower</p> <p>The lower paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/external</p> <p>The external paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/aux</p> <p>The auxiliary paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/aux2</p> <p>The second auxiliary paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/park</p> <p>The parking station paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/exampleProperty1 (example name)</p> <p>The additional vendor specific paper types. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/blackMarkMode</p> <p>Specifies the status of the black mark detection and associated functionality. The property is null if not supported.</p> <ul style="list-style-type: none"> • unknown - The status of the black mark detection cannot be determined. • on - Black mark detection and associated functionality is switched on. • off - Black mark detection and associated functionality is switched off. <p>Type: string, null Default: null</p>

Properties
<p>barcodeReader</p> <p>Status information for XFS4IoT services implementing the Barcode Reader interface. This will be null if the Barcode Reader interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>barcodeReader/scanner</p> <p>Specifies the scanner status (laser, camera or other technology) as one of the following:</p> <ul style="list-style-type: none"> • on - Scanner is enabled for reading. • off - Scanner is disabled. • inoperative - Scanner is inoperative due to a hardware error. • unknown - Scanner status cannot be determined. <p>Type: string Required</p>
<p>biometric</p> <p>Status information for XFS4IoT services implementing the Biometrics interface. This will be null if the Biometrics interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>biometric/subject</p> <p>Specifies the state of the subject to be scanned (e.g. finger, palm, retina, etc) as one of the following values:</p> <ul style="list-style-type: none"> • present - The subject to be scanned is on the scanning position. • notPresent - The subject to be scanned is not on the scanning position. • unknown - The subject to be scanned cannot be determined with the device in its current state (e.g. the value of device is noDevice, powerOff, offline, or hwError). <p>This property is null if the physical device does not support the ability to report whether or not a subject is on the scanning position.</p> <p>Type: string, null Default: null</p>
<p>biometric/capture</p> <p>Indicates whether scanned biometric data has been captured using the Biometric.Read and is currently stored and ready for comparison. This will be set to false when scanned data is cleared using the Biometric.Clear. This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: boolean, null Default: null</p>
<p>biometric/dataPersistence</p> <p>Specifies the current data persistence mode. The data persistence mode controls how biometric data that has been captured using the Biometric.Read will be handled. This property is null if the property persistenceModes is null or both properties persist and clear are false. The following values are possible:</p> <ul style="list-style-type: none"> • persist - Biometric data captured using the Biometric.Read can persist until all sessions are closed, the device is power failed or rebooted, or the Biometric.Read is requested again. This captured biometric data can also be explicitly cleared using the Biometric.Clear or Biometric.Reset. • clear - Captured biometric data will not persist. Once the data has been either returned in the Biometric.Read or used by the Biometric.Match, then the data is cleared from the device. <p>Type: string, null Default: null</p>

Properties
<p>biometric/remainingStorage</p> <p>Specifies how much of the reserved storage specified by the capability templateStorage is remaining for the storage of templates in bytes. if null, this property is not supported.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera</p> <p>Status information for XFS4IoT services implementing the Camera interface. This will be null if the Camera interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>camera/media</p> <p>Specifies the state of the recording media of the cameras as one of the following. For a device which stores pictures on a hard disk drive or other general-purpose storage, the relevant property will be null. This property may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • ok - The media is in a good state. • high - The media is almost full (threshold). • full - The media is full. • unknown - Due to a hardware error or other condition, the state of the media cannot be determined. <p>Type: object, null Default: null</p>
<p>camera/media/room</p> <p>Specifies the state of the recording media of the camera that monitors the whole self-service area. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/media/person</p> <p>Specifies the state of the recording media of the camera that monitors the person standing in front of the self-service machine. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/media/exitSlot</p> <p>Specifies the state of the recording media of the camera that monitors the exit slot(s) of the self-service machine. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/media/vendorSpecificCameraMedia (example name)</p> <p>Allows vendor specific cameras to be reported. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras</p> <p>Specifies the state of the cameras as one of the following. The relevant property will be null if not supported and this property may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • ok - The camera is in a good state. • inoperative - The camera is inoperative. • unknown - Due to a hardware error or other condition, the state of the camera cannot be determined. <p>Type: object, null Default: null</p>

Properties
<p>camera/cameras/room</p> <p>Specifies the state of the camera that monitors the whole self-service area. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras/person</p> <p>Specifies the state of the camera that monitors the person standing in front of the self-service machine. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras/exitSlot</p> <p>Specifies the state of the camera that monitors the exit slot(s) of the self-service machine. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras/vendorSpecificCameraState (example name)</p> <p>Allows vendor specific cameras to be reported. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/pictures</p> <p>Specifies the number of pictures stored on the recording media of the cameras. For a device which stores pictures on a hard disk drive or other general-purpose storage, the value of the relevant camera's property is 0. Properties may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: object, null Default: null</p>
<p>camera/pictures/room</p> <p>Specifies the number of pictures stored on the recording media of the room camera.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera/pictures/person</p> <p>Specifies the number of pictures stored on the recording media of the person camera.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera/pictures/exitSlot</p> <p>Specifies the number of pictures stored on the recording media of the exit slot camera.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera/pictures/vendorSpecificCameraPictures (example name)</p> <p>Allows vendor specific cameras to be reported.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>lights</p> <p>Status information for XFS4IoT services implementing the Lights interface. This will be null if the Lights interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>lights/cardReader</p> <p>Card Reader Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/cardReader/right (example name)</p> <p>Indicates the light position. It can be one of the following:</p> <ul style="list-style-type: none"> • left - The left position. • right - The right position. • center - The center position. • top - The top position. • bottom - The bottom position. • front - The front position. • rear - The rear position. • default - The default position. • <code>^[a-zA-Z]([a-zA-Z0-9]*)\$</code> - The vendor-specific position. <p>Type: object MinProperties: 1 Name Pattern: <code>^left\$ ^right\$ ^center\$ ^top\$ ^bottom\$ ^front\$ ^rear\$ ^default\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$</code></p>
<p>lights/cardReader/right/flashRate</p> <p>The light flash rate. This may be null in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • off - The light is turned off. • slow - The light is flashing slowly. • medium - The light is flashing at medium frequency. • quick - The light is flashing quickly. • continuous - The light is continuous (steady). <p>Type: string, null Default: null</p>
<p>lights/cardReader/right/color</p> <p>The light color. This property can be null if not supported, only supports a single color or in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • red - The light is red. • green - The light is green. • yellow - The light is yellow. • blue - The light is blue. • cyan - The light is cyan. • magenta - The light is magenta. • white - The light is white. <p>Type: string, null Default: null</p>

Properties
<p>lights/cardReader/right/direction</p> <p>The light direction. This property can be null if not supported or in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • entry - The light is indicating entry. • exit - The light is indicating exit. <p>Type: string, null Default: null</p>
<p>lights/pinPad</p> <p>Pin Pad Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/notesDispenser</p> <p>Notes Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/coinDispenser</p> <p>Coin Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/receiptPrinter</p> <p>Receipt Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/passbookPrinter</p> <p>Passbook Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/envelopeDepository</p> <p>Envelope Depository Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/checkUnit</p> <p>Check Unit Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/billAcceptor</p> <p>Bill Acceptor Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/envelopeDispenser</p> <p>Envelope Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

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Properties
lights/documentPrinter Document Printer Light. This property is null if not applicable. Type: object, null Default: null
lights/coinAcceptor Coin Acceptor Light. This property is null if not applicable. Type: object, null Default: null
lights/scanner Scanner Light. This property is null if not applicable. Type: object, null Default: null
lights/contactless Contactless Reader Light. This property is null if not applicable. Type: object, null Default: null
lights/cardReader2 Card Reader 2 Light. This property is null if not applicable. Type: object, null Default: null
lights/notesDispenser2 Notes Dispenser 2 Light. This property is null if not applicable. Type: object, null Default: null
lights/billAcceptor2 Bill Acceptor 2 Light. This property is null if not applicable. Type: object, null Default: null
lights/statusGood Status Indicator light - Good. This property is null if not applicable. Type: object, null Default: null
lights/statusWarning Status Indicator light - Warning. This property is null if not applicable. Type: object, null Default: null
lights/statusBad Status Indicator light - Bad. This property is null if not applicable. Type: object, null Default: null
lights/statusSupervisor Status Indicator light - Supervisor. This property is null if not applicable. Type: object, null Default: null

Properties
<p>lights/statusInService</p> <p>Status Indicator light - In Service. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/fasciaLight</p> <p>Fascia Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/vendorSpecificLight (example name)</p> <p>Additional vendor-specific lights.</p> <p>Type: object, null Default: null</p>
<p>banknoteNeutralization</p> <p>The status of the banknote neutralization. If this property is null in Common.Status, banknote neutralization is not supported. It may be null in Common.StatusChangedEvent but that does not mean the interface is not supported, only that its properties haven't changed.</p> <p>Type: object, null Default: null</p>
<p>banknoteNeutralization/state</p> <p>The state of the banknote neutralization. The Client Application can monitor and verify it before deciding to continue operations. This state can be specified more precisely by using the optional property submode</p> <p>Type: object Required</p>
<p>banknoteNeutralization/state/mode</p> <p>The state of the banknote neutralization.</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred or due to a hardware error or other condition, the status cannot be determined. • <code>armed</code> - The protection is now armed. • <code>disarmed</code> - The protection is now disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>banknoteNeutralization/state/submode</p> <p>Additional information related to the current mode of the banknote neutralization. If this property is null, it is not applicable in the current context or it has not changed.</p> <ul style="list-style-type: none"> • <code>allSafeSensorsIgnored</code> - Intentionally the protection is now partially armed in response to <code>SetProtection "ignoreAllSafeSensors"</code>. All the safe sensors are ignored meanwhile the banknote neutralization in the Storage Unit remains armed. • <code>armPending</code> - The protection activation is intentionally delayed by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties
<p>banknoteNeutralization/safeDoor</p> <p>The state of the safe door viewed by the sensors dedicated to the banknote neutralization.</p> <ul style="list-style-type: none">• <code>fault</code> - A fault has occurred on this sensor.• <code>doorOpened</code> - The door is opened.• <code>doorClosed</code> - The door is closed.• <code>disabled</code> - This sensor is disabled by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>
<p>banknoteNeutralization/safeBolt</p> <p>The state of the safe bolt viewed by the sensors dedicated to the banknote neutralization.</p> <ul style="list-style-type: none">• <code>fault</code> - A fault has occurred on this sensor.• <code>boltUnlocked</code> - The bolt is unlocked.• <code>boltLocked</code> - The bolt is locked.• <code>disabled</code> - This sensor is disabled by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>
<p>banknoteNeutralization/tilt</p> <p>Specifies the tilt state as one of the following values:</p> <ul style="list-style-type: none">• <code>fault</code> - A fault has occurred on this sensor.• <code>notTilted</code> - It is in normal operating position.• <code>tilted</code> - It has been tilted from its normal operating position.• <code>disabled</code> - This sensor is disabled by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>
<p>banknoteNeutralization/light</p> <p>Specifies the light sensing as one of the following values:</p> <ul style="list-style-type: none">• <code>fault</code> - A fault has occurred on this sensor.• <code>notConfigured</code> - The light module is found but it is not enabled by configuration.• <code>detected</code> - Light is detected.• <code>notDetected</code> - No light is detected.• <code>disabled</code> - This sensor is disabled by configuration. <p>If the light module is not supported, null will be reported in Common.Status. This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>

Properties**banknoteNeutralization/gas**

Specifies the gas sensing as one of the following values:

- `initializing` - The status is not available yet. It is important to mention that the warm-up and calibration of the gas sensor can take a few minutes.
- `fault` - A fault has occurred on this sensor.
- `notConfigured` - The gas module is found but it is not enabled by configuration.
- `notDetected` - No gas detected.
- `partialWarningLevel` - A warning level of gas is partially detected.
- `warningLevel` - A warning level of gas is undoubtedly detected.
- `partialCriticalLevel` - A critical level of gas is partially detected.
- `criticalLevel` - A critical level of gas is undoubtedly detected.
- `disabled` - This sensor is disabled by configuration.

If the gas module is not supported, null will be reported in [Common.Status](#). This may be null in [Common.StatusChangedEvent](#) if unchanged.

Type: string, null
Default: null

banknoteNeutralization/temperature

Specifies the temperature sensing as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `ok` - The temperature is in the operating range.
- `tooCold` - Too cold temperature.
- `tooHot` - Too hot temperature.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

Type: string, null
Default: null

banknoteNeutralization/seismic

Specifies the seismic sensing in the banknote neutralization as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `notConfigured` - The seismic sensor is found but it is not enabled by configuration.
- `notDetected` - No seismic activity detected.
- `warningLevel` - A warning level of seismic activity has been detected.
- `criticalLevel` - A critical level of seismic activity has been detected.
- `disabled` - This sensor is disabled by configuration.

If the seismic module is not supported, null will be reported in [Common.Status](#). This may be null in [Common.StatusChangedEvent](#) if unchanged.

Type: string, null
Default: null

banknoteNeutralization/customInputs

A list of state for one or more custom input accordingly to those defined in CustomInputs in [Capabilities](#). If there is no available configured Custom inputs, null will be reported in [Common.Status](#). This may be null in [Common.StatusChangedEvent](#) if unchanged.

Type: object, null
Default: null

<p>Properties</p>
<p>banknoteNeutralization/customInputs/disableGas (example name)</p> <p>Describes what an input is capable of or can be configured to handle:</p> <p>The following standard names are defined:</p> <ul style="list-style-type: none"> • maintenance - Request the banknote neutralization to go in maintenance mode. • triggerNeutralization - Request the banknote neutralization to trigger the neutralization. • disableGas - Request the banknote neutralization to disable the gas detection. • disableSeismic - Request the banknote neutralization to disable the seismic detection. • disableSafeDoorAttack - Request the banknote neutralization to disable the safe door attack detection. <p>Additional non-standard input type names are also allowed:</p> <ul style="list-style-type: none"> • oem[A-Z][a-zA-Z]* - a non standard input type name. <p>Type: object Name Pattern: ^(maintenance triggerNeutralization disableGas disableSeismic disableSafeDoorAttack oem[A-Z][a-zA-Z]*)\$</p>
<p>banknoteNeutralization/customInputs/disableGas/inputState</p> <p>Specifies the status of a custom input as one of the following values:</p> <ul style="list-style-type: none"> • fault - A fault has occurred on the custom input, the status cannot be determined. • ok - The custom input is in a non-triggered state. • triggered - The custom input has been triggered. • disabled - The custom input is disabled by configuration. <p>Type: string Default: "disabled"</p>
<p>banknoteNeutralization/powerSupply</p> <p>Status information for XFS4IoT services implementing the PowerManagement interface. This will be null if the PowerManagement interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>banknoteNeutralization/powerSupply/info</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>banknoteNeutralization/powerSupply/info/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • powering - The input power source is live and supplying power to the power supply module. • noPower - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>banknoteNeutralization/powerSupply/info/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • powering - The power supply module is supplying power to the connected devices. • noPower - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties
<p>banknoteNeutralization/powerSupply/info/batteryStatus</p> <p>The charge level of the battery. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>full</code> - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery. • <code>low</code> - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay. • <code>operational</code> - The charge level is nominally between the levels "full" and "low". • <code>critical</code> - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly. • <code>failure</code> - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the device does not have a battery.</p> <pre>Type: string, null Default: null</pre>
<p>banknoteNeutralization/powerSupply/info/batteryChargingStatus</p> <p>The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>charging</code> - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full". • <code>discharging</code> - The battery is discharging power. • <code>notCharging</code> - The battery is not charging power. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the battery is not rechargeable.</p> <pre>Type: string, null Default: null</pre>
<p>banknoteNeutralization/powerSupply/powerSaveRecoveryTime</p> <p>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 0 if the power saving mode has not been activated. This property is null if power save control is not supported or Common.StatusChangedEvent if unchanged..</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>banknoteNeutralization/warnings</p> <p>This indicates warnings that require special attention but banknote neutralization is still operational. Each status is reflected by a boolean value which is true if the warning status is detected otherwise it is false.</p> <pre>Type: object, null Default: null</pre>
<p>banknoteNeutralization/warnings/protectionArmingFault</p> <p>At least one banknote neutralization protection of a Storage Unit stayed disarmed after attempting to arm it.</p> <pre>Type: boolean Default: false</pre>
<p>banknoteNeutralization/warnings/protectionDisarmingFault</p> <p>At least one banknote neutralization protection of a Storage Unit stayed armed after attempting to disarm it.</p> <pre>Type: boolean Default: false</pre>

Properties
<p>banknoteNeutralization/warnings/externalMainPowerOutage</p> <p>A main power outage of the banknote neutralization occurred.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/warnings/storageUnitLowPowerSupply</p> <p>At least the power supply of one banknote neutralization of a Storage Unit is low.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/warnings/armedAutonomous</p> <p>The protection is armed but at least one banknote neutralization of a Storage Unit runs in an autonomous mode.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/warnings/armedAlarm</p> <p>The protection is armed but the banknote neutralization is in alarm mode.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/warnings/gasWarningLevel</p> <p>A warning level of gas is detected.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/warnings/seismicActivityWarningLevel</p> <p>A warning level of the seismic activity is detected.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/errors</p> <p>This indicates errors reflect reasons of failure requiring immediate attention. Each status is reflected by a boolean value which is true if the error status is detected otherwise it is false. If one of them is true, banknote neutralization no longer works under normal conditions and may no longer be fully operational.</p> <p>Type: object, null Default: null</p>
<p>banknoteNeutralization/errors/protectionEnablingFailure</p> <p>A critical error occurred while arming it.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/errors/protectionDisarmingFailure</p> <p>A critical error occurred while disarming it.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/errors/storageUnitPowerSupplyFailure</p> <p>There is a failure of at least one banknote neutralization power supply of a Storage Unit.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/errors/backupBatteryFailure</p> <p>There is a failure of the backup battery.</p> <p>Type: boolean Default: false</p>

<p>Properties</p>
<p>banknoteNeutralization/errors/gasCriticalLevel</p> <p>A critical level of gas is detected.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/errors/light</p> <p>Light is detected.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/errors/tilted</p> <p>At least one banknote neutralization unit has been tilted from its normal operating position.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/errors/seismicActivityCriticalLevel</p> <p>A critical level of the seismic activity is detected.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries</p> <p>Status information for XFS4IoT services implementing the Auxiliaries interface. This will be null if the Auxiliaries interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/operatorSwitch</p> <p>Specifies the state of the Operator switch.</p> <ul style="list-style-type: none"> • run - The switch is in run mode. • maintenance - The switch is in maintenance mode. • supervisor - The switch is in supervisor mode. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>auxiliaries/tamperSensor</p> <p>Specifies the state of the Tamper sensor.</p> <ul style="list-style-type: none"> • off - There is no indication of a tampering attempt. • on - There has been a tampering attempt. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>auxiliaries/internalTamperSensor</p> <p>Specifies the state of the Internal Tamper Sensor for the internal alarm. This sensor indicates whether the internal alarm has been tampered with (such as a burglar attempt). Specified as one of the following:</p> <ul style="list-style-type: none"> • off - There is no indication of a tampering attempt. • on - There has been a tampering attempt. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>auxiliaries/seismicSensor</p> <p>Specifies the state of the Seismic Sensor. This sensor indicates whether the terminal has been shaken (e.g. burglar attempt or seismic activity). Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The seismic activity has not been high enough to trigger the sensor. • <code>on</code> - The seismic or other activity has triggered the sensor. <p>This property is null if not applicable.</p> <p>Type: <code>string, null</code> Default: <code>null</code></p>
<p>auxiliaries/heatSensor</p> <p>Specifies the state of the Heat Sensor. This sensor is triggered by excessive heat (fire) near the terminal. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The heat has not been high enough to trigger the sensor. • <code>on</code> - The heat has been high enough to trigger the sensor. <p>This property is null if not applicable.</p> <p>Type: <code>string, null</code> Default: <code>null</code></p>
<p>auxiliaries/proximitySensor</p> <p>Specifies the state of the Proximity Sensor. This sensor is triggered by movements around the terminal. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>present</code> - The sensor is showing that there is someone present at the terminal. • <code>notPresent</code> - The sensor cannot sense any people around the terminal. <p>This property is null if not applicable.</p> <p>Type: <code>string, null</code> Default: <code>null</code></p>
<p>auxiliaries/ambientLightSensor</p> <p>Specifies the state of the Ambient Light Sensor. This sensor indicates the level of ambient light around the terminal. Interpretation of this value is vendor-specific and therefore it is not guaranteed to report a consistent actual ambient light level across different vendor hardware. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>veryDark</code> - The level of light is very dark. • <code>dark</code> - The level of light is dark. • <code>mediumLight</code> - The level of light is medium light. • <code>light</code> - The level of light is light. • <code>veryLight</code> - The level of light is very light. <p>This property is null if not applicable.</p> <p>Type: <code>string, null</code> Default: <code>null</code></p>
<p>auxiliaries/enhancedAudioSensor</p> <p>Specifies the presence or absence of a consumer's headphone connected to the Audio Jack. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>present</code> - There is a headset connected. • <code>notPresent</code> - There is no headset connected. <p>This property is null if not applicable.</p> <p>Type: <code>string, null</code> Default: <code>null</code></p>

Properties
<p>auxiliaries/bootSwitchSensor</p> <p>Specifies the state of the Boot Switch Sensor. This sensor is triggered whenever the terminal is about to be rebooted or shut down due to a delayed effect switch. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The sensor has not been triggered. • <code>on</code> - The terminal is about to be rebooted or shutdown. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/consumerDisplaySensor</p> <p>Specifies the state of the Consumer Display. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Consumer Display is switched off. • <code>on</code> - The Consumer Display is in a good state and is turned on. • <code>displayError</code> - The Consumer Display is in an error state. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/operatorCallButtonSensor</p> <p>Specifies the state of the Operator Call Button as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Operator Call Button is released (not pressed). • <code>on</code> - The Operator Call Button is being pressed. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/handsetSensor</p> <p>Specifies the state of the Handset, which is a device similar to a telephone receiver. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>onTheHook</code> - The Handset is on the hook. • <code>offTheHook</code> - The Handset is off the hook. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/headsetMicrophoneSensor</p> <p>Specifies the presence or absence of a consumer's headset microphone connected to the Microphone Jack. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>present</code> - There is a headset microphone connected. • <code>notPresent</code> - There is no headset microphone connected. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/fasciaMicrophoneSensor</p> <p>Specifies the state of the fascia microphone as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Fascia Microphone is turned off. • <code>on</code> - The Fascia Microphone is turned on. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>auxiliaries/cabinetDoor</p> <p>Specifies the overall state of the Cabinet Doors. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - All Cabinet Doors are closed. • <code>open</code> - At least one of the Cabinet Doors is open. • <code>locked</code> - All Cabinet Doors are closed and locked. • <code>bolted</code> - All Cabinet Doors are closed, locked and bolted. • <code>tampered</code> - At least one of the Cabinet Doors has potentially been tampered with. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>auxiliaries/safeDoor</p> <p>Specifies the state of the Safe Doors. Safe Doors are doors that open up for secure hardware, such as the note dispenser, the security device, etc. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - The Safe Doors are closed. • <code>open</code> - At least one of the Safe Doors is open. • <code>locked</code> - All Safe Doors are closed and locked. • <code>bolted</code> - All Safe Doors are closed, locked and bolted. • <code>tampered</code> - At least one of the Safe Doors has potentially been tampered with. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>auxiliaries/vandalShield</p> <p>Specifies the state of the Vandal Shield. The Vandal Shield is a door that opens up for consumer access to the terminal. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - The Vandal Shield is closed. • <code>open</code> - The Vandal Shield is fully open. • <code>locked</code> - The Vandal Shield is closed and locked. • <code>service</code> - The Vandal Shield is in service position. • <code>keyboard</code> - The Vandal Shield position permits access to the keyboard. • <code>partiallyOpen</code> - The Vandal Shield is partially open. • <code>jammed</code> - The Vandal Shield is jammed. • <code>tampered</code> - The Vandal Shield has potentially been tampered with. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>auxiliaries/cabinetFrontDoor</p> <p>Specifies the overall state of the Front Cabinet Doors. The front is defined as the side facing the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - All front Cabinet Doors are closed. • <code>open</code> - At least one of the front Cabinet Doors is open. • <code>locked</code> - All front Cabinet Doors are closed and locked. • <code>bolted</code> - All front Cabinet Doors are closed, locked and bolted. • <code>tampered</code> - At least one of the front Cabinet Doors has potentially been tampered with. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>

Properties**auxiliaries/cabinetRearDoor**

Specifies the overall state of the Rear Cabinet Doors. The rear is defined as the side opposite the side facing the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:

- `closed` - All rear Cabinet Doors are closed.
- `open` - At least one of the rear Cabinet Doors is open.
- `locked` - All rear Cabinet Doors are closed and locked.
- `bolted` - All rear Cabinet Doors are closed, locked and bolted.
- `tampered` - At least one of the rear Cabinet Doors has potentially been tampered with.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/cabinetLeftDoor

Specifies the overall state of the Left Cabinet Doors. The left is defined as the side to the left as seen by the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:

- `closed` - All left Cabinet Doors are closed.
- `open` - At least one of the left Cabinet Doors is open.
- `locked` - All left Cabinet Doors are closed and locked.
- `bolted` - All left Cabinet Doors are closed, locked and bolted.
- `tampered` - At least one of the left Cabinet Doors has potentially been tampered with.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/cabinetRightDoor

Specifies the overall state of the Right Cabinet Doors. The right is defined as the side to the right as seen by the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:

- `closed` - All right Cabinet Doors are closed.
- `open` - At least one of the right Cabinet Doors is open.
- `locked` - All right Cabinet Doors are closed and locked.
- `bolted` - All right Cabinet Doors are closed, locked and bolted.
- `tampered` - At least one of the right Cabinet Doors has potentially been tampered with.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/openClosedIndicator

Specifies the state of the Open/Closed Indicator as one of the following:

- `closed` - The terminal is closed for a consumer.
- `open` - The terminal is open to be used by a consumer.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/audio

Specifies the state of the Audio Indicator. This property is null if not applicable.

Type: object, null
Default: null

Properties
<p>auxiliaries/audio/rate</p> <p>Specifies the state of the Audio Indicator as one of the following values. This may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • on - Turn on the Audio Indicator. • off - Turn off the Audio Indicator. • continuous - Turn the Audio Indicator to continuous. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/audio/signal</p> <p>Specifies the Audio sound as one of the following values. This may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • keypress - Sound a key click signal. • exclamation - Sound an exclamation signal. • warning - Sound a warning signal. • error - Sound an error signal. • critical - Sound a critical error signal. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/heating</p> <p>Specifies the state of the internal heating as one of the following:</p> <ul style="list-style-type: none"> • off - The internal heating is turned off. • on - The internal heating is turned on. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/consumerDisplayBacklight</p> <p>Specifies the Consumer Display Backlight as one of the following:</p> <ul style="list-style-type: none"> • off - The Consumer Display Backlight is turned off. • on - Consumer Display Backlight is turned on. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/signageDisplay</p> <p>Specifies the state of the Signage Display. The Signage Display is a lighted banner or marquee that can be used to display information or an advertisement. Any dynamic data displayed must be loaded by a means external to the Service. Specified as one of the following:</p> <ul style="list-style-type: none"> • off - The Signage Display is turned off. • on - The Signage Display is turned on. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>auxiliaries/volume</p> <p>Specifies the value of the Volume Control. The value of Volume Control is defined in an interval from 1 to 1000 where 1 is the lowest volume level and 1000 is the highest volume level. The interval is defined in logarithmic steps, e.g. a volume control on a radio. Note: The Volume Control property is vendor-specific and therefore it is not possible to guarantee a consistent actual volume level across different vendor hardware. This property is null if not applicable.</p> <p>Type: integer, null Minimum: 1 Maximum: 1000 Default: null</p>
<p>auxiliaries/UPS</p> <p>Specifies the state of the Uninterruptible Power Supply. This property is null if not applicable. Properties contained in this property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/UPS/low</p> <p>The charge level of the UPS is low.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/UPS/engaged</p> <p>The UPS is engaged.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/UPS/powering</p> <p>The UPS is powering the system.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/UPS/recovered</p> <p>The UPS was engaged when the main power went off.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/audibleAlarm</p> <p>Species the state of the Audible Alarm device as one of the following:</p> <ul style="list-style-type: none"> • off - The Alarm is turned off. • on - The Alarm is turned on. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties**auxiliaries/enhancedAudioControl**

Specifies the state of the Enhanced Audio Controller. The Enhanced Audio Controller controls how private and public audio are broadcast when the headset is inserted into/removed from the audio jack and when the handset is off-hook/on-hook. In the following, Privacy Device is used to refer to either the headset or handset. The Enhanced Audio Controller state is specified as one of the following:

- `publicAudioManual` - The Enhanced Audio Controller is in manual mode and is in the public state (i.e. audio will be played through speakers). Activating a Privacy Device (headset connected/handset off-hook) will have no impact, i.e. Output will remain through the speakers and no audio will be directed to the Privacy Device.
- `publicAudioAuto` - The Enhanced Audio Controller is in auto mode and is in the public state (i.e. audio will be played through speakers). When a Privacy Device is activated, the device will go to the private state.
- `publicAudioSemiAuto` - The Enhanced Audio Controller is in semi-auto mode and is in the public state (i.e. audio will be played through speakers). When a Privacy Device is activated, the device will go to the private state.
- `privateAudioManual` - The Enhanced Audio Controller is in manual mode and is in the private state (i.e. audio will be played only through a connected Privacy Device). In private mode, no audio is transmitted through the speakers.
- `privateAudioAuto` - The Enhanced Audio Controller is in auto mode and is in the private state (i.e. audio will be played only through a connected Privacy Device). In private mode, no audio is transmitted through the speakers. When a Privacy Device is deactivated (headset disconnected/handset on-hook), the device will go to the public state. Where there is more than one Privacy Device, the device will go to the public state only when all Privacy Devices have been deactivated.
- `privateAudioSemiAuto` - The Enhanced Audio Controller is in semi-auto mode and is in the private state (i.e. audio will be played only through a connected Privacy Device). In private mode, no audio is transmitted through the speakers. When a Privacy Device is deactivated, the device will remain in the private state.

This property is null if not applicable.

Type: string, null
Default: null

Properties**auxiliaries/enhancedMicrophoneControl**

Specifies the state of the Enhanced Microphone Controller. The Enhanced Microphone Controller controls how private and public audio input are transmitted when the headset is inserted into/removed from the audio jack and when the handset is off-hook/on-hook. In the following, Privacy Device is used to refer to either the headset or handset. The Enhanced Microphone Controller state is specified as one of the following values:

- `publicAudioManual` - The Enhanced Microphone Controller is in manual mode and is in the public state (i.e. the microphone in the fascia is active). Activating a Privacy Device (headset connected/handset off-hook) will have no impact, i.e. input will remain through the fascia microphone and any microphone associated with the Privacy Device will not be active.
- `publicAudioAuto` - The Enhanced Microphone Controller is in auto mode and is in the public state (i.e. the microphone in the fascia is active). When a Privacy Device with a microphone is activated, the device will go to the private state.
- `publicAudioSemiAuto` - The Enhanced Microphone Controller is in semi-auto mode and is in the public state (i.e. the microphone in the fascia is active). When a Privacy Device with a microphone is activated, the device will go to the private state.
- `privateAudioManual` - The Enhanced Microphone Controller is in manual mode and is in the private state (i.e. audio input will be via a microphone in the Privacy Device). In private mode, no audio input is transmitted through the fascia microphone.
- `privateAudioAuto` - The Enhanced Microphone Controller is in auto mode and is in the private state (i.e. audio input will be via a microphone in the Privacy Device). In private mode, no audio input is transmitted through the fascia microphone. When a Privacy Device with a microphone is deactivated (headset disconnected/handset on-hook), the device will go to the public state. Where there is more than one Privacy Device with a microphone, the device will go to the public state only when all such Privacy Devices have been deactivated.
- `privateAudioSemiAuto` - The Enhanced Microphone Controller is in semi-auto mode and is in the private state (i.e. audio input will be via a microphone in the Privacy Device). In private mode, no audio is transmitted through the fascia microphone. When a Privacy Device with a microphone is deactivated, the device will remain in the private state.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/microphoneVolume

Specifies the value of the Microphone Volume Control. The value of Volume Control is defined in an interval from 1 to 1000 where 1 is the lowest volume level and 1000 is the highest volume level. The interval is defined in logarithmic steps, e.g. a volume control on a radio. Note: The Microphone Volume Control property is vendor-specific and therefore it is not possible to guarantee a consistent actual volume level across different vendor hardware. This property is null if not applicable.

Type: integer, null
Minimum: 1
Maximum: 1000
Default: null

deposit

Status information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported.

Type: object, null
Default: null

Properties
<p>deposit/depTransport</p> <p>Specifies the state of the deposit transport mechanism that transports the envelope into the deposit container. This property is null in Common.Status if the device has no deposit transport, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The deposit transport is in a good state. • <code>inoperative</code> - The deposit transport is inoperative due to a hardware failure or media jam. • <code>unknown</code> - Due to a hardware error or other condition the state of the deposit transport cannot be determined. <p>Type: string, null Default: null</p>
<p>deposit/envDispenser</p> <p>Specifies the state of the envelope dispenser.</p> <p>This property is null in Common.Status if the device has no envelope dispenser, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The envelope dispenser is present and in a good state. • <code>inoperative</code> - The envelope dispenser is present but in an inoperable state. No envelopes can be dispensed. • <code>unknown</code> - Due to a hardware error or other condition, the state of the envelope dispenser cannot be determined. <p>Type: string, null Default: null</p>
<p>deposit/printer</p> <p>Specifies the state of the printer.</p> <p>This property is null in Common.Status if the device has no printer, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The printer is present and in a good state. • <code>inoperative</code> - The printer is in an inoperable state. • <code>unknown</code> - Due to a hardware error or other condition, the state of the printer cannot be determined. <p>Type: string, null Default: null</p>
<p>deposit/toner</p> <p>Specifies the state of the toner (or ink) for the printer. This may be null in Common.Status if the physical device does not support printing or the capability to report the status of the toner/ink is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>full</code> - The toner or ink supply is full or the ribbon is OK. • <code>low</code> - The toner or ink supply is low or the print contrast with a ribbon is weak. • <code>out</code> - The toner or ink supply is empty or the print contrast with a ribbon is not sufficient any more. • <code>unknown</code> - Status of toner or ink supply or the ribbon cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>

Properties
<p>deposit/shutter</p> <p>Specifies the state of the shutter or door.</p> <p>This may be null in Common.Status if the physical device has no shutter, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • closed - The shutter is closed. • open - The shutter is open. • jammed - The shutter is jammed. • unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined. <p>Type: string, null Default: null</p>
<p>deposit/depositLocation</p> <p>Specifies the location of the item deposited at the end of the last Deposit.Entry command.</p> <p>This may be null in Common.Status if not supported or in Common.StatusChangedEvent if unchanged, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • unknown - Cannot determine the location of the last deposited item. • container - The item is in the container. • transport - The item is in the transport. • printer - The item is in the printer. • shutter - The item is at the shutter (available for removal). • none - No item was entered on the last Deposit.Entry. • removed - The item was removed. <p>Type: string, null Default: null</p>
<p>vendorMode</p> <p>Status information for XFS4IoT services implementing the VendorMode interface. This will be null if the VendorMode interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>vendorMode/device</p> <p>Specifies the status of the Vendor Mode Service. This property may be null in events if the status did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • online - The Vendor Mode service is available. • offline - The Vendor Mode service is not available. <p>Type: string, null Default: null</p>
<p>vendorMode/service</p> <p>Specifies the service state. This property may be null in events if the state did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • enterPending - Vendor Mode enter request pending. • active - Vendor Mode active. • exitPending - Vendor Mode exit request pending. • inactive - Vendor Mode inactive. <p>Type: string, null Default: null</p>

Properties
<p>vendorApplication</p> <p>Status information for XFS4IoT services implementing the Vendor Application interface. This will be null in Common.Status if the interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>vendorApplication/accessLevel</p> <p>Reports the current access level as one of the following values:</p> <ul style="list-style-type: none"> • notActive - The application is not active. • basic - The application is active for the basic access level. • intermediate - The application is active for the intermediate access level. • full - The application is active for the full access level. <p>Type: string Required</p>
<p>powerManagement</p> <p>Status information for XFS4IoT services implementing the PowerManagement interface. This will be null if the PowerManagement interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>powerManagement/info</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>powerManagement/info/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • powering - The input power source is live and supplying power to the power supply module. • noPower - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>powerManagement/info/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • powering - The power supply module is supplying power to the connected devices. • noPower - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties
<p>powerManagement/info/batteryStatus</p> <p>The charge level of the battery. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>full</code> - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery. • <code>low</code> - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay. • <code>operational</code> - The charge level is nominally between the levels "full" and "low". • <code>critical</code> - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly. • <code>failure</code> - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the device does not have a battery.</p> <pre>Type: string, null Default: null</pre>
<p>powerManagement/info/batteryChargingStatus</p> <p>The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>charging</code> - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full". • <code>discharging</code> - The battery is discharging power. • <code>notCharging</code> - The battery is not charging power. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the battery is not rechargeable.</p> <pre>Type: string, null Default: null</pre>
<p>powerManagement/powerSaveRecoveryTime</p> <p>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 0 if the power saving mode has not been activated. This property is null if power save control is not supported or Common.StatusChangedEvent if unchanged..</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>

Event Messages

None

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6.1.2 Common.Capabilities

This command retrieves the capabilities of the service. It may also return vendor specific capability information.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)

This message does not define any properties.

Completion Message

Payload (version 3.0)

```
{
  "interfaces": [{
    "name": "Common",
    "commands": {
      "CardReader.ReadRawData": {
        "versions": ["1.3", "2.1", "3.0"]
      },
      "CardReader.Move": See interfaces/commands/CardReader.ReadRawData properties
    },
    "events": {
      "CardReader.MediaInsertedEvent": {
        "versions": ["1.3", "2.1", "3.0"]
      },
      "CardReader.MediaRemovedEvent": See interfaces/events/CardReader.MediaInsertedEvent properties
    },
    "maximumRequests": 0
  }],
  "common": {
    "serviceVersion": "1.3.42",
    "deviceInformation": [{
      "modelName": "AcmeModel142",
      "serialNumber": "1.0.12.05",
      "revisionNumber": "1.2.3",
      "modelDescription": "Acme Dispenser Model 3",
      "firmware": [{
        "firmwareName": "Acme Firmware",
        "firmwareVersion": "1.0.1.2",
        "hardwareRevision": "4.3.0.5"
      }],
      "software": [{
        "softwareName": "Acme Software Name",
        "softwareVersion": "1.3.0.2"
      }],
    }],
    "powerSaveControl": false,
    "antiFraudModule": false,
    "endToEndSecurity": {
      "required": "always",
      "hardwareSecurityElement": true,
      "responseSecurityEnabled": "always",
      "commands": ["CashDispenser.Dispense"],
      "commandNonceTimeout": 3600
    }
  }
}
```

Payload (version 3.0)

```

    },
    "persistentDataStore": {
      "capacity": 1
    }
  },
  "cardReader": {
    "type": "motor",
    "readTracks": {
      "track1": false,
      "track2": false,
      "track3": false,
      "watermark": false,
      "frontTrack1": false,
      "frontImage": false,
      "backImage": false,
      "track1JIS": false,
      "track3JIS": false,
      "ddi": false
    },
    "writeTracks": {
      "track1": false,
      "track2": false,
      "track3": false,
      "frontTrack1": false,
      "track1JIS": false,
      "track3JIS": false
    },
    "chipProtocols": {
      "chipT0": false,
      "chipT1": false,
      "chipProtocolNotRequired": false,
      "chipTypeAPart3": false,
      "chipTypeAPart4": false,
      "chipTypeB": false,
      "chipTypeNFC": false
    },
    "securityType": "mm",
    "powerOnOption": "exit",
    "powerOffOption": "exit",
    "fluxSensorProgrammable": false,
    "readWriteAccessFromExit": false,
    "writeMode": {
      "loco": false,
      "hico": false,
      "auto": false
    },
    "chipPower": {
      "cold": false,
      "warm": false,
      "off": false
    },
    "memoryChipProtocols": {
      "siemens4442": false,
      "gpm896": false
    }
  },

```

CWA 17852:2025 (E)

Payload (version 3.0)

```
"positions": {
  "exit": false,
  "transport": false
},
"cardTakenSensor": false
},
"cashAcceptor": {
  "type": "tellerBill",
  "maxCashInItems": 1,
  "shutter": false,
  "shutterControl": false,
  "intermediateStacker": 0,
  "itemsTakenSensor": false,
  "itemsInsertedSensor": false,
  "positions": [{
    "position": "inLeft",
    "usage": {
      "in": false,
      "refuse": false,
      "rollback": false
    }
  },
  "shutterControl": true,
  "itemsTakenSensor": false,
  "itemsInsertedSensor": false,
  "retractAreas": {
    "retract": false,
    "reject": false,
    "transport": false,
    "stacker": false,
    "billCassettes": false,
    "cashIn": false,
    "itemCassette": false
  },
  "presentControl": false,
  "preparePresent": false
}],
"retractAreas": {
  "retract": false,
  "transport": false,
  "stacker": false,
  "reject": false,
  "billCassette": false,
  "cashIn": false,
  "itemCassette": See cashAcceptor/positions/retractAreas/itemCassette
},
"retractTransportActions": {
  "present": false,
  "retract": false,
  "reject": false,
  "billCassette": false,
  "cashIn": See cashAcceptor/retractAreas/cashIn,
  "itemCassette": See cashAcceptor/positions/retractAreas/itemCassette
},
"retractStackerActions": See cashAcceptor/retractTransportActions properties
"cashInLimit": {
```

Payload (version 3.0)

```

    "byTotalItems": false,
    "byAmount": false
  },
  "countActions": {
    "individual": false,
    "all": false
  },
  "retainAction": {
    "counterfeit": false,
    "suspect": false,
    "inked": false
  }
},
"cashDispenser": {
  "type": "tellerBill",
  "maxDispenseItems": 1,
  "shutterControl": false,
  "retractAreas": {
    "retract": false,
    "transport": false,
    "stacker": false,
    "reject": false,
    "itemCassette": false,
    "cashIn": false
  },
  "retractTransportActions": {
    "present": false,
    "retract": false,
    "reject": false,
    "itemCassette": false,
    "cashIn": false
  },
  "retractStackerActions": See cashDispenser/retractTransportActions properties
  "intermediateStacker": false,
  "itemsTakenSensor": false,
  "positions": {
    "left": false,
    "right": false,
    "center": false,
    "top": false,
    "bottom": false,
    "front": false,
    "rear": false
  },
  "moveItems": {
    "fromCashUnit": false,
    "toCashUnit": false,
    "toTransport": false,
    "toStacker": false
  }
},
"cashManagement": {
  "cashBox": false,
  "exchangeType": {
    "byHand": false
  }
}

```

Payload (version 3.0)

```

},
"itemInfoTypes": {
  "serialNumber": false,
  "signature": false,
  "image": false
},
"classificationList": false,
"classifications": {
  "unrecognized": true,
  "counterfeit": false,
  "suspect": false,
  "inked": false,
  "fit": true,
  "unfit": false
}
},
"check": {
  "type": "singleMediaInput",
  "maxMediaOnStacker": 0,
  "printSize": {
    "rows": 0,
    "cols": 0
  },
},
"stamp": false,
"rescan": false,
"presentControl": false,
"applicationRefuse": false,
"retractLocation": {
  "storage": false,
  "transport": false,
  "stacker": false,
  "rebuncher": false
},
"resetControl": {
  "eject": false,
  "storageUnit": false,
  "transport": See check/retractLocation/transport,
  "rebuncher": See check/retractLocation/rebuncher
},
"imageType": {
  "tif": false,
  "wmf": false,
  "bmp": false,
  "jpg": false
},
"frontImage": {
  "colorFormat": {
    "binary": false,
    "grayScale": false,
    "full": false
  },
  "scanColor": {
    "red": false,
    "green": false,
    "blue": false,

```

Payload (version 3.0)

```

    "yellow": false,
    "white": false,
    "infraRed": false,
    "ultraViolet": false
  },
  "defaultScanColor": "red"
},
"backImage": See check/frontImage properties
"codelineFormat": {
  "cmc7": false,
  "e13b": false,
  "ocr": false,
  "ocra": false,
  "ocrb": false
},
"dataSource": {
  "imageFront": false,
  "imageBack": false,
  "codeLine": false
},
"insertOrientation": {
  "codeLineRight": false,
  "codeLineLeft": false,
  "codeLineBottom": false,
  "codeLineTop": false,
  "faceUp": false,
  "faceDown": false
},
"positions": {
  "input": {
    "itemsTakenSensor": false,
    "itemsInsertedSensor": false,
    "retractAreas": {
      "retractBin": false,
      "transport": false,
      "stacker": false,
      "rebuncher": false
    }
  },
  "output": See check/positions/input properties
  "refused": See check/positions/input properties
},
"imageAfterEndorse": false,
"returnedItemsProcessing": {
  "endorse": false,
  "endorseImage": false
},
"printSizeFront": See check/printSize properties
},
"mixedMedia": {
  "modes": {
    "cashAccept": true,
    "checkAccept": true
  }
},
"dynamic": false

```

Payload (version 3.0)

```

},
"pinPad": {
  "pinFormats": {
    "ibm3624": false,
    "ansi": false,
    "iso0": false,
    "iso1": false,
    "eci2": false,
    "eci3": false,
    "visa": false,
    "diebold": false,
    "dieboldCo": false,
    "visa3": false,
    "banksys": false,
    "emv": false,
    "iso3": false,
    "ap": false,
    "iso4": false
  },
  "presentationAlgorithms": {
    "presentClear": false
  },
  "display": {
    "none": false,
    "ledThrough": false,
    "display": false
  },
  "idcConnect": false,
  "validationAlgorithms": {
    "des": false,
    "visa": false
  },
  "pinCanPersistAfterUse": false,
  "typeCombined": false,
  "setPinblockDataRequired": false,
  "pinBlockAttributes": {
    "P0": {
      "T": {
        "E": {
          "cryptoMethod": {
            "ecb": false,
            "cbc": false,
            "cfb": false,
            "ofb": false,
            "ctr": false,
            "xts": false,
            "rsaesPkcs1V15": false,
            "rsaesOaep": false
          }
        }
      }
    },
    "R": See pinPad/pinBlockAttributes/P0/T properties
  }
}
},

```

Payload (version 3.0)

```

"crypto": {
  "emvHashAlgorithm": {
    "sha1Digest": false,
    "sha256Digest": false
  },
  "cryptoAttributes": {
    "D0": {
      "D": {
        "D": {
          "cryptoMethod": {
            "ecb": false,
            "cbc": false,
            "cfb": false,
            "ofb": false,
            "ctr": false,
            "xts": false,
            "rsaesPkcs1V15": false,
            "rsaesOaep": false
          }
        },
        "E": See crypto/cryptoAttributes/D0/D/D properties
      },
      "T": See crypto/cryptoAttributes/D0/D properties
    },
    "D1": See crypto/cryptoAttributes/D0 properties
  },
  "authenticationAttributes": {
    "M0": {
      "T": {
        "G": {
          "cryptoMethod": {
            "rsassaPkcs1V15": false,
            "rsassaPss": false
          },
          "hashAlgorithm": {
            "sha1": false,
            "sha256": false
          }
        },
        "S": See crypto/authenticationAttributes/M0/T/G properties
      },
      "R": See crypto/authenticationAttributes/M0/T properties
    },
    "S0": See crypto/authenticationAttributes/M0 properties
  },
  "verifyAttributes": {
    "M0": See crypto/authenticationAttributes/M0
    "T": {
      "V": {
        "cryptoMethod": See crypto/authenticationAttributes/M0/T/G/cryptoMethod
properties
        "hashAlgorithm": See
crypto/authenticationAttributes/M0/T/G/hashAlgorithm properties
      }
    },
  },

```

Payload (version 3.0)

```

    "R": See crypto/verifyAttributes/M0/T properties
  },
  "S0": See crypto/authenticationAttributes/M0
  "T": See crypto/verifyAttributes/M0/T properties
  "R": See crypto/verifyAttributes/M0/T properties
}
}
},
"keyManagement": {
  "keyNum": 0,
  "keyCheckModes": {
    "self": false,
    "zero": false
  },
  "rsaAuthenticationScheme": {
    "twoPartySig": false,
    "threePartyCert": false,
    "threePartyCertTr34": false
  },
  "rsaSignatureAlgorithm": {
    "pkcs1V15": false,
    "pss": false
  },
  "rsaCryptAlgorithm": {
    "pkcs1V15": false,
    "oaep": false
  },
  "rsaKeyCheckMode": {
    "sha1": false,
    "sha256": false
  },
  "signatureScheme": {
    "randomNumber": false,
    "exportDeviceId": false,
    "enhancedRkl": false
  },
  "emvImportSchemes": {
    "plainCA": false,
    "chksumCA": false,
    "epiCA": false,
    "issuer": false,
    "icc": false,
    "iccPin": false,
    "pkcsv15CA": false
  },
  "keyBlockImportFormats": {
    "A": false,
    "B": false,
    "C": false,
    "D": false
  },
  "keyImportThroughParts": false,
  "desKeyLength": {
    "single": false,
    "double": false,

```

Payload (version 3.0)

```

    "triple": false
  },
  "certificateTypes": {
    "encKey": false,
    "verificationKey": false,
    "hostKey": false
  },
  "loadCertOptions": {
    "certHost": {
      "newHost": false,
      "replaceHost": false
    },
    "caTr34": See keyManagement/loadCertOptions/certHost properties
  },
  "crklLoadOptions": {
    "noRandom": false,
    "noRandomCrl": false,
    "random": false,
    "randomCrl": false
  },
  "symmetricKeyManagementMethods": {
    "fixedKey": false,
    "masterKey": false,
    "tDESukpt": false
  },
  "keyAttributes": {
    "M0": {
      "T": {
        "C": {
          "restrictedKeyUsage": "string"
        },
        "E": See keyManagement/keyAttributes/M0/T/C properties
      },
      "R": See keyManagement/keyAttributes/M0/T properties
    },
    "K1": See keyManagement/keyAttributes/M0 properties
  },
  "decryptAttributes": {
    "A": {
      "decryptMethod": {
        "ecb": false,
        "cbc": false,
        "cfb": false,
        "ofb": false,
        "ctr": false,
        "xts": false,
        "rsaesPkcs1V15": false,
        "rsaesOaep": false
      }
    },
    "T": See keyManagement/decryptAttributes/A properties
  },
  "verifyAttributes": {
    "M0": {
      "T": {

```

Payload (version 3.0)

```

    "V": {
      "cryptoMethod": {
        "kcvNone": false,
        "kcvSelf": false,
        "kcvZero": false,
        "sigNone": false,
        "rsassaPkcs1V15": false,
        "rsassaPss": false
      },
      "hashAlgorithm": {
        "sha1": false,
        "sha256": false
      }
    },
    "S": See keyManagement/verifyAttributes/M0/T/V properties
  },
  "R": See keyManagement/verifyAttributes/M0/T properties
},
"S0": See keyManagement/verifyAttributes/M0 properties
}
},
"keyboard": {
  "autoBeep": {
    "activeAvailable": false,
    "activeSelectable": false,
    "inactiveAvailable": false,
    "inactiveSelectable": false
  },
  "etsCaps": {
    "xPos": 0,
    "yPos": 0,
    "xSize": 0,
    "ySize": 0,
    "maximumTouchFrames": 0,
    "maximumTouchKeys": 0,
    "float": {
      "x": false,
      "y": false
    }
  }
}
},
"textTerminal": {
  "type": "fixed",
  "resolutions": [{
    "sizeX": 0,
    "sizeY": 0
  }],
  "keyLock": false,
  "cursor": false,
  "forms": false
},
"printer": {
  "type": {
    "receipt": false,
    "passbook": false,

```

Payload (version 3.0)

```

    "journal": false,
    "document": false,
    "scanner": false
  },
  "resolution": {
    "low": false,
    "medium": false,
    "high": false,
    "veryHigh": false
  },
  "readForm": {
    "ocr": false,
    "micr": false,
    "msf": false,
    "barcode": false,
    "pageMark": false,
    "readImage": false,
    "readEmptyLine": false
  },
  "writeForm": {
    "text": false,
    "graphics": false,
    "ocr": See printer/readForm/ocr,
    "micr": See printer/readForm/micr,
    "msf": See printer/readForm/msf,
    "barcode": See printer/readForm/barcode,
    "stamp": false
  },
  "extents": {
    "horizontal": false,
    "vertical": false
  },
  "control": {
    "eject": false,
    "perforate": false,
    "cut": false,
    "skip": false,
    "flush": false,
    "retract": false,
    "stack": false,
    "partialCut": false,
    "alarm": false,
    "pageForward": false,
    "pageBackward": false,
    "turnMedia": false,
    "stamp": false,
    "park": false,
    "expel": false,
    "ejectToTransport": false,
    "rotatel80": false,
    "clearBuffer": false
  },
  "maxMediaOnStacker": 5,
  "acceptMedia": false,
  "multiPage": false,

```

Payload (version 3.0)

```

"paperSources": {
  "upper": false,
  "lower": false,
  "external": false,
  "aux": false,
  "aux2": false,
  "park": false,
  "exampleProperty1": false,
  "exampleProperty2": See printer/paperSources/exampleProperty1
},
"mediaTaken": false,
"imageType": {
  "tif": false,
  "wmf": false,
  "bmp": false,
  "jpg": false,
  "png": false,
  "gif": false,
  "svg": false
},
"frontImageColorFormat": {
  "binary": false,
  "grayscale": false,
  "full": false
},
"backImageColorFormat": {
  "binary": See printer/frontImageColorFormat/binary,
  "grayScale": See printer/frontImageColorFormat/grayscale,
  "full": See printer/frontImageColorFormat/full
},
"imageSource": {
  "imageFront": false,
  "imageBack": false,
  "passportDataGroup1": false,
  "passportDataGroup2": false
},
"dispensePaper": false,
"osPrinter": "example printer",
"mediaPresented": false,
"autoRetractPeriod": 0,
"retractToTransport": false,
"coercivityType": {
  "low": false,
  "high": false,
  "auto": false
},
"controlPassbook": {
  "turnForward": false,
  "turnBackward": false,
  "closeForward": false,
  "closeBackward": false
},
"printSides": "single"
},
"barcodeReader": {

```

Payload (version 3.0)

```

"canFilterSymbologies": false,
"symbologies": {
  "ean128": false,
  "ean8": false,
  "ean8_2": false,
  "ean8_5": false,
  "ean13": false,
  "ean13_2": false,
  "ean13_5": false,
  "jan13": false,
  "upcA": false,
  "upcE0": false,
  "upcE0_2": false,
  "upcE0_5": false,
  "upcE1": false,
  "upcE1_2": false,
  "upcE1_5": false,
  "upcA_2": false,
  "upcA_5": false,
  "codabar": false,
  "itf": false,
  "code11": false,
  "code39": false,
  "code49": false,
  "code93": false,
  "code128": false,
  "msi": false,
  "plessey": false,
  "std2Of5": false,
  "std2Of5Iata": false,
  "pdf417": false,
  "microPdf417": false,
  "dataMatrix": false,
  "maxiCode": false,
  "codeOne": false,
  "channelCode": false,
  "telepenOriginal": false,
  "telepenAim": false,
  "rss": false,
  "rssExpanded": false,
  "rssRestricted": false,
  "compositeCodeA": false,
  "compositeCodeB": false,
  "compositeCodeC": false,
  "posiCodeA": false,
  "posiCodeB": false,
  "triopticCode39": false,
  "codablockF": false,
  "code16K": false,
  "qrCode": false,
  "aztec": false,
  "ukPost": false,
  "planet": false,
  "postnet": false,
  "canadianPost": false,

```

Payload (version 3.0)

```

    "netherlandsPost": false,
    "australianPost": false,
    "japanesePost": false,
    "chinesePost": false,
    "koreanPost": false
  }
},
"biometric": {
  "type": {
    "facialFeatures": false,
    "voice": false,
    "fingerprint": false,
    "fingerVein": false,
    "iris": false,
    "retina": false,
    "handGeometry": false,
    "thermalFace": false,
    "thermalHand": false,
    "palmVein": false,
    "signature": false
  },
  "maxCapture": 0,
  "templateStorage": 0,
  "dataFormats": {
    "isoFid": false,
    "isoFmd": false,
    "ansiFid": false,
    "ansiFmd": false,
    "qso": false,
    "wso": false,
    "reservedRaw1": false,
    "reservedTemplate1": false,
    "reservedRaw2": See biometric/dataFormats/reservedRaw1,
    "reservedTemplate2": See biometric/dataFormats/reservedTemplate1,
    "reservedRaw3": See biometric/dataFormats/reservedRaw1,
    "reservedTemplate3": See biometric/dataFormats/reservedTemplate1
  },
  "encryptionAlgorithms": {
    "ecb": false,
    "cbc": false,
    "cfb": false,
    "rsa": false
  },
  "storage": {
    "secure": false,
    "clear": false
  },
  "persistenceModes": {
    "persist": false,
    "clear": false
  },
  "matchSupported": "storedMatch",
  "scanModes": {
    "scan": false,
    "match": false
  }
}

```

Payload (version 3.0)

```

    },
    "compareModes": {
      "verify": false,
      "identity": false
    },
    },
    "clearData": {
      "scannedData": false,
      "importedData": false,
      "setMatchedData": false
    }
  },
  "camera": {
    "cameras": {
      "room": false,
      "person": false,
      "exitSlot": false,
      "vendorSpecificCamera": false
    },
    "maxPictures": 0,
    "camData": {
      "autoAdd": false,
      "manAdd": false
    },
    },
    "maxDataLength": 0
  },
  "german": {
    "hsmVendor": "HSM Vendor"
  },
  "lights": {
    "individualFlashRates": true,
    "lights": {
      "cardReader": {
        "right": {
          "flashRate": {
            "off": false,
            "slow": false,
            "medium": false,
            "quick": false,
            "continuous": false
          },
          "color": {
            "red": false,
            "green": false,
            "yellow": false,
            "blue": false,
            "cyan": false,
            "magenta": false,
            "white": false
          },
          "direction": {
            "entry": false,
            "exit": false
          }
        }
      }
    },
    },
    "top": See lights/lights/cardReader/right properties
  }

```

Payload (version 3.0)

```

    },
    "pinPad": See lights/lights/cardReader properties
    "notesDispenser": See lights/lights/cardReader properties
    "coinDispenser": See lights/lights/cardReader properties
    "receiptPrinter": See lights/lights/cardReader properties
    "passbookPrinter": See lights/lights/cardReader properties
    "envelopeDepository": See lights/lights/cardReader properties
    "checkUnit": See lights/lights/cardReader properties
    "billAcceptor": See lights/lights/cardReader properties
    "envelopeDispenser": See lights/lights/cardReader properties
    "documentPrinter": See lights/lights/cardReader properties
    "coinAcceptor": See lights/lights/cardReader properties
    "scanner": See lights/lights/cardReader properties
    "contactless": See lights/lights/cardReader properties
    "cardReader2": See lights/lights/cardReader properties
    "notesDispenser2": See lights/lights/cardReader properties
    "billAcceptor2": See lights/lights/cardReader properties
    "statusGood": See lights/lights/cardReader properties
    "statusWarning": See lights/lights/cardReader properties
    "statusBad": See lights/lights/cardReader properties
    "statusSupervisor": See lights/lights/cardReader properties
    "statusInService": See lights/lights/cardReader properties
    "fasciaLight": See lights/lights/cardReader properties
    "vendorSpecificLight": See lights/lights/cardReader properties
  }
},
"banknoteNeutralization": {
  "mode": "autonomous",
  "gasSensor": false,
  "lightSensor": false,
  "seismicSensor": false,
  "safeIntrusionDetection": false,
  "externalDryContactStatusBox": false,
  "realTimeClock": false,
  "physicalStorageUnitsAccessControl": false,
  "customInputs": {
    "disableGas": {
      "activeInput": true
    }
  },
  "oemDisableLight": See banknoteNeutralization/customInputs/disableGas
properties
}
},
"auxiliaries": {
  "operatorSwitch": {
    "run": false,
    "maintenance": false,
    "supervisor": false
  },
  "tamperSensor": false,
  "internalTamperSensor": false,
  "seismicSensor": false,
  "heatSensor": false,
  "proximitySensor": false,
  "ambientLightSensor": false,

```

Payload (version 3.0)

```

"enhancedAudioSensor": {
  "manual": false,
  "auto": false,
  "semiAuto": false,
  "bidirectional": false
},
"bootSwitchSensor": false,
"consumerDisplaySensor": false,
"operatorCallButtonSensor": false,
"handsetSensor": {
  "manual": false,
  "auto": false,
  "semiAuto": false,
  "microphone": false
},
"headsetMicrophoneSensor": {
  "manual": false,
  "auto": false,
  "semiAuto": false
},
"fasciaMicrophoneSensor": false,
"cabinetDoor": {
  "closed": false,
  "open": false,
  "locked": false,
  "bolted": false,
  "tampered": false
},
"safeDoor": See auxiliaries/cabinetDoor properties
"vandalShield": {
  "closed": false,
  "open": false,
  "locked": false,
  "service": false,
  "keyboard": false,
  "tampered": false
},
"frontCabinet": See auxiliaries/cabinetDoor properties
"rearCabinet": See auxiliaries/cabinetDoor properties
"leftCabinet": See auxiliaries/cabinetDoor properties
"rightCabinet": See auxiliaries/cabinetDoor properties
"openCloseIndicator": false,
"audio": false,
"heating": false,
"consumerDisplayBacklight": false,
"signageDisplay": false,
"volume": 1,
"ups": {
  "low": false,
  "engaged": false,
  "powering": false,
  "recovered": false
},
"audibleAlarm": false,
"enhancedAudioControl": {

```

Payload (version 3.0)
<pre> "headsetDetection": false, "modeControllable": false }, "enhancedMicrophoneControl": { "headsetDetection": false, "modeControllable": false }, "microphoneVolume": 1, "autoStartupMode": { "specific": false, "daily": false, "weekly": false } }, "deposit": { "type": { "envelope": true, "bag": true }, "depTransport": true, "printer": { "toner": true, "printOnRetract": true, "maxNumChars": 32, "unicodeSupport": true }, "shutter": true, "retractEnvelope": "container" }, "vendorApplication": { "supportedAccessLevels": { "basic": false, "intermediate": false, "full": false } }, "powerManagement": { "powerSaveControl": false, "batteryRechargeable": true } } </pre>
Properties
<p>interfaces</p> <p>Array of interfaces supported by this XFS4IoT service.</p> <p>Type: array (object) Required</p>

Properties
<p>interfaces/name</p> <p>Name of supported XFS4IoT interface. Following values are supported:</p> <ul style="list-style-type: none"> • Common - Common interface. Every device implements this interface. • CardReader - CardReader interface. • CashAcceptor - CashAcceptor interface. • CashDispenser - CashDispenser interface. • CashManagement - CashManagement interface. • PinPad - PinPad interface. • Crypto - Crypto interface. • KeyManagement - KeyManagement interface. • Keyboard - Keyboard interface. • TextTerminal - TextTerminal interface. • Printer - Printer interface. • BarcodeReader - BarcodeReader interface. • Camera - Camera interface. • Lights - Lights interface. • Auxiliaries - Auxiliaries interface. • VendorMode - VendorMode interface. • VendorApplication - VendorApplication interface. • Storage - Storage interface. • Biometric - Biometric interface. • Check - Check interface. • MixedMedia - MixedMedia interface. • Deposit - Deposit interface. • BanknoteNeutralization - Intelligent Banknote Neutralization System interface. • German - German country specific interface. • PowerManagement - PowerManagement interface. <p>Type: string Required</p>
<p>interfaces/commands</p> <p>The commands supported by the service.</p> <p>Type: object Required</p>
<p>interfaces/commands/CardReader.ReadRawData (example name)</p> <p>A command name.</p> <p>Type: object Name Pattern: <code>^[0-9A-Za-z]*\.[0-9A-Za-z]*\$</code></p>
<p>interfaces/commands/CardReader.ReadRawData/versions</p> <p>The versions of the command supported by the service. There will be one item for each major version supported. The minor version number qualifies the exact version of the message the service supports.</p> <p>Type: array (string) Pattern: <code>^[1-9][0-9]*\.[1-9][0-9]* 0\$</code> Required</p>
<p>interfaces/events</p> <p>The events (both event and unsolicited) supported by the service. May be null if no events are supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>interfaces/events/CardReader.MediaInsertedEvent (example name)</p> <p>An event name.</p> <p>Type: object Name Pattern: <code>^[0-9A-Za-z]*\.[0-9A-Za-z]*\$</code></p>
<p>interfaces/events/CardReader.MediaInsertedEvent/versions</p> <p>The versions of the event supported by the service. There will be one item for each major version supported. The minor version number qualifies the exact version of the message the service supports.</p> <p>Type: array (string) Pattern: <code>^[1-9][0-9]*\.[(1-9)[0-9]* 0]\$</code> Required</p>
<p>interfaces/maximumRequests</p> <p>Specifies the maximum number of requests which can be queued by the Service. This will be 0 if the maximum number of requests is unlimited.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>common</p> <p>Capability information common to all XFS4IoT services.</p> <p>Type: object Required</p>
<p>common/serviceVersion</p> <p>Specifies the Service Version.</p> <p>Type: string Required</p>
<p>common/deviceInformation</p> <p>Array of deviceInformation structures. If the service uses more than one device there will be one array item for each device.</p> <p>Type: array (object) Required</p>
<p>common/deviceInformation/modelName</p> <p>Specifies the device model name. The property is null if the device model name is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/deviceInformation/serialNumber</p> <p>Specifies the unique serial number of the device. The property is null if the serial number is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/deviceInformation/revisionNumber</p> <p>Specifies the device revision number. The property is null if the device revision number is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/deviceInformation/modelDescription</p> <p>Contains a description of the device. The property is null if the model description is unknown.</p> <p>Type: string, null Default: null</p>

Properties
<p>common/deviceInformation/firmware</p> <p>Array of firmware structures specifying the names and version numbers of the firmware that is present. Single or multiple firmware versions can be reported. If the firmware versions are not reported, then this property is null.</p> <p>Type: array (object), null Default: null</p>
<p>common/deviceInformation/firmware/firmwareName</p> <p>Specifies the firmware name. The property is null if the firmware name is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/deviceInformation/firmware/firmwareVersion</p> <p>Specifies the firmware version. The property is null if the firmware version is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/deviceInformation/firmware/hardwareRevision</p> <p>Specifies the hardware revision. The property is null if the hardware revision is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/deviceInformation/software</p> <p>Array of software structures specifying the names and version numbers of the software components that are present. Single or multiple software versions can be reported. If the software versions are not reported, then this property is null.</p> <p>Type: array (object), null Default: null</p>
<p>common/deviceInformation/software/softwareName</p> <p>Specifies the software name. The property is null if the software name is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/deviceInformation/software/softwareVersion</p> <p>Specifies the software version. The property is null if the software version is unknown.</p> <p>Type: string, null Default: null</p>
<p>common/powerSaveControl</p> <p>Specifies whether power saving control is available.</p> <p>Type: boolean Default: false</p>
<p>common/antiFraudModule</p> <p>Specifies whether the anti-fraud module is available.</p> <p>Type: boolean Default: false</p>
<p>common/endToEndSecurity</p> <p>If present then end-to-end security is supported. The sub-properties detail exactly how it is supported and what level of support is enabled. Also see common.StatusProperties.endToEndSecurity for the current status of end-to-end security, such as if it is being enforced, or if configuration is required.</p> <p>If this is null then end-to-end security is not supported by this service.</p> <p>Type: object, null Default: null</p>

Properties
<p>common/endToEndSecurity/required</p> <p>Specifies the level of support for end-to-end security</p> <ul style="list-style-type: none"> • <code>ifConfigured</code> - The device is capable of supporting E2E security, but it will not be enforced if not configured, for example because the required keys are not loaded. • <code>always</code> - E2E security is supported and enforced at all times. Failure to supply the required security details will lead to errors. If E2E security is not correctly configured, for example because the required keys are not loaded, all secured commands will fail with an error. <p>Type: string Required</p>
<p>common/endToEndSecurity/hardwareSecurityElement</p> <p>Specifies if this device has a Hardware Security Element (HSE) which validates the security token. If this property is false it means that validation is performed in software.</p> <p>Type: boolean Required</p>
<p>common/endToEndSecurity/responseSecurityEnabled</p> <p>Specifies if this device will return a security token as part of the response data to commands that support end-to-end security, for example, to validate the result of a dispense operation. This property is null in Common.Status if the device is incapable of returning a response token, otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>ifConfigured</code> - The device is capable of supporting E2E security if correctly configured. If E2E security has not been correctly configured, for example because the required keys are not loaded, commands will complete without a security token. • <code>always</code> - A security token will be included with command responses. If E2E security is not correctly configured, for example because the required keys are not loaded, the command will complete with an error. <p>Type: string, null Default: null</p>
<p>common/endToEndSecurity/commands</p> <p>Array of commands which require an E2E token to authorize. These commands will fail if called without a valid token.</p> <p>The commands that can be listed here depend on the XFS4IoT standard, but it's possible that the standard will change over time, so for maximum compatibility an application should check this property before calling a command.</p> <p>Note that this only includes commands that <i>require</i> a token. Commands that take a nonce and <i>return</i> a token will not be listed here. Those commands can be called without a nonce and will continue to operate in a compatible way.</p> <p>Type: array (string) Pattern: <code>^[A-Za-z][A-Za-z0-9]*\.[A-Za-z][A-Za-z0-9]*\$</code> Required</p>

Properties
<p>common/endToEndSecurity/commandNonceTimeout</p> <p>If this device supports end-to-end security and can return a command nonce with the command Common.GetCommandNonce, and the device automatically clears the command nonce after a fixed length of time, this property will report the number of seconds between returning the command nonce and clearing it.</p> <p>The value is given in seconds but it should not be assumed that the timeout will be accurate to the nearest second. The nonce may also become invalid before the timeout, for example because of a power failure.</p> <p>The device may impose a timeout to reduce the chance of an attacker re-using a nonce value or a token. This timeout will be long enough to support normal operations such as dispense and present including creating the required token on the host and passing it to the device. For example, a command nonce might time out after one hour (that is, 3600 seconds).</p> <p>In all other cases, commandNonceTimeout will have a value of zero. Any command nonce will never timeout. It may still become invalid, for example because of a power failure or when explicitly cleared using the Common.ClearCommandNonce command.</p> <p>Type: integer Minimum: 0 Required</p>
<p>common/persistentDataStore</p> <p>Specifies the capabilities of the persistent data store supported by the service. The persistent data store is used to store client data and assets such as forms. This property is null if persistent data storage is not supported.</p> <p>Type: object, null Default: null</p>
<p>common/persistentDataStore/capacity</p> <p>Specifies the total number of Kilobytes that can be stored.</p> <p>Clients should use this, in conjunction with the remaining status to determine how to make best use of the available space, for example, a client may elect to store all data where the service reports ample capacity or dynamically set and delete partial data when the available space is small.</p> <p>If the service effectively has no practical persistent storage limit, for example when executing on a general-purpose operating system with a large drive, the service may report a capacity value less than the drive size representing the persistent data size it can handle while remaining performant.</p> <p>Type: integer Minimum: 1 Required</p>
<p>cardReader</p> <p>Capability information for XFS4IoT services implementing the CardReader interface. This will be null if the CardReader interface is not supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>cardReader/type</p> <p>Specifies the type of the ID card unit as one of the following:</p> <ul style="list-style-type: none"> • <code>motor</code> - The ID card unit is a motor driven card unit. • <code>swipe</code> - The ID card unit is a swipe (pull-through) card unit. • <code>dip</code> - The ID card unit is a dip card unit. This dip type is not capable of latching cards entered. • <code>latchedDip</code> - The ID card unit is a latched dip card unit. This device type is used when a dip card unit device supports chip communication. The latch ensures the consumer cannot remove the card during chip communication. Any card entered will automatically latch when a request to initiate a chip dialog is made (via the CardReader.ReadRawData command). The CardReader.Move command is used to unlatch the card. • <code>contactless</code> - The ID card unit is a contactless card unit, i.e. no insertion of the card is required. • <code>intelligentContactless</code> - The ID card unit is an intelligent contactless card unit, i.e. no insertion of the card is required and the card unit has built-in EMV or smart card application functionality that adheres to the EMVCo Contactless Specifications [Ref. cardreader-3] or individual payment system's specifications. The ID card unit is capable of performing both magnetic stripe emulation and EMV-like transactions. • <code>permanent</code> - The ID card unit is dedicated to a permanently housed chip card (no user interaction is available with this type of card). <p>Type: string Required</p>
<p>cardReader/readTracks</p> <p>Specifies the tracks that can be read by the card reader. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>cardReader/readTracks/track1</p> <p>The card reader can access track 1.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/track2</p> <p>The card reader can access track 2.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/track3</p> <p>The card reader can access track 3.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/watermark</p> <p>The card reader can access the Swedish watermark track.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/frontTrack1</p> <p>The card reader can access front track 1.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/frontImage</p> <p>The card reader can read the front image of the card.</p> <p>Type: boolean Default: false</p>

Properties
<p>cardReader/readTracks/backImage</p> <p>The card reader can read the back image of the card.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/track1JIS</p> <p>The card reader can access JIS I track 1.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/track3JIS</p> <p>The card reader can access JIS I track 3.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readTracks/ddi</p> <p>The card reader can provide dynamic digital identification of the magnetic strip.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeTracks</p> <p>Specifies the tracks that can be written by the card reader. May be null if no tracks can be written.</p> <p>Type: object, null Default: null</p>
<p>cardReader/writeTracks/track1</p> <p>The card reader can write on track 1.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeTracks/track2</p> <p>The card reader can write on track 2.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeTracks/track3</p> <p>The card reader can write on track 3.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeTracks/frontTrack1</p> <p>The card reader can write on front track 1.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeTracks/track1JIS</p> <p>The card reader can write on JIS I track 1.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeTracks/track3JIS</p> <p>The card reader can write on JIS I track 3.</p> <p>Type: boolean Default: false</p>

Properties
<p>cardReader/chipProtocols</p> <p>Specifies the chip card protocols that are supported by the card reader. May be null if none are supported.</p> <p>Type: object, null Default: null</p>
<p>cardReader/chipProtocols/chipT0</p> <p>The card reader can handle the T=0 protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipProtocols/chipT1</p> <p>The card reader can handle the T=1 protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipProtocols/chipProtocolNotRequired</p> <p>The carder is capable of communicating with the chip without requiring the application to specify any protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipProtocols/chipTypeAPart3</p> <p>The card reader can handle the ISO 14443 (Part3) Type A contactless chip card protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipProtocols/chipTypeAPart4</p> <p>The card reader can handle the ISO 14443 (Part4) Type A contactless chip card protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipProtocols/chipTypeB</p> <p>The card reader can handle the ISO 14443 Type B contactless chip card protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipProtocols/chipTypeNFC</p> <p>The card reader can handle the ISO 18092 (106/212/424kbps) contactless chip card protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/securityType</p> <p>Specifies the type of security module as one of the following or null if the device has no security module.</p> <ul style="list-style-type: none"> • mm - The security module is a MMBox. • cim86 - The security module is a CIM86. <p>Type: string, null Default: null</p>

Properties
<p>cardReader/powerOnOption</p> <p>Specifies the power-on (or off) capabilities of the device hardware as one of the following options (applicable only to motor driven ID card units). May be null if the device does not support power on (or off) options.</p> <ul style="list-style-type: none"> • <code>exit</code> - The card will be moved to the exit position. • <code>retain</code> - The card will be moved to a <i>retain</i> storage unit. • <code>exitThenRetain</code> - The card will be moved to the exit position for a finite time, then if not taken, the card will be moved to a <i>retain</i> storage unit. The time for which the card remains at the exit position is vendor dependent. • <code>transport</code> - The card will be moved to the transport position. <p>If multiple <i>retain</i> storage units are present, the storage unit to which the card is retained is vendor specific.</p> <p>Type: string, null Default: null</p>
<p>cardReader/powerOffOption</p> <p>Specifies the power-off capabilities of the device hardware. See powerOnOption.</p> <p>Type: string, null Default: null</p>
<p>cardReader/fluxSensorProgrammable</p> <p>Specifies whether the Flux Sensor on the card unit is programmable.</p> <p>Type: boolean Default: false</p>
<p>cardReader/readWriteAccessFromExit</p> <p>Specifies whether a card may be read or written after having been moved to the exit position with a CardReader.Move command. The card will be moved back into the card reader.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeMode</p> <p>The write capabilities, with respect to whether the device can write low coercivity (loco) and/or high coercivity (hico) magnetic stripes. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>cardReader/writeMode/loco</p> <p>Supports writing of loco magnetic stripes.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeMode/hico</p> <p>Supports writing of hico magnetic stripes.</p> <p>Type: boolean Default: false</p>
<p>cardReader/writeMode/auto</p> <p>The Service is capable of automatically determining whether loco or hico magnetic stripes should be written.</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipPower</p> <p>The chip power management capabilities (in relation to the user or permanent chip controlled by the Service. May be null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>cardReader/chipPower/cold</p> <p>The card reader can power on the chip and reset it (Cold Reset).</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipPower/warm</p> <p>The card reader can reset the chip (Warm Reset).</p> <p>Type: boolean Default: false</p>
<p>cardReader/chipPower/off</p> <p>The card reader can power off the chip.</p> <p>Type: boolean Default: false</p>
<p>cardReader/memoryChipProtocols</p> <p>The memory card protocols that are supported. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>cardReader/memoryChipProtocols/siemens4442</p> <p>The device supports the Siemens 4442 Card Protocol (also supported by the Gemplus GPM2K card).</p> <p>Type: boolean Default: false</p>
<p>cardReader/memoryChipProtocols/gpm896</p> <p>The device supports the Gemplus GPM 896 Card Protocol.</p> <p>Type: boolean Default: false</p>
<p>cardReader/positions</p> <p>Specifies the target positions that are supported for the CardReader.Move command. This is independent of the storage units. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>cardReader/positions/exit</p> <p>The device can move a card to the exit position. In this position, the card is accessible to the user.</p> <p>Type: boolean Default: false</p>
<p>cardReader/positions/transport</p> <p>The device can move a card to the transport. In this position, the card is not accessible to the user. A service which supports this position must also support the <i>exit</i> position.</p> <p>Type: boolean Default: false</p>
<p>cardReader/cardTakenSensor</p> <p>Specifies whether or not the card reader has the ability to detect when a card is taken from the exit slot by a user. If true, a CardReader.MediaRemovedEvent will be sent when the card is removed.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashAcceptor</p> <p>Capability information for XFS4IoT services implementing the CashAcceptor interface. This will be null if the CashAcceptor interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/type</p> <p>Supplies the type of CashAcceptor. The following values are possible:</p> <ul style="list-style-type: none"> • tellerBill - The CashAcceptor is a Teller Bill Acceptor. • selfServiceBill - The CashAcceptor is a Self-Service Bill Acceptor. • tellerCoin - The CashAcceptor is a Teller Coin Acceptor. • selfServiceCoin - The CashAcceptor is a Self-Service Coin Acceptor. <p>Type: string Required</p>
<p>cashAcceptor/maxCashInItems</p> <p>Supplies the maximum number of items that can be accepted in a single CashAcceptor.CashIn command. This value reflects the hardware limitations of the device and therefore it does not change as part of the CashAcceptor.CashInStart command.</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>cashAcceptor/shutter</p> <p>If true then the device has a shutter and explicit shutter control through the commands CashManagement.OpenShutter and CashManagement.CloseShutter 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. 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 cannot detect when items are inserted and there is a shutter on the device, then it must provide explicit application control of the shutter.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/shutterControl</p> <p>If true the shutter is controlled implicitly by the service.</p> <p>If false the shutter must be controlled explicitly by the application using the CashManagement.OpenShutter and CashManagement.CloseShutter commands.</p> <p>In either case the CashAcceptor.PresentMedia command may be used if the <i>presentControl</i> property is false.</p> <p>This property is always true if the device has no shutter. This property applies to all shutters and all positions.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/intermediateStacker</p> <p>Specifies the number of items the intermediate stacker for cash-in can hold. Will be null if there is no intermediate stacker for cash-in available.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>cashAcceptor/itemsTakenSensor</p> <p>Specifies whether the CashAcceptor can detect when items at the exit position are taken by the user. If true the Service generates an accompanying CashManagement.ItemsTakenEvent. If false this event is not generated. This property relates to all output positions.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/itemsInsertedSensor</p> <p>Specifies whether the CashAcceptor has the ability to detect when items have been inserted by the user. If true the service generates an accompanying CashManagement.ItemsInsertedEvent. If false this event is not generated. This relates to all input positions and should not be reported as true unless item insertion can be detected.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions</p> <p>Array of position capabilities for all positions configured in this service.</p> <p>Type: array (object) Required</p>
<p>cashAcceptor/positions/position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Required</p>
<p>cashAcceptor/positions/usage</p> <p>Indicates if a position is used to input, reject or rollback.</p> <p>Type: object Required</p>
<p>cashAcceptor/positions/usage/in</p> <p>It is an input position.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/usage/refuse</p> <p>It is an output position used to refuse items.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashAcceptor/positions/usage/rollback</p> <p>It is an output position used to rollback items.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/shutterControl</p> <p>If true the shutter is controlled implicitly by the Service.</p> <p>If false the shutter must be controlled explicitly by the application using the CashManagement.OpenShutter and CashManagement.CloseShutter commands.</p> <p>In either case the CashAcceptor.PresentMedia command may be used if <i>presentControl</i> is false. The <i>shutterControl</i> property is always true if the described position has no shutter.</p> <p>Type: boolean Default: true</p>
<p>cashAcceptor/positions/itemsTakenSensor</p> <p>Specifies whether or not the described position can detect when items at the exit position are taken by the user.</p> <p>If true the service generates an accompanying CashManagement.ItemsTakenEvent. If false this event is not generated.</p> <p>This property relates to output and refused positions.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/itemsInsertedSensor</p> <p>Specifies whether the described position has the ability to detect when items have been inserted by the user.</p> <p>If true the service generates an accompanying CashManagement.ItemsInsertedEvent. If false this event is not generated.</p> <p>This property relates to all input positions.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/retractAreas</p> <p>Specifies the areas to which items may be retracted from this position. This is not reported if the device cannot retract.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/positions/retractAreas/retract</p> <p>Items may be retracted to a retract storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/retractAreas/reject</p> <p>Items may be retracted to a reject storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/retractAreas/transport</p> <p>Items may be retracted to the transport.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashAcceptor/positions/retractAreas/stacker</p> <p>Items may be retracted to the intermediate stacker.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/retractAreas/billCassettes</p> <p>Items may be retracted to item cassettes, i.e. cash-in and recycle storage units. This property has been deprecated in favor of the property <i>itemCassette</i>.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/retractAreas/cashIn</p> <p>Items may be retracted to a cash-in storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/retractAreas/itemCassette</p> <p>Items may be retracted to item cassettes, i.e. cash-in and recycle storage units.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/presentControl</p> <p>Specifies how the presenting of media items is controlled.</p> <p>If true then the CashAcceptor.PresentMedia command is not supported and items are moved to the output position for removal as part of the relevant command, e.g. <i>CashAcceptor.CashIn</i> or <i>CashAcceptor.CashInRollback</i> where there is implicit shutter control.</p> <p>If false then items returned or rejected can be moved to the output position using the <i>CashAcceptor.PresentMedia</i> command, this includes items returned or rejected as part of a <i>CashAcceptor.CashIn</i> or <i>CashAcceptor.CashInRollback</i> operation. The <i>CashAcceptor.PresentMedia</i> command will open and close the shutter implicitly.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/positions/preparePresent</p> <p>Specifies how the presenting of items is controlled.</p> <p>If false then items to be removed are moved to the output position as part of the relevant command. e.g. <i>CashManagement.OpenShutter</i>, <i>CashAcceptor.PresentMedia</i> or <i>CashAcceptor.CashInRollback</i>.</p> <p>If true then items are moved to the output position using the CashAcceptor.PrepatePresent command.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractAreas</p> <p>Specifies the area to which items may be retracted. If the device does not have a retract capability this will be null.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/retractAreas/retract</p> <p>The items may be retracted to a retract storage unit.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashAcceptor/retractAreas/transport</p> <p>The items may be retracted to the transport.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractAreas/stacker</p> <p>The items may be retracted to the intermediate stacker.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractAreas/reject</p> <p>The items may be retracted to a reject storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractAreas/billCassette</p> <p>The items may be retracted to cash-in and recycle storage units. This property has been deprecated in favor of the property <i>itemCassette</i>.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractAreas/cashIn</p> <p>Items may be retracted to cash-in storage units.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractTransportActions</p> <p>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 the transport or move items from the transport this will be null.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/retractTransportActions/present</p> <p>The items may be presented.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractTransportActions/retract</p> <p>The items may be moved to a retract storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractTransportActions/reject</p> <p>The items may be moved to a reject storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retractTransportActions/billCassette</p> <p>The items may be moved to the cash-in and recycle storage units. This property has been deprecated in favor of the property <i>itemCassette</i>.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashAcceptor/retractStackerActions</p> <p>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 the stacker or move items from the stacker this will be null.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/cashInLimit</p> <p>Specifies which cash-in limitations are supported for the CashAcceptor.CashInStart command. If the device does not have the capability to limit the amount or the number of items during cash-in operations this property is null.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/cashInLimit/byTotalItems</p> <p>The number of successfully processed cash-in items can be limited by specifying the total number of items.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/cashInLimit/byAmount</p> <p>The number of successfully processed cash-in items can be limited by specifying the maximum amount of a specific currency.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/countActions</p> <p>Specifies the count action supported by the CashAcceptor.CashUnitCount command. If the device does not support counting then this property is null.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/countActions/individual</p> <p>The counting of individual storage units is supported.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/countActions/all</p> <p>The counting of all storage units is supported.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retainAction</p> <p>If counterfeit, inked or suspect items are supported by the Service (see classifications), this specifies whether such items are retained by the device if detected during a cash-in transaction. See acceptor for details of the impact on offering cash-in transactions if unable to retain items due to storage unit status.</p> <p>This applies regardless of whether their specific note type is configured to not be accepted by CashAcceptor.ConfigureNoteTypes.</p> <p>This property may be null if none of these note classifications are supported.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/retainAction/counterfeit</p> <p>Items classified as counterfeit are retained during a cash-in transaction.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashAcceptor/retainAction/suspect</p> <p>Items classified as suspect are retained during a cash-in transaction.</p> <p>Type: boolean Default: false</p>
<p>cashAcceptor/retainAction/inked</p> <p>Items classified as inked are retained during a cash-in transaction.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser</p> <p>Capability information for XFS4IoT services implementing the CashDispenser interface. This will be null if the CashDispenser interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashDispenser/type</p> <p>Supplies the type of Dispenser. Following values are possible:</p> <ul style="list-style-type: none"> tellerBill - The Dispenser is a Teller Bill Dispenser. selfServiceBill - The Dispenser is a Self-Service Bill Dispenser. tellerCoin - The Dispenser is a Teller Coin Dispenser. selfServiceCoin - The Dispenser is a Self-Service Coin Dispenser. <p>Type: string Required</p>
<p>cashDispenser/maxDispenseItems</p> <p>Supplies the maximum number of items that can be dispensed in a single dispense operation.</p> <p>Type: integer Minimum: 1 Required</p>
<p>cashDispenser/shutterControl</p> <p>If true the shutter is controlled implicitly by the Service. If false the shutter must be controlled explicitly by the application using the CashManagement.OpenShutter and CashManagement.CloseShutter commands.</p> <p>This property is always true if the device has no shutter. This property applies to all shutters and all output positions.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractAreas</p> <p>Specifies the area to which items may be retracted. If the device does not have a retract capability this will be null.</p> <p>Type: object, null Default: null</p>
<p>cashDispenser/retractAreas/retract</p> <p>The items may be retracted to a retract storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractAreas/transport</p> <p>The items may be retracted to the transport.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashDispenser/retractAreas/stacker</p> <p>The items may be retracted to the intermediate stacker.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractAreas/reject</p> <p>The items may be retracted to a reject storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractAreas/itemCassette</p> <p>The items may be retracted to storage units which would be used during a cash-in transaction including recycling storage units.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractAreas/cashIn</p> <p>The items may be retracted to storage units which would be used during a cash-in transaction not including recycling storage units.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractTransportActions</p> <p>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 the transport or move items from the transport this will be null.</p> <p>Type: object, null Default: null</p>
<p>cashDispenser/retractTransportActions/present</p> <p>The items may be presented.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractTransportActions/retract</p> <p>The items may be moved to a retract storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractTransportActions/reject</p> <p>The items may be moved to a reject storage unit.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractTransportActions/itemCassette</p> <p>The items may be moved to storage units which would be used during a cash-in transaction including recycling storage units.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/retractTransportActions/cashIn</p> <p>The items may be moved to storage units which would be used during a cash-in transaction not including recycling storage units.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashDispenser/retractStackerActions</p> <p>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 the stacker or move items from the stacker this will be null.</p> <p>Type: object, null Default: null</p>
<p>cashDispenser/intermediateStacker</p> <p>Specifies whether the Dispenser supports stacking items to an intermediate position before the items are moved to the exit position.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/itemsTakenSensor</p> <p>Specifies whether the Dispenser can detect when items at the exit position are taken by the user. This applies to all output positions.</p> <p>If true the Service generates an accompanying CashManagement.ItemsTakenEvent.</p> <p>If false this event is not generated.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/positions</p> <p>Specifies the Dispenser output positions which are available.</p> <p>Type: object Required</p>
<p>cashDispenser/positions/left</p> <p>The Dispenser has a left output position.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/positions/right</p> <p>The Dispenser has a right output position.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/positions/center</p> <p>The Dispenser has a center output position.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/positions/top</p> <p>The Dispenser has a top output position.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/positions/bottom</p> <p>The Dispenser has a bottom output position.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/positions/front</p> <p>The Dispenser has a front output position.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashDispenser/positions/rear</p> <p>The Dispenser has a rear output position.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/moveItems</p> <p>Specifies the Dispenser move item options which are available. If not applicable, this property is null.</p> <p>Type: object, null Default: null</p>
<p>cashDispenser/moveItems/fromCashUnit</p> <p>The Dispenser can dispense items from the storage units to the intermediate stacker while there are items on the transport.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/moveItems/toCashUnit</p> <p>The Dispenser can retract items to the storage units while there are items on the intermediate stacker.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/moveItems/toTransport</p> <p>The Dispenser can retract items to the transport while there are items on the intermediate stacker.</p> <p>Type: boolean Default: false</p>
<p>cashDispenser/moveItems/toStacker</p> <p>The Dispenser can dispense items from the storage units to the intermediate stacker while there are already items on the intermediate stacker that have not been in customer access. Items remaining on the stacker from a previous dispense may first need to be rejected explicitly by the application if they are not to be presented.</p> <p>Type: boolean Default: false</p>
<p>cashManagement</p> <p>Capability information for XFS4IoT services implementing the CashManagement interface. This will be null if the CashManagement interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashManagement/cashBox</p> <p>This property is only applicable to teller type devices. It specifies whether or not tellers have been assigned a cash box.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/exchangeType</p> <p>Specifies the type of storage unit exchange operations supported by the device.</p> <p>Type: object Required</p>
<p>cashManagement/exchangeType/byHand</p> <p>The device supports manual replenishment either by filling the storage unit by hand or by replacing the storage unit.</p> <p>Type: boolean Default: false</p>

Properties
<p>cashManagement/itemInfoTypes</p> <p>Specifies the types of information that can be retrieved through the CashManagement.GetItemInfo command. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>cashManagement/itemInfoTypes/serialNumber</p> <p>Serial Number of the item.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/itemInfoTypes/signature</p> <p>Signature of the item.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/itemInfoTypes/image</p> <p>Image of the item.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/classificationList</p> <p>Specifies whether the Service has the capability to maintain a classification list of serial numbers as well as supporting the associated operations.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/classifications</p> <p>Specifies the classifications supported - see Note Classification.</p> <p>Type: object Required</p>
<p>cashManagement/classifications/unrecognized</p> <p>Items can be classified as unrecognized.</p> <p>Type: boolean Default: true</p>
<p>cashManagement/classifications/counterfeit</p> <p>Items can be recognized as counterfeit.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/classifications/suspect</p> <p>Items can be suspected as counterfeit.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/classifications/inked</p> <p>Ink-stained items are recognized.</p> <p>Type: boolean Default: false</p>
<p>cashManagement/classifications/fit</p> <p>Genuine items fit for recycling are recognized.</p> <p>Type: boolean Default: true</p>

Properties
<p>cashManagement/classifications/unfit</p> <p>Genuine items not fit for recycling are recognized.</p> <p>Type: boolean Default: false</p>
<p>check</p> <p>Capability information for XFS4IoT services implementing the Check interface. This will be null if the Check interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>check/type</p> <p>Specifies the type of the physical device. The following values are possible:</p> <ul style="list-style-type: none"> • <code>singleMediaInput</code> - Device accepts a single media item from the customer. • <code>bunchMediaInput</code> - Device accepts a bunch of media items from the customer. <p>Type: string Required</p>
<p>check/maxMediaOnStacker</p> <p>Specifies the maximum number of media items that the stacker can hold (zero if the device does not have a stacker). If the device has a bunch media input capability and the stacker is not present or has a capacity of one then the application must process each item inserted sequentially as described in section Multi-Feed Devices without a Stacker.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>check/printSize</p> <p>Specifies the maximum print capabilities on the back side of the check, null if device has no back printing capabilities. If the media item is inserted in one of the orientations specified in <i>insertOrientation</i>, the device will print on the back side of the media. If the media item is inserted in a different orientation to those specified in <i>insertOrientation</i> then printing may occur on the front side, upside down or both.</p> <p>Type: object, null Default: null</p>
<p>check/printSize/rows</p> <p>Specifies the maximum number of rows of text that the device can print on the media item. This value is 1 for single line printers.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>check/printSize/cols</p> <p>Specifies the maximum number of characters that can be printed on a row.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>check/stamp</p> <p>Specifies whether the device has stamping capabilities. If the media item is inserted in one of the orientations specified in <i>insertOrientation</i>, the device will stamp on the front side of the media. If the media item is inserted in a different orientation to those specified in <i>insertOrientation</i> then stamping may occur on the back, upside down or both.</p> <p>Type: boolean Default: false</p>

Properties
<p>check/rescan</p> <p>Specifies whether the device has the capability to either physically rescan media items after they have been inserted into the device or is able to generate any image supported by the device during the ReadImage command (regardless of the images requested during the MediaIn command). If true then the item can be rescanned or the images can be generated using the parameters passed in the <i>ReadImage</i> command. If false then all images required (various color, file format, bit depth) must be gathered during execution of the <i>MediaIn</i> command.</p> <p>Type: boolean Default: false</p>
<p>check/presentControl</p> <p>Specifies how the presenting of media items is controlled during the MediaInEnd and MediaInRollback commands. If true the presenting is controlled implicitly by the Service. If false the presenting must be controlled explicitly by the application using the PresentMedia command. This applies to all positions.</p> <p>Type: boolean Required</p>
<p>check/applicationRefuse</p> <p>Specifies if the Device supports the MediaIn command mode where the application decides to accept or refuse each media item that has successfully been accepted by the device. If true then the Service supports this mode. If false then the Service does not support this mode (or the device does not have a stacker).</p> <p>Type: boolean Default: false</p>
<p>check/retractLocation</p> <p>Specifies the locations to which the media can be retracted using the Check.RetractMedia command, as a combination of these properties. May be null if not supported:</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>check/retractLocation/storage</p> <p>Retract the media to a storage unit.</p> <p>Type: boolean Default: false</p>
<p>check/retractLocation/transport</p> <p>Retract the media to the transport.</p> <p>Type: boolean Default: false</p>
<p>check/retractLocation/stacker</p> <p>Retract the media to the stacker.</p> <p>Type: boolean Default: false</p>
<p>check/retractLocation/rebuncher</p> <p>Retract the media to the re-buncher.</p> <p>Type: boolean Default: false</p>
<p>check/resetControl</p> <p>Specifies the manner in which the media can be handled on Reset, as a combination of these properties. May be null if the command is not supported:</p> <p>Type: object, null MinProperties: 1 Default: null</p>

Properties
<p>check/resetControl/eject</p> <p>Eject the media.</p> <p>Type: boolean Default: false</p>
<p>check/resetControl/storageUnit</p> <p>Retract the media to retract storage unit.</p> <p>Type: boolean Default: false</p>
<p>check/imageType</p> <p>Specifies the image format supported by this device, as a combination of these properties. May be null if not supported.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>check/imageType/tif</p> <p>The device can return scanned images in TIFF 6.0 format.</p> <p>Type: boolean Default: false</p>
<p>check/imageType/wmf</p> <p>The device can return scanned images in WMF (Windows Metafile) format.</p> <p>Type: boolean Default: false</p>
<p>check/imageType/bmp</p> <p>The device can return scanned images in windows BMP format.</p> <p>Type: boolean Default: false</p>
<p>check/imageType/jpg</p> <p>The device can return scanned images in JPG format.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage</p> <p>Specifies the capabilities of the front image supported by this device. May be null if front images are not supported.</p> <p>Type: object, null Default: null</p>
<p>check/frontImage/colorFormat</p> <p>Specifies the image color formats supported by this device, as a combination of these properties:</p> <p>Type: object Required</p>
<p>check/frontImage/colorFormat/binary</p> <p>The device can return scanned images in binary.</p> <p>Type: boolean Default: false</p>

Properties
<p>check/frontImage/colorFormat/grayScale</p> <p>The device can return scanned images in gray scale.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/colorFormat/full</p> <p>The device can return scanned images in full color.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/scanColor</p> <p>Specifies the image scan colors supported by this device and individually controllable by the application. Scan colors are used to enhance the scanning results on colored scan media. This value is specified as a combination of these properties:</p> <p>Type: object Required</p>
<p>check/frontImage/scanColor/red</p> <p>The device can return images scanned with red light.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/scanColor/green</p> <p>The device can return images scanned with green light.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/scanColor/blue</p> <p>The device can return images scanned with blue light.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/scanColor/yellow</p> <p>The device can return images scanned with yellow light.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/scanColor/white</p> <p>The device can return images scanned with white light.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/scanColor/infraRed</p> <p>The device can return images scanned with infrared light.</p> <p>Type: boolean Default: false</p>
<p>check/frontImage/scanColor/ultraViolet</p> <p>The device can return images scanned with ultraviolet light.</p> <p>Type: boolean Default: false</p>

Properties
<p>check/frontImage/defaultScanColor</p> <p>Specifies the default image color format used by this device (i.e. when not explicitly set). The following values are possible:</p> <ul style="list-style-type: none"> • red - The default color is red light. • green - The default color is green light. • blue - The default color is blue light. • yellow - The default color is yellow light. • white - The default color is white light. • infraRed - The default color is infrared light. • ultraViolet - The default color is ultraviolet light. <p>Type: string Required</p>
<p>check/backImage</p> <p>Specifies the capabilities of the back image supported by this device. May be null if back images are not supported.</p> <p>Type: object, null Default: null</p>
<p>check/codelineFormat</p> <p>Specifies the code line formats supported by this device, as a combination of these properties:</p> <p>Type: object MinProperties: 1 Required</p>
<p>check/codelineFormat/cmc7</p> <p>The device can read MICR CMC7 [Ref. check-4] code lines.</p> <p>Type: boolean Default: false</p>
<p>check/codelineFormat/e13b</p> <p>The device can read MICR E13B [Ref. check-3] code lines.</p> <p>Type: boolean Default: false</p>
<p>check/codelineFormat/ocr</p> <p>The device can read code lines using Optical Character Recognition. The default or pre-configured OCR font will be used.</p> <p>Type: boolean Default: false</p>
<p>check/codelineFormat/ocra</p> <p>The device can read code lines using Optical Character Recognition font A. The ASCII codes will conform to [Ref. check-1].</p> <p>Type: boolean Default: false</p>
<p>check/codelineFormat/ocrb</p> <p>The device can read code lines using Optical Character Recognition font B. The ASCII codes will conform to [Ref. check-2].</p> <p>Type: boolean Default: false</p>

Properties
<p>check/dataSource</p> <p>Specifies the reading/imaging capabilities supported by this device, as a combination of these properties:</p> <p>Type: object MinProperties: 1 Required</p>
<p>check/dataSource/imageFront</p> <p>The device can scan the front image of the document.</p> <p>Type: boolean Default: false</p>
<p>check/dataSource/imageBack</p> <p>The device can scan the back image of the document.</p> <p>Type: boolean Default: false</p>
<p>check/dataSource/codeLine</p> <p>The device can recognize the code line.</p> <p>Type: boolean Default: false</p>
<p>check/insertOrientation</p> <p>Specifies the media item insertion orientations supported by the Device such that hardware features such as MICR reading, endorsing and stamping will be aligned with the correct edges and sides of the media item. Devices may still return code lines and images even if one of these orientations is not used during media insertion. If the media items are inserted in one of the orientations defined in this capability then any printing or stamping will be on the correct side of the media item. If the media is inserted in a different orientation then any printing or stamping may be on the wrong side, upside down or both. This value is reported based on the customer's perspective. This value is a combination of these properties:</p> <p>Type: object MinProperties: 1 Required</p>
<p>check/insertOrientation/codeLineRight</p> <p>The media item should be inserted short edge first with the code line to the right.</p> <p>Type: boolean Default: false</p>
<p>check/insertOrientation/codeLineLeft</p> <p>The media item should be inserted short edge first with the code line to the left.</p> <p>Type: boolean Default: false</p>
<p>check/insertOrientation/codeLineBottom</p> <p>The media item should be inserted long edge first with the code line to the bottom.</p> <p>Type: boolean Default: false</p>
<p>check/insertOrientation/codeLineTop</p> <p>The media item should be inserted long edge first with the code line to the top.</p> <p>Type: boolean Default: false</p>

Properties
<p>check/insertOrientation/faceUp</p> <p>The media item should be inserted with the front of the media item facing up.</p> <p>Type: boolean Default: false</p>
<p>check/insertOrientation/faceDown</p> <p>The media item should be inserted with the front of the media item facing down.</p> <p>Type: boolean Default: false</p>
<p>check/positions</p> <p>Specifies the capabilities of up to three logical position types.</p> <p>Type: object MinProperties: 1 Required</p>
<p>check/positions/input</p> <p>Structure that specifies the capabilities of the input position.</p> <p>Type: object, null Default: null</p>
<p>check/positions/input/itemsTakenSensor</p> <p>Specifies whether or not the described position can detect when items at the exit position are taken by the user. If true the Service generates an accompanying MediaTakenEvent. If false this event is not generated. This relates to output and refused positions, so will be null for input positions.</p> <p>Type: boolean, null Default: null</p>
<p>check/positions/input/itemsInsertedSensor</p> <p>Specifies whether the described position has the ability to detect when items have been inserted by the user. If true the Service generates an accompanying MediaInsertedEvent. If false this event is not generated. This relates to all input positions, so will always be null for input positions.</p> <p>Type: boolean, null Default: null</p>
<p>check/positions/input/retractAreas</p> <p>Specifies the areas to which items may be retracted from this position. May be null if items can not be retracted from this position.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>check/positions/input/retractAreas/retractBin</p> <p>Can retract items in this position to a retract storage unit.</p> <p>Type: boolean Default: false</p>
<p>check/positions/input/retractAreas/transport</p> <p>Can retract items in this position to the transport.</p> <p>Type: boolean Default: false</p>
<p>check/positions/input/retractAreas/stacker</p> <p>Can retract items in this position to the stacker.</p> <p>Type: boolean Default: false</p>

Properties
<p>check/positions/input/retractAreas/rebuncher</p> <p>Can retract items in this position to the re-buncher.</p> <p>Type: boolean Default: false</p>
<p>check/positions/output</p> <p>Structure that specifies the capabilities of the output position.</p> <p>Type: object, null Default: null</p>
<p>check/positions/refused</p> <p>Structure that specifies the capabilities of the refused position.</p> <p>Type: object, null Default: null</p>
<p>check/imageAfterEndorse</p> <p>Specifies whether the device can generate an image after text is printed on the media item. If true then the generation of the image can be specified using the SetMediaParameters command. If false, this functionality is not available. This capability applies to media items whose destination is a storage unit; the <i>returnedItemsProcessing</i> capability indicates whether this functionality is supported for media items that are to be returned to the customer.</p> <p>Type: boolean Default: false</p>
<p>check/returnedItemsProcessing</p> <p>Specifies the processing that this device supports for media items that are identified to be returned to the customer using the SetMediaParameters command, as a combination of these properties or null if none apply:</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>check/returnedItemsProcessing/endorse</p> <p>This device can endorse a media item to be returned to the customer; the endorsement is specified using the SetMediaParameters command.</p> <p>Type: boolean Default: false</p>
<p>check/returnedItemsProcessing/endorseImage</p> <p>This device can generate an image of a media item to be returned to the customer after it has been endorsed; the request for the image is specified using the SetMediaParameters command.</p> <p>Type: boolean Default: false</p>
<p>check/printSizeFront</p> <p>Reports the printing capabilities of the device on the front side of the check, null if device has no front printing capabilities. If the media item is inserted in one of the orientations specified in <i>insertOrientation</i>, the device will print on the front side of the media. If the media item is inserted in a different orientation to those specified in <i>insertOrientation</i> then printing may occur on the back side, upside down or both.</p> <p>Type: object, null Default: null</p>
<p>mixedMedia</p> <p>Capability information for XFS4IoT services implementing the MixedMedia interface. This will be null if the MixedMedia interface is not supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>mixedMedia/modes</p> <p>Specifies the transaction modes supported by the Service.</p> <p>Type: object MinProperties: 1 Required</p>
<p>mixedMedia/modes/cashAccept</p> <p>Specifies whether transactions can accept cash. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>mixedMedia/modes/checkAccept</p> <p>Specifies whether transactions can accept checks. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>mixedMedia/dynamic</p> <p>Specifies whether the mode can be modified during a transaction.</p> <p>Type: boolean Default: false</p>
<p>pinPad</p> <p>Capability information for XFS4IoT services implementing the PinPad interface. This will be null if the PinPad interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>pinPad/pinFormats</p> <p>Supported PIN format.</p> <p>Type: object MinProperties: 1 Required</p>
<p>pinPad/pinFormats/ibm3624</p> <p>PIN left justified, filled with padding characters, PIN length 4-16 digits. The padding character is a hexadecimal digit in the range 0x00 to 0x0F.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/ansi</p> <p>PIN is preceded by 0x00 and the length of the PIN (0x04 to 0x0C), filled with padding character 0x0F to the right, PIN length 4-12 digits, XORed with PAN (Primary Account Number, minimum 12 digits without check number).</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/iso0</p> <p>PIN is preceded by 0x00 and the length of the PIN (0x04 to 0x0C), filled with padding character 0x0F to the right, PIN length 4-12 digits, XORed with PAN (Primary Account Number without check number, no minimum length specified, missing digits are filled with 0x00).</p> <p>Type: boolean Default: false</p>

Properties
<p>pinPad/pinFormats/iso1</p> <p>PIN is preceded by 0x01 and the length of the PIN (0x04 to 0x0C), padding characters are taken from a transaction field (10 digits).</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/eci2</p> <p>PIN left justified, filled with padding characters, PIN only 4 digits.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/eci3</p> <p>PIN is preceded by the length (digit), PIN length 4-6 digits, the padding character can range from 0x0 through 0xF".</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/visa</p> <p>PIN is preceded by the length (digit), PIN length 4-6 digits. If the PIN length is less than six digits the PIN is filled with 0x0 to the length of six, the padding character can range from 0x0 through 0x9 (This format is also referred to as VISA2).</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/diebold</p> <p>PIN is padded with the padding character and may be not encrypted, single encrypted or double encrypted.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/dieboldCo</p> <p>PIN with the length of 4 to 12 digits, each one with a value of 0x0 to 0x9, is preceded by the one-digit coordination number with a value from 0x0 to 0xF, padded with the padding character with a value from 0x0 to 0xF and may be not encrypted, single encrypted or double encrypted.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/visa3</p> <p>PIN with the length of 4 to 12 digits, each one with a value of 0x0 to 0x9, is followed by a delimiter with the value of 0xF and then padded by the padding character with a value between 0x0 to 0xF.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/banksys</p> <p>PIN is encrypted and formatted according to the Banksys PIN block specifications.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/emv</p> <p>The PIN block is constructed as follows: PIN is preceded by 0x02 and the length of the PIN (0x04 to 0x0C), filled with padding character 0x0F to the right, formatted up to 248 bytes of other data as defined within the EMV 4.0 specifications and finally encrypted with an RSA key.</p> <p>Type: boolean Default: false</p>

Properties
<p>pinPad/pinFormats/iso3</p> <p>PIN is preceded by 0x03 and the length of the PIN (0x04 to 0x0C), padding characters sequentially or randomly chosen, XORed with digits from PAN.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/ap</p> <p>PIN is formatted according to the Italian Bancomat specifications (see [Ref. pinpad-5]). It is known as the Authentication Parameter PIN block and is created with a 5-digit PIN, an 18-digit PAN, and the 8-digit CCS from the track data.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinFormats/iso4</p> <p>PIN is formatted according to ISO 9564-1: 2017 Format-4 (uses AES Encryption).</p> <p>Type: boolean Default: false</p>
<p>pinPad/presentationAlgorithms</p> <p>Supported presentation algorithms. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>pinPad/presentationAlgorithms/presentClear</p> <p>Algorithm for the presentation of a clear text PIN to a chipcard. Each digit of the clear text PIN is inserted as one nibble (=half byte) into ChipData.</p> <p>Type: boolean Default: false</p>
<p>pinPad/display</p> <p>Specifies the type of the display used in the PIN pad module. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>pinPad/display/none</p> <p>No display unit.</p> <p>Type: boolean Default: false</p>
<p>pinPad/display/ledThrough</p> <p>Lights next to text guide user.</p> <p>Type: boolean Default: false</p>
<p>pinPad/display/display</p> <p>A real display is available (this doesn't apply for self-service).</p> <p>Type: boolean Default: false</p>
<p>pinPad/idcConnect</p> <p>Specifies whether the PIN pad is directly physically connected to the ID card unit. If the value is true, the PIN will be transported securely during the command PinPad.PresentIdc.</p> <p>Type: boolean Default: false</p>

Properties
<p>pinPad/validationAlgorithms</p> <p>Specifies the algorithms for PIN validation supported by the service. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>pinPad/validationAlgorithms/des</p> <p>DES algorithm.</p> <p>Type: boolean Default: false</p>
<p>pinPad/validationAlgorithms/visa</p> <p>Visa algorithm.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinCanPersistAfterUse</p> <p>Specifies whether the device can retain the PIN after a PIN processing command.</p> <p>Type: boolean Default: false</p>
<p>pinPad/typeCombined</p> <p>Specifies whether the keypad used in the secure PIN pad module is integrated within a generic Win32 keyboard. True means the secure PIN keypad is integrated within a generic Win32 keyboard and standard Win32 key events will be generated for any key when there is no active Keyboard.GetData or Keyboard.GetPin command. Note that XFS continues to support defined PIN keys only, and is not extended to support new alphanumeric keys.</p> <p>Type: boolean Default: false</p>
<p>pinPad/setPinblockDataRequired</p> <p>Specifies whether the command PinPad.SetPinblockData must be called before the PIN is entered via Keyboard.GetPin and retrieved via PinPad.GetPinblock.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinBlockAttributes</p> <p>Attributes supported by the PinPad.GetPinblock command to generate encrypted PIN block.</p> <p>Type: object, null Default: null</p>
<p>pinPad/pinBlockAttributes/P0 (example name)</p> <p>Specifies the key usages supported by the PinPad.PinBlock command. The following values are possible:</p> <ul style="list-style-type: none"> • P0 - PIN Encryption <p>Type: object MinProperties: 1 Name Pattern: ^P0\$</p>

Properties
<p>pinPad/pinBlockAttributes/P0/T (example name)</p> <p>Specifies the encryption algorithms supported by the PinPad.PinBlock command. The following values are possible:</p> <ul style="list-style-type: none"> • A - AES. • D - DEA. • R - RSA. • T - Triple DEA (also referred to as TDEA). <p>Type: object MinProperties: 1 Name Pattern: ^[ADRT]\$</p>
<p>pinPad/pinBlockAttributes/P0/T/E (example name)</p> <p>Specifies the encryption modes supported by the PinPad.PinBlock command. The following value is possible:</p> <ul style="list-style-type: none"> • E - Encrypt <p>Type: object Name Pattern: ^E\$</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod</p> <p>Specifies the cryptographic method supported. If the algorithm is 'A', 'D', or 'T', then the following properties can be true:</p> <ul style="list-style-type: none"> • ecb - The ECB encryption method. • cbc - The CBC encryption method. • cfb - The CFB encryption method. • ofb - The OFB encryption method. • ctr - The CTR method defined in NIST SP800-38A (See [Ref. pinpad-7]). • xts - The XTS method defined in NIST SP800-38E (See [Ref. pinpad-8]). <p>If the algorithm is 'R', then following properties can be true:</p> <ul style="list-style-type: none"> • rsaesPkcs1V15 - Use the RSAES_PKCS1-v1.5 algorithm. • rsaesOaep - Use the RSAES OAEP algorithm. <p>Type: object Required</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/ecb</p> <p>The ECB encryption method.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/cbc</p> <p>The CBC encryption method.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/cfb</p> <p>The CFB encryption method.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/ofb</p> <p>The OFB encryption method.</p> <p>Type: boolean Default: false</p>

Properties
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/ctr</p> <p>The CTR method defined in NIST SP800-38A (See [Ref. pinpad-7]).</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/xts</p> <p>The XTS method defined in NIST SP800-38E (See [Ref. pinpad-8]).</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/rsaesPkcs1V15</p> <p>The RSAES_PKCS1-v1.5 algorithm.</p> <p>Type: boolean Default: false</p>
<p>pinPad/pinBlockAttributes/P0/T/E/cryptoMethod/rsaesOaep</p> <p>The RSAES OAEP algorithm.</p> <p>Type: boolean Default: false</p>
<p>crypto</p> <p>Capability information for XFS4IoT services implementing the Crypto interface. This will be null if the Crypto interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>crypto/emvHashAlgorithm</p> <p>Specifies which hash algorithm is supported for the calculation of the HASH. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>crypto/emvHashAlgorithm/sha1Digest</p> <p>The SHA 1 digest algorithm is supported by the Crypto.Digest command.</p> <p>Type: boolean Default: false</p>
<p>crypto/emvHashAlgorithm/sha256Digest</p> <p>The SHA 256 digest algorithm, as defined in ISO/IEC 10118-3:2004 [Ref. crypto-1] and FIPS 180-2 [Ref. crypto-2], is supported by the Crypto.Digest command.</p> <p>Type: boolean Default: false</p>
<p>crypto/cryptoAttributes</p> <p>Attributes supported by the Crypto.CryptoData command to encrypt or decrypt data.</p> <p>Type: object, null Default: null</p>
<p>crypto/cryptoAttributes/D0 (example name)</p> <p>The following key usage is possible:</p> <ul style="list-style-type: none"> • D0 - Symmetric data encryption. • D1 - Asymmetric data encryption. <p>Type: object MinProperties: 1 Name Pattern: ^D[0-1]\$</p>

Properties
<p>crypto/cryptoAttributes/D0/D (example name)</p> <p>Specifies the encryption algorithms supported by the Crypto.CryptoData command. The following values are possible:</p> <ul style="list-style-type: none"> • A - AES. • D - DEA. • R - RSA. • T - Triple DEA (also referred to as TDEA). <p>Type: object MinProperties: 1 Name Pattern: ^[ADRT]\$</p>
<p>crypto/cryptoAttributes/D0/D/D (example name)</p> <p>Specifies the Mode of Use supported by the Crypto.CryptoData command. The following values are possible:</p> <ul style="list-style-type: none"> • D - Decrypt • E - Encrypt <p>Type: object Name Pattern: ^[DE]\$</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod</p> <p>Specifies the cryptographic method supported by the Crypto.CryptoData command. If the key usage is symmetric encryption methods 'D0', then the following properties can be true.</p> <ul style="list-style-type: none"> • ecb - The ECB encryption method. • cbc - The CBC encryption method. • cfb - The CFB encryption method. • ofb - The OFB encryption method. • ctr - The CTR method defined in NIST SP800-38A (See [Ref. crypto-4]) • xts - The XTS method defined in NIST SP800-38E (See [Ref. crypto-5]) <p>If the key usage is asymmetric encryption methods 'D1', then the following properties can be true.</p> <ul style="list-style-type: none"> • rsaesPkcs1V15 - RSAES_PKCS1-v1.5 algorithm. • rsaesOaep - The RSAES OAEP algorithm. <p>Type: object Required</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/ecb</p> <p>The ECB encryption method.</p> <p>Type: boolean Default: false</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/cbc</p> <p>The CBC encryption method.</p> <p>Type: boolean Default: false</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/cfb</p> <p>The CFB encryption method.</p> <p>Type: boolean Default: false</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/ofb</p> <p>The OFB encryption method.</p> <p>Type: boolean Default: false</p>

Properties
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/ctr</p> <p>The CTR method defined in NIST SP800-38A (See [Ref. crypto-4])</p> <p>Type: boolean Default: false</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/xts</p> <p>The XTS method defined in NIST SP800-38E. (See [Ref. crypto-5])</p> <p>Type: boolean Default: false</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/rsaesPkcs1V15</p> <p>The RSAES_PKCS1-v1.5 algorithm.</p> <p>Type: boolean Default: false</p>
<p>crypto/cryptoAttributes/D0/D/D/cryptoMethod/rsaesOaep</p> <p>The RSAES OAEP algorithm.</p> <p>Type: boolean Default: false</p>
<p>crypto/authenticationAttributes</p> <p>Attributes supported by the Crypto.GenerateAuthentication command to generate authentication data.</p> <p>Type: object, null Default: null</p>
<p>crypto/authenticationAttributes/M0 (example name)</p> <p>The following key usages are possible:</p> <ul style="list-style-type: none"> • M0 - ISO 16609 MAC Algorithm 1 (using TDEA). • M1- ISO 9797-1 MAC Algorithm 1. • M2 - ISO 9797-1 MAC Algorithm 2. • M3 - ISO 9797-1 MAC Algorithm 3. • M4 - ISO 9797-1 MAC Algorithm 4. • M5 - ISO 9797-1:1999 MAC Algorithm 5. • M6 - 9797-1:2011 MAC Algorithm 5/CMAC. • M7 - HMAC. • M8 - ISO 9797-1:2011 MAC Algorithm 6. • S0 - Asymmetric key pair for digital signature. • S1 - Asymmetric key pair, CA. • S2 - Asymmetric key pair, nonX9.24 key. <p>Type: object MinProperties: 1 Name Pattern: ^M[0-8]\$ ^S[0-2]\$</p>
<p>crypto/authenticationAttributes/M0/T (example name)</p> <p>Specifies the encryption algorithms supported by the Crypto.GenerateAuthentication command. The following value is possible:</p> <ul style="list-style-type: none"> • A - AES. • D - DEA. • R - RSA. • T - Triple DEA (also referred to as TDEA). <p>Type: object MinProperties: 1 Name Pattern: ^[ADRT]\$</p>

Properties
<p>crypto/authenticationAttributes/M0/T/G (example name)</p> <p>Specifies the Mode of Use supported by the Crypto.GenerateAuthentication command. The following values are possible:</p> <ul style="list-style-type: none"> • C - Both Generate and Verify. • G - Generate. This can be used to generate a MAC. • S - Signature • T - Both Sign and Decrypt. <p>Type: object, null Name Pattern: ^[CGST]\$ Default: null</p>
<p>crypto/authenticationAttributes/M0/T/G/cryptoMethod</p> <p>Specifies the asymmetric signature verification method supported by the Crypto.GenerateAuthentication command.</p> <p>If the key usage is one of the MAC usages (e.g. M0), this property should be null.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>crypto/authenticationAttributes/M0/T/G/cryptoMethod/rsassaPkcs1V15</p> <p>The RSASSA-PKCS1-v1.5 algorithm.</p> <p>Type: boolean Default: false</p>
<p>crypto/authenticationAttributes/M0/T/G/cryptoMethod/rsassaPss</p> <p>The RSASSA-PSS algorithm.</p> <p>Type: boolean Default: false</p>
<p>crypto/authenticationAttributes/M0/T/G/hashAlgorithm</p> <p>Specifies the hash algorithm supported.</p> <p>If the <i>key</i> usage is one of the MAC usages (e.g. M0), this property should be null.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>crypto/authenticationAttributes/M0/T/G/hashAlgorithm/sha1</p> <p>The SHA 1 digest algorithm.</p> <p>Type: boolean Default: false</p>
<p>crypto/authenticationAttributes/M0/T/G/hashAlgorithm/sha256</p> <p>The SHA 256 digest algorithm, as defined in ISO/IEC 10118-3:2004 [Ref. crypto-1] and FIPS 180-2 [Ref. crypto-2].</p> <p>Type: boolean Default: false</p>
<p>crypto/verifyAttributes</p> <p>Attributes supported by the Crypto.VerifyAuthentication command to verify authentication data.</p> <p>Type: object, null Default: null</p>

<p>Properties</p>
<p>crypto/verifyAttributes/M0/T (example name)</p> <p>Specifies the encryption algorithms supported by Crypto.VerifyAuthentication command. The following value is possible:</p> <ul style="list-style-type: none"> • A - AES. • D - DEA. • R - RSA. • T - Triple DEA (also referred to as TDEA). <p>Type: object MinProperties: 1 Name Pattern: ^[ADRT]\$\</p>
<p>crypto/verifyAttributes/M0/T/V (example name)</p> <p>Specifies the Mode of Use supported by Crypto.VerifyAuthentication command. The following values are possible:</p> <ul style="list-style-type: none"> • v - Verify. This can be used to verify a MAC. <p>Type: object, null Name Pattern: ^v\$\ Default: null</p>
<p>crypto/verifyAttributes/M0/T/V/cryptoMethod</p> <p>Specifies the asymmetric signature verification method supported by the Crypto.VerifyAuthentication command. If the key usage is one of the MAC usages (e.g. M0'), this property should be null.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>crypto/verifyAttributes/M0/T/V/hashAlgorithm</p> <p>Specifies the hash algorithm supported. If the key usage is one of the MAC usages (e.g. M0'), this property should be null.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>keyManagement</p> <p>Capability information for XFS4IoT services implementing the KeyManagement interface. This will be null if the KeyManagement interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/keyNum</p> <p>Number of the keys which can be stored in the encryption/decryption module.</p> <p>Type: integer Minimum: 0 Required</p>
<p>keyManagement/keyCheckModes</p> <p>Specifies the key check modes that are supported to check the correctness of an imported key value. The modes available for each key may depend on security requirements of the algorithm. The algorithm (i.e. DES, 3DES, AES) and use is determined by the algorithm of the key being checked and security requirements. This property is null if not supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>keyManagement/keyCheckModes/self</p> <p>The key check value is created by an encryption of the key with itself. For a double-length or triple-length key the KCV is generated using 3DES encryption using the first 8-bytes of the key as the source data for the encryption.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/keyCheckModes/zero</p> <p>The key check value is created by encrypting a zero value with the key.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaAuthenticationScheme</p> <p>Specifies the types of Remote Key Loading/Authentication that are supported. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/rsaAuthenticationScheme/twoPartySig</p> <p>Two-party Signature based authentication.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaAuthenticationScheme/threePartyCert</p> <p>Three-party Certificate based authentication.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaAuthenticationScheme/threePartyCertTr34</p> <p>Three-party Certificate based authentication described by X9 TR34-2019 [Ref. keymanagement-9].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaSignatureAlgorithm</p> <p>Specifies the types of RSA Signature Algorithm that are supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/rsaSignatureAlgorithm/pkcs1V15</p> <p>pkcs1V15 Signatures supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaSignatureAlgorithm/pss</p> <p>pss Signatures supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaCryptAlgorithm</p> <p>Specifies the types of RSA Encipherment Algorithm that are supported. This property is null if not supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>keyManagement/rsaCryptAlgorithm/pkcs1V15</p> <p>pkcs1V15 algorithm supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaCryptAlgorithm/oaep</p> <p>oaep algorithm supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaKeyCheckMode</p> <p>Specifies which hash algorithms used to generate the public key check value/thumb print are supported. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/rsaKeyCheckMode/sha1</p> <p>sha1 is supported as defined in [Ref. keymanagement-2].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/rsaKeyCheckMode/sha256</p> <p>sha256 is supported as defined in ISO/IEC 10118-3:2004 [Ref. keymanagement-7] and FIPS 180-2 [Ref. keymanagement-8].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/signatureScheme</p> <p>Specifies which capabilities are supported by the Signature scheme. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/signatureScheme/randomNumber</p> <p>Specifies if the service returns a random number from the KeyManagement.StartKeyExchange command within the RSA Signature Scheme.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/signatureScheme/exportDeviceId</p> <p>Specifies if the service supports exporting the device Security Item within the RSA Signature Scheme.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/signatureScheme/enhancedRk1</p> <p>Specifies that the service supports the Enhanced Signature Remote Key Scheme. This scheme allows the customer to manage their own public keys independently of the Signature Issuer. When this mode is supported, the key loaded signed with the Signature Issuer key is the host root public key PK_{ROOT}, rather than PK_{HOST}.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/emvImportSchemes</p> <p>Identifies the supported EMV Import Scheme(s). This property is null if not supported.</p> <p>Type: object, null Default: null</p>

Properties
<p>keyManagement/emvImportSchemes/plainCA</p> <p>A plain text CA public key is imported with no verification.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/emvImportSchemes/chksumCA</p> <p>A plain text CA public key is imported using the EMV 2000 verification algorithm. See [Ref. keymanagement-3].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/emvImportSchemes/epiCA</p> <p>A CA public key is imported using the selfsign scheme defined in the Europay International, EPI CA Module Technical - Interface specification Version 1.4, [Ref. ref-keymanagement-4].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/emvImportSchemes/issuer</p> <p>An Issuer public key is imported as defined in EMV 2000 Book II, [Ref. keymanagement-3].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/emvImportSchemes/icc</p> <p>An ICC public key is imported as defined in EMV 2000 Book II, [Ref. keymanagement-3].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/emvImportSchemes/iccPin</p> <p>An ICC PIN public key is imported as defined in EMV 2000 Book II, [Ref. keymanagement-3].</p> <p>Type: boolean Default: false</p>
<p>keyManagement/emvImportSchemes/pkcsv15CA</p> <p>A CA public key is imported and verified using a signature generated with a private key for which the public key is already loaded.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/keyBlockImportFormats</p> <p>Supported key block formats. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/keyBlockImportFormats/A</p> <p>Supports X9.143 key block version ID A.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/keyBlockImportFormats/B</p> <p>Supports X9.143 key block version ID B.</p> <p>Type: boolean Default: false</p>

Properties
<p>keyManagement/keyBlockImportFormats/C Supports X9.143 key block version ID C.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/keyBlockImportFormats/D Supports X9.143 key block version ID D.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/keyImportThroughParts Specifies whether the device is capable of importing keys in multiple parts.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/desKeyLength Specifies which DES key lengths are supported. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/desKeyLength/single 8-byte DES keys are supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/desKeyLength/double 16-byte DES keys are supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/desKeyLength/triple 24-byte DES keys are supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/certificateTypes Specifies supported certificate types. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/certificateTypes/encKey Supports the device public encryption certificate.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/certificateTypes/verificationKey Supports the device public verification certificate.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/certificateTypes/hostKey Supports the Host public certificate.</p> <p>Type: boolean Default: false</p>

Properties
<p>keyManagement/loadCertOptions</p> <p>Specifying the options supported by the KeyManagement.LoadCertificate command. This property is null if not supported.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>keyManagement/loadCertOptions/certHost (example name)</p> <p>Specifies a supported signer. The following signers are possible.</p> <ul style="list-style-type: none"> • certHost - The current Host RSA Private Key is used to sign the token. • sigHost - The current Host RSA Private Key is used to sign the token, signature format is used. • hl - A Higher-Level Authority RSA Private Key is used to sign the token. • certHostTr34 - The current Host RSA Private Key is used to sign the token, compliant with X9 TR34-2019 [Ref. keymanagement-9]. • caTr34 - The Certificate Authority RSA Private Key is used to sign the token, compliant with X9 TR34-2019 [Ref. keymanagement-9]. • hlTr34 - A Higher-Level Authority RSA Private Key is used to sign the token, compliant with X9 TR34-2019 [Ref. keymanagement-9]. <p>Type: object Name Pattern: ^(certHost sigHost hl certHostTr34 caTr34 hlTr34 hlTr34)\$</p>
<p>keyManagement/loadCertOptions/certHost/newHost</p> <p>Load a new Host certificate, where one has not already been loaded.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/loadCertOptions/certHost/replaceHost</p> <p>Replace (or rebind) the device to a new Host certificate, where the new Host certificate is signed by <i>signer</i>.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/crklLoadOptions</p> <p>Supported options to load the Key Transport Key using the Certificate Remote Key Loading protocol. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/crklLoadOptions/noRandom</p> <p>Import a Key Transport Key without generating and using a random number.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/crklLoadOptions/noRandomCrl</p> <p>Import a Key Transport Key with a Certificate Revocation List appended to the input message. A random number is not generated nor used.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/crklLoadOptions/random</p> <p>Import a Key Transport Key by generating and using a random number.</p> <p>Type: boolean Default: false</p>

Properties
<p>keyManagement/crklLoadOptions/randomCrl</p> <p>Import a Key Transport Key with a Certificate Revocation List appended to the input parameter. A random number is generated and used.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/symmetricKeyManagementMethods</p> <p>Specifies the Symmetric Key Management modes. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/symmetricKeyManagementMethods/fixeKey</p> <p>This method of key management uses fixed keys for transaction processing.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/symmetricKeyManagementMethods/masterKey</p> <p>This method uses a hierarchy of Key Encrypting Keys and Transaction Keys. The highest level of Key Encrypting Key is known as a Master Key. Transaction Keys are distributed and replaced encrypted under a Key Encrypting Key.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/symmetricKeyManagementMethods/tdesDukpt</p> <p>This method uses TDES Derived Unique Key Per Transaction (see [Ref. keymanagement-10]).</p> <p>Type: boolean Default: false</p>
<p>keyManagement/keyAttributes</p> <p>Attributes supported by KeyManagement.ImportKey command for the key to be loaded. This property is null if not supported.</p> <p>Type: object, null Default: null</p>

Properties**keyManagement/keyAttributes/M0 (example name)**

Specifies the key usages supported by [KeyManagement.ImportKey](#) command and key usage string length must be two. The following values are possible:

- B0 - Base Derivation Key (BDK).
- B1 - Initial DUKPT Key.
- B2 - Base Key Variant Key (deprecated).
- B3 - Key Derivation Key (Non ANSI X9.24).
- C0 - CVK Card Verification Key.
- D0 - Symmetric Key for Data Encryption.
- D1 - Asymmetric Key for Data Encryption.
- D2 - Data Encryption Key for Decimalization Table.
- D3 - Data Encryption Key for Sensitive Data.
- E0 - EMV / Chip Issuer Master Key: Application Cryptogram.
- E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality.
- E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity.
- E3 - EMV / Chip Issuer Master Key: Data Authentication Code.
- E4 - EMV / Chip Issuer Master Key: Dynamic.
- E5 - EMV / Chip Issuer Master Key: Card Personalization.
- E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV).
- E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption.
- I0 - Initialization Vector (IV).
- K0 - Key Encryption or wrapping.
- K1 - X9.143 Key Block Protection Key.
- K2 - TR-34 Asymmetric Key.
- K3 - Asymmetric Key for key agreement / key wrapping.
- K4 - Key Block Protection Key, ISO 20038.
- M0 - MAC Key, ISO 16609 MAC algorithm 1 (using TDEA).
- M1 - MAC Key, ISO 9797-1 MAC Algorithm 1.
- M2 - MAC Key, ISO 9797-1 MAC Algorithm 2.
- M3 - MAC Key, ISO 9797-1 MAC Algorithm 3.
- M4 - MAC Key, ISO 9797-1 MAC Algorithm 4.
- M5 - MAC Key, ISO 9797-1:2011 MAC Algorithm 5.
- M6 - MAC Key, ISO 9797-1:2011 MAC Algorithm 5 / CMAC.
- M7 - HMAC Key.
- M8 - MAC Key, ISO 9797-1:2011 MAC Algorithm 6.
- P0 - PIN Encryption.
- P1 - PIN Generation Key (reserved for ANSI X9.132-202x).
- S0 - Asymmetric Key Pair for Digital Signature.
- S1 - Asymmetric Key Pair, CA Key.
- S2 - Asymmetric Key Pair, non-ANSI X9.24 Key.
- V0 - PIN Verification Key, PVK, other algorithm.
- V1 - PIN Verification Key, IBM 3624.
- V2 - PIN Verification Key, VISA PVV.
- V3 - PIN Verification Key, ANSI X9-132 algorithm 1.
- V4 - PIN Verification Key, ANSI X9-132 algorithm 2.
- V5 - PIN Verification Key, ANSI X9.132 algorithm 3.
- 00 - 99 - These numeric values are reserved for proprietary use.

Type: object

MinProperties: 1

Name Pattern: ^B[0-3]\$|^C0\$|^D[0-3]\$|^E[0-7]\$|^I0\$|^K[0-4]\$|^M[0-8]\$|^P[0-1]\$|^S[0-2]\$|^V[0-5]\$|^ [0-9] [0-9]\$

Properties**keyManagement/keyAttributes/M0/T (example name)**

Specifies the encryption algorithms supported by the [KeyManagement.ImportKey](#) command. The following values are possible:

- A - AES.
- D - DEA (Note that this is included for backwards compatibility).
- H - HMAC (specify the underlying hash algorithm in optional field).
- R - RSA.
- T - Triple DEA (TDEA).
- 0 - 9 - These numeric values are reserved for proprietary use.

Type: object

MinProperties: 1

Name Pattern: `^[0-9ADHRT]$`

keyManagement/keyAttributes/M0/T/C (example name)

Specifies the Mode of Use supported by [KeyManagement.ImportKey](#) key. The following values are possible:

- B - Both Encrypt/Wrap and Decrypt/Unwrap.
- C - Both Generate and Verify.
- D - Decrypt / Unwrap Only.
- E - Encrypt / Wrap Only.
- G - Generate Only.
- S - Signature Only.
- T - Both Sign and Decrypt.
- V - Verify Only.
- X - Key used to derive other keys(s).
- Y - Key used to create key variants.
- 0 - 9 - These numeric values are reserved for proprietary use.

Type: object, null

Name Pattern: `^[0-9BCDEGSTVXY]$`

Default: null

Properties**keyManagement/keyAttributes/M0/T/C/restrictedKeyUsage**

If the key usage is a key encryption usage (e.g. 'K0') this specifies the key usage of the keys that can be encrypted by the key.

This property should be null if restricted key usage is not supported or required.

The following values are possible:

- B0 - BDK Base Derivation Key.
- B1 - Initial DUKPT key.
- B2 - Base Key Variant Key.
- B3 - Key Derivation Key (Non ANSI X9.24).
- C0 - CVK Card Verification Key.
- D0 - Symmetric Key for Data Encryption.
- D1 - Asymmetric Key for Data Encryption.
- D2 - Data Encryption Key for Decimalization Table.
- D3 - Data Encryption Key for Sensitive Data.
- E0 - EMV / Chip Issuer Master Key: Application Cryptogram.
- E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality.
- E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity.
- E3 - EMV / Chip Issuer Master Key: Data Authentication Code.
- E4 - EMV / Chip Issuer Master Key: Dynamic.
- E5 - EMV / Chip Issuer Master Key: Card Personalization.
- E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV).
- E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption.
- I0 - Initialization Vector (IV).
- K0 - Key Encryption or wrapping.
- K1 - X9.143 Key Block Protection Key.
- K2 - TR-34 Asymmetric Key.
- K3 - Asymmetric Key for key agreement / key wrapping.
- K4 - Key Block Protection Key, ISO 20038.
- M0 - ISO 16609 MAC algorithm 1 (using TDEA).
- M1 - ISO 9797-1 MAC Algorithm 1.
- M2 - ISO 9797-1 MAC Algorithm 2.
- M3 - ISO 9797-1 MAC Algorithm 3.
- M4 - ISO 9797-1 MAC Algorithm 4.
- M5 - ISO 9797-1:2011 MAC Algorithm 5.
- M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC.
- M7 - HMAC.
- M8 - ISO 9797-1:2011 MAC Algorithm 6.
- P0 - PIN Encryption.
- P1 - PIN Generation Key (reserved for ANSI X9.132-202x).
- S0 - Asymmetric key pair for digital signature.
- S1 - Asymmetric key pair, CA key.
- S2 - Asymmetric key pair, nonX9.24 key.
- V0 - PIN verification, KPV, other algorithm.
- V1 - PIN verification, IBM 3624.
- V2 - PIN verification, VISA PVV.
- V3 - PIN verification, X9-132 algorithm 1.
- V4 - PIN verification, X9-132 algorithm 2.
- V5 - PIN Verification Key, ANSI X9.132 algorithm 3.
- 00 - 99 - These numeric values are reserved for proprietary use.

Type: string, null

Pattern: ^B[0-3]\$|^C0\$|^D[0-3]\$|^E[0-7]\$|^I0\$|^K[0-4]\$|^M[0-8]\$|^P[0-1]\$|^S[0-2]\$|^V[0-5]\$|^ [0-9][0-9]\$

Default: null

<p>Properties</p>
<p>keyManagement/decryptAttributes</p> <p>Attributes supported by the KeyManagement.ImportKey command for the key used to decrypt or unwrap the key being imported.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/decryptAttributes/A (example name)</p> <p>Specifies the encryption algorithms supported by the KeyManagement.ImportKey command. The following values are possible:</p> <ul style="list-style-type: none"> • A - AES. • D - DEA. • R - RSA. • T - Triple DEA (also referred to as TDEA). • 0 - 9 - These numeric values are reserved for proprietary use. <p>Type: object Name Pattern: <code>^[0-9ADRT]\$</code></p>
<p>keyManagement/decryptAttributes/A/decryptMethod</p> <p>Specifies the cryptographic method supported.</p> <p>If the algorithm is 'A', 'D', or 'T', then one or more of the following properties must be true.</p> <ul style="list-style-type: none"> • ecb - The ECB encryption method. • cbc - The CBC encryption method. • cfb - The CFB encryption method. • ofb - The OFB encryption method. • ctr - The CTR method defined in NIST SP800-38A (See [Ref. keymanagement-11]). • xts - The XTS method defined in NIST SP800-38E (See [Ref. keymanagement-12]). <p>If the algorithm is 'R' then one or more of the following properties must be true.</p> <ul style="list-style-type: none"> • rsaesPkcs1V15 - Use the RSAES_PKCS1-v1.5 algorithm. • rsaesOaep - Use the RSAES OAEP algorithm. <p>Type: object MinProperties: 1 Required</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/ecb</p> <p>The ECB encryption method is supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/cbc</p> <p>The CBC encryption method is supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/cfb</p> <p>The CFB encryption method is supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/ofb</p> <p>The OFB encryption method is supported.</p> <p>Type: boolean Default: false</p>

<p>Properties</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/ctr</p> <p>The CTR method is supported and defined in NIST SP800-38A (See [Ref. 11]).</p> <p>Type: boolean Default: false</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/xts</p> <p>The XTS method is supported and defined in NIST SP800-38E (See [Ref. keymanagement-12]).</p> <p>Type: boolean Default: false</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/rsaesPkcs1V15</p> <p>The RSAES-PKCS1-v1.5 algorithm is supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/decryptAttributes/A/decryptMethod/rsaesOaep</p> <p>The RSAES-OAEP algorithm is supported.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/verifyAttributes</p> <p>Attributes supported by the KeyManagement.ImportKey for the key used for verification before importing the key.</p> <p>Type: object, null Default: null</p>
<p>keyManagement/verifyAttributes/M0 (example name)</p> <p>Specifies the key usages supported by the KeyManagement.ImportKey command. The following values are possible:</p> <ul style="list-style-type: none"> • M0 - ISO 16609 MAC Algorithm 1 (using TDEA). • M1 - ISO 9797-1 MAC Algorithm 1. • M2 - ISO 9797-1 MAC Algorithm 2. • M3 - ISO 9797-1 MAC Algorithm 3. • M4 - ISO 9797-1 MAC Algorithm 4. • M5 - ISO 9797-1:1999 MAC Algorithm 5. • M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC. • M7 - HMAC. • M8 - ISO 9797-1:2011 MAC Algorithm 6. • S0 - Asymmetric key pair or digital signature. • S1 - Asymmetric key pair, CA key. • S2 - Asymmetric key pair, nonX9.24 key. • 00 - 99 - These numeric values are reserved for proprietary use. <p>Type: object MinProperties: 1 Name Pattern: ^M[0-8]\$ ^S[0-2]\$ ^ [0-9] [0-9]\$</p>

Properties
<p>keyManagement/verifyAttributes/M0/T (example name)</p> <p>Specifies the encryption algorithms supported by the KeyManagement.ImportKey command. The following values are possible:</p> <ul style="list-style-type: none"> • A - AES. • D - DEA. • R - RSA. • T - Triple DEA (also referred to as TDEA). • 0 - 9 - These numeric values are reserved for proprietary use. <p>Type: object MinProperties: 1 Name Pattern: <code>^[0-9ADRT]\$</code></p>
<p>keyManagement/verifyAttributes/M0/T/V (example name)</p> <p>Specifies the encryption modes supported by the KeyManagement.ImportKey command. The following values are possible:</p> <ul style="list-style-type: none"> • S - Signature. • V - Verify Only. • 0 - 9 - These numeric values are reserved for proprietary use. <p>Type: object Name Pattern: <code>^[0-9SV]\$</code></p>
<p>keyManagement/verifyAttributes/M0/T/V/cryptoMethod</p> <p>This parameter specifies the cryptographic method that will be used with encryption algorithm.</p> <p>If the algorithm is 'A', 'D', or 'T' and the key usage is a MAC usage (i.e. 'M1'), then all properties are false.</p> <p>If the algorithm is 'A', 'D', or 'T' and the key usage is '00', then one of properties must be set true.</p> <ul style="list-style-type: none"> • <code>kcvNone</code> - There is no key check value (KCV) verification required. • <code>kcvSelf</code> - The KCV is created by an encryption of the key with itself. • <code>kcvZero</code> - The KCV is created by encrypting a zero value with the key. <p>If the algorithm is 'R' and the key usage is not '00', then one of properties must be set true.</p> <ul style="list-style-type: none"> • <code>sigNone</code> - No signature algorithm specified. No signature verification will take place and the content of <code>verificationData</code> must be set. • <code>rsassaPkcs1V15</code> - Use the RSASSA-PKCS1-v1.5 algorithm. • <code>rsassaPss</code> - Use the RSASSA-PSS algorithm. <p>Type: object Required</p>
<p>keyManagement/verifyAttributes/M0/T/V/cryptoMethod/kcvNone</p> <p>There is no key check value (KCV) verification required.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/verifyAttributes/M0/T/V/cryptoMethod/kcvSelf</p> <p>The key check value (KCV) is created by an encryption of the key with itself.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/verifyAttributes/M0/T/V/cryptoMethod/kcvZero</p> <p>The key check value (KCV) is created by encrypting a zero value with the key.</p> <p>Type: boolean Default: false</p>

Properties
<p>keyManagement/verifyAttributes/M0/T/V/cryptoMethod/sigNone</p> <p>The No signature algorithm specified. No signature verification will take place.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/verifyAttributes/M0/T/V/cryptoMethod/rsassaPkcs1V15</p> <p>The RSASSA-PKCS1-v1.5 algorithm.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/verifyAttributes/M0/T/V/cryptoMethod/rsassaPss</p> <p>The RSASSA-PSS algorithm.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/verifyAttributes/M0/T/V/hashAlgorithm</p> <p>For asymmetric signature verification methods (key usage is 'S0', 'S1', or 'S2'), then one of the following properties are true. If the key usage is any of the MAC usages (i.e. 'M1'), then both 'sha1' and 'sha256' properties are false.</p> <p>Type: object Required</p>
<p>keyManagement/verifyAttributes/M0/T/V/hashAlgorithm/sha1</p> <p>The SHA 1 digest algorithm.</p> <p>Type: boolean Default: false</p>
<p>keyManagement/verifyAttributes/M0/T/V/hashAlgorithm/sha256</p> <p>The SHA 256 digest algorithm, as defined in ISO/IEC 10118-3:2004 [Ref. keymanagement-7] and FIPS 180-2 [Ref. keymanagement-8].</p> <p>Type: boolean Default: false</p>
<p>keyboard</p> <p>Capability information for XFS4IoT services implementing the Keyboard interface. This will be null if the Keyboard interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>keyboard/autoBeep</p> <p>Specifies whether the device will emit a key beep tone on key presses of active keys or inactive keys, and if so, which mode it supports. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyboard/autoBeep/activeAvailable</p> <p>Automatic beep tone on active key key-press is supported. If this flag is not set then automatic beeping for active keys is not supported.</p> <p>Type: boolean Default: false</p>
<p>keyboard/autoBeep/activeSelectable</p> <p>Automatic beeping for active keys can be controlled (i.e. turned on and off) by the application. If this flag is not set then automatic beeping for active keys cannot be controlled by an application.</p> <p>Type: boolean Default: false</p>

Properties
<p>keyboard/autoBeep/inactiveAvailable</p> <p>Automatic beep tone on inactive key keypress is supported. If this flag is not set then automatic beeping for inactive keys is not supported.</p> <p>Type: boolean Default: false</p>
<p>keyboard/autoBeep/inactiveSelectable</p> <p>Automatic beeping for inactive keys can be controlled (i.e. turned on and off) by the application. If this flag is not set then automatic beeping for inactive keys cannot be controlled by an application.</p> <p>Type: boolean Default: false</p>
<p>keyboard/etsCaps</p> <p>Specifies the capabilities of the Encrypting Touch Screen device. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyboard/etsCaps/xPos</p> <p>Specifies the position of the left edge of the Encrypting Touch Screen in virtual screen coordinates. This value may be negative because the of the monitor position on the virtual desktop.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>keyboard/etsCaps/yPos</p> <p>Specifies the position of the right edge of the Encrypting Touch Screen in virtual screen coordinates. This value may be negative because the of the monitor position on the virtual desktop.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>keyboard/etsCaps/xSize</p> <p>Specifies the width of the Encrypting Touch Screen in virtual screen coordinates.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>keyboard/etsCaps/ySize</p> <p>Specifies the height of the Encrypting Touch Screen in virtual screen coordinates.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>keyboard/etsCaps/maximumTouchFrames</p> <p>Specifies the maximum number of Touch-Frames that the device can support in a touch keyboard definition.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>keyboard/etsCaps/maximumTouchKeys</p> <p>Specifies the maximum number of Touch-Keys that the device can support within a touch frame.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties
<p>keyboard/etsCaps/float</p> <p>Specifies if the device can float the touch keyboards. Both properties <i>x</i> and <i>y</i> are false if the device cannot randomly shift the layout. This property is null if not supported.</p> <p>Type: object, null Default: null</p>
<p>keyboard/etsCaps/float/x</p> <p>Specifies that the device will randomly shift the layout in a horizontal direction.</p> <p>Type: boolean Default: false</p>
<p>keyboard/etsCaps/float/y</p> <p>Specifies that the device will randomly shift the layout in a vertical direction.</p> <p>Type: boolean Default: false</p>
<p>textTerminal</p> <p>Capability information for XFS4IoT services implementing the TextTerminal interface. This will be null if the TextTerminal interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>textTerminal/type</p> <p>Specifies the type of the text terminal unit as one of the following:</p> <ul style="list-style-type: none"> • <i>fixed</i> - The text terminal unit is a fixed device. • <i>removable</i> - The text terminal unit is a removable device. <p>Type: string Required</p>
<p>textTerminal/resolutions</p> <p>Array specifies the resolutions supported by the physical display device. (For the definition of Resolution see the command TextTerminal.SetResolution). The resolution indicated in the first position is the default resolution and the device will be placed in this resolution when the Service is initialized or reset through the TextTerminal.Reset command.</p> <p>Type: array (object) MinItems: 1 Required</p>
<p>textTerminal/resolutions/sizeX</p> <p>Specifies the horizontal size of the display of the Text Terminal Unit (the number of columns that can be displayed).</p> <p>Type: integer Minimum: 0 Required</p>
<p>textTerminal/resolutions/sizeY</p> <p>Specifies the vertical size of the display of the Text Terminal Unit (the number of rows that can be displayed).</p> <p>Type: integer Minimum: 0 Required</p>
<p>textTerminal/keyLock</p> <p>Specifies whether the text terminal unit has a key lock switch.</p> <p>Type: boolean Required</p>

Properties
<p>textTerminal/cursor</p> <p>Specifies whether the text terminal unit display supports a cursor.</p> <p>Type: boolean Required</p>
<p>textTerminal/forms</p> <p>Specifies whether the text terminal unit service supports forms oriented input and output.</p> <p>Type: boolean Required</p>
<p>printer</p> <p>Capability information for XFS4IoT services implementing the Printer interface. This will be null if the Printer interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>printer/type</p> <p>Specifies the type(s) of the physical device driven by the logical service.</p> <p>Type: object Required</p>
<p>printer/type/receipt</p> <p>The device is a receipt printer.</p> <p>Type: boolean Default: false</p>
<p>printer/type/passbook</p> <p>The device is a passbook printer.</p> <p>Type: boolean Default: false</p>
<p>printer/type/journal</p> <p>The device is a journal printer.</p> <p>Type: boolean Default: false</p>
<p>printer/type/document</p> <p>The device is a document printer.</p> <p>Type: boolean Default: false</p>
<p>printer/type/scanner</p> <p>The device is a scanner that may have printing capabilities.</p> <p>Type: boolean Default: false</p>
<p>printer/resolution</p> <p>Specifies at which resolution(s) the physical device can print. Used by the application to select the level of print quality desired; does not imply any absolute level of resolution, only relative.</p> <p>Type: object Required</p>
<p>printer/resolution/low</p> <p>The device can print low resolution.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/resolution/medium</p> <p>The device can print medium resolution.</p> <p>Type: boolean Default: false</p>
<p>printer/resolution/high</p> <p>The device can print high resolution.</p> <p>Type: boolean Default: false</p>
<p>printer/resolution/veryHigh</p> <p>The device can print very high resolution.</p> <p>Type: boolean Default: false</p>
<p>printer/readForm</p> <p>Specifies whether the device can read data from media. This property is null if the device can not read data.</p> <p>Type: object, null Default: null</p>
<p>printer/readForm/ocr</p> <p>Device has OCR capability.</p> <p>Type: boolean Default: false</p>
<p>printer/readForm/micr</p> <p>Device has MICR capability.</p> <p>Type: boolean Default: false</p>
<p>printer/readForm/msf</p> <p>Device has MSF capability.</p> <p>Type: boolean Default: false</p>
<p>printer/readForm/barcode</p> <p>Device has Barcode capability.</p> <p>Type: boolean Default: false</p>
<p>printer/readForm/pageMark</p> <p>Device has Page Mark capability.</p> <p>Type: boolean Default: false</p>
<p>printer/readForm/readImage</p> <p>Device has imaging capability.</p> <p>Type: boolean Default: false</p>
<p>printer/readForm/readEmptyLine</p> <p>Device has capability to detect empty print lines for passbook printing.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/writeForm</p> <p>Specifies whether the device can write data to the media.</p> <p>Type: object Required</p>
<p>printer/writeForm/text</p> <p>Device has Text capability.</p> <p>Type: boolean Default: false</p>
<p>printer/writeForm/graphics</p> <p>Device has Graphics capability.</p> <p>Type: boolean Default: false</p>
<p>printer/writeForm/stamp</p> <p>Device has stamping capability.</p> <p>Type: boolean Default: false</p>
<p>printer/extents</p> <p>Specifies whether the device is able to measure the inserted media. This property is null if the device is unable to measure inserted media.</p> <p>Type: object, null Default: null</p>
<p>printer/extents/horizontal</p> <p>Device has horizontal size detection capability.</p> <p>Type: boolean Default: false</p>
<p>printer/extents/vertical</p> <p>Device has vertical size detection capability.</p> <p>Type: boolean Default: false</p>
<p>printer/control</p> <p>Specifies the manner in which media can be controlled.</p> <p>Type: object MinProperties: 1 Required</p>
<p>printer/control/eject</p> <p>Device can eject media.</p> <p>Type: boolean Default: false</p>
<p>printer/control/perforate</p> <p>Device can perforate media.</p> <p>Type: boolean Default: false</p>
<p>printer/control/cut</p> <p>Device can cut media.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/control/skip</p> <p>Device can skip to mark.</p> <p>Type: boolean Default: false</p>
<p>printer/control/flush</p> <p>Device can be sent data that is buffered internally, and flushed to the printer on request.</p> <p>Type: boolean Default: false</p>
<p>printer/control/retract</p> <p>Device can retract media under application control.</p> <p>Type: boolean Default: false</p>
<p>printer/control/stack</p> <p>Device can stack items before ejecting as a bundle.</p> <p>Type: boolean Default: false</p>
<p>printer/control/partialCut</p> <p>Device can partially cut the media.</p> <p>Type: boolean Default: false</p>
<p>printer/control/alarm</p> <p>Device can ring a bell, beep or otherwise sound an audible alarm.</p> <p>Type: boolean Default: false</p>
<p>printer/control/pageForward</p> <p>Capability to turn one page forward.</p> <p>Type: boolean Default: false</p>
<p>printer/control/pageBackward</p> <p>Capability to turn one page backward.</p> <p>Type: boolean Default: false</p>
<p>printer/control/turnMedia</p> <p>Device can turn inserted media.</p> <p>Type: boolean Default: false</p>
<p>printer/control/stamp</p> <p>Device can stamp on media.</p> <p>Type: boolean Default: false</p>
<p>printer/control/park</p> <p>Device can park a document into the parking station.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/control/expel</p> <p>Device can expel media out of the exit slot.</p> <p>Type: boolean Default: false</p>
<p>printer/control/ejectToTransport</p> <p>Device can move media to a position on the transport just behind the exit slot.</p> <p>Type: boolean Default: false</p>
<p>printer/control/rotate180</p> <p>Device can rotate media 180 degrees in the printing plane.</p> <p>Type: boolean Default: false</p>
<p>printer/control/clearBuffer</p> <p>The service can clear buffered data.</p> <p>Type: boolean Default: false</p>
<p>printer/maxMediaOnStacker</p> <p>Specifies the maximum number of items that the stacker can hold.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>printer/acceptMedia</p> <p>Specifies whether the device is able to accept media while no execute command is running that is waiting explicitly for media to be inserted.</p> <p>Type: boolean Default: false</p>
<p>printer/multiPage</p> <p>Specifies whether the device is able to support multiple page print jobs.</p> <p>Type: boolean Default: false</p>
<p>printer/paperSources</p> <p>Specifies the paper sources available for this printer.</p> <p>Type: object Required</p>
<p>printer/paperSources/upper</p> <p>The upper paper source.</p> <p>Type: boolean Default: false</p>
<p>printer/paperSources/lower</p> <p>The lower paper source.</p> <p>Type: boolean Default: false</p>
<p>printer/paperSources/external</p> <p>The external paper source.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/paperSources/aux</p> <p>The auxiliary paper source.</p> <p>Type: boolean Default: false</p>
<p>printer/paperSources/aux2</p> <p>The second auxiliary paper source.</p> <p>Type: boolean Default: false</p>
<p>printer/paperSources/park</p> <p>The parking station.</p> <p>Type: boolean Default: false</p>
<p>printer/paperSources/exampleProperty1 (example name)</p> <p>The vendor specific paper source.</p> <p>Type: boolean Name Pattern: <code>^[a-zA-Z]([a-zA-Z0-9]*)\$</code> Default: false</p>
<p>printer/mediaTaken</p> <p>Specifies whether the device is able to detect when the media is taken from the exit slot. If false, the Printer.MediaTakenEvent event is not fired.</p> <p>Type: boolean Default: false</p>
<p>printer/imageType</p> <p>Specifies the image format supported by this device. This will be null if the device is unable to scan images.</p> <p>Type: object, null Default: null</p>
<p>printer/imageType/tif</p> <p>The device can return scanned images in TIFF 6.0 format.</p> <p>Type: boolean Default: false</p>
<p>printer/imageType/wmf</p> <p>The device can return scanned images in WMF (Windows Metafile) format.</p> <p>Type: boolean Default: false</p>
<p>printer/imageType/bmp</p> <p>The device can return scanned images in Windows BMP format.</p> <p>Type: boolean Default: false</p>
<p>printer/imageType/jpg</p> <p>The device can return scanned images in JPG format.</p> <p>Type: boolean Default: false</p>
<p>printer/imageType/png</p> <p>The device can return scanned images in PNG format.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/imageType/gif</p> <p>The device can return scanned images in GIF format.</p> <p>Type: boolean Default: false</p>
<p>printer/imageType/svg</p> <p>The device can return scanned images in SVG format.</p> <p>Type: boolean Default: false</p>
<p>printer/frontImageColorFormat</p> <p>Specifies the front image color formats supported by this device. This will be null if the device is unable to scan front images.</p> <p>Type: object, null Default: null</p>
<p>printer/frontImageColorFormat/binary</p> <p>The device can return scanned images in binary (image contains two colors, usually the colors black and white).</p> <p>Type: boolean Default: false</p>
<p>printer/frontImageColorFormat/grayscale</p> <p>The device can return scanned images in gray scale (image contains multiple gray colors).</p> <p>Type: boolean Default: false</p>
<p>printer/frontImageColorFormat/full</p> <p>The device can return scanned images in full color (image contains colors like red, green, blue etc.).</p> <p>Type: boolean Default: false</p>
<p>printer/backImageColorFormat</p> <p>Specifies the back image color formats supported by this device. This will be null if the device is unable to scan back images.</p> <p>Type: object, null Default: null</p>
<p>printer/imageSource</p> <p>Specifies the source for the read image command supported by this device. This will be null if the device does not support reading images.</p> <p>Type: object, null Default: null</p>
<p>printer/imageSource/imageFront</p> <p>The device can scan the front image of the document.</p> <p>Type: boolean Default: false</p>
<p>printer/imageSource/imageBack</p> <p>The device can scan the back image of the document.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/imageSource/passportDataGroup1</p> <p>The device can scan a passport for Data Group 1 using RFID (see [Ref. printer-1]).</p> <p>Type: boolean Default: false</p>
<p>printer/imageSource/passportDataGroup2</p> <p>The device can scan a passport for Data Group 2 using RFID (see [Ref. printer-1]).</p> <p>Type: boolean Default: false</p>
<p>printer/dispensePaper</p> <p>Specifies whether the device is able to dispense paper.</p> <p>Type: boolean Default: false</p>
<p>printer/osPrinter</p> <p>Specifies the name of the default logical operating system printer that is associated with this service. Applications should use this printer name to generate native printer files to be printed through the Printer.PrintNative command. This will be null if the service does not support the <i>Printer.PrintNative</i> command.</p> <p>Type: string, null Default: null</p>
<p>printer/mediaPresented</p> <p>Specifies whether the device is able to detect when the media is presented to the user for removal. If true, the Printer.MediaPresentedEvent event is fired. If false, the <i>Printer.MediaPresentedEvent</i> event is not fired.</p> <p>Type: boolean Default: false</p>
<p>printer/autoRetractPeriod</p> <p>Specifies the number of seconds before the device will automatically retract the presented media. If the command that generated the media is still active when the media is automatically retracted, the command will complete with an error. If the device does not retract media automatically this value is 0.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>printer/retractToTransport</p> <p>Specifies whether the device is able to retract the previously ejected media to the transport.</p> <p>Type: boolean Default: false</p>
<p>printer/coercivityType</p> <p>Specifies the form write modes supported by this device. This will be null if the device is unable to write magnetic stripes.</p> <p>Type: object, null Default: null</p>
<p>printer/coercivityType/low</p> <p>This device can write the magnetic stripe by low coercivity mode.</p> <p>Type: boolean Default: false</p>
<p>printer/coercivityType/high</p> <p>This device can write the magnetic stripe by high coercivity mode.</p> <p>Type: boolean Default: false</p>

Properties
<p>printer/coercivityType/auto</p> <p>The service or the device is capable of automatically determining whether low or high coercivity magnetic stripe should be written.</p> <p>Type: boolean Default: false</p>
<p>printer/controlPassbook</p> <p>Specifies how the passbook can be controlled with the Printer.ControlPassbook command. This will be null if the command is not supported.</p> <p>Type: object, null Default: null</p>
<p>printer/controlPassbook/turnForward</p> <p>The device can turn forward multiple pages of the passbook.</p> <p>Type: boolean Default: false</p>
<p>printer/controlPassbook/turnBackward</p> <p>The device can turn backward multiple pages of the passbook.</p> <p>Type: boolean Default: false</p>
<p>printer/controlPassbook/closeForward</p> <p>The device can close the passbook forward.</p> <p>Type: boolean Default: false</p>
<p>printer/controlPassbook/closeBackward</p> <p>The device can close the passbook backward.</p> <p>Type: boolean Default: false</p>
<p>printer/printSides</p> <p>Specifies on which sides of the media this device can print as one of the following values. This will be null if the device is not capable of printing on any sides of the media.</p> <ul style="list-style-type: none"> • single - The device is capable of printing on one side of the media. • dual - The device is capable of printing on two sides of the media. <p>Type: string, null Default: null</p>
<p>barcodeReader</p> <p>Capability information for XFS4IoT services implementing the BarcodeReader interface. This will be null if the BarcodeReader interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>barcodeReader/canFilterSymbologies</p> <p>Specifies whether the device can discriminate between the presented barcode symbologies such that only the desired symbologies are recognized/reported</p> <p>Type: boolean Required</p>

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Properties
barcodeReader/symbologies Specifies the barcode symbologies readable by the scanner. This will be null if the supported barcode symbologies cannot be determined. Type: object, null Default: null
barcodeReader/symbologies/ean128 GS1-128 Type: boolean Default: false
barcodeReader/symbologies/ean8 EAN-8 Type: boolean Default: false
barcodeReader/symbologies/ean8_2 EAN-8 with 2-digit add-on Type: boolean Default: false
barcodeReader/symbologies/ean8_5 EAN-8 with 5-digit add-on Type: boolean Default: false
barcodeReader/symbologies/ean13 EAN-13 Type: boolean Default: false
barcodeReader/symbologies/ean13_2 EAN-13 with 2-digit add-on Type: boolean Default: false
barcodeReader/symbologies/ean13_5 EAN-13 with 5-digit add-on Type: boolean Default: false
barcodeReader/symbologies/jan13 JAN-13 Type: boolean Default: false
barcodeReader/symbologies/upcA UPC-A Type: boolean Default: false
barcodeReader/symbologies/upcE0 UPC-E Type: boolean Default: false

Properties
<p>barcodeReader/symbologies/upcE0_2 UPC-E with 2-digit add-on</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/upcE0_5 UPC-E with 5-digit add-on</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/upcE1 UPC-E with leading 1</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/upcE1_2 UPC-E with leading 1 and 2-digit add-on</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/upcE1_5 UPC-E with leading 1 and 5-digit add-on</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/upcA_2 UPC-A with 2-digit add-on</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/upcA_5 UPC-A with 5-digit add-on</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/codabar CODABAR (NW-7)</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/itf Interleaved 2 of 5 (ITF)</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/code11 CODE 11 (USD-8)</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/code39 CODE 39</p> <p>Type: boolean Default: false</p>

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Properties
barcodeReader/symbologies/code49 CODE 49 Type: boolean Default: false
barcodeReader/symbologies/code93 CODE 93 Type: boolean Default: false
barcodeReader/symbologies/code128 CODE 128 Type: boolean Default: false
barcodeReader/symbologies/msi MSI Type: boolean Default: false
barcodeReader/symbologies/plessey PLESSEY Type: boolean Default: false
barcodeReader/symbologies/std2Of5 STANDARD 2 of 5 (INDUSTRIAL 2 of 5 also) Type: boolean Default: false
barcodeReader/symbologies/std2Of5Iata STANDARD 2 of 5 (IATA Version) Type: boolean Default: false
barcodeReader/symbologies/pdf417 PDF-417 Type: boolean Default: false
barcodeReader/symbologies/microPdf417 MICROPDF-417 Type: boolean Default: false
barcodeReader/symbologies/dataMatrix GS1 DataMatrix Type: boolean Default: false
barcodeReader/symbologies/maxiCode MAXICODE Type: boolean Default: false

Properties
<p>barcodeReader/symbologies/codeOne</p> <p>CODE ONE</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/channelCode</p> <p>CHANNEL CODE</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/telepenOriginal</p> <p>Original TELEPEN</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/telepenAim</p> <p>AIM version of TELEPEN</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/rss</p> <p>GS1 DataBar™</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/rssExpanded</p> <p>Expanded GS1 DataBar™</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/rssRestricted</p> <p>Restricted GS1 DataBar™</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/compositeCodeA</p> <p>Composite Code A Component</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/compositeCodeB</p> <p>Composite Code B Component</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/compositeCodeC</p> <p>Composite Code C Component</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/posiCodeA</p> <p>Posicode Variation A</p> <p>Type: boolean Default: false</p>

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Properties
barcodeReader/symbologies/posiCodeB Posicode Variation B Type: boolean Default: false
barcodeReader/symbologies/triopticCode39 Trioptic Code 39 Type: boolean Default: false
barcodeReader/symbologies/codablockF Codablock F Type: boolean Default: false
barcodeReader/symbologies/code16K Code 16K Type: boolean Default: false
barcodeReader/symbologies/qrCode QR Code Type: boolean Default: false
barcodeReader/symbologies/aztec Aztec Codes Type: boolean Default: false
barcodeReader/symbologies/ukPost UK Post Type: boolean Default: false
barcodeReader/symbologies/planet US Postal Planet Type: boolean Default: false
barcodeReader/symbologies/postnet US Postal Postnet Type: boolean Default: false
barcodeReader/symbologies/canadianPost Canadian Post Type: boolean Default: false
barcodeReader/symbologies/netherlandsPost Netherlands Post Type: boolean Default: false

Properties
<p>barcodeReader/symbologies/australianPost</p> <p>Australian Post</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/japanesePost</p> <p>Japanese Post</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/chinesePost</p> <p>Chinese Post</p> <p>Type: boolean Default: false</p>
<p>barcodeReader/symbologies/koreanPost</p> <p>Korean Post</p> <p>Type: boolean Default: false</p>
<p>biometric</p> <p>Capability information for XFS4IoT services implementing the Biometrics interface. This will be null if the Biometrics interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>biometric/type</p> <p>Specifies the type of biometric device.</p> <p>Type: object Required</p>
<p>biometric/type/facialFeatures</p> <p>The biometric device supports facial recognition scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/voice</p> <p>The biometric device supports voice recognition.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/fingerprint</p> <p>The biometric device supports fingerprint scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/fingerVein</p> <p>The biometric device supports finger vein scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/iris</p> <p>The biometric device supports iris scanning.</p> <p>Type: boolean Default: false</p>

Properties
<p>biometric/type/retina</p> <p>The biometric device supports retina scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/handGeometry</p> <p>The biometric device supports hand geometry scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/thermalFace</p> <p>The biometric device supports thermal face image scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/thermalHand</p> <p>The biometric device supports thermal hand image scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/palmVein</p> <p>The biometric device supports palm vein scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/type/signature</p> <p>The biometric device supports signature scanning.</p> <p>Type: boolean Default: false</p>
<p>biometric/maxCapture</p> <p>Specifies the maximum number of times that the device can attempt to capture biometric data during a Biometric.Read. If this is zero, then the device or the Service determines how many captures will be attempted.</p> <p>Type: integer Minimum: 0 Required</p>
<p>biometric/templateStorage</p> <p>Specifies the storage space that is reserved on the device for the storage of templates in bytes. This will be set to zero if not reported or unknown.</p> <p>Type: integer Minimum: 0 Required</p>
<p>biometric/dataFormats</p> <p>Specifies the supported biometric raw data and template data formats reported.</p> <p>Type: object Required</p>
<p>biometric/dataFormats/isoFid</p> <p>Raw ISO FID format [Ref. biometric-3].</p> <p>Type: boolean Default: false</p>

Properties
<p>biometric/dataFormats/isoFmd ISO FMD template format [Ref. biometric-4].</p> <p>Type: boolean Default: false</p>
<p>biometric/dataFormats/ansiFid Raw ANSI FID format [Ref. biometric-1].</p> <p>Type: boolean Default: false</p>
<p>biometric/dataFormats/ansiFmd ANSI FMD template format [Ref. biometric-2].</p> <p>Type: boolean Default: false</p>
<p>biometric/dataFormats/qso Raw QSO image format.</p> <p>Type: boolean Default: false</p>
<p>biometric/dataFormats/wso WSQ image format.</p> <p>Type: boolean Default: false</p>
<p>biometric/dataFormats/reservedRaw1 Reserved for a vendor-defined Raw format.</p> <p>Type: boolean Default: false</p>
<p>biometric/dataFormats/reservedTemplate1 Reserved for a vendor-defined Template format.</p> <p>Type: boolean Default: false</p>
<p>biometric/encryptionAlgorithms Supported encryption algorithms. This property is null if no encryption algorithms are supported.</p> <p>Type: object, null Default: null</p>
<p>biometric/encryptionAlgorithms/ecb Triple DES with Electronic Code Book.</p> <p>Type: boolean Default: false</p>
<p>biometric/encryptionAlgorithms/cbc Triple DES with Cipher Block Chaining.</p> <p>Type: boolean Default: false</p>
<p>biometric/encryptionAlgorithms/cfb Triple DES with Cipher Feed Back.</p> <p>Type: boolean Default: false</p>

Properties
<p>biometric/encryptionAlgorithms/rsa</p> <p>RSA Encryption.</p> <p>Type: boolean Default: false</p>
<p>biometric/storage</p> <p>Indicates whether or not biometric template data can be stored securely. This property is null if biometric template data is not stored in the device.</p> <p>Type: object, null Default: null</p>
<p>biometric/storage/secure</p> <p>Biometric template data is securely stored as encrypted data.</p> <p>Type: boolean Default: false</p>
<p>biometric/storage/clear</p> <p>Biometric template data is stored unencrypted in the device.</p> <p>Type: boolean Default: false</p>
<p>biometric/persistenceModes</p> <p>Specifies which data persistence modes can be set using the Biometric.SetDataPersistence. This applies specifically to the biometric data that has been captured using the Biometric.Read. This property is null if persistence is entirely under device control and cannot be set.</p> <p>Type: object, null Default: null</p>
<p>biometric/persistenceModes/persist</p> <p>Biometric data captured using the Biometric.Read can persist until all sessions are closed, the device is power failed or rebooted, or the Biometric.Read is requested again. This captured biometric data can also be explicitly cleared using the Biometric.Clear or Biometric.Reset.</p> <p>Type: boolean Default: false</p>
<p>biometric/persistenceModes/clear</p> <p>Captured biometric data will not persist. Once the data has been either returned in the Biometric.Read or used by the Biometric.Match, then the data is cleared from the device.</p> <p>Type: boolean Default: false</p>
<p>biometric/matchSupported</p> <p>Specifies if matching is supported using the Biometric.Match and/or Biometric.SetMatch command. This property is null if the device does not support matching. This will be one of the following values:</p> <ul style="list-style-type: none"> storedMatch - The device scans biometric data using the Biometric.Read command and stores it, then the scanned data can be compared with imported biometric data using the Biometric.Match. combinedMatch - The device scans biometric data and performs a match against imported biometric data as a single operation. The Biometric.SetMatch must be called before the Biometric.Read to set the matching criteria. Then the Biometric.Match can be called to return the result. <p>Type: string, null Default: null</p>
<p>biometric/scanModes</p> <p>Specifies the scan modes that can be used through the Biometric.Read.</p> <p>Type: object Required</p>

Properties
<p>biometric/scanModes/scan</p> <p>The Biometric.Read can be used to scan data only, for example to enroll a user or collect data for matching in an external biometric system.</p> <p>Type: boolean Default: false</p>
<p>biometric/scanModes/match</p> <p>The Biometric.Read can be used to scan data for a match operation using the Biometric.Match.</p> <p>Type: boolean Default: false</p>
<p>biometric/compareModes</p> <p>Specifies the type of match operations. This property is null if the device does not support matching.</p> <p>Type: object, null Default: null</p>
<p>biometric/compareModes/verify</p> <p>The biometric data can be compared as a one-to-one verification operation.</p> <p>Type: boolean Default: false</p>
<p>biometric/compareModes/identity</p> <p>The biometric data can be compared as a one-to-many identification operation.</p> <p>Type: boolean Default: false</p>
<p>biometric/clearData</p> <p>Specifies the type of data that can be cleared from storage using the Biometric.Clear or Biometric.Reset command. This property is null if the device does not support clearing data from storage using commands.</p> <p>Type: object, null Default: null</p>
<p>biometric/clearData/scannedData</p> <p>Raw image data that has been scanned using the Biometric.Read can be cleared.</p> <p>Type: boolean Default: false</p>
<p>biometric/clearData/importedData</p> <p>Template data that was imported using the Biometric.Import can be cleared.</p> <p>Type: boolean Default: false</p>
<p>biometric/clearData/setMatchedData</p> <p>Match criteria data that was set using the Biometric.Match can be cleared.</p> <p>Type: boolean Default: false</p>
<p>camera</p> <p>Capability information for XFS4IoT services implementing the Camera interface. This will be null if the Camera interface is not supported.</p> <p>Type: object, null Default: null</p>

<p>Properties</p>
<p>camera/cameras</p> <p>Specifies whether cameras are available.</p> <p>Type: object Required</p>
<p>camera/cameras/room</p> <p>Specifies whether the camera that monitors the whole self-service area is available.</p> <p>Type: boolean Default: false</p>
<p>camera/cameras/person</p> <p>Specifies whether the camera that monitors the person standing in front of the self-service is available.</p> <p>Type: boolean Default: false</p>
<p>camera/cameras/exitSlot</p> <p>Specifies whether the camera that monitors the exit slot(s) of the self-service machine is available.</p> <p>Type: boolean Default: false</p>
<p>camera/cameras/vendorSpecificCamera (example name)</p> <p>Allows vendor specific cameras to be reported.</p> <p>Type: boolean Default: false</p>
<p>camera/maxPictures</p> <p>Specifies the maximum number of pictures that can be stored on the recording media. This property is null if not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera/camData</p> <p>Specifies whether the methods are supported for adding data to the picture. If null, no data can be added to the picture.</p> <p>Type: object, null Default: null</p>
<p>camera/camData/autoAdd</p> <p>Specifies whether data can be added automatically to the picture.</p> <p>Type: boolean Default: false</p>
<p>camera/camData/manAdd</p> <p>Specifies whether data can be added manually to the picture using Camera.TakePicture.camData.</p> <p>Type: boolean Default: false</p>
<p>camera/maxDataLength</p> <p>Specifies the maximum length of the data that is displayed on the photo. This property is null if not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>german</p> <p>Capability information for XFS4IoT services implementing the German interface. This will be null if the German interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>german/hsmVendor</p> <p>Identifies the HSM Vendor. This property is null when the HSM Vendor is unknown or the HSM is not supported.</p> <p>Type: string, null Default: null</p>
<p>lights</p> <p>Capability information for XFS4IoT services implementing the Lights interface. This will be null if the Lights interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>lights/individualFlashRates</p> <p>Indicates flash rates of the lights are individually controllable. If true, excluding off, indicates the flash rate of each light may be different. If false, excluding off, indicates all lights flash at the same rate.</p> <p>Type: boolean Default: true</p>
<p>lights/lights</p> <p>Indicates the lights supported.</p> <p>Type: object MinProperties: 1 Required</p>
<p>lights/lights/cardReader</p> <p>Card Reader Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/cardReader/right (example name)</p> <p>Indicates the light position supported. It can be one of the following:</p> <ul style="list-style-type: none"> • left - The left position. • right - The right position. • center - The center position. • top - The top position. • bottom - The bottom position. • front - The front position. • rear - The rear position. • default - The default position. • <code>^[a-zA-Z]([a-zA-Z0-9]*)\$</code> - A vendor-specific position. <p>Type: object Name Pattern: <code>^left\$ ^right\$ ^center\$ ^top\$ ^bottom\$ ^front\$ ^rear\$ ^default\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$</code></p>
<p>lights/lights/cardReader/right/flashRate</p> <p>Indicates the light flash rate.</p> <p>Type: object MinProperties: 1 Required</p>

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Properties
lights/lights/cardReader/right/flashRate/off The light can be turned off. Type: boolean Default: false
lights/lights/cardReader/right/flashRate/slow The light can flash slowly. Type: boolean Default: false
lights/lights/cardReader/right/flashRate/medium The light can flash at medium frequency. Type: boolean Default: false
lights/lights/cardReader/right/flashRate/quick The light can flash quickly. Type: boolean Default: false
lights/lights/cardReader/right/flashRate/continuous The light can be turned on. Type: boolean Default: false
lights/lights/cardReader/right/color Indicates the light color. This property can be null if the guidance light indicator only supports one color. Type: object, null MinProperties: 1 Default: null
lights/lights/cardReader/right/color/red The light can be red. Type: boolean Default: false
lights/lights/cardReader/right/color/green The light can be green. Type: boolean Default: false
lights/lights/cardReader/right/color/yellow The light can be yellow. Type: boolean Default: false
lights/lights/cardReader/right/color/blue The light can be blue. Type: boolean Default: false
lights/lights/cardReader/right/color/cyan The light can be cyan. Type: boolean Default: false

Properties
<p>lights/lights/cardReader/right/color/magenta</p> <p>The light can be magenta.</p> <p>Type: boolean Default: false</p>
<p>lights/lights/cardReader/right/color/white</p> <p>The light can be white.</p> <p>Type: boolean Default: false</p>
<p>lights/lights/cardReader/right/direction</p> <p>Indicates the light direction. This property is null if not applicable.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/cardReader/right/direction/entry</p> <p>The light can indicate entry.</p> <p>Type: boolean Default: false</p>
<p>lights/lights/cardReader/right/direction/exit</p> <p>The light can indicate exit.</p> <p>Type: boolean Default: false</p>
<p>lights/lights/pinPad</p> <p>Pin Pad Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/notesDispenser</p> <p>Notes Dispenser Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/coinDispenser</p> <p>Coin Dispenser Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/receiptPrinter</p> <p>Receipt Printer Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/passbookPrinter</p> <p>Passbook Printer Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>

Properties
<p>lights/lights/envelopeDepository</p> <p>Envelope Depository Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/checkUnit</p> <p>Check Unit Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/billAcceptor</p> <p>Bill Acceptor Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/envelopeDispenser</p> <p>Envelope Dispenser Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/documentPrinter</p> <p>Document Printer Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/coinAcceptor</p> <p>Coin Acceptor Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/scanner</p> <p>Scanner Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/contactless</p> <p>Contactless Reader Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/cardReader2</p> <p>Card Reader 2 Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>

Properties
<p>lights/lights/notesDispenser2</p> <p>Notes Dispenser 2 Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/billAcceptor2</p> <p>Bill Acceptor 2 Light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/statusGood</p> <p>Status indicator light - Good.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/statusWarning</p> <p>Status indicator light - Warning.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/statusBad</p> <p>Status indicator light - Bad.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/statusSupervisor</p> <p>Status indicator light - Supervisor.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/statusInService</p> <p>Status indicator light - In Service.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/fasciaLight</p> <p>Fascia light.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>lights/lights/vendorSpecificLight (example name)</p> <p>Additional vendor-specific lights.</p> <p>Type: object, null MinProperties: 1 Default: null</p>

Properties
<p>banknoteNeutralization</p> <p>This details the capabilities of the installed banknote neutralization. If this property is null, banknote neutralization is not supported.</p> <p>Type: object, null Default: null</p>
<p>banknoteNeutralization/mode</p> <p>Indicates the operating mode of the banknote neutralization.</p> <ul style="list-style-type: none"> • <code>autonomous</code> - The banknote neutralization autonomously activates the surveillance as soon as the safe door is closed and locked and to deactivate it when it detects a legal entry. • <code>clientControlled</code> - The Client Application is in charge of arming and disarming the system. • <code>vendorSpecific</code> - Neither autonomous nor programmable. The mode is vendor specific. <p>Type: string Required</p>
<p>banknoteNeutralization/gasSensor</p> <p>Indicates the presence and management of a gas sensor in the banknote neutralization.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/lightSensor</p> <p>Indicates the presence and management of a light sensor in the banknote neutralization.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/seismicSensor</p> <p>Indicates the presence and management of a seismic sensor in the banknote neutralization.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/safeIntrusionDetection</p> <p>Indicates the presence and management of a safe intrusion detection in the banknote neutralization.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/externalDryContactStatusBox</p> <p>Indicates the presence and management of an external dry Contact Box in the banknote neutralization.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/realTimeClock</p> <p>Indicates the presence and management of a Real Time Clock in the banknote neutralization.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/physicalStorageUnitsAccessControl</p> <p>Indicates the presence of a physical access to the Storage Units and controlled by the banknote neutralization.</p> <p>Type: boolean Default: false</p>
<p>banknoteNeutralization/customInputs</p> <p>Indicates the presence of a set of custom inputs managed by the banknote neutralization. Each of the custom inputs are dedicated to one specific feature.</p> <p>Type: object, null Default: null</p>

<p>Properties</p>
<p>banknoteNeutralization/customInputs/disableGas (example name)</p> <p>Describes what an input is configured to handle:</p> <p>The following standard names are defined:</p> <ul style="list-style-type: none"> • maintenance - Request the banknote neutralization to go in maintenance mode. • triggerNeutralization - Request the banknote neutralization to trigger the neutralization. • disableGas - Request the banknote neutralization to disable the gas detection. • disableSeismic - Request the banknote neutralization to disable the seismic detection. • disableSafeDoorAttack - Request the banknote neutralization to disable the safe door attack detection. <p>Additional non-standard input type names are also allowed:</p> <ul style="list-style-type: none"> • oem[A-Z][a-zA-Z]* - a non standard input type name. <p>Type: object Name Pattern: ^(maintenance triggerNeutralization disableGas disableSeismic disableSafeDoorAttack oem[A-Z][a-zA-Z]*)\$</p>
<p>banknoteNeutralization/customInputs/disableGas/activeInput</p> <p>This input is configured and active.</p> <p>Type: boolean Default: true</p>
<p>auxiliaries</p> <p>Capability information for XFS4IoT services implementing the Auxiliaries interface. This will be null if the Auxiliaries interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/operatorSwitch</p> <p>Specifies which states the Operator Switch can be set to. If not available, this property is null.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/operatorSwitch/run</p> <p>The switch can be set in Run mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/operatorSwitch/maintenance</p> <p>The switch can be set in Maintenance mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/operatorSwitch/supervisor</p> <p>The switch can be set in Supervisor mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/tamperSensor</p> <p>Specifies whether the Tamper Sensor for the terminal is available.</p> <p>Type: boolean Default: false</p>

Properties
<p>auxiliaries/internalTamperSensor</p> <p>Specifies whether the Internal Tamper Sensor for the terminal is available.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/seismicSensor</p> <p>Specifies whether the Seismic Sensor for the terminal is available.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/heatSensor</p> <p>Specifies whether the Heat Sensor for the terminal is available.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/proximitySensor</p> <p>Specifies whether the Proximity Sensor for the terminal is available.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/ambientLightSensor</p> <p>Specifies whether the Ambient Light Sensor for the terminal is available.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/enhancedAudioSensor</p> <p>Specifies which modes the Audio Jack supports, if present. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/enhancedAudioSensor/manual</p> <p>The Audio Jack is available and supports manual mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/enhancedAudioSensor/auto</p> <p>The Audio Jack is available and supports auto mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/enhancedAudioSensor/semiAuto</p> <p>The Audio Jack is available and supports semi-auto mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/enhancedAudioSensor/bidirectional</p> <p>The Audio Jack is available and can support headphones that have an integrated microphone via a single jack.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/bootSwitchSensor</p> <p>Specifies whether the Boot Switch Sensor for the terminal is available.</p> <p>Type: boolean Default: false</p>

Properties
<p>auxiliaries/consumerDisplaySensor</p> <p>Specifies whether the Consumer Display Sensor is available.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/operatorCallButtonSensor</p> <p>Specifies whether the Operator Call Button is available. The Operator Call Button does not actually call the operator but just sends a signal to the application.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/handsetSensor</p> <p>Specifies which modes the Handset supports if present. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/handsetSensor/manual</p> <p>The Handset is available and it supports manual mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/handsetSensor/auto</p> <p>The Handset is available and it supports auto mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/handsetSensor/semiAuto</p> <p>The Handset is available and it supports semi-auto mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/handsetSensor/microphone</p> <p>The Handset is available and contains an embedded microphone for audio input.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/headsetMicrophoneSensor</p> <p>Specifies whether the Microphone Jack is present, and if so, which modes it supports. If the <i>enhancedAudio</i> capability indicates the presence of a bi-directional Audio Jack then both sensors reference the same physical jack. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/headsetMicrophoneSensor/manual</p> <p>The Microphone Jack is available and it supports manual mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/headsetMicrophoneSensor/auto</p> <p>The Microphone Jack is available and it supports auto mode.</p> <p>Type: boolean Default: false</p>

Properties
<p>auxiliaries/headsetMicrophoneSensor/semiAuto</p> <p>The Microphone Jack is available and it supports semi-auto mode.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/fasciaMicrophoneSensor</p> <p>Specifies whether a Fascia Microphone (for public audio input) is present.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/cabinetDoor</p> <p>Specifies whether the Cabinet Door is available, and if so, which states it supports. If there are multiple Cabinet Doors available, use appropriate position of Cabinet Door. <i>frontCabinet</i>, <i>rearCabinet</i>, <i>leftCabinet</i> or <i>rightCabinet</i> properties. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/cabinetDoor/closed</p> <p>Specifies that the door can report the closed state.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/cabinetDoor/open</p> <p>Specifies that the door can report the open state.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/cabinetDoor/locked</p> <p>Specifies that the door can report the locked state.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/cabinetDoor/bolted</p> <p>Specifies that the door can report the bolted state.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/cabinetDoor/tampered</p> <p>Specifies that the door can report the tampered state.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/safeDoor</p> <p>Specifies whether the Safe Door is available, and if so, which states it supports. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/vandalShield</p> <p>Specifies the states the Vandal Shield can support, if available. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/vandalShield/closed</p> <p>The Vandal Shield can be closed.</p> <p>Type: boolean Default: false</p>

Properties
<p>auxiliaries/vandalShield/open</p> <p>The Vandal Shield can be open.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/vandalShield/locked</p> <p>The Vandal Shield can be locked.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/vandalShield/service</p> <p>The Vandal Shield can be in the service position.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/vandalShield/keyboard</p> <p>The Vandal Shield can be in a position that permits access to the keyboard.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/vandalShield/tampered</p> <p>The Vandal Shield can detect potential tampering.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/frontCabinet</p> <p>Specifies whether at least one Front Cabinet Door is available, and if so, which states they support. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/rearCabinet</p> <p>Specifies whether at least one Rear Cabinet Door is available, and if so, which states they support. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/leftCabinet</p> <p>Specifies whether at least one left Cabinet Door is available, and if so, which states they support. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/rightCabinet</p> <p>Specifies whether at least one right Cabinet Door is available, and if so, which states they support. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/openCloseIndicator</p> <p>Specifies whether the Open/Closed Indicator is available.</p> <p>Type: boolean Default: false</p>

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Properties
auxiliaries/audio Specifies whether the Audio Indicator device is available. Type: boolean Default: false
auxiliaries/heating Specifies whether the Internal Heating device is available. Type: boolean Default: false
auxiliaries/consumerDisplayBacklight Specifies whether the Consumer Display Backlight is available. Type: boolean Default: false
auxiliaries/signageDisplay Specifies whether the Signage Display is available. Type: boolean Default: false
auxiliaries/volume Specifies the Volume Control increment/decrement value recommended by the vendor. Null if not applicable. Type: integer, null Minimum: 1 Maximum: 1000 Default: null
auxiliaries/ups Specifies what states the UPS device supports. Null if not applicable. Type: object, null Default: null
auxiliaries/ups/low The UPS can indicate that its charge level is low. Type: boolean Default: false
auxiliaries/ups/engaged The UPS can be engaged and disengaged by the application. Type: boolean Default: false
auxiliaries/ups/powering The UPS can indicate that it is powering the system while the main power supply is off. Type: boolean Default: false
auxiliaries/ups/recovered The UPS can indicate that it was engaged when the main power went off. Type: boolean Default: false
auxiliaries/audibleAlarm Specifies whether the Audible Alarm is available. Type: boolean Default: false

Properties
<p>auxiliaries/enhancedAudioControl</p> <p>Specifies the modes the Enhanced Audio Controller can support. The Enhanced Audio Controller controls how private and public audio are broadcast when the headset is inserted into/removed from the audio jack and when the handset is off-hook/on-hook. In the following Privacy Device is used to refer to either the headset or handset. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/enhancedAudioControl/headsetDetection</p> <p>The Enhanced Audio Controller supports Privacy Device activation/deactivation. The device is able to report events to indicate Privacy Device activation/deactivation.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/enhancedAudioControl/modeControllable</p> <p>The Enhanced Audio Controller supports application control of the Privacy Device mode via Auxiliaries.SetAuxiliaries.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/enhancedMicrophoneControl</p> <p>Specifies the modes the Enhanced Microphone Controller can support. The Enhanced Microphone Controller controls how private and public audio input are transmitted when the headset is inserted into/removed from the audio jack and when the handset is off-hook/on-hook. In the following Privacy Device is used to refer to either the headset or handset. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/enhancedMicrophoneControl/headsetDetection</p> <p>The Enhanced Microphone Controller supports Privacy Device activation/deactivation. The device is able to report events to indicate Privacy Device activation/deactivation.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/enhancedMicrophoneControl/modeControllable</p> <p>The Enhanced Microphone Controller supports application control of the Privacy Device mode via Auxiliaries.SetAuxiliaries.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/microphoneVolume</p> <p>Specifies the Microphone Volume Control increment/decrement value recommended by the vendor. Null if not applicable.</p> <p>Type: integer, null Minimum: 1 Maximum: 1000 Default: null</p>
<p>auxiliaries/autoStartupMode</p> <p>Specifies which modes of the auto start-up control are supported. Null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/autoStartupMode/specific</p> <p>The device supports one-time auto start-up on a specific date at a specific time.</p> <p>Type: boolean Default: false</p>

Properties
<p>auxiliaries/autoStartupMode/daily</p> <p>The device supports auto start-up every day at a specific time.</p> <p>Type: boolean Default: false</p>
<p>auxiliaries/autoStartupMode/weekly</p> <p>The device supports auto start-up at a specified time on a specific day of every week.</p> <p>Type: boolean Default: false</p>
<p>deposit</p> <p>Capabilities information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>deposit/type</p> <p>Specifies the type of the depository device. At least one of the properties must be true.</p> <p>Type: object MinProperties: 1 Required</p>
<p>deposit/type/envelope</p> <p>The depository accepts envelopes.</p> <p>Type: boolean Default: false</p>
<p>deposit/type/bag</p> <p>The depository accepts bags.</p> <p>Type: boolean Default: false</p>
<p>deposit/depTransport</p> <p>Specifies whether a deposit transport mechanism is available.</p> <p>Type: boolean Default: false</p>
<p>deposit/printer</p> <p>Printer capabilities information for XFS4IoT services implementing the Deposit interface. This will be null if the device has no printer.</p> <p>Type: object, null Default: null</p>
<p>deposit/printer/toner</p> <p>Specifies whether the printer has a toner (or ink) cassette.</p> <p>Type: boolean Default: false</p>
<p>deposit/printer/printOnRetract</p> <p>Specifies whether the device can print the <i>printData</i> in a Deposit.Retract on retracted envelopes.</p> <p>Type: boolean Default: false</p>

<p>Properties</p>
<p>deposit/printer/maxNumChars</p> <p>Specifies the maximum number of non-proportional ASCII characters that can be printed on the envelope. Any attempt to print more characters than this will result in <i>invalidData</i> being returned.</p> <p>This property is related to the printable area supported by the device, therefore the actual number of characters which can be printed will be affected by the characters to be printed and the size of the media being printed on, therefore it is possible that the print data may be truncated.</p> <p>Type: integer Minimum: 1 Required</p>
<p>deposit/printer/unicodeSupport</p> <p>Specifies whether the range of characters that can be printed on the envelope may include Unicode characters. Note that print data is always supplied in Unicode, but some devices may not be able to print a full range of characters and are restricted to the ASCII character range.</p> <p>If <i>true</i>, characters in the Unicode range can be printed. If <i>false</i>, only characters in the ASCII range can be printed.</p> <p>Note - regardless of this capability, the device may not be able to print all of the characters in either specified range. If a character is not supported by the device it will be replaced by a vendor dependent substitution character. It is the responsibility of the vendor to supply information about which characters are supported on a given device.</p> <p>Type: boolean Default: false</p>
<p>deposit/shutter</p> <p>Specifies whether a deposit transport shutter is available.</p> <p>Type: boolean Default: false</p>
<p>deposit/retractEnvelope</p> <p>Specifies the ability of the envelope dispenser to retract envelopes. May be null if there is no envelope dispenser or it does not have the capability to retract envelopes, otherwise one of the following:</p> <ul style="list-style-type: none"> • container - Retracted envelopes are put in the deposit container. • dispenser - Retracted envelopes are retracted back to the envelope dispenser. <p>Type: string, null Default: null</p>
<p>vendorApplication</p> <p>Capability information for XFS4IoT services implementing the VendorApplication interface. This will be null if the Vendor Application interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>vendorApplication/supportedAccessLevels</p> <p>Specifies the supported access levels. This allows the application to show a user interface with reduced or extended functionality depending on the access levels. The exact meaning or functionality definition is left to the vendor. If no access levels are supported this property will be null.</p> <p>Type: object, null Default: null</p>
<p>vendorApplication/supportedAccessLevels/basic</p> <p>The application supports the basic access level. Once the application is active it will show the user interface for the basic access level.</p> <p>Type: boolean Default: false</p>

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Properties
vendorApplication/supportedAccessLevels/intermediate The application supports the intermediate access level. Once the application is active it will show the user interface for the intermediate access level. Type: boolean Default: false
vendorApplication/supportedAccessLevels/full The application supports the full access level. Once the application is active it will show the user interface for the full access level. Type: boolean Default: false
powerManagement Capability information for XFS4IoT services implementing the PowerManagement interface. This will be null if the PowerManagement interface is not supported. Type: object, null Default: null
powerManagement/powerSaveControl Specifies whether power saving control is available. Type: boolean Default: false
powerManagement/batteryRechargeable Specifies whether the battery is rechargeable or not. Type: boolean Default: true

Event Messages

None

6.1.3 Common.SetVersions

This command sets the major [versions](#) of the command, event and unsolicited [message types](#) for the client connection. The completion message version will match the command message version.

Versions are set only for the client connection on which the command is received. It does not modify the versions other client connections expect to use.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
<pre>{ "commands": { "CardReader.ReadRawData": 1, "CardReader.Move": See commands/CardReader.ReadRawData }, "events": { "CardReader.MediaInsertedEvent": 1, "CardReader.MediaRemovedEvent": See events/CardReader.MediaInsertedEvent } }</pre>
Properties
<p>commands</p> <p>The commands for which a version is being set.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>commands/CardReader.ReadRawData (example name)</p> <p>The major version of the command that the Service should use.</p> <p>Type: integer Minimum: 1 Name Pattern: <code>^[0-9A-Za-z]*\.[0-9A-Za-z]*\$</code></p>
<p>events</p> <p>The events for which a version is being set.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>events/CardReader.MediaInsertedEvent (example name)</p> <p>The major version of the event that the Service should use.</p> <p>Type: integer Minimum: 1 Name Pattern: <code>^[0-9A-Za-z]*\.[0-9A-Za-z]*\$</code></p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

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6.1.4 Common.Cancel

This command instructs the Service to attempt to [cancel](#) one, more or all command requests associated with the client connection on which this command is received.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
<pre>{ "requestIds": [1, 2] }</pre>
Properties
<p>requestIds</p> <p>The request(s) to be canceled.</p> <p>If included, the Service will only attempt to cancel the specified command requests which are queued or executing and which are associated with the client connection on which this command is received. All other requestIds will be ignored.</p> <p>If null, the Service will attempt to cancel all queued or executing command requests associated with the client connection on which this command is received.</p> <p>Type: array (integer), null Minimum: 1 MinItems: 1 UniqueItems: true Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "noMatchingRequestIDs" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">noMatchingRequestIDs - No queued or executing command matches the requestIds property. <p>Type: string, null Default: null</p>

Event Messages

None

6.1.5 Common.PowerSaveControl

⚠ This command is deprecated.

This command activates or deactivates the power-saving mode. If the Service receives another command while in power-saving mode:

- If the command requires the device to be powered up while in power-saving mode, the Service automatically exits the power saving mode, and executes the requested command.
- If the command does not require the device to be powered up while in power-saving mode, the Service will not exit the power saving mode.

Command Message

Payload (version 2.0)
<pre>{ "maxPowerSaveRecoveryTime": 5 }</pre>
Properties
<p>maxPowerSaveRecoveryTime</p> <p>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 set to 0 then the device will exit the power-saving mode.</p> <p>Type: integer Minimum: 0 Required</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

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6.1.6 Common.SetTransactionState

This command allows the application to specify the transaction state, which the Service can then utilize in order to optimize performance. After receiving this command, this Service can perform the necessary processing to start or end the customer transaction. This command should be called for every Service that could be used in a customer transaction. The transaction state applies to every session.

Command Message

Payload (version 2.0)
<pre>{ "state": "active", "transactionID": "Example transaction ID" }</pre>
Properties
<p>state</p> <p>Specifies the transaction state. Following values are possible:</p> <ul style="list-style-type: none">• <code>active</code> - A customer transaction is in progress.• <code>inactive</code> - No customer transaction is in progress. <p>Type: string Required</p>
<p>transactionID</p> <p>Specifies a string which identifies the transaction ID.</p> <p>If <i>state</i> is <i>inactive</i>, this property:</p> <ul style="list-style-type: none">• Is ignored in Common.SetTransactionState• Is null in Common.GetTransactionState. <p>Type: string, null Default: null</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

6.1.7 Common.GetTransactionState

This command can be used to get the transaction state.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "state": "active", "transactionID": "Example transaction ID" }</pre>
Properties
<p>state</p> <p>Specifies the transaction state. Following values are possible:</p> <ul style="list-style-type: none"> • <code>active</code> - A customer transaction is in progress. • <code>inactive</code> - No customer transaction is in progress. <p>Type: string Required</p>
<p>transactionID</p> <p>Specifies a string which identifies the transaction ID.</p> <p>If <i>state</i> is <i>inactive</i>, this property:</p> <ul style="list-style-type: none"> • Is ignored in Common.SetTransactionState • Is null in Common.GetTransactionState. <p>Type: string, null Default: null</p>

Event Messages

None

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6.1.8 Common.GetCommandNonce

Get a nonce to be included in an Authorization Token for a command that will be used to ensure [end to end security](#).

The device will overwrite any existing stored Command nonce with this new value. The value will be stored for future authentication. Any Authorization Token received will be compared with this stored nonce and if the Token doesn't contain the same nonce it will be considered invalid and rejected, causing the command that contains that Authorization Token to fail.

The nonce must match the algorithm used. For example, HMAC SHA256 means the nonce must be 256 bit/32 bytes.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "commandNonce": "254611E63B2531576314E86527338D61" }</pre>
Properties
<p>commandNonce</p> <p>A nonce that should be included in the Authorization Token in a command used to provide end-to-end protection.</p> <p>The nonce will be given as an integer string, or HEX (upper case.)</p> <p>Type: string Pattern: <code>^[0-9A-F]{32}\$ ^[0-9]*\$</code> Format: nonce Required</p>

Event Messages

None

6.1.9 Common.ClearCommandNonce

Clear the command nonce from the device. The command nonce is included in an Authorization Token for a command that will be used to ensure [end to end security](#).

Clearing this value from the device will make any tokens with the old nonce invalid. It will not be possible to use any token, or perform any end-to-end secured operation, until a new nonce is created with [Common.GetCommandNonce](#) and a new token is created.

There is no requirement for the client to clear the command nonce, but doing so may be useful for various reasons:

1. Clearing the command nonce once the application has finished with it will stop an attacker from using that value and may help improve security.
2. Clearing the command nonce will cause the [Common.NonceClearedEvent](#) event to be fired immediately which avoids the client having to handle it at a later time. This could make event handling simpler.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

6.2 Unsolicited Messages

6.2.1 Common.StatusChangedEvent

This event reports that a change of [state](#) has occurred. The new value of all properties which have changed value are included in the event payload. Any properties which have not changed state are null.

Unsolicited Message

Payload (version 3.0)
<pre> { "common": { "device": "online", "devicePosition": "notInPosition", "powerSaveRecoveryTime": 10, "antiFraudModule": "ok", "exchange": "active", "endToEndSecurity": "enforced", "persistentDataStore": { "remaining": 0 } }, "cardReader": { "media": "unknown", "security": "notReady", "chipPower": "unknown", "chipModule": "ok", "magWriteModule": "ok", "frontImageModule": "ok", "backImageModule": "ok" }, "cashAcceptor": { "intermediateStacker": "empty", "stackerItems": "customerAccess", "banknoteReader": "ok", "dropBox": true, "positions": [{ "position": "inLeft", "shutter": "closed", "positionStatus": "empty", "transport": "ok", "transportStatus": "empty" }] }, "cashDispenser": { "intermediateStacker": "empty", "positions": [{ "position": "outDefault", "shutter": "closed", "positionStatus": "empty", "transport": "ok", "transportStatus": "empty" }] }, "cashManagement": { "dispenser": "ok", </pre>

Payload (version 3.0)

```

    "acceptor": "ok"
  },
  "check": {
    "acceptor": "ok",
    "media": "present",
    "toner": "full",
    "ink": "full",
    "frontImageScanner": "ok",
    "backImageScanner": "ok",
    "mICRReader": "ok",
    "stacker": "empty",
    "rebuncher": "empty",
    "mediaFeeder": "notEmpty",
    "positions": {
      "input": {
        "shutter": "closed",
        "positionStatus": "empty",
        "transport": "ok",
        "transportMediaStatus": "empty",
        "jammedShutterPosition": "notJammed"
      },
      "output": See check/positions/input properties
      "refused": See check/positions/input properties
    }
  },
  "mixedMedia": {
    "modes": {
      "cashAccept": true,
      "checkAccept": true
    }
  },
  "keyManagement": {
    "encryptionState": "ready",
    "certificateState": "unknown"
  },
  "keyboard": {
    "autoBeepMode": {
      "activeAvailable": false,
      "inactiveAvailable": false
    }
  },
  "textTerminal": {
    "keyboard": "on",
    "keyLock": "on",
    "displaySizeX": 0,
    "displaySizeY": 0
  },
  "printer": {
    "media": "unknown",
    "paper": {
      "upper": "unknown",
      "lower": "unknown",
      "external": "unknown",
      "aux": "unknown",
      "aux2": "unknown",

```

Payload (version 3.0)

```

    "park": "unknown",
    "vendorSpecificPaperSupply": "unknown"
  },
  "toner": "unknown",
  "ink": "unknown",
  "lamp": "unknown",
  "mediaOnStacker": 7,
  "paperType": {
    "upper": "unknown",
    "lower": "unknown",
    "external": "unknown",
    "aux": "unknown",
    "aux2": "unknown",
    "park": "unknown",
    "exampleProperty1": "unknown",
    "exampleProperty2": See printer/paperType/exampleProperty1
  },
  "blackMarkMode": "unknown"
},
"barcodeReader": {
  "scanner": "on"
},
"biometric": {
  "subject": "present",
  "capture": false,
  "dataPersistence": "persist",
  "remainingStorage": 0
},
"camera": {
  "media": {
    "room": "ok",
    "person": "ok",
    "exitSlot": "ok",
    "vendorSpecificCameraMedia": "ok"
  },
  "cameras": {
    "room": "ok",
    "person": "ok",
    "exitSlot": "ok",
    "vendorSpecificCameraState": "ok"
  },
  "pictures": {
    "room": 0,
    "person": 0,
    "exitSlot": 0,
    "vendorSpecificCameraPictures": 0
  }
},
"lights": {
  "cardReader": {
    "right": {
      "flashRate": "off",
      "color": "red",
      "direction": "entry"
    }
  }
},

```

Payload (version 3.0)

```

    "top": See lights/cardReader/right properties
  },
  "pinPad": See lights/cardReader properties
  "notesDispenser": See lights/cardReader properties
  "coinDispenser": See lights/cardReader properties
  "receiptPrinter": See lights/cardReader properties
  "passbookPrinter": See lights/cardReader properties
  "envelopeDepository": See lights/cardReader properties
  "checkUnit": See lights/cardReader properties
  "billAcceptor": See lights/cardReader properties
  "envelopeDispenser": See lights/cardReader properties
  "documentPrinter": See lights/cardReader properties
  "coinAcceptor": See lights/cardReader properties
  "scanner": See lights/cardReader properties
  "contactless": See lights/cardReader properties
  "cardReader2": See lights/cardReader properties
  "notesDispenser2": See lights/cardReader properties
  "billAcceptor2": See lights/cardReader properties
  "statusGood": See lights/cardReader properties
  "statusWarning": See lights/cardReader properties
  "statusBad": See lights/cardReader properties
  "statusSupervisor": See lights/cardReader properties
  "statusInService": See lights/cardReader properties
  "fasciaLight": See lights/cardReader properties
  "vendorSpecificLight": See lights/cardReader properties
},
"auxiliaries": {
  "operatorSwitch": "run",
  "tamperSensor": "on",
  "internalTamperSensor": "on",
  "seismicSensor": "on",
  "heatSensor": "on",
  "proximitySensor": "present",
  "ambientLightSensor": "veryDark",
  "enhancedAudioSensor": "present",
  "bootSwitchSensor": "off",
  "consumerDisplaySensor": "off",
  "operatorCallButtonSensor": "off",
  "handsetSensor": "onTheHook",
  "headsetMicrophoneSensor": "present",
  "fasciaMicrophoneSensor": "off",
  "cabinetDoor": "closed",
  "safeDoor": "closed",
  "vandalShield": "closed",
  "cabinetFrontDoor": "closed",
  "cabinetRearDoor": "closed",
  "cabinetLeftDoor": "closed",
  "cabinetRightDoor": "closed",
  "openClosedIndicator": "closed",
  "audio": {
    "rate": "on",
    "signal": "keypress"
  }
},
"heating": "off",
"consumerDisplayBacklight": "off",

```

CWA 17852:2025 (E)

Payload (version 3.0)

```
"signageDisplay": "off",
"volume": 1,
"UPS": {
  "low": true,
  "engaged": false,
  "powering": false,
  "recovered": false
},
"audibleAlarm": "on",
"enhancedAudioControl": "publicAudioManual",
"enhancedMicrophoneControl": "publicAudioManual",
"microphoneVolume": 1
},
"deposit": {
  "depTransport": "ok",
  "envDispenser": "ok",
  "printer": "ok",
  "toner": "full",
  "shutter": "closed",
  "depositLocation": "unknown"
},
"vendorMode": {
  "device": "online",
  "service": "enterPending"
},
"vendorApplication": {
  "accessLevel": "notActive"
},
"powerManagement": {
  "info": {
    "powerInStatus": "powering",
    "powerOutStatus": "powering",
    "batteryStatus": "full",
    "batteryChargingStatus": "charging"
  },
  "powerSaveRecoveryTime": 10
}
}
```

Properties

common

Status information common to all XFS4IoT services. May be null if none of the properties have changed.

Type: object, null

Default: null

Properties**common/device**

Specifies the state of the device. This property is required in [Common.Status](#), but may be null in [Common.StatusChangedEvent](#) if it has not changed. Following values are possible:

- `online` - The device is online. This is returned when the device is present and operational.
- `offline` - The device is offline (e.g., the operator has taken the device offline by turning a switch or breaking an interlock).
- `powerOff` - The device is powered off or physically not connected.
- `noDevice` - 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.
- `hardwareError` - The device is inoperable due to a hardware error.
- `userError` - The device is present but a person is preventing proper device operation.
- `deviceBusy` - The device is busy and unable to process a command at this time.
- `fraudAttempt` - The device is present but is inoperable because it has detected a fraud attempt.
- `potentialFraud` - 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.
- `starting` - The device is starting and performing whatever initialization is necessary. This can be reported after the connection is made but before the device is ready to accept commands. This must only be a temporary state, the Service must report a different state as soon as possible. If an error causes initialization to fail then the state should change to *hardwareError*.

Type: string, null
Default: null

common/devicePosition

Position of the device. This property is null in [Common.Status](#) if position status reporting is not supported, otherwise the following values are possible:

- `inPosition` - The device is in its normal operating position, or is fixed in place and cannot be moved.
- `notInPosition` - The device has been removed from its normal operating position.
- `unknown` - Due to a hardware error or other condition, the position of the device cannot be determined.

Type: string, null
Default: null

common/powerSaveRecoveryTime

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 0 if the power-saving mode has not been activated. This property is null in [Common.Status](#) if power save control is not supported.

Type: integer, null
Minimum: 0
Default: null

common/antiFraudModule

Specifies the state of the anti-fraud module if available. This property is null in [Common.Status](#) if there is no anti-fraud module, otherwise the following values are possible:

- `ok` - Anti-fraud module is in a good state and no foreign device is detected.
- `inoperable` - Anti-fraud module is inoperable.
- `deviceDetected` - Anti-fraud module detected the presence of a foreign device.
- `unknown` - The state of the anti-fraud module cannot be determined.

Type: string, null
Default: null

Properties
<p>common/exchange</p> <p>Specifies the exchange state of the service. Exchange can used to perform a manual replenishment of a device and is entered by Storage.StartExchange and completed by Storage.EndExchange. This property is null in Common.Status if not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>active</code> - Exchange is active on this service. Commands which interact with the device may be rejected with an error code as appropriate. • <code>inactive</code> - Exchange is not active on this service. <p>Type: string, null Default: null</p>
<p>common/endToEndSecurity</p> <p>Specifies the status of end to end security support on this device. This property is null in Common.Status if E2E security is not supported by this hardware and any command can be called without a token, otherwise the following values are possible.</p> <p>Also see Common.CapabilityProperties.endToEndSecurity.</p> <ul style="list-style-type: none"> • <code>notEnforced</code> - E2E security is supported by this hardware but it is not currently enforced, for example because required keys aren't loaded. It's currently possible to perform E2E commands without a token. • <code>notConfigured</code> - E2E security is supported but not correctly configured, for example because required keys aren't loaded. Any attempt to perform any command protected by E2E security will fail. • <code>enforced</code> - E2E security is supported and correctly configured. E2E security will be enforced. <p>Calling E2E protected commands will only be possible if a valid token is given.</p> <p>Type: string, null Default: null</p>
<p>common/persistentDataStore</p> <p>Specifies the state of the persistent data store supported by the service. This property is null in Common.Status if persistent data storage is not supported or in Common.StatusChangedEvent if it has not changed. It is recommended that a service only posts a <i>Common.StatusChangedEvent</i> based on this changing when significant changes occur to avoid too many trivial events being posted.</p> <p>Type: object, null Default: null</p>
<p>common/persistentDataStore/remaining</p> <p>Specifies the number of Kilobytes remaining in the persistent data store. This value must be less than or equal to the persistent data store capacity.</p> <p>Type: integer Minimum: 0 Required</p>
<p>cardReader</p> <p>Status information for XFS4IoT services implementing the CardReader interface. This will be null if the CardReader interface is not supported.</p> <p>Type: object, null Default: null</p>

Properties**cardReader/media**

Specifies the transport/exit position media state. This property will be null if the capability to report media position is not supported by the device (e.g., a typical swipe reader or contactless chip card reader), otherwise one of the following values:

- `unknown` - The media state cannot be determined with the device in its current state (e.g. the value of [device](#) is `noDevice`, `powerOff`, `offline` or `hardwareError`).
- `present` - Media is present in the device, not in the entering position and not jammed. On the latched dip device, this indicates that the card is present in the device and the card is unlatched.
- `notPresent` - Media is not present in the device and not at the entering position.
- `jammed` - Media is jammed in the device; operator intervention is required.
- `entering` - Media is at the entry/exit slot of a motorized device.
- `latched` - Media is present and latched in a latched dip card unit. This means the card can be used for chip card dialog.

Type: string, null
Default: null

cardReader/security

Specifies the state of the security module. This property will be null if no security module is available, otherwise one of the following values:

- `notReady` - The security module is not ready to process cards or is inoperable.
- `open` - The security module is open and ready to process cards.

Type: string, null
Default: null

cardReader/chipPower

Specifies the state of the chip controlled by this service. Depending on the value of capabilities response, this can either be the chip on the currently inserted user card or the chip on a permanently connected chip card. This property will be null if the capability to report the state of the chip is not supported by the ID card unit device and will apply to contactless chip card readers, otherwise one of the following values:

- `unknown` - The state of the chip cannot be determined with the device in its current state.
- `online` - The chip is present, powered on and online (i.e. operational, not busy processing a request and not in an error state).
- `busy` - The chip is present, powered on, and busy (unable to process a command at this time).
- `poweredOff` - The chip is present, but powered off (i.e. not contacted).
- `noDevice` - A card is currently present in the device, but has no chip.
- `hardwareError` - The chip is present, but inoperable due to a hardware error that prevents it from being used (e.g., MUTE, if there is an unresponsive card in the reader).
- `noCard` - There is no card in the device.

Type: string, null
Default: null

cardReader/chipModule

Specifies the state of the chip card module reader. This property will be null if reporting the chip card module status is not supported, otherwise one of the following values:

- `ok` - The chip card module is in a good state.
- `inoperable` - The chip card module is inoperable.
- `unknown` - The state of the chip card module cannot be determined.

Type: string, null
Default: null

Properties
<p>cardReader/magWriteModule</p> <p>Specifies the state of the magnetic card writer. This property will be null if reporting the magnetic card writing module status is not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>ok</code> - The magnetic card writing module is in a good state. • <code>inoperable</code> - The magnetic card writing module is inoperable. • <code>unknown</code> - The state of the magnetic card writing module cannot be determined. <p>Type: string, null Default: null</p>
<p>cardReader/frontImageModule</p> <p>Specifies the state of the front image reader. This property will be null if reporting the front image reading module status is not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>ok</code> - The front image reading module is in a good state. • <code>inoperable</code> - The front image reading module is inoperable. • <code>unknown</code> - The state of the front image reading module cannot be determined. <p>Type: string, null Default: null</p>
<p>cardReader/backImageModule</p> <p>Specifies the state of the back image reader. This property will be null if reporting the back image reading module status is not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • <code>ok</code> - The back image reading module is in a good state. • <code>inoperable</code> - The back image reading module is inoperable. • <code>unknown</code> - The state of the back image reading module cannot be determined. <p>Type: string, null Default: null</p>
<p>cashAcceptor</p> <p>Status information for XFS4IoT services implementing the CashAcceptor interface. This will be null if the CashAcceptor interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashAcceptor/intermediateStacker</p> <p>Supplies the state of the intermediate stacker. This property is null in Common.Status if the physical device has no intermediate stacker, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>empty</code> - The intermediate stacker is empty. • <code>notEmpty</code> - The intermediate stacker is not empty. • <code>full</code> - The intermediate stacker is full. This may also be reported during a cash-in transaction where a limit specified by CashAcceptor.CashInStart has been reached. • <code>unknown</code> - Due to a hardware error or other condition, the state of the intermediate stacker cannot be determined. <p>Type: string, null Default: null</p>

Properties
<p>cashAcceptor/stackerItems</p> <p>This property informs the application whether items on the intermediate stacker have been in customer access. This property is null in Common.Status if the physical device has no intermediate stacker, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>customerAccess</code> - 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. • <code>noCustomerAccess</code> - Items on the intermediate stacker have not been in customer access. • <code>accessUnknown</code> - It is not known if the items on the intermediate stacker have been in customer access. • <code>noItems</code> - There are no items on the intermediate stacker. <p>Type: string, null Default: null</p>
<p>cashAcceptor/banknoteReader</p> <p>Supplies the state of the banknote reader. This property is null in Common.Status if the physical device has no banknote reader, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The banknote reader is in a good state. • <code>inoperable</code> - The banknote reader is inoperable. • <code>unknown</code> - Due to a hardware error or other condition, the state of the banknote reader cannot be determined. <p>Type: string, null Default: null</p>
<p>cashAcceptor/dropBox</p> <p>The drop box is an area within the Cash Acceptor where items which have caused a problem during an operation are stored. This property specifies the status of the drop box. If true, some items are stored in the drop box due to a cash-in transaction which caused a problem. If false, the drop box is empty or there is no drop box. This property may be null if there is no drop box or its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>cashAcceptor/positions</p> <p>Array of structures reporting status for each position from which items can be accepted. This may be null in Common.StatusChangedEvent if no position states have changed.</p> <p>Type: array (object), null Default: null</p>

Properties**cashAcceptor/positions/position**

Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in [Common.Capabilities](#).

- inDefault - Default input position.
- inLeft - Left input position.
- inRight - Right input position.
- inCenter - Center input position.
- inTop - Top input position.
- inBottom - Bottom input position.
- inFront - Front input position.
- inRear - Rear input position.
- outDefault - Default output position.
- outLeft - Left output position.
- outRight - Right output position.
- outCenter - Center output position.
- outTop - Top output position.
- outBottom - Bottom output position.
- outFront - Front output position.
- outRear - Rear output position.

Type: string
Required

cashAcceptor/positions/shutter

Supplies the state of the shutter. This property is null in [Common.Status](#) if the physical position has no shutter, otherwise the following values are possible:

- closed - The shutter is operational and is fully closed.
- open - The shutter is operational and is open.
- jammedOpen - The shutter is jammed, but fully open. It is not operational.
- jammedPartiallyOpen - The shutter is jammed, but partially open. It is not operational.
- jammedClosed - The shutter is jammed, but fully closed. It is not operational.
- jammedUnknown - The shutter is jammed, but its position is unknown. It is not operational.
- unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined.

Type: string, null
Default: null

cashAcceptor/positions/positionStatus

The status of the input or output position. This property is null in [Common.Status](#) if the device is not capable of reporting whether items are at the position, otherwise the following values are possible:

- empty - The position is empty.
- notEmpty - The position is not empty.
- unknown - Due to a hardware error or other condition, the state of the position cannot be determined.
- foreignItems - Foreign items have been detected in the position.

Type: string, null
Default: null

Properties
<p>cashAcceptor/positions/transport</p> <p>Supplies the state of the transport mechanism. The transport is defined as any area leading to or from the position. This property is null in Common.Status if the device has no transport or transport state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The transport is in a good state. • inoperative - The transport is inoperative due to a hardware failure or media jam. • unknown - Due to a hardware error or other condition the state of the transport cannot be determined. <p>Type: string, null Default: null</p>
<p>cashAcceptor/positions/transportStatus</p> <p>Returns information regarding items which may be on the transport. If the device is a recycler device it is possible that the transport will not be empty due to a previous dispense operation. This property is null in Common.Status if the device has no transport or is not capable of reporting whether items are on the transport, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The transport is empty. • notEmpty - The transport is not empty. • notEmptyCustomer - Items which a customer has had access to are on the transport. • unknown - Due to a hardware error or other condition it is not known whether there are items on the transport. <p>Type: string, null Default: null</p>
<p>cashDispenser</p> <p>Status information for XFS4IoT services implementing the CashDispenser interface. This will be null if the CashDispenser interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>cashDispenser/intermediateStacker</p> <p>Supplies the state of the intermediate stacker. These bills are typically present on the intermediate stacker as a result of a retract operation or because a dispense has been performed without a subsequent present. This property is null in Common.Status if the physical device has no intermediate stacker, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The intermediate stacker is empty. • notEmpty - The intermediate stacker is not empty. The items have not been in customer access. • notEmptyCustomer - The intermediate stacker is not empty. The items have been in customer access. <p>If the device is a recycler then the items on the intermediate stacker may be there as a result of a previous cash-in operation.</p> <ul style="list-style-type: none"> • notEmptyUnknown - The intermediate stacker is not empty. It is not known if the items have been in customer access. • unknown - Due to a hardware error or other condition, the state of the intermediate stacker cannot be determined. <p>Type: string, null Default: null</p>
<p>cashDispenser/positions</p> <p>Array of structures for each position to which items can be dispensed or presented. This may be null in Common.StatusChangedEvent if no position states have changed.</p> <p>Type: array (object), null Default: null</p>

Properties
<p>cashDispenser/positions/position</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>
<p>cashDispenser/positions/shutter</p> <p>Supplies the state of the shutter. This property is null in Common.Status if the physical position has no shutter, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • closed - The shutter is operational and is closed. • open - The shutter is operational and is open. • jammedOpen - The shutter is jammed, but fully open. It is not operational. • jammedPartiallyOpen - The shutter is jammed, but partially open. It is not operational. • jammedClosed - The shutter is jammed, but fully closed. It is not operational. • jammedUnknown - The shutter is jammed, but its position is unknown. It is not operational. • unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined. <p>Type: string, null Default: null</p>
<p>cashDispenser/positions/positionStatus</p> <p>Returns information regarding items which may be at the output position. If the device is a recycler it is possible that the output position will not be empty due to a previous cash-in operation. This property is null in Common.Status if the device is not capable of reporting whether items are at the position, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The position is empty. • notEmpty - The position is not empty. • unknown - Due to a hardware error or other condition, the state of the position cannot be determined. <p>Type: string, null Default: null</p>
<p>cashDispenser/positions/transport</p> <p>Supplies the state of the transport mechanism. The transport is defined as any area leading to or from the position. This property is null in Common.Status if the device has no transport or transport state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The transport is in a good state. • inoperative - The transport is inoperative due to a hardware failure or media jam. • unknown - Due to a hardware error or other condition the state of the transport cannot be determined. <p>Type: string, null Default: null</p>

Properties**cashDispenser/positions/transportStatus**

Returns information regarding items which may be on the transport. If the device is a recycler device it is possible that the transport will not be empty due to a previous cash-in operation. This property is null in [Common.Status](#) if the device has no transport or is not capable of reporting whether items are on the transport, otherwise the following values are possible:

- `empty` - The transport is empty.
- `notEmpty` - The transport is not empty.
- `notEmptyCustomer` - Items which a customer has had access to are on the transport.
- `unknown` - Due to a hardware error or other condition it is not known whether there are items on the transport.

Type: string, null
Default: null

cashManagement

Status information for XFS4IoT services implementing the CashManagement interface. This will be null if the CashManagement interface is not supported.

Type: object, null
Default: null

cashManagement/dispenser

Supplies the state of the storage units for dispensing cash. This may be null in [Common.Status](#) if the device is not capable of dispensing cash, otherwise the following values are possible:

- `ok` - All storage units present are in a good state.
- `attention` - One or more of the storage units is in a low, empty, inoperative or manipulated condition.

Items can still be dispensed from at least one of the storage units.

- `stop` - Due to a storage unit failure dispensing is impossible. No items can be dispensed because

all of the storage units are empty, missing, inoperative or in a manipulated condition. This state may also occur when a reject/retract storage unit is full or no reject/retract storage unit is present, or when [appLockOut](#) is set to true on every storage unit which can be locked.

- `unknown` - Due to a hardware error or other condition, the state of the storage units cannot be determined.

Type: string, null
Default: null

cashManagement/acceptor

Supplies the state of the storage units for accepting cash. This may be null in [Common.Status](#) if the device is not capable of accepting cash, otherwise the following values are possible:

- `ok` - All storage units present are in a good state.
- `attention` - One or more of the storage units is in a high, full, inoperative or manipulated condition.

Items can still be accepted into at least one of the storage units.

- `stop` - Due to a storage unit failure accepting is impossible. No items can be accepted because

all of the storage units are in a full, inoperative or manipulated condition. This state may also occur when a retract storage unit is full or no retract storage unit is present, or when [appLockIn](#) is set to true on every storage unit which can be locked, or when items are to be automatically retained within storage units (see [retainAction](#)), but all of the designated storage units for storing them are full or inoperative.

- `unknown` - Due to a hardware error or other condition, the state of the storage units cannot be determined.

Type: string, null
Default: null

Properties
<p>check</p> <p>Status information for XFS4IoT services implementing the Check interface. This will be null if the Check interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>check/acceptor</p> <p>Supplies the state of the overall acceptor storage units. This may be null in Common.StatusChangedEvent if the state has not changed. The following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - All storage units present are in a good state. • <code>state</code> - One or more of the storage units is in a high, full or inoperative condition. Items can still be accepted into at least one of the storage units. The status of the storage units can be obtained through the Storage.GetStorage command. • <code>stop</code> - Due to a storage unit problem accepting is impossible. No items can be accepted because all of the storage units are in a full or in an inoperative condition. • <code>unknown</code> - Due to a hardware error or other condition, the state of the storage units cannot be determined. <p>Type: string, null Default: null</p>
<p>check/media</p> <p>Specifies the state of the media. This may be null in Common.Status if the capability to report the state of the media is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>present</code> - Media is present in the device. • <code>notPresent</code> - Media is not present in the device. • <code>jammed</code> - Media is jammed in the device. • <code>unknown</code> - The state of the media cannot be determined with the device in its current state. • <code>position</code> - Media is at one or more of the input, output and refused positions. <p>Type: string, null Default: null</p>
<p>check/toner</p> <p>Specifies the state of the toner or ink supply or the state of the ribbon of the endorser. This may be null in Common.Status if the physical device does not support endorsing or the capability to report the status of the toner/ink is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>full</code> - The toner or ink supply is full or the ribbon is OK. • <code>low</code> - The toner or ink supply is low or the print contrast with a ribbon is weak. • <code>out</code> - The toner or ink supply is empty or the print contrast with a ribbon is not sufficient any more. • <code>unknown</code> - Status of toner or ink supply or the ribbon cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>

Properties
<p>check/ink</p> <p>Specifies the status of the stamping ink in the device. This may be null in Common.Status if the physical device does not support stamping or the capability to report the status of the stamp ink supply is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • full - Ink supply in the device is full. • low - Ink supply in the device is low. • out - Ink supply in the device is empty. • unknown - Status of the stamping ink supply cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>
<p>check/frontImageScanner</p> <p>Specifies the status of the image scanner that captures images of the front of the media items. This may be null in Common.Status if the physical device has no front scanner or the capability to report the status of the front scanner is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The front scanner is OK. • fading - The front scanner performance is degraded. • inoperative - The front scanner is inoperative. • unknown - Status of the front scanner cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>
<p>check/backImageScanner</p> <p>Specifies the status of the image scanner that captures images of the back of the media items. This may be null in Common.Status if the physical device has no back scanner or the capability to report the status of the back scanner is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The back scanner is OK. • fading - The back scanner performance is degraded. • inoperative - The back scanner is inoperative. • unknown - Status of the back scanner cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>
<p>check/mICRRReader</p> <p>Specifies the status of the MICR code line reader. This may be null in Common.Status if the physical device has no MICR code line reader or the capability to report the status of the MICR code line reader is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The MICR code line reader is OK. • fading - The MICR code line reader performance is degraded. • inoperative - The MICR code line reader is inoperative. • unknown - Status of the MICR code line reader cannot be determined with the device in its current state. <p>Type: string, null Default: null</p>

Properties
<p>check/stacker</p> <p>Supplies the state of the stacker (also known as an escrow). The stacker is where the media items are held while the application decides what to do with them. This may be null in Common.Status if the physical device has no stacker or the capability to report the status of the stacker is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The stacker is empty. • notEmpty - The stacker is not empty. • full - The stacker is full. This state is set if the number of media items on the stacker has reached maxMediaOnStacker or some physical limit has been reached. <ul style="list-style-type: none"> • inoperative - The stacker is inoperative. • unknown - Due to a hardware error or other condition, the state of the stacker cannot be determined. <p>Type: string, null Default: null</p>
<p>check/rebuncher</p> <p>Supplies the state of the re-buncher (return stacker). The re-buncher is where media items are re-bunched ready for return to the customer. This may be null in Common.Status if the physical device has no re-buncher or the capability to report the status of the re-buncher is not supported by the device, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The re-buncher is empty. • notEmpty - The re-buncher is not empty. • full - The re-buncher is full. This state is set if the number of media items on the re-buncher has reached its physical limit. <ul style="list-style-type: none"> • inoperative - The re-buncher is inoperative. • unknown - Due to a hardware error or other condition, the state of the re-buncher cannot be determined. <p>Type: string, null Default: null</p>
<p>check/mediaFeeder</p> <p>Supplies the state of the media feeder. This value indicates if there are items on the media feeder waiting for processing via the Check.GetNextItem command. If null, the device has no media feeder or the capability to report the status of the media feeder is not supported by the device. This value can be one of the following values:</p> <ul style="list-style-type: none"> • empty - The media feeder is empty. • notEmpty - The media feeder is not empty. • inoperative - The media feeder is inoperative. • unknown - Due to a hardware error or other condition, the state of the media feeder cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions</p> <p>Specifies the status of the input, output and refused positions. This may be null in Common.StatusChangedEvent if no position states have changed.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>check/positions/input</p> <p>Specifies the status of the input position. This may be null in Common.StatusChangedEvent if no states have changed for the position.</p> <p>Type: object, null Default: null</p>

Properties
<p>check/positions/input/shutter</p> <p>Specifies the state of the shutter. This property is null in Common.Status if the physical device has no shutter or shutter state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • closed - The shutter is operational and is closed. • open - The shutter is operational and is open. • jammed - The shutter is jammed and is not operational. • unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions/input/positionStatus</p> <p>The status of the position. This property is null in Common.Status if the physical device is not capable of reporting whether or not items are at the position, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The position is empty. • notEmpty - The position is not empty. • unknown - Due to a hardware error or other condition, the state of the position cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions/input/transport</p> <p>Specifies the state of the transport mechanism. The transport is defined as any area leading to or from the position. This property is null in Common.Status if the physical device has no transport or transport state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The transport is in a good state. • inoperative - The transport is inoperative due to a hardware failure or media jam. • unknown - Due to a hardware error or other condition, the state of the transport cannot be determined. <p>Type: string, null Default: null</p>
<p>check/positions/input/transportMediaStatus</p> <p>Returns information regarding items which may be present on the transport. This property is null in Common.Status if the physical device is not capable of reporting whether or not items are on the transport, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • empty - The transport is empty. • notEmpty - The transport is not empty. • unknown - Due to a hardware error or other condition it is not known whether there are items on the transport. <p>Type: string, null Default: null</p>
<p>check/positions/input/jammedShutterPosition</p> <p>Returns information regarding the position of the jammed shutter. This property is null in Common.Status if the physical device has no shutter or the reporting of the position of a jammed shutter is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • notJammed - The shutter is not jammed. • open - The shutter is jammed, but fully open. • partiallyOpen - The shutter is jammed, but partially open. • closed - The shutter is jammed, but fully closed. • unknown - The position of the shutter is unknown. <p>Type: string, null Default: null</p>

Properties
<p>check/positions/output</p> <p>Specifies the status of the output position. This may be null in Common.StatusChangedEvent if no states have changed for the position.</p> <p>Type: object, null Default: null</p>
<p>check/positions/refused</p> <p>Specifies the status of the refused position. This may be null in Common.StatusChangedEvent if no states have changed for the position.</p> <p>Type: object, null Default: null</p>
<p>mixedMedia</p> <p>Status information for XFS4IoT services implementing the MixedMedia interface. This will be null if the MixedMedia interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>mixedMedia/modes</p> <p>Specifies the state of the transaction modes supported by the Service.</p> <p>Type: object MinProperties: 1 Required</p>
<p>mixedMedia/modes/cashAccept</p> <p>Specifies whether transactions can accept cash. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>mixedMedia/modes/checkAccept</p> <p>Specifies whether transactions can accept checks. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>keyManagement</p> <p>Status information for XFS4IoT services implementing the KeyManagement interface. This will be null if the KeyManagement interface is not supported.</p> <p>Type: object, null Default: null</p>

<p>Properties</p>
<p>keyManagement/encryptionState</p> <p>Specifies the state of the encryption module.</p> <ul style="list-style-type: none"> • <code>ready</code> - The encryption module is initialized and ready (at least one key is imported into the encryption module). • <code>notReady</code> - The encryption module is not available or not ready due to hardware error or communication error. • <code>notInitialized</code> - The encryption module is not initialized (no master key loaded). • <code>busy</code> - The encryption module is busy (implies that the device is busy). • <code>undefined</code> - The encryption module state is undefined. • <code>initialized</code> - The encryption module is initialized and master key (where required) and any other initial keys are loaded; ready to import other keys. This may be null in Common.StatusChangedEvent if unchanged. <p>Type: string, null Default: null</p>
<p>keyManagement/certificateState</p> <p>Specifies the state of the public verification or encryption key in the PIN certificate module.</p> <ul style="list-style-type: none"> • <code>unknown</code> - The state of the certificate module is unknown or the device does not have this capability. • <code>primary</code> - All pre-loaded certificates have been loaded and that primary verification certificates will be accepted for the commands LoadCertificate or ReplaceCertificate. • <code>secondary</code> - Primary verification certificates will not be accepted and only secondary verification certificates will be accepted. If primary certificates have been compromised (which the certificate authority or the host detects), then secondary certificates should be used in any transaction. This is done by the commands LoadCertificate or ReplaceCertificate. • <code>notReady</code> - The certificate module is not ready. (The device is powered off or physically not present). <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>keyboard</p> <p>Status information for XFS4IoT services implementing the Keyboard interface. This will be null if the Keyboard interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>keyboard/autoBeepMode</p> <p>Specifies whether automatic beep tone on key press is active or not. Active and inactive key beeping is reported independently.</p> <p>Type: object Required</p>
<p>keyboard/autoBeepMode/activeAvailable</p> <p>Specifies whether an automatic tone will be generated for all active keys. This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: boolean, null Default: null</p>
<p>keyboard/autoBeepMode/inactiveAvailable</p> <p>Specifies whether an automatic tone will be generated for all inactive keys. This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>textTerminal</p> <p>Status information for XFS4IoT services implementing the TextTerminal interface. This will be null if the TextTerminal interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>textTerminal/keyboard</p> <p>Specifies the state of the keyboard in the text terminal unit. This property will be null in Common.Status if the keyboard is not available, otherwise one of the following values:</p> <ul style="list-style-type: none"> • on - The keyboard is activated. • off - The keyboard is not activated. <p>Type: string, null Default: null</p>
<p>textTerminal/keyLock</p> <p>Specifies the state of the keyboard lock of the text terminal unit. This property will be null in Common.Status if the keyboard lock switch is not available, otherwise one of the following values:</p> <ul style="list-style-type: none"> • on - The keyboard lock switch is activated. • off - The keyboard lock switch is not activated. <p>Type: string, null Default: null</p>
<p>textTerminal/displaySizeX</p> <p>Specifies the horizontal size of the display of the text terminal unit (the number of columns that can be displayed). This property will be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>textTerminal/displaySizeY</p> <p>Specifies the vertical size of the display of the text terminal unit (the number of rows that can be displayed). This property will be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>printer</p> <p>Status information for XFS4IoT services implementing the Printer interface. This will be null if the Printer interface is not supported.</p> <p>Type: object, null Default: null</p>

<p>Properties</p>
<p>printer/media</p> <p>Specifies the state of the print media (i.e. receipt, statement, passbook, etc.) as one of the following values. This property will be null in Common.Status for journal printers or if the capability to report the state of the print media is not supported by the device:</p> <ul style="list-style-type: none"> • unknown - The state of the print media cannot be determined with the device in its current state. • present - Media is in the print position, on the stacker or on the transport (i.e. a passbook in the parking station is not considered to be present). On devices with continuous paper supplies, this value is set when paper is under the print head. On devices with no supply or individual sheet supplies, this value is set when paper/media is successfully inserted/loaded. • notPresent - Media is not in the print position or on the stacker. • jammed - Media is jammed in the device. • entering - Media is at the entry/exit slot of the device. • retracted - Media was retracted during the last command which controlled media. <p>Type: string, null Default: null</p>
<p>printer/paper</p> <p>Specifies the state of paper supplies as one of the following values. Each individual supply state will be null in Common.Status if not applicable:</p> <ul style="list-style-type: none"> • unknown - Status cannot be determined with device in its current state. • full - The paper supply is full. • low - The paper supply is low. • out - The paper supply is empty. • jammed - The paper supply is jammed. <p>Type: object, null Default: null</p>
<p>printer/paper/upper</p> <p>The state of the upper paper supply. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paper/lower</p> <p>The state of the lower paper supply. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paper/external</p> <p>The state of the external paper supply. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paper/aux</p> <p>The state of the auxiliary paper supply. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paper/aux2</p> <p>The state of the second auxiliary paper supply. See paper for valid values.</p> <p>Type: string, null Default: null</p>

<p>Properties</p>
<p>printer/paper/park</p> <p>The state of the parking station paper supply. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paper/vendorSpecificPaperSupply (example name)</p> <p>The state of the additional vendor specific paper supplies. See paper for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/toner</p> <p>Specifies the state of the toner or ink supply or the state of the ribbon. The property will be null in Common.Status if the capability is not supported by device, otherwise one of the following:</p> <ul style="list-style-type: none"> • unknown - Status of toner or ink supply or the ribbon cannot be determined with device in its current state. • full - The toner or ink supply is full or the ribbon is OK. • low - The toner or ink supply is low or the print contrast with a ribbon is weak. • out - The toner or ink supply is empty or the print contrast with a ribbon is not sufficient any more. <p>Type: string, null Default: null</p>
<p>printer/ink</p> <p>Specifies the status of the stamping ink in the printer. The property will be null in Common.Status if the capability is not supported by device, otherwise one of the following:</p> <ul style="list-style-type: none"> • unknown - Status of the stamping ink supply cannot be determined with device in its current state. • full - Ink supply in device is full. • low - Ink supply in device is low. • out - Ink supply in device is empty. <p>Type: string, null Default: null</p>
<p>printer/lamp</p> <p>Specifies the status of the printer imaging lamp. The property will be null in Common.Status if the capability is not supported by device, otherwise one of the following:</p> <ul style="list-style-type: none"> • unknown - Status of the imaging lamp cannot be determined with device in its current state. • ok - The lamp is OK. • fading - The lamp should be changed. • inop - The lamp is inoperative. <p>Type: string, null Default: null</p>
<p>printer/mediaOnStacker</p> <p>The number of media on the stacker; applicable only to printers with stacking capability therefore null if not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>printer/paperType</p> <p>Specifies the type of paper loaded as one of the following. Only applicable properties are reported. This may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> unknown - No paper is loaded, reporting of this paper type is not supported or the paper type cannot be determined. single - The paper can be printed on only one side. dual - The paper can be printed on both sides. <p>Type: object, null Default: null</p>
<p>printer/paperType/upper</p> <p>The upper paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/lower</p> <p>The lower paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/external</p> <p>The external paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/aux</p> <p>The auxiliary paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/aux2</p> <p>The second auxiliary paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/park</p> <p>The parking station paper supply paper type. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/paperType/exampleProperty1 (example name)</p> <p>The additional vendor specific paper types. See paperType for valid values.</p> <p>Type: string, null Default: null</p>
<p>printer/blackMarkMode</p> <p>Specifies the status of the black mark detection and associated functionality. The property is null if not supported.</p> <ul style="list-style-type: none"> unknown - The status of the black mark detection cannot be determined. on - Black mark detection and associated functionality is switched on. off - Black mark detection and associated functionality is switched off. <p>Type: string, null Default: null</p>

Properties
<p>barcodeReader</p> <p>Status information for XFS4IoT services implementing the Barcode Reader interface. This will be null if the Barcode Reader interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>barcodeReader/scanner</p> <p>Specifies the scanner status (laser, camera or other technology) as one of the following:</p> <ul style="list-style-type: none"> • on - Scanner is enabled for reading. • off - Scanner is disabled. • inoperative - Scanner is inoperative due to a hardware error. • unknown - Scanner status cannot be determined. <p>Type: string Required</p>
<p>biometric</p> <p>Status information for XFS4IoT services implementing the Biometrics interface. This will be null if the Biometrics interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>biometric/subject</p> <p>Specifies the state of the subject to be scanned (e.g. finger, palm, retina, etc) as one of the following values:</p> <ul style="list-style-type: none"> • present - The subject to be scanned is on the scanning position. • notPresent - The subject to be scanned is not on the scanning position. • unknown - The subject to be scanned cannot be determined with the device in its current state (e.g. the value of device is noDevice, powerOff, offline, or hwError). <p>This property is null if the physical device does not support the ability to report whether or not a subject is on the scanning position.</p> <p>Type: string, null Default: null</p>
<p>biometric/capture</p> <p>Indicates whether scanned biometric data has been captured using the Biometric.Read and is currently stored and ready for comparison. This will be set to false when scanned data is cleared using the Biometric.Clear. This may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: boolean, null Default: null</p>
<p>biometric/dataPersistence</p> <p>Specifies the current data persistence mode. The data persistence mode controls how biometric data that has been captured using the Biometric.Read will be handled. This property is null if the property persistenceModes is null or both properties persist and clear are false. The following values are possible:</p> <ul style="list-style-type: none"> • persist - Biometric data captured using the Biometric.Read can persist until all sessions are closed, the device is power failed or rebooted, or the Biometric.Read is requested again. This captured biometric data can also be explicitly cleared using the Biometric.Clear or Biometric.Reset. • clear - Captured biometric data will not persist. Once the data has been either returned in the Biometric.Read or used by the Biometric.Match, then the data is cleared from the device. <p>Type: string, null Default: null</p>

Properties
<p>biometric/remainingStorage</p> <p>Specifies how much of the reserved storage specified by the capability templateStorage is remaining for the storage of templates in bytes. if null, this property is not supported.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera</p> <p>Status information for XFS4IoT services implementing the Camera interface. This will be null if the Camera interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>camera/media</p> <p>Specifies the state of the recording media of the cameras as one of the following. For a device which stores pictures on a hard disk drive or other general-purpose storage, the relevant property will be null. This property may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • ok - The media is in a good state. • high - The media is almost full (threshold). • full - The media is full. • unknown - Due to a hardware error or other condition, the state of the media cannot be determined. <p>Type: object, null Default: null</p>
<p>camera/media/room</p> <p>Specifies the state of the recording media of the camera that monitors the whole self-service area. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/media/person</p> <p>Specifies the state of the recording media of the camera that monitors the person standing in front of the self-service machine. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/media/exitSlot</p> <p>Specifies the state of the recording media of the camera that monitors the exit slot(s) of the self-service machine. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/media/vendorSpecificCameraMedia (example name)</p> <p>Allows vendor specific cameras to be reported. See media for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras</p> <p>Specifies the state of the cameras as one of the following. The relevant property will be null if not supported and this property may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • ok - The camera is in a good state. • inoperative - The camera is inoperative. • unknown - Due to a hardware error or other condition, the state of the camera cannot be determined. <p>Type: object, null Default: null</p>

Properties
<p>camera/cameras/room</p> <p>Specifies the state of the camera that monitors the whole self-service area. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras/person</p> <p>Specifies the state of the camera that monitors the person standing in front of the self-service machine. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras/exitSlot</p> <p>Specifies the state of the camera that monitors the exit slot(s) of the self-service machine. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/cameras/vendorSpecificCameraState (example name)</p> <p>Allows vendor specific cameras to be reported. See cameras for valid values.</p> <p>Type: string, null Default: null</p>
<p>camera/pictures</p> <p>Specifies the number of pictures stored on the recording media of the cameras. For a device which stores pictures on a hard disk drive or other general-purpose storage, the value of the relevant camera's property is 0. Properties may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: object, null Default: null</p>
<p>camera/pictures/room</p> <p>Specifies the number of pictures stored on the recording media of the room camera.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera/pictures/person</p> <p>Specifies the number of pictures stored on the recording media of the person camera.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera/pictures/exitSlot</p> <p>Specifies the number of pictures stored on the recording media of the exit slot camera.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>camera/pictures/vendorSpecificCameraPictures (example name)</p> <p>Allows vendor specific cameras to be reported.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>lights</p> <p>Status information for XFS4IoT services implementing the Lights interface. This will be null if the Lights interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>lights/cardReader</p> <p>Card Reader Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/cardReader/right (example name)</p> <p>Indicates the light position. It can be one of the following:</p> <ul style="list-style-type: none"> • left - The left position. • right - The right position. • center - The center position. • top - The top position. • bottom - The bottom position. • front - The front position. • rear - The rear position. • default - The default position. • <code>^[a-zA-Z]([a-zA-Z0-9]*)\$</code> - The vendor-specific position. <p>Type: object MinProperties: 1 Name Pattern: <code>^left\$ ^right\$ ^center\$ ^top\$ ^bottom\$ ^front\$ ^rear\$ ^default\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$</code></p>
<p>lights/cardReader/right/flashRate</p> <p>The light flash rate. This may be null in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • off - The light is turned off. • slow - The light is flashing slowly. • medium - The light is flashing at medium frequency. • quick - The light is flashing quickly. • continuous - The light is continuous (steady). <p>Type: string, null Default: null</p>
<p>lights/cardReader/right/color</p> <p>The light color. This property can be null if not supported, only supports a single color or in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • red - The light is red. • green - The light is green. • yellow - The light is yellow. • blue - The light is blue. • cyan - The light is cyan. • magenta - The light is magenta. • white - The light is white. <p>Type: string, null Default: null</p>

Properties
<p>lights/cardReader/right/direction</p> <p>The light direction. This property can be null if not supported or in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none">• entry - The light is indicating entry.• exit - The light is indicating exit. <p>Type: string, null Default: null</p>
<p>lights/pinPad</p> <p>Pin Pad Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/notesDispenser</p> <p>Notes Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/coinDispenser</p> <p>Coin Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/receiptPrinter</p> <p>Receipt Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/passbookPrinter</p> <p>Passbook Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/envelopeDepository</p> <p>Envelope Depository Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/checkUnit</p> <p>Check Unit Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/billAcceptor</p> <p>Bill Acceptor Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/envelopeDispenser</p> <p>Envelope Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>lights/documentPrinter</p> <p>Document Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/coinAcceptor</p> <p>Coin Acceptor Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/scanner</p> <p>Scanner Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/contactless</p> <p>Contactless Reader Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/cardReader2</p> <p>Card Reader 2 Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/notesDispenser2</p> <p>Notes Dispenser 2 Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/billAcceptor2</p> <p>Bill Acceptor 2 Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/statusGood</p> <p>Status Indicator light - Good. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/statusWarning</p> <p>Status Indicator light - Warning. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/statusBad</p> <p>Status Indicator light - Bad. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/statusSupervisor</p> <p>Status Indicator light - Supervisor. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>lights/statusInService</p> <p>Status Indicator light - In Service. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/fasciaLight</p> <p>Fascia Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>lights/vendorSpecificLight (example name)</p> <p>Additional vendor-specific lights.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries</p> <p>Status information for XFS4IoT services implementing the Auxiliaries interface. This will be null if the Auxiliaries interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/operatorSwitch</p> <p>Specifies the state of the Operator switch.</p> <ul style="list-style-type: none"> • run - The switch is in run mode. • maintenance - The switch is in maintenance mode. • supervisor - The switch is in supervisor mode. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>auxiliaries/tamperSensor</p> <p>Specifies the state of the Tamper sensor.</p> <ul style="list-style-type: none"> • off - There is no indication of a tampering attempt. • on - There has been a tampering attempt. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>auxiliaries/internalTamperSensor</p> <p>Specifies the state of the Internal Tamper Sensor for the internal alarm. This sensor indicates whether the internal alarm has been tampered with (such as a burglar attempt). Specified as one of the following:</p> <ul style="list-style-type: none"> • off - There is no indication of a tampering attempt. • on - There has been a tampering attempt. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>auxiliaries/seismicSensor</p> <p>Specifies the state of the Seismic Sensor. This sensor indicates whether the terminal has been shaken (e.g. burglar attempt or seismic activity). Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The seismic activity has not been high enough to trigger the sensor. • <code>on</code> - The seismic or other activity has triggered the sensor. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/heatSensor</p> <p>Specifies the state of the Heat Sensor. This sensor is triggered by excessive heat (fire) near the terminal. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The heat has not been high enough to trigger the sensor. • <code>on</code> - The heat has been high enough to trigger the sensor. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/proximitySensor</p> <p>Specifies the state of the Proximity Sensor. This sensor is triggered by movements around the terminal. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>present</code> - The sensor is showing that there is someone present at the terminal. • <code>notPresent</code> - The sensor cannot sense any people around the terminal. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/ambientLightSensor</p> <p>Specifies the state of the Ambient Light Sensor. This sensor indicates the level of ambient light around the terminal. Interpretation of this value is vendor-specific and therefore it is not guaranteed to report a consistent actual ambient light level across different vendor hardware. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>veryDark</code> - The level of light is very dark. • <code>dark</code> - The level of light is dark. • <code>mediumLight</code> - The level of light is medium light. • <code>light</code> - The level of light is light. • <code>veryLight</code> - The level of light is very light. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/enhancedAudioSensor</p> <p>Specifies the presence or absence of a consumer's headphone connected to the Audio Jack. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>present</code> - There is a headset connected. • <code>notPresent</code> - There is no headset connected. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>auxiliaries/bootSwitchSensor</p> <p>Specifies the state of the Boot Switch Sensor. This sensor is triggered whenever the terminal is about to be rebooted or shut down due to a delayed effect switch. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The sensor has not been triggered. • <code>on</code> - The terminal is about to be rebooted or shutdown. <p>This property is null if not applicable.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>auxiliaries/consumerDisplaySensor</p> <p>Specifies the state of the Consumer Display. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Consumer Display is switched off. • <code>on</code> - The Consumer Display is in a good state and is turned on. • <code>displayError</code> - The Consumer Display is in an error state. <p>This property is null if not applicable.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>auxiliaries/operatorCallButtonSensor</p> <p>Specifies the state of the Operator Call Button as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Operator Call Button is released (not pressed). • <code>on</code> - The Operator Call Button is being pressed. <p>This property is null if not applicable.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>auxiliaries/handsetSensor</p> <p>Specifies the state of the Handset, which is a device similar to a telephone receiver. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>onTheHook</code> - The Handset is on the hook. • <code>offTheHook</code> - The Handset is off the hook. <p>This property is null if not applicable.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>auxiliaries/headsetMicrophoneSensor</p> <p>Specifies the presence or absence of a consumer's headset microphone connected to the Microphone Jack. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>present</code> - There is a headset microphone connected. • <code>notPresent</code> - There is no headset microphone connected. <p>This property is null if not applicable.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>auxiliaries/fasciaMicrophoneSensor</p> <p>Specifies the state of the fascia microphone as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Fascia Microphone is turned off. • <code>on</code> - The Fascia Microphone is turned on. <p>This property is null if not applicable.</p> <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>

Properties**auxiliaries/cabinetDoor**

Specifies the overall state of the Cabinet Doors. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:

- `closed` - All Cabinet Doors are closed.
- `open` - At least one of the Cabinet Doors is open.
- `locked` - All Cabinet Doors are closed and locked.
- `bolted` - All Cabinet Doors are closed, locked and bolted.
- `tampered` - At least one of the Cabinet Doors has potentially been tampered with.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/safeDoor

Specifies the state of the Safe Doors. Safe Doors are doors that open up for secure hardware, such as the note dispenser, the security device, etc. Specified as one of the following:

- `closed` - The Safe Doors are closed.
- `open` - At least one of the Safe Doors is open.
- `locked` - All Safe Doors are closed and locked.
- `bolted` - All Safe Doors are closed, locked and bolted.
- `tampered` - At least one of the Safe Doors has potentially been tampered with.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/vandalShield

Specifies the state of the Vandal Shield. The Vandal Shield is a door that opens up for consumer access to the terminal. Specified as one of the following:

- `closed` - The Vandal Shield is closed.
- `open` - The Vandal Shield is fully open.
- `locked` - The Vandal Shield is closed and locked.
- `service` - The Vandal Shield is in service position.
- `keyboard` - The Vandal Shield position permits access to the keyboard.
- `partiallyOpen` - The Vandal Shield is partially open.
- `jammed` - The Vandal Shield is jammed.
- `tampered` - The Vandal Shield has potentially been tampered with.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/cabinetFrontDoor

Specifies the overall state of the Front Cabinet Doors. The front is defined as the side facing the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:

- `closed` - All front Cabinet Doors are closed.
- `open` - At least one of the front Cabinet Doors is open.
- `locked` - All front Cabinet Doors are closed and locked.
- `bolted` - All front Cabinet Doors are closed, locked and bolted.
- `tampered` - At least one of the front Cabinet Doors has potentially been tampered with.

This property is null if not applicable.

Type: string, null
Default: null

Properties
<p>auxiliaries/cabinetRearDoor</p> <p>Specifies the overall state of the Rear Cabinet Doors. The rear is defined as the side opposite the side facing the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - All rear Cabinet Doors are closed. • <code>open</code> - At least one of the rear Cabinet Doors is open. • <code>locked</code> - All rear Cabinet Doors are closed and locked. • <code>bolted</code> - All rear Cabinet Doors are closed, locked and bolted. • <code>tampered</code> - At least one of the rear Cabinet Doors has potentially been tampered with. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/cabinetLeftDoor</p> <p>Specifies the overall state of the Left Cabinet Doors. The left is defined as the side to the left as seen by the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - All left Cabinet Doors are closed. • <code>open</code> - At least one of the left Cabinet Doors is open. • <code>locked</code> - All left Cabinet Doors are closed and locked. • <code>bolted</code> - All left Cabinet Doors are closed, locked and bolted. • <code>tampered</code> - At least one of the left Cabinet Doors has potentially been tampered with. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/cabinetRightDoor</p> <p>Specifies the overall state of the Right Cabinet Doors. The right is defined as the side to the right as seen by the customer/consumer. Cabinet Doors are doors that open up for consumables, and hardware that does not have to be in a secure place. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - All right Cabinet Doors are closed. • <code>open</code> - At least one of the right Cabinet Doors is open. • <code>locked</code> - All right Cabinet Doors are closed and locked. • <code>bolted</code> - All right Cabinet Doors are closed, locked and bolted. • <code>tampered</code> - At least one of the right Cabinet Doors has potentially been tampered with. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/openClosedIndicator</p> <p>Specifies the state of the Open/Closed Indicator as one of the following:</p> <ul style="list-style-type: none"> • <code>closed</code> - The terminal is closed for a consumer. • <code>open</code> - The terminal is open to be used by a consumer. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/audio</p> <p>Specifies the state of the Audio Indicator. This property is null if not applicable.</p> <pre>Type: object, null Default: null</pre>

Properties
<p>auxiliaries/audio/rate</p> <p>Specifies the state of the Audio Indicator as one of the following values. This may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • <code>on</code> - Turn on the Audio Indicator. • <code>off</code> - Turn off the Audio Indicator. • <code>continuous</code> - Turn the Audio Indicator to continuous. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/audio/signal</p> <p>Specifies the Audio sound as one of the following values. This may be null in Common.StatusChangedEvent if unchanged.</p> <ul style="list-style-type: none"> • <code>keypress</code> - Sound a key click signal. • <code>exclamation</code> - Sound an exclamation signal. • <code>warning</code> - Sound a warning signal. • <code>error</code> - Sound an error signal. • <code>critical</code> - Sound a critical error signal. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/heating</p> <p>Specifies the state of the internal heating as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The internal heating is turned off. • <code>on</code> - The internal heating is turned on. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/consumerDisplayBacklight</p> <p>Specifies the Consumer Display Backlight as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Consumer Display Backlight is turned off. • <code>on</code> - Consumer Display Backlight is turned on. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>auxiliaries/signageDisplay</p> <p>Specifies the state of the Signage Display. The Signage Display is a lighted banner or marquee that can be used to display information or an advertisement. Any dynamic data displayed must be loaded by a means external to the Service. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>off</code> - The Signage Display is turned off. • <code>on</code> - The Signage Display is turned on. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>auxiliaries/volume</p> <p>Specifies the value of the Volume Control. The value of Volume Control is defined in an interval from 1 to 1000 where 1 is the lowest volume level and 1000 is the highest volume level. The interval is defined in logarithmic steps, e.g. a volume control on a radio. Note: The Volume Control property is vendor-specific and therefore it is not possible to guarantee a consistent actual volume level across different vendor hardware. This property is null if not applicable.</p> <p>Type: integer, null Minimum: 1 Maximum: 1000 Default: null</p>
<p>auxiliaries/UPS</p> <p>Specifies the state of the Uninterruptible Power Supply. This property is null if not applicable. Properties contained in this property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: object, null Default: null</p>
<p>auxiliaries/UPS/low</p> <p>The charge level of the UPS is low.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/UPS/engaged</p> <p>The UPS is engaged.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/UPS/powering</p> <p>The UPS is powering the system.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/UPS/recovered</p> <p>The UPS was engaged when the main power went off.</p> <p>Type: boolean, null Default: null</p>
<p>auxiliaries/audibleAlarm</p> <p>Species the state of the Audible Alarm device as one of the following:</p> <ul style="list-style-type: none"> • off - The Alarm is turned off. • on - The Alarm is turned on. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties**auxiliaries/enhancedAudioControl**

Specifies the state of the Enhanced Audio Controller. The Enhanced Audio Controller controls how private and public audio are broadcast when the headset is inserted into/removed from the audio jack and when the handset is off-hook/on-hook. In the following, Privacy Device is used to refer to either the headset or handset. The Enhanced Audio Controller state is specified as one of the following:

- `publicAudioManual` - The Enhanced Audio Controller is in manual mode and is in the public state (i.e. audio will be played through speakers). Activating a Privacy Device (headset connected/handset off-hook) will have no impact, i.e. Output will remain through the speakers and no audio will be directed to the Privacy Device.
- `publicAudioAuto` - The Enhanced Audio Controller is in auto mode and is in the public state (i.e. audio will be played through speakers). When a Privacy Device is activated, the device will go to the private state.
- `publicAudioSemiAuto` - The Enhanced Audio Controller is in semi-auto mode and is in the public state (i.e. audio will be played through speakers). When a Privacy Device is activated, the device will go to the private state.
- `privateAudioManual` - The Enhanced Audio Controller is in manual mode and is in the private state (i.e. audio will be played only through a connected Privacy Device). In private mode, no audio is transmitted through the speakers.
- `privateAudioAuto` - The Enhanced Audio Controller is in auto mode and is in the private state (i.e. audio will be played only through a connected Privacy Device). In private mode, no audio is transmitted through the speakers. When a Privacy Device is deactivated (headset disconnected/handset on-hook), the device will go to the public state. Where there is more than one Privacy Device, the device will go to the public state only when all Privacy Devices have been deactivated.
- `privateAudioSemiAuto` - The Enhanced Audio Controller is in semi-auto mode and is in the private state (i.e. audio will be played only through a connected Privacy Device). In private mode, no audio is transmitted through the speakers. When a Privacy Device is deactivated, the device will remain in the private state.

This property is null if not applicable.

Type: string, null
Default: null

Properties**auxiliaries/enhancedMicrophoneControl**

Specifies the state of the Enhanced Microphone Controller. The Enhanced Microphone Controller controls how private and public audio input are transmitted when the headset is inserted into/removed from the audio jack and when the handset is off-hook/on-hook. In the following, Privacy Device is used to refer to either the headset or handset. The Enhanced Microphone Controller state is specified as one of the following values:

- `publicAudioManual` - The Enhanced Microphone Controller is in manual mode and is in the public state (i.e. the microphone in the fascia is active). Activating a Privacy Device (headset connected/handset off-hook) will have no impact, i.e. input will remain through the fascia microphone and any microphone associated with the Privacy Device will not be active.
- `publicAudioAuto` - The Enhanced Microphone Controller is in auto mode and is in the public state (i.e. the microphone in the fascia is active). When a Privacy Device with a microphone is activated, the device will go to the private state.
- `publicAudioSemiAuto` - The Enhanced Microphone Controller is in semi-auto mode and is in the public state (i.e. the microphone in the fascia is active). When a Privacy Device with a microphone is activated, the device will go to the private state.
- `privateAudioManual` - The Enhanced Microphone Controller is in manual mode and is in the private state (i.e. audio input will be via a microphone in the Privacy Device). In private mode, no audio input is transmitted through the fascia microphone.
- `privateAudioAuto` - The Enhanced Microphone Controller is in auto mode and is in the private state (i.e. audio input will be via a microphone in the Privacy Device). In private mode, no audio input is transmitted through the fascia microphone. When a Privacy Device with a microphone is deactivated (headset disconnected/handset on-hook), the device will go to the public state. Where there is more than one Privacy Device with a microphone, the device will go to the public state only when all such Privacy Devices have been deactivated.
- `privateAudioSemiAuto` - The Enhanced Microphone Controller is in semi-auto mode and is in the private state (i.e. audio input will be via a microphone in the Privacy Device). In private mode, no audio is transmitted through the fascia microphone. When a Privacy Device with a microphone is deactivated, the device will remain in the private state.

This property is null if not applicable.

Type: string, null
Default: null

auxiliaries/microphoneVolume

Specifies the value of the Microphone Volume Control. The value of Volume Control is defined in an interval from 1 to 1000 where 1 is the lowest volume level and 1000 is the highest volume level. The interval is defined in logarithmic steps, e.g. a volume control on a radio. Note: The Microphone Volume Control property is vendor-specific and therefore it is not possible to guarantee a consistent actual volume level across different vendor hardware. This property is null if not applicable.

Type: integer, null
Minimum: 1
Maximum: 1000
Default: null

deposit

Status information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported.

Type: object, null
Default: null

Properties**deposit/depTransport**

Specifies the state of the deposit transport mechanism that transports the envelope into the deposit container. This property is null in [Common.Status](#) if the device has no deposit transport, otherwise the following values are possible:

- `ok` - The deposit transport is in a good state.
- `inoperative` - The deposit transport is inoperative due to a hardware failure or media jam.
- `unknown` - Due to a hardware error or other condition the state of the deposit transport cannot be determined.

Type: string, null
Default: null

deposit/envDispenser

Specifies the state of the envelope dispenser.

This property is null in [Common.Status](#) if the device has no envelope dispenser, otherwise the following values are possible:

- `ok` - The envelope dispenser is present and in a good state.
- `inoperative` - The envelope dispenser is present but in an inoperable state. No envelopes can be dispensed.
- `unknown` - Due to a hardware error or other condition, the state of the envelope dispenser cannot be determined.

Type: string, null
Default: null

deposit/printer

Specifies the state of the printer.

This property is null in [Common.Status](#) if the device has no printer, otherwise the following values are possible:

- `ok` - The printer is present and in a good state.
- `inoperative` - The printer is in an inoperable state.
- `unknown` - Due to a hardware error or other condition, the state of the printer cannot be determined.

Type: string, null
Default: null

deposit/toner

Specifies the state of the toner (or ink) for the printer. This may be null in [Common.Status](#) if the physical device does not support printing or the capability to report the status of the toner/ink is not supported by the device, otherwise the following values are possible:

- `full` - The toner or ink supply is full or the ribbon is OK.
- `low` - The toner or ink supply is low or the print contrast with a ribbon is weak.
- `out` - The toner or ink supply is empty or the print contrast with a ribbon is not sufficient any more.
- `unknown` - Status of toner or ink supply or the ribbon cannot be determined with the device in its current state.

Type: string, null
Default: null

Properties
<p>deposit/shutter</p> <p>Specifies the state of the shutter or door.</p> <p>This may be null in Common.Status if the physical device has no shutter, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • closed - The shutter is closed. • open - The shutter is open. • jammed - The shutter is jammed. • unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined. <p>Type: string, null Default: null</p>
<p>deposit/depositLocation</p> <p>Specifies the location of the item deposited at the end of the last Deposit.Entry command.</p> <p>This may be null in Common.Status if not supported or in Common.StatusChangedEvent if unchanged, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • unknown - Cannot determine the location of the last deposited item. • container - The item is in the container. • transport - The item is in the transport. • printer - The item is in the printer. • shutter - The item is at the shutter (available for removal). • none - No item was entered on the last Deposit.Entry. • removed - The item was removed. <p>Type: string, null Default: null</p>
<p>vendorMode</p> <p>Status information for XFS4IoT services implementing the VendorMode interface. This will be null if the VendorMode interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>vendorMode/device</p> <p>Specifies the status of the Vendor Mode Service. This property may be null in events if the status did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • online - The Vendor Mode service is available. • offline - The Vendor Mode service is not available. <p>Type: string, null Default: null</p>
<p>vendorMode/service</p> <p>Specifies the service state. This property may be null in events if the state did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • enterPending - Vendor Mode enter request pending. • active - Vendor Mode active. • exitPending - Vendor Mode exit request pending. • inactive - Vendor Mode inactive. <p>Type: string, null Default: null</p>

Properties
<p>vendorApplication</p> <p>Status information for XFS4IoT services implementing the Vendor Application interface. This will be null in Common.Status if the interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>vendorApplication/accessLevel</p> <p>Reports the current access level as one of the following values:</p> <ul style="list-style-type: none"> • notActive - The application is not active. • basic - The application is active for the basic access level. • intermediate - The application is active for the intermediate access level. • full - The application is active for the full access level. <p>Type: string Required</p>
<p>powerManagement</p> <p>Status information for XFS4IoT services implementing the PowerManagement interface. This will be null if the PowerManagement interface is not supported.</p> <p>Type: object, null Default: null</p>
<p>powerManagement/info</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>powerManagement/info/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • powering - The input power source is live and supplying power to the power supply module. • noPower - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>powerManagement/info/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • powering - The power supply module is supplying power to the connected devices. • noPower - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties
<p>powerManagement/info/batteryStatus</p> <p>The charge level of the battery. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>full</code> - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery. • <code>low</code> - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay. • <code>operational</code> - The charge level is nominally between the levels "full" and "low". • <code>critical</code> - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly. • <code>failure</code> - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the device does not have a battery.</p> <pre>Type: string, null Default: null</pre>
<p>powerManagement/info/batteryChargingStatus</p> <p>The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>charging</code> - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full". • <code>discharging</code> - The battery is discharging power. • <code>notCharging</code> - The battery is not charging power. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the battery is not rechargeable.</p> <pre>Type: string, null Default: null</pre>
<p>powerManagement/powerSaveRecoveryTime</p> <p>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 0 if the power saving mode has not been activated. This property is null if power save control is not supported or Common.StatusChangedEvent if unchanged..</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>

6.2.2 Common.ErrorEvent

This event reports that an error has occurred. In most cases, this is in addition to being reported via the error code that is returned as the command completion.

In order to supply the maximum information, these events should be sent as soon as an error is detected. In particular, if an error is detected during the processing of a command, then the event should be sent before the command completion message.

Unsolicited Message

Payload (version 2.0)
<pre>{ "eventId": "hardware", "action": "reset", "vendorDescription": "An error occurred in position B." }</pre>
Properties
<p>eventId</p> <p>Specifies the type of error. Following values are possible:</p> <ul style="list-style-type: none"> • hardware - The error is a hardware error. • software - The error is a software error. • user - The error is a user error. • fraudAttempt - Some devices are capable of identifying a malicious physical attack which attempts to defraud valuable information or media. In this circumstance, this is returned to indicate a fraud attempt has occurred. <p>Type: string Required</p>
<p>action</p> <p>The action required to manage the error. This can be null if no action is required. Possible values are:</p> <ul style="list-style-type: none"> • reset - Reset device to attempt recovery using a <i>Reset</i> command, but should not be used excessively due to the potential risk of damage to the device. Intervention is not required, although if repeated attempts are unsuccessful then <i>maintenance</i> may be reported. • softwareError - A software error occurred. Contact software vendor. • configuration - A configuration error occurred. Check configuration. • clear - Recovery is not possible. A manual intervention for clearing the device is required. This value is typically returned when a hardware error has occurred which banking personnel may be able to clear without calling for technical maintenance, e.g. 'replace paper', or 'remove cards from retain bin'. • maintenance - Recovery is not possible. A technical maintenance intervention is required. <p>This value is only used for hardware errors and fraud attempts. This value is typically returned when a hardware error or fraud attempt has occurred which requires field engineer specific maintenance activity. A <i>Reset</i> command may be used to attempt recovery after intervention, but should not be used excessively due to the potential risk of damage to the device. Vendor Application may be required to recover the device.</p> <ul style="list-style-type: none"> • suspend - Device will attempt auto recovery and will advise any further action required via a Common.StatusChangedEvent or another <i>Common.ErrorEvent</i>. <p>Type: string, null Default: null</p>
<p>vendorDescription</p> <p>A vendor-specific description of the error. May be null if not applicable.</p> <p>Type: string, null Default: null</p>

6.2.3 Common.NonceClearedEvent

This event reports that the end-to-end security nonce value has been cleared on the device. This could be because the nonce was explicitly cleared with [Common.ClearCommandNonce](#), automatically cleared by a timeout, or cleared by actions documented for each device.

Unsolicited Message

Payload (version 2.0)
<pre>{ "reasonDescription": "Nonce cleared by timeout" }</pre>
Properties
<p>reasonDescription Optional text describing why the nonce was cleared. The value of this text should not be relied on.</p> <p>Type: string, null Default: null</p>

7. Card Reader Interface

This chapter defines the Card Reader interface functionality and messages.

This interface allows for the operation of the following categories of card readers:

- Motorized card reader/writer
- Swipe card reader (writing facilities only partially included)
- Dip card reader
- Latched dip card reader
- Contactless chip card readers
- Permanent chip card readers (each chip is accessed through a unique service)

Some motorized card reader/writers have storage units from which cards can be dispensed. Some have storage units in which a card can temporarily be parked to enable another card to be moved into the card reader.

The following tracks/chips and the corresponding international standards are considered in this document:

- Track 1 - ISO 7811
- Track 2 - ISO 7811
- Track 3 - ISO 7811 / ISO 4909
- Cash Transfer Card Track 1 - (JIS I: 8 bits/char) Japan
- Cash Transfer Card Track 3 - (JIS I: 8 bits/char) Japan
- Front Track 1 - (JIS II) Japan
- Watermark - Sweden
- Chip (contacted) - ISO 7816
- Chip (contactless) - ISO 10536, ISO 14443 and ISO 18092

In addition to the pure reading of the tracks mentioned above, security boxes can be used via this service to check the data of writable tracks for manipulation. These boxes (such as CIM or MM) are sensor-equipped devices that can check some other information on the card and compare it with the track data.

When the service controls a permanently connected chip card, [unsupportedCommand](#) will be returned to all commands except [Common.Status](#), [Common.Capabilities](#), [CardReader.ChipPower](#), [CardReader.ChipIO](#) and [CardReader.Reset](#).

The following defines the roles and responsibilities of an application within EMV: A distinction needs to be made between EMV Contact support and EMV Contactless support.

When defining an EMV Contact implementation:

- EMV Level 2 interaction is handled by the client or above.
- EMV Level 1 interaction is handled by the device.

All EMV status information that is defined as a Level 1 responsibility in the EMV specification should be handled by the service.

EMVCo grants EMV Level 1 Approvals to contact IFMs and EMVCo Level 2 Approvals to Application Kernels.

When defining an EMV Contactless implementation, the responsibilities will depend on the type of EMV contactless product being implemented.

There are different EMVCo defined product types. They can be found in the EMVCo Type Approval - Contactless Product - Administrative Process document [[Ref. cardreader-1](#)]. In this specification when referring to the Contactless Product Type, Intelligent Card Reader, the following must be included and handled by the device:

- An EMVCo Approved Level 1 Contactless PCD
- Entry Point and POS System Architecture according to Book A and B
- EMV Kernels according to Book C1 to C7 (minimum one kernel needs to be supported)

The Network, Consumer and Merchant Interfaces will be managed by the client or above.

7.1 General Information

7.1.1 References

ID	Description
cardreader-1	EMVCo Terminal Type Approval Contactless Product Administrative Process 2.9
cardreader-2	EMVCo Integrated Circuit Card Specifications for Payment Systems Version 4.3
cardreader-3	EMVCo Contactless Specifications for Payment Systems, Version 2.4
cardreader-4	ISO 8583:1987 Bank card originated messages — Interchange message specifications — Content for financial transactions
cardreader-5	ISO 4217

7.1.2 Intelligent Contactless Card Reader

In relation to contactless transactions, the terminology used in this specification is based on the EMV Contactless Specifications for Payment Systems. See [References](#).

There are a number of types of payment systems (or EMV) compliant contactless card readers, from the Intelligent Card Reader where the reader device handles most of the transaction processing and only returns the result, to a transparent card reader where the contactless card reader device provides a generic communication channel to the card without having any in-built transaction processing capabilities.

A contactless payment system transaction can be performed in two different ways, magnetic stripe emulation where the data returned from the chip is formatted as if it was read from the magnetic stripe, and EMV-like where, in a similar way to a contact EMV transaction, the chip returns a full set of BER-TLV (Basic Encoding Rules-Tag Length Value) data. Each payment system defines when each type, or profile, is used for a transaction, but it is usually dependent on both the configuration of the terminal and contactless card being tapped.

This specification will use "magnetic stripe emulation" and "EMV-like" to identify the two profiles of contactless transactions.

Support for a generic contactless communication channel to the card is provided via the [CardReader.ChipIO](#) command. This is suitable for use with a transparent contactless card reader or with an intelligent contactless card reader device operating in a pass-through mode.

The [CardReader.ReadRawData](#) command can be used with an intelligent contactless card reader device to provide magnetic track emulation transactions. Only magnetic track emulation transactions can be supported using this command.

When using an intelligent contactless card reader to support both EMV-like and magnetic track emulation transactions a number of commands are required. The [CardReader.EMVClassConfigure](#) command allows the exchange of data to configure the reader for card acceptance and the [CardReader.EMVClassPerformTransaction](#) command enables the reader and performs the transaction with the card when it is tapped. In most cases all the transaction steps involving the card are completed within the initial card tap. A sequence diagram showing the expected command sequences, as well as the cardholder and client actions when performing a contactless card based transaction.

Some contactless payment systems allow a 2nd tap of the contactless card. For example, a 2nd tap can be used to process authorization data received from the host. In the case of issuer update data this second tap is performed via the [CardReader.EMVClassIssuerUpdate](#) command. A sequence diagram showing the expected CardReader command sequences, as well as the cardholder and client actions. The [CardReader.EMVClassQueryApplications](#) and [CardReader.EMVClassConfigure](#) commands specified later in this document refer to the EMV terminology "Application Identifier (AID) - Kernel Combinations". A detailed explanation can be found in Refs. [[cardreader-2](#)] and [[cardreader-3](#)].

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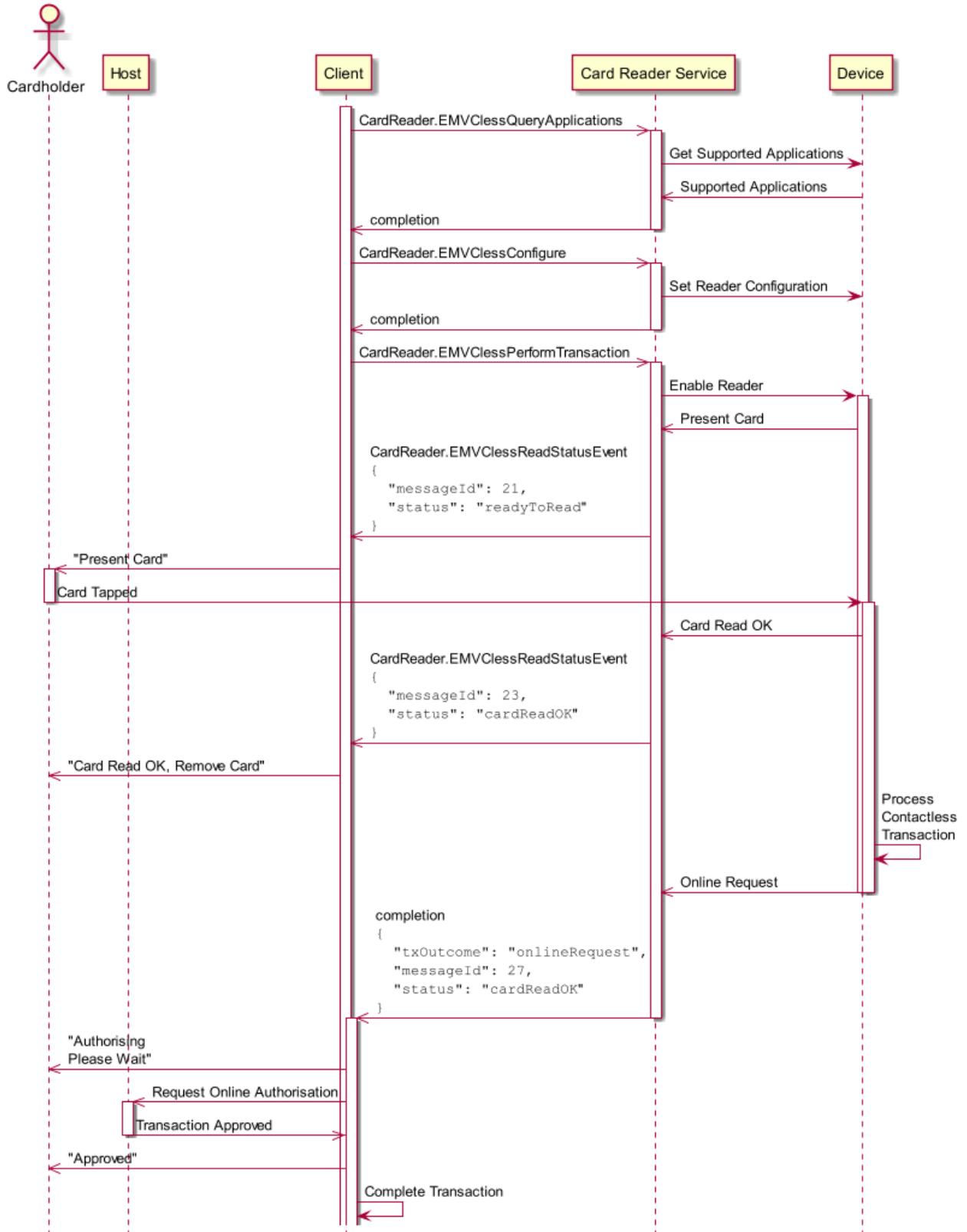
This document refers to BER-TLV tags. These are defined by each individual payment systems and contain the data exchanged between the client, contactless card and an intelligent contactless card reader. They are used to configure and prepare the intelligent contactless card reader for a transaction and are also part of the data that is returned by the reader on completion of a card tap.

Based on the applicable payment system application is expected to know which tags are required to be configured, what values to use for the tags and how to interpret the tags returned. Intelligent readers are expected to know the BER-TLV tag definitions supported per payment system application. The tags provided in this document are examples of the types of tags applicable to each command. They are not intended to be a definite list.

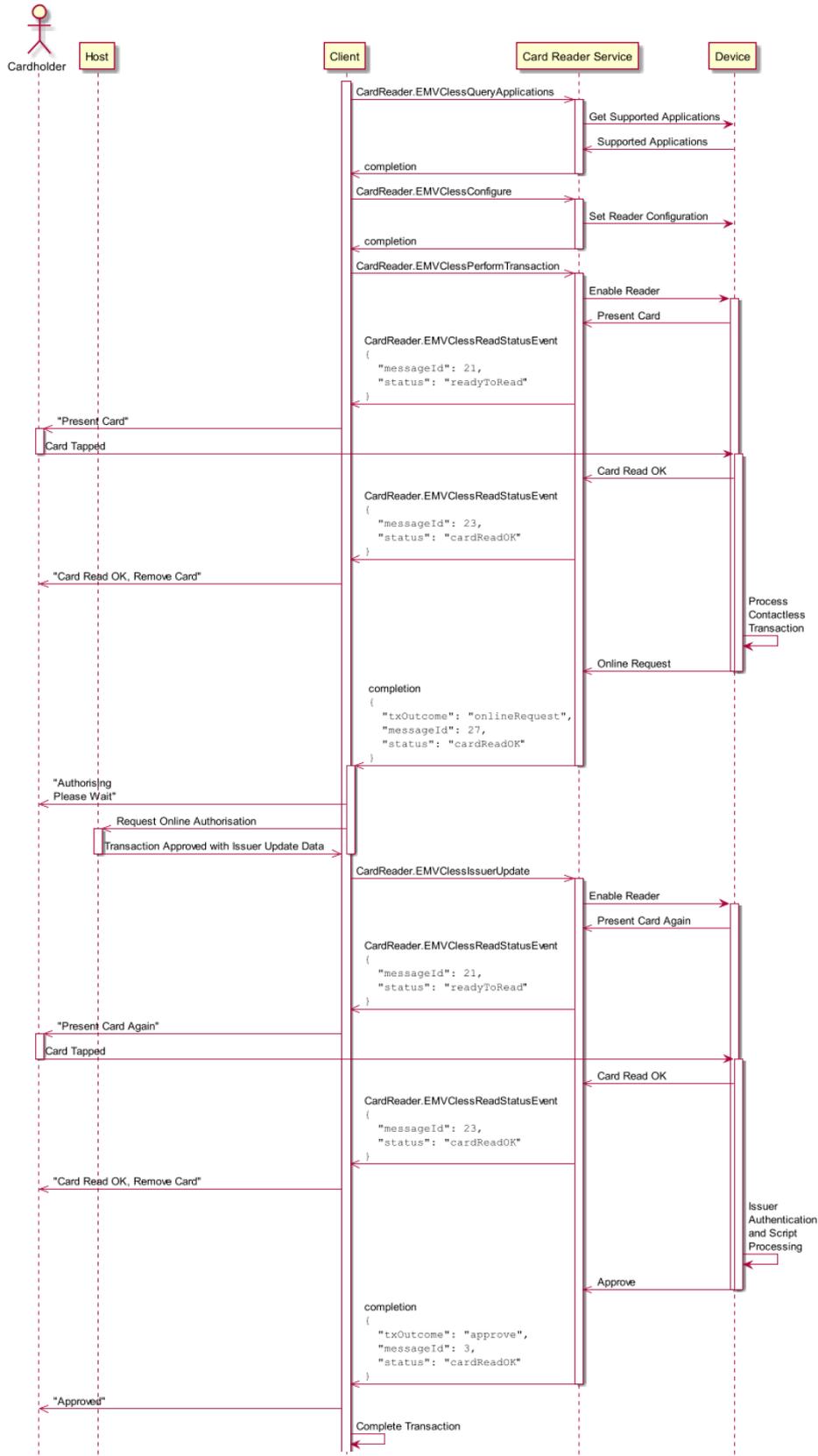
7.1.3 Intelligent Contactless Card Reader Sequence Diagrams

This section illustrates the sequence diagrams of EMV-like contactless intelligent card reader transactions.

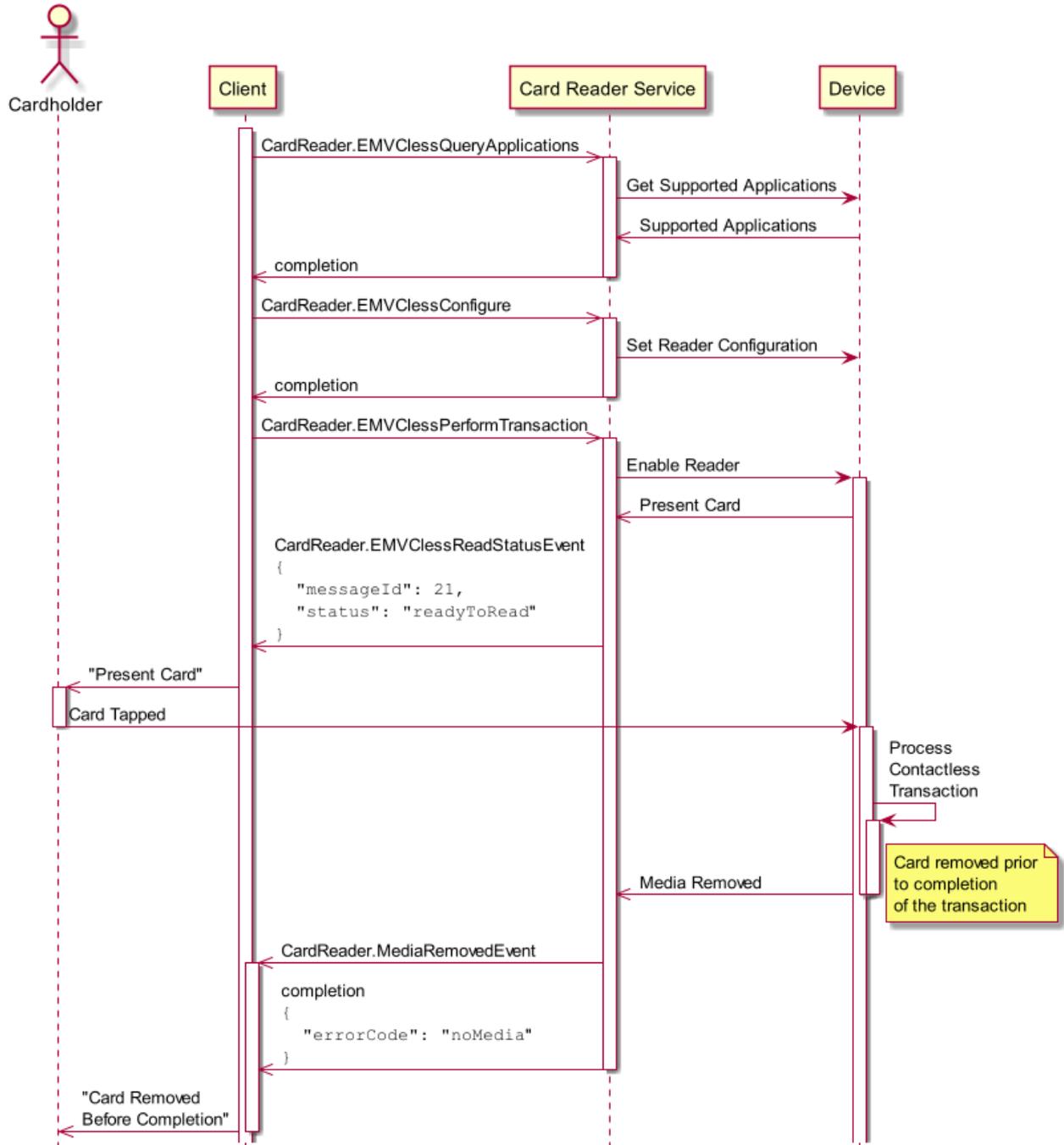
Single Tap Transaction Without Issuer Update Processing



Double Tap Transaction With Issuer Update Processing



Card Removed Before Completion



7.2 Command Messages

7.2.1 CardReader.QueryIFMIdentifier

This command is used to retrieve the complete list of registration authority Interface Module (IFM) identifiers. The primary registration authority is EMVCo, but other organizations are also supported for historical or local country requirements.

New registration authorities may be added in the future so applications should be able to handle the return of any additional properties included in *ifmIDs*.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "ifmIdentifiers": { "emv": "Example IFM Identifier", "europay": See ifmIdentifiers/emv } }</pre>
Properties
<p>ifmIdentifiers</p> <p>An array of the IFM identifiers supported by the Service or null if none are supported.</p> <p>Type: object, null Default: null</p>
<p>ifmIdentifiers/emv (example name)</p> <p>Specifies a single IFM identifier supported by the Service. The property name is the IFM authority, the property value is the IFM identifier of the chip card reader (or IFM) as assigned by the specified authority. The following IFM authorities are available:</p> <ul style="list-style-type: none"> • <i>emv</i> - The Level 1 Type Approval IFM identifier assigned by EMVCo. • <i>europay</i> - The Level 1 Type Approval IFM identifier assigned by Europay. • <i>visa</i> - The Level 1 Type Approval IFM identifier assigned by VISA. • <i>giecb</i> - The IFM identifier assigned by GIE Cartes Bancaires. <p>Type: string Name Pattern: ^emv\$ ^europay\$ ^visa\$ ^giecb\$</p>

Event Messages

None

7.2.2 CardReader.EMVClassQueryApplications

This command is used to retrieve the supported payment system applications available within an intelligent contactless card unit. The payment system application can either be identified by an AID or by the AID in combination with a Kernel Identifier. The Kernel Identifier has been introduced by the EMVCo specifications; see [\[Ref. cardreader-3\]](#).

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 3.0)
<pre>{ "appData": [{ "aid": "O2gAUACFyEARAJAC", "kernelIdentifier": "O2gAUACFyEARAJAC" }] }</pre>
Properties
<p>appData</p> <p>An array of application data objects which specifies a supported application identifier (AID) and associated Kernel Identifier.</p> <p>Type: array (object), null MinItems: 1 Default: null</p>
<p>appData/aid</p> <p>Contains the Base64 encoded payment system application identifier (AID) supported by the intelligent contactless card unit.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+])=) \$</code> Format: base64 Required</p>
<p>appData/kernelIdentifier</p> <p>Contains the Base64 encoded Kernel Identifier associated with the <i>aid</i>. This data may be null if the reader does not support Kernel Identifiers for example in the case of legacy approved contactless readers.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+])=) \$</code> Format: base64 Default: null</p>

Event Messages

None

7.2.3 CardReader.ReadRawData

For motor driven card readers, the card unit checks whether a card has been inserted. If so, all specified tracks are read immediately. If reading the chip is requested, the chip will be contacted and reset and the ATR (Answer To Reset) data will be read. When this command completes the chip will be in contacted position. This command can also be used for an explicit cold reset of a previously contacted chip.

This command should only be used for user cards and should not be used for permanently connected chips.

If no card has been inserted, and for all other categories of card readers, the card unit waits for the period of time specified in the call for a card to be either inserted or pulled through. The next step is trying to read all tracks specified.

The [CardReader.InsertCardEvent](#) will be generated when there is no card in the card reader and the device is ready to accept a card.

For non-motorized Card Readers which read track data on card exit, the *invalidData* completion code is returned when a call to this command is made to read both track data and chip data.

If the card unit is a latched dip unit the device will latch the card when the chip card will be read, i.e. [chip](#) is specified (see below). The card will remain latched until a call to [CardReader.Move](#) is made.

For contactless chip card readers, a collision of two or more card signals may happen. In this case, if the device is not able to pick the strongest signal, the *cardCollision* error will be returned.

Command Message

Payload (version 2.0)
<pre>{ "track1": false, "track2": false, "track3": false, "chip": false, "security": false, "fluxInactive": false, "watermark": false, "memoryChip": false, "track1Front": false, "frontImage": false, "backImage": false, "track1JIS": false, "track3JIS": false, "ddi": false }</pre>
Properties
<p>track1 Track 1 of the magnetic stripe will be read.</p> <p>Type: boolean Default: false</p>
<p>track2 Track 2 of the magnetic stripe will be read.</p> <p>Type: boolean Default: false</p>
<p>track3 Track 3 of the magnetic stripe will be read.</p> <p>Type: boolean Default: false</p>

Properties
<p>chip</p> <p>The chip will be read.</p> <p>Type: boolean Default: false</p>
<p>security</p> <p>A security check will be performed.</p> <p>Type: boolean Default: false</p>
<p>fluxInactive</p> <p>If the Flux Sensor is programmable it will be disabled in order to allow chip data to be read on cards which have no magnetic stripes.</p> <p>Type: boolean Default: false</p>
<p>watermark</p> <p>The Swedish Watermark track will be read.</p> <p>Type: boolean Default: false</p>
<p>memoryChip</p> <p>The memory chip will be read.</p> <p>Type: boolean Default: false</p>
<p>track1Front</p> <p>Track 1 data is read from the magnetic stripe located on the front of the card. In some countries this track is known as JIS II track.</p> <p>Type: boolean Default: false</p>
<p>frontImage</p> <p>The front image of the card will be read in Base64 PNG format.</p> <p>Type: boolean Default: false</p>
<p>backImage</p> <p>The back image of the card will be read in Base64 PNG format.</p> <p>Type: boolean Default: false</p>
<p>track1JIS</p> <p>Track 1 of Japanese cash transfer card will be read. In some countries this track is known as JIS I track 1 (8bits/char).</p> <p>Type: boolean Default: false</p>
<p>track3JIS</p> <p>Track 3 of Japanese cash transfer card will be read. In some countries this track is known as JIS I track 3 (8bits/char).</p> <p>Type: boolean Default: false</p>

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Properties

ddi

Dynamic Digital Identification data of the magnetic stripe will be read.

Type: boolean
Default: false

Completion Message

Payload (version 3.0)

```
{
  "errorCode": "mediaJam",
  "track1": {
    "status": "dataMissing",
    "data": "O2gAUACFyEARAJAC"
  },
  "track2": See track1 properties
  "track3": See track1 properties
  "chip": [{
    "status": See track1/status,
    "data": See track1/data
  }],
  "security": {
    "status": See track1/status,
    "data": "readLevel1"
  },
  "watermark": See track1 properties
  "memoryChip": {
    "status": See track1/status,
    "protocol": "chipT0",
    "data": "O2gAUACFyEARAJAC"
  },
  "track1Front": See track1 properties
  "frontImage": "O2gAUACFyEARAJAC",
  "backImage": "O2gAUACFyEARAJAC",
  "track1JIS": See track1 properties
  "track3JIS": See track1 properties
  "ddi": See track1 properties
}
```

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>mediaJam</code> - The card is jammed. Operator intervention is required. • <code>shutterFail</code> - The open of the shutter failed due to manipulation or hardware error. Operator intervention is required. • <code>noMedia</code> - The card was removed before completion of the read action (the event CardReader.MediaInsertedEvent has been generated). For motor driven devices, the read is disabled; i.e. another command has to be issued to enable the reader for card entry. • <code>invalidMedia</code> - No track or chip found; card may have been inserted or pulled through the wrong way. • <code>cardTooShort</code> - The card that was inserted is too short. When this error occurs the card remains at the exit slot. • <code>cardTooLong</code> - The card that was inserted is too long. When this error occurs the card remains at the exit slot. • <code>securityFail</code> - The security module failed reading the card's security and no other data source was requested. • <code>cardCollision</code> - There was an unresolved collision of two or more contactless card signals. <p>Type: string, null Default: null</p>
<p>track1</p> <p>Contains the data read from track 1. The property is null if not requested.</p> <p>Type: object, null Default: null</p>
<p>track1/status</p> <p>The status values applicable to all data sources. This property is null if the data is OK.</p> <p>Possible values are:</p> <ul style="list-style-type: none"> • <code>dataMissing</code> - The track/chip/memory chip is blank. • <code>dataInvalid</code> - The data contained on the track/chip/memory chip is invalid. This will typically be returned when data reports <i>badReadLevel</i> or <i>dataInvalid</i>. • <code>dataTooLong</code> - The data contained on the track/chip/memory chip is too long. • <code>dataTooShort</code> - The data contained on the track/chip/memory chip is too short. • <code>dataSourceNotSupported</code> - The data source to read from is not supported by the Service. • <code>dataSourceMissing</code> - The data source to read from is missing on the card, or is unable to be read due to a hardware problem, or the module has not been initialized. For example, this will be returned on a request to read a Memory Card and the customer has entered a magnetic card without associated memory chip. This will also be reported when <i>data</i> reports <i>noData</i>, <i>notInitialized</i> or <i>hardwareError</i>. This will also be reported when the image reader could not create a BMP file due to the state of the image reader or due to a failure. <p>Type: string, null Default: null</p>
<p>track1/data</p> <p>Base64 encoded representation of the data. This property is null if not read.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$</code> Format: base64 Default: null Sensitive</p>
<p>track2</p> <p>Contains the data read from track 2. The property is null if not requested.</p> <p>Type: object, null Default: null</p>

Properties
<p>track3</p> <p>Contains the data read from track 3. The property is null if not requested.</p> <p>Type: object, null Default: null</p>
<p>chip</p> <p>Contains the ATR data read from the chip. For contactless chip card readers, multiple identification information can be returned if the card reader detects more than one chip. Each chip identification information is returned as an individual <i>data</i> array element. The property is null if not requested.</p> <p>Type: array (object), null MinProperties: 1 MinItems: 1 Default: null</p>
<p>security</p> <p>Contains the data returned by the security module (i.e., MM, CIM86). If the check could not be executed, <i>status</i> and <i>data</i> indicate the cause of the security check failure; the <i>errorCode</i> will only be <i>securityFail</i> if no other data source is requested. The property is null if not requested.</p> <p>Type: object, null Default: null</p>
<p>security/data</p> <p>The security data can be one of the following: This property is null if there is no security data on the card.</p> <ul style="list-style-type: none"> • <i>readLevel11</i> - The security data readability level is 1. • <i>readLevel12</i> - The security data readability level is 2. • <i>readLevel13</i> - The security data readability level is 3. • <i>readLevel14</i> - The security data readability level is 4. • <i>readLevel15</i> - The security data readability level is 5. • <i>badReadLevel</i> - The security data reading quality is not acceptable. • <i>dataInvalid</i> - The validation of the security data with the specific data on the magnetic stripe was not successful. • <i>hardwareError</i> - The security module could not be used because of a hardware error. • <i>notInitialized</i> - The security module could not be used because it was not initialized (e.g., CIM key is not loaded). <p>Type: string, null Default: null</p>
<p>watermark</p> <p>Contains the data read from the Swedish Watermark track. The property is null if not requested.</p> <p>Type: object, null Default: null</p>
<p>memoryChip</p> <p>Memory Card Identification data read from the memory chip. The property is null if not requested.</p> <p>Type: object, null Default: null</p>

Properties
<p>memoryChip/protocol</p> <p>The memory card protocol used to communicate with the card. It can be one of the following:</p> <ul style="list-style-type: none"> • chipT0 - The card reader has used the T=0 protocol. • chipT1 - The card reader has used the T=1 protocol. • chipTypeAPart3 - The card reader has used the ISO 14443 (Part3) Type A contactless chip card protocol. • chipTypeAPart4 - The card reader has used the ISO 14443 (Part4) Type A contactless chip card protocol. • chipTypeB - The card reader has used the ISO 14443 Type B contactless chip card protocol. • chipTypeNFC - The card reader has used the ISO 18092 (106/212/424kbps) contactless chip card protocol. <p>Type: string Required</p>
<p>memoryChip/data</p> <p>Contains the data read from the memory chip in Base64. This property is null if not read.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2})([a-zA-Z0-9+/\] =)=\$</code> Format: base64 Default: null</p>
<p>track1Front</p> <p>Contains the data read from the front track 1. In some countries this track is known as JIS II track. This property is null if not read.</p> <p>Type: object, null Default: null</p>
<p>frontImage</p> <p>Base64 encoded representation of the BMP image file for the front of the card.</p> <p>The property is null if not requested or not read.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2})([a-zA-Z0-9+/\] =)=\$</code> Format: base64 Default: null</p>
<p>backImage</p> <p>Base64 encoded representation of the BMP image file for the back of the card.</p> <p>The property is null if not requested or not read.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2})([a-zA-Z0-9+/\] =)=\$</code> Format: base64 Default: null</p>
<p>track1JIS</p> <p>Contains the data read from JIS I track 1 (8bits/char). The property is null if not requested.</p> <p>Type: object, null Default: null</p>
<p>track3JIS</p> <p>Contains the data read from JIS I track 3 (8bits/char). The property is null if not requested.</p> <p>Type: object, null Default: null</p>

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Properties
ddi Contains the dynamic digital identification data read from magnetic stripe. The property is null if not requested. Type: object, null Default: null

Event Messages

- [CardReader.InsertCardEvent](#)
- [CardReader.MediaInsertedEvent](#)
- [CardReader.InvalidMediaEvent](#)
- [CardReader.TrackDetectedEvent](#)

7.2.4 CardReader.WriteRawData

For motor-driven card readers, the ID card unit checks whether a card has been inserted. If so, the data is written to the tracks.

If no card has been inserted, and for all other categories of devices, the ID card unit waits for the application specified [timeout](#) for a card to be either inserted or pulled through. The next step is writing the data to the respective tracks.

The [CardReader.InsertCardEvent](#) event will be generated when there is no card in the card reader and the device is ready to accept a card.

The application must pass the magnetic stripe data in ASCII without any sentinels, encoded in Base64 (See [CardReader.ReadRawData](#)). If the data passed in is too long the *invalidData* error code will be returned.

This procedure is followed by data verification.

If power fails during a write the outcome of the operation will be vendor specific, there is no guarantee that the write will have succeeded.

Command Message

Payload (version 3.0)
<pre>{ "track1": { "data": "O2gAUACFyEARAJAC", "writeMethod": "loco" }, "track2": See track1 properties "track3": See track1 properties "track1Front": See track1 properties "track1JIS": See track1 properties "track3JIS": See track1 properties "additionalProperties": See track1 properties }</pre>
Properties
<p>track1</p> <p>Specifies data is to be written to track 1. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>track1/data</p> <p>Base64 encoded representation of the data.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$ Format: base64 Required</p>
<p>track1/writeMethod</p> <p>Indicates whether a low coercivity or high coercivity magnetic stripe is to be written. If this property is null, the service will determine whether low or high coercivity is to be used.</p> <p>Specifies the write method as one of the following:</p> <ul style="list-style-type: none"> • loco - Write using low coercivity. • hico - Write using high coercivity. <p>Type: string, null Default: null</p>

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Properties
<p>track2</p> <p>Specifies data is to be written to track 2. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>track3</p> <p>Specifies data is to be written to track 3. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>track1Front</p> <p>Specifies data is to be written to the front track 1. In some countries this track is known as JIS II track. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>track1JIS</p> <p>Specifies data is to be written to JIS I track 1 (8bits/char). This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>track3JIS</p> <p>Specifies data is to be written to JIS I track 3 (8bits/char). This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>additionalProperties</p> <p>Specifies data is to be written to vendor specific track. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "mediaJam" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `mediaJam` - The card is jammed. Operator intervention is required.
- `shutterFail` - The open of the shutter failed due to manipulation or hardware error. Operator intervention is required.
- `noMedia` - The card was removed before completion of the write action (the event [CardReader.MediaInsertedEvent](#) has been generated). For motor driven devices, the write is disabled, i.e., another command has to be issued to enable the reader for card entry.
- `invalidMedia` - No track found; card may have been inserted or pulled through the wrong way.
- `writeMethod` - The [writeMethod](#) value is inconsistent with device capabilities.
- `cardTooShort` - The card that was inserted is too short. When this error occurs the card remains at the exit slot.
- `cardTooLong` - The card that was inserted is too long. When this error occurs the card remains at the exit slot.

Type: string, null

Default: null

Event Messages

- [CardReader.InsertCardEvent](#)
- [CardReader.MediaInsertedEvent](#)
- [CardReader.InvalidMediaEvent](#)

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7.2.5 CardReader.Move

This command is only applicable to motorized and latched dip card readers.

If after a successful completion event the card is at the exit position, the card will be accessible to the user. A [CardReader.MediaRemovedEvent](#) is generated to inform the application when the card is taken.

Motorized card readers

Motorized card readers can physically move cards from or to the transport or exit positions or a [storage unit](#). The default operation is to move a card in the transport position to the exit position.

If the card is being moved from the exit position to the exit position, these are valid behaviors:

1. The card does not move as the card reader can detect the card is already in the correct position.
2. The card is moved back into the card reader then moved back to the exit to ensure the card is in the correct position.

Latched dip card readers

Latched dips card readers can logically move cards from the transport position to the exit position by unlatching the card reader. That is, the card will not physically move but will be accessible to the user.

Command Message

Payload (version 2.0)
<pre>{ "from": "unit1", "to": "exit" }</pre>
Properties
<p>from</p> <p>Specifies where the card should be moved from as one of the following:</p> <ul style="list-style-type: none">• <code>exit</code> - The card will be moved from the exit position.• <code>transport</code> - The card will be moved from the transport position. This is the only value applicable to latched dip card readers.• <code><storage unit identifier></code> - The card will be moved from the storage unit with matching identifier. The storage unit type must be either <i>dispense</i> or <i>park</i>. <p>Type: string Pattern: <code>^exit\$ ^transport\$ ^unit[0-9A-Za-z]+\$</code> Default: "transport"</p>
<p>to</p> <p>Specifies where the card should be moved to as one of the following:</p> <ul style="list-style-type: none">• <code>exit</code> - The card will be moved to the exit. This is the only value applicable to latched dip card readers.• <code>transport</code> - The card will be moved to the transport just behind the exit slot.• <code><storage unit identifier></code> - The card will be moved to the storage unit with matching identifier. The storage unit type must be either <i>retain</i> or <i>park</i>. <p>Type: string Pattern: <code>^exit\$ ^transport\$ ^unit[0-9A-Za-z]+\$</code> Default: "exit"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "mediaJam" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `mediaJam` - The card is jammed. Operator intervention is required.
- `shutterFail` - The open of the shutter failed due to manipulation or hardware error. Operator intervention is required.
- `noMedia` - No card is in the requested *from* position.
- `occupied` - A card already occupies the requested *to* position.
- `full` - The *to* position is full. The card is still in the device.
- `mediaRetained` - The card has been retained during attempts to move it to the exit position. The device is clear and can be used.

Type: string, null

Default: null

Event Messages

None

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7.2.6 CardReader.SetKey

This command is used for setting the DES key that is necessary for operating a CIM86 module. The command must be executed before the first read command is issued to the card reader.

Command Message

Payload (version 3.0)
<pre>{ "keyValue": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>keyValue Contains the Base64 encoded payment containing the CIM86 DES key. This key is supplied by the vendor of the CIM86 module.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidKey" }</pre>
Properties
<p>errorCode Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">invalidKey - The key does not fit to the security module. <p>Type: string, null Default: null</p>

Event Messages

None

7.2.7 CardReader.ChipIO

This command is used to communicate with the chip. Transparent data is sent from the application to the chip and the response of the chip is returned transparently to the application.

The identification information, e.g., ATR of the chip must be obtained before issuing this command. The identification information for a user card or the Memory Card Identification (when available) must initially be obtained using [CardReader.ReadRawData](#). The identification information for subsequent resets of a user card can be obtained using either *CardReader.ReadRawData* or [CardReader.ChipPower](#). The ATR for permanent connected chips is always obtained through *CardReader.ChipPower*.

For contactless chip card readers, applications need to specify which chip to contact with, as part of [chipData](#), if more than one chip has been detected and multiple identification data has been returned by the *CardReader.ReadRawData* command.

For contactless chip card readers a collision of two or more card signals may happen. In this case, if the device is not able to pick the strongest signal, the *cardCollision* error code will be returned.

Command Message

Payload (version 3.0)
<pre>{ "chipProtocol": "chipT1", "chipData": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>chipProtocol</p> <p>Identifies the protocol that is used to communicate with the chip. Possible values are those described in CardReader chipProtocols. This property is ignored in communications with Memory Cards. The Service knows which memory card type is currently inserted and therefore there is no need for the application to manage this.</p> <p>It can be one of the following:</p> <ul style="list-style-type: none"> • <i>chipT0</i> - Use the T=0 protocol to communicate with the chip. • <i>chipT1</i> - Use the T=1 protocol to communicate with the chip. • <i>chipProtocolNotRequired</i> - The Service will automatically determine the protocol used to communicate with the chip. • <i>chipTypeAPart3</i> - Use the ISO 14443 (Part3) Type A contactless chip card protocol to communicate with the chip. • <i>chipTypeAPart4</i> - Use the ISO 14443 (Part4) Type A contactless chip card protocol to communicate with the chip. • <i>chipTypeB</i> - Use the ISO 14443 Type B contactless chip card protocol to communicate with the chip. • <i>chipTypeNFC</i> - Use the ISO 18092 (106/212/424kbps) contactless chip card protocol to communicate with the chip. <p>Type: string Default: "chipProtocolNotRequired"</p>
<p>chipData</p> <p>The Base64 encoded data to be sent to the chip.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$</code> Format: base64 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "mediaJam", }</pre>

<p>Payload (version 3.0)</p> <pre>"chipProtocol": "chipT0", "chipData": "O2gAUACFyEARAJAC" }</pre>
<p>Properties</p> <p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> mediaJam - The card is jammed. Operator intervention is required. noMedia - There is no card inside the device. invalidMedia - No chip found; card may have been inserted the wrong way. invalidData - An error occurred while communicating with the chip. protocolNotSupported - The protocol used was not supported by the Service. atrNotObtained - The ATR has not been obtained. cardCollision - There was an unresolved collision of two or more contactless card signals. <p>Type: string, null Default: null</p>
<p>chipProtocol</p> <p>Identifies the protocol that is used to communicate with the chip. This contains the same value as the corresponding property in the payload. This property is null for Memory Card dialogs.</p> <p>It can be one of the following:</p> <ul style="list-style-type: none"> chipT0 - The T=0 protocol has been used to communicate with the chip. chipT1 - The T=1 protocol has been used to communicate with the chip. chipProtocolNotRequired - The Service has automatically determined the protocol used to communicate with the chip. chipTypeAPart3 - The ISO 14443 (Part3) Type A contactless chip card protocol has been used to communicate with the chip. chipTypeAPart4 - The ISO 14443 (Part4) Type A contactless chip card protocol has been used to communicate with the chip. chipTypeB - The ISO 14443 Type B contactless chip card protocol has been used to communicate with the chip. chipTypeNFC - The ISO 18092 (106/212/424kbps) contactless chip card protocol has been used to communicate with the chip. <p>Type: string, null Default: null</p>
<p>chipData</p> <p>The Base64 encoded data received from the chip. This property is null if no data received.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))=\$ Format: base64 Default: null Sensitive</p>

Event Messages

None

7.2.8 CardReader.Reset

This command is used by the client to perform a hardware reset which will attempt to return the card reader device to a known good state.

If the device is a user card reader:

- Dependent on the command properties, the device will attempt to move a card in transport or exit positions to the exit or transport positions or a [retain](#) storage unit.
- For each card in the device (including parking storage units), a [CardReader.MediaDetectedEvent](#) will indicate the position or state of the card on completion of this command.
- Dependent on device state, it may not be possible to move a card.

If the device is a permanent chip card unit, this command will power-off the chip.

Command Message

Payload (version 2.0)
<pre>{ "to": "retain", "storageId": "unit4" }</pre>
Properties
<p>to</p> <p>Specifies the position a card in the transport or exit position should be moved to as one of the following:</p> <ul style="list-style-type: none"> • <code>exit</code> - Move the card to the exit position. If the card is already at the exit, it may be moved to ensure it is in the correct position to be taken. • <code>retain</code> - Move the card to a retain storage unit. • <code>currentPosition</code> - Keep the card in its current position. If the card is in the transport, it may be moved in the transport to verify it is not jammed. • <code>auto</code> - The service will select the position to which the card will be moved based on device capabilities, retain storage units available and service specific configuration. <p>Type: string Default: "auto"</p>
<p>storageId</p> <p>If the card is to be moved to a <i>retain</i> storage unit, this indicates the retain storage unit to which the card should be moved.</p> <p>If null, the Service will select the retain storage unit based on the number of retain storage units available and service specific configuration.</p> <p>Type: string, null Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "mediaJam" }</pre>

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Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">• <code>mediaJam</code> - The card is jammed. Operator intervention is required.• <code>shutterFail</code> - The device is unable to open and close its shutter.• <code>retainBinFull</code> - The retain bin is full; no more cards can be retained. The current card is still in the device.
Type: <code>string, null</code> Default: <code>null</code>

Event Messages

None

7.2.9 CardReader.ChipPower

This command handles the power actions that can be done on the chip.

For user chips, this command is only used after the chip has been contacted for the first time using the [CardReader.ReadRawData](#) command. For contactless user chips, this command may be used to deactivate the contactless card communication.

For permanently connected chip cards, this command is the only way to control the chip power.

Command Message

Payload (version 2.0)
<pre>{ "chipPower": "cold" }</pre>
Properties
<p>chipPower</p> <p>Specifies the action to perform as one of the following:</p> <ul style="list-style-type: none"> • cold - The chip is powered on and reset. • warm - The chip is reset. • off - The chip is powered off. <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "chipPowerNotSupported", "chipData": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • chipPowerNotSupported - The specified action is not supported by the hardware device. • mediaJam - The card is jammed (only applies to contact user chips). Operator intervention is required. • noMedia - There is no card inside the device (may not apply for contactless user chips). • invalidMedia - No chip found; card may have been inserted or pulled through the wrong way. • invalidData - An error occurred while communicating with the chip. • atrNotObtained - The ATR has not been obtained (only applies to user chips). <p>Type: string, null Default: null</p>
<p>chipData</p> <p>The Base64 encoded data received from the chip. This property is null if no data received.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =)=\$) Format: base64 Default: null</p>

Event Messages

None

7.2.10 CardReader.EMVClassConfigure

This command is used to configure an intelligent contactless card reader before performing a contactless transaction. This command sets terminal related data elements, the list of terminal acceptable applications with associated application specific data and any encryption key data required for offline data authentication.

This command should be used prior to [CardReader.EMVClassPerformTransaction](#). It may be called once on application start up or when any of the configuration parameters require to be changed. The configuration set by this command is persistent.

This command should be called with a complete list of acceptable payment system applications as any previous configurations will be replaced.

Command Message

Payload (version 3.0)
<pre>{ "terminalData": "O2gAUACFyEARAJAC", "aidData": [{ "aid": "O2gAUACFyEARAJAC", "partialSelection": false, "transactionType": 0, "kernelIdentifier": "O2gAUACFyEARAJAC", "configData": "O2gAUACFyEARAJAC" }], "keyData": [{ "rid": "O2gAUACFyEARAJAC", "caPublicKey": { "index": 0, "algorithmIndicator": 0, "exponent": "O2gAUACFyEARAJAC", "modulus": "O2gAUACFyEARAJAC", "checksum": "O2gAUACFyEARAJAC" } }]</pre>
Properties
<p>terminalData</p> <p>Base64 encoded representation of the BER-TLV formatted data for the terminal, e.g., Terminal Type, Transaction Category Code, Merchant Name & Location etc. Any terminal based data elements referenced in the Payment Systems Specifications or EMVCo Contactless Payment Systems Specifications Books may be included (see [Ref. cardreader-1], [Ref. cardreader-2] and [Ref. cardreader-3] for more details).</p> <p>Type: string Pattern: ^([a-zA-Z0-9+/{4})*([a-zA-Z0-9+/{4} [a-zA-Z0-9+/{2}]{([a-zA-Z0-9+/{4} =)=\$</p> <p>Format: base64 Required</p>
<p>aidData</p> <p>Specifies the list of acceptable payment system applications. For EMVCo approved contactless card readers each AID is associated with a Kernel Identifier and a Transaction Type. Legacy approved contactless readers may use only the AID.</p> <p>Each AID-Transaction Type or each AID-Kernel-Transaction Type combination will have its own unique set of configuration data. See [Ref. cardreader-2] and [Ref. cardreader-3] for more details.</p> <p>Type: array (object) Required</p>

Properties
<p>aidData/aid</p> <p>The application identifier to be accepted by the contactless chip card reader. The CardReader.EMVClassQueryApplications command will return the list of supported application identifiers.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$</code> Format: base64 Required</p>
<p>aidData/partialSelection</p> <p>If <i>partialSelection</i> is <i>true</i>, partial name selection of the specified AID is enabled. If <i>partialSelection</i> is <i>false</i>, partial name selection is disabled. A detailed explanation for partial name selection is given in [Ref. cardreader-2], Section 11.3.5.</p> <p>Type: boolean Default: false</p>
<p>aidData/transactionType</p> <p>The transaction type supported by the AID. This indicates the type of financial transaction represented by the first two digits of the ISO 8583:1987 Processing Code [Ref. cardreader-4].</p> <p>Type: integer Minimum: 0 Required</p>
<p>aidData/kernelIdentifier</p> <p>Base64 encoded representation of the EMVCo defined kernel identifier associated with the <i>aid</i>. This will be ignored if the reader does not support kernel identifiers. This property is null if not applicable.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$</code> Format: base64 Default: null</p>
<p>aidData/configData</p> <p>Base64 encoded representation of the list of BER-TLV formatted configuration data, applicable to the specific AID-Kernel ID-Transaction Type combination. The appropriate payment systems specifications define the BER-TLV tags to be configured.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$</code> Format: base64 Required</p>
<p>keyData</p> <p>Specifies the encryption key information required by an intelligent contactless chip card reader for offline data authentication. This property is null if not applicable.</p> <p>Type: array (object), null Default: null</p>
<p>keyData/rid</p> <p>Specifies the payment system's Registered Identifier (RID). RID is the first 5 bytes of the AID and identifies the payments system.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$</code> Format: base64 Required</p>
<p>keyData/caPublicKey</p> <p>CA Public Key information for the specified <i>rid</i>.</p> <p>Type: object Required</p>

Properties
<p>keyData/caPublicKey/index</p> <p>Specifies the CA Public Key Index for the specific <i>rid</i>.</p> <p>Type: integer Minimum: 0 Required</p>
<p>keyData/caPublicKey/algorithmIndicator</p> <p>Specifies the algorithm used in the calculation of the CA Public Key checksum. A detailed description of secure hash algorithm values is given in EMV Book 2, Annex B3; see [Ref. cardreader-2]. For example, if the EMV specification indicates the algorithm is '01', the value of the algorithm is coded as 1.</p> <p>Type: integer Minimum: 0 Required</p>
<p>keyData/caPublicKey/exponent</p> <p>Base64 encoded representation of the CA Public Key Exponent for the specific RID. This value is represented by the minimum number of bytes required. A detailed description of public key exponent values is given in EMV Book 2, Annex B2; see [Ref. cardreader-2]. For example, representing value '2¹⁶ + 1' requires 3 bytes in hexadecimal (0x01, 0x00, 0x01), while value '3' is coded as 0x03.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$ Format: base64 Required</p>
<p>keyData/caPublicKey/modulus</p> <p>Base64 encoded representation of the CA Public Key Modulus for the specific RID.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$ Format: base64 Required</p>
<p>keyData/caPublicKey/checksum</p> <p>Base64 encoded representation of the 20 byte checksum value for the CA Public Key.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$ Format: base64 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidTerminalData" }</pre>

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Properties

errorCode

Specifies the error code if applicable, otherwise null. The following values are possible:

- `invalidTerminalData` - Input data [terminalData](#) was invalid. Contactless chip card reader could not be configured successfully.
- `invalidAidData` - Input data [aidData](#) was invalid. Contactless chip card reader could not be configured successfully.
- `invalidKeyData` - Input data [keyData](#) was invalid. Contactless chip card reader could not be configured successfully.

Type: string, null
Default: null

Event Messages

None

7.2.11 CardReader.EMVClassPerformTransaction

This command is used to enable an intelligent contactless card reader. The transaction will start as soon as the card tap is detected.

Based on the configuration of the contactless chip card and the reader device, this command could return data formatted either as magnetic stripe information or as a set of BER-TLV encoded EMV tags.

This command supports magnetic stripe emulation cards and EMV-like contactless cards but cannot be used on storage contactless cards. The latter must be managed using the [CardReader.ReadRawData](#) and [CardReader.ChipIO](#) commands.

For specific payment system's card profiles an intelligent card reader could return a set of EMV tags along with magnetic stripe formatted data. In this case, two contactless card data structures will be returned, one containing the magnetic stripe like data and one containing BER-TLV encoded tags.

If no card has been tapped, the contactless chip card reader waits for the period of time specified in the command call for a card to be tapped.

For intelligent contactless card readers, any in-built audio/visual feedback such as Beep/LEDs, need to be controlled directly by the reader. These indications should be implemented based on the EMVCo and payment system's specifications.

Command Message

Payload (version 3.0)
<pre>{ "data": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>data</p> <p>Base64 encoded representation of the EMV data elements in a BER-TLV format required to perform a transaction. The types of object that could be included are:</p> <ul style="list-style-type: none"> • Transaction Type (9C) • Amount Authorized (9F02) • Transaction Date (9A)* • Transaction Time (9F21)* • Transaction Currency Code (5F2A) <p>Individual payment systems could define further data elements.</p> <p>Tags are not mandatory with this command and this property can therefore be null.</p> <p>*Tags 9A and 9F21 could be managed internally by the reader. If tags are not supplied, tag values may be used from the configuration sent previously in the CardReader.EMVClassConfigure command.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$ Format: base64 Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "noMedia", "chip": { "txOutcome": "multipleCards", "cardholderAction": "none", "dataRead": "O2gAUACFyEARAJAC", "clessOutcome": { "cvm": "onlinePIN", } } }</pre>

Payload (version 3.0)
<pre> "alternateInterface": "magneticStripe", "receipt": false, "uiOutcome": { "messageId": 0, "status": "notReady", "holdTime": 0, "valueDetails": { "qualifier": "amount", "value": "000000012345", "currencyCode": 826 }, "languagePreferenceData": "en" }, "uiRestart": See chip/clessOutcome/uiOutcome properties "fieldOffHoldTime": 0, "cardRemovalTimeout": 0, "discretionaryData": "O2gAUACFyEARAJAC" } }, "track1": See chip properties "track2": See chip properties "track3": See chip properties } </pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • noMedia - The card was removed before completion of the read operation. • invalidMedia - No track or chip was found or the card tapped cannot be used with this command (e.g., contactless storage cards). • readerNotConfigured - This command was issued before calling CardReader.EMVClessConfigure command. <p>Type: string, null Default: null</p>
<p>chip</p> <p>Contains the BER-TLV formatted data read from the chip. This property is set after the contactless transaction has been completed with EMV mode or mag-stripe mode. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties**chip/txOutcome**

If multiple data sources are returned, this property is the same for each one. Specifies the contactless transaction outcome as one of the following:

- `multipleCards` - Transaction could not be completed as more than one contactless card was tapped.
- `approve` - Transaction was approved offline.
- `decline` - Transaction was declined offline.
- `onlineRequest` - Transaction was requested for online authorization.
- `onlineRequestCompletionRequired` - Transaction requested online authorization and will be completed after a re-tap of the card. Transaction should be completed by issuing the [CardReader.EMVClessIssuerUpdate](#) command.
- `tryAgain` - Transaction could not be completed due to a card read error. The contactless card could be tapped again to re-attempt the transaction.
- `tryAnotherInterface` - Transaction could not be completed over the contactless interface. Another interface may be suitable for this transaction (for example contact).
- `endApplication` - Transaction cannot be completed on the contactless card due to an irrecoverable error.
- `confirmationRequired` - Transaction was not completed because of a requirement to allow entry of confirmation code on a mobile device. Transaction should be completed by issuing the [CardReader.EMVClessPerformTransaction](#) after a card removal and a re-tap of the card.

Note: The values for outcome have been mapped against the EMV Entry Point Outcome structure values defined in the EMVCo Contactless Specifications for Payment Systems (Book A and B) [[Ref. cardreader-3](#)].

Type: string
Required

chip/cardholderAction

Specifies the card holder action as one of the following:

- `none` - Transaction was completed. No further action is required.
- `retap` - The contactless card should be re-tapped to complete the transaction. This value can be returned when `txOutcome` is `onlineRequest`, `onlineRequestCompletionRequired` or `confirmationRequired`.
- `holdCard` - The contactless card should not be removed from the field until the transaction is completed.

Type: string
Required

chip/dataRead

The Base64 encoded representation of the data read from the chip after a contactless transaction has been completed successfully. If the member name is `chip`, the BER-TLV formatted data contains cryptogram tag (9F26) after a contactless chip transaction has been completed successfully. If the member name is `track1`, `track2` or `track3` this contains the data read from the chip, i.e the value returned by the card reader device and no cryptogram tag (9F26).

Type: string
Pattern: `^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4}|[a-zA-Z0-9+]{2}([a-zA-Z0-9+]|=)=$)`
Format: base64
Required
Sensitive

chip/clessOutcome

The Entry Point Outcome specified in EMVCo Specifications for Contactless Payment Systems (Book A and B) [[Ref. cardreader-3](#)]. This can be null for contactless chip card readers that do not follow EMVCo Entry Point Specifications.

Type: object, null
Default: null

Properties
<p>chip/classOutcome/cvm</p> <p>Specifies the card holder verification method (CVM) to be performed as one of the following:</p> <ul style="list-style-type: none"> • <code>onlinePIN</code> - Online PIN should be entered by the card holder. • <code>confirmationCodeVerified</code> - A confirmation code entry has been successfully done on a mobile device. • <code>sign</code> - Application should obtain card holder signature. • <code>noCVM</code> - No CVM is required for this transaction. • <code>noCVMPreference</code> - There is no CVM preference, but application can follow the payment system's rules to process the transaction. <p>Type: string Required</p>
<p>chip/classOutcome/alternateInterface</p> <p>This specifies the alternative interface to be used to complete a transaction if applicable as one of the following:</p> <ul style="list-style-type: none"> • <code>contact</code> - <code>txOutcome</code> is <code>tryAnotherInterface</code> and the contact chip interface should be used to complete a transaction. • <code>magneticStripe</code> - <code>txOutcome</code> is <code>tryAnotherInterface</code> and the magnetic stripe interface should be used to complete a transaction. <p>This will be null if <code>txOutcome</code> is not <code>tryAnotherInterface</code>.</p> <p>Type: string, null Default: null</p>
<p>chip/classOutcome/receipt</p> <p>Specifies whether a receipt should be printed.</p> <p>Type: boolean Default: false</p>
<p>chip/classOutcome/uiOutcome</p> <p>The user interface details required to be displayed to the card holder after processing the outcome of a contactless transaction. If no user interface details are required, this will be null. Please refer to EMVCo Contactless Specifications for Payment Systems Book A [Ref. cardreader-3], Section 6.2 for details of the data within this object.</p> <p>Type: object, null Default: null</p>
<p>chip/classOutcome/uiOutcome/messageId</p> <p>Represents the EMVCo defined message identifier that indicates the text string to be displayed, e.g., 0x1B is the "Authorising Please Wait" message (see EMVCo Contactless Specifications for Payment Systems Book A [Ref. cardreader-3], Section 9.4).</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>chip/classOutcome/uiOutcome/status</p> <p>Represents the EMVCo defined transaction status value to be indicated through the Beep/LEDs as one of the following:</p> <ul style="list-style-type: none"> • <code>notReady</code> - Contactless card reader is not able to communicate with a card. This status occurs towards the end of a contactless transaction or if the reader is not powered on. • <code>idle</code> - Contactless card reader is powered on, but the reader field is not yet active for communication with a card. • <code>readyToRead</code> - Contactless card reader is powered on and attempting to initiate communication with a card. • <code>processing</code> - Contactless card reader is in the process of reading the card. • <code>cardReadOk</code> - Contactless card reader was able to read a card successfully. • <code>processingError</code> - Contactless card reader was not able to process the card successfully. <p>Type: string Required</p>
<p>chip/classOutcome/uiOutcome/holdTime</p> <p>Represents the hold time in units of 100 milliseconds for which the application should display the message before processing the next user interface data.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>chip/classOutcome/uiOutcome/valueDetails</p> <p>Indicates a value associated with a transaction, either an amount or a balance. See [Ref. cardreader-3] for more details. This property will be null if no amount or balance is applicable.</p> <p>Type: object, null Default: null</p>
<p>chip/classOutcome/uiOutcome/valueDetails/qualifier</p> <p>Qualifies <i>value</i>. This data is defined by EMVCo as one of the following:</p> <ul style="list-style-type: none"> • <code>amount</code> - <i>value</i> is an Amount. • <code>balance</code> - <i>value</i> is a Balance. <p>Type: string Required</p>
<p>chip/classOutcome/uiOutcome/valueDetails/value</p> <p>Represents the numeric value of the amount or balance (as specified by <i>qualifier</i>) to be displayed where appropriate. The format of this property is defined by EMVCo.</p> <p>Type: string Pattern: <code>^[0-9]{12}\$</code> Required</p>
<p>chip/classOutcome/uiOutcome/valueDetails/currencyCode</p> <p>Represents the numeric value of the currency code as defined by ISO 4217 [Ref. cardreader-5].</p> <p>Type: integer Minimum: 0 Maximum: 999 Required</p>
<p>chip/classOutcome/uiOutcome/languagePreferenceData</p> <p>Represents the language preference (EMV Tag '5F2D') if returned by the card. If not returned, this property reports null. The application should use this data to display all messages in the specified language until the transaction concludes.</p> <p>Type: string, null Pattern: <code>^[a-z]{2}</code> Default: null</p>

Properties
<p>chip/classOutcome/uiRestart</p> <p>The user interface details required to be displayed to the card holder when a transaction needs to be completed with a re-tap. If no user interface details are required, this will be null.</p> <p>Type: object, null Default: null</p>
<p>chip/classOutcome/fieldOffHoldTime</p> <p>The application should wait for this specific hold time in units of 100 milliseconds, before re-enabling the contactless card reader by issuing either the CardReader.EMVClessPerformTransaction command or the CardReader.EMVClessIssuerUpdate command depending on the value of txOutcome. For intelligent contactless card readers, the completion of this command ensures that the contactless chip card reader field is automatically turned off, so there is no need for the application to disable the field.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>chip/classOutcome/cardRemovalTimeout</p> <p>Specifies a timeout value in units of 100 milliseconds for prompting the user to remove the card.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>chip/classOutcome/discretionaryData</p> <p>Base64 encoded representation of the payment system's specific discretionary data read from the chip, in a BER-TLV format, after a contactless transaction has been completed. If discretionary data is not present, this will be null.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$)</code> Format: base64 Default: null Sensitive</p>
<p>track1</p> <p>Contains the chip returned data formatted in as track 1. This property is set after the contactless transaction has been completed with mag-stripe mode. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>track2</p> <p>Contains the chip returned data formatted in as track 2. This property is set after the contactless transaction has been completed with mag-stripe mode. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>track3</p> <p>Contains the chip returned data formatted in as track 3. This property is set after the contactless transaction has been completed with mag-stripe mode. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

Event Messages

- [CardReader.EMVClessReadStatusEvent](#)

7.2.12 CardReader.EMVClassIssuerUpdate

This command performs the post authorization processing on payment systems contactless cards.

Before an online authorized transaction is considered complete, further chip processing may be requested by the issuer. This is only required when the authorization response includes issuer update data; either issuer scripts or issuer authentication data.

The command enables the contactless card reader and waits for the customer to re-tap their card.

The contactless chip card reader waits for the period of time specified in the command request for a card to be tapped.

Command Message

Payload (version 3.0)
<pre>{ "data": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>data</p> <p>Base64 encoded representation of the EMV data elements in a BER-TLV format received from the authorization response that are required to complete the transaction processing. The types of object that could be listed in <i>data</i> are:</p> <ul style="list-style-type: none"> • Authorization Code (if present) • Issuer Authentication Data (if present) • Issuer Scripts or proprietary payment system's data elements (if present) and any other data elements if required. <p>Type: string Pattern: ^([a-zA-Z0-9+/{4})*([a-zA-Z0-9+/{4} [a-zA-Z0-9+/{2}][a-zA-Z0-9+/{1} =)=\$ Format: base64 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "noMedia", "chip": { "txOutcome": "multipleCards", "dataRead": "O2gAUACFyEARAJAC", "clessOutcome": { "cvm": "onlinePIN", "alternateInterface": "magneticStripe", "receipt": false, "uiOutcome": { "messageId": 0, "status": "notReady", "holdTime": 0, "valueDetails": { "qualifier": "amount", "value": "000000012345", "currencyCode": 826 } }, "languagePreferenceData": "en" }, "uiRestart": See chip/clessOutcome/uiOutcome properties } }</pre>

Payload (version 3.0) <pre> "fieldOffHoldTime": 0, "cardRemovalTimeout": 0, "discretionaryData": "O2gAUACFyEARAJAC" } } } </pre>
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none"> noMedia - The card was removed before completion of the read action. invalidMedia - No track or chip found or card tapped cannot be used with this command (e.g., contactless storage cards or a different card than what was used to complete the CardReader.EMVClessPerformTransaction command). transactionNotInitiated - This command was issued before calling the <i>CardReader.EMVClessPerformTransaction</i> command. Type: string, null Default: null
chip Contains the BER-TLV formatted data read from the chip. This will be null if no data has been returned. Type: object, null Default: null
chip/txOutcome If multiple data sources are returned, this property is the same for each one. Specifies the contactless transaction outcome as one of the following: <ul style="list-style-type: none"> multipleCards - Transaction could not be completed as more than one contactless card was tapped. approve - Transaction was approved offline. decline - Transaction was declined offline. tryAgain - Transaction could not be completed due to a card read error. The contactless card could be tapped again to re-attempt the transaction. tryAnotherInterface - Transaction could not be completed over the contactless interface. Another interface may be suitable for this transaction (for example contact). Note: <i>The values for outcome have been mapped against the EMV Entry Point Outcome structure values defined in the EMVCo Contactless Specifications for Payment Systems (Book A and B) [Ref. cardreader-3].</i> Type: string Required
chip/dataRead The Base64 encoded representation of the data read from the chip after a contactless transaction has been completed successfully. The BER-TLV formatted data contains cryptogram tag (9F26) after a contactless chip transaction has been completed successfully. Type: string Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=)\$ Format: base64 Required Sensitive
chip/classOutcome The Entry Point Outcome specified in EMVCo Specifications for Contactless Payment Systems (Book A and B) [Ref. cardreader-3]. This can be null for contactless chip card readers that do not follow EMVCo Entry Point Specifications. Type: object, null Default: null

Properties
<p>chip/classOutcome/cvm</p> <p>Specifies the card holder verification method (CVM) to be performed as one of the following:</p> <ul style="list-style-type: none"> • <code>onlinePIN</code> - Online PIN should be entered by the card holder. • <code>confirmationCodeVerified</code> - A confirmation code entry has been successfully done on a mobile device. • <code>sign</code> - Application should obtain card holder signature. • <code>noCVM</code> - No CVM is required for this transaction. • <code>noCVMPreference</code> - There is no CVM preference, but application can follow the payment system's rules to process the transaction. <p>Type: string Required</p>
<p>chip/classOutcome/alternateInterface</p> <p>This specifies the alternative interface to be used to complete a transaction if applicable as one of the following:</p> <ul style="list-style-type: none"> • <code>contact</code> - <code>txOutcome</code> is <code>tryAnotherInterface</code> and the contact chip interface should be used to complete a transaction. • <code>magneticStripe</code> - <code>txOutcome</code> is <code>tryAnotherInterface</code> and the magnetic stripe interface should be used to complete a transaction. <p>This will be null if <code>txOutcome</code> is not <code>tryAnotherInterface</code>.</p> <p>Type: string, null Default: null</p>
<p>chip/classOutcome/receipt</p> <p>Specifies whether a receipt should be printed.</p> <p>Type: boolean Default: false</p>
<p>chip/classOutcome/uiOutcome</p> <p>The user interface details required to be displayed to the card holder after processing the outcome of a contactless transaction. If no user interface details are required, this will be null. Please refer to EMVCo Contactless Specifications for Payment Systems Book A [Ref. cardreader-3], Section 6.2 for details of the data within this object.</p> <p>Type: object, null Default: null</p>
<p>chip/classOutcome/uiOutcome/messageId</p> <p>Represents the EMVCo defined message identifier that indicates the text string to be displayed, e.g., 0x1B is the "Authorising Please Wait" message (see EMVCo Contactless Specifications for Payment Systems Book A [Ref. cardreader-3], Section 9.4).</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>chip/classOutcome/uiOutcome/status</p> <p>Represents the EMVCo defined transaction status value to be indicated through the Beep/LEDs as one of the following:</p> <ul style="list-style-type: none"> • <code>notReady</code> - Contactless card reader is not able to communicate with a card. This status occurs towards the end of a contactless transaction or if the reader is not powered on. • <code>idle</code> - Contactless card reader is powered on, but the reader field is not yet active for communication with a card. • <code>readyToRead</code> - Contactless card reader is powered on and attempting to initiate communication with a card. • <code>processing</code> - Contactless card reader is in the process of reading the card. • <code>cardReadOk</code> - Contactless card reader was able to read a card successfully. • <code>processingError</code> - Contactless card reader was not able to process the card successfully. <p>Type: string Required</p>
<p>chip/classOutcome/uiOutcome/holdTime</p> <p>Represents the hold time in units of 100 milliseconds for which the application should display the message before processing the next user interface data.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>chip/classOutcome/uiOutcome/valueDetails</p> <p>Indicates a value associated with a transaction, either an amount or a balance. See [Ref. cardreader-3] for more details. This property will be null if no amount or balance is applicable.</p> <p>Type: object, null Default: null</p>
<p>chip/classOutcome/uiOutcome/valueDetails/qualifier</p> <p>Qualifies <i>value</i>. This data is defined by EMVCo as one of the following:</p> <ul style="list-style-type: none"> • <code>amount</code> - <i>value</i> is an Amount. • <code>balance</code> - <i>value</i> is a Balance. <p>Type: string Required</p>
<p>chip/classOutcome/uiOutcome/valueDetails/value</p> <p>Represents the numeric value of the amount or balance (as specified by <i>qualifier</i>) to be displayed where appropriate. The format of this property is defined by EMVCo.</p> <p>Type: string Pattern: <code>^[0-9]{12}\$</code> Required</p>
<p>chip/classOutcome/uiOutcome/valueDetails/currencyCode</p> <p>Represents the numeric value of the currency code as defined by ISO 4217 [Ref. cardreader-5].</p> <p>Type: integer Minimum: 0 Maximum: 999 Required</p>
<p>chip/classOutcome/uiOutcome/languagePreferenceData</p> <p>Represents the language preference (EMV Tag '5F2D') if returned by the card. If not returned, this property reports null. The application should use this data to display all messages in the specified language until the transaction concludes.</p> <p>Type: string, null Pattern: <code>^[a-z]{2}</code> Default: null</p>

Properties
<p>chip/clessOutcome/uiRestart</p> <p>The user interface details required to be displayed to the card holder when a transaction needs to be completed with a re-tap. If no user interface details are required, this will be null.</p> <p>Type: object, null Default: null</p>
<p>chip/clessOutcome/fieldOffHoldTime</p> <p>The application should wait for this specific hold time in units of 100 milliseconds, before re-enabling the contactless card reader by issuing either the CardReader.EMVClessPerformTransaction command or the CardReader.EMVClessIssuerUpdate command depending on the value of txOutcome. For intelligent contactless card readers, the completion of this command ensures that the contactless chip card reader field is automatically turned off, so there is no need for the application to disable the field.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>chip/clessOutcome/cardRemovalTimeout</p> <p>Specifies a timeout value in units of 100 milliseconds for prompting the user to remove the card.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>chip/clessOutcome/discretionaryData</p> <p>Base64 encoded representation of the payment system's specific discretionary data read from the chip, in a BER-TLV format, after a contactless transaction has been completed. If discretionary data is not present, this will be null.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+ =) =) \$</code> Format: base64 Default: null Sensitive</p>

Event Messages

- [CardReader.EMVClessReadStatusEvent](#)

7.3 Event Messages

7.3.1 CardReader.InsertCardEvent

This event notifies the application when the device is ready for the user to insert a card.

Event Message

Payload (version 2.0)
This message does not define any properties.

7.3.2 CardReader.MediaInsertedEvent

This event specifies that a card was inserted into the device.

Event Message

Payload (version 2.0)
This message does not define any properties.

7.3.3 CardReader.InvalidMediaEvent

This event specifies that the media the user is attempting to insert is not a valid card or it is a card but it is in the wrong orientation.

Event Message

Payload (version 2.0)
This message does not define any properties.

7.3.4 CardReader.TrackDetectedEvent

This event notifies the application what track data the inserted card has before the reading of the data has completed. This event will be posted once when tracks are detected during card insertion.

Event Message

Payload (version 2.0)
<pre>{ "track1": true, "track2": false, "track3": false, "watermark": false, "frontTrack1": false }</pre>
Properties
<p>track1 The card has track 1.</p> <p>Type: boolean Default: false</p>
<p>track2 The card has track 2.</p> <p>Type: boolean Default: false</p>
<p>track3 The card has track 3.</p> <p>Type: boolean Default: false</p>
<p>watermark The card has the Swedish watermark track.</p> <p>Type: boolean Default: false</p>
<p>frontTrack1 The card has front track 1.</p> <p>Type: boolean Default: false</p>

7.3.5 CardReader.EMVClassReadStatusEvent

This notifies that the communication (i.e., the commands exchanged linked to the tap) between the card and the intelligent contactless card reader are complete. The application can use this event to display intermediate messages, progress of card read, audio signals or anything else that might be required. The intelligent contactless card reader will continue the processing and the result of the processing will be returned in the output of the [CardReader.EMVClassPerformTransaction](#) command.

Event Message

Payload (version 2.0)
<pre>{ "messageId": 0, "status": "notReady", "holdTime": 0, "valueDetails": { "qualifier": "amount", "value": "000000012345", "currencyCode": 826 }, "languagePreferenceData": "en" }</pre>
Properties
<p>messageId</p> <p>Represents the EMVCo defined message identifier that indicates the text string to be displayed, e.g., 0x1B is the "Authorising Please Wait" message (see EMVCo Contactless Specifications for Payment Systems Book A [Ref. cardreader-3], Section 9.4).</p> <p>Type: integer Minimum: 0 Required</p>
<p>status</p> <p>Represents the EMVCo defined transaction status value to be indicated through the Beep/LEDs as one of the following:</p> <ul style="list-style-type: none"> • <code>notReady</code> - Contactless card reader is not able to communicate with a card. This status occurs towards the end of a contactless transaction or if the reader is not powered on. • <code>idle</code> - Contactless card reader is powered on, but the reader field is not yet active for communication with a card. • <code>readyToRead</code> - Contactless card reader is powered on and attempting to initiate communication with a card. • <code>processing</code> - Contactless card reader is in the process of reading the card. • <code>cardReadOk</code> - Contactless card reader was able to read a card successfully. • <code>processingError</code> - Contactless card reader was not able to process the card successfully. <p>Type: string Required</p>
<p>holdTime</p> <p>Represents the hold time in units of 100 milliseconds for which the application should display the message before processing the next user interface data.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties
<p>valueDetails</p> <p>Indicates a value associated with a transaction, either an amount or a balance. See [Ref. cardreader-3] for more details. This property will be null if no amount or balance is applicable.</p> <p>Type: object, null Default: null</p>
<p>valueDetails/qualifier</p> <p>Qualifies <i>value</i>. This data is defined by EMVCo as one of the following:</p> <ul style="list-style-type: none"> • amount - <i>value</i> is an Amount. • balance - <i>value</i> is a Balance. <p>Type: string Required</p>
<p>valueDetails/value</p> <p>Represents the numeric value of the amount or balance (as specified by <i>qualifier</i>) to be displayed where appropriate. The format of this property is defined by EMVCo.</p> <p>Type: string Pattern: <code>^[0-9]{12}\$</code> Required</p>
<p>valueDetails/currencyCode</p> <p>Represents the numeric value of the currency code as defined by ISO 4217 [Ref. cardreader-5].</p> <p>Type: integer Minimum: 0 Maximum: 999 Required</p>
<p>languagePreferenceData</p> <p>Represents the language preference (EMV Tag '5F2D') if returned by the card. If not returned, this property reports null. The application should use this data to display all messages in the specified language until the transaction concludes.</p> <p>Type: string, null Pattern: <code>^[a-z]{2}</code> Default: null</p>

7.4 Unsolicited Messages

7.4.1 CardReader.MediaRemovedEvent

This unsolicited event indicates the card was manually removed by the user either during processing of a command which requires the card to be present or the card is removed from the exit position.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

7.4.2 CardReader.CardActionEvent

This event specifies where a card has been moved to by either the automatic power on or power off action of the device.

Unsolicited Message

Payload (version 2.0)
<pre>{ "to": "unit1", "from": "transport" }</pre>
Properties
<p>to</p> <p>Position where the card was moved to. Possible values are:</p> <ul style="list-style-type: none"> • <code>exit</code> - The card was moved to the exit position. • <code>transport</code> - The card was moved to the transport position. • <code><storage unit identifier></code> - The card was moved to the storage unit with matching identifier. The storage unit type must be <i>retain</i>. <p>Type: string Pattern: <code>^exit\$ ^transport\$ ^unit[0-9A-Za-z]+\$</code> Required</p>
<p>from</p> <p>Position where the card was moved from. Possible values are:</p> <ul style="list-style-type: none"> • <code>unknown</code> - The position of the card cannot be determined. • <code>exit</code> - The card was in the exit position. • <code>transport</code> - The card was in the transport position. • <code><storage unit identifier></code> - The card was in a storage unit with matching identifier. The storage unit type must be <i>park</i>. <p>Type: string Pattern: <code>^unknown\$ ^exit\$ ^transport\$ ^unit[0-9A-Za-z]+\$</code> Required</p>

7.4.3 CardReader.MediaDetectedEvent

This is generated if media is detected during a [CardReader.Reset](#). The event payload informs the application of the position or state of a card on the completion of the *CardReader.Reset* command. For devices with park storage units, there will be one event for each card found.

Unsolicited Message

Payload (version 2.0)
<pre>{ "position": "unit1" }</pre>
Properties
<p>position</p> <p>Specifies a card position or jammed state as one of the following:</p> <ul style="list-style-type: none">• <code>exit</code> - A card is at the exit position.• <code>transport</code> - A card is in the transport position.• <code><storage unit identifier></code> - A card is in the identified <i>retain</i> or <i>park</i> storage unit.• <code>jammed</code> - A card is jammed in the device. <p>Type: string Pattern: <code>^exit\$ ^transport\$ ^jammed\$ ^unit[0-9A-Za-z]+\$</code> Required</p>

8. Cash Management Interface

This chapter defines the Cash Management interface functionality and messages.

This specification describes the functionality of an XFS4IoT compliant Cash Management interface. It defines the Service-specific commands that can be issued to the Service using the WebSocket endpoint.

This interface is to be used together with [Storage](#), [Cash Dispenser](#) and/or [Cash Acceptor](#) interfaces to handle management of storage units, cash counts and banknote information.

8.1 General Information

8.1.1 References

ID	Description
cashmanagement-1	ISO 4217

8.1.2 Note Classification

Cash items are classified by the XFS4IoT specification according to the following definitions. Local requirements or device capability define which of these classifications are supported - see [Common.Capabilities classifications](#). A cash item can only be classified as one of the following:

1. Not recognized (level 1 in XFS 3.x), defined as *unrecognized* in XFS4IoT.
2. Recognized counterfeit item (level 2 in XFS 3.x), defined as *counterfeit* in XFS4IoT.
3. Suspected counterfeit item (level 3 in XFS 3.x), defined as *suspect* in XFS4IoT.
4. Inked, defined as *inked* in XFS4IoT. Inked-stained banknotes are typically items which have been stained by anti-theft devices.
5. Genuine note (level 4 in XFS 3.x). Genuine items are further classified as follows:
 - Fit for recycling, defined as *fit* in XFS4IoT
 - Unfit for recycling, defined as *unfit* in XFS4IoT

Once classified as such, how items are handled may depend on local requirements or legislative note handling standards that may exist in various countries and economic regions. This can be used to support note handling functionality which includes:

1. Whether counterfeit or suspect items allowed to be returned to the customer during a cash-in transaction
2. The ability to remove counterfeit notes from circulation.
3. Reporting of recognized, counterfeit and suspected counterfeit notes.
4. Creating and reporting of note signatures in order to allow back-tracing of notes.

A note's classification can be changed based on the item's serial number, currency and value by specifying a classification list - see [CashManagement.SetClassificationList](#). A classification list can be used to re-classify a matching item 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 note retention rules. Any reclassification will result in the normal events and behavior, for example a [CashManagement.InfoAvailableEvent](#) 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 (commonly known as a blacklist). Note that if reclassification of an item is performed after a command which generates a [CashManagement.InfoAvailableEvent](#), it has no impact on the content of the note information; the note's classification remains what it was reported when the note was classified.

Reclassification cannot be used to change a note's classification to a level which makes it more likely to be accepted, 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 counterfeit note as unrecognized. No particular use case has been identified for reclassifying suspect or genuine items as unrecognized, but there is no reason to restrict this reclassification.

Classification lists can be specified using [CashManagement.SetClassificationList](#) and retrieved using [CashManagement.GetClassificationList](#).

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The 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 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".

8.2 Command Messages

8.2.1 CashManagement.GetBankNoteTypes

This command is used to obtain information about the banknote types that can be detected by the banknote reader or are supported by the configuration.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "items": { "type20USD1": { "cashItem": { "noteID": 25, "currency": "USD", "value": 20.00, "release": 1 }, "enabled": true }, "type10GBP2": See items/type20USD1 properties } }</pre>
Properties
<p>items</p> <p>An object listing which cash items the device is capable of handling and whether the cash items are enabled for acceptance. May be null if empty.</p> <p>Type: object, null Default: null</p>
<p>items/type20USD1 (example name)</p> <p>Specifies a cash item supported by the device and whether it is enabled for acceptance.</p> <p>Type: object Name Pattern: ^type[0-9A-Z]+\$</p>
<p>items/type20USD1/cashItem</p> <p>An object containing information about a single cash item supported by the device.</p> <p>Type: object Required</p>
<p>items/type20USD1/cashItem/noteID</p> <p>Assigned by the Service. A unique number identifying a single cash item. Each unique combination of the other properties will have a different noteID. Can be used for migration of <i>usNoteID</i> from XFS 3.x.</p> <p>Type: integer Minimum: 1 Required</p>

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Properties
<p>items/type20USD1/cashItem/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1].</p> <p>Type: string Pattern: <code>^[A-Z]{3}\$</code> Required</p>
<p>items/type20USD1/cashItem/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>Type: number Minimum: 0 Required</p>
<p>items/type20USD1/cashItem/release</p> <p>The release of the cash item. The higher this number is, the newer the release.</p> <p>If 0 or not reported, there is only one release of that cash item or the device is not capable of distinguishing different release of the item, for example in a simple cash dispenser.</p> <p>An example of how this can be used is being able to sort different releases of the same denomination note to different storage units to take older notes out of circulation.</p> <p>This value is device, banknote reader and currency description configuration data dependent, therefore a release number of the same cash item will not necessarily have the same value in different systems and any such usage would be specific to a specific device's configuration.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>items/type20USD1/enabled</p> <p>If true, the banknote reader will accept this note type during a cash-in operations. If false, the banknote reader will refuse this note type unless it must be retained by note classification rules.</p> <p>Type: boolean Default: true</p>

Event Messages

None

8.2.2 CashManagement.GetTellerInfo

This command only applies to Teller devices. It allows the application to obtain counts for each currency assigned to the teller. These counts represent the total amount of currency dispensed by the teller in all transactions.

This command also enables the application to obtain the position assigned to each teller. The teller information is persistent.

Command Message

Payload (version 2.0)
<pre>{ "tellerID": 0, "currency": "USD" }</pre>
Properties
<p>tellerID</p> <p>Identification of the teller. If invalid the error <i>invalidTellerId</i> is reported. If null, all tellers are reported.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>currency</p> <p>ISO 4217 format currency identifier [Ref. cashmanagement-1]. If null, all currencies are reported for <i>tellerID</i>.</p> <p>Type: string, null Pattern: <code>^[A-Z]{3}\$</code> Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidCurrency", "tellerDetails": [{ "tellerID": 104, "inputPosition": "inDefault", "outputPosition": "outDefault", "tellerTotals": { "EUR": { "itemsReceived": 1405.00, "itemsDispensed": 1405.00, "coinsReceived": 0.05, "coinsDispensed": 0.05, "cashBoxReceived": 1407.15, "cashBoxDispensed": 1407.15 }, "GBP": See tellerDetails/tellerTotals/EUR properties }] }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>invalidCurrency</code> - Specified currency not currently available. • <code>invalidTellerId</code> - Invalid teller ID. <p>Type: string, null Default: null</p>
<p>tellerDetails</p> <p>Array of teller detail objects. May be null if no teller defined.</p> <p>Type: array (object), null Default: null</p>
<p>tellerDetails/tellerID</p> <p>Identification of the teller.</p> <p>Type: integer Minimum: 0 Required</p>
<p>tellerDetails/inputPosition</p> <p>Supplies the input position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • <code>inDefault</code> - Default input position. • <code>inLeft</code> - Left input position. • <code>inRight</code> - Right input position. • <code>inCenter</code> - Center input position. • <code>inTop</code> - Top input position. • <code>inBottom</code> - Bottom input position. • <code>inFront</code> - Front input position. • <code>inRear</code> - Rear input position. <p>Type: string Default: "inDefault"</p>
<p>tellerDetails/outputPosition</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • <code>outDefault</code> - Default output position. • <code>outLeft</code> - Left output position. • <code>outRight</code> - Right output position. • <code>outCenter</code> - Center output position. • <code>outTop</code> - Top output position. • <code>outBottom</code> - Bottom output position. • <code>outFront</code> - Front output position. • <code>outRear</code> - Rear output position. <p>Type: string Default: "outDefault"</p>
<p>tellerDetails/tellerTotals</p> <p>List of teller total objects. There is one object per currency.</p> <p>Type: object Required</p>

Properties
<p>tellerDetails/tellerTotals/EUR (example name)</p> <p>The property name is the ISO 4217 currency identifier [Ref. cashmanagement-1].</p> <p>Type: object Name Pattern: <code>^[A-Z]{3}\$</code></p>
<p>tellerDetails/tellerTotals/EUR/itemsReceived</p> <p>The total absolute value of items (other than coins) of the specified currency accepted. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>
<p>tellerDetails/tellerTotals/EUR/itemsDispensed</p> <p>The total absolute value of items (other than coins) of the specified currency dispensed. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>
<p>tellerDetails/tellerTotals/EUR/coinsReceived</p> <p>The total absolute value of coin currency accepted. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>
<p>tellerDetails/tellerTotals/EUR/coinsDispensed</p> <p>The total absolute value of coin currency dispensed. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>
<p>tellerDetails/tellerTotals/EUR/cashBoxReceived</p> <p>The total absolute value of cash box currency accepted. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>
<p>tellerDetails/tellerTotals/EUR/cashBoxDispensed</p> <p>The total absolute value of cash box currency dispensed. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>

Event Messages

None

8.2.3 CashManagement.SetTellerInfo

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 ATMs.

Command Message

Payload (version 2.0)
<pre>{ "action": "create", "tellerDetails": { "tellerID": 104, "inputPosition": "inDefault", "outputPosition": "outDefault", "tellerTotals": { "EUR": { "itemsReceived": 1405.00, "itemsDispensed": 1405.00, "coinsReceived": 0.05, "coinsDispensed": 0.05, "cashBoxReceived": 1407.15, "cashBoxDispensed": 1407.15 }, "GBP": See tellerDetails/tellerTotals/EUR properties } } }</pre>
Properties
<p>action</p> <p>The action to be performed. Following values are possible:</p> <ul style="list-style-type: none"> • create - A teller is to be added. • modify - Information about an existing teller is to be modified. • delete - A teller is to be removed. <p>Type: string Required</p>
<p>tellerDetails</p> <p>Teller details object.</p> <p>Type: object Required</p>
<p>tellerDetails/tellerID</p> <p>Identification of the teller.</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>tellerDetails/inputPosition</p> <p>Supplies the input position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. <p>Type: string Default: "inDefault"</p>
<p>tellerDetails/outputPosition</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>
<p>tellerDetails/tellerTotals</p> <p>List of teller total objects. There is one object per currency.</p> <p>Type: object Required</p>
<p>tellerDetails/tellerTotals/EUR (example name)</p> <p>The property name is the ISO 4217 currency identifier [Ref. cashmanagement-1].</p> <p>Type: object Name Pattern: <code>^[A-Z]{3}\$</code></p>
<p>tellerDetails/tellerTotals/EUR/itemsReceived</p> <p>The total absolute value of items (other than coins) of the specified currency accepted. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>
<p>tellerDetails/tellerTotals/EUR/itemsDispensed</p> <p>The total absolute value of items (other than coins) of the specified currency dispensed. The amount is expressed as a floating-point value.</p> <p>Type: number Minimum: 0 Default: 0</p>

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Properties
tellerDetails/tellerTotals/EUR/coinsReceived The total absolute value of coin currency accepted. The amount is expressed as a floating-point value. Type: number Minimum: 0 Default: 0
tellerDetails/tellerTotals/EUR/coinsDispensed The total absolute value of coin currency dispensed. The amount is expressed as a floating-point value. Type: number Minimum: 0 Default: 0
tellerDetails/tellerTotals/EUR/cashBoxReceived The total absolute value of cash box currency accepted. The amount is expressed as a floating-point value. Type: number Minimum: 0 Default: 0
tellerDetails/tellerTotals/EUR/cashBoxDispensed The total absolute value of cash box currency dispensed. The amount is expressed as a floating-point value. Type: number Minimum: 0 Default: 0

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidCurrency" }</pre>
Properties
errorCode Specifies the error code if applicable, otherwise null. Following values are possible: <ul style="list-style-type: none">• <code>invalidCurrency</code> - The specified currency is not currently available.• <code>invalidTellerId</code> - The teller ID is invalid.• <code>unsupportedPosition</code> - The position specified is not supported.• <code>exchangeActive</code> - The target teller is currently in the middle of an exchange operation. Type: string, null Default: null

Event Messages

None

8.2.4 CashManagement.GetItemInfo

This command is used to get information about detected items. It can be used to get information about individual items, all items of a certain classification, or all items that have information available. This information is available from the point where the first [CashManagement.InfoAvailableEvent](#) is generated until a transaction or replenishment command is executed including the following:

- [CashAcceptor.CashInStart](#)
- [CashAcceptor.CashIn](#)
- [CashAcceptor.CashInEnd](#)
- [CashAcceptor.CashInRollback](#)
- [CashAcceptor.CreateSignature](#)
- [CashAcceptor.Replenish](#)
- [CashAcceptor.CashUnitCount](#)
- [CashAcceptor.Deplete](#)
- [CashManagement.Retract](#)
- [CashManagement.Reset](#)
- [CashManagement.OpenShutter](#)
- [CashManagement.CloseShutter](#)
- [CashManagement.CalibrateCashUnit](#)
- [CashDispenser.Dispense](#)
- [CashDispenser.Present](#)
- [CashDispenser.Reject](#)
- [CashDispenser.Count](#)
- [CashDispenser.TestCashUnits](#)
- [Storage.StartExchange](#)
- [Storage.EndExchange](#)

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 [CashManagement.InfoAvailableEvent](#) but before any other command is executed.

Command Message

Payload (version 2.0)
<pre>{ "items": { "level": "fit", "index": 1 }, "itemInfoType": { "serialNumber": true, "signature": true, "image": true } }</pre>
Properties
<p>items</p> <p>Specifies which item or items to return information for. If null, all information on all items is returned.</p> <p>Type: object, null Default: null</p>

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Properties
<p>items/level</p> <p>Specifies the item's classification. Following values are possible:</p> <ul style="list-style-type: none">• unrecognized - The item is not recognized.• counterfeit - The item is recognized as counterfeit.• suspect - The item is recognized as suspected counterfeit.• fit - The item is genuine and fit for recycling.• unfit - The item is genuine, but not fit for recycling.• inked - The item is genuine, but ink stained. <p>Type: string Required</p>
<p>items/index</p> <p>Specifies the zero-based index for the item information required. If null, all items of the specified <i>level</i> will be returned.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>itemInfoType</p> <p>Specifies the type of information required. If null, all available information will be returned.</p> <p>Type: object, null Default: null</p>
<p>itemInfoType/serialNumber</p> <p>Request the serial number of the item.</p> <p>Type: boolean Default: true</p>
<p>itemInfoType/signature</p> <p>Request the signature of the item.</p> <p>Type: boolean Default: true</p>
<p>itemInfoType/image</p> <p>Request the image of the item.</p> <p>Type: boolean Default: true</p>

Completion Message

Payload (version 3.0)
<pre>{ "itemsList": [{ "noteType": "type20USD1", "orientation": "frontTop", "signature": "O2gAUACFyEARAJAC", "level": "fit", "serialNumber": "AB12345YG", "image": "O2gAUACFyEARAJAC", "onClassificationList": "onClassificationList", "itemLocation": "unit1" }] }</pre>

Properties
<p>itemsList</p> <p>Array of objects listing the item information. May be null, if empty.</p> <p>Type: array (object), null Default: null</p>
<p>itemsList/noteType</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes. This is null if the item was not identified as a cash item.</p> <p>Type: string, null Pattern: ^type[0-9A-Z]+\$ Default: null</p>
<p>itemsList/orientation</p> <p>Specifies the note orientation. This property is null if the hardware is not capable to determine the orientation The following values are possible:</p> <ul style="list-style-type: none"> • frontTop - 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. • frontBottom - 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. • backTop - 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. • backBottom - 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. • unknown - The orientation for the inserted note cannot be determined. <p>Type: string, null Default: null</p>
<p>itemsList/signature</p> <p>Base64 encoded vendor specific signature data. If no signature is available or has not been requested, then this is null.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))=\$ Format: base64 Default: null</p>
<p>itemsList/level</p> <p>Specifies the item's classification. Following values are possible:</p> <ul style="list-style-type: none"> • unrecognized - The item is not recognized. • counterfeit - The item is recognized as counterfeit. • suspect - The item is recognized as suspected counterfeit. • fit - The item is genuine and fit for recycling. • unfit - The item is genuine, but not fit for recycling. • inked - The item is genuine, but ink stained. <p>Type: string Required</p>

Properties
<p>itemsList/serialNumber</p> <p>This property contains the serial number of the item as a string. A '?' character is used to represent any serial number character that cannot be recognized. If no serial number is available or has not been requested then this is null.</p> <p>Type: string, null Default: null</p>
<p>itemsList/image</p> <p>Base64 encoded binary image data. If the Service does not support this function or the image has not been requested then this is null.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$ Format: base64 Default: null</p>
<p>itemsList/onClassificationList</p> <p>Specifies if the item is on the classification list. If the classification list reporting capability is not supported this property will be null. Following values are possible:</p> <ul style="list-style-type: none"> • onClassificationList - The serial number of the items is on the classification list. • notOnClassificationList - The serial number of the items is not on the classification list. • classificationListUnknown - It is unknown if the serial number of the item is on the classification list. <p>Type: string, null Default: null</p>
<p>itemsList/itemLocation</p> <p>Specifies the location of the item. Following values are possible:</p> <ul style="list-style-type: none"> • customer - The item has been presented to the customer. • unknown - The item location is unknown, for example, it may have been removed manually. • stacker - The item is in the intermediate stacker. • output - The item is at the output position. The items have not been in customer access. • transport - The item is in an intermediate location in the device. • deviceUnknown - The item is in the device, but its location is unknown. • <storage unit identifier> - The item is in a storage unit with matching identifier. <p>Type: string Pattern: ^customer\$ ^unknown\$ ^stacker\$ ^output\$ ^transport\$ ^deviceUnknown\$ ^unit[0-9A-Za-z]+\$ Default: "unknown"</p>

Event Messages

None

8.2.5 CashManagement.GetClassificationList

This command is used to retrieve the entire note classification information pre-set inside the device or set via the [CashManagement.SetClassificationList](#) command. This provides the functionality to blacklist notes 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.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "version": "Version 1.2", "classificationElements": [{ "serialNumber": "AB1234D", "currency": "USD", "value": 20.00, "level": "fit" }] }</pre>
Properties
<p>version</p> <p>This is an application defined string that sets the version identifier of the classification list. This property can be null if it has no version identifier.</p> <p>Type: string, null Default: null</p>
<p>classificationElements</p> <p>Array of objects defining the classification list. May be null if empty.</p> <p>Type: array (object), null Default: null</p>
<p>classificationElements/serialNumber</p> <p>This 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 Note Classification.</p> <p>Type: string Required</p>
<p>classificationElements/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1].</p> <p>Type: string Pattern: <code>^[A-Z]{3}\$</code> Required</p>
<p>classificationElements/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>Type: number Minimum: 0 Required</p>

Properties
<p>classificationElements/level</p> <p>Specifies the item's classification. Following values are possible:</p> <ul style="list-style-type: none">• unrecognized - The item is not recognized.• counterfeit - The item is recognized as counterfeit.• suspect - The item is recognized as suspected counterfeit.• fit - The item is genuine and fit for recycling.• unfit - The item is genuine, but not fit for recycling.• inked - The item is genuine, but ink stained. <p>Type: string Required</p>

Event Messages

None

8.2.6 CashManagement.SetClassificationList

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 classification list. 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. 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 counterfeit note as unrecognized. If two or more classification elements specify overlapping note definitions, but different *level* values then the first one takes priority.

Command Message

Payload (version 2.0)
<pre>{ "version": "Version 1.2", "classificationElements": [{ "serialNumber": "AB1234D", "currency": "USD", "value": 20.00, "level": "fit" }] }</pre>
Properties
<p>version</p> <p>This is an application defined string that sets the version identifier of the classification list. This property can be null if it has no version identifier.</p> <p>Type: string, null Default: null</p>
<p>classificationElements</p> <p>Array of objects defining the classification list.</p> <p>Type: array (object) Required</p>
<p>classificationElements/serialNumber</p> <p>This 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 Note Classification.</p> <p>Type: string Required</p>
<p>classificationElements/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1].</p> <p>Type: string Pattern: <code>^[A-Z]{3}\$</code> Required</p>
<p>classificationElements/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>Type: number Minimum: 0 Required</p>

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Properties
<p>classificationElements/level</p> <p>Specifies the item's classification. Following values are possible:</p> <ul style="list-style-type: none">• unrecognized - The item is not recognized.• counterfeit - The item is recognized as counterfeit.• suspect - The item is recognized as suspected counterfeit.• fit - The item is genuine and fit for recycling.• unfit - The item is genuine, but not fit for recycling.• inked - The item is genuine, but ink stained. <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

8.2.7 CashManagement.CloseShutter

This command closes the shutter.

Command Message

Payload (version 2.0)
<pre>{ "position": "inLeft" }</pre>
Properties
<p>position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "unsupportedPosition" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • unsupportedPosition - The position specified is not supported. • shutterClosed - Shutter was already closed. • exchangeActive - The device is in an exchange state. • shutterNotClosed - Shutter failed to close. • tooManyItems - There were too many items inserted for the shutter to close. • foreignItemsDetected - Foreign items have been detected in the input position. The shutter is open. <p>Type: string, null Default: null</p>

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Event Messages

None

8.2.8 CashManagement.OpenShutter

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. 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.

Command Message

Payload (version 2.0)
<pre>{ "position": "inLeft" }</pre>
Properties
<p>position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "unsupportedPosition" }</pre>

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Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none">• <code>unsupportedPosition</code> - The position specified is not supported.• <code>shutterNotOpen</code> - Shutter failed to open.• <code>shutterOpen</code> - Shutter was already open.• <code>exchangeActive</code> - The device is in an exchange state.• <code>foreignItemsDetected</code> - Foreign items have been detected in the input position.
Type: string, null Default: null

Event Messages

None

8.2.9 CashManagement.Retract

This command retracts items from an output position or internal areas within the device. Retracted items will be moved to either a retract bin, a reject bin, cash-in/recycle storage units, the transport or an intermediate stacker area. If items from internal areas within the device 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 property [shutterControl](#) is false.

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

As the items to be retracted may be in different areas of the device, it may be possible to have combinations of events and completions related to how these discrete bunches are handled. For example if items are in the stacker and other items are presented, and the customer takes the presented items, then it is possible to post a [CashManagement.ItemsTakenEvent](#) as well as an additional [Storage.StorageErrorEvent](#) or a [CashManagement.IncompleteRetractEvent](#) for the remaining items.

Command Message

Payload (version 2.0)
<pre>{ "location": { "outputPosition": "outDefault", "retractArea": "retract", "index": 1 } }</pre>
Properties
<p>location</p> <p>Specifies where items are to be retracted from and where they are to be retracted to.</p> <p>Type: object, null Default: null</p>
<p>location/outputPosition</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Properties**location/retractArea**

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

- `retract` - Retract the items to a retract storage unit.
- `transport` - Retract the items to the transport.
- `stacker` - Retract the items to the intermediate stacker area.
- `reject` - Retract the items to a reject storage unit.
- `itemCassette` - Retract the items to the storage units which would be used during a cash-in transaction including recycling storage units.
- `cashIn` - Retract the items to the storage units which would be used during a cash-in transaction but not including recycling storage units.

Type: string
Required

location/index

If *target* is set to *retract* this property defines a position inside the retract storage units. *index* starts with a value of 1 for the first retract position and increments by one for each subsequent position. If there are several retract storage units (of type *cashInRetract* or *cashOutRetract* as appropriate to the operation and as reported by *types* in [Storage.GetStorage](#)), *index* would be incremented from the first position of the first retract storage unit to the last position of the last retract storage unit. The maximum value of *index* is the sum of *maximum* of each retract storage unit. If *retractArea* is not set to *retract* the value of this property is ignored and may be null in command data.

Type: integer, null
Minimum: 1
Default: null

Completion Message**Payload (version 2.0)**

```
{
  "errorCode": "cashUnitError",
  "storage": {
    "unit1": {
      "retractOperations": 15,
      "deposited": {
        "unrecognized": 5,
        "type20USD1": {
          "fit": 15,
          "unfit": 0,
          "suspect": 0,
          "counterfeit": 0,
          "inked": 0
        },
        "type50USD1": See storage/unit1/deposited/type20USD1 properties
      },
      "retracted": See storage/unit1/deposited properties
      "rejected": See storage/unit1/deposited properties
      "distributed": See storage/unit1/deposited properties
      "transport": See storage/unit1/deposited properties
    },
    "unit2": See storage/unit1 properties
  },
  "transport": See storage/unit1/deposited properties
  "stacker": See storage/unit1/deposited properties
}
```

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - A problem occurred with a storage unit. A Storage.StorageErrorEvent will be sent with the details. • <code>noItems</code> - There were no items to retract. • <code>exchangeActive</code> - The device is in an exchange state. • <code>shutterNotClosed</code> - The shutter failed to close. • <code>itemsTaken</code> - 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. • <code>invalidRetractPosition</code> - The <i>index</i> is not supported. • <code>notRetractArea</code> - The retract area specified in <i>retractArea</i> is not supported. • <code>foreignItemsDetected</code> - Foreign items have been detected inside the input position. • <code>positionNotEmpty</code> - The retract area specified in <i>retractArea</i> is not empty so the retract operation is not possible. • <code>incompleteRetract</code> - Some or all of the items were not retracted for a reason not covered by other error codes. The detail will be reported with a CashManagement.IncompleteRetractEvent. <p>Type: string, null Default: null</p>
<p>storage</p> <p>Object containing the storage units which have had items inserted during the associated operation or transaction. Only storage units whose contents have been modified are included.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1 (example name)</p> <p>List of items moved to this storage unit by this transaction or command. The property name is the same as reported by Storage.GetStorage.</p> <p>Type: object, null Name Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>storage/unit1/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposited/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

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Properties
<p>storage/unit1/deposited/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposited/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>transport</p> <p>List of items moved to transport by this transaction or command.</p> <p>Type: object, null Default: null</p>
<p>stacker</p> <p>List of items moved to stacker by this transaction or command.</p> <p>Type: object, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)
- [CashManagement.IncompleteRetractEvent](#)

8.2.10 CashManagement.Reset

This command is used by the application to perform a hardware reset which will attempt to return the device to a known good state.

If a cash-in transaction is active or [exchange](#) is *active* then this command will end the transaction or exchange state as appropriate, 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 command parameters. This may not always be possible because of hardware problems. If the application does not wish to specify a storage unit or position it can set [target](#) to *null*. In this case the device will determine where to move any items found.

When end-to-end (E2E) security is being enforced by a device, if this command would result in notes being moved to a position where they would be accessible, this command will be blocked from executing. The exact definition of 'accessible' is hardware dependent but, for example, any position outside the safe, or any position where an attacker could access the cash should mean the command is blocked. Any attempt to execute the command will complete with the completion code *unsupportedCommand*. This is required because there is currently no E2E security defined for this command, and if the command were permitted it would be possible to extract cash and bypass E2E security.

As the items to be retracted may be in different areas of the device, it may be possible to have combinations of events and completions related to how these discrete bunches are handled. For example if items are in the stacker and other items are presented, and the customer takes the presented items, then it is possible to post a [CashManagement.ItemsTakenEvent](#) as well as an additional [Storage.StorageErrorEvent](#) or a [CashManagement.IncompleteRetractEvent](#) for the remaining items.

If items are found inside the device one or more [CashManagement.MediaDetectedEvents](#) will be generated to inform the application where the items have been moved to.

The [shutterControl](#) property will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly open and close the shutter using the [CashManagement.OpenShutter](#), [CashManagement.CloseShutter](#) or [CashAcceptor.PresentMedia](#) commands. If *shutterControl* is false then this command does not operate the shutter in any way, the application is responsible for all shutter control. If *shutterControl* 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 [presentControl](#) property will determine whether it is necessary to call the *CashAcceptor.PresentMedia* command in order to move items to the output position. If *presentControl* is true then all items are moved immediately to the correct output position for removal (a *CashManagement.OpenShutter* command will be needed in the case of explicit shutter control). If *presentControl* is false, then items are not returned immediately and must be presented to the correct output position for removal using the *CashAcceptor.PresentMedia* command.

If requested, items are returned in a single bunch or multiple bunches in the same way as described for the [CashAcceptor.CashIn](#) command.

If performing a [Mixed Media](#) transaction and media items are to be moved to a storage unit or units, the requested unit(s) must support [types](#) appropriate to the media being stored.

Command Message

Payload (version 2.0)
<pre>{ "position": { "target": "singleUnit", "unit": "unit4", "index": 1 } }</pre>

Properties
<p>position</p> <p>Defines where items are to be moved to as one of the following:</p> <ul style="list-style-type: none"> • A single storage unit, further specified by <i>unit</i>. • Internal areas of the device. • An output position. <p>This may be null if the Service is to determine where items are to be moved.</p> <p>Type: object, null Default: null</p>
<p>position/target</p> <p>This property specifies the target. Following values are possible:</p> <ul style="list-style-type: none"> • <code>singleUnit</code> - A single storage unit defined by <i>unit</i>. • <code>retract</code> - A retract storage unit defined by <i>index</i>. • <code>transport</code> - The transport. • <code>stacker</code> - Intermediate stacker area. • <code>reject</code> - Reject storage unit. • <code>itemCassette</code> - Storage units which would be used during a cash-in transaction including recycling storage units. • <code>cashIn</code> - Storage units which would be used during a cash-in transaction but not including recycling storage units. • <code>outDefault</code> - Default output position. • <code>outLeft</code> - Left output position. • <code>outRight</code> - Right output position. • <code>outCenter</code> - Center output position. • <code>outTop</code> - Top output position. • <code>outBottom</code> - Bottom output position. • <code>outFront</code> - Front output position. • <code>outRear</code> - Rear output position. <p>Type: string Required</p>
<p>position/unit</p> <p>If <i>target</i> is set to <i>singleUnit</i>, this property specifies the object name (as stated by the Storage.GetStorage command) of a single storage unit. Ignored and may be null for all other cases.</p> <p>Type: string, null Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>position/index</p> <p>If <i>target</i> is set to <i>retract</i> this property defines a position inside the retract storage units. <i>index</i> starts with a value of 1 for the first retract position and increments by one for each subsequent position. If there are several retract storage units (of type <i>cashInRetract</i> or <i>cashOutRetract</i> as appropriate to the operation and as reported by <i>types</i> in Storage.GetStorage), <i>index</i> would be incremented from the first position of the first retract storage unit to the last position of the last retract storage unit. The maximum value of <i>index</i> is the sum of <i>maximum</i> of each retract storage unit. If <i>retractArea</i> is not set to <i>retract</i> the value of this property is ignored and may be null in command data.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Completion Message

Payload (version 2.0)
{

Payload (version 2.0)
<pre> "errorCode": "cashUnitError", "storage": { "unit1": { "retractOperations": 15, "deposited": { "unrecognized": 5, "type20USD1": { "fit": 15, "unfit": 0, "suspect": 0, "counterfeit": 0, "inked": 0 }, "type50USD1": See storage/unit1/deposited/type20USD1 properties }, "retracted": See storage/unit1/deposited properties "rejected": See storage/unit1/deposited properties "distributed": See storage/unit1/deposited properties "transport": See storage/unit1/deposited properties }, "unit2": See storage/unit1 properties }, "transport": See storage/unit1/deposited properties "stacker": See storage/unit1/deposited properties } </pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - There is a problem with a storage unit. A Storage.StorageErrorEvent will be posted with the details. • <code>unsupportedPosition</code> - The output position specified is not supported. • <code>invalidCashUnit</code> - The storage unit number specified is not valid. • <code>invalidRetractPosition</code> - The <i>index</i> is not supported. • <code>notRetractArea</code> - The retract area specified in <i>retractArea</i> is not supported. • <code>positionNotEmpty</code> - The retract area specified in <i>retractArea</i> is not empty so the moving of items was not possible. • <code>foreignItemsDetected</code> - Foreign items have been detected in the input position. • <code>incompleteRetract</code> - Some or all of the items were not retracted for a reason not covered by other error codes. The detail will be reported with a CashManagement.IncompleteRetractEvent. <p>Type: string, null Default: null</p>
<p>storage</p> <p>Object containing the storage units which have had items inserted during the associated operation or transaction. Only storage units whose contents have been modified are included.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1 (example name)</p> <p>List of items moved to this storage unit by this transaction or command. The property name is the same as reported by Storage.GetStorage.</p> <p>Type: object, null Name Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>

Properties
<p>storage/unit1/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposited/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposited/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

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Properties
<p>storage/unit1/deposited/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>transport</p> <p>List of items moved to transport by this transaction or command.</p> <p>Type: object, null Default: null</p>
<p>stacker</p> <p>List of items moved to stacker by this transaction or command.</p> <p>Type: object, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)
- [CashManagement.IncompleteRetractEvent](#)

8.2.11 CashManagement.CalibrateCashUnit

This command will cause a vendor dependent sequence of hardware events which will calibrate one storage unit. This is necessary if a new type of bank note is put into the storage unit as the command enables the device to obtain the measures of the new bank notes.

This command cannot be used to calibrate storage units which have been locked by the application. An error code will be returned and a [Storage.StorageErrorEvent](#) generated.

Command Message

Payload (version 2.0)
<pre>{ "unit": "unit1", "numOfBills": 40, "position": { "target": "singleUnit", "unit": "unit4", "index": 1 } }</pre>
Properties
<p>unit</p> <p>The object name of the storage unit as stated by the Storage.GetStorage command.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>
<p>numOfBills</p> <p>The number of bills to be dispensed during the calibration process. If null, the Service may decide how many bills are required. This may also be ignored if the device always dispenses a default number of bills.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>position</p> <p>Defines where items are to be moved to as one of the following:</p> <ul style="list-style-type: none"> • A single storage unit, further specified by <i>unit</i>. • Internal areas of the device. • An output position. <p>This may be null if the Service is to determine where items are to be moved.</p> <p>Type: object, null Default: null</p>

Properties
<p>position/target</p> <p>This property specifies the target. Following values are possible:</p> <ul style="list-style-type: none"> • <code>singleUnit</code> - A single storage unit defined by <i>unit</i>. • <code>retract</code> - A retract storage unit defined by <i>index</i>. • <code>transport</code> - The transport. • <code>stacker</code> - Intermediate stacker area. • <code>reject</code> - Reject storage unit. • <code>itemCassette</code> - Storage units which would be used during a cash-in transaction including recycling storage units. • <code>cashIn</code> - Storage units which would be used during a cash-in transaction but not including recycling storage units. • <code>outDefault</code> - Default output position. • <code>outLeft</code> - Left output position. • <code>outRight</code> - Right output position. • <code>outCenter</code> - Center output position. • <code>outTop</code> - Top output position. • <code>outBottom</code> - Bottom output position. • <code>outFront</code> - Front output position. • <code>outRear</code> - Rear output position. <p>Type: string Required</p>
<p>position/unit</p> <p>If <i>target</i> is set to <i>singleUnit</i>, this property specifies the object name (as stated by the Storage.GetStorage command) of a single storage unit. Ignored and may be null for all other cases.</p> <p>Type: string, null Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>position/index</p> <p>If <i>target</i> is set to <i>retract</i> this property defines a position inside the retract storage units. <i>index</i> starts with a value of 1 for the first retract position and increments by one for each subsequent position. If there are several retract storage units (of type <i>cashInRetract</i> or <i>cashOutRetract</i> as appropriate to the operation and as reported by <i>types</i> in Storage.GetStorage), <i>index</i> would be incremented from the first position of the first retract storage unit to the last position of the last retract storage unit. The maximum value of <i>index</i> is the sum of <i>maximum</i> of each retract storage unit. If <i>retractArea</i> is not set to <i>retract</i> the value of this property is ignored and may be null in command data.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "cashUnitError", "result": { "unit": "unit1", "numOfBills": 20, "position": { "target": "singleUnit", "unit": "unit4", "index": 1 } } }</pre>

Payload (version 2.0)
<pre>} }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - A storage unit caused an error. A Storage.StorageErrorEvent will be sent with the details. • <code>unsupportedPosition</code> - The position specified is not valid. • <code>exchangeActive</code> - The device is in an exchange state. • <code>invalidCashUnit</code> - The storage unit number specified is not valid. <p>Type: string, null Default: null</p>
<p>result</p> <p>The result of the command, detailing where items were moved from and to. May be null if no items were moved.</p> <p>Type: object, null Default: null</p>
<p>result/unit</p> <p>The object name of the storage unit which has been calibrated as stated by Storage.GetStorage.</p> <p>Type: string Pattern: <code>^unit[0-9A-Za-z]+\$</code> Required</p>
<p>result/numOfBills</p> <p>Number of items that were actually dispensed during the calibration process. This value may be different from that passed in using the input structure if the device always dispenses a default number of bills. When bills are presented to an output position this is the count of notes presented to the output position, any other notes rejected during the calibration process are not included in this count as they will be accounted for within the storage unit counts.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>result/position</p> <p>Defines where items have been moved to as one of the following:</p> <ul style="list-style-type: none"> • A single storage unit, further specified by <i>unit</i>. • Internal areas of the device. • An output position. <p>This may be null if no items were moved.</p> <p>Type: object, null Default: null</p>

Properties
<p>result/position/target</p> <p>This property specifies the target. Following values are possible:</p> <ul style="list-style-type: none"> • <code>singleUnit</code> - A single storage unit defined by <i>unit</i>. • <code>retract</code> - A retract storage unit defined by <i>index</i>. • <code>transport</code> - The transport. • <code>stacker</code> - Intermediate stacker area. • <code>reject</code> - Reject storage unit. • <code>itemCassette</code> - Storage units which would be used during a cash-in transaction including recycling storage units. • <code>cashIn</code> - Storage units which would be used during a cash-in transaction but not including recycling storage units. • <code>outDefault</code> - Default output position. • <code>outLeft</code> - Left output position. • <code>outRight</code> - Right output position. • <code>outCenter</code> - Center output position. • <code>outTop</code> - Top output position. • <code>outBottom</code> - Bottom output position. • <code>outFront</code> - Front output position. • <code>outRear</code> - Rear output position. <p>Type: string Required</p>
<p>result/position/unit</p> <p>If <i>target</i> is set to <i>singleUnit</i>, this property specifies the object name (as stated by the Storage.GetStorage command) of a single storage unit. Ignored and may be null for all other cases.</p> <p>Type: string, null Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>result/position/index</p> <p>If <i>target</i> is set to <i>retract</i> this property defines a position inside the retract storage units. <i>index</i> starts with a value of 1 for the first retract position and increments by one for each subsequent position. If there are several retract storage units (of type <i>cashInRetract</i> or <i>cashOutRetract</i> as appropriate to the operation and as reported by <i>types</i> in Storage.GetStorage), <i>index</i> would be incremented from the first position of the first retract storage unit to the last position of the last retract storage unit. The maximum value of <i>index</i> is the sum of <i>maximum</i> of each retract storage unit. If <i>retractArea</i> is not set to <i>retract</i> the value of this property is ignored and may be null in command data.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)

8.3 Event Messages

8.3.1 CashManagement.NoteErrorEvent

This event specifies the reason for a note detection error during the execution of a command.

Event Message

Payload (version 2.0)
<pre>{ "reason": "doubleNote" }</pre>
Properties
<p>reason</p> <p>The reason for the note detection error. Following values are possible:</p> <ul style="list-style-type: none"> • <code>doubleNote</code> - A double note has been detected. • <code>longNote</code> - A long note has been detected. • <code>skewedNote</code> - A skewed note has been detected. • <code>incorrectCount</code> - An item counting error has occurred. • <code>notesTooClose</code> - Notes have been detected as being too close. • <code>otherNoteError</code> - An item error not covered by the other values has been detected. • <code>shortNote</code> - A short note has been detected.
<p>Type: string Required</p>

8.3.2 CashManagement.InfoAvailableEvent

This event is generated when information is available for items detected during the cash processing operation.

Event Message

Payload (version 2.0)
<pre>{ "itemInfoSummary": [{ "level": "fit", "numOfItems": 2 }] }</pre>
Properties
<p>itemInfoSummary Array of itemInfoSummary objects, one object for every level. Type: array (object) Required</p>
<p>itemInfoSummary/level Specifies the item's classification. Following values are possible:</p> <ul style="list-style-type: none"> • unrecognized - The item is not recognized. • counterfeit - The item is recognized as counterfeit. • suspect - The item is recognized as suspected counterfeit. • fit - The item is genuine and fit for recycling. • unfit - The item is genuine, but not fit for recycling. • inked - The item is genuine, but ink stained. <p>Type: string Required</p>
<p>itemInfoSummary/numOfItems Number of items classified as <i>level</i> which have information available. Type: integer Minimum: 1 Required</p>

8.3.3 CashManagement.IncompleteRetractEvent

This event is generated when an attempt to retract items has completed with an error and not all items have been retracted.

Event Message

Payload (version 2.0)
<pre>{ "itemNumberList": { "unit1": { "retractOperations": 15, "deposited": { "unrecognized": 5, "type20USD1": { "fit": 15, "unfit": 0, "suspect": 0, "counterfeit": 0, "inked": 0 }, "type50USD1": See itemNumberList/unit1/deposited/type20USD1 properties }, "retracted": See itemNumberList/unit1/deposited properties "rejected": See itemNumberList/unit1/deposited properties "distributed": See itemNumberList/unit1/deposited properties "transport": See itemNumberList/unit1/deposited properties }, "unit2": See itemNumberList/unit1 properties }, "reason": "retractFailure" }</pre>
Properties
<p>itemNumberList</p> <p>Object containing the storage units which have had items inserted during the associated operation or transaction. Only storage units whose contents have been modified are included.</p> <p>Type: object, null Default: null</p>
<p>itemNumberList/unit1 (example name)</p> <p>List of items moved to this storage unit by this transaction or command. The property name is the same as reported by Storage.GetStorage.</p> <p>Type: object, null Name Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>itemNumberList/unit1/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>itemNumberList/unit1/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>itemNumberList/unit1/deposited/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>itemNumberList/unit1/deposited/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>itemNumberList/unit1/deposited/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>itemNumberList/unit1/deposited/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>itemNumberList/unit1/deposited/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>itemNumberList/unit1/deposited/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>itemNumberList/unit1/deposited/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>itemNumberList/unit1/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>itemNumberList/unit1/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>itemNumberList/unit1/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>itemNumberList/unit1/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>reason</p> <p>The reason for not having retracted items. Following values are possible:</p> <ul style="list-style-type: none"> • <code>retractFailure</code> - The retract has partially failed for a reason not covered by the other reasons listed in this event, for example failing to pick an item to be retracted. • <code>retractAreaFull</code> - The storage area specified in the command payload has become full during the retract operation. • <code>foreignItemsDetected</code> - Foreign items have been detected. • <code>invalidBunch</code> - An invalid bunch of items has been detected, e.g. it is too large or could not be processed. <p>Type: string Required</p>

8.4 Unsolicited Messages

8.4.1 CashManagement.TellerInfoChangedEvent

This event is generated when the counts assigned to a teller have changed. This event is only returned as a result of a [CashManagement.SetTellerInfo](#) command.

Unsolicited Message

Payload (version 2.0)
<pre>{ "tellerID": 0 }</pre>
Properties
<p>tellerID Integer holding the ID of the teller whose counts have changed.</p> <p>Type: integer Minimum: 0 Required</p>

8.4.2 CashManagement.ItemsTakenEvent

This specifies that items have been taken. This event may be generated at any time.

Unsolicited Message

Payload (version 2.0)
<pre>{ "position": "inLeft", "additionalBunches": "1" }</pre>
Properties
<p>position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Required</p>
<p>additionalBunches</p> <p>Specifies how many more bunches will be required to present the request. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of additional bunches to be presented. • unknown - More than one additional bunch is required but the precise number is unknown. <p>Type: string Pattern: ^unknown\$ ^[0-9]*\$ Default: "0"</p>

8.4.3 CashManagement.ItemsInsertedEvent

This specifies that items have been inserted into the position by the user. This event may be generated at any time.

Unsolicited Message

Payload (version 2.0)
<pre>{ "position": "inLeft" }</pre>
Properties
<p>position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position.
<p>Type: string Required</p>

8.4.4 CashManagement.ItemsPresentedEvent

This specifies that items have been presented to the user, and the shutter has been opened to allow the user to take the items.

Unsolicited Message

Payload (version 2.0)
<pre>{ "position": "inLeft", "additionalBunches": "1" }</pre>
Properties
<p>position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Required</p>
<p>additionalBunches</p> <p>Specifies how many more bunches will be required to present the request. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of additional bunches to be presented. • unknown - More than one additional bunch is required but the precise number is unknown. <p>Type: string Pattern: ^unknown\$ ^[0-9]*\$ Default: "0"</p>

8.4.5 CashManagement.MediaDetectedEvent

This is generated if media is detected during a [CashManagement.Reset](#) command. The payload specifies the position of the media on completion of the command. If the device has been unable to successfully move the items found, then *target* will be *null*.

Unsolicited Message

Payload (version 2.0)
<pre>{ "target": "singleUnit", "unit": "unit4", "index": 1 }</pre>
Properties
<p>target</p> <p>This property specifies the target. Following values are possible:</p> <ul style="list-style-type: none"> • <i>singleUnit</i> - A single storage unit defined by <i>unit</i>. • <i>retract</i> - A retract storage unit defined by <i>index</i>. • <i>transport</i> - The transport. • <i>stacker</i> - Intermediate stacker area. • <i>reject</i> - Reject storage unit. • <i>itemCassette</i> - Storage units which would be used during a cash-in transaction including recycling storage units. • <i>cashIn</i> - Storage units which would be used during a cash-in transaction but not including recycling storage units. • <i>outDefault</i> - Default output position. • <i>outLeft</i> - Left output position. • <i>outRight</i> - Right output position. • <i>outCenter</i> - Center output position. • <i>outTop</i> - Top output position. • <i>outBottom</i> - Bottom output position. • <i>outFront</i> - Front output position. • <i>outRear</i> - Rear output position. <p>Type: string Required</p>
<p>unit</p> <p>If <i>target</i> is set to <i>singleUnit</i>, this property specifies the object name (as stated by the Storage.GetStorage command) of a single storage unit. Ignored and may be null for all other cases.</p> <p>Type: string, null Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>index</p> <p>If <i>target</i> is set to <i>retract</i> this property defines a position inside the retract storage units. <i>index</i> starts with a value of 1 for the first retract position and increments by one for each subsequent position. If there are several retract storage units (of type <i>cashInRetract</i> or <i>cashOutRetract</i> as appropriate to the operation and as reported by <i>types</i> in Storage.GetStorage), <i>index</i> would be incremented from the first position of the first retract storage unit to the last position of the last retract storage unit. The maximum value of <i>index</i> is the sum of <i>maximum</i> of each retract storage unit. If <i>retractArea</i> is not set to <i>retract</i> the value of this property is ignored and may be null in command data.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

8.4.6 CashManagement.ShutterStatusChangedEvent

⚠ This event is deprecated.

Within the limitations of the hardware sensors this 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.

This event is marked deprecated because it is replaced by [Common.StatusChangedEvent](#).

Unsolicited Message

Payload (version 2.0)
<pre>{ "position": "inLeft", "shutter": "closed" }</pre>
Properties
<p>position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Required</p>
<p>shutter</p> <p>Specifies the state of the shutter. Following values are possible:</p> <ul style="list-style-type: none"> • closed - The shutter is fully closed. • open - The shutter is opened. • jammed - The shutter is jammed. • unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined. <p>Type: string Required</p>

9. Cash Dispenser Interface

This chapter defines the Cash Dispenser interface functionality and messages.

This specification describes the functionality of an XFS4IoT compliant Cash Dispenser interface. It defines the service-specific commands that can be issued to the service using the WebSocket endpoint.

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

This specification covers the dispensing of items. An "item" is defined as any media that can be dispensed and includes coupons, documents, bills and coins.

9.1 General Information

9.1.1 References

ID	Description
cashdispenser-1	ISO 4217

9.2 Command Messages

9.2.1 CashDispenser.GetMixTypes

This command is used to obtain a list of supported mix algorithms and available house mix tables.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "mixes": { "mix1": { "type": "algorithm", "algorithm": "minimumBills", "name": "Minimum Bills" }, "mixIndividual": See mixes/mix1 properties } }</pre>
Properties
<p>mixes</p> <p>Object containing mix specifications including mix tables and pre-defined algorithms. The property name of each mix can be used as the <i>mix</i> in the CashDispenser.Dispense and CashDispenser.Denominate commands.</p> <p>Mix tables are defined by CashDispenser.SetMixTable. A mix table's definition can be queried using its property name as input to CashDispenser.GetMixTable. Can be null if empty.</p> <p>Type: object, null Default: null</p>
<p>mixes/mix1 (example name)</p> <p>An object containing a single mix specification. The property name is assigned by the Service.</p> <p>Type: object Name Pattern: ^mix[0-9A-Za-z]+\$</p>
<p>mixes/mix1/type</p> <p>Specifies the mix type as one of the following:</p> <ul style="list-style-type: none"> • <i>individual</i> - the mix is not calculated by the Service, completely specified by the application. • <i>algorithm</i> - the mix is calculated using one of the algorithms specified by <i>algorithm</i>. • <i>table</i> - the mix is calculated using a mix table - see CashDispenser.GetMixTable. <p>Type: string Required</p>

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Properties
<p>mixes/mix1/algorithm</p> <p>If <i>type</i> is <i>algorithm</i>, specifies the algorithm type as one of the following. There are three pre-defined algorithms, additional vendor-defined algorithms can also be defined. null if the mix is not an algorithm.</p> <ul style="list-style-type: none">• <code>minimumBills</code> - Select a mix requiring the minimum possible number of items.• <code>equalEmptying</code> - The denomination is selected based upon criteria which ensure that over the course of its operation the storage units will empty as far as possible at the same rate and will therefore go low and then empty at approximately the same time.• <code>maxCashUnits</code> - The denomination is selected based upon criteria which ensures the maximum number of storage units are used.• <code><vendor-defined mix></code> - A vendor defined mix algorithm. <p>Type: string, null Pattern: <code>^minimumBills\$ ^equalEmptying\$ ^maxCashUnits\$ ^[A-Za-z0-9]*\$</code> Default: null</p>
<p>mixes/mix1/name</p> <p>Name of the table or algorithm used. May be null if not defined.</p> <p>Type: string, null Default: null</p>

Event Messages

None

9.2.2 CashDispenser.GetMixTable

This command is used to obtain the specified house mix table. Mix tables can be set using [CashDispenser.SetMixTable](#).

Command Message

Payload (version 2.0)
<pre>{ "mix": "mixTable21" }</pre>
Properties
<p>mix</p> <p>A house mix table as defined by one of the mixes reported by CashDispenser.GetMixTypes.</p> <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidMix", "mixNumber": 21, "name": "House mix 21", "mixRows": [{ "amount": 0.30, "mix": [{ "value": 0.05, "count": 6 }] }] }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> invalidMix - The <i>mix</i> property does not correspond to a defined mix table. <p>Type: string, null Default: null</p>
<p>mixNumber</p> <p>Number identifying the house mix table (optional).</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>name</p> <p>Name of the house mix table. Null if not defined.</p> <p>Type: string, null Default: null</p>

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Properties
<p>mixRows</p> <p>Array of rows of the mix table.</p> <p>Type: array (object) Required</p>
<p>mixRows/amount</p> <p>Absolute value of the amount denominated by this mix row.</p> <p>Type: number Minimum: 0 Required</p>
<p>mixRows/mix</p> <p>The items used to create <i>amount</i>. Each element in this array defines the quantity of a given item used to create the mix. An example showing how 0.30 can be broken down would be:</p> <pre>[{ "value": 0.05, "count": 2 }, { "value": 0.10, "count": 2 }]</pre> <p>Type: array (object) Required</p>
<p>mixRows/mix/value</p> <p>The absolute value of a single cash item.</p> <p>Type: number Minimum: 0 Required</p>
<p>mixRows/mix/count</p> <p>The number of items of <i>value</i> contained in the mix.</p> <p>Type: integer Minimum: 1 Required</p>

Event Messages

None

9.2.3 CashDispenser.GetPresentStatus

This command is used to obtain the status of the most recent attempt to dispense and/or present items to the customer from a specified output position. The items may have been dispensed and/or presented as a result of the [CashDispenser.Present](#) or [CashDispenser.Dispense](#) command. This status is not updated as a result of any other command that can dispense/present items.

This value is persistent and is valid until the next time an attempt is made to present or dispense items to the customer, including across power cycles.

The denominations reported by this command may not accurately reflect the operation if the storage units have been re-configured, e.g., if the values associated with a storage unit are changed, or new storage units are configured.

If [end-to-end security](#) is supported, then this value is *not* cleared if a *CashDispenser.Dispense* with an invalid token is received. If a dispense token is invalid the dispense will fail with an *invalidToken* error, and the command will continue to report the existing status. This is to stop an attacker being able to reset the present status and conceal the last present result.

If end-to-end security is supported by the hardware, the present status will be protected by a security token. If end-to-end security is not supported then it's not possible to guarantee that the present status hasn't been altered, possibly by an attacker trying to hide the fact that cash was presented. To avoid this risk the client must always call this command and validate the security token.

If end-to-end security is being used the caller must pass in a nonce value. This value will be included in the security token that is returned. The caller must check that the original nonce value matches the token - if they do not match then the token is invalid.

Command Message

Payload (version 2.0)
<pre>{ "position": "outDefault", "nonce": "254611E63B2531576314E86527338D61" }</pre>
Properties
<p>position</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>
<p>nonce</p> <p>A nonce value to be used when creating the end-to-end security token in the response. If no token is requested this property should be null. See the generic end-to-end security documentation for more details.</p> <p>Type: string, null Pattern: <code>^[0-9A-F]{32}\$ ^[0-9]*\$</code> Format: nonce Default: null</p>

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Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "unsupportedPosition", "denomination": { "currencies": { "EUR": 10.00, "USD": See denomination/currencies/EUR }, "values": { "unit1": 5, "unit2": See denomination/values/unit1 }, "cashBox": { "currencies": See denomination/currencies properties } }, "presentState": "presented", "token": "NONCE=1414, TOKENFORMAT=1, TOKENLENGTH=0268, DISPENSEID=CB735612FD6141213C2827FB5A6A4 F4846D7A7347B15434916FEA6AC16F3D2F2, DISPENSED1=50.00EUR, PRESENTED1=YES, PRESENTEDAMO UNT1=50.00EUR, RETRACTED1=NO, HMACSHA256=55D123E9EE64F0CC3D1CD4F953348B441E521BBACCD6 998C6F51D645D71E6C83" }</pre>
Properties
errorCode Specifies the error code if applicable, otherwise null. Following values are possible: <ul style="list-style-type: none">unsupportedPosition - The specified output position is not supported. Type: string, null Default: null
denomination Denomination structure which contains the amount dispensed from the specified output position and the number of items dispensed from each storage unit. This is cumulative across a series of CashDispenser.Dispense calls that add additional items to the stacker. May be null where no items were dispensed. Type: object, null Default: null
denomination/currencies List of currency and amount combinations for denomination requests or output. There will be one entry for each currency in the denomination. Type: object Required
denomination/currencies/EUR (example name) The absolute amount to be or which has been denominated or dispensed of the currency. The property name is the ISO 4217 currency identifier [Ref. cashdispenser-1]. The property value can include a decimal point to specify fractions of the currency, for example coins. Type: number Minimum: 0.001 Name Pattern: <code>^[A-Z]{3}\$</code>

Properties
<p>denomination/values</p> <p>This list specifies the number of items to take, or which have been taken from the storage units. If specified in a request, the output denomination must include these items.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object Required</p>
<p>denomination/values/unit1 (example name)</p> <p>The number of items that have been dispensed from the specified storage unit to meet the request.</p> <p>Type: integer Minimum: 1 Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>denomination/cashBox</p> <p>Only applies to Teller Dispensers. Amount to be paid from the teller's cash box.</p> <p>Type: object, null Default: null</p>
<p>presentState</p> <p>Supplies the status of the last dispense or present operation. Following values are possible:</p> <ul style="list-style-type: none"> • presented - The items were presented. This status is set as soon as the customer has access to the items. • notPresented - The customer has not had access to the items. • unknown - It is not known if the customer had access to the items. <p>Type: string Required</p>
<p>token</p> <p>The present status token that protects the present status. Only provided if the command message contained the nonce property. See end-to-end security for more information.</p> <p>Type: string, null Pattern: ^(?=[!~]{0,1024}\$)NONCE=[0-9A-F]+,TOKENFORMAT=1,TOKENLENGTH=[0-9]{4},(?:[A-Z0-9]+=[^,=]+?,)+HMACSHA256=[0-9A-F]{64}\$ Format: e2eToken Default: null</p>

Event Messages

None

9.2.4 CashDispenser.Denominate

This command provides a denomination which specifies the number of items which are required from each storage unit to satisfy a given request and can be used to validate that any request supplied by the application can be dispensed. Requests are validated against the number of items and availability of each requested storage unit.

The request contains one of the following items:

- A *service mix* where the amount to be denominated is provided and the Service determines the mix of items to meet the request. The algorithm or mix table used to determine the mix is specified and may include a *partial* list of items from specific storage units which must be included in the denomination. A partial mix must be specified if items of no currency value are to be included such as coupons or documents.
- An *application mix* where the number of items from each storage unit in the denomination is pre-determined and the request confirms whether it is possible to dispense that mix of items.

Multiple currencies may be specified using *currencies*.

If [cashBox](#) is true, then if the entire request cannot be satisfied by the Service, the denomination may include an amount to be supplied from the teller's cash box.

Command Message

Payload (version 3.0)
<pre>{ "request": { "denomination": { "app": { "currencies": { "EUR": 10.00, "USD": See request/denomination/app/currencies/EUR }, "counts": { "unit1": 5, "unit2": See request/denomination/app/counts/unit1 }, "cashBox": { "currencies": See request/denomination/app/currencies properties } }, "service": { "currencies": See request/denomination/app/currencies properties "partial": { "unit1": See request/denomination/app/counts/unit1, "unit2": See request/denomination/app/counts/unit1 }, "mix": "mix1", "cashBox": See request/denomination/app/cashBox properties } }, "tellerID": 0 } }</pre>
Properties
<p>request</p> <p>The request to be denominated.</p> <p>Type: object Required</p>

Properties
<p>request/denomination</p> <p>The items to be denominated or dispensed as appropriate. The mix of items is either determined by the Service or the Application.</p> <p>Type: object MinProperties: 1 MaxProperties: 1 Required</p>
<p>request/denomination/app</p> <p>Specifies a denomination request where the application determines the mix of items based on the inputs.</p> <p>Type: object, null Default: null</p>
<p>request/denomination/app/currencies</p> <p>List of currency and amount combinations for denomination requests or output. There will be one entry for each currency in the denomination.</p> <p>Type: object Required</p>
<p>request/denomination/app/currencies/EUR (example name)</p> <p>The absolute amount to be or which has been denominated or dispensed of the currency. The property name is the ISO 4217 currency identifier [Ref. cashdispenser-1]. The property value can include a decimal point to specify fractions of the currency, for example coins.</p> <p>Type: number Minimum: 0.001 Name Pattern: <code>^[A-Z]{3}\$</code></p>
<p>request/denomination/app/counts</p> <p>This list specifies the number of items to take, or which have been taken from the storage units. If specified in a request, the output denomination must include these items.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object Required</p>
<p>request/denomination/app/counts/unit1 (example name)</p> <p>The number of items that have been dispensed from the specified storage unit to meet the request.</p> <p>Type: integer Minimum: 1 Name Pattern: <code>^unit[0-9A-Za-z]+\$</code></p>
<p>request/denomination/app/cashBox</p> <p>Only applies to Teller Dispensers. Amount to be paid from the teller's cash box.</p> <p>Type: object, null Default: null</p>
<p>request/denomination/service</p> <p>Specifies a denomination request where the Service is to determine the mix of items based on the inputs. The mix may require specific items to be included using <i>partial</i>.</p> <p>Type: object, null Default: null</p>

Properties
<p>request/denomination/service/partial</p> <p>This list specifies items which must be included in a denominate or dispense request. Mixes may only be valid if they contain at least these specified items. This may be null if there are no minimum requirements.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object, null Default: null</p>
<p>request/denomination/service/mix</p> <p>Mix algorithm or house mix table to be used as defined by mixes reported by CashDispenser.GetMixTypes.</p> <p>Type: string Pattern: ^mix[0-9A-Za-z]+\$ Required</p>
<p>request/tellerID</p> <p>Only applies to Teller Dispensers, null if not applicable. Identification of teller.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "invalidCurrency", "result": { "currencies": { "EUR": 10.00, "USD": See result/currencies/EUR }, "values": { "unit1": 5, "unit2": See result/values/unit1 }, "cashBox": { "currencies": See result/currencies properties } } }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>invalidCurrency</code> - There are no storage units in the device of the currency specified in the request. • <code>invalidTellerID</code> - Invalid teller ID. This error will never be generated by a Self-Service device. • <code>cashUnitError</code> - There is a problem with a storage unit. A Storage.StorageErrorEvent will be posted with the details. • <code>invalidDenomination</code> - No <i>mix</i> is specified and the sum of the values for <i>counts</i> and <i>cashBox</i> does not match the non-zero <i>currencies</i> specified. • <code>invalidMixNumber</code> - Unknown mix algorithm. • <code>noCurrencyMix</code> - The storage units specified in the request were not all the same currency and this device does not support multiple currencies. • <code>notDispensable</code> - The amount is not dispensable by the device. This error code is also returned if a unit is specified in the <i>counts</i> list which is not a dispensing storage unit, e.g., a retract/reject storage unit. • <code>tooManyItems</code> - The request requires too many items to be dispensed. • <code>exchangeActive</code> - The device is in an exchange state (see Storage.StartExchange). • <code>noCashBoxPresent</code> - Cash box amount needed, but teller is not assigned a cash box. • <code>amountNotInMixTable</code> - A mix table is being used to determine the denomination but the amount specified in the request is not in the mix table. <p>Type: string, null Default: null</p>
<p>result</p> <p>Specifies the denomination if successful. May be null where a denomination could not be determined.</p> <p>Type: object, null Default: null</p>
<p>result/currencies</p> <p>List of currency and amount combinations for denomination requests or output. There will be one entry for each currency in the denomination.</p> <p>Type: object Required</p>
<p>result/currencies/EUR (example name)</p> <p>The absolute amount to be or which has been denominated or dispensed of the currency. The property name is the ISO 4217 currency identifier [Ref. cashdispenser-1]. The property value can include a decimal point to specify fractions of the currency, for example coins.</p> <p>Type: number Minimum: 0.001 Name Pattern: <code>^[A-Z]{3}\$</code></p>
<p>result/values</p> <p>This list specifies the number of items to take, or which have been taken from the storage units. If specified in a request, the output denomination must include these items.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object Required</p>
<p>result/values/unit1 (example name)</p> <p>The number of items that have been dispensed from the specified storage unit to meet the request.</p> <p>Type: integer Minimum: 1 Name Pattern: <code>^unit[0-9A-Za-z]+\$</code></p>

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Properties
result/cashBox Only applies to Teller Dispensers. Amount to be paid from the teller's cash box. Type: object, null Default: null

Event Messages

- [Storage.StorageErrorEvent](#)

9.2.5 CashDispenser.Dispense

This command dispenses items from the storage units. See [CashDispenser.Denominate](#) for a description of how the denomination may be specified. The items are moved to the intermediate stacker if the device has one, and a [CashDispenser.Present](#) command is used to present the items to the user. If the device does not have an intermediate stacker the items will be presented to the user using this command. The *position* property in the command data specifies which output position the items are intended to be presented to, and applies whether or not the items are actually presented by this command as items may need to be stacked in a particular position ready for presentation at the intended output position.

If [cashBox](#) is true and the entire denomination cannot be satisfied, a partial denomination will be returned with the remaining amount to be supplied from the teller's cash box.

If the device is a Teller Dispenser, *position* can be set to *outDefault*. If this is the case the *tellerID* is used to perform the dispense operation to the assigned teller position.

Note that a genuine note can be dispensed, but is not necessarily presented to the customer, e.g., a note can be skewed or can be unfit for dispensing.

The values in the completion message report the amount dispensed and the number of items dispensed from each storage unit.

If the dispensed amount cannot be presented in one bunch of items, but the device can automatically split it into multiple bunches, this will be denoted by the *bunches* property in the completion message. If it is set to "unknown" or a value larger than "1" multiple presents will be necessary. If the value is set to "1" the dispensed amount can be presented in one present operation.

The process of dispensing and presenting cash may be protected by [end-to-end security](#). This means that the hardware will generate a command nonce (returned by [Common.GetCommandNonce](#)) and the caller must use this to create a security token that authorizes dispensing the cash.

It is possible to do multiple dispense and present operations in a row using the same dispense token, as long as the total value of cash doesn't exceed the value authorized by the token.

The device will track the command nonce and E2E token used during dispense operations. Only one token can be used with the current nonce - once a dispense command is called with a token then that token will be remembered, and it will not be possible to perform a dispense command with a different token until the original nonce and token are cleared.

The device will track the total value of cash that has been dispensed and presented using the current token. The device will block any attempt to dispense or present more cash than authorized by the current token.

Once the value of cash that has been dispensed and presented reaches the value of the token, the command nonce stored in the device will be cleared. This has the effect of making any existing tokens invalid so that they can't be used again. No more cash can be dispensed until a new command nonce is read and a new token is generated.

The command nonce may be cleared for other reasons too, for example after a power failure or after a fixed time. Any tokens using the old command nonce value will become invalid when the command nonce is cleared.

Command Message

Payload (version 3.0)
<pre> { "denomination": { "denomination": { "app": { "currencies": { "EUR": 10.00, "USD": See denomination/denomination/app/currencies/EUR }, "counts": { "unit1": 5, "unit2": See denomination/denomination/app/counts/unit1 }, "cashBox": { </pre>

Payload (version 3.0)
<pre> "currencies": See denomination/denomination/app/currencies properties } }, "service": { "currencies": See denomination/denomination/app/currencies properties "partial": { "unit1": See denomination/denomination/app/counts/unit1, "unit2": See denomination/denomination/app/counts/unit1 }, "mix": "mix1", "cashBox": See denomination/denomination/app/cashBox properties } }, "tellerID": 0 }, "position": "outDefault", "token": "NONCE=254611E63B2531576314E86527338D61,TOKENFORMAT=1,TOKENLENGTH=0164,DISPENSE1=50 .00EUR,HMACSHA256=CB735612FD6141213C2827FB5A6A4F4846D7A7347B15434916FEA6AC16F3D2F2" } </pre>
Properties
<p>denomination</p> <p>Denomination object describing the contents of the dispense operation.</p> <p>Type: object Required</p>
<p>denomination/denomination</p> <p>The items to be denominated or dispensed as appropriate. The mix of items is either determined by the Service or the Application.</p> <p>Type: object MinProperties: 1 MaxProperties: 1 Required</p>
<p>denomination/denomination/app</p> <p>Specifies a denomination request where the application determines the mix of items based on the inputs.</p> <p>Type: object, null Default: null</p>
<p>denomination/denomination/app/currencies</p> <p>List of currency and amount combinations for denomination requests or output. There will be one entry for each currency in the denomination.</p> <p>Type: object Required</p>
<p>denomination/denomination/app/currencies/EUR (example name)</p> <p>The absolute amount to be or which has been denominated or dispensed of the currency. The property name is the ISO 4217 currency identifier [Ref. cashdispenser-1]. The property value can include a decimal point to specify fractions of the currency, for example coins.</p> <p>Type: number Minimum: 0.001 Name Pattern: <code>^[A-Z]{3}\$</code></p>

Properties
<p>denomination/denomination/app/counts</p> <p>This list specifies the number of items to take, or which have been taken from the storage units. If specified in a request, the output denomination must include these items.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object Required</p>
<p>denomination/denomination/app/counts/unit1 (example name)</p> <p>The number of items that have been dispensed from the specified storage unit to meet the request.</p> <p>Type: integer Minimum: 1 Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>denomination/denomination/app/cashBox</p> <p>Only applies to Teller Dispensers. Amount to be paid from the teller's cash box.</p> <p>Type: object, null Default: null</p>
<p>denomination/denomination/service</p> <p>Specifies a denomination request where the Service is to determine the mix of items based on the inputs. The mix may require specific items to be included using <i>partial</i>.</p> <p>Type: object, null Default: null</p>
<p>denomination/denomination/service/partial</p> <p>This list specifies items which must be included in a denominate or dispense request. Mixes may only be valid if they contain at least these specified items. This may be null if there are no minimum requirements.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object, null Default: null</p>
<p>denomination/denomination/service/mix</p> <p>Mix algorithm or house mix table to be used as defined by mixes reported by CashDispenser.GetMixTypes.</p> <p>Type: string Pattern: ^mix[0-9A-Za-z]+\$ Required</p>
<p>denomination/tellerID</p> <p>Only applies to Teller Dispensers, null if not applicable. Identification of teller.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties**position**

Supplies the output position as one of the following values. Supported positions are reported in [Common.Capabilities](#).

- `outDefault` - Default output position.
- `outLeft` - Left output position.
- `outRight` - Right output position.
- `outCenter` - Center output position.
- `outTop` - Top output position.
- `outBottom` - Bottom output position.
- `outFront` - Front output position.
- `outRear` - Rear output position.

Type: string
Default: "outDefault"

token

The dispense token that authorizes the dispense operation, as created by the authorizing host. See the section on [end-to-end security](#) for more information.

The same token may be used multiple times with multiple calls to the [CashDispenser.Dispense](#) and [CashDispenser.Present](#) commands, as long as the total value stacked does not exceed the value given in the token. The hardware will track the total value of the cash and will raise an *invalidToken* error for any attempt to dispense or present more cash than authorized by the token.

The token contains a nonce returned by [Common.GetCommandNonce](#) which must match the nonce stored in the hardware. The nonce value stored in the hardware will be cleared automatically at various times, meaning that all tokens will become invalid.

The hardware will also track the token being used and block any attempt to use multiple tokens with the same nonce. The same token must be used for all calls to dispense, until the nonce is cleared and a new nonce and token is created. Any attempt to use a different token will trigger an *invalidToken* error.

For maximum security the client should also explicitly clear the command nonce (and hence invalidate and existing tokens,) with the [Common.ClearCommandNonce](#) command as soon as it's finished using the current token.

The dispense token will follow the standard token format, and will contain the standard keys plus the following key:

`DISPENSE1`: The maximum value to be dispensed. This will be a number string that may contain a fractional part. The decimal character will be ".". The value, including the fractional part, will be defined by the ISO 4217 currency identifier [[Ref. cashdispenser-1](#)]. The number will be followed by the ISO 4217 currency code. The currency code will be upper case.

For example, "123.45EUR" will be €123 and 45 cents.

The "DISPENSE" key may appear multiple times with a number suffix. For example, `DISPENSE1`, `DISPENSE2`, `DISPENSE3`. The number will start at 1 and increment. Each key can only be given once. Each key must have a value in a different currency. For example, `DISPENSE1=100.00EUR,DISPENSE2=200.00USD`

The actual amount dispensed will be given by the denomination. The value in the token MUST be greater or equal to the amount in the *denomination* property. If the Token has a lower value, or the Token is invalid for any reason, then the command will fail with an invalid data error code.

Type: string, null
Pattern: `^(?=[!~]{0,1024}$)NONCE=[0-9A-F]+,TOKENFORMAT=1,TOKENLENGTH=[0-9]{4},(?:[A-Z0-9]+=[^,=]+?,)+HMACSHA256=[0-9A-F]{64}$`
Format: e2eToken
Default: null

Completion Message**Payload (version 3.0)**

```
{
```

Payload (version 3.0)

```

"errorCode": "invalidCurrency",
"denomination": {
  "currencies": {
    "EUR": 10.00,
    "USD": See denomination/currencies/EUR
  },
  "values": {
    "unit1": 5,
    "unit2": See denomination/values/unit1
  },
  "cashBox": {
    "currencies": See denomination/currencies properties
  }
},
"bunches": "1",
"storage": {
  "in": {
    "unit1": {
      "retractOperations": 15,
      "deposited": {
        "unrecognized": 5,
        "type20USD1": {
          "fit": 15,
          "unfit": 0,
          "suspect": 0,
          "counterfeit": 0,
          "inked": 0
        },
        "type50USD1": See storage/in/unit1/deposited/type20USD1 properties
      },
      "retracted": See storage/in/unit1/deposited properties
      "rejected": See storage/in/unit1/deposited properties
      "distributed": See storage/in/unit1/deposited properties
      "transport": See storage/in/unit1/deposited properties
    },
    "unit2": See storage/in/unit1 properties
  },
  "out": {
    "unit3": {
      "presented": See storage/in/unit1/deposited properties
      "rejected": See storage/in/unit1/deposited properties
      "distributed": See storage/in/unit1/deposited properties
      "unknown": See storage/in/unit1/deposited properties
      "stacked": See storage/in/unit1/deposited properties
      "diverted": See storage/in/unit1/deposited properties
      "transport": See storage/in/unit1/deposited properties
    },
    "unit4": See storage/out/unit3 properties
  }
}
}

```

<p>Properties</p>
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>invalidCurrency</code> - There are no storage units in the device of the currency specified in the request. • <code>invalidTellerID</code> - Invalid teller ID. This error will never be generated by a Self-Service device. • <code>cashUnitError</code> - There is a problem with a storage unit. A Storage.StorageErrorEvent will be posted with the details. • <code>invalidDenomination</code> - No <i>mix</i> is specified and the sum of the values for <i>counts</i> and <i>cashBox</i> does not match the non-zero <i>currencies</i> specified. • <code>invalidMixNumber</code> - Unknown mix algorithm. • <code>noCurrencyMix</code> - The storage units specified in the request were not all of the same currency and this device does not support multiple currencies. • <code>notDispensable</code> - The amount is not dispensable by the device. This error code is also returned if a unit is specified in the <i>counts</i> list which is not a dispensing storage unit, e.g., a retract/reject storage unit. • <code>tooManyItems</code> - The request requires too many items to be dispensed. • <code>exchangeActive</code> - The device is in an exchange state (see Storage.StartExchange). • <code>noCashBoxPresent</code> - Cash box amount needed, however teller is not assigned a cash box. • <code>amountNotInMixTable</code> - A mix table is being used to determine the denomination but the amount specified in the request is not in the mix table. • <code>unsupportedPosition</code> - The specified output position is not supported. • <code>itemsLeft</code> - Items have been left in the transport or exit slot because of a prior dispense, present or recycler cash-in operation. • <code>shutterOpen</code> - The Service cannot dispense items with an open output shutter. • <code>safeDoorOpen</code> - The safe door is open. This device requires the safe door to be closed to perform this operation (see Common.Status property). <p>Type: string, null Default: null</p>
<p>denomination</p> <p>Denomination object describing the contents of the dispense operation.</p> <p>Type: object, null Default: null</p>
<p>denomination/currencies</p> <p>List of currency and amount combinations for denomination requests or output. There will be one entry for each currency in the denomination.</p> <p>Type: object Required</p>
<p>denomination/currencies/EUR (example name)</p> <p>The absolute amount to be or which has been denominated or dispensed of the currency. The property name is the ISO 4217 currency identifier [Ref. cashdispenser-1]. The property value can include a decimal point to specify fractions of the currency, for example coins.</p> <p>Type: number Minimum: 0.001 Name Pattern: <code>^[A-Z]{3}\$</code></p>
<p>denomination/values</p> <p>This list specifies the number of items to take, or which have been taken from the storage units. If specified in a request, the output denomination must include these items.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object Required</p>

<p>Properties</p>
<p>denomination/values/unit1 (example name)</p> <p>The number of items that have been dispensed from the specified storage unit to meet the request.</p> <p>Type: integer Minimum: 1 Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>denomination/cashBox</p> <p>Only applies to Teller Dispensers. Amount to be paid from the teller's cash box.</p> <p>Type: object, null Default: null</p>
<p>bunches</p> <p>Specifies how many bunches will be required to present the request. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of bunches to be presented. • unknown - More than one bunch is required but the precise number is unknown. <p>Type: string Pattern: ^unknown\$ ^[0-9]*\$ Default: "1"</p>
<p>storage</p> <p>Object which lists the storage units which have had items removed or inserted during the associated operation or transaction. Only storage units whose contents have been modified are included. This property is null if no items are moved.</p> <p>Type: object, null Default: null</p>
<p>storage/in</p> <p>Object containing the storage units which have had items inserted during the associated operation or transaction. Only storage units whose contents have been modified are included.</p> <p>Type: object, null Default: null</p>
<p>storage/in/unit1 (example name)</p> <p>List of items moved to this storage unit by this transaction or command. The property name is the same as reported by Storage.GetStorage.</p> <p>Type: object, null Name Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>storage/in/unit1/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/in/unit1/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>

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Properties
<p>storage/in/unit1/deposited/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/in/unit1/deposited/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>storage/in/unit1/deposited/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/in/unit1/deposited/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/in/unit1/deposited/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/in/unit1/deposited/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/in/unit1/deposited/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/in/unit1/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/in/unit1/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/in/unit1/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/in/unit1/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/out</p> <p>Object containing the storage units which have had items removed during the associated operation or transaction. Only storage units whose contents have been modified are included.</p> <p>Type: object Required</p>
<p>storage/out/unit3 (example name)</p> <p>List of items removed from this storage unit by this transaction or command. The property name is the same as reported by Storage.GetStorage.</p> <p>Type: object, null Name Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>storage/out/unit3/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>storage/out/unit3/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>storage/out/unit3/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>
<p>storage/out/unit3/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/out/unit3/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>
<p>storage/out/unit3/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>
<p>storage/out/unit3/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>

Event Messages

- [CashDispenser.DelayedDispenseEvent](#)
- [CashDispenser.StartDispenseEvent](#)
- [Storage.StorageErrorEvent](#)
- [CashDispenser.IncompleteDispenseEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)

9.2.6 CashDispenser.Present

This command will move items to the exit position for removal by the user. If a shutter exists, then it will be implicitly controlled during the present operation, even if [shutterControl](#) is false. The shutter will be closed when the user removes the items or the items are retracted. If the default *position* is specified the position set in the [CashDispenser.Dispense](#) command which caused these items to be dispensed will be used.

In the case where the shutter is unlocked but deliberately held shut, if the items could have been in customer access, then the [errorCode](#) *presentErrorItems* will be returned.

When this command successfully completes the items are in customer access.

If the previous *CashDispenser.Dispense* command specified that the amount must be presented in multiple bunches, the completion message includes details about remaining bunches. The *additionalBunches* property specifies whether there are any additional bunches to be dispensed to the customer and the number of outstanding present operations.

If the dispense operation is protected by end-to-end security, then the device will track the total value of cash presented. Once the value of cash that has been dispensed and presented reaches the value of the token, the command nonce stored in the device will be cleared. This has the effect of making any existing tokens invalid so that they can't be used again. No more cash can be dispensed until a new command nonce is read and a new token is generated.

Command Message

Payload (version 2.0)
<pre>{ "position": "outDefault" }</pre>
Properties
<p>position</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "shutterNotOpen", "position": { "position": "inLeft", "additionalBunches": "1" } }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • shutterNotOpen - The shutter did not open when it should have. No items presented. • shutterOpen - The shutter is open when it should be closed. No items presented. • noItems - There are no items on the stacker. • exchangeActive - The device is in an exchange state (see Storage.StartExchange). • presentErrorNoItems - There was an error during the present operation - no items were presented. • presentErrorItems - There was an error during the present operation - at least some of the items were presented. • presentErrorUnknown - There was an error during the present operation - the position of the items is unknown. Intervention may be required to reconcile the cash amount totals. • unsupportedPosition - The position specified is not supported. <p>Type: string, null Default: null</p>
<p>position</p> <p>Provides information about the presented items. May be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>position/position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Required</p>
<p>position/additionalBunches</p> <p>Specifies how many more bunches will be required to present the request. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of additional bunches to be presented. • unknown - More than one additional bunch is required but the precise number is unknown. <p>Type: string Pattern: ^unknown\$ ^[0-9]*\$ Default: "0"</p>

Event Messages

- [CashManagement.InfoAvailableEvent](#)

9.2.7 CashDispenser.Reject

This command will move items from the intermediate stacker to a *reject* storage unit. The storage unit's counts are incremented by the number of items that were or were thought to be present at the time of the Reject or the number counted by the device during the Reject. Note that the Reject storage unit counts may be unreliable.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "cashUnitError" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none">• <code>cashUnitError</code> - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details.• <code>noItems</code> - There were no items to reject.• <code>exchangeActive</code> - The device is in an exchange state (see Storage.StartExchange).
Type: string, null Default: null

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)

9.2.8 CashDispenser.SetMixTable

This command is used to set up the mix table specified by the *mixNumber*. Mix tables are persistent and are available to all applications in [CashDispenser.Dispense](#) and [CashDispenser.Denominate](#) commands. If mix table specified by the *mixNumber* already exists, then the information is overwritten with the new information.

A mix specifies how a given requested amount is composed of a set of cash items, for example USD 100 could be 5 x USD 20 or 10 x USD 10. A mix table specifies multiple mixes. An amount can be specified multiple times to include different combinations of cash items, if an amount is specified more than once the Service will attempt to denominate or dispense the first amount in the table. If this mix is not possible (e.g., because of a storage unit failure) the Service will search for the first mix which is possible. The Service can only dispense amounts which are explicitly mentioned in the mix table.

Available mixes are reported by [CashDispenser.GetMixTypes](#) and the details of a stored mix table can be queried using [CashDispenser.GetMixTable](#).

Command Message

Payload (version 2.0)
<pre>{ "mixNumber": 21, "name": "House mix 21", "mixRows": [{ "amount": 0.30, "mix": [{ "value": 0.05, "count": 6 }] }] }</pre>
Properties
<p>mixNumber Number identifying the house mix table (optional).</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>name Name of the house mix table. Null if not defined.</p> <p>Type: string, null Default: null</p>
<p>mixRows Array of rows of the mix table.</p> <p>Type: array (object) Required</p>
<p>mixRows/amount Absolute value of the amount denominated by this mix row.</p> <p>Type: number Minimum: 0 Required</p>

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Properties
<p>mixRows/mix</p> <p>The items used to create <i>amount</i>. Each element in this array defines the quantity of a given item used to create the mix. An example showing how 0.30 can be broken down would be:</p> <pre>[{ "value": 0.05, "count": 2 }, { "value": 0.10, "count": 2 }]</pre> <p>Type: array (object) Required</p>
<p>mixRows/mix/value</p> <p>The absolute value of a single cash item.</p> <p>Type: number Minimum: 0 Required</p>
<p>mixRows/mix/count</p> <p>The number of items of <i>value</i> contained in the mix.</p> <p>Type: integer Minimum: 1 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidMixNumber" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none">invalidMixNumber - The <i>mixNumber</i> is invalid.invalidMixTable - The contents of at least one of the defined rows of the mix table is incorrect. <p>Type: string, null Default: null</p>

Event Messages

None

9.2.9 CashDispenser.TestCashUnits

This command is used to test cash dispense storage units following replenishment. The command payload specifies where items dispensed as a result of this command should be moved to.

The operation performed to test the storage units is vendor dependent.

All storage units which match the following criteria are tested.

- [cashOut](#) is true
- [status](#) is *ok*
- [replenishmentStatus](#) is not *empty*
- [appLockOut](#) is false

If the hardware is able to do so tests are continued even if an error occurs while testing one of the storage units. The command completes with success completion message if the Service successfully manages to test all the testable cash units regardless of the outcome of the test. This is the case if all testable storage units could be tested and a dispense was possible from at least one of the storage units.

A [Storage.StorageErrorEvent](#) will be sent for any *cashOut* unit which cannot be tested, or which failed the test. If no storage units could be tested or no storage units are testable then a *cashUnitError* code will be returned and *Storage.StorageErrorEvent* events generated for every storage unit that encountered a problem.

When [end-to-end \(E2E\) security](#) is being enforced by a device, if this command would result in notes being moved to a position where they would be accessible, this command will be blocked from executing. The exact definition of 'accessible' is hardware dependent but, for example, any position outside the safe, or any position where an attacker could access the cash should mean the command is blocked. Any attempt to execute the command will complete with the completion code *unsupportedCommand*. This is required because there is currently no E2E security defined for this command, and if the command were permitted it would be possible to extract cash and bypass E2E security.

Command Message

Payload (version 2.0)
<pre>{ "target": { "target": "singleUnit", "unit": "unit4", "index": 1 } }</pre>
Properties
<p>target</p> <p>Defines where items are to be moved to as one of the following:</p> <ul style="list-style-type: none"> • A single storage unit, further specified by <i>unit</i>. • Internal areas of the device. • An output position. <p>This may be null if the Service is to determine where items are to be moved.</p> <p>Type: object, null Default: null</p>

Properties
<p>target/target</p> <p>This property specifies the target. Following values are possible:</p> <ul style="list-style-type: none"> • <code>singleUnit</code> - A single storage unit defined by <i>unit</i>. • <code>retract</code> - A retract storage unit defined by <i>index</i>. • <code>transport</code> - The transport. • <code>stacker</code> - Intermediate stacker area. • <code>reject</code> - Reject storage unit. • <code>itemCassette</code> - Storage units which would be used during a cash-in transaction including recycling storage units. • <code>cashIn</code> - Storage units which would be used during a cash-in transaction but not including recycling storage units. • <code>outDefault</code> - Default output position. • <code>outLeft</code> - Left output position. • <code>outRight</code> - Right output position. • <code>outCenter</code> - Center output position. • <code>outTop</code> - Top output position. • <code>outBottom</code> - Bottom output position. • <code>outFront</code> - Front output position. • <code>outRear</code> - Rear output position. <p>Type: string Required</p>
<p>target/unit</p> <p>If <i>target</i> is set to <i>singleUnit</i>, this property specifies the object name (as stated by the Storage.GetStorage command) of a single storage unit. Ignored and may be null for all other cases.</p> <p>Type: string, null Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>target/index</p> <p>If <i>target</i> is set to <i>retract</i> this property defines a position inside the retract storage units. <i>index</i> starts with a value of 1 for the first retract position and increments by one for each subsequent position. If there are several retract storage units (of type <i>cashInRetract</i> or <i>cashOutRetract</i> as appropriate to the operation and as reported by <i>types</i> in Storage.GetStorage), <i>index</i> would be incremented from the first position of the first retract storage unit to the last position of the last retract storage unit. The maximum value of <i>index</i> is the sum of <i>maximum</i> of each retract storage unit. If <i>retractArea</i> is not set to <i>retract</i> the value of this property is ignored and may be null in command data.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "cashUnitError" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. Following values are possible:

- `cashUnitError` - A storage unit caused a problem that meant all storage units could not be tested or no storage units were testable. One or more [Storage.StorageErrorEvent](#) events will be posted with the details.

- `unsupportedPosition` - The position specified is not supported.
- `shutterNotOpen` - The shutter is not open or did not open when it should have. No items presented.
- `shutterOpen` - The shutter is open when it should be closed. No items presented.
- `invalidCashUnit` - The storage unit number specified is not valid.
- `exchangeActive` - The device is in an exchange state (see

[Storage.StartExchange](#)).

- `presentErrorNoItems` - There was an error during the present operation - no items were presented.
- `presentErrorItems` - There was an error during the present operation - at least some of the items

were presented.

- `presentErrorUnknown` - There was an error during the present operation - the position of the items is unknown. Intervention may be required to reconcile the cash amount totals.

Type: string, null
Default: null

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)

9.2.10 CashDispenser.Count

This command empties the specified storage unit(s). All items dispensed from the unit are counted and moved to the specified output location.

The number of items counted can be different from the number of items dispensed in cases where the Dispenser can detect this information. If the Dispenser cannot differentiate between what is dispensed and what is counted, then *dispensed* will be the same as *counted*.

Upon successful command execution the storage unit(s) counts are reset.

When [end-to-end \(E2E\) security](#) is being enforced by a device this command will be blocked from executing. Any attempt to execute the command will complete with the completion code *unsupportedData*. This is required because there is currently no E2E security defined for this command, and if the command were permitted it would be possible to extract cash and bypass E2E security.

Command Message

Payload (version 2.0)
<pre>{ "unit": "unit1", "position": "outDefault" }</pre>
Properties
<p>unit</p> <p>Specifies the unit to empty. If this property is null, all units are emptied. Following values are possible:</p> <ul style="list-style-type: none"> • <storage unit identifier> - The storage unit to be emptied as identifier. <p>Type: string, null Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>position</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "cashUnitError", "countedCashUnits": { "unit1": { "dispensed": 100, "counted": 100, "replenishmentStatus": "ok", "status": "ok" } }, }</pre>

Payload (version 2.0)
<pre>"unit2": See countedCashUnits/unit1 properties } }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details. • <code>unsupportedPosition</code> - The position specified is not supported. • <code>safeDoorOpen</code> - The safe door is open. This device requires the safe door to be closed in order to perform this operation (see Common.Status property). • <code>exchangeActive</code> - The device is in an exchange state (see command Storage.StartExchange). <p>Type: string, null Default: null</p>
<p>countedCashUnits</p> <p>List of counted storage unit objects. Will be null if no units were counted.</p> <p>Type: object, null Default: null</p>
<p>countedCashUnits/unit1 (example name)</p> <p>Counted storage unit object. Object name is the same as used in Storage.GetStorage.</p> <p>Type: object Name Pattern: <code>^unit[0-9A-Za-z]+\$</code></p>
<p>countedCashUnits/unit1/dispensed</p> <p>The number of items that were dispensed during the emptying of the storage unit.</p> <p>Type: integer Minimum: 1 Required</p>
<p>countedCashUnits/unit1/counted</p> <p>The number of items that were counted during the emptying of the storage unit.</p> <p>Type: integer Minimum: 1 Required</p>
<p>countedCashUnits/unit1/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit media is in a good state. • <code>full</code> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <code>high</code> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <code>low</code> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <code>empty</code> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>

Properties

countedCashUnits/unit1/status

The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:

- `ok` - The storage unit is in a good state.
- `inoperative` - The storage unit is inoperative.
- `missing` - The storage unit is missing.
- `notConfigured` - The storage unit has not been configured for use.
- `manipulated` - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command [Storage.StartExchange](#). This storage unit cannot be used. Only applies to services which support the exchange state.

Type: string, null
Default: null

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)

9.2.11 CashDispenser.PrepareDispense

On some hardware it can take a significant amount of time for the Cash Dispenser to get ready to dispense media. On this type of hardware this command can be used to improve transaction performance.

If this command is supported, then applications can help to improve the time taken to dispense media by issuing this command as soon as the application knows that a dispense is likely to happen. This command either prepares the device for the next dispense operation or terminates the dispense preparation if the subsequent dispense operation is no longer required.

With the exception of the [CashDispenser.Denominate](#) and [CashDispenser.Dispense](#) commands, which will not stop the dispense preparation, any mechanical command on CashDispenser or CashAcceptor will automatically stop the dispense preparation.

If this command is executed and the device is already in the specified *action* state, then this execution will have no effect and will complete with a successful completion message.

Command Message

Payload (version 2.0)
<pre>{ "action": "start" }</pre>
Properties
<p>action</p> <p>A value specifying the type of actions. Following values are possible:</p> <ul style="list-style-type: none"> • <code>start</code> - Initiates the action to prepare for the next dispense command. This command does not wait until the device is ready to dispense before returning a completion, it completes as soon as the preparation has been initiated. • <code>stop</code> - Stops the previously activated dispense preparation. For example, the motor of the transport will be stopped. This should be used if for some reason the subsequent dispense operation is no longer required. <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "exchangeActive" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>exchangeActive</code> - The device is in an exchange state (see Storage.StartExchange). <p>Type: string, null Default: null</p>

Event Messages

None

9.3 Event Messages

9.3.1 CashDispenser.DelayedDispenseEvent

This event is generated if the start of a dispense operation has been delayed.

Event Message

Payload (version 2.0)
<pre>{ "delay": 0.10 }</pre>
Properties
<p>delay</p> <p>The time in seconds by which the dispense operation will be delayed.</p> <p>Type: number Required</p>

9.3.2 CashDispenser.StartDispenseEvent

This event is generated when a delayed dispense operation begins.

Event Message

Payload (version 2.0)
This message does not define any properties.

9.3.3 CashDispenser.IncompleteDispenseEvent

This event is generated during [CashDispenser.Dispense](#) when it has not been possible to dispense the entire denomination, but part of the requested denomination is on the intermediate stacker or in customer access. Note that in this case the values in this payload report the amount and number of each denomination that are in customer access or on the intermediate stacker. [CashDispenser.GetPresentStatus](#) can be used to determine whether the items are in customer access.

Event Message

Payload (version 3.0)
<pre>{ "currencies": { "EUR": 10.00, "USD": See currencies/EUR }, "values": { "unit1": 5, "unit2": See values/unit1 }, "cashBox": { "currencies": See currencies properties } }</pre>
Properties
<p>currencies</p> <p>List of currency and amount combinations for denomination requests or output. There will be one entry for each currency in the denomination.</p> <p>Type: object Required</p>
<p>currencies/EUR (example name)</p> <p>The absolute amount to be or which has been denominated or dispensed of the currency. The property name is the ISO 4217 currency identifier [Ref. cashdispenser-1]. The property value can include a decimal point to specify fractions of the currency, for example coins.</p> <p>Type: number Minimum: 0.001 Name Pattern: <code>^[A-Z]{3}\$</code></p>
<p>values</p> <p>This list specifies the number of items to take, or which have been taken from the storage units. If specified in a request, the output denomination must include these items.</p> <p>The property name is storage unit object name as stated by the Storage.GetStorage command. The value of the entry is the number of items to take from that unit.</p> <p>Type: object Required</p>
<p>values/unit1 (example name)</p> <p>The number of items that have been dispensed from the specified storage unit to meet the request.</p> <p>Type: integer Minimum: 1 Name Pattern: <code>^unit[0-9A-Za-z]+\$</code></p>

Properties

cashBox

Only applies to Teller Dispensers. Amount to be paid from the teller's cash box.

Type: object, null

Default: null

10. Cash Acceptor Interface

This chapter defines the Cash Acceptor interface functionality and messages.

This specification describes the functionality of an XFS4IoT compliant Cash Acceptor interface. It defines the interface-specific commands that can be issued to the service using the WebSocket endpoint.

Persistent values are maintained through power failures, open sessions, close sessions 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.

10.1 Command Messages

10.1.1 CashAcceptor.GetCashInStatus

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 [CashAcceptor.CashInStart](#) command.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "status": "unknown", "numOfRefused": 0, "noteNumberList": { "unrecognized": 5, "type20USD1": { "fit": 15, "unfit": 0, "suspect": 0, "counterfeit": 0, "inked": 0 }, "type50USD1": See noteNumberList/type20USD1 properties } }</pre>
Properties
<p>status</p> <p>Status of the currently active or most recently ended cash-in transaction. The following values are possible:</p> <ul style="list-style-type: none"> ok - The cash-in transaction is complete and has ended with CashAcceptor.CashInEnd. rollback - The cash-in transaction ended with CashAcceptor.CashInRollback. active - There is a cash-in transaction active. See the CashAcceptor.CashInStart command description for a definition of an active cash-in transaction. retract - The cash-in transaction ended with CashManagement.Retract. unknown - The state of the cash-in transaction is unknown. This status is also set if the <i>noteNumberList</i> details are not known or are not reliable. reset - The cash-in transaction ended with CashManagement.Reset. <p>Type: string Default: "unknown"</p>
<p>numOfRefused</p> <p>Specifies the number of items refused during the currently active or most recently ended cash-in transaction period. May be null if no items were refused.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

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Properties
<p>noteNumberList</p> <p>List of banknote types that were inserted, identified, and accepted during the currently active or most recently ended cash-in transaction period. If items have been rolled back (<i>status</i> is <i>rollback</i>) they will be included in this list. It will be null if no banknotes were accepted.</p> <p>Includes any identified notes.</p> <p>Type: object, null Default: null</p>
<p>noteNumberList/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>noteNumberList/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>noteNumberList/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>noteNumberList/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>noteNumberList/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>noteNumberList/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>noteNumberList/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Event Messages

None

10.1.2 CashAcceptor.GetReplenishTarget

This command is used to determine which storage units can be specified as targets for a given source storage unit with the [CashAcceptor.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 unit.

Command Message

Payload (version 2.0)
<pre>{ "source": "unit2" }</pre>
Properties
<p>source</p> <p>The name of the storage unit (as stated by the Storage.GetStorage command) which would be used as the source of the replenishment operation.</p> <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "targets": [{ "target": "unit1" }] }</pre>
Properties
<p>targets</p> <p>Array of all suitable replenish targets. Empty if no suitable target was found.</p> <p>Type: array (object), null Default: null</p>
<p>targets/target</p> <p>The name of the storage unit (as stated by the Storage.GetStorage command) that can be used as a target.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>

Event Messages

None

10.1.3 CashAcceptor.GetDeviceLockStatus

This command is used to retrieve the lock/unlock statuses of the CashAcceptor device and each of its storage units. This is only supported if the physical locking and unlocking of the device or the storage units is supported.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "deviceLockStatus": "lockUnknown", "unitLock": [{ "storageUnit": "unit1", "unitLockStatus": "lockUnknown" }] }</pre>
Properties
<p>deviceLockStatus</p> <p>Specifies the physical lock/unlock status of the CashAcceptor device. The following values are possible:</p> <ul style="list-style-type: none"> lock - The device is physically locked. unlock - The device is physically unlocked. lockUnknown - Due to a hardware error or other condition, the physical lock/unlock status of the device cannot be determined. lockNotSupported - The Service does not support reporting the physical lock/unlock status of the device. <p>Type: string Default: "lockUnknown"</p>
<p>unitLock</p> <p>Array specifying the physical lock/unlock status of storage units. Units that do not support the physical lock/unlock control are not contained in the array. If there are no units that support physical lock/unlock control this will be empty.</p> <p>Type: array (object), null Default: null</p>
<p>unitLock/storageUnit</p> <p>Object name of the storage unit as stated by Storage.GetStorage.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>
<p>unitLock/unitLockStatus</p> <p>Specifies the physical lock/unlock status of storage units supported. The following values are possible:</p> <ul style="list-style-type: none"> lock - The storage unit is physically locked. unlock - The storage unit is physically unlocked. lockUnknown - Due to a hardware error or other condition, the physical lock/unlock status of the storage unit cannot be determined. <p>Type: string Default: "lockUnknown"</p>

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Event Messages

None

10.1.4 CashAcceptor.GetDepleteSource

This command is used to determine which storage units can be specified as source storage units for a given target storage unit with the [CashAcceptor.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 storage unit.

Command Message

Payload (version 2.0)
<pre>{ "cashUnitTarget": "unit2" }</pre>
Properties
<p>cashUnitTarget Object name of the storage unit (as stated by the Storage.GetStorage command) which would be used as the target of the depletion operation.</p> <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "depleteSources": [{ "cashUnitSource": "unit1" }] }</pre>
Properties
<p>depleteSources Array of all suitable deplete sources. Empty if no suitable source was found.</p> <p>Type: array (object), null Default: null</p>
<p>depleteSources/cashUnitSource The name of the storage unit (as stated by the Storage.GetStorage command) that can be used as a source.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>

Event Messages

None

10.1.5 CashAcceptor.GetPresentStatus

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: [CashAcceptor.CashIn](#), [CashAcceptor.CashInRollback](#), [CashAcceptor.PreparePresent](#), [CashAcceptor.PresentMedia](#), [CashManagement.OpenShutter](#) (in the case of returning multiple bunches).

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "position": "outDefault", "presentState": "unknown", "additionalBunches": "unknown", "bunchesRemaining": 0, "returnedItems": { "unrecognized": 5, "type20USD1": { "fit": 15, "unfit": 0, "suspect": 0, "counterfeit": 0, "inked": 0 }, "type50USD1": See returnedItems/type20USD1 properties }, "totalReturnedItems": See returnedItems properties "remainingItems": See returnedItems properties }</pre>
Properties
<p>position</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Properties
<p>presentState</p> <p>Supplies the status of the items that were to be presented by the most recent attempt to present or return items to the customer. The following values are possible:</p> <ul style="list-style-type: none"> presented - The items were presented. This status is set as soon as the customer has access to the items. notPresented - The customer has not had access to the items. unknown - It is not known if the customer had access to the items. <p>Type: string Default: "unknown"</p>
<p>additionalBunches</p> <p>Specifies whether additional bunches of items are remaining to be presented as a result of the most recent operation. The following values are possible:</p> <ul style="list-style-type: none"> none - No additional bunches remain. oneMore - At least one additional bunch remains. unknown - It is unknown whether additional bunches remain. <p>Type: string Default: "unknown"</p>
<p>bunchesRemaining</p> <p>If <i>additionalBunches</i> is <i>oneMore</i>, specifies the number of additional bunches of items remaining to be presented as a result of the current operation. This property is null if any of the following are true:</p> <ul style="list-style-type: none"> If the number of additional bunches is at least one, but the precise number is unknown. <i>additionalBunches</i> is not <i>oneMore</i>. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>returnedItems</p> <p>Array holding a list of counts of banknotes which have been moved to the output position as a result of the most recent operation.</p> <p>Type: object, null Default: null</p>
<p>returnedItems/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>returnedItems/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>returnedItems/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

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Properties
<p>returnedItems/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>returnedItems/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>returnedItems/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>returnedItems/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>totalReturnedItems</p> <p>Array of cumulative counts of banknotes which have been moved to the output position. This value will be reset when a <i>CashAcceptor.CashInStart</i>, <i>CashAcceptor.CashIn</i>, <i>CashAcceptor.CashInEnd</i>, <i>CashManagement.Retract</i>, <i>CashManagement.Reset</i> or <i>CashAcceptor.CashInRollback</i> command is executed.</p> <p>Type: object, null Default: null</p>
<p>remainingItems</p> <p>Array of counts of banknotes on the intermediate stacker or transport which have not been yet moved to the output position.</p> <p>Type: object, null Default: null</p>

Event Messages

None

10.1.6 CashAcceptor.CashInStart

Before initiating a cash-in operation, an application must issue this command to begin a cash-in transaction. During a cash-in transaction any number of [CashAcceptor.CashIn](#) commands may be issued. The transaction is ended when either a [CashAcceptor.CashInRollback](#), [CashAcceptor.CashInEnd](#), [CashManagement.Retract](#) or [CashManagement.Reset](#) command is sent. Where [shutterControl](#) is false this command precedes any explicit operation of the shutters.

If an application wishes to determine where the notes went during a transaction it can execute a [Storage.GetStorage](#) 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.

If supported by [cashInLimit](#), an individual cash-in transaction can be limited to a maximum number of items (*totalItemsLimit*) or a maximum amount (*amountLimit*). If not supported or specified, the number of items accepted in the transaction is limited by the capacity of the [intermediateStacker](#). Any limitations specified by these parameters only apply to the individual cash-in transaction; subsequent transactions are not affected. The following table shows some examples of how the transaction can be limited.

Transaction limits	<i>totalItemsLimit</i>	<i>amountLimit</i>
EUR 100 or GBP 200 or USD 500 Maximum number of items allowed limited by physical capability.	0	EUR 100 GBP 200 USD 500
EUR 100 or GBP 200, USD refused Maximum 50 items allowed.	50	EUR 100 GBP 200
USD 500, no limit on GBP, other currencies refused Maximum number of items allowed limited by physical capability.	0	GBP 0 USD 500
EUR limited by physical capability of the device. Other currencies refused.	0	EUR 0
EUR limited by physical capability of the device. GBP 100, USD refused.	0	EUR 0 GBP 100

Command Message

Payload (version 2.0)
<pre>{ "tellerID": 0, "useRecycleUnits": true, "outputPosition": "outDefault", "inputPosition": "inDefault", "totalItemsLimit": 0, "amountLimit": [{ "currency": "USD", "value": 20.00 }] }</pre>
Properties
<p>tellerID</p> <p>Identification of teller. This property is not applicable to Self-Service devices and can therefore be null.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>useRecycleUnits</p> <p>Specifies whether the recycle storage units should be used when items are cashed in on a successful CashAcceptor.CashInEnd command. This property will be ignored if there are no recycle storage units or the hardware does not support this.</p> <p>Type: boolean Default: true</p>
<p>outputPosition</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>
<p>inputPosition</p> <p>Supplies the input position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. <p>Type: string Default: "inDefault"</p>
<p>totalItemsLimit</p> <p>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 0, there will be no limit on the number of items. This limitation can only be used if byTotalItems is true.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>amountLimit</p> <p>If specified, provides a list of the maximum amount of one or more currencies to be accepted during the cash-in transaction. This limitation can only be used if byAmount is true.</p> <p>If not specified, no currency specific limit is placed on the transaction.</p> <p>If specified for one currency and the device can handle multiple currencies in a single cash-in transaction, any currencies not defined in this array are refused.</p> <p>If a value of null is specified for a currency, there is no amount limit applied to the currency.</p> <p>Type: array (object), null Default: null</p>

Properties
<p>amountLimit/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1].</p> <p>Type: string Pattern: <code>^[A-Z]{3}\$</code> Required</p>
<p>amountLimit/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidTellerId" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>invalidTellerId</code> - The teller ID is invalid. This error will never be generated by a Self-Service device. • <code>unsupportedPosition</code> - The position specified is not supported. • <code>exchangeActive</code> - The device is in the exchange state. • <code>cashInActive</code> - The device is already in the cash-in state due to a previous <i>CashAcceptor.CashInStart</i> command. • <code>safeDoorOpen</code> - The safe door is open. This device requires the safe door to be closed in order to perform this command (see Common.Status property). <p>Type: string, null Default: null</p>

Event Messages

None

10.1.7 CashAcceptor.CashIn

This command moves items into the cash device from an input position.

On devices with implicit shutter control, the [CashAcceptor.InsertItemsEvent](#) 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 *success*. In this case one or more [CashAcceptor.InputRefuseEvent](#) events will be sent to report the rejection. See also the paragraph below about returning refused items.

If the device does not have a banknote reader, then the completion message will be empty.

If the device has a cash-in stacker then this command will cause inserted genuine items (see [Note Classification](#)) to be moved there after validation. Counterfeit, suspect or inked items may also be moved to the cash-in stacker, but some devices may immediately move them to a designated storage unit. Items on the stacker will remain there until the current cash-in transaction is either cancelled by the [CashAcceptor.CashInRollback](#) command or confirmed by the [CashAcceptor.CashInEnd](#) command. These commands will cause any non-genuine items on the cash-in stacker to be moved to the appropriate storage unit. If there is no cash-in stacker then this command will move items directly to the storage units and the *CashAcceptor.CashInRollback* command will not be supported. Storage unit information will be updated accordingly whenever notes are moved to a storage unit during this command.

Note that the [acceptor](#) status property may change value during a cash-in transaction. If media has been retained to storage units during a cash-in transaction, it may mean that *acceptor* is set to *stop*, which means subsequent cash-in operations may not be possible. In this case, the subsequent command fails with [errorCode](#) *cashUnitError*.

The [shutterControl](#) property will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly open and close the shutter using the [CashManagement.OpenShutter](#), [CashManagement.CloseShutter](#) or [CashAcceptor.PresentMedia](#) commands. If *shutterControl* is false then this command does not operate the shutter in any way, the application is responsible for all shutter control. If *shutterControl* is true, this command opens the shutter at the start of the command and closes it once bills are inserted.

The [presentControl](#) property will determine whether it is necessary to call the *CashAcceptor.PresentMedia* command in order to move items to the output position. If *presentControl* is true, then all items are moved immediately to the correct output position for removal (a *CashManagement.OpenShutter* command will be needed in the case of explicit shutter control). If *presentControl* is false, then items are not returned immediately and must be presented to the correct output position for removal using the *CashAcceptor.PresentMedia* 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 [CashAcceptor.SubCashInEvent](#) may be sent after each sub-operation, if the hardware capabilities allow it.

Returning items (single bunch):

If *shutterControl* is true, and a single bunch of items is returned then this command will complete once the notes have been returned. A [CashManagement.ItemsPresentedEvent](#) will be generated.

If *shutterControl* is false, and a single bunch of items is returned then this command will complete without generating a *CashManagement.ItemsPresentedEvent*, instead the event will be generated by the subsequent *CashManagement.OpenShutter* or *CashAcceptor.PresentMedia* 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 *CashManagement.ItemsPresentedEvent* has been generated. For these devices *shutterControl* and *presentControl* fields of the *positionCapabilities* structure returned from the *Common.Capabilities / CashAcceptor.PositionCapabilities* 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 a [Common.Cancel](#) before the final bunch is presented so that after the completion of this command the [CashManagement.Retract](#) or [CashManagement.Reset](#) command can be used to move the remaining bunches, although the ability to do this will be hardware dependent.

Command Message**Payload (version 2.0)**

This message does not define any properties.

Completion Message**Payload (version 2.0)**

```
{
  "errorCode": "cashUnitError",
  "items": {
    "unrecognized": 5,
    "type20USD1": {
      "fit": 15,
      "unfit": 0,
      "suspect": 0,
      "counterfeit": 0,
      "inked": 0
    },
    "type50USD1": See items/type20USD1 properties
  }
}
```

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `cashUnitError` - A problem occurred with a storage unit. A [Storage.StorageErrorEvent](#) will be sent with the details.
- `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 [CashAcceptor.CashInStart](#) has already been reached at the beginning of this command.
- `noItems` - There were no items to cash-in.
- `exchangeActive` - The device is in an exchange state.
- `shutterNotClosed` - Shutter failed to close. In the case of explicit shutter control the application should close the shutter first.
- `noCashInActive` - There is no cash-in transaction active.
- `positionNotEmpty` - The output position is not empty so a cash-in is not possible.
- `safeDoorOpen` - The safe door is open. This device requires the safe door to be closed in order to perform this command (see [Common.Status](#) property).
- `foreignItemsDetected` - Foreign items have been detected inside the input position.
- `shutterNotOpen` - Shutter failed to open.

Type: string, null
Default: null

items

Items detected during the command. May be null if no items were detected. This information is not cumulative over multiple *CashIn* commands.

Type: object, null
Default: null

items/unrecognized

Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.

Type: integer, null
Minimum: 0
Default: null

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Properties
<p>items/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>items/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>items/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>items/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>items/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>items/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashAcceptor.InputRefuseEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashAcceptor.SubCashInEvent](#)
- [CashManagement.InfoAvailableEvent](#)
- [CashAcceptor.InsertItemsEvent](#)

10.1.8 CashAcceptor.CashInEnd

This command ends a cash-in transaction. If cash items are on the stacker as a result of a [CashAcceptor.CashIn](#) command these items are moved to the appropriate storage units.

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

In the special case where all the items inserted by the customer are classified as counterfeit and/or suspect items and the Service is configured to automatically retain these item types then the command will complete with *success* even if the hardware may have already moved the counterfeit and/or suspect items to their respective storage units on the *CashAcceptor.CashIn* command and there are no items on the stacker at the start of the command. This allows the location of the notes retained to be reported in the completion payload. If no items are available for cash-in for any other reason, the *noItems* error code is returned.

Command Message

Payload (version 2.0)

This message does not define any properties.

Completion Message

Payload (version 2.0)

```
{
  "errorCode": "cashUnitError",
  "storage": {
    "unit1": {
      "retractOperations": 15,
      "deposited": {
        "unrecognized": 5,
        "type20USD1": {
          "fit": 15,
          "unfit": 0,
          "suspect": 0,
          "counterfeit": 0,
          "inked": 0
        },
        "type50USD1": See storage/unit1/deposited/type20USD1 properties
      },
      "retracted": See storage/unit1/deposited properties
      "rejected": See storage/unit1/deposited properties
      "distributed": See storage/unit1/deposited properties
      "transport": See storage/unit1/deposited properties
    },
    "unit2": See storage/unit1 properties
  }
}
```

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - A problem occurred with a storage unit. A Storage.StorageErrorEvent will be sent with the details. • <code>noItems</code> - There were no items to cash-in. • <code>exchangeActive</code> - The device is in an exchange state. • <code>noCashInActive</code> - There is no cash-in transaction active. • <code>positionNotEmpty</code> - The input or output position is not empty. • <code>safeDoorOpen</code> - The safe door is open. This device requires the safe door to be closed in order to perform this command (see Common.Status property). <p>Type: string, null Default: null</p>
<p>storage</p> <p>Object containing the storage units which have had items inserted during the associated operation or transaction. Only storage units whose contents have been modified are included.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1 (example name)</p> <p>List of items moved to this storage unit by this transaction or command. The property name is the same as reported by Storage.GetStorage.</p> <p>Type: object, null Name Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>storage/unit1/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposited/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/deposited/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

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Properties

storage/unit1/transport

The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during [CashAcceptor.CashInEnd](#). This is not reset if [initial](#) is set for this unit by [Storage.GetStorage](#). Can be null if all values are 0.

Type: object, null

Default: null

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)
- [CashManagement.NoteErrorEvent](#)

10.1.9 CashAcceptor.CashInRollback

This command is used to roll back a cash-in transaction. It causes all the cash items cashed in since the last [CashAcceptor.CashInStart](#) 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 [shutterControl](#) property will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly open and close the shutter using the [CashManagement.OpenShutter](#), [CashManagement.CloseShutter](#) or [CashAcceptor.PresentMedia](#) commands. If *shutterControl* is false then this command does not operate the shutter in any way, the application is responsible for all shutter control. If *shutterControl* is true, then this command opens the shutter and it is closed when all items are removed.

The [presentControl](#) property will determine whether it is necessary to call the *CashAcceptor.PresentMedia* command in order to move items to the output position. If *presentControl* is true then all items are moved immediately to the correct output position for removal (a *CashManagement.OpenShutter* command will be needed in the case of explicit shutter control). If *presentControl* is false, then items are not returned immediately and must be presented to the correct output position for removal using the *CashAcceptor.PresentMedia* command.

Items are returned in a single bunch or multiple bunches in the same way as described for the [CashAcceptor.CashIn](#) command.

In the special case where all the items inserted by the customer are classified as counterfeit and/or suspect, and the Service is configured to automatically retain these item types, then the command will complete with *success* even though no items are returned to the customer. This allows the location of the notes retained to be reported in the completion payload. The application can tell if items have been returned or not via the [CashManagement.ItemsPresentedEvent](#). 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, the *noItems* error code is returned.

Command Message

Payload (version 2.0)

This message does not define any properties.

Completion Message

Payload (version 2.0)

```
{
  "errorCode": "cashUnitError",
  "storage": {
    "unit1": {
      "retractOperations": 15,
      "deposited": {
        "unrecognized": 5,
        "type20USD1": {
          "fit": 15,
          "unfit": 0,
          "suspect": 0,
          "counterfeit": 0,
          "inked": 0
        },
        "type50USD1": See storage/unit1/deposited/type20USD1 properties
      },
      "retracted": See storage/unit1/deposited properties
      "rejected": See storage/unit1/deposited properties
      "distributed": See storage/unit1/deposited properties
      "transport": See storage/unit1/deposited properties
    },
    "unit2": See storage/unit1 properties
  }
}
```

<p>Payload (version 2.0)</p> <pre>} }</pre>
<p>Properties</p> <p>errorCode Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - A problem occurred with a storage unit. A Storage.StorageErrorEvent will be sent with the details. • <code>shutterNotOpen</code> - The shutter failed to open. In the case of explicit shutter control the application may have failed to open the shutter before issuing the command. • <code>exchangeActive</code> - The device is in an exchange state. • <code>noCashInActive</code> - There is no cash-in transaction active. • <code>positionNotEmpty</code> - The input or output position is not empty. • <code>noItems</code> - There were no items to rollback. <p>Type: string, null Default: null</p>
<p>storage Object containing the storage units which have had items inserted during the associated operation or transaction. Only storage units whose contents have been modified are included.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1 (example name) List of items moved to this storage unit by this transaction or command. The property name is the same as reported by Storage.GetStorage.</p> <p>Type: object, null Name Pattern: ^unit[0-9A-Za-z]+\$ Default: null</p>
<p>storage/unit1/retractOperations Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposited/unrecognized Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1 (example name) Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/deposited/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposited/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

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Properties

storage/unit1/transport

The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during [CashAcceptor.CashInEnd](#). This is not reset if [initial](#) is set for this unit by [Storage.GetStorage](#). Can be null if all values are 0.

Type: object, null

Default: null

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)

10.1.10 CashAcceptor.ConfigureNoteTypes

This command is used to change the note types the banknote reader should accept during cash-in. Only note types which are to be changed need to be specified in the command payload. If an unknown note type is given the [completion code](#) *unsupportedData* will be returned.

The values set by this command are persistent.

Command Message

Payload (version 2.0)
<pre>{ "items": [{ "item": "type20USD1", "enabled": false }] }</pre>
Properties
<p>items</p> <p>An array which specifies which note types are to be disabled or re-enabled.</p> <p>Type: array (object) Required</p>
<p>items/item</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes.</p> <p>Type: string Pattern: ^type[0-9A-Z]+\$ Required</p>
<p>items/enabled</p> <p>If true, the banknote reader will accept this note type during a cash-in operations. If false, the banknote reader will refuse this note type, unless it must be retained by note classification rules.</p> <p>Type: boolean Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "exchangeActive" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> exchangeActive - The device is in the exchange state. cashInActive - A cash-in transaction is active. This device requires that no cash-in transaction is active in order to perform the command. <p>Type: string, null Default: null</p>

Event Messages

None

10.1.11 CashAcceptor.CreateSignature

This command is used to create a reference signature which can be compared with the available signatures of the cash-in transactions to track back the customer.

When this command is executed, the device 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 [shutterControl](#) property will determine whether the shutter is controlled implicitly by this command or whether the application must explicitly open and close the shutter using the [CashManagement.OpenShutter](#), [CashManagement.CloseShutter](#) or [CashAcceptor.PresentMedia](#) commands. If *shutterControl* is false, then this command does not operate the shutter in any way, and the application is responsible for all shutter control. If *shutterControl* 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 [presentControl](#) property will determine whether it is necessary to call the *CashAcceptor.PresentMedia* command in order to move items to the output position. If *presentControl* is true, then all items are moved immediately to the correct output position for removal (a *CashManagement.OpenShutter* command will be needed in the case of explicit shutter control). If *presentControl* is false, then items are not returned immediately and must be presented to the correct output position for removal using the *CashAcceptor.PresentMedia* command.

On devices with implicit shutter control, the [CashAcceptor.InsertItemsEvent](#) 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 [CashAcceptor.InputRefuseEvent](#) will be sent and the command will complete. In this case, no note specific output properties will be returned.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "tooManyItems", "noteType": "type20USD1", "orientation": "frontTop", "signature": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>tooManyItems</code> - There was more than one banknote inserted for creating a signature. • <code>noItems</code> - There was no banknote to create a signature. • <code>cashInActive</code> - A cash-in transaction is active. • <code>exchangeActive</code> - The device is in the exchange state. • <code>positionNotEmpty</code> - The output position is not empty so a banknote cannot be inserted. • <code>shutterNotOpen</code> - Shutter failed to open. • <code>shutterNotClosed</code> - Shutter failed to close. • <code>foreignItemsDetected</code> - Foreign items have been detected in the input position. <p>Type: string, null Default: null</p>

Properties
<p>noteType</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes. This is null if the item was not identified as a cash item.</p> <pre>Type: string, null Pattern: ^type[0-9A-Z]+\$ Default: null</pre>
<p>orientation</p> <p>Specifies the note orientation. This property is null if the hardware is not capable to determine the orientation The following values are possible:</p> <ul style="list-style-type: none"> • <code>frontTop</code> - 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. • <code>frontBottom</code> - 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. • <code>backTop</code> - 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. • <code>backBottom</code> - 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. • <code>unknown</code> - The orientation for the inserted note cannot be determined. <pre>Type: string, null Default: null</pre>
<p>signature</p> <p>Base64 encoded vendor specific signature data. If no signature is available or has not been requested, then this is null.</p> <pre>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$ Format: base64 Default: null</pre>

Event Messages

- [CashAcceptor.InputRefuseEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashAcceptor.InsertItemsEvent](#)
- [CashManagement.InfoAvailableEvent](#)

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10.1.12 CashAcceptor.ConfigureNoteReader

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.

Command Message

Payload (version 2.0)
<pre>{ "loadAlways": false }</pre>
Properties
loadAlways If set to true, the Service loads the currency description data into the note reader, even if it is already loaded. Type: boolean Default: false

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "exchangeActive", "rebootNecessary": false }</pre>
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none">• exchangeActive - The device is in the exchange state.• cashInactive - A cash-in transaction is active.• 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 storage units when they should not be. Type: string, null Default: null
rebootNecessary If set to true, the machine needs a reboot before the note reader can be accessed again. Type: boolean Default: false

Event Messages

None

10.1.13 CashAcceptor.CompareSignature

This command is used to compare the signatures of a reference item with the available signatures of the cash-in transactions.

The reference signatures are created by the [CashAcceptor.CreateSignature](#) command.

The transaction signatures are obtained through the [CashManagement.GetItemInfo](#) command.

The signatures (1 to 4) of the reference banknote are typically the signatures of the four orientations of the banknote.

The *CashAcceptor.CompareSignature* 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 does not support the confidence level factor, it returns a single indication to the best matching signature with the confidence level factor set to 0.

If the comparison completed with no matching signatures found, then the command returns with [completionCode](#) set to null and *signaturesIndex* empty.

This command must be used outside of cash-in transactions and outside of the exchange state.

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.

Command Message

Payload (version 3.0)
<pre>{ "referenceSignatures": [{ "noteType": "type20USD1", "orientation": "frontTop", "signature": "O2gAUACFyEARAJAC" }], "signatures": See referenceSignatures properties }</pre>
Properties
<p>referenceSignatures</p> <p>Array of Signature structures.</p> <p>Each structure represents the signature corresponding to one orientation of a single reference banknote. At least one orientation must be provided.</p> <p>Type: array (object) Required</p>
<p>referenceSignatures/noteType</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes. This is null if the item was not identified as a cash item.</p> <p>Type: string, null Pattern: ^type[0-9A-Z]+\$ Default: null</p>

Properties
<p>referenceSignatures/orientation</p> <p>Specifies the note orientation. This property is null if the hardware is not capable to determine the orientation The following values are possible:</p> <ul style="list-style-type: none"> • <code>frontTop</code> - 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. • <code>frontBottom</code> - 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. • <code>backTop</code> - 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. • <code>backBottom</code> - 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. • <code>unknown</code> - The orientation for the inserted note cannot be determined. <p>Type: string, null Default: null</p>
<p>referenceSignatures/signature</p> <p>Base64 encoded vendor specific signature data. If no signature is available or has not been requested, then this is null.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$</code> Format: base64 Default: null</p>
<p>signatures</p> <p>Array of Signature structures. Each structure represents a signature from the cash-in transactions, to be compared with the reference signatures in <i>referenceSignatures</i>. At least one signature must be provided.</p> <p>Type: array (object) Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "cashInActive", "signaturesIndex": [{ "index": 0, "confidenceLevel": 95, "comparisonData": "Example comparison data." }] }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cashInActive</code> - A cash-in transaction is active. This device requires that no cash-in transaction is active in order to perform the command. • <code>exchangeActive</code> - The device is in the exchange state. • <code>invalidReferenceSignature</code> - At least one of the reference signatures is invalid. The application should prompt the operator to carefully retry the creation of the reference signatures. • <code>invalidTransactionSignature</code> - At least one of the transaction signatures is invalid. <p>Type: string, null Default: null</p>
<p>signaturesIndex</p> <p>Array of compare results. This is null when the compare operation completes with no matches found. If there are matches found, <i>signaturesIndex</i> contains the indices of the matching signatures from the input property <i>signatures</i>. If there is a match found but the Service does not support the confidence level factor, <i>signaturesIndex</i> contains a single index with <code>confidenceLevel</code> set to 0.</p> <p>Type: array (object), null Default: null</p>
<p>signaturesIndex/index</p> <p>Specifies the index (0 to <i>#signatures</i> - 1) of the matching signature from the input property <i>signatures</i>.</p> <p>Type: integer Minimum: 0 Required</p>
<p>signaturesIndex/confidenceLevel</p> <p>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 0 if the Service does not support the confidence level factor.</p> <p>Type: integer Minimum: 0 Maximum: 100 Default: 0</p>
<p>signaturesIndex/comparisonData</p> <p>Vendor dependent comparison result data. This data may be used as justification for the signature match or confidence level. This property is null if no additional comparison data is returned.</p> <p>Type: string, null Default: null</p>

Event Messages

None

10.1.14 CashAcceptor.Replenish

This command replenishes items from a single storage unit to multiple storage 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 storage unit to a target storage unit. This is especially applicable if a replenishment storage unit is used for the replenishment and can help to minimize manual replenishment operations.

The [CashAcceptor.GetReplenishTarget](#) command can be used to determine what storage units can be specified as target storage units for a given source storage unit. Any items which are removed from the source cash unit that are not of the correct currency and value for the target storage unit during execution of this command will be returned to the source storage unit.

The counts returned with the [Storage.GetStorage](#) 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 [CashAcceptor.IncompleteReplenishEvent](#) will be sent.

Command Message

Payload (version 2.0)
<pre>{ "source": "unit1", "replenishTargets": [{ "target": "unit1", "numberOfItemsToMove": 100 }] }</pre>
Properties
<p>source Name of the storage unit (as stated by the Storage.GetStorage command) from which items are to be removed.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>
<p>replenishTargets Array of target elements specifying how many items are to be moved and to where. There must be at least one array element.</p> <p>Type: array (object) Required</p>
<p>replenishTargets/target Object name of the storage unit (as stated by the Storage.GetStorage command) to which items are to be moved.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>
<p>replenishTargets/numberOfItemsToMove The number of items to be moved to the target storage unit. If 0, all items will be moved. Any items which are removed from the source storage unit that are not of the correct currency and value for the target storage unit during execution of this command will be returned to the source storage unit.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "cashUnitError", "numberOfItemsRemoved": 20, "numberOfItemsRejected": 2, "replenishTargetResults": [{ "target": "unit1", "cashItem": "type20USD1", "numberOfItemsReceived": 20 }] }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - A problem occurred with a storage unit. A Storage.StorageErrorEvent will be sent with the details. If appropriate a CashAcceptor.IncompleteReplenishEvent will also be sent. • <code>invalidCashUnit</code> - The source or target storage unit specified is invalid for this operation. The CashAcceptor.GetReplenishTarget command can be used to determine which source or target is valid. • <code>exchangeActive</code> - The device is in the exchange state. • <code>cashInActive</code> - A cash-in transaction is active. <p>Type: string, null Default: null</p>
<p>numberOfItemsRemoved</p> <p>Total number of items removed from the source storage unit including rejected items during execution of this command. This property is null if no items were removed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>numberOfItemsRejected</p> <p>Total number of items rejected during execution of this command. This property is null if no items were rejected.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>replenishTargetResults</p> <p>Breakdown of which notes were moved and where they moved to. In the case where one note type has several releases and these are moved, or where items are moved from a multi denomination storage unit to a multi denomination storage unit, each target can receive several note types.</p> <p>For example:</p> <ul style="list-style-type: none"> • If one single target was specified with the <i>replenishTargets</i> input structure, and this target received two different note types, then this property will have two elements. • If two targets were specified and the first target received two different note types and the second target received three different note types, then this property will have five elements. <p>Type: array (object), null Default: null</p>
<p>replenishTargetResults/target</p> <p>Name of the storage unit (as stated by the Storage.GetStorage command) to which items have been moved.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>

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Properties
<p>replenishTargetResults/cashItem</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes. This is null if the item was not identified as a cash item.</p> <p>Type: string, null Pattern: ^type[0-9A-Z]+\$ Default: null</p>
<p>replenishTargetResults/numberOfItemsReceived</p> <p>Total number of items received in this target storage unit of the <i>cashItem</i> note type.</p> <p>Type: integer Minimum: 1 Required</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)
- [CashAcceptor.IncompleteReplenishEvent](#)

10.1.15 CashAcceptor.CashUnitCount

This command counts the items in the storage unit(s). If it is necessary to move items internally to count them, the items should be returned to the unit from which they originated before completion of the command. If items could not be moved back to the storage unit they originated from and did not get rejected, the command will complete with an appropriate error.

During the execution of this command one [Storage.StorageChangedEvent](#) will be generated for each storage unit that has been counted successfully, or if the counts have changed, even if the overall command fails.

If an application wishes to determine where the notes went during the command it can execute a [Storage.GetStorage](#) before and after the transaction and then derive the difference.

This command is designed to be used on devices where the counts cannot be guaranteed to be accurate and therefore may need to be automatically counted periodically. Upon successful completion, for those storage units that have been counted, the counts are accurately reported with the *Storage.GetStorage* command.

Command Message

Payload (version 2.0)
<pre>{ "units": ["unit1", "unit2"] }</pre>
Properties
<p>units</p> <p>Array containing the identifiers of the individual storage units to be counted. If an invalid storage unit is contained in this list, the command will fail with a <i>cashUnitError</i> <i>errorCode</i>.</p> <p>Type: array (string) Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidCashUnit" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <i>invalidCashUnit</i> - At least one of the storage units specified is either invalid or does not support being counted. No storage units have been counted. • <i>cashInActive</i> - A cash-in transaction is active. • <i>exchangeActive</i> - The device is in the exchange state. • <i>tooManyItemsToCount</i> - There were too many items. The required internal position may have been of insufficient size. All items should be returned to the storage unit from which they originated. • <i>countPositionNotEmpty</i> - A required internal position is not empty so a storage unit count is not possible. • <i>cashUnitError</i> - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details. <p>Type: string, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.NoteErrorEvent](#)

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- [CashManagement.InfoAvailableEvent](#)

10.1.16 CashAcceptor.DeviceLockControl

This command can be used to lock or unlock a CashAcceptor device or one or more storage units. [CashAcceptor.GetDeviceLockStatus](#) can be used to obtain the current lock state of any items which support locking.

During normal device operation the device and storage units will be locked, and removal will not be possible. If supported, the device or storage units can be unlocked, ready for removal. In this situation the device will remain online and cash-in or dispense operations will be possible, as long as the device or storage units are not physically removed from their normal operating position.

If the lock action is specified and the device or storage units are already locked, or if the unlock action is specified and the device or storage units are already unlocked then the action will complete successfully.

Once a storage unit has been removed and reinserted it may then have a *manipulated* status. This status can only be cleared by issuing a [Storage.StartExchange](#) / [Storage.EndExchange](#) command sequence.

The device and all storage units will also be locked implicitly as part of the execution of the [Storage.EndExchange](#) or the [CashManagement.Reset](#) command.

The normal command sequence is as follows:

1. *CashAcceptor.DeviceLockControl* command is executed to unlock the device and some or all the storage units.
2. Optionally a cash-in transaction or a dispense transaction on a cash recycler device may be performed.
3. The operator was not required to remove any of the storage units, all storage units are still in their original position.
4. *CashAcceptor.DeviceLockControl* command is executed to lock the device and the storage units.

The relation of lock/unlock control with the [Storage.StartExchange](#) and the [Storage.EndExchange](#) commands is as follows:

1. *CashAcceptor.DeviceLockControl* command is executed to unlock the device and some or all the storage units.
2. Optionally a [CashAcceptor.CashInStart](#) / [CashAcceptor.CashIn](#) / [CashAcceptor.CashInEnd](#) cash-in transaction or a [CashDispenser.Dispense](#) / [CashDispenser.Present](#) transaction on a cash recycler device may be performed.
3. The operator removes and reinserts one or more of the previously unlocked storage units. The associated [Storage.StorageChangedEvent](#) will be posted and after the reinsertion the storage unit will show the status *manualInsertion*.
4. [Storage.StartExchange](#) command is executed.
5. [Storage.EndExchange](#) command is executed. During this command execution the Service implicitly locks the device and all previously unlocked storage units. The status of the previously removed unit will be reset.

Command Message

Payload (version 2.0)
<pre>{ "deviceAction": "noLockAction", "cashUnitAction": "noLockAction", "unitLockControl": [{ "storageUnit": "unit1", "unitAction": "lock" }] }</pre>

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Properties
deviceAction Specifies locking or unlocking the device in its normal operating position. The following values are possible: <ul style="list-style-type: none">• <code>lock</code> - Locks the device so that it cannot be removed from its normal operating position.• <code>unlock</code> - Unlocks the device so that it can be removed from its normal operating position.• <code>noLockAction</code> - No lock/unlock action will be performed on the device. Type: string Default: "noLockAction"
cashUnitAction Specifies the type of lock/unlock action on storage units. The following values are possible: <ul style="list-style-type: none">• <code>lockAll</code> - Locks all storage units supported.• <code>unlockAll</code> - Unlocks all storage units supported.• <code>lockIndividual</code> - Locks/unlocks storage units individually as specified in the <i>unitLockControl</i> property.• <code>noLockAction</code> - No lock/unlock action will be performed on storage units. Type: string Default: "noLockAction"
unitLockControl Array of structures, one for each storage unit to be locked or unlocked. Only valid in the case where <i>lockIndividual</i> is specified in the <i>cashUnitAction</i> property otherwise this will be ignored. Type: array (object), null Default: null
unitLockControl/storageUnit Name of the storage unit (as stated by the Storage.GetStorage command) to be locked or unlocked. Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required
unitLockControl/unitAction Specifies whether to lock or unlock the storage unit indicated in the <i>storageUnit</i> property. The following values are possible: <ul style="list-style-type: none">• <code>lock</code> - Locks the specified storage unit so that it cannot be removed from the device.• <code>unlock</code> - Unlocks the specified storage unit so that it can be removed from the device. Type: string Required

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidCashUnit" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `invalidCashUnit` - The storage unit type specified is invalid.
- `cashInActive` - A cash-in transaction is active.
- `exchangeActive` - The device is in the exchange state.
- `deviceLockFailure` - The device and/or the storage units specified could not be locked/unlocked, e.g., the lock action could not be performed because the storage unit specified to be locked had been removed.

Type: string, null

Default: null

Event Messages

- [Storage.StorageErrorEvent](#)

10.1.17 CashAcceptor.PresentMedia

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 [CashAcceptor.CashIn](#), [CashAcceptor.CashInRollback](#), [CashManagement.Reset](#) or [CashAcceptor.CreateSignature](#) command and can be used with explicit and implicit shutter control. The command is only valid on positions where [usage](#) is *rollback* or *refuse* and where [presentControl](#) is false.

This command cannot be used to present items stacked through the CashDispenser interface. Where this is attempted the command fails with [errorCode](#) *sequenceError*.

Command Message

Payload (version 2.0)
<pre>{ "position": "inLeft" }</pre>
Properties
<p>position</p> <p>Supplies the input or output position as one of the following values. If not specified, the default position applies. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • inDefault - Default input position. • inLeft - Left input position. • inRight - Right input position. • inCenter - Center input position. • inTop - Top input position. • inBottom - Bottom input position. • inFront - Front input position. • inRear - Rear input position. • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "unsupportedPosition" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `unsupportedPosition` - The position specified is not supported or is not a valid position for this command.
- `shutterNotOpen` - Shutter failed to open.
- `noItems` - There were no items to present at the specified position.
- `exchangeActive` - The device is in the exchange state.
- `foreignItemsDetected` - Foreign items have been detected in the input position.

Type: string, null
Default: null

Event Messages

None

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10.1.18 CashAcceptor.Deplete

This command moves items from multiple storage units to a single storage unit. Applications can use this command to ensure that there are the optimum number of items in the cassettes by moving items from source storage units to a target storage unit. This is especially applicable if surplus items are removed from multiple recycle storage units to a replenishment storage unit and can help to minimize manual replenishment operations.

The [CashAcceptor.GetDepleteSource](#) command can be used to determine what storage units can be specified as source storage units for a given target storage unit.

The counts returned by the [Storage.GetStorage](#) 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 [CashAcceptor.IncompleteDepleteEvent](#) will be sent.

Command Message

Payload (version 2.0)
<pre>{ "depleteSources": [{ "source": "unit1", "numberOfItemsToMove": 100 }], "cashUnitTarget": "unit1" }</pre>
Properties
depleteSources Array of objects listing which storage units are to be depleted. There must be at least one element in this array. Type: array (object) Required
depleteSources/source Name of the storage unit (as stated by the <i>Storage.GetStorage</i> command) from which items are to be removed. Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required
depleteSources/numberOfItemsToMove The number of items to be moved from the source storage unit. If 0, all items will be moved. If non-zero, this must be equal to or less than the count of items reported for the storage unit specified by <i>cashUnitSource</i> . Type: integer Minimum: 0 Default: 0
cashUnitTarget Name of the storage unit (as stated by the <i>Storage.GetStorage</i> command) to which items are to be moved. Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "cashUnitError", "numberOfItemsReceived": 100, "numberOfItemsRejected": 10, "depleteSourceResults": [{</pre>

Payload (version 2.0)
<pre>"cashUnitSource": "unit1", "cashItem": "type20USD1", "numberOfItemsRemoved": 0 }} }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cashUnitError</code> - A problem occurred with a storage unit. A Storage.StorageErrorEvent will be sent with the details. If appropriate a CashAcceptor.IncompleteDepleteEvent will also be sent. • <code>invalidCashUnit</code> - The source or target storage unit specified is invalid for this operation. The CashAcceptor.GetDepleteSource command can be used to determine which source or target is valid. • <code>cashInActive</code> - A cash-in transaction is active. • <code>exchangeActive</code> - The device is in the exchange state. <p>Type: string, null Default: null</p>
<p>numberOfItemsReceived</p> <p>Total number of items received in the target storage unit during execution of this command.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>numberOfItemsRejected</p> <p>Total number of items rejected during execution of this command.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>depleteSourceResults</p> <p>Breakdown of which notes were moved where. In the case where one item type has several releases and these are moved, or where items are moved from a multi denomination storage unit to a multi denomination storage unit, each source can move several note types.</p> <p>For example:</p> <ul style="list-style-type: none"> • If one single source was specified with the input structure, and this source moved two different note types, then this will have two elements. • If two sources were specified and the first source moved two different note types and the second source moved three different note types, then this will have five elements. <p>Type: array (object), null Default: null</p>
<p>depleteSourceResults/cashUnitSource</p> <p>Name of the storage unit (as stated by the <i>Storage.GetStorage</i> command) from which items have been removed.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>
<p>depleteSourceResults/cashItem</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes. This is null if the item was not identified as a cash item.</p> <p>Type: string, null Pattern: ^type[0-9A-Z]+\$ Default: null</p>

Properties

depleteSourceResults/numberOfItemsRemoved

Total number of items removed from this source storage unit of the *cashItem* item type. Not reported if this source storage unit did not move any items of this item type, for example due to a storage unit or transport jam.

Type: integer
Minimum: 0
Default: 0

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.NoteErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)
- [CashAcceptor.IncompleteDepleteEvent](#)

10.1.19 CashAcceptor.PreparePresent

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:

[CashManagement.OpenShutter](#)

[CashAcceptor.PresentMedia](#)

The application can tell whether the additional items were left by using the [CashAcceptor.GetPresentStatus](#) command. This command does not affect the status of the current cash-in transaction.

Command Message

Payload (version 2.0)
<pre>{ "position": "outDefault" }</pre>
Properties
<p>position</p> <p>Supplies the output position as one of the following values. Supported positions are reported in Common.Capabilities.</p> <ul style="list-style-type: none"> • outDefault - Default output position. • outLeft - Left output position. • outRight - Right output position. • outCenter - Center output position. • outTop - Top output position. • outBottom - Bottom output position. • outFront - Front output position. • outRear - Rear output position. <p>Type: string Default: "outDefault"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "unsupportedPosition" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • unsupportedPosition - The position specified is not supported or is not a valid position for this command. • positionNotEmpty - The input or output position is not empty. • noItems - There were no items to present at the specified position. • cashUnitError - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details. <p>Type: string, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [CashManagement.InfoAvailableEvent](#)

10.2 Event Messages

10.2.1 CashAcceptor.InputRefuseEvent

This event specifies that the device has refused either a portion or all the items.

Event Message

Payload (version 2.0)
<pre>{ "reason": "cashInUnitFull" }</pre>
Properties
<p>reason</p> <p>Reason for refusing a part of the amount. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cashInUnitFull</code> - storage unit is full. • <code>invalidBill</code> - Recognition of the items took place, but one or more of the items are invalid. • <code>noBillsToDeposit</code> - There are no items in the input area. • <code>depositFailure</code> - 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. • <code>commonInputComponentFailure</code> - Failure of a common input component which is shared by all storage units. • <code>stackerFull</code> - The intermediate stacker is full. • <code>foreignItemsDetected</code> - Foreign items have been detected in the input position. • <code>invalidBunch</code> - 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. • <code>counterfeit</code> - 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. • <code>limitOverTotalItems</code> - Number of items inserted exceeded the limitation set with the CashAcceptor.CashInStart command. • <code>limitOverAmount</code> - Amount exceeded the limitation set with the <i>CashAcceptor.CashInStart</i> command.
<p>Type: string Required</p>

10.2.2 CashAcceptor.SubCashInEvent

This event is generated when one of the sub cash-in operations into which the cash-in operation was divided has finished successfully.

Event Message

Payload (version 2.0)
<pre>{ "unrecognized": 5, "type20USD1": { "fit": 15, "unfit": 0, "suspect": 0, "counterfeit": 0, "inked": 0 }, "type50USD1": See type20USD1 properties }</pre>
Properties
<p>unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

10.2.3 CashAcceptor.InsertItemsEvent

This event notifies the application when the device is ready for the user to insert items.

Event Message

Payload (version 2.0)
This message does not define any properties.

10.2.4 CashAcceptor.IncompleteReplenishEvent

This event is generated when some items had been moved before the [CashAcceptor.Replenish](#) command failed with an error code (not "success"), but some items were moved then the details will be reported with this event. This event can only occur once per command.

Event Message

Payload (version 2.0)
<pre>{ "replenish": { "numberOfItemsRemoved": 20, "numberOfItemsRejected": 2, "replenishTargetResults": [{ "target": "unit1", "cashItem": "type20USD1", "numberOfItemsReceived": 20 }] } }</pre>
Properties
<p>replenish</p> <p>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.</p> <p>Type: object Required</p>
<p>replenish/numberOfItemsRemoved</p> <p>Total number of items removed from the source storage unit including rejected items during execution of this command. This property is null if no items were removed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>replenish/numberOfItemsRejected</p> <p>Total number of items rejected during execution of this command. This property is null if no items were rejected.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>replenish/replenishTargetResults</p> <p>Breakdown of which notes were moved and where they moved to. In the case where one note type has several releases and these are moved, or where items are moved from a multi denomination storage unit to a multi denomination storage unit, each target can receive several note types.</p> <p>For example:</p> <ul style="list-style-type: none"> • If one single target was specified with the <i>replenishTargets</i> input structure, and this target received two different note types, then this property will have two elements. • If two targets were specified and the first target received two different note types and the second target received three different note types, then this property will have five elements. <p>Type: array (object), null Default: null</p>

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Properties
<p>replenish/replenishTargetResults/target</p> <p>Name of the storage unit (as stated by the Storage.GetStorage command) to which items have been moved.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>
<p>replenish/replenishTargetResults/cashItem</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes. This is null if the item was not identified as a cash item.</p> <p>Type: string, null Pattern: ^type[0-9A-Z]+\$ Default: null</p>
<p>replenish/replenishTargetResults/numberOfItemsReceived</p> <p>Total number of items received in this target storage unit of the <i>cashItem</i> note type.</p> <p>Type: integer Minimum: 1 Required</p>

10.2.5 CashAcceptor.IncompleteDepleteEvent

This event is generated when the [CashAcceptor.Deplete](#) command failed with an error code (not "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.

Event Message

Payload (version 2.0)
<pre>{ "deplete": { "numberOfItemsReceived": 100, "numberOfItemsRejected": 10, "depleteSourceResults": [{ "cashUnitSource": "unit1", "cashItem": "type20USD1", "numberOfItemsRemoved": 0 }] } }</pre>
Properties
<p>deplete</p> <p>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> <p>Type: object Required</p>
<p>deplete/numberOfItemsReceived</p> <p>Total number of items received in the target storage unit during execution of this command.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>deplete/numberOfItemsRejected</p> <p>Total number of items rejected during execution of this command.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>deplete/depleteSourceResults</p> <p>Breakdown of which notes were moved where. In the case where one item type has several releases and these are moved, or where items are moved from a multi denomination storage unit to a multi denomination storage unit, each source can move several note types.</p> <p>For example:</p> <ul style="list-style-type: none"> • If one single source was specified with the input structure, and this source moved two different note types, then this will have two elements. • If two sources were specified and the first source moved two different note types and the second source moved three different note types, then this will have five elements. <p>Type: array (object), null Default: null</p>
<p>deplete/depleteSourceResults/cashUnitSource</p> <p>Name of the storage unit (as stated by the <i>Storage.GetStorage</i> command) from which items have been removed.</p> <p>Type: string Pattern: ^unit[0-9A-Za-z]+\$ Required</p>

Properties
<p>deplete/depleteSourceResults/cashItem</p> <p>A cash item as reported by CashManagement.GetBankNoteTypes. This is null if the item was not identified as a cash item.</p> <p>Type: string, null Pattern: ^type[0-9A-Z]+\$ Default: null</p>
<p>deplete/depleteSourceResults/numberOfItemsRemoved</p> <p>Total number of items removed from this source storage unit of the <i>cashItem</i> item type. Not reported if this source storage unit did not move any items of this item type, for example due to a storage unit or transport jam.</p> <p>Type: integer Minimum: 0 Default: 0</p>

11. Check Interface

Check Processing Modules accept one or more media items (Checks, Giros, etc) and process these items according to application requirements. The Check Interface supports devices that can handle a single item as well as those devices that can handle bunches of items. The following are the three main device types:

- Single Item: can accept and process a single item at a time.
- Multi-Item Feed with no stacker (known as an escrow in some environments): can accept a bunch of media from the customer but each item has to be processed fully (i.e. deposited in a storage unit or returned) before the next item can be processed.
- Multi-Item Feed with a stacker: can accept a bunch of media from the customer and all items can be processed together.

In the U.S., checks are always encoded in magnetic ink for reading by Magnetic Ink Character Recognition (MICR), and a single font is always used. In Europe some countries use MICR and some use Optical Character Recognition (OCR) character sets, with different fonts, for their checks.

The Check specification provides applications with an interface to control the following functions (depending on the capabilities of the specific underlying device):

- Capture an image of the front of an item in multiple formats and bit depths.
- Capture an image of the back of an item in multiple formats and bit depths.
- Read the code line of an item using a MICR reader.
- Read the code line of an item using OCR.
- Endorse (print text) on an item.
- Stamp an item.
- Return an item to the customer.
- Deposit an item in a storage unit.
- Retract items left by the customer.

The Check specification uses the concept of a Media-In transaction to track and control a customer's interaction with the device. A Media-In transaction consists of one or more [Check.MediaIn](#) commands. The transaction is initiated by the first *Check.MediaIn* command and remains active until the transaction is either confirmed through [Check.MediaInEnd](#), or terminated by [Check.MediaInRollback](#), [Check.RetractMedia](#) or [Check.Reset](#). While a transaction is active the [Check.GetTransactionStatus](#) command reports the status of the current transaction. When a transaction is not active the *Check.GetTransactionStatus* command reports the status of the last transaction as well as some current status values.

In this the specification the terms "long edge" and "short edge" are used to describe the orientation of a check and length of its edges.

This interface is to be used together with the [Storage](#) interface to handle management of storage units.

11.1 General Information

11.1.1 References

ID	Description
check-1	OCR-A font - ANSI X3.17-1981 figure E1
check-2	OCR-B font - ANSI X3.49-1975 figure C2
check-3	E-13B MICR font - ISO 1004-1:2013
check-4	CMC7 MICR font - ISO 1004-2:2013
check-5	https://www.unicode.org/charts/PDF/U2440.pdf

11.1.2 Code Line Characters

This section describes how code line data is returned in the Check specification depending on how the code line was read:

- OCR-A font will conform to [[Ref. check-1](#)].

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- OCR-B font will conform to [\[Ref. check-2\]](#).
- E-13B MICR font will conform to [\[Ref. check-3\]](#). Note that the special E-13B banking symbols are defined by Unicode (see [\[Ref. check-5\]](#)), therefore E-13B code lines are provided without mapping - see Table 1 below for more details.
- CMC7 MICR font will conform to [\[Ref. check-4\]](#). The special banking symbols in this font are not defined in Unicode, therefore they are mapped to standard characters as shown in Table 2 below.

In all cases unrecognized characters are reported as the REJECT/SUB character, 0x1A.

Table 1 - E-13B Special Banking Symbols

Symbol	MICR Definition	Unicode	Unicode Definition
⠆	Transit	U+2446	OCR Bank Branch Identification
⠇	Amount	U+2447	OCR Amount of Check
⠈	On Us	U+2448	OCR Dash
⠉	Dash	U+2449	OCR Customer Account Number

Table 2 - CMC7 Special Banking Symbols

Symbol	Meaning	Mapping
⠆	S1 - Start of Bank Account	a
⠇	S2 - Start of the Amount field	b
⠈	S3 - Terminate Routing	c
⠉	S4 - Unused	d
⠊	S5 - Transit / Routing	e

Example

Check code line	code line reported in XFS4IoT
⠆ ABCD ⠇ 1234 ⠈	aABCDB1234c

11.2 Command Messages

11.2.1 Check.GetTransactionStatus

This command is used to request the status of the current or last media-in transaction as well as current status values outside a transaction. A media-in transaction consists of one or more [Check.MediaIn](#) commands. A media-in transaction is initiated by the *Check.MediaIn* command and remains active until the transaction is either confirmed through the [Check.MediaInEnd](#) command, or cancelled by the [Check.MediaInRollback](#), the [Check.RetractMedia](#) or the [Check.Reset](#) command. Multiple calls to the *Check.MediaIn* command can be made while a transaction is active to obtain additional items from the customer.

The following values returned by this command can change after the media-in transaction has ended if items are later moved in the device:

- [mediaOnStacker](#)
- [mediaLocation](#)
- [customerAccess](#)

Command Message

Payload (version 3.0)
<pre>{ "includeImage": true }</pre>
Properties
<p>includeImage</p> <p>Specifies whether image data is to be returned. If true, the image property contains the image data, otherwise null. The Check.MediaDataEvent contains all the image data requested for each item processed.</p> <p>Type: boolean Default: true</p>

Completion Message

Payload (version 3.0)
<pre>{ "mediaInTransaction": "active", "mediaOnStacker": "5", "lastMediaInTotal": "10", "lastMediaAddedToStacker": "3", "totalItems": "8", "totalItemsRefused": "2", "totalBunchesRefused": "1", "mediaInfo": [{ "mediaID": 4, "mediaLocation": "device", "codelineData": "□22222□□123456□", "magneticReadIndicator": "noMicr", "image": [{ "imageSource": "back", "imageType": "jpg", "imageColorFormat": "full", "imageScanColor": "white", "imageStatus": "ok", "image": "O2gAUACFyEARAJAC" }] }, "insertOrientation": {</pre>

Payload (version 3.0)
<pre> "codeline": "top", "media": "down" }, "mediaSize": { "longEdge": 205, "shortEdge": 103 }, "mediaValidity": "ok", "customerAccess": "customer" }] } </pre>
Properties
<p>mediaInTransaction</p> <p>Status of the media-in transaction. The following values are possible:</p> <ul style="list-style-type: none"> • ok - The media-in transaction completed successfully. • active - There is a media-in transaction active. • rollback - The media-in transaction was successfully rolled back. • rollbackAfterDeposit - The media-in transaction was successfully rolled back after some items had <p>been deposited to a storage unit. This value only applies to devices without a stacker.</p> <ul style="list-style-type: none"> • retract - The media-in transaction ended with the items being successfully retracted. • failure - The media-in transaction failed as the result of a device failure. • unknown - The state of the media-in transaction is unknown. • reset - The media-in transaction ended as the result of a Reset or CashManagement.Reset command. <p>Type: string Required</p>
<p>mediaOnStacker</p> <p>Contains the total number of media items currently on the stacker or null if the device has no stacker. This value can change outside of a transaction as the media moves within the device. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of items. • unknown - The precise number of items is unknown. <p>Type: string, null Pattern: ^unknown\$ ^[0-9]+\$ Default: null</p>
<p>lastMediaInTotal</p> <p>Contains the number of media items processed by the last Check.MediaIn command. This count is not modified for bunches of items which are refused as a single entity. This count only applies to devices with stackers is persistent and is therefore null if not applicable. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of items. • unknown - The precise number of items is unknown. <p>Type: string, null Pattern: ^unknown\$ ^[0-9]+\$ Default: null</p>

Properties
<p>lastMediaAddedToStacker</p> <p>Contains the number of media items on the stacker successfully accepted by the last Check.MediaIn command. This count is persistent and is null if the device has no stacker.</p> <p>The number of media items refused during the last command can be determined by <i>lastMediaInTotal</i> - <i>lastMediaAddedToStacker</i>. This is only possible if these values are known and do not include bunches of refused items as a single entity.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of items. • unknown - The precise number of items is unknown. <pre>Type: string, null Pattern: ^unknown\$ ^[0-9]+\$ Default: null</pre>
<p>totalItems</p> <p>The total number of items that have been allocated a media ID during the whole of the current transaction (if a transaction is active) or last transaction (if no transaction is active). This count does not include refused items and Cash items. This count is persistent.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of items. • unknown - The precise number of items is unknown. <pre>Type: string Pattern: ^unknown\$ ^[0-9]+\$ Default: "0"</pre>
<p>totalItemsRefused</p> <p>Contains the total number of refused items during the execution of the whole transaction. This count does not include bunches of items which are refused as a single entity without being processed as single items. This count is persistent. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of items. • unknown - The precise number of items is unknown. <pre>Type: string Pattern: ^unknown\$ ^[0-9]+\$ Default: "0"</pre>
<p>totalBunchesRefused</p> <p>Contains the total number of refused bunches of items that were not processed as single items. This count is persistent. Following values are possible:</p> <ul style="list-style-type: none"> • <number> - The number of items. • unknown - The precise number of items is unknown. <pre>Type: string Pattern: ^unknown\$ ^[0-9]+\$ Default: "0"</pre>
<p>mediaInfo</p> <p>This array contains details of the media items processed during the current or last transaction (depending on the value of mediaInTransaction). The array contains one element for every item that has been allocated a media ID (i.e. items that have been reported to the application). If there are no media items, then mediaInfo is null. The media info is available until a new transaction is started with the Check.MediaIn command. The media location information may be updated after a transaction is completed, e.g. if media that was presented to the customer is subsequently retracted. The media info is persistent.</p> <pre>Type: array (object), null Default: null</pre>

Properties
<p>mediaInfo/mediaID</p> <p>Specifies the sequence number (starting from 1) of a media item.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInfo/mediaLocation</p> <p>Specifies the location of the media item. This value can change outside of a media-in transaction as the media moves within the device. The following values are possible:</p> <ul style="list-style-type: none"> • device - The media item is inside the device in some position other than a storage unit. • <storage unit identifier> - The media item is in a storage unit as specified by identifier. • customer - The media item has been returned to the customer. • unknown - The media item location is unknown. <p>Type: string Pattern: ^device\$ ^customer\$ ^unknown\$ ^unit[0-9A-Za-z]+\$ Required</p>
<p>mediaInfo/codelineData</p> <p>Specifies the code line data. See Code line Characters.</p> <p>Type: string Default: "" Sensitive</p>
<p>mediaInfo/magneticReadIndicator</p> <p>Specifies the type of technology used to read a MICR code line. The following values are possible:</p> <ul style="list-style-type: none"> • micr - The MICR code line was read using MICR technology and MICR characters were present. • notMicr - The MICR code line was NOT read using MICR technology. • noMicr - The MICR code line was read using MICR technology and no magnetic characters were read. • unknown - It is unknown how the MICR code line was read. • notMicrFormat - The code line is not a MICR format code line. • notRead - No code line was read. <p>Type: string Required</p>
<p>mediaInfo/image</p> <p>Array of image data. If the Device has determined the orientation of the media (i.e. <i>insertOrientation</i> is defined and not set to "unknown"), then all images returned are in the standard orientation and the images will match the image source requested by the application. This means that images will be returned with the code line at the bottom, and the image of the front and rear of the media item will be returned in the structures associated with the "front" and "back" image sources respectively.</p> <p>Type: array (object), null Default: null</p>
<p>mediaInfo/image/imageSource</p> <p>Specifies the source. The following values are possible:</p> <ul style="list-style-type: none"> • front - The image is for the front of the media item. • back - The image is for the back of the media item. <p>Type: string Required</p>

Properties
<p>mediaInfo/image/imageType</p> <p>Specifies the format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • tif - The image is in TIFF 6.0 format. • wmf - The image is in WMF (Windows Metafile) format. • bmp - The image is in Windows BMP format. • jpg - The image is in JPG format. <p>Type: string Required</p>
<p>mediaInfo/image/imageColorFormat</p> <p>Specifies the color format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • binary - The image is binary (image contains two colors, usually the colors black and white). • grayScale - The image is gray scale (image contains multiple gray colors). • full - The image is full color (image contains colors like red, green, blue etc.). <p>Type: string Required</p>
<p>mediaInfo/image/imageScanColor</p> <p>Selects the scan color. The following values are possible:</p> <ul style="list-style-type: none"> • red - The image is scanned with red light. • green - The image is scanned with green light. • blue - The image is scanned with blue light. • yellow - The image is scanned with yellow light. • white - The image is scanned with white light. • infraRed - The image is scanned with infrared light. • ultraViolet - The image is scanned with ultraviolet light. <p>Type: string Required</p>
<p>mediaInfo/image/imageStatus</p> <p>Status of the image data. The following values are possible:</p> <ul style="list-style-type: none"> • ok - The data is OK. • sourceNotSupported - The data source or image attributes are not supported by the Service, e.g., scan color not supported. • sourceMissing - The image could not be obtained. <p>Type: string Required</p>
<p>mediaInfo/image/image</p> <p>Base64 encoded image. May be null if no image was obtained or the command includeImage property is set to false.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$ Format: base64 Default: null</p>
<p>mediaInfo/insertOrientation</p> <p>This value reports how the media item was actually inserted into the input position (from the customer's perspective). The full orientation can be determined as a combination of <i>codeline</i> and <i>media</i> values. If the orientation is unknown, this will be null.</p> <p>Type: object, null Default: null</p>

<p>Properties</p>
<p>mediaInfo/insertOrientation/codeline</p> <p>Specifies the orientation of the code line. The following values are possible, or null if unknown.</p> <ul style="list-style-type: none"> • right - The code line is to the right. • left - The code line is to the left. • bottom - The code line is to the bottom. • top - The code line is to the top. <p>Type: string, null Default: null</p>
<p>mediaInfo/insertOrientation/media</p> <p>Specifies the orientation of the media. The following values are possible, or null if unknown:</p> <ul style="list-style-type: none"> • up - The front of the media (the side with the code line) is facing up. • down - The front of the media (the side with the code line) is facing down. <p>Type: string, null Default: null</p>
<p>mediaInfo/mediaSize</p> <p>Specifies the size of the media item. Will be null if the device does not support media size measurement or no size measurements are known.</p> <p>Type: object, null Default: null</p>
<p>mediaInfo/mediaSize/longEdge</p> <p>Specifies the length of the long edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInfo/mediaSize/shortEdge</p> <p>Specifies the length of the short edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInfo/mediaValidity</p> <p>Media items may have special security features which can be detected by the device. This specifies whether the media item is suspect or valid, allowing the application the choice in how to further process a media item that could not be confirmed as being valid. The following values are possible:</p> <ul style="list-style-type: none"> • ok - The media item is valid. • suspect - The validity of the media item is suspect. • unknown - The validity of the media item is unknown. • noValidation - No specific security features were evaluated. <p>Type: string Default: "ok"</p>
<p>mediaInfo/customerAccess</p> <p>Specifies if the media item has been in customer access since it was first deposited, e.g. it has been retracted from a position with customer access. This value can change outside of a media-in transaction as the media moves within the device. The following values are possible:</p> <ul style="list-style-type: none"> • unknown - It is not known if the media item has been in a position with customer access. • customer - The media item has been in a position with customer access. • none - The media item has not been in a position with customer access. <p>Type: string Default: "none"</p>

Event Messages

None

11.2.2 Check.MediaIn

This command accepts media into the device from the input position.

A media-in transaction consists of one or more [Check.MediaIn](#) commands. A media-in transaction is initiated by the first *Check.MediaIn* command and remains active until the transaction is either confirmed through the [Check.MediaInEnd](#) command, or cancelled by the [Check.MediaInRollBack](#), the [Check.RetractMedia](#) or the [Check.Reset](#) command. Multiple calls to the *Check.MediaIn* command can be made while a transaction is active to obtain additional items from the customer. If a media-in transaction is active (i.e. [mediaInTransaction](#) is active) when a *Check.MediaIn* command is successfully cancelled or times out, then the transaction remains active.

When the command is executed, if there is no media in the input slot then the device is enabled for media entry and the [Check.NoMediaEvent](#) event is generated when the device is ready to accept media. When the customer inserts the media a [Check.MediaInsertedEvent](#) event is generated and media processing begins. If media is already present at the input slot, then a [Check.MediaInsertedEvent](#) event is generated and media processing begins immediately.

The [Check.MediaDataEvent](#) event delivers the code line and all requested image data during execution of this command. One event is generated for each media item scanned by this command. The [Check.MediaDataEvent](#) event is not generated for refused media items.

A failure during processing a single media item does not mean that the command has failed even if some or all of the media are refused by the media reader. In this case the command will return *success* and one or more [Check.MediaRefusedEvent](#) events will be sent to report the reasons why the items have been refused.

Refused items are not presented back to the customer with this command. The [Check.MediaRefusedEvent](#) event indicates whether or not media must be returned to the customer before further media movement commands can be executed. If the [Check.MediaRefusedEvent](#) event indicates that the media must be returned, then the application must use the [Check.PresentMedia](#) command to return the refused items. If the event does not indicate that the application must return the media items, then the application can still elect to return the media items using the [Check.PresentMedia](#) command or instead allow the refused items to be returned during the *Check.MediaInEnd* or *Check.MediaInRollBack* commands.

If there is no stacker on the device or [applicationRefuse](#) is true then just one of the media items inserted are processed by this command, and therefore the command completes as soon as the last image for the first item is produced or when the first item is automatically refused. If there is a stacker on the device then the command completes when the last image for the last item is produced or when the last item is refused.

Command Message

Payload (version 2.0)
<pre>{ "codelineFormat": "e13b", "image": [{ "source": "back", "type": "jpg", "colorFormat": "full", "scanColor": "white" }], "maxMediaOnStacker": 10, "applicationRefuse": true }</pre>

Properties
<p>codelineFormat</p> <p>Specifies the code line format. May be null if no code line data is required. If supplied, it must be one of the supported code line formats. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cmc7</code> - Read CMC7 code line [Ref. check-4]. • <code>e13b</code> - Read E13B code line [Ref. check-3]. • <code>ocr</code> - Read code line using OCR. The default or pre-configured OCR font will be used. • <code>ocra</code> - Read code line using OCR font A [Ref. check-1]. • <code>ocrb</code> - Read code line using OCR font B [Ref. check-2]. <p>Type: string, null Default: null</p>
<p>image</p> <p>An array specifying the images to be read for each item. May be null if no images are required.</p> <p>Type: array (object), null Default: null</p>
<p>image/source</p> <p>Specifies the source. The following values are possible:</p> <ul style="list-style-type: none"> • <code>front</code> - The image is for the front of the media item. • <code>back</code> - The image is for the back of the media item. <p>Type: string Required</p>
<p>image/type</p> <p>Specifies the format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • <code>tif</code> - The image is in TIFF 6.0 format. • <code>wmf</code> - The image is in WMF (Windows Metafile) format. • <code>bmp</code> - The image is in Windows BMP format. • <code>jpg</code> - The image is in JPG format. <p>Type: string Required</p>
<p>image/colorFormat</p> <p>Specifies the color format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • <code>binary</code> - The image is binary (image contains two colors, usually the colors black and white). • <code>grayScale</code> - The image is gray scale (image contains multiple gray colors). • <code>full</code> - The image is full color (image contains colors like red, green, blue etc.). <p>Type: string Required</p>
<p>image/scanColor</p> <p>Selects the scan color. The following values are possible:</p> <ul style="list-style-type: none"> • <code>red</code> - The image is scanned with red light. • <code>green</code> - The image is scanned with green light. • <code>blue</code> - The image is scanned with blue light. • <code>yellow</code> - The image is scanned with yellow light. • <code>white</code> - The image is scanned with white light. • <code>infraRed</code> - The image is scanned with infrared light. • <code>ultraViolet</code> - The image is scanned with ultraviolet light. <p>Type: string Required</p>

Properties**maxMediaOnStacker**

Maximum number of media items allowed on the stacker during the media-in transaction. This value is used to limit the total number of media items on the stacker. When this limit is reached all further media items will be refused and a [Check.MediaRefusedEvent](#) message will be generated reporting *stackerFull*.

- This value cannot exceed [maxMediaOnStacker](#) or the Service will return an *invalidData* error.
- If 0 then the maximum number of items allowed on the stacker reported in [maxMediaOnStacker](#) will be used.
- Ignored unless specified on the first [Check.MediaIn](#) command within a single media-in transaction.
- Ignored on devices without stackers.

Type: integer
Minimum: 0
Default: 0

applicationRefuse

Specifies if the application wants to make the decision to accept or refuse each media item that has successfully been accepted by the device.

- If true, then the application must decide to accept or refuse each item. The application must use the [Check.AcceptItem](#) and [Check.GetNextItem](#) commands in a sequential manner to process the bunch of media inserted during the [Check.MediaIn](#) command.
- If false, then any decision on whether an item should be refused is left to the device/Service.
- Ignored unless specified on the first [Check.MediaIn](#) command within a single media-in transaction.
- Ignored if [applicationRefuse](#) is false.

Type: boolean
Default: false

Completion Message**Payload (version 2.0)**

```
{
  "errorCode": "mediaRejected",
  "mediaIn": {
    "mediaOnStacker": 10,
    "lastMedia": 5,
    "lastMediaOnStacker": 3,
    "mediaFeeder": "notEmpty"
  }
}
```

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>stackerFull</code> - The internal stacker is already full or has already reached the limit specified as an input parameter. No media items can be accepted. • <code>shutterFail</code> - Open or close of the shutter failed due to manipulation or hardware error. • <code>mediaJammed</code> - The media is jammed. • <code>refusedItems</code> - Programming error: refused items that must be returned via the Check.PresentMedia command have not been presented (see presentRequired). • <code>allBinsFull</code> - All storage units are unusable due to being full, missing or inoperative, so no further items can be accepted. • <code>scannerInop</code> - Only images were requested by the application and these cannot be obtained because the image scanner is inoperative. • <code>micrInop</code> - Only MICR data was requested by the application and it cannot be obtained because the MICR reader is inoperative. • <code>positionNotEmpty</code> - One of the input/output/refused positions is not empty and items cannot be inserted until the media items in the position are removed. • <code>feederNotEmpty</code> - The media feeder is not empty. This only applies when the Check.GetNextItem command should be used to retrieve the next media item. • <code>mediaRejected</code> - The media was rejected before it was fully inserted within the device. The Check.MediaRejectedEvent is posted with the details. The device is still operational. • <code>feederInop</code> - The media feeder is inoperative. • <code>mediaPresent</code> - Media from a previous transaction is present in the device when an attempt to start a new media-in transaction was made. The media must be cleared before a new transaction can be started. <p>Type: string, null Default: null</p>
<p>mediaIn</p> <p>Describes the outcome of the command, defining where all the media was moved. May be null if no media items were moved.</p> <p>Type: object, null Default: null</p>
<p>mediaIn/mediaOnStacker</p> <p>Contains the total number of media items on the stacker (including <i>lastMediaOnStacker</i>). May be null if it is unknown or the device does not have a stacker.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaIn/lastMedia</p> <p>Contains the number of media items processed by this instance of the command execution. May be null if it is unknown or the device does not have a stacker.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaIn/lastMediaOnStacker</p> <p>Contains the number of media items on the stacker successfully accepted by this instance of the command execution. May be null if it is unknown or the device does not have a stacker.</p> <p>The number of refused media items can be determined by <i>lastMedia - lastMediaOnStacker</i>. This is only possible if these values contain known values and would not be possible if a bunch of items were refused as a single entity.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties

mediaIn/mediaFeeder

Supplies the state of the media feeder. This value indicates if there are items on the media feeder waiting for processing via the [Check.GetNextItem](#) command. If null, the device has no media feeder or the capability to report the status of the media feeder is not supported by the device. This value can be one of the following values:

- empty - The media feeder is empty.
- notEmpty - The media feeder is not empty.
- inoperative - The media feeder is inoperative.
- unknown - Due to a hardware error or other condition, the state of the media feeder cannot be determined.

Type: string, null

Default: null

Event Messages

- [Check.NoMediaEvent](#)
- [Check.MediaInsertedEvent](#)
- [Check.MediaRefusedEvent](#)
- [Check.MediaDataEvent](#)
- [Check.MediaRejectedEvent](#)

11.2.3 Check.MediaInEnd

This command ends a media-in transaction. If media items are on the stacker as a result of a [Check.MediaIn](#) command, they are moved to the destination specified by [Check.SetMediaParameters](#). Any additional actions specified for the items by *Check.SetMediaParameters* such as printing, stamping and rescanning are also executed. If the destination has not been set for a media item, then the Service will decide which storage unit to put the item into. If no items are in the device the command will complete with the *noMediaPresent* error and [mediaInTransaction](#) will be set to *ok*.

The way in which media is returned to the customer as a result of this command is defined by [presentControl](#). If false, the application must call [Check.PresentMedia](#) to present the media items to be returned as a result of this command. If true, the Service presents any returned items implicitly and the application does not need to call *Check.PresentMedia*.

If items have been refused and the [Check.MediaRefusedEvent](#) message has indicated that the items must be returned (i.e. [presentRequired](#) is true) then these items must be returned using the *Check.PresentMedia* command before the [Check.MediaInEnd](#) command is issued, otherwise a *refusedItems* error will be returned. If items have been refused and the *Check.MediaRefusedEvent* event has indicated that the items do not need to be returned (i.e. [presentRequired](#) is false) then the *Check.MediaInEnd* command causes any refused items which have not yet been returned to the customer (via the *Check.PresentMedia* command) to be returned along with any items that the application has selected to return to the customer (via the *Check.SetMediaParameters* command). Even if all items are being deposited, previously refused items will be returned to the customer by this command. The [Check.MediaPresentedEvent](#) event(s) inform the application of the position where the media has been presented to.

This command completes when all the media items have been put into their specified storage units and in the case where media is returned to the customer as a result of this command, after the last bunch of media items to be returned to the customer has been presented, but before the last bunch is taken.

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

Command Message

Payload (version 2.0)

This message does not define any properties.

Completion Message

Payload (version 2.1)

```
{
  "errorCode": "refusedItems",
  "mediaInEnd": {
    "itemsReturned": 2,
    "itemsRefused": 3,
    "bunchesRefused": 1,
    "storage": {
      "storage": {
        "unit1": {
          "id": "RC1",
          "positionName": "Top Right",
          "capacity": 100,
          "status": "ok",
          "serialNumber": "ABCD1234",
          "cash": {
            "capabilities": {
              "types": {
                "cashIn": true,
                "cashOut": false,
                "replenishment": false,
                "cashInRetract": false,
                "cashOutRetract": false,

```

Payload (version 2.1)

```

    "reject": false
  },
  "items": {
    "fit": false,
    "unfit": false,
    "unrecognized": false,
    "counterfeit": false,
    "suspect": false,
    "inked": false,
    "coupon": false,
    "document": false
  },
  "hardwareSensors": false,
  "retractAreas": 1,
  "retractThresholds": false,
  "cashItems": ["type20USD1", "type50USD1"]
},
"configuration": {
  "types": See mediaInEnd/storage/storage/unit1/cash/capabilities/types
  "items": See mediaInEnd/storage/storage/unit1/cash/capabilities/items
  "currency": "USD",
  "value": 20.00,
  "highThreshold": 500,
  "lowThreshold": 10,
  "appLockIn": false,
  "appLockOut": false,
  "cashItems": See mediaInEnd/storage/storage/unit1/cash/capabilities/cashItems,
  "name": "$10",
  "maxRetracts": 5
},
"status": {
  "index": 4,
  "initial": {
    "unrecognized": 5,
    "type20USD1": {
      "fit": 15,
      "unfit": 0,
      "suspect": 0,
      "counterfeit": 0,
      "inked": 0
    },
    "type50USD1": See mediaInEnd/storage/storage/unit1/cash/status/initial/type20USD1 properties
  },
  "out": {
    "presented": See mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "rejected": See mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "distributed": See mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "unknown": See mediaInEnd/storage/storage/unit1/cash/status/initial
    properties
  }
}

```

Payload (version 2.1)

```

    "stacked": See mediaInEnd/storage/storage/unit1/cash/status/initial
properties
    "diverted": See
mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "transport": See
mediaInEnd/storage/storage/unit1/cash/status/initial properties
  },
  "in": {
    "retractOperations": 15,
    "deposited": See
mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "retracted": See
mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "rejected": See
mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "distributed": See
mediaInEnd/storage/storage/unit1/cash/status/initial properties
    "transport": See
mediaInEnd/storage/storage/unit1/cash/status/initial properties
  },
  "accuracy": "accurate",
  "replenishmentStatus": "ok",
  "operationStatus": "dispenseInoperative"
}
},
"card": {
  "capabilities": {
    "type": "retain",
    "hardwareSensors": true
  },
  "configuration": {
    "cardID": "LoyaltyCard",
    "threshold": 10
  },
  "status": {
    "initialCount": 0,
    "count": 0,
    "retainCount": 0,
    "replenishmentStatus": "ok"
  }
},
"check": {
  "capabilities": {
    "types": {
      "mediaIn": true,
      "retract": false
    }
  },
  "sensors": {
    "empty": false,
    "high": false,
    "full": false
  }
},
"configuration": {
  "types": See
mediaInEnd/storage/storage/unit1/check/capabilities/types properties
  "binID": "My check bin",

```

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Payload (version 2.1)

```
    "highThreshold": 500,  
    "retractHighThreshold": 5  
  },  
  "status": {  
    "index": 4,  
    "initial": {  
      "mediaInCount": 100,  
      "count": 150,  
      "retractOperations": 15  
    },  
    "in": See mediaInEnd/storage/storage/unit1/check/status/initial  
properties  
    "replenishmentStatus": "high"  
  }  
},  
"deposit": {  
  "capabilities": {  
    "envSupply": "motorized"  
  },  
  "status": {  
    "depContainer": "full",  
    "envSupply": "unlocked",  
    "numOfDeposits": 15  
  }  
},  
"banknoteNeutralization": {  
  "identifier": "123456781",  
  "protection": "fault",  
  "warning": "cassetteRunsAutonomously",  
  "powerSupply": {  
    "powerInStatus": "powering",  
    "powerOutStatus": "powering",  
    "batteryStatus": "full",  
    "batteryChargingStatus": "charging"  
  },  
  "tilt": "fault",  
  "temperature": "fault",  
  "lid": "fault",  
  "neutralizationTrigger": "initializing",  
  "storageUnitIdentifier": "123"  
},  
"printer": {  
  "capabilities": {  
    "maxRetracts": 5  
  },  
  "status": See mediaInEnd/storage/storage/unit1/check/status  
    "index": 4,  
    "initial": 10,  
    "in": 3,  
    "replenishmentStatus": "high"  
  }  
}  
},  
"unit2": See mediaInEnd/storage/storage/unit1 properties  
}
```

Payload (version 2.1)
<pre> } } } </pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • noMedia - No media is present in the device. • shutterFail - Open or close of the shutter failed due to manipulation or hardware error. • mediaJammed - The media is jammed. • mediaBinError - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details. • positionNotEmpty - One of the input/output/refused positions is not empty and items cannot be inserted until the media items in the position are removed. • refusedItems - Programming error: refused items that must be returned via the Check.PresentMedia command have not been presented (see presentRequired). • feederNotEmpty - The media feeder is not empty. <p>Type: string, null Default: null</p>
<p>mediaInEnd</p> <p>Describes the outcome of the command and hence the outcome of the transaction, defining where all the media items were moved.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/itemsReturned</p> <p>Contains the number of media items that were returned to the customer by application selection through the Check.SetMediaParameters command during the current transaction. This does not include items that were refused.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInEnd/itemsRefused</p> <p>Contains the total number of items automatically returned to the customer during the execution of the whole transaction. This count does not include bunches of items which are refused as a single entity without being processed as single items.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInEnd/bunchesRefused</p> <p>Contains the total number of refused bunches of items that were automatically returned to the customer without being processed as single items.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInEnd/storage</p> <p>List of storage units that have taken items, and the type of items they have taken, during the current transaction. This only contains data related to the current transaction.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage</p> <p>Object containing storage unit information. The property name is the storage unit identifier.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>mediaInEnd/storage/storage/unit1/id</p> <p>An identifier which can be used for cUnitID in CDM/CIM XFS 3.x migration. May be null if not applicable.</p> <p>Type: string, null Pattern: ^.{1,5}\$ Default: null</p>
<p>mediaInEnd/storage/storage/unit1/positionName</p> <p>Fixed physical name for the position. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/capacity</p> <p>The nominal capacity of the unit. This may be an estimate as the quality and thickness of the items stored in the unit may affect how many items can be stored. 0 means the capacity is unknown; null means capacity is not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/status</p> <p>The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit is in a good state. • inoperative - The storage unit is inoperative. • missing - The storage unit is missing. • notConfigured - The storage unit has not been configured for use. • manipulated - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command Storage.StartExchange. This storage unit cannot be used. Only applies to services which support the exchange state. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/serialNumber</p> <p>The storage unit's serial number if it can be read electronically. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash</p> <p>The cash related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO, WFS_INF_CIM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_CAPABILITIES in XFS 3.x. This may be null in events if capabilities have not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/types/cashIn</p> <p>The unit can accept cash items. If <i>cashOut</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/types/cashOut</p> <p>The unit can dispense cash items. If <i>cashIn</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has sensors which report the status. If true, then hardware sensors will override count-based replenishment status for <i>empty</i> and <i>full</i>. Other replenishment states can be overridden by counts. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/retractAreas</p> <p>If items can be retracted into this storage unit, this is the number of areas within the storage unit which allow physical separation of different bunches. If there is no physical separation of retracted bunches within this storage unit, this value is 1. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/retractThresholds</p> <p>If true, indicates that retract capacity is based on counts. If false, indicates that retract capacity is based on the number of commands which resulted in items being retracted into the storage unit. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/capabilities/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: ^[A-Z]{3}\$ Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status</p> <p>Indicates the storage unit status - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_INFO in XFS 3.x. Note that the count of items in the storage unit must be derived from the counts reported. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/initial</p> <p>The cash related items which were in the storage unit at the last replenishment.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/out</p> <p>The items moved from this storage unit by cash commands to another destination since the last replenishment of this unit. This includes intermediate positions such as a stacker, where an item has been moved before moving to the final destination such as another storage unit or presentation to a customer.</p> <p>Counts for non-intermediate positions are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>Intermediate position counts are reset when the intermediate position is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved from the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/out/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/out/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/out/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/out/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/out/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/status/out/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/out/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/in</p> <p>List of items inserted in this storage unit by cash commands from another source since the last replenishment of this unit. This also reports items in the <i>transport</i>, where an item has jammed before being deposited in the storage unit.</p> <p>Counts other than <i>transport</i> are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>The <i>transport</i> count is reset when it is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved into the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/in/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/in/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/in/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/in/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/cash/status/in/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/in/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/accuracy</p> <p>Describes the accuracy of the counts reported by <i>out</i> and <i>in</i>. If null in Storage.GetStorage, the hardware is not capable of determining the accuracy, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>accurate</i> - The <i>count</i> is expected to be accurate. The notes were previously counted and there have since been no events that might have introduced inaccuracy. • <i>accurateSet</i> - The <i>count</i> is expected to be accurate. The counts were previously set and there have since been no events that might have introduced inaccuracy. • <i>inaccurate</i> - The <i>count</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy. • <i>unknown</i> - The accuracy of <i>count</i> cannot be determined. This may be due to storage unit insertion or some other hardware event. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <i>high</i> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <i>low</i> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/cash/status/operationStatus</p> <p>On some devices it may be possible to allow items to be dispensed in a recycling storage unit while deposit is inoperable or vice-versa. This property allows the Service to report that one operation is possible while the other is not, without taking the storage unit out of Service completely with status or replenishmentStatus.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <i>dispenseInoperative</i> - Dispense operations are possible and deposit operations are not possible on this recycling storage unit. • <i>depositInoperative</i> - Deposit operations are possible and dispense operations are not possible on this recycling storage unit. <p>If null in Storage.GetStorage, <i>status</i> and <i>replenishmentStatus</i> apply to both cash out and cash-in operations.</p> <p>Type: string, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/card</p> <p>The card related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/capabilities</p> <p>Indicates the card storage unit capabilities. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/capabilities/type</p> <p>The type of card storage. This property may be null in events if the type did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • retain - The storage unit can retain cards. • dispense - The storage unit can dispense cards. • park - The storage unit can be used to temporarily store a card allowing another card to enter the transport. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has hardware sensors that can detect threshold states. This property may be null in events if it did not change.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> • For retain type storage units, a high threshold will be sent. • For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/status</p> <p>Indicates the card storage unit status. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/card/status/initialCount</p> <p>The initial number of cards in the storage unit. This is only applicable to dispense type storage units. This property may be null in events if it did not change.</p> <p>This value is persistent.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/status/count</p> <p>The number of cards in the storage unit.</p> <p>If the storage unit type is dispense:</p> <ul style="list-style-type: none"> • This count also includes a card dispensed from the storage unit which has not been moved to either the exit position or a dispense type storage unit. • This count is decremented when a card from the card storage unit is moved to the exit position or retained. If this value reaches zero it will not decrement further but will remain at zero. <p>If the storage unit type is retain:</p> <ul style="list-style-type: none"> • The count is incremented when a card is moved into the storage unit. <p>If the storage unit type is park:</p> <ul style="list-style-type: none"> • The count will increment when a card is moved into the storage module and decremented when a card is moved out of the storage module. <p>This value is persistent and may be null in events if it did not change.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/status/retainCount</p> <p>The number of cards from this storage unit which are in a retain storage unit.</p> <p>This is only applicable to dispense type storage units.</p> <p>This value is persistent and may be null in events if it did not change.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/card/status/replenishmentStatus</p> <p>The state of the cards in the storage unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will be null. The property may also be null in events if it did not change.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit is in a good state. • full - The storage unit is full. • high - The storage unit is almost full (either sensor based or above the threshold). • low - The storage unit is almost empty (either sensor based or below the threshold). • empty - The storage unit is empty. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/check/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_IPM_MEDIA_BIN_INFO and WFS_INF_IPM_MEDIA_BIN_CAPABILITIES in XFS 3.x. May be null in events if not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/capabilities/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/capabilities/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/capabilities/sensors</p> <p>The types of sensors the unit has. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/capabilities/sensors/empty</p> <p>The unit contains a hardware sensor which reports when the unit is empty. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/capabilities/sensors/high</p> <p>The unit contains a hardware sensor which reports when the unit is nearly full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/capabilities/sensors/full</p> <p>The unit contains a hardware sensor which reports when the unit is full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/status</p> <p>Indicates the storage unit status. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usBinNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInEnd/storage/storage/unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/status/in</p> <p>The check items added to the unit since the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/check/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be taken into account when deciding whether the storage unit is usable and whether replenishment status is applicable. In particular, if the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit media is in a good state. • full - The storage unit is full. This is based on hardware detection, either on a full sensor or counts. • high - The storage unit is almost full (either high sensor based or exceeded the highThreshold or retractHighThreshold). • empty - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has the empty sensor, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/deposit</p> <p>Storage information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported or has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/deposit/capabilities</p> <p>Indicates what the storage unit is capable of. This may be null in events if capabilities have not changed or not applicable.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/deposit/capabilities/envSupply</p> <p>Defines what type of envelope supply unit the device has. This property may be null if the device has no envelope supply or the envelope supply is manual and envelopes can be taken at any time, otherwise one of the following:</p> <ul style="list-style-type: none"> • motorized - Envelope supply can dispense envelopes. • manual - Envelope supply is manual and must be unlocked to allow envelopes to be taken. <p>The Deposit.EnvTakenEvent cannot be sent and Deposit.Retract cannot be supported.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/deposit/status</p> <p>Indicates the storage unit status. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/deposit/status/depContainer</p> <p>Specifies the state of the deposit container that contains the deposited envelopes or bags. This may be null if the physical device is not able to determine the status of the deposit container, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok- The deposit container is in a good state. • high- The deposit container is almost full (threshold). • full- The deposit container is full. • inoperative- The deposit container is inoperative. • missing- The deposit container is missing. • unknown- Due to a hardware error or other condition, the state of the deposit container cannot be determined. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/deposit/status/envSupply</p> <p>Specifies the state of the envelope supply unit.</p> <p>This property may be null if the device has no envelope supply, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The envelope supply unit is in a good state (and locked). • low - The envelope supply unit is present but low. • empty - The envelope supply unit is present but empty. No envelopes can be dispensed. • inoperative - The envelope supply unit is in an inoperable state. No envelopes can be dispensed. • missing - The envelope supply unit is missing. • unlocked - The envelope supply unit is unlocked. • unknown - Due to a hardware error or other condition, the state of the envelope supply cannot be determined. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/deposit/status/numOfDeposits</p> <p>Reports the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. It is incremented starting from the count set by numOfDeposits. This may be null in events if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization</p> <p>Status information for Intelligent Banknote Neutralization System. This will be null if the Intelligent Banknote Neutralization System is not present in this storage unit.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/identifier</p> <p>Indicates the identifier assigned to the banknote neutralization of a Storage Unit by the vendor of the banknote neutralization. There is no default value because banknote neutralization unit must be defined.</p> <p>Type: string Pattern: <code>^[0-9A-Za-z]*\$</code> Required</p>

Properties
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/protection</p> <p>Specifies the state of the banknote neutralization of a Storage Unit as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred. • <code>armed</code> - The protection is armed. • <code>disarmed</code> - The protection is disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>Type: string Required</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/warning</p> <p>Gives additional information that requires attention:</p> <ul style="list-style-type: none"> • <code>cassetteRunsAutonomously</code> - The protection is armed but the banknote neutralization of a Storage Unit runs in an autonomous mode. • <code>alarm</code> - The protection is armed but in alarm mode. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/powerSupply</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/powerSupply/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The input power source is live and supplying power to the power supply module. • <code>noPower</code> - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/powerSupply/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The power supply module is supplying power to the connected devices. • <code>noPower</code> - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/powerSupply/batteryStatus</p> <p>The charge level of the battery. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>full</code> - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery. • <code>low</code> - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay. • <code>operational</code> - The charge level is nominally between the levels "full" and "low". • <code>critical</code> - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly. • <code>failure</code> - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the device does not have a battery.</p> <pre>Type: string, null Default: null</pre>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/powerSupply/batteryChargingStatus</p> <p>The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>charging</code> - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full". • <code>discharging</code> - The battery is discharging power. • <code>notCharging</code> - The battery is not charging power. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the battery is not rechargeable.</p> <pre>Type: string, null Default: null</pre>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/tilt</p> <p>Specifies the tilt state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault has occurred on this sensor. • <code>notTilted</code> - It is in normal operating position. • <code>tilted</code> - It has been tilted from its normal operating position. • <code>disabled</code> - This sensor is disabled by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/temperature</p> <p>Specifies the temperature sensing as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault has occurred on this sensor. • <code>ok</code> - The temperature is in the operating range. • <code>tooCold</code> - Too cold temperature. • <code>tooHot</code> - Too hot temperature. • <code>disabled</code> - This sensor is disabled by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/lid</p> <p>Specifies the Storage Unit lid state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault is detected in the sensor or due to a hardware error or other condition, the status cannot be determined. • <code>opened</code> - The lid is opened. • <code>closed</code> - Too lid is closed. • <code>disabled</code> - The banknote neutralization disabled this sensor for malfunction or by configuration. <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/neutralizationTrigger</p> <p>Specifies the state of the neutralization trigger as one of the following values:</p> <ul style="list-style-type: none"> • <code>initializing</code> - The neutralization trigger is being initialized. It may take a few seconds before the ready state. • <code>ready</code> - The neutralization is ready to trigger on demand. • <code>disabled</code> - The neutralization trigger is inhibited and disabled. • <code>fault</code> - A fault is detected in the neutralization trigger or due to a hardware error or other condition, the status cannot be determined. . <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/banknoteNeutralization/storageUnitIdentifier</p> <p>If the Storage Unit Identifier can be written at installation or production time, this property returns the Storage Unit Identifier to which this BanknoteNeutralization is linked. Otherwise, this property is null.</p> <p>Type: string, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/printer/capabilities</p> <p>Indicates the storage unit capabilities. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInEnd/storage/storage/unit1/printer/capabilities/maxRetracts</p> <p>Specifies the maximum number of media items that the storage unit can hold.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInEnd/storage/storage/unit1/printer/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine the index of the retract bin in XFS 3.x migration.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInEnd/storage/storage/unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>mediaInEnd/storage/storage/unit1/printer/status/in</p> <p>The printer related items added to the unit since the last replenishment. The total number of items in the storage unit may be determined by adding this to <i>initial</i>. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInEnd/storage/storage/unit1/printer/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none">• ok - The storage unit media is in a good state.• full - The storage unit is full.• unknown - Status cannot be determined with device in its current state.• high - The storage unit is almost full. <p>Type: string, null Default: null</p>

Event Messages

- [Check.MediaDataEvent](#)
- [Storage.StorageErrorEvent](#)
- [Check.MediaPresentedEvent](#)

11.2.4 Check.MediaInRollback

This command ends a media-in transaction. All media that is in the device as a result of [Check.MediaIn](#) commands is returned to the customer. Nothing is printed on the media. If no items are in the device the command will complete with the *noMediaPresent* error and [mediaInTransaction](#) will be set to *rollback*.

The way in which media is returned to the customer as a result of this command is defined by [presentControl](#). If false, the application must call [Check.PresentMedia](#) to present the media items to be returned as a result of this command. If true, the Service presents any returned items implicitly and the application does not need to call [Check.PresentMedia](#).

If items have been refused and the [Check.MediaRefusedEvent](#) message has indicated that the items must be returned (i.e. [presentRequired](#) is true) then these items must be returned using the [Check.PresentMedia](#) command before the [Check.MediaInRollBack](#) command is issued, otherwise a *refusedItems* error will be returned. If items have been refused and the *Check.MediaRefusedEvent* has indicated that the items do not need to be returned (i.e. *presentRequired* is false) then the *Check.MediaInRollBack* command causes any refused items which have not yet been returned to the customer (via the [Check.PresentMedia](#) command) to be returned along with any items that are returned as a result of the rollback. The [Check.MediaPresentedEvent](#) event(s) inform the application of the position where the media has been presented to.

In the case where media is returned to the customer as a result of this command, this command completes when the last bunch of media items to be returned to the customer has been presented, but before the last bunch is taken.

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

Command Message

Payload (version 2.0)

This message does not define any properties.

Completion Message

Payload (version 2.1)

```
{
  "errorCode": "mediaJammed",
  "mediaInRollback": {
    "itemsReturned": 2,
    "itemsRefused": 3,
    "bunchesRefused": 1,
    "storage": {
      "storage": {
        "unit1": {
          "id": "RC1",
          "positionName": "TopRight",
          "capacity": 100,
          "status": "ok",
          "serialNumber": "ABCD1234",
          "cash": {
            "capabilities": {
              "types": {
                "cashIn": true,
                "cashOut": false,
                "replenishment": false,
                "cashInRetract": false,
                "cashOutRetract": false,
                "reject": false
              }
            },
            "items": {
              "fit": false,
              "unfit": false,

```

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Payload (version 2.1)

```
    "unrecognized": false,
    "counterfeit": false,
    "suspect": false,
    "inked": false,
    "coupon": false,
    "document": false
  },
  "hardwareSensors": false,
  "retractAreas": 1,
  "retractThresholds": false,
  "cashItems": ["type20USD1", "type50USD1"]
},
"configuration": {
  "types": See
mediaInRollback/storage/storage/unit1/cash/capabilities/types properties
  "items": See
mediaInRollback/storage/storage/unit1/cash/capabilities/items properties
  "currency": "USD",
  "value": 20.00,
  "highThreshold": 500,
  "lowThreshold": 10,
  "appLockIn": false,
  "appLockOut": false,
  "cashItems": See
mediaInRollback/storage/storage/unit1/cash/capabilities/cashItems,
  "name": "$10",
  "maxRetracts": 5
},
"status": {
  "index": 4,
  "initial": {
    "unrecognized": 5,
    "type20USD1": {
      "fit": 15,
      "unfit": 0,
      "suspect": 0,
      "counterfeit": 0,
      "inked": 0
    },
    "type50USD1": See
mediaInRollback/storage/storage/unit1/cash/status/initial/type20USD1 properties
  },
  "out": {
    "presented": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
    "rejected": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
    "distributed": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
    "unknown": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
    "stacked": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
    "diverted": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
    "transport": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
  }
}
```

Payload (version 2.1)

```

    },
    "in": {
      "retractOperations": 15,
      "deposited": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
      "retracted": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
      "rejected": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
      "distributed": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
      "transport": See
mediaInRollback/storage/storage/unit1/cash/status/initial properties
    },
    "accuracy": "accurate",
    "replenishmentStatus": "ok",
    "operationStatus": "dispenseInoperative"
  }
},
"card": {
  "capabilities": {
    "type": "retain",
    "hardwareSensors": true
  },
  "configuration": {
    "cardID": "LoyaltyCard",
    "threshold": 10
  },
  "status": {
    "initialCount": 0,
    "count": 0,
    "retainCount": 0,
    "replenishmentStatus": "ok"
  }
},
"check": {
  "capabilities": {
    "types": {
      "mediaIn": true,
      "retract": false
    },
    "sensors": {
      "empty": false,
      "high": false,
      "full": false
    }
  },
  "configuration": {
    "types": See
mediaInRollback/storage/storage/unit1/check/capabilities/types properties
    "binID": "My check bin",
    "highThreshold": 500,
    "retractHighThreshold": 5
  },
  "status": {
    "index": 4,

```

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Payload (version 2.1)

```
    "initial": {
      "mediaInCount": 100,
      "count": 150,
      "retractOperations": 15
    },
    "in": See mediaInRollback/storage/storage/unit1/check/status/initial
properties
    "replenishmentStatus": "high"
  }
},
"deposit": {
  "capabilities": {
    "envSupply": "motorized"
  },
  "status": {
    "depContainer": "full",
    "envSupply": "unlocked",
    "numOfDeposits": 15
  }
},
"banknoteNeutralization": {
  "identifier": "123456781",
  "protection": "fault",
  "warning": "cassetteRunsAutonomously",
  "powerSupply": {
    "powerInStatus": "powering",
    "powerOutStatus": "powering",
    "batteryStatus": "full",
    "batteryChargingStatus": "charging"
  },
  "tilt": "fault",
  "temperature": "fault",
  "lid": "fault",
  "neutralizationTrigger": "initializing",
  "storageUnitIdentifier": "123"
},
"printer": {
  "capabilities": {
    "maxRetracts": 5
  },
  "status": See mediaInRollback/storage/storage/unit1/check/status
    "index": 4,
    "initial": 10,
    "in": 3,
    "replenishmentStatus": "high"
  }
}
},
"unit2": See mediaInRollback/storage/storage/unit1 properties
}
}
}
```

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • noMedia - No media is present in the device. • shutterFail - Open or close of the shutter failed due to manipulation or hardware error. • mediaJammed - The media is jammed. • positionNotEmpty - One of the input/output/refused positions is not empty and items cannot be inserted until the media items in the position are removed. • refusedItems - Programming error: refused items that must be returned via the Check.PresentMedia command have not been presented (see presentRequired). <p>Type: string, null Default: null</p>
<p>mediaInRollback</p> <p>Describes the outcome of the command and hence the outcome of the transaction, defining where all the media items were moved.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/itemsReturned</p> <p>Contains the number of media items that were returned to the customer by application selection through the Check.SetMediaParameters command during the current transaction. This does not include items that were refused.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInRollback/itemsRefused</p> <p>Contains the total number of items automatically returned to the customer during the execution of the whole transaction. This count does not include bunches of items which are refused as a single entity without being processed as single items.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInRollback/bunchesRefused</p> <p>Contains the total number of refused bunches of items that were automatically returned to the customer without being processed as single items.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaInRollback/storage</p> <p>List of storage units that have taken items, and the type of items they have taken, during the current transaction. This only contains data related to the current transaction.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage</p> <p>Object containing storage unit information. The property name is the storage unit identifier.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>

Properties
<p>mediaInRollback/storage/storage/unit1/id</p> <p>An identifier which can be used for cUnitID in CDM/CIM XFS 3.x migration. May be null if not applicable.</p> <p>Type: string, null Pattern: ^.{1,5}\$ Default: null</p>
<p>mediaInRollback/storage/storage/unit1/positionName</p> <p>Fixed physical name for the position. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/capacity</p> <p>The nominal capacity of the unit. This may be an estimate as the quality and thickness of the items stored in the unit may affect how many items can be stored. 0 means the capacity is unknown; null means capacity is not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/status</p> <p>The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit is in a good state. • inoperative - The storage unit is inoperative. • missing - The storage unit is missing. • notConfigured - The storage unit has not been configured for use. • manipulated - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command Storage.StartExchange. This storage unit cannot be used. Only applies to services which support the exchange state. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/serialNumber</p> <p>The storage unit's serial number if it can be read electronically. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash</p> <p>The cash related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO, WFS_INF_CIM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_CAPABILITIES in XFS 3.x. This may be null in events if capabilities have not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/types/cashIn</p> <p>The unit can accept cash items. If <i>cashOut</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/types/cashOut</p> <p>The unit can dispense cash items. If <i>cashIn</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has sensors which report the status. If true, then hardware sensors will override count-based replenishment status for <i>empty</i> and <i>full</i>. Other replenishment states can be overridden by counts. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/retractAreas</p> <p>If items can be retracted into this storage unit, this is the number of areas within the storage unit which allow physical separation of different bunches. If there is no physical separation of retracted bunches within this storage unit, this value is 1. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/retractThresholds</p> <p>If true, indicates that retract capacity is based on counts. If false, indicates that retract capacity is based on the number of commands which resulted in items being retracted into the storage unit. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/capabilities/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: <code>^[A-Z]{3}\$</code> Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status</p> <p>Indicates the storage unit status - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_INFO in XFS 3.x. Note that the count of items in the storage unit must be derived from the counts reported. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/initial</p> <p>The cash related items which were in the storage unit at the last replenishment.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/status/out</p> <p>The items moved from this storage unit by cash commands to another destination since the last replenishment of this unit. This includes intermediate positions such as a stacker, where an item has been moved before moving to the final destination such as another storage unit or presentation to a customer.</p> <p>Counts for non-intermediate positions are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>Intermediate position counts are reset when the intermediate position is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved from the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/out/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/out/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/out/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/out/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/out/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/out/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/status/out/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/in</p> <p>List of items inserted in this storage unit by cash commands from another source since the last replenishment of this unit. This also reports items in the <i>transport</i>, where an item has jammed before being deposited in the storage unit.</p> <p>Counts other than <i>transport</i> are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>The <i>transport</i> count is reset when it is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved into the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/in/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/in/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/in/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/in/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/in/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/cash/status/in/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/accuracy</p> <p>Describes the accuracy of the counts reported by <i>out</i> and <i>in</i>. If null in Storage.GetStorage, the hardware is not capable of determining the accuracy, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>accurate</i> - The <i>count</i> is expected to be accurate. The notes were previously counted and there have since been no events that might have introduced inaccuracy. • <i>accurateSet</i> - The <i>count</i> is expected to be accurate. The counts were previously set and there have since been no events that might have introduced inaccuracy. • <i>inaccurate</i> - The <i>count</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy. • <i>unknown</i> - The accuracy of <i>count</i> cannot be determined. This may be due to storage unit insertion or some other hardware event. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <i>high</i> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <i>low</i> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/cash/status/operationStatus</p> <p>On some devices it may be possible to allow items to be dispensed in a recycling storage unit while deposit is inoperable or vice-versa. This property allows the Service to report that one operation is possible while the other is not, without taking the storage unit out of Service completely with status or replenishmentStatus.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <i>dispenseInoperative</i> - Dispense operations are possible and deposit operations are not possible on this recycling storage unit. • <i>depositInoperative</i> - Deposit operations are possible and dispense operations are not possible on this recycling storage unit. <p>If null in Storage.GetStorage, <i>status</i> and <i>replenishmentStatus</i> apply to both cash out and cash-in operations.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/card</p> <p>The card related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/card/capabilities</p> <p>Indicates the card storage unit capabilities. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/card/capabilities/type</p> <p>The type of card storage. This property may be null in events if the type did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • retain - The storage unit can retain cards. • dispense - The storage unit can dispense cards. • park - The storage unit can be used to temporarily store a card allowing another card to enter the transport. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/card/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has hardware sensors that can detect threshold states. This property may be null in events if it did not change.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> • For retain type storage units, a high threshold will be sent. • For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/card/status</p> <p>Indicates the card storage unit status. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/card/status/initialCount</p> <p>The initial number of cards in the storage unit. This is only applicable to dispense type storage units. This property may be null in events if it did not change.</p> <p>This value is persistent.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>mediaInRollback/storage/storage/unit1/card/status/count</p> <p>The number of cards in the storage unit.</p> <p>If the storage unit type is dispense:</p> <ul style="list-style-type: none"> • This count also includes a card dispensed from the storage unit which has not been moved to either the exit position or a dispense type storage unit. • This count is decremented when a card from the card storage unit is moved to the exit position or retained. If this value reaches zero it will not decrement further but will remain at zero. <p>If the storage unit type is retain:</p> <ul style="list-style-type: none"> • The count is incremented when a card is moved into the storage unit. <p>If the storage unit type is park:</p> <ul style="list-style-type: none"> • The count will increment when a card is moved into the storage module and decremented when a card is moved out of the storage module. <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>mediaInRollback/storage/storage/unit1/card/status/retainCount</p> <p>The number of cards from this storage unit which are in a retain storage unit.</p> <p>This is only applicable to dispense type storage units.</p> <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>mediaInRollback/storage/storage/unit1/card/status/replenishmentStatus</p> <p>The state of the cards in the storage unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will be null. The property may also be null in events if it did not change.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit is in a good state. • <code>full</code> - The storage unit is full. • <code>high</code> - The storage unit is almost full (either sensor based or above the threshold). • <code>low</code> - The storage unit is almost empty (either sensor based or below the threshold). • <code>empty</code> - The storage unit is empty. <pre>Type: string, null Default: null</pre>
<p>mediaInRollback/storage/storage/unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <pre>Type: object, null Default: null</pre>

Properties
<p>mediaInRollback/storage/storage/unit1/check/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_IPM_MEDIA_BIN_INFO and WFS_INF_IPM_MEDIA_BIN_CAPABILITIES in XFS 3.x. May be null in events if not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/capabilities/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/capabilities/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/capabilities/sensors</p> <p>The types of sensors the unit has. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/capabilities/sensors/empty</p> <p>The unit contains a hardware sensor which reports when the unit is empty. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/capabilities/sensors/high</p> <p>The unit contains a hardware sensor which reports when the unit is nearly full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/capabilities/sensors/full</p> <p>The unit contains a hardware sensor which reports when the unit is full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/status</p> <p>Indicates the storage unit status. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usBinNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInRollback/storage/storage/unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/status/in</p> <p>The check items added to the unit since the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/check/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be taken into account when deciding whether the storage unit is usable and whether replenishment status is applicable. In particular, if the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit media is in a good state. • full - The storage unit is full. This is based on hardware detection, either on a full sensor or counts. • high - The storage unit is almost full (either high sensor based or exceeded the highThreshold or retractHighThreshold). • empty - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has the empty sensor, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/deposit</p> <p>Storage information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported or has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/deposit/capabilities</p> <p>Indicates what the storage unit is capable of. This may be null in events if capabilities have not changed or not applicable.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/deposit/capabilities/envSupply</p> <p>Defines what type of envelope supply unit the device has. This property may be null if the device has no envelope supply or the envelope supply is manual and envelopes can be taken at any time, otherwise one of the following:</p> <ul style="list-style-type: none"> • motorized - Envelope supply can dispense envelopes. • manual - Envelope supply is manual and must be unlocked to allow envelopes to be taken. <p>The Deposit.EnvTakenEvent cannot be sent and Deposit.Retract cannot be supported.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/deposit/status</p> <p>Indicates the storage unit status. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/deposit/status/depContainer</p> <p>Specifies the state of the deposit container that contains the deposited envelopes or bags. This may be null if the physical device is not able to determine the status of the deposit container, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok- The deposit container is in a good state. • high- The deposit container is almost full (threshold). • full- The deposit container is full. • inoperative- The deposit container is inoperative. • missing- The deposit container is missing. • unknown- Due to a hardware error or other condition, the state of the deposit container cannot be determined. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/deposit/status/envSupply</p> <p>Specifies the state of the envelope supply unit.</p> <p>This property may be null if the device has no envelope supply, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The envelope supply unit is in a good state (and locked). • low - The envelope supply unit is present but low. • empty - The envelope supply unit is present but empty. No envelopes can be dispensed. • inoperative - The envelope supply unit is in an inoperable state. No envelopes can be dispensed. • missing - The envelope supply unit is missing. • unlocked - The envelope supply unit is unlocked. • unknown - Due to a hardware error or other condition, the state of the envelope supply cannot be determined. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/deposit/status/numOfDeposits</p> <p>Reports the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. It is incremented starting from the count set by numOfDeposits. This may be null in events if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization</p> <p>Status information for Intelligent Banknote Neutralization System. This will be null if the Intelligent Banknote Neutralization System is not present in this storage unit.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/identifier</p> <p>Indicates the identifier assigned to the banknote neutralization of a Storage Unit by the vendor of the banknote neutralization. There is no default value because banknote neutralization unit must be defined.</p> <p>Type: string Pattern: <code>^[0-9A-Za-z]*\$</code> Required</p>

Properties
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/protection</p> <p>Specifies the state of the banknote neutralization of a Storage Unit as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred. • <code>armed</code> - The protection is armed. • <code>disarmed</code> - The protection is disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>Type: string Required</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/warning</p> <p>Gives additional information that requires attention:</p> <ul style="list-style-type: none"> • <code>cassetteRunsAutonomously</code> - The protection is armed but the banknote neutralization of a Storage Unit runs in an autonomous mode. • <code>alarm</code> - The protection is armed but in alarm mode. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/powerSupply</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/powerSupply/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The input power source is live and supplying power to the power supply module. • <code>noPower</code> - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/powerSupply/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The power supply module is supplying power to the connected devices. • <code>noPower</code> - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/powerSupply/batteryStatus</p> <p>The charge level of the battery. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>full</code> - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery. • <code>low</code> - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay. • <code>operational</code> - The charge level is nominally between the levels "full" and "low". • <code>critical</code> - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly. • <code>failure</code> - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the device does not have a battery.</p> <pre>Type: string, null Default: null</pre>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/powerSupply/batteryChargingStatus</p> <p>The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>charging</code> - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full". • <code>discharging</code> - The battery is discharging power. • <code>notCharging</code> - The battery is not charging power. <p>This property may be null in Common.StatusChangedEvent if unchanged or if the battery is not rechargeable.</p> <pre>Type: string, null Default: null</pre>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/tilt</p> <p>Specifies the tilt state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault has occurred on this sensor. • <code>notTilted</code> - It is in normal operating position. • <code>tilted</code> - It has been tilted from its normal operating position. • <code>disabled</code> - This sensor is disabled by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/temperature</p> <p>Specifies the temperature sensing as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault has occurred on this sensor. • <code>ok</code> - The temperature is in the operating range. • <code>tooCold</code> - Too cold temperature. • <code>tooHot</code> - Too hot temperature. • <code>disabled</code> - This sensor is disabled by configuration. <p>This may be null in Common.StatusChangedEvent if unchanged.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/lid</p> <p>Specifies the Storage Unit lid state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault is detected in the sensor or due to a hardware error or other condition, the status cannot be determined. • <code>opened</code> - The lid is opened. • <code>closed</code> - Too lid is closed. • <code>disabled</code> - The banknote neutralization disabled this sensor for malfunction or by configuration. <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/neutralizationTrigger</p> <p>Specifies the state of the neutralization trigger as one of the following values:</p> <ul style="list-style-type: none"> • <code>initializing</code> - The neutralization trigger is being initialized. It may take a few seconds before the ready state. • <code>ready</code> - The neutralization is ready to trigger on demand. • <code>disabled</code> - The neutralization trigger is inhibited and disabled. • <code>fault</code> - A fault is detected in the neutralization trigger or due to a hardware error or other condition, the status cannot be determined. . <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/banknoteNeutralization/storageUnitIdentifier</p> <p>If the Storage Unit Identifier can be written at installation or production time, this property returns the Storage Unit Identifier to which this BanknoteNeutralization is linked. Otherwise, this property is null.</p> <p>Type: string, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/printer/capabilities</p> <p>Indicates the storage unit capabilities. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>mediaInRollback/storage/storage/unit1/printer/capabilities/maxRetracts</p> <p>Specifies the maximum number of media items that the storage unit can hold.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInRollback/storage/storage/unit1/printer/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine the index of the retract bin in XFS 3.x migration.</p> <p>Type: integer Minimum: 1 Required</p>
<p>mediaInRollback/storage/storage/unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>mediaInRollback/storage/storage/unit1/printer/status/in</p> <p>The printer related items added to the unit since the last replenishment. The total number of items in the storage unit may be determined by adding this to <i>initial</i>. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>mediaInRollback/storage/storage/unit1/printer/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none">• ok - The storage unit media is in a good state.• full - The storage unit is full.• unknown - Status cannot be determined with device in its current state.• high - The storage unit is almost full. <p>Type: string, null Default: null</p>

Event Messages

- [Check.MediaPresentedEvent](#)

11.2.5 Check.ReadImage

On devices where items can be physically rescanned or all the supported image formats can be generated during this command (regardless of the images requested during the [Check.MediaIn](#) command), i.e. where [rescan](#) is true, then this command is used to obtain additional images and/or reread the code line for media already in the device.

If *rescan* is false, this command is used to retrieve an image or code line that was initially obtained when the media was initially processed (e.g. during the *Check.MediaIn* or [Check.GetNextItem](#) command). In this case, all images required must have been previously requested during the *Check.MediaIn* command.

The media has to be inserted using the command *Check.MediaIn*. If no media is present the command returns the error code *noMediaPresent*.

Command Message

Payload (version 2.0)
<pre>{ "mediaID": 4, "codelineFormat": "e13b", "image": [{ "source": "back", "type": "jpg", "colorFormat": "full", "scanColor": "white" }] }</pre>
Properties
<p>mediaID</p> <p>Specifies the sequence number (starting from 1) of a media item.</p> <p>Type: integer Minimum: 1 Required</p>
<p>codelineFormat</p> <p>Specifies the code line format. May be null if no code line data is required. If supplied, it must be one of the supported code line formats. The following values are possible:</p> <ul style="list-style-type: none"> • <code>cmc7</code> - Read CMC7 code line [Ref. check-4]. • <code>e13b</code> - Read E13B code line [Ref. check-3]. • <code>ocr</code> - Read code line using OCR. The default or pre-configured OCR font will be used. • <code>ocra</code> - Read code line using OCR font A [Ref. check-1]. • <code>ocrb</code> - Read code line using OCR font B [Ref. check-2]. <p>Type: string, null Default: null</p>
<p>image</p> <p>An array specifying the images to be read for each item. May be null if no images are required.</p> <p>Type: array (object), null Default: null</p>
<p>image/source</p> <p>Specifies the source. The following values are possible:</p> <ul style="list-style-type: none"> • <code>front</code> - The image is for the front of the media item. • <code>back</code> - The image is for the back of the media item. <p>Type: string Required</p>

Properties
<p>image/type</p> <p>Specifies the format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • tif - The image is in TIFF 6.0 format. • wmf - The image is in WMF (Windows Metafile) format. • bmp - The image is in Windows BMP format. • jpg - The image is in JPG format. <p>Type: string Required</p>
<p>image/colorFormat</p> <p>Specifies the color format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • binary - The image is binary (image contains two colors, usually the colors black and white). • grayScale - The image is gray scale (image contains multiple gray colors). • full - The image is full color (image contains colors like red, green, blue etc.). <p>Type: string Required</p>
<p>image/scanColor</p> <p>Selects the scan color. The following values are possible:</p> <ul style="list-style-type: none"> • red - The image is scanned with red light. • green - The image is scanned with green light. • blue - The image is scanned with blue light. • yellow - The image is scanned with yellow light. • white - The image is scanned with white light. • infraRed - The image is scanned with infrared light. • ultraViolet - The image is scanned with ultraviolet light. <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "invalidMediaID", "data": { "mediaID": 4, "codelineData": "□2222□□123456□", "magneticReadIndicator": "noMicr", "image": [{ "imageSource": "back", "imageType": "jpg", "imageColorFormat": "full", "imageScanColor": "white", "imageStatus": "ok", "image": "O2gAUACFyEARAJAC" }], "insertOrientation": { "codeline": "top", "media": "down" }, "mediaSize": { "longEdge": 205, </pre>

Payload (version 3.0)
<pre> "shortEdge": 103 }, "mediaValidity": "ok" } } </pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • mediaJammed - The media is jammed. • scannerInop - Only images were requested by the application and these cannot be obtained because the image scanner is inoperative. • micrInop - Only MICR data was requested by the application and it cannot be obtained because the MICR reader is inoperative. • noMedia - No media is present in the device. • invalidMediaID - The requested media ID does not exist. <p>Type: string, null Default: null</p>
<p>data</p> <p>Image data. May be null if an error occurred.</p> <p>Type: object, null Default: null</p>
<p>data/mediaID</p> <p>Specifies the sequence number (starting from 1) of a media item.</p> <p>Type: integer Minimum: 1 Required</p>
<p>data/codelineData</p> <p>Specifies the code line data. See Code line Characters.</p> <p>Type: string Default: "" Sensitive</p>
<p>data/magneticReadIndicator</p> <p>Specifies the type of technology used to read a MICR code line. The following values are possible:</p> <ul style="list-style-type: none"> • micr - The MICR code line was read using MICR technology and MICR characters were present. • notMicr - The MICR code line was NOT read using MICR technology. • noMicr - The MICR code line was read using MICR technology and no magnetic characters were read. • unknown - It is unknown how the MICR code line was read. • notMicrFormat - The code line is not a MICR format code line. • notRead - No code line was read. <p>Type: string Required</p>
<p>data/image</p> <p>Array of image data. If the Device has determined the orientation of the media (i.e. <i>insertOrientation</i> is defined and not set to "unknown"), then all images returned are in the standard orientation and the images will match the image source requested by the application. This means that images will be returned with the code line at the bottom, and the image of the front and rear of the media item will be returned in the structures associated with the "front" and "back" image sources respectively.</p> <p>Type: array (object), null Default: null</p>

<p>Properties</p>
<p>data/image/imageSource</p> <p>Specifies the source. The following values are possible:</p> <ul style="list-style-type: none"> • front - The image is for the front of the media item. • back - The image is for the back of the media item. <p>Type: string Required</p>
<p>data/image/imageType</p> <p>Specifies the format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • tif - The image is in TIFF 6.0 format. • wmf - The image is in WMF (Windows Metafile) format. • bmp - The image is in Windows BMP format. • jpg - The image is in JPG format. <p>Type: string Required</p>
<p>data/image/imageColorFormat</p> <p>Specifies the color format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • binary - The image is binary (image contains two colors, usually the colors black and white). • grayScale - The image is gray scale (image contains multiple gray colors). • full - The image is full color (image contains colors like red, green, blue etc.). <p>Type: string Required</p>
<p>data/image/imageScanColor</p> <p>Selects the scan color. The following values are possible:</p> <ul style="list-style-type: none"> • red - The image is scanned with red light. • green - The image is scanned with green light. • blue - The image is scanned with blue light. • yellow - The image is scanned with yellow light. • white - The image is scanned with white light. • infraRed - The image is scanned with infrared light. • ultraViolet - The image is scanned with ultraviolet light. <p>Type: string Required</p>
<p>data/image/imageStatus</p> <p>Status of the image data. The following values are possible:</p> <ul style="list-style-type: none"> • ok - The data is OK. • sourceNotSupported - The data source or image attributes are not supported by the Service, e.g., scan color not supported. • sourceMissing - The image could not be obtained. <p>Type: string Required</p>
<p>data/image/image</p> <p>Base64 encoded image. May be null if no image was obtained or the command includeImage property is set to false.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$ Format: base64 Default: null</p>

Properties
<p>data/insertOrientation</p> <p>This value reports how the media item was actually inserted into the input position (from the customer's perspective). The full orientation can be determined as a combination of <i>codeline</i> and <i>media</i> values. If the orientation is unknown, this will be null.</p> <p>Type: object, null Default: null</p>
<p>data/insertOrientation/codeline</p> <p>Specifies the orientation of the code line. The following values are possible, or null if unknown.</p> <ul style="list-style-type: none"> • right - The code line is to the right. • left - The code line is to the left. • bottom - The code line is to the bottom. • top - The code line is to the top. <p>Type: string, null Default: null</p>
<p>data/insertOrientation/media</p> <p>Specifies the orientation of the media. The following values are possible, or null if unknown:</p> <ul style="list-style-type: none"> • up - The front of the media (the side with the code line) is facing up. • down - The front of the media (the side with the code line) is facing down. <p>Type: string, null Default: null</p>
<p>data/mediaSize</p> <p>Specifies the size of the media item. Will be null if the device does not support media size measurement or no size measurements are known.</p> <p>Type: object, null Default: null</p>
<p>data/mediaSize/longEdge</p> <p>Specifies the length of the long edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>data/mediaSize/shortEdge</p> <p>Specifies the length of the short edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>data/mediaValidity</p> <p>Media items may have special security features which can be detected by the device. This specifies whether the media item is suspect or valid, allowing the application the choice in how to further process a media item that could not be confirmed as being valid. The following values are possible:</p> <ul style="list-style-type: none"> • ok - The media item is valid. • suspect - The validity of the media item is suspect. • unknown - The validity of the media item is unknown. • noValidation - No specific security features were evaluated. <p>Type: string Default: "ok"</p>

Event Messages

None

11.2.6 Check.PresentMedia

This command is used to present media items to the customer.

Applications can use this command to return refused items without terminating the media-in transaction. This allows customers to correct the problem with the media item and reinsert during execution of a subsequent [Check.MediaIn](#) command.

This command is also used to return items after a [Check.MediaInEnd](#) or [Check.MediaInRollBack](#) command when [presentControl](#) is false.

A [Check.MediaPresentedEvent](#) event is generated when media is presented and a [Check.MediaTakenEvent](#) event is generated when the media is taken (if the position has a taken sensor [itemsTakenSensor](#) is true).

This command completes when the last bunch of media items to be returned to the customer has been presented, but before the last bunch is taken.

Command Message

Payload (version 2.0)
<pre>{ "source": { "position": "refused" } }</pre>
Properties
<p>source</p> <p>Specifies the position where items are to be returned from. If null, all items are returned from all positions in a sequence determined by the Service, otherwise an individual <i>position</i> must be specified.</p> <p>Type: object, null Default: null</p>
<p>source/position</p> <p>Specifies the position.</p> <p>It is specified as one of the following values:</p> <ul style="list-style-type: none"> input - The input position. refused - The refused media position. rebuncher - The refuse/return re-buncher. <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "mediaJammed" }</pre>

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Properties

errorCode

Specifies the error code if applicable, otherwise null. Following values are possible:

- `noMedia` - No media is present in the device.
- `shutterFail` - Open or close of the shutter failed due to manipulation or hardware error.
- `mediaJammed` - The media is jammed.
- `positionNotEmpty` - One of the input/output/refused positions is not empty and items cannot be inserted until the media items in the position are removed.

Type: string, null

Default: null

Event Messages

- [Check.MediaPresentedEvent](#)

11.2.7 Check.RetractMedia

The media is removed from its present position (media present in device, media entering, unknown position) and stored in the area specified in the input parameters.

A [Storage.StorageThresholdEvent](#) event is sent if a high or full condition is reached as a result of this command. If the storage unit is already full and the command cannot be executed, an error is returned and the media remains in its present position.

If media items are to be endorsed/stamped during this operation, then the [SetMediaParameters](#) command must be called prior to the [Check.RetractMedia](#) command. Where endorsing is specified, the same text will be printed on all media items that are detected.

This command ends the current media-in transaction.

If no items are in the device the command will complete with the *noMediaPresent* error and the [mediaInTransaction](#) will be set to *retract*.

Command Message

Payload (version 2.0)
<pre>{ "retractLocation": "rebuncher" }</pre>
Properties
<p>retractLocation</p> <p>Specifies the location for the retracted media, on input where it is to be retracted to, on output where it was retracted to. See retractLocation to determine the supported locations. This can take one of the following values:</p> <ul style="list-style-type: none"> • <i>stacker</i> - The device stacker. • <i>transport</i> - The device transport. • <i>rebuncher</i> - The device re-buncher. • <i><storage unit identifier></i> - A storage unit as specified by identifier. <p>Type: string Pattern: ^stacker\$ ^transport\$ ^rebuncher\$ ^unit[0-9A-Za-z]+\$ Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "shutterFail", "media": { "count": "1", "retractLocation": "rebuncher" } }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>noMediaPresent</code> - No media present on retract. Either there was no media present (in a position to be retracted) when the command was called or the media was removed during the retract. • <code>mediaJammed</code> - The media is jammed. Operator intervention is required. • <code>stackerFull</code> - The stacker or re-buncher is full. • <code>invalidBin</code> - The specified storage unit cannot accept retracted items. • <code>noBin</code> - The specified storage unit does not exist. • <code>mediaBinError</code> - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details. • <code>shutterFail</code> - Open or close of the shutter failed due to manipulation or hardware error. • <code>foreignItemsDetected</code> - Foreign items have been detected in the input position. <p>Type: string, null Default: null</p>
<p>media</p> <p>The details of the media retracted. May be null if no media was retracted.</p> <p>Type: object, null Default: null</p>
<p>media/count</p> <p>Contains the number of media items retracted as a result of this command. The following values are possible:</p> <ul style="list-style-type: none"> • <code><number></code> - The number of items retracted. • <code>unknown</code> - The number of items is unknown. <p>Type: string Pattern: <code>^unknown\$ ^[0-9]+\$</code> Required</p>
<p>media/retractLocation</p> <p>Specifies the location for the retracted media, on input where it is to be retracted to, on output where it was retracted to. See retractLocation to determine the supported locations. This can take one of the following values:</p> <ul style="list-style-type: none"> • <code>stacker</code> - The device stacker. • <code>transport</code> - The device transport. • <code>rebuncher</code> - The device re-buncher. • <code><storage unit identifier></code> - A storage unit as specified by identifier. <p>Type: string Pattern: <code>^stacker\$ ^transport\$ ^rebuncher\$ ^unit[0-9A-Za-z]+\$</code> Required</p>

Event Messages

- [Storage.StorageErrorEvent](#)

11.2.8 Check.Reset

This command is used by the application to perform a hardware reset which will attempt to return the device to a known good state.

The device will attempt to retract or eject any items found anywhere within the device. This may not always be possible because of hardware problems. One or more [Check.MediaDetectedEvent](#) events will inform the application where items were actually moved to.

If media items are to be endorsed/stamped during this operation, then the [SetMediaParameters](#) must be called prior to the [Check.Reset](#) command. Where endorsing is specified, the same text will be printed on all media items that are detected.

This command ends a media-in transaction started by the [Check.MediaIn](#) command.

Command Message

Payload (version 2.0)
<pre>{ "mediaControl": "transport" }</pre>
Properties
<p>mediaControl</p> <p>Specifies the manner in which the media should be handled, as one of the following values. See resetControl to determine the supported options.</p> <ul style="list-style-type: none"> • eject - Eject the media, i.e. return the media to the customer. Note that more than one position may be used to return media. • <storage unit identifier> - The media item is in a storage unit as specified by identifier. • transport - Retract the media to the transport. • rebuncher - Retract the media to the re-buncher. <p>Type: string Pattern: ^eject\$ ^transport\$ ^rebuncher\$ ^unit[0-9A-Za-z]+\$ Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "shutterFail" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • shutterFail - Open or close of the shutter failed due to manipulation or hardware error. • mediaJammed - The media is jammed. Operator intervention is required. • mediaBinError - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details. • invalidBin - The specified storage unit cannot accept retracted items. <p>Type: string, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)
- [Check.MediaPresentedEvent](#)

11.2.9 Check.GetNextItem

This command is used to get the next item from the multi-item feed unit and capture the item data. The data and the format of the data that is generated by this command are defined by the input parameters of the [Check.MediaIn](#) command. The media data is reported via the [Check.MediaDataEvent](#) event.

This command must be supported by all Services where the hardware does not have a stacker or where the Service supports the application making the accept/refuse decision. On single item feed devices this command simply returns the error code *noMediaPresent*. This allows a single application flow to be used on all devices without a stacker.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "noItems", "mediaFeeder": "notEmpty" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>noItems</code> - There were no items present in the device. • <code>mediaJammed</code> - The media is jammed. • <code>refusedItems</code> - Programming error, refused items that must be returned have not been presented. • <code>positionNotEmpty</code> - One of the input/output/refused positions is not empty. • <code>scannerInop</code> - Only images were requested by the application and these cannot be obtained because the image scanner is inoperative. • <code>micrInop</code> - Only MICR data was requested by the application and it cannot be obtained because the MICR reader is inoperative. • <code>feederInop</code> - The media feeder is inoperative. <p>Type: string, null Default: null</p>
<p>mediaFeeder</p> <p>Supplies the state of the media feeder. This value indicates if there are items on the media feeder waiting for processing via the Check.GetNextItem command. If null, the device has no media feeder or the capability to report the status of the media feeder is not supported by the device. This value can be one of the following values:</p> <ul style="list-style-type: none"> • <code>empty</code> - The media feeder is empty. • <code>notEmpty</code> - The media feeder is not empty. • <code>inoperative</code> - The media feeder is inoperative. • <code>unknown</code> - Due to a hardware error or other condition, the state of the media feeder cannot be determined. <p>Type: string, null Default: null</p>

Event Messages

- [Check.MediaRefusedEvent](#)
- [Check.MediaDataEvent](#)

11.2.10 Check.ActionItem

This command is used to cause the predefined actions (move item to destination, stamping, endorsing, re-imaging) to be executed on the current media item. This command only applies to devices without stackers and on devices with stackers this command is not supported.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "inkOut" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> shutterFail - Open or close of the shutter failed due to manipulation or hardware error. mediaBinError - A storage unit caused a problem. A Storage.StorageErrorEvent will be posted with the details. <ul style="list-style-type: none"> mediaJammed - The media is jammed. tonerOut - Toner or ink supply is empty or printing contrast with ribbon is not sufficient. inkOut - No stamping possible, stamping ink supply empty. noMediaPresent - There were no items present in the device. scannerInop - The scanner is inoperative. refusedItems - Programming error, refused items that must be returned have not been presented. positionNotEmpty - One of the input/output/refused positions is not empty. <p>Type: string, null Default: null</p>

Event Messages

- [Check.MediaPresentedEvent](#)
- [Check.MediaDataEvent](#)
- [Storage.StorageErrorEvent](#)

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11.2.11 Check.ExpelMedia

The media that has been presented to the customer will be expelled out of the device.

This command completes after the bunch has been expelled from the device.

This command does not end the current media-in transaction. The application must deal with any media remaining within the device, e.g., by using the [Check.MediaInRollBack](#), [Check.MediaInEnd](#), or [Check.RetractMedia](#) command.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "shutterFail" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none">• shutterFail - Open or close of the shutter failed due to manipulation or hardware error.• mediaJammed - The media is jammed.• noItems - There were no items present in the device to expel.
Type: string, null Default: null

Event Messages

None

11.2.12 Check.AcceptItem

This command is used by applications to indicate if the current media item should be accepted or refused.

Applications only use this command when the [Check.MediaIn](#) command is used in the mode where the application can decide if each physically acceptable media item should be accepted or refused, i.e. [applicationRefuse](#) is true.

Command Message

Payload (version 2.0)
<pre>{ "accept": true }</pre>
Properties
<p>accept</p> <p>Specifies if the item should be accepted or refused. If true, then the item is accepted and moved to the stacker. If false, then the item is moved to the re-buncher/refuse position.</p> <p>Type: boolean Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "mediaJammed" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>mediaJammed</code> - The media is jammed. • <code>noItems</code> - There were no items present in the device. • <code>refusedItems</code> - Programming error, refused items that must be returned have not been presented. • <code>positionNotEmpty</code> - One of the input/output/refused positions is not empty. <p>Type: string, null Default: null</p>

Event Messages

None

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11.2.13 Check.SupplyReplenish

After the supplies have been replenished, this command is used to indicate that one or more supplies have been replenished and are expected to be in a healthy state.

Hardware that cannot detect the level of a supply and reports on the supply's status using metrics (or some other means), must assume the supply has been fully replenished after this command is issued. A [Common.StatusChangedEvent](#) event must be broadcast to report that the state has changed.

Hardware that can detect the level of a supply must update its status based on its sensors, generate a [Common.StatusChangedEvent](#) event if appropriate, and succeed the command even if the supply has not been replenished. If it has already detected the level and reported the new status before this command was issued, the command must succeed, and no event is required.

Command Message

Payload (version 2.0)
<pre>{ "toner": true, "ink": false }</pre>
Properties
toner Specifies whether the toner supply was replenished. Type: boolean Default: false
ink Specifies whether the ink supply was replenished. Type: boolean Default: false

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

11.2.14 Check.SetMediaParameters

This command is used to predefine parameters for the specified media item or all items. The command can be called multiple times to specify individual parameters for each required media item. Any parameter specified replaces any parameters specified for the same media item (or items) on previous commands.

The parameters which can be specified include:

- Destination
- Endorsements, i.e., text to be printed on the media or whether the media is to be stamped
- Images of the media after it has been printed on or stamped

The media is not moved immediately by this command. The requested actions are performed during subsequent commands which move the media:

- On devices with stackers, [Check.MediaInEnd](#)
- On devices without stackers, [Check.ActionItem](#)

If the bunch is returned with [Check.MediaInRollback](#), none of the requested actions will be performed.

If the media is to be returned to the customer using *Check.MediaInEnd* or *Check.ActionItem*, the media can still be endorsed if [endorse](#) is true or imaged if [endorseImage](#) is true.

The Service will determine which storage unit to use for any items that have not had a destination set by the application.

Command Message

Payload (version 2.0)
<pre>{ "mediaID": 4, "destination": "unit1", "stamp": false, "printData": "Text to print on the check.", "image": [{ "source": "back", "type": "jpg", "colorFormat": "full", "scanColor": "white" }] }</pre>
Properties
<p>mediaID</p> <p>Specifies the sequence number of a media item. Valid IDs are 1 to the maximum media ID assigned within the transaction - see mediaID. If null, all media items are selected.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>destination</p> <p>Specifies where the item(s) specified by <i>mediaID</i> are to be moved to. Following values are possible:</p> <ul style="list-style-type: none"> • customer - The item or items are to be returned to the customer. • <storage unit identifier> - The item or items are to be stored in a storage unit with matching identifier. <p>Type: string Pattern: ^customer\$ ^unit[0-9A-Za-z]+\$ Required</p>

Properties
<p>stamp</p> <p>Specifies whether the media will be stamped. If not specified, the media will not be stamped.</p> <p>Type: boolean Default: false</p>
<p>printData</p> <p>Specifies the data that will be printed on the media item that is entered by the customer. If a character is not supported by the device it will be replaced by a vendor dependent substitution character. If not specified, no text will be printed.</p> <p>For devices that can print multiple lines, each line is separated by a Carriage Return (Unicode 0x000D) and Line Feed (Unicode 0x000A) sequence. For devices that can print on both sides, the front and back print data are separated by a Carriage Return (Unicode 0x000D) and a Form Feed (Unicode 0x000C) sequence. In this case the data to be printed on the back is the first set of data, and the front is the second set of data.</p> <p>Type: string Default: ""</p>
<p>image</p> <p>Specifies the images required. May be null if no images are required.</p> <p>Type: array (object), null Default: null</p>
<p>image/source</p> <p>Specifies the source. The following values are possible:</p> <ul style="list-style-type: none"> • front - The image is for the front of the media item. • back - The image is for the back of the media item. <p>Type: string Required</p>
<p>image/type</p> <p>Specifies the format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • tif - The image is in TIFF 6.0 format. • wmf - The image is in WMF (Windows Metafile) format. • bmp - The image is in Windows BMP format. • jpg - The image is in JPG format. <p>Type: string Required</p>
<p>image/colorFormat</p> <p>Specifies the color format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • binary - The image is binary (image contains two colors, usually the colors black and white). • grayScale - The image is gray scale (image contains multiple gray colors). • full - The image is full color (image contains colors like red, green, blue etc.). <p>Type: string Required</p>

Properties**image/scanColor**

Selects the scan color. The following values are possible:

- red - The image is scanned with red light.
- green - The image is scanned with green light.
- blue - The image is scanned with blue light.
- yellow - The image is scanned with yellow light.
- white - The image is scanned with white light.
- infraRed - The image is scanned with infrared light.
- ultraViolet - The image is scanned with ultraviolet light.

Type: string
Required

Completion Message**Payload (version 2.0)**

```
{
  "errorCode": "invalidMediaID"
}
```

Properties**errorCode**

Specifies the error code if applicable, otherwise null. Following values are possible:

- invalidMediaID - The requested media ID does not exist.
- invalidBin - The specified storage unit cannot accept items.
- noBin - The specified storage unit does not exist.
- mediaBinFull - The storage unit is already full and no media can be placed in the specified storage unit.
- mediaJammed - The media is jammed.
- scannerInop - Only images were requested by the application and these cannot be obtained because the image scanner is inoperative.
- noItems - There were no items present in the device.
- tonerOut - Toner or ink supply is empty or printing contrast with ribbon is not sufficient.
- inkOut - No stamping possible, stamping ink supply empty.

Type: string, null
Default: null

Event Messages

None

11.3 Event Messages

11.3.1 Check.NoMediaEvent

This reports that the physical media must be inserted into the device in order for the command to proceed.

Event Message

Payload (version 2.0)
This message does not define any properties.

11.3.2 Check.MediaInsertedEvent

This specifies that the physical media has been inserted into the device.

Event Message

Payload (version 2.0)
This message does not define any properties.

11.3.3 Check.MediaRefusedEvent

This is sent when a media item is refused. One message is sent for every media item or bunch of media items that has been refused.

Event Message

Payload (version 2.0)
<pre>{ "reason": "metal", "location": "refused", "presentRequired": true, "mediaSize": { "longEdge": 205, "shortEdge": 103 } }</pre>
Properties
<p>reason</p> <p>Specified the reason why the media was refused. Specified as one of the following values:</p> <ul style="list-style-type: none"> • foreignItems - Foreign items were detected in the input position. • stackerFull - The stacker is full or the maximum number of items that the application wants to be allowed on the stacker has been reached. • codelineInvalid - The code line data was found but was invalid. • invalidMedia - The media item is not a check, and in the case of Mixed Media processing not a cash item either. • tooLong - The media item (or bunch of items) long edge was too long. • tooShort - The media item (or bunch of items) long edge was too short. • tooWide - The media item (or bunch of items) short edge was too wide. • tooNarrow - The media item (or bunch of items) short edge was too narrow. • tooThick - The media item was too thick. • invalidOrientation - The media item was inserted in an invalid orientation. • doubleDetect - The media items could not be separated. • refusePosFull - There are too many items in the refuse area. The refused items must be returned to the customer before any additional media items can be accepted. • returnBlocked - Processing of the items did not take place as the bunch of items is blocking the return of other items. • invalidBunch - Processing of the items did not take place as the bunch of items presented is invalid, e.g. it is too large or was presented incorrectly. • otherItem - The item was refused for some reason not covered by the other reasons. • otherBunch - The bunch was refused for some reason not covered by the other reasons. • jamming - The media item is causing a jam. • metal - Metal (e.g. staple, paperclip, etc.) was detected in the input position. <p>Type: string Required</p>
<p>location</p> <p>Specifies where the refused media should be presented to the customer from. It can be one of the following values:</p> <ul style="list-style-type: none"> • input - The input position. • refused - The refused media position. • rebuncher - The refuse/return re-buncher. • stacker - The stacker. <p>Type: string Required</p>

Properties
<p>presentRequired</p> <p>This indicates whether the media needs to be presented to the customer before any additional media movement commands can be executed. If true, then the media must be presented to the customer via the Check.PresentMedia command before further media movement commands can be executed. If false, then the device can continue without the media being returned to the customer.</p> <p>Type: boolean Required</p>
<p>mediaSize</p> <p>Specifies the size of the media item. Will be null if the device does not support media size measurement or no size measurements are known.</p> <p>Type: object, null Default: null</p>
<p>mediaSize/longEdge</p> <p>Specifies the length of the long edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaSize/shortEdge</p> <p>Specifies the length of the short edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>

11.3.4 Check.MediaDataEvent

This message returns the code line and all the images requested for each item processed. This can be generated during the [Check.MediaIn](#), [Check.MediaInEnd](#), [Check.GetNextItem](#) and [Check.ActionItem](#) commands. One message is generated for each item processed; no message is generated for refused items.

Event Message

Payload (version 3.0)
<pre>{ "mediaID": 4, "codelineData": "□22222□□123456□", "magneticReadIndicator": "noMicr", "image": [{ "imageSource": "back", "imageType": "jpg", "imageColorFormat": "full", "imageScanColor": "white", "imageStatus": "ok", "image": "O2gAUACFyEARAJAC" }], "insertOrientation": { "codeline": "top", "media": "down" }, "mediaSize": { "longEdge": 205, "shortEdge": 103 }, "mediaValidity": "ok" }</pre>
Properties
<p>mediaID</p> <p>Specifies the sequence number (starting from 1) of a media item.</p> <p>Type: integer Minimum: 1 Required</p>
<p>codelineData</p> <p>Specifies the code line data. See Code line Characters.</p> <p>Type: string Default: "" Sensitive</p>
<p>magneticReadIndicator</p> <p>Specifies the type of technology used to read a MICR code line. The following values are possible:</p> <ul style="list-style-type: none"> • micr - The MICR code line was read using MICR technology and MICR characters were present. • notMicr - The MICR code line was NOT read using MICR technology. • noMicr - The MICR code line was read using MICR technology and no magnetic characters were read. • unknown - It is unknown how the MICR code line was read. • notMicrFormat - The code line is not a MICR format code line. • notRead - No code line was read. <p>Type: string Required</p>

Properties
<p>image</p> <p>Array of image data. If the Device has determined the orientation of the media (i.e. <i>insertOrientation</i> is defined and not set to "unknown"), then all images returned are in the standard orientation and the images will match the image source requested by the application. This means that images will be returned with the code line at the bottom, and the image of the front and rear of the media item will be returned in the structures associated with the "front" and "back" image sources respectively.</p> <p>Type: array (object), null Default: null</p>
<p>image/imageSource</p> <p>Specifies the source. The following values are possible:</p> <ul style="list-style-type: none"> • front - The image is for the front of the media item. • back - The image is for the back of the media item. <p>Type: string Required</p>
<p>image/imageType</p> <p>Specifies the format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • tif - The image is in TIFF 6.0 format. • wmf - The image is in WMF (Windows Metafile) format. • bmp - The image is in Windows BMP format. • jpg - The image is in JPG format. <p>Type: string Required</p>
<p>image/imageColorFormat</p> <p>Specifies the color format of the image. The following values are possible:</p> <ul style="list-style-type: none"> • binary - The image is binary (image contains two colors, usually the colors black and white). • grayScale - The image is gray scale (image contains multiple gray colors). • full - The image is full color (image contains colors like red, green, blue etc.). <p>Type: string Required</p>
<p>image/imageScanColor</p> <p>Selects the scan color. The following values are possible:</p> <ul style="list-style-type: none"> • red - The image is scanned with red light. • green - The image is scanned with green light. • blue - The image is scanned with blue light. • yellow - The image is scanned with yellow light. • white - The image is scanned with white light. • infraRed - The image is scanned with infrared light. • ultraViolet - The image is scanned with ultraviolet light. <p>Type: string Required</p>
<p>image/imageStatus</p> <p>Status of the image data. The following values are possible:</p> <ul style="list-style-type: none"> • ok - The data is OK. • sourceNotSupported - The data source or image attributes are not supported by the Service, e.g., scan color not supported. • sourceMissing - The image could not be obtained. <p>Type: string Required</p>

Properties
<p>image/image</p> <p>Base64 encoded image. May be null if no image was obtained or the command includeImage property is set to false.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$</code> Format: base64 Default: null</p>
<p>insertOrientation</p> <p>This value reports how the media item was actually inserted into the input position (from the customer's perspective). The full orientation can be determined as a combination of <i>codeline</i> and <i>media</i> values. If the orientation is unknown, this will be null.</p> <p>Type: object, null Default: null</p>
<p>insertOrientation/codeline</p> <p>Specifies the orientation of the code line. The following values are possible, or null if unknown.</p> <ul style="list-style-type: none"> • right - The code line is to the right. • left - The code line is to the left. • bottom - The code line is to the bottom. • top - The code line is to the top. <p>Type: string, null Default: null</p>
<p>insertOrientation/media</p> <p>Specifies the orientation of the media. The following values are possible, or null if unknown:</p> <ul style="list-style-type: none"> • up - The front of the media (the side with the code line) is facing up. • down - The front of the media (the side with the code line) is facing down. <p>Type: string, null Default: null</p>
<p>mediaSize</p> <p>Specifies the size of the media item. Will be null if the device does not support media size measurement or no size measurements are known.</p> <p>Type: object, null Default: null</p>
<p>mediaSize/longEdge</p> <p>Specifies the length of the long edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mediaSize/shortEdge</p> <p>Specifies the length of the short edge of the media in millimeters, or 0 if unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties**mediaValidity**

Media items may have special security features which can be detected by the device. This specifies whether the media item is suspect or valid, allowing the application the choice in how to further process a media item that could not be confirmed as being valid. The following values are possible:

- `ok` - The media item is valid.
- `suspect` - The validity of the media item is suspect.
- `unknown` - The validity of the media item is unknown.
- `noValidation` - No specific security features were evaluated.

Type: `string`
Default: `"ok"`

11.3.5 Check.MediaRejectedEvent

This reports that an attempt to insert media into the device has been rejected before the media was fully inside the device, i.e. no [Check.MediaInsertedEvent](#) event has been generated. Rejection of the media will cause the [Check.MediaIn](#) command to complete with a *mediaRejected* error, at which point the media should be removed.

Event Message

Payload (version 2.0)
<pre>{ "<u>reason</u>": "metal" }</pre>
Properties
<p>reason</p> <p>Specified the reason why the media was rejected. Specified as one of the following values:</p> <ul style="list-style-type: none"> • long - The media was too long. • thick - The media was too thick. • double - More than one media item was detected (this value only applies to devices without a media feeder). • transport - The media could not be moved inside the device. • shutter - The media was rejected due to the shutter failing to close. • removed - The media was removed (no Check.MediaTakenEvent is expected). • metal - Metal (e.g. staple, paperclip, etc.) was detected in the input position. • foreignItems - Foreign items were detected in the input position. • other - The item was rejected for some reason not covered by the other reasons. <p>Type: string Required</p>

11.3.6 Check.MediaPresentedEvent

This indicates that media has been presented to the customer for removal.

Event Message

Payload (version 3.0)
<pre>{ "position": "refused", "bunchIndex": 2, "totalBunches": "1" }</pre>
Properties
<p>position</p> <p>Specifies the position.</p> <p>It is specified as one of the following values:</p> <ul style="list-style-type: none"> input - The input position. refused - The refused media position. output - The output position. <p>Type: string Required</p>
<p>bunchIndex</p> <p>Specifies the index (starting from one) of the presented bunch (one or more items presented as a bunch).</p> <p>Type: integer Minimum: 1 Required</p>
<p>totalBunches</p> <p>Specifies the total number of bunches to be returned from all positions. The total represents the number of bunches that will be returned as a result of a single command that presents media. The following values are possible:</p> <ul style="list-style-type: none"> <number> - The number of bunches to be presented. unknown - More than one bunch is required but the precise number is unknown. <p>Type: string Pattern: ^unknown\$ ^[0-9]+\$ Default: "1"</p>

11.4 Unsolicited Messages

11.4.1 Check.MediaTakenEvent

This is sent when the media is taken by the customer.

Unsolicited Message

Payload (version 3.0)
<pre>{ "position": "refused" }</pre>
Properties
<p>position Specifies the position. It is specified as one of the following values:</p> <ul style="list-style-type: none">• input - The input position.• refused - The refused media position.• output - The output position.
Type: string Required

11.4.2 Check.MediaDetectedEvent

This service event is generated when media is detected in the device during a [Check.Reset](#).

Unsolicited Message

Payload (version 2.0)
<pre>{ "position": "customer" }</pre>
Properties
<p>position</p> <p>Specifies the media position after the operation, as one of the following values:</p> <ul style="list-style-type: none"> • <storage unit identifier> - The media item was retracted to a storage unit as specified by identifier. • device - The media is in the device. • position - The media is at one or more of the input, output and refused positions. • jammed - The media is jammed in the device. • customer - The media has been returned and taken by the customer. • unknown - The media is in an unknown position. <p>Type: string Pattern: ^device\$ ^position\$ ^jammed\$ ^customer\$ ^unknown\$ ^unit[0-9A-Za-z]+\$ Required</p>

11.4.3 Check.ShutterStatusChangedEvent

⚠ This event is deprecated.

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.

This event is marked deprecated because it is replaced by [Common.StatusChangedEvent](#).

Unsolicited Message

Payload (version 3.0)
<pre>{ "position": "refused", "shutter": "closed" }</pre>
Properties
<p>position</p> <p>Specifies the position.</p> <p>It is specified as one of the following values:</p> <ul style="list-style-type: none"> input - The input position. refused - The refused media position. output - The output position. <p>Type: string Required</p>
<p>shutter</p> <p>Specifies the state of the shutter. This property is null in Common.Status if the physical device has no shutter or shutter state reporting is not supported, otherwise the following values are possible:</p> <ul style="list-style-type: none"> closed - The shutter is operational and is closed. open - The shutter is operational and is open. jammed - The shutter is jammed and is not operational. unknown - Due to a hardware error or other condition, the state of the shutter cannot be determined. <p>Type: string, null Default: null</p>

12. Mixed Media Interface

This chapter provides information on how to perform Mixed Media transactions. A Mixed Media transaction is defined as a single transaction on a single device which can accept different kinds of media, specifically cash and checks.

It is possible that the device may process items in mixed bunches within one operation or require that the different media types are processed in separate operations. The Mixed Media interface defines what type of mixed media transactions the device is capable of and configured for and methods to choose which type of transaction should be performed.

This interface would only be supported by devices which support Mixed Media functionality. A device which can accept cash and checks but not in one transaction would not support this interface.

12.1 General Information

12.1.1 Introduction

The Mixed Media service is defined to support hardware devices exists which are able to accept cash and checks in the same transaction either in a single or multiple bunches. The service provides a simple way to report the device's capability to perform such a transaction as well as the methods required to perform such a transaction.

If mixed media is enabled (both [cashAccept](#) and [checkAccept](#) are *true*), then moving the media can be performed using either *CashAcceptor* or *Check* commands. While equivalent commands such as [CashAcceptor.CashInEnd](#) and [Check.MediaInEnd](#) perform the same function and could therefore be used interchangeably, it is recommended to use one or other to move the media as this allows existing non mixed media transaction flows to be re-used. The only real advantage to either is that check image parameters can be specified using [Check.MediaIn](#) and no such parameters exist in the *CashAcceptor* service, therefore default or pre-configured check image parameters have to apply.

The interface follows these principles:

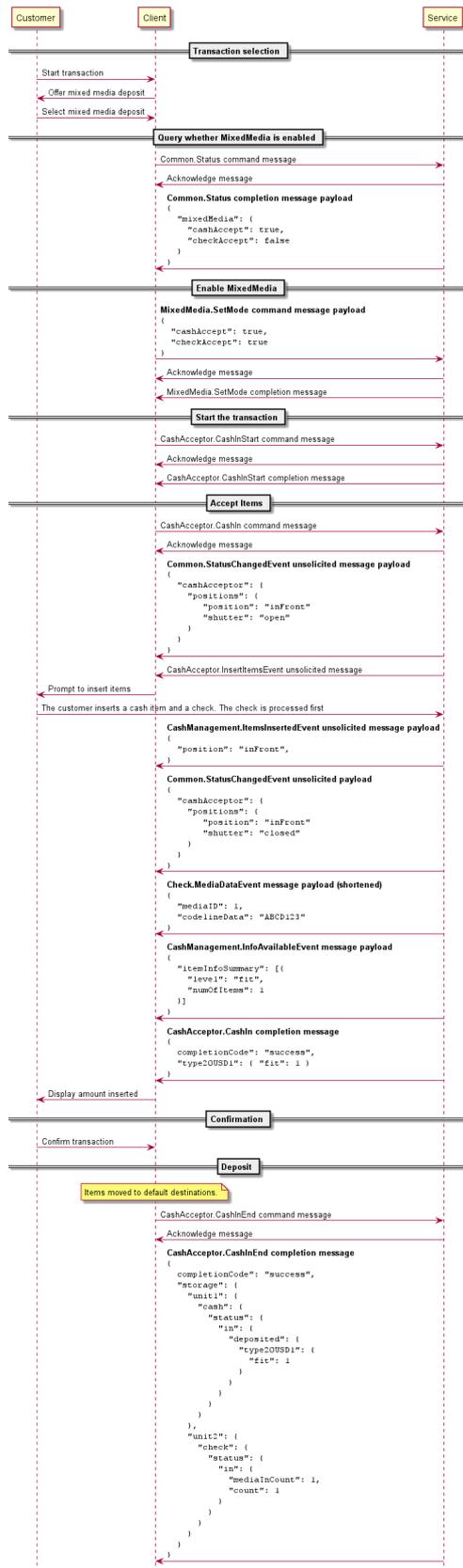
- A transaction is not mixed unless the device is capable of performing such an operation and configured to do so.
- If the transaction is accepted and media is deposited to storage units, the same storage units are used regardless of whether the transaction was performed using *CashAcceptor* or *Check* commands.
- Media acceptance is based on the current configuration appropriate to the media, for example if EUR 500 has been disabled for acceptance using [CashAcceptor.ConfigureNoteTypes](#), then it is also disabled during a mixed media transaction.
- Events appropriate to the media detected are sent, so for example a [Check.MediaDataEvent](#) is sent if a check is detected, while cash events such as [CashManagement.InfoAvailableEvent](#) are posted if cash items are detected. If a given item is not detected as either media type (for example, not cash and no code line detected), it can be reported using either interface.
- If supported, the type of transaction can be changed using the [MixedMedia.SetMode](#) command. Example usage may be that customers of the financial institution may be permitted to perform mixed media transactions while customers of other financial institution may only be permitted to deposit cash. Another example may be that mixed media transactions could be disabled if there is no storage unit available to store checks, allowing check only transactions to return all the media after imaging and endorsement.
- If the media is to be cleared to a single storage unit using a retract or reset command, the storage unit should be capable of accepting all such media. If media is to be sorted to appropriate units, for example by specifying *itemCassette* in [CashManagement.Reset](#), then media are sorted to storage units which support the media types detected.

12.1.2 Example Transaction flows

This section describes some example mixed media transaction flows. In all cases, equivalent functionality can be achieved using [CashAcceptor](#) or [Check](#) commands, while events appropriate to the items are sent as they are processed. Some of the example flows are implemented using both using interfaces to illustrate this.

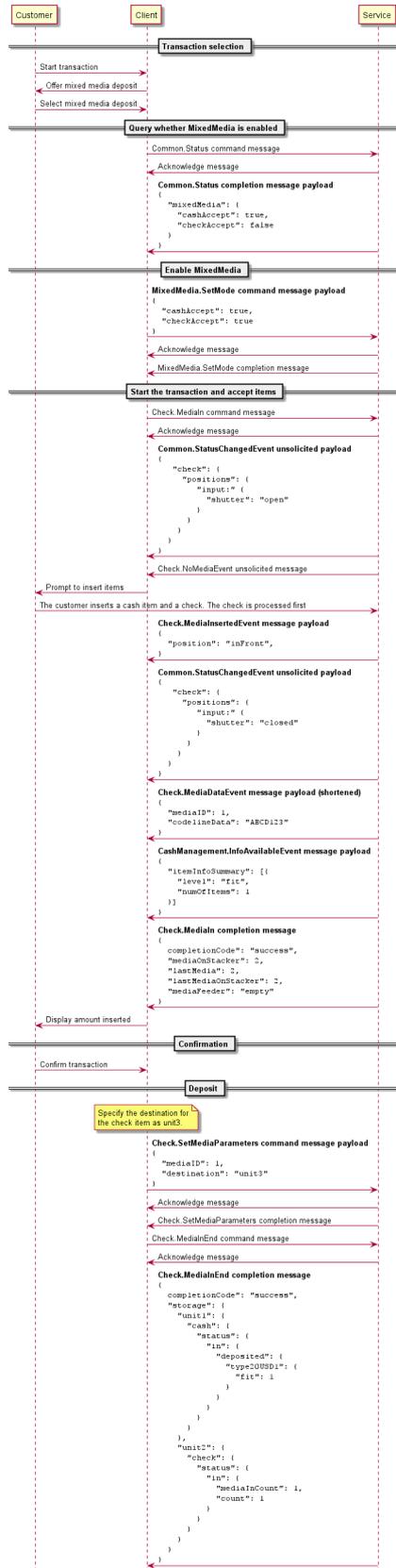
Successful CashAcceptor Mixed Media Transaction

This flow describes a successful Mixed Media transaction flow using [CashAcceptor](#) commands to move the media. [Successful Check Mixed Media Transaction](#) shows the equivalent flow using [Check](#) commands to move the media. The service supports the Mixed Media interface and a mixed media transaction can be offered to this customer.



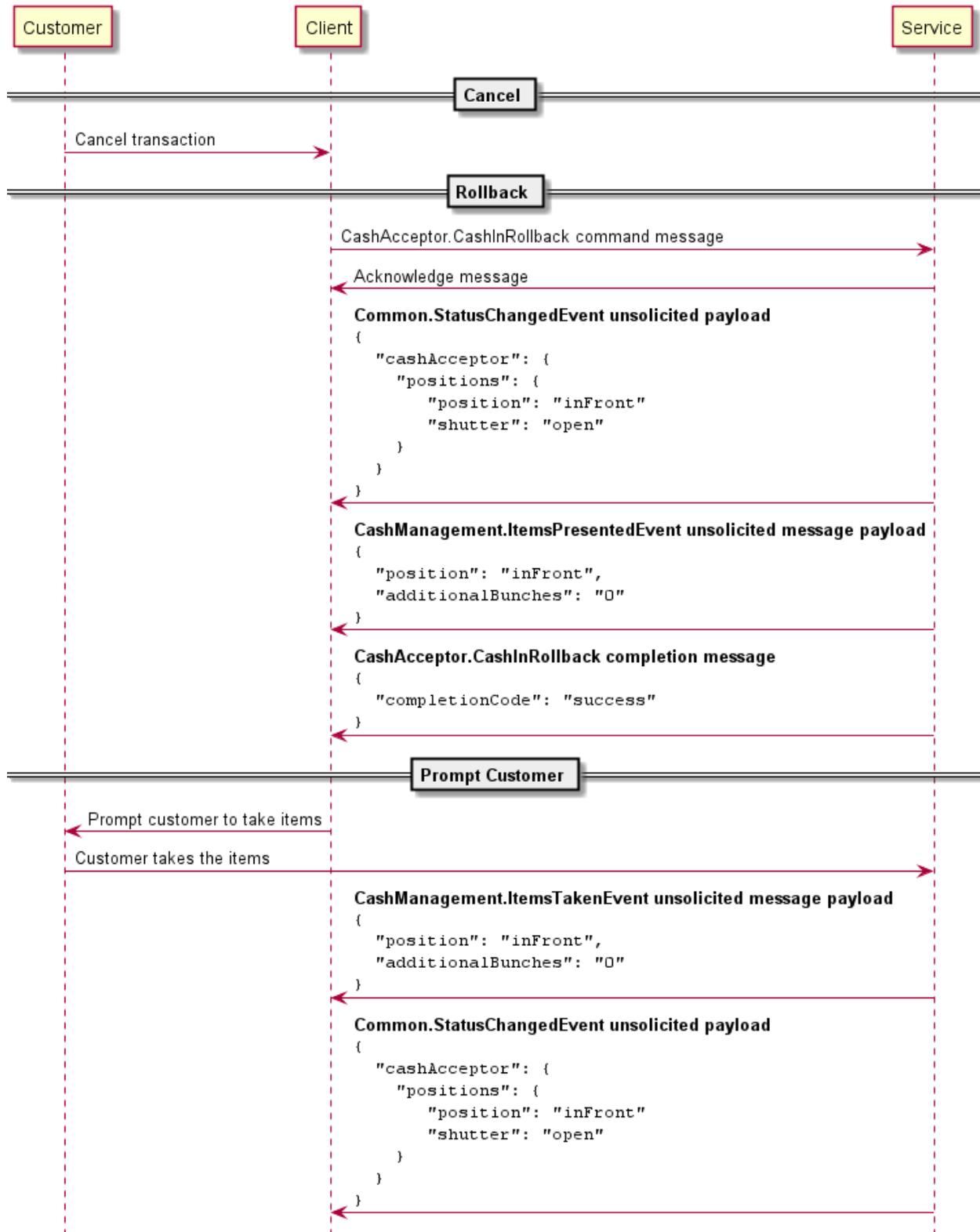
Successful Check Mixed Media Transaction

This flow describes a successful Mixed Media transaction flow using [Check](#) commands to move the media. [Successful CashAcceptor Mixed Media Transaction](#) shows the equivalent flow using [CashAcceptor](#) commands to move the media. The service supports the Mixed Media interface and a mixed media transaction can be offered to this customer.



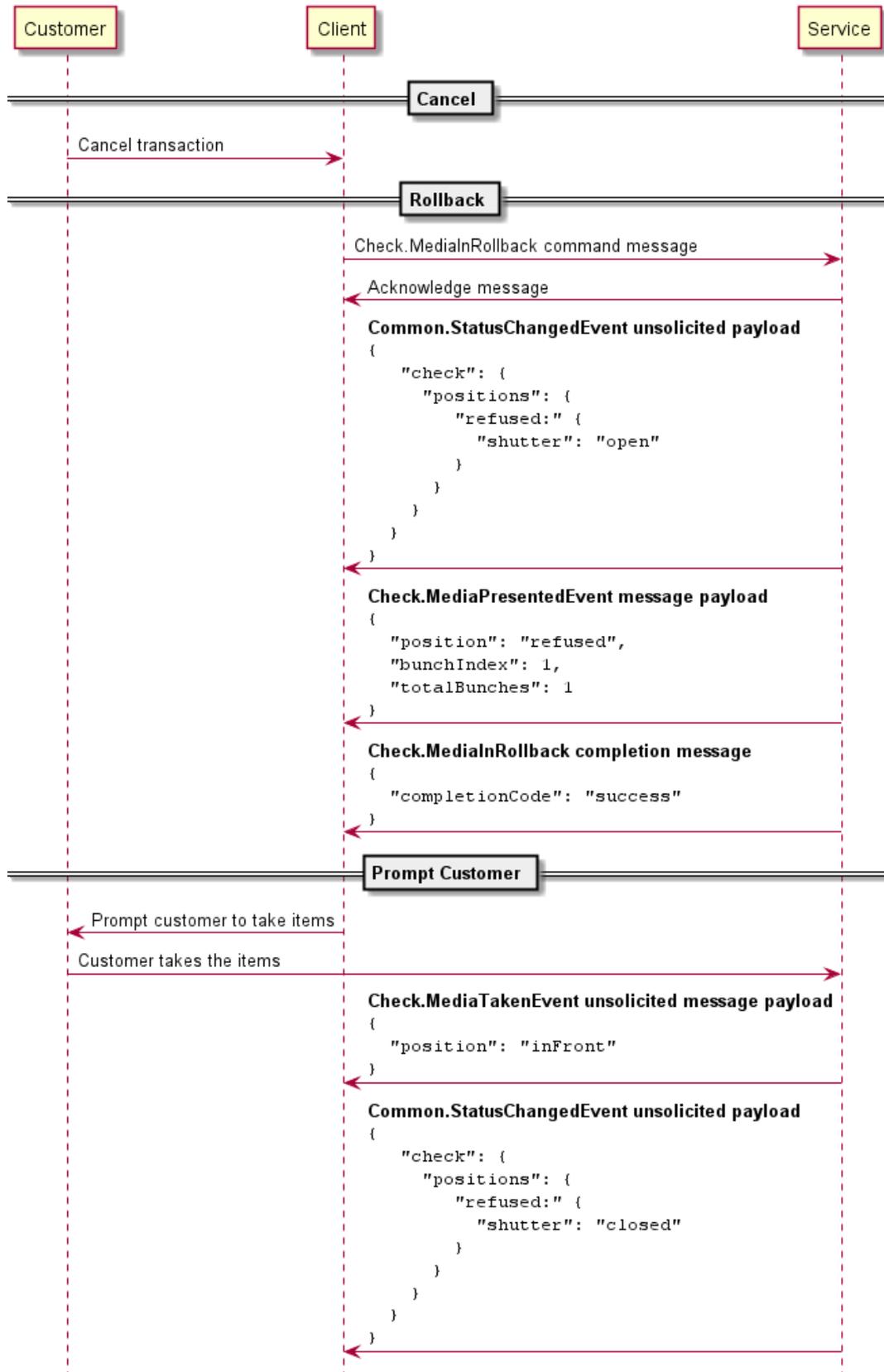
Canceled CashAcceptor Mixed Media Transaction

This flow describes a Mixed Media transaction flow using [CashAcceptor](#) commands to move the media, where the transaction is canceled by the application or customer and the media is therefore rolled back. The flow is identical to [Successful CashAcceptor Mixed Media Transaction](#) up to *Display amount inserted*.



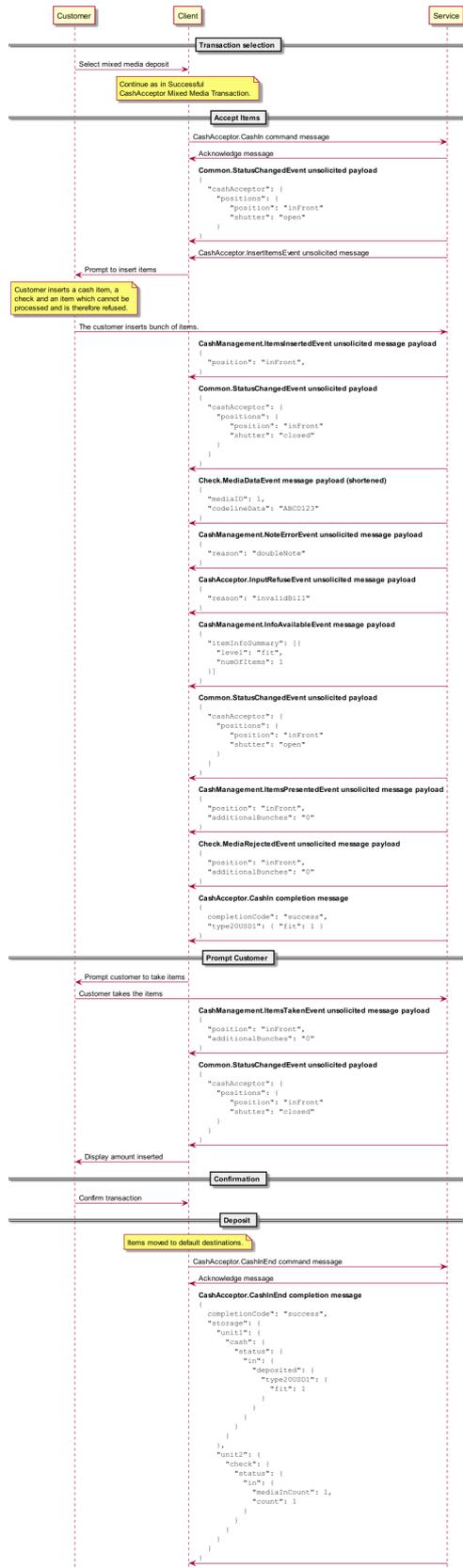
Canceled Check Mixed Media Transaction

This flow describes a MixedMedia transaction flow using [Check](#) commands to move the media, where the transaction is canceled by the application or customer and the media is therefore rolled back. The flow is identical to [Successful Check Mixed Media Transaction](#) up to *Display amount inserted*.



Successful CashAcceptor Mixed Media Transaction with item(s) refused

This flow describes a successful Mixed Media transaction flow using [CashAcceptor](#) commands to move the media. One item is refused and taken by the customer. The flow is identical to [Successful CashAcceptor Mixed Media Transaction](#) up to *Accept Items*. The transaction can also be performed using equivalent [Check](#) commands.



CashAcceptor Mixed Media Transaction with item(s) retracted

This flow describes a Mixed Media transaction flow using [CashAcceptor](#) commands to move the media, where the transaction is canceled by the application or customer and the media is therefore rolled back, but the media is not taken by the customer and is therefore retracted after a timeout expires. The same media which was rolled back is retracted. The flow is identical to [Successful CashAcceptor Mixed Media Transaction](#) up to *Prompt Customer*.



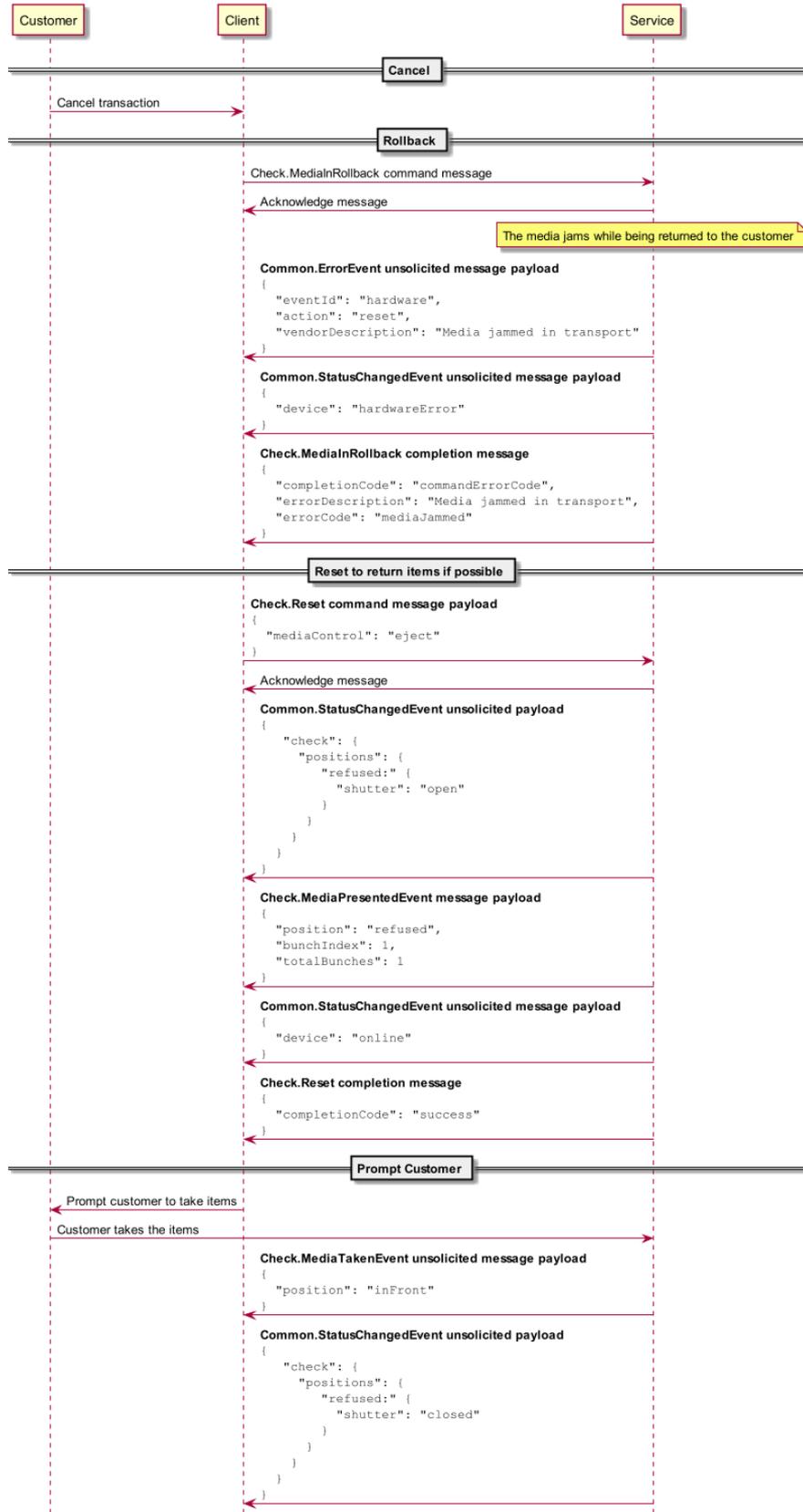
CashAcceptor Mixed Media Transaction with items returned, some taken and others retracted

This flow describes a Mixed Media transaction flow using [CashAcceptor](#) commands to move the media, where the transaction is canceled by the application or customer and the media is therefore rolled back. The customer takes one of the items rolled back but not all, therefore the remaining item is retracted after a timeout expires. The flow is identical to [Successful CashAcceptor Mixed Media Transaction](#) up to *Prompt Customer*.



Check Mixed Media Transaction where items jam during Rollback

This flow describes a Mixed Media transaction flow using [Check](#) commands to move the media. A hardware error occurs during the transaction therefore [Check.Reset](#) is used to recover and in this case the media was successfully returned to the customer and taken. The same flow can be performed using equivalent [CashAcceptor](#) commands. The flow is identical to [Successful Check Mixed Media Transaction](#) up to *Display amount inserted*.



12.2 Command Messages

12.2.1 MixedMedia.SetMode

This command is used to set the transaction mode for the device and is only applicable for Mixed Media processing. The mode determines which type of item the device will process in subsequent transactions.

An example of how this can be used is on a device which can accept cash and checks. The decision whether to allow acceptance of either or both types of media could be based on the individual customer or switched dynamically based on bank or local requirements.

The mode:

- Applies to all subsequent transactions on this device
- Is persistent
- Is unaffected by a device reset, for example a [Check.Reset](#), or reset on another interface
- Fails if a transaction is in progress on the device if the [dynamic](#) property is false
- Fails with the *invalidData* error when an attempt is made to set a mode that is not supported.

The current mode is reported by [mixedMedia status](#). If the command is successful, status is updated.

Command Message

Payload (version 2.0)
<pre>{ "modes": { "cashAccept": true, "checkAccept": true } }</pre>
Properties
<p>modes</p> <p>Specifies the required mixed media modes.</p> <p>Type: object MinProperties: 1 Required</p>
<p>modes/cashAccept</p> <p>Specifies whether transactions can accept cash. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>
<p>modes/checkAccept</p> <p>Specifies whether transactions can accept checks. This property may be null if no change is required, or if its state has not changed in Common.StatusChangedEvent.</p> <p>Type: boolean, null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "transactionActive" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. Following values are possible:

- `transactionActive` - A transaction is active and

[dynamic](#) is false.

Type: string, null

Default: null

Event Messages

None

13. Key Management Interface

This chapter defines the Key Management interface functionality and messages.

This section describes the general interface for the following functions:

- Loading of encryption keys.
- EMV 4.0 PIN blocks, EMV 4.0 public key loading, static and dynamic data verification.

Important Notes:

- This revision of this specification does not define all key management procedures; some key management is still vendor-specific.
- Key space management is customer-specific, and is therefore handled by vendor-specific mechanisms.

Key values are passed to the API as binary hexadecimal values, for example: 0123456789ABCDEF = 0x01 0x23 0x45 0x67 0x89 0xAB 0xCD 0xEF. When hex values are passed to the API within strings, the hex digits 0xA to 0xF can be represented by characters in the ranges 'a' to 'f' or 'A' to 'F'.

Certain levels of the PCI security standards specify that if a Key Encryption Key (KEK) is deleted or replaced, then all keys in the hierarchy under that KEK are also removed. When a key is deleted, clients should check the loaded state of other keys using [KeyManagement.GetKeyDetail](#).

13.1 General Information

13.1.1 References

ID	Description
keymanagement-1	RSA Laboratories, PKCS#7: Cryptographic Message Syntax Standard. Version 1.5, November 1993.
keymanagement-2	SHA-1 Hash algorithm ANSI X9.30-2:1993, Public Key Cryptography for Financial Services Industry Part 2.
keymanagement-3	EMVCo, EMV2000 Integrated Circuit Card Specification for Payment Systems, Book 2 – Security and Key Management, Version 4.0, December 2000.
keymanagement-4	Europay International, EPI CA Module Technical – Interface specification Version 1.4.
keymanagement-5	Groupement des Cartes Bancaires "CB", Description du format et du contenu des données cryptographiques échangées entre GAB et GDG, Version 1.3 / Octobre 2002.
keymanagement-6	ANSI - X9.143, Retail Financial Services Interoperable Secure Key Block Specification.
keymanagement-7	ISO/IEC 10118-3:2004 Information technology – Security techniques – Hash-functions – Part 3: Dedicated hash-functions.
keymanagement-8	FIPS 180-2 Secure Hash Signature Standard.
keymanagement-9	ANS X9 TR-34 2019, Interoperable Method for Distribution of Symmetric Keys using Asymmetric Techniques: Part 1 – Using Factoring-Based Public Key Cryptography Unilateral Key Transport.
keymanagement-10	ANS X9.24-1:2009, Retail Financial Services Symmetric Key Management Part 1: Using Symmetric Techniques.
keymanagement-11	NIST Special Publication 800-38A: Recommendation for Block Cipher Modes of Operation.
keymanagement-12	NIST Special Publication 800-38E: Recommendation for Block Cipher Modes of Operation: the XTS-AES Mode for Confidentiality on Storage Devices.

13.1.2 RKL Terminology

This section provides extended explanation of concepts and functionality needing further clarification. The terminology as described below is used within the following sections.

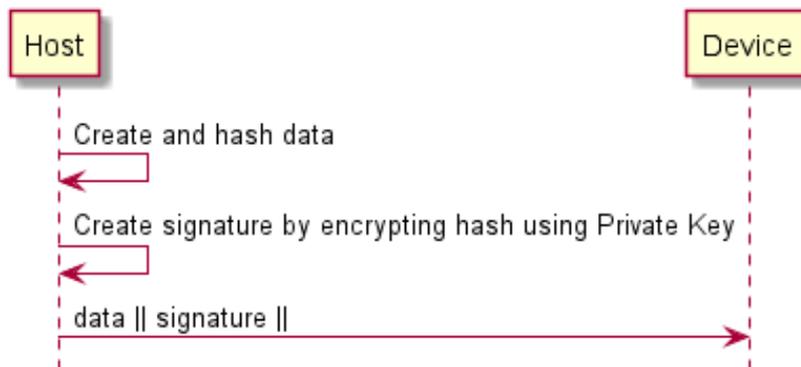
Definitions and Abbreviations	Description
ATM	Automated Teller Machine, used here for any type of self-service terminal, regardless whether it actually dispenses cash.
CA	Certificate Authority.
Certificate	A data structure that contains a public key and a name that allows certification of a public key belonging to a specific individual. This is certified using digital signatures.
HOST	The remote system that a device communicates with.
KTK	Key Transport Key.
PKI	Public Key Infrastructure.
Private Key	The key of an entity's key pair that should only be used by that entity.
Public Key	The key of an entity's key pair that can be made public.
Symmetric Key	A key used with symmetric cryptography.
Verification Key	A key that is used to verify the validity of a certificate.
SignatureIssuer	An entity that signs the device's public key at production time which could be for instance, the device manufacturer.
Notation of Cryptographic Items and Functions	Description
SK_E	The private key belonging to entity E.
PK_E	The public belonging to entity E.
SK_{DEVICE}	The private key belonging to the device.
PK_{DEVICE}	The public key belonging to the device.
SK_{HOST}	The private key belonging to the Host.
PK_{HOST}	The public key belonging to the Host.
SK_{SI}	The private key belonging to Signature Issuer.
PK_{SI}	The public key belonging to Signature Issuer.
SK_{ROOT}	The root private key belonging to the Host.
PK_{ROOT}	The root public key belonging to the Host.
K_{NAME}	A symmetric key.
$Cert_{HOST}$	A Certificate that contains the public verification of the host and is signed by a trusted Certificate Authority.
$Cert_{DEVICE}$	A Certificate that contains the device public verification or encipherment key, which is signed by a trusted Certificate Authority.
$Cert_{CA}$	The Certificate of a new Certificate Authority.
R_{DEVICE}	Random Number of the device.
I_{HOST}	Identifier of the Host.

Definitions and Abbreviations	Description
K_{KTK}	Key Transport Key.
R_{HOST}	Random number of the Host.
I_{DEVICE}	Identifier of the device.
TP_{DEVICE}	Thumb Print of the device.
$Sign (SK_E)[D]$	The signing of data block D, using the private key SK_E .
$Recover (PK_E)[S]$	The recovery of the data block D from the signature S, using the private key PK_E .
$RSACrypt (PK_E)[D]$	RSA Encryption of the data block D using the public key PK_E .
$Hash [M]$	Hashing of a message M of arbitrary length to a 20 Byte hash value.
$Des (K)[D]$	DES encipherment of an 8 byte data block D using the secret key K.
$Des^{-1} (K)[D]$	DES decipherment of an 8 byte data block D using the 8 byte secret key K.
$Des3 (K)[D]$	Triple DES encipherment of an 8 byte data block D using the 16 byte secret key $K = (K_L K_R)$, equivalent to $Des (K_L) [Des^{-1} (K_R) [Des (K_L) [D]]]$.
$Des3^{-1} (K)[D]$	Triple DES decipherment of an 8 byte data block D using the 16 byte secret key $K = (K_L K_R)$, equivalent to $Des^{-1} (K_L) [Des (K_R) [Des^{-1} (K_L) [D]]]$.
Rnd_E	A random number created by entity E.
UI_E	Unique Identifier for entity E.
$(A B)$	Concatenation of A and B.

13.1.3 Remote Key Loading Using Signatures

RSA Data Authentication and Digital Signatures

Digital signatures rely on a public key infrastructure (PKI). The PKI model involves an entity, such as a Host, having a pair of encryption keys – one private, one public. These keys work in consort to encrypt, decrypt and authenticate data. One way authentication occurs is through the application of a digital signature. For example:



1. The Host creates some data that it would like to digitally sign;
2. The Host runs the data through a hashing algorithm to produce a hash or digest of the data. The digest is unique to every block of data – a digital fingerprint of the data, much smaller and therefore more economical to encrypt than the data itself.
3. The digest is encrypted with the Host's private key.

This is the digital signature – a data block digest encrypted with the private key. The Host then sends the following to the device:

1. The data block.
2. The digital signature.
3. The host's public key.

To validate the signature, the device performs the following:

1. The device runs data through the standard hashing algorithm – the same one used by the Host – to produce a digest of the data received. Consider this digest2;
2. The device uses the Host's public key to decrypt the digital signature. The digital signature was produced using the Host's private key to encrypt the data digest; therefore, when decrypted with the Host's public key it produces the same digest. Consider this digest1. Incidentally, no other public key in the world would work to decrypt digest1 – only the public key corresponding to the signing private key.
3. The device compares digest1 with digest2.

If digest1 matches digest2 exactly, the device has confirmed the following:

- The data was not tampered with in transit. Changing a single bit in the data sent from the Host to the Key Management Device would cause digest2 to be different from digest1. Every data block has a unique digest; therefore, an altered data block is detected by the device.
- The Public key used to decrypt the digital signature corresponds to the private key used to create it. No other public key could possibly work to decrypt the digital signature, so the device was not handed someone else's public key.

This gives an overview of how Digital Signatures can be used in Data Authentication. In particular, Signatures can be used to validate and securely install Encryption Keys. The following section describes Key Exchange and the use of Digital signatures.

RSA Secure Key Exchange using Digital Signatures

In summary, both end points, the Host and Device, inform each other of their Public Keys. This information is then used to securely send the Master Key to the Device. A trusted third party, the Signature Issuer, is used to generate the signatures for the Public keys of each end point, ensuring their validity.

The detail of this is as follows:

Purpose: The Host wishes to install a new Master Key (K_M) on the device securely.

Assumptions:

1. The Host has obtained the Public Key (PK_{SI}) from the Signature Issuer.
2. The Host has provided the Signature Issuer with its Public Key (PK_{HOST}), and receives the corresponding signature $Sign(SK_{SI}][PK_{HOST}]$. The Signature Issuer uses its own Private Key (SK_{SI}) to create this signature.
3. In the case where Enhanced Remote Key Loading is used, the Host has provided the Signature Issuer with its Public Key (PK_{ROOT}), and receives the corresponding signature $Sign(SK_{SI}][PK_{ROOT}]$. The Host has generated another key pair PK_{HOST} and SK_{HOST} and signs the PK_{HOST} with the SK_{ROOT} .
4. (Optional) The Host obtains a list of the valid device Unique Identifiers. The Signature Issuer installs a Signature $Sign(SK_{SI}][UI_{DEVICE}]$ for the Unique ID (UI_{DEVICE}) on the Device. The Signature Issuer uses SK_{SI} to do this.
5. The Signature Issuer installs its Public Key (PK_{SI}) on the Device. It also derives and installs the Signature $Sign(SK_{SI}][PK_{DEVICE}]$ of the Device's Public Key (PK_{DEVICE}) on the Device. The Signature Issuer uses SK_{SI} to do this.
6. The Device additionally contains its own Public (PK_{DEVICE}) and Private Key (SK_{DEVICE}).

Step 1

The Device sends its Public Key to the Host in a secure structure:

The Device sends its Public Key with its associated Signature. When the Host receives this information it will use the Signature Issuer's Public Key to validate the signature and obtain the Device Public Key.

The command used to export the device's public key securely as described above is:

- [KeyManagement.ExportRsaIssuerSignedItem](#).

Step 2 (Optional)

The Host verifies that the key it has just received is from a valid sender:

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It does this by obtaining the Device Unique Identifier. The Device sends its Unique Identifier with its associated Signature. When the Host receives this information it will use the Signature Issuer's Public Key to validate the signature and retrieve the Device Unique ID. It can then check this against the list it received from the Signature Issuer.

The command used to export the Device Unique Identifier is:

- [KeyManagement.ExportRsaIssuerSignedItem](#).

Step 3 (Enhanced Remote Key Loading only)

The Host sends its root public key to the Device:

The Host sends its Root Public Key (PK_{ROOT}) and associated Signature. The Device verifies the signature using PK_{SI} and stores the key.

The command used to import the Host root public key securely as described above is:

- [KeyManagement.ImportKey](#).

Step 4

The Host sends its public key to the Device:

The Host sends its Public Key (PK_{HOST}) and associated Signature. The Device verifies the signature using PK_{SI} (or PK_{ROOT} in the Enhanced Remote Key Loading Scheme) and stores the key.

The command used to import the Host public key securely as described above is:

- [KeyManagement.ImportKey](#).

Step 5

The Device receives its Master Key from the Host:

The Host encrypts the Master Key (K_M) with PK_{DEVICE} . A signature for this is then created using SK_{HOST} . The Device will then validate the signature using PK_{HOST} and then obtain the master key by decrypting using SK_{DEVICE} .

The commands used to exchange master symmetric keys as described above are:

- [KeyManagement.StartKeyExchange](#)
- [KeyManagement.ImportKey](#)

Step 6 — Alternative including random number

The Host requests the Device to begin the DES key transfer process and generate a random number.

The Host encrypts the Master Key (K_M) with PK_{DEVICE} . A signature for the random number and encrypted key is then created using SK_{HOST} .

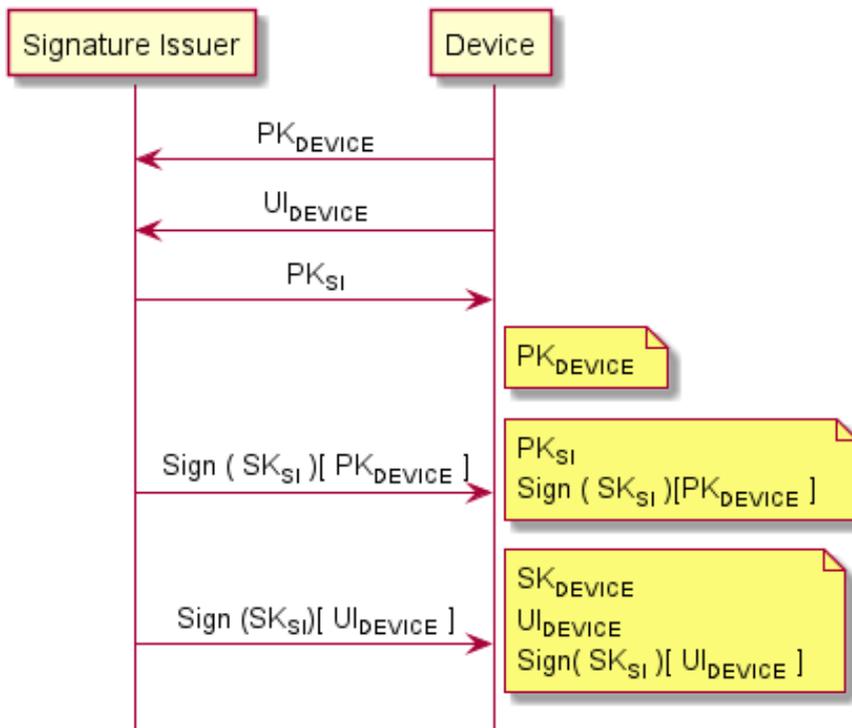
The Device will then validate the signature using PK_{HOST} , verify the random number and then obtain the master key by decrypting using SK_{DEVICE} .

The commands used to exchange master symmetric keys as described above are:

- [KeyManagement.StartKeyExchange](#)
- [KeyManagement.ImportKey](#)

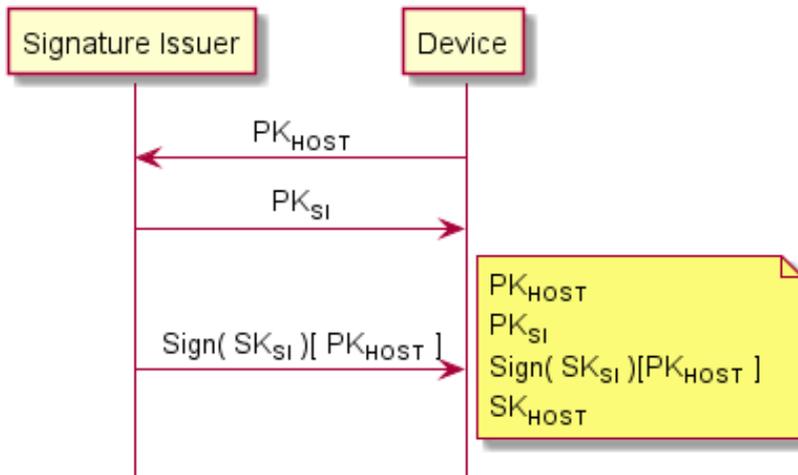
Initialization Phase – Signature Issuer and ATM PIN

This would typically occur in a secure manufacturing environment.



Initialization Phase – Signature Issuer and Host

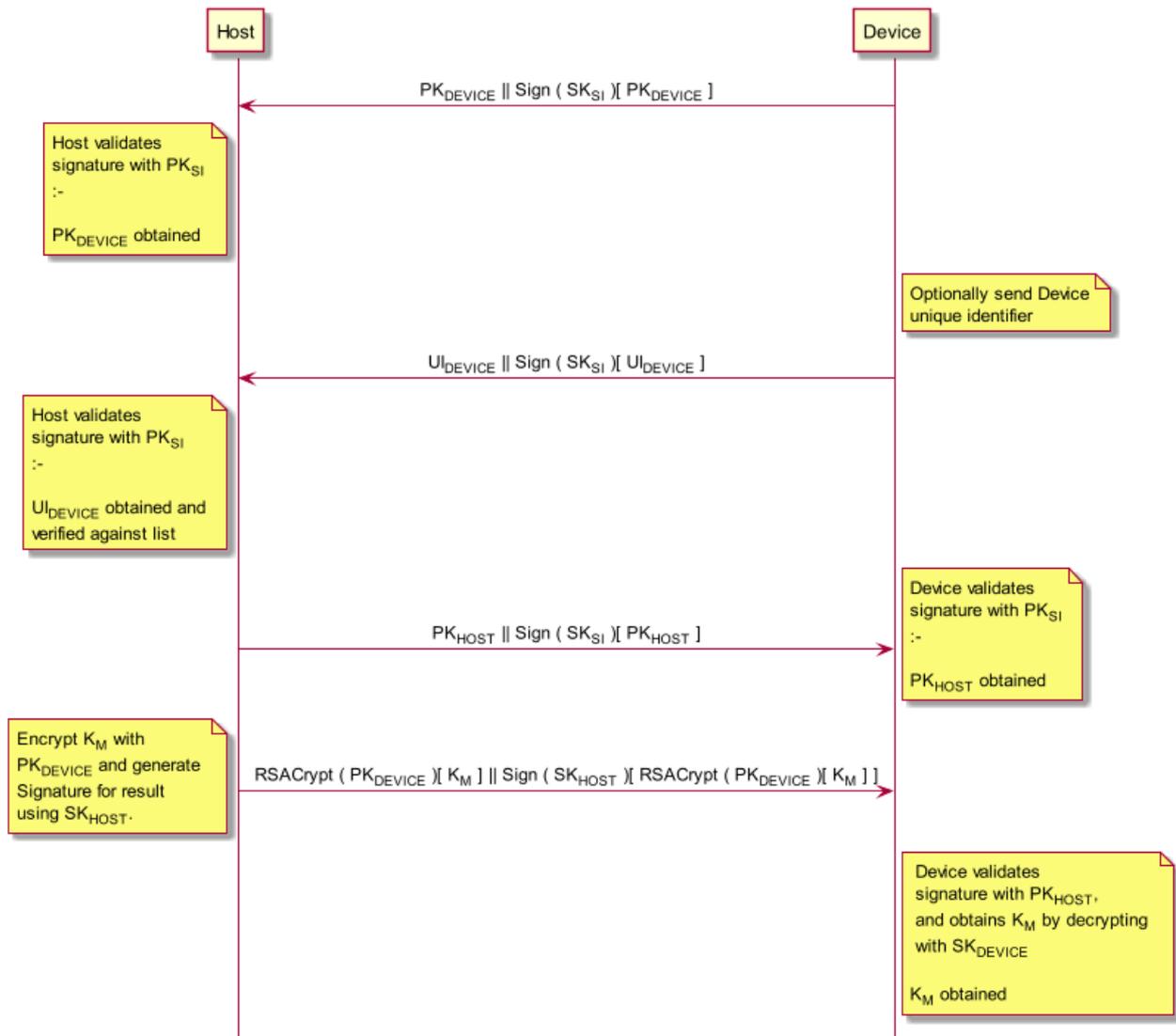
This would typically occur in a secure offline environment.



Key Exchange – Host and ATM PIN

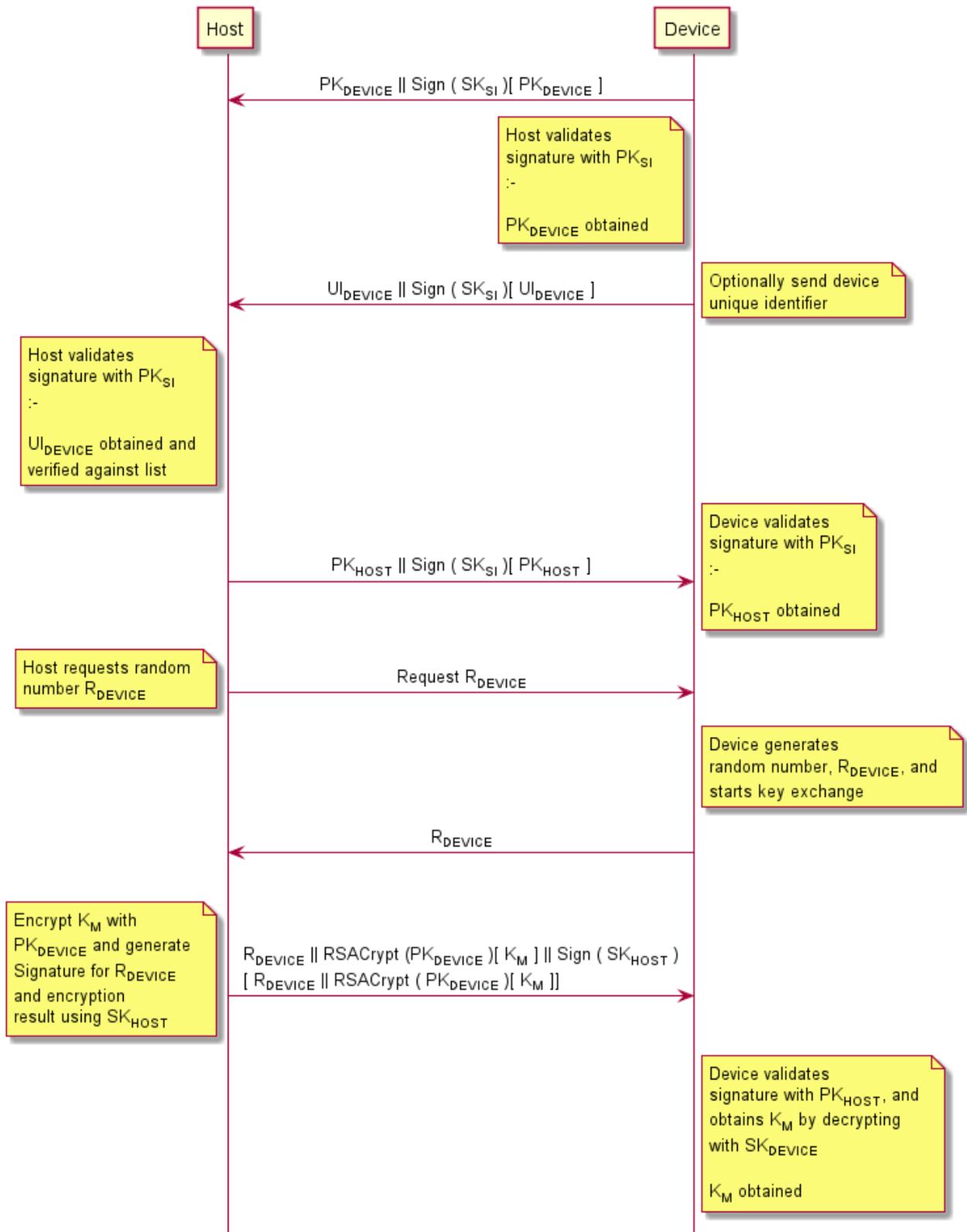
This following is a typical interaction for the exchange of the initial symmetric master key between host and device. The following is the recommended sequence of interchanges.

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Key Exchange (with random number) – Host and ATM PIN

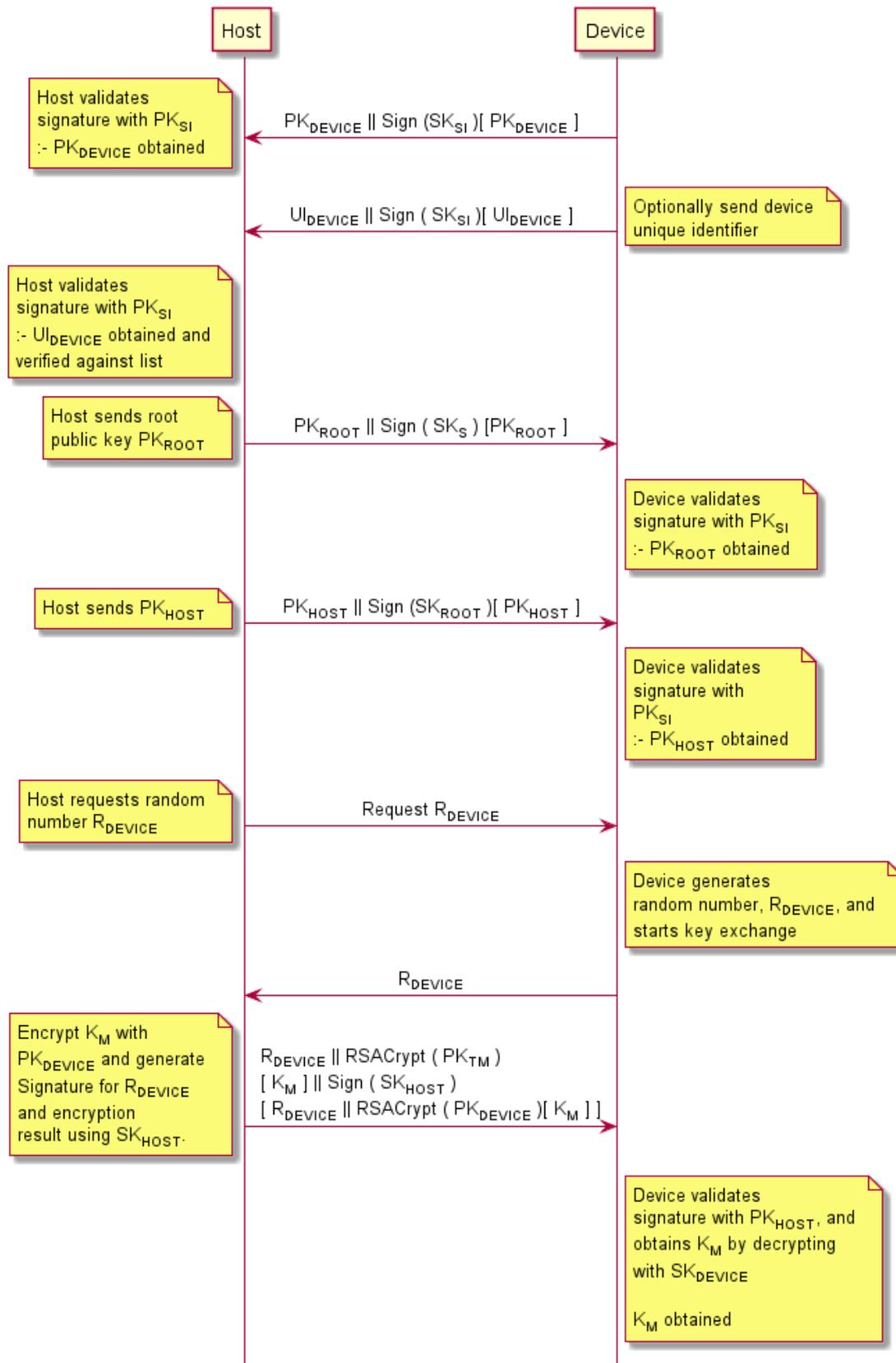
This following is a typical interaction for the exchange of the initial symmetric master key when the device supports the [KeyManagement.StartKeyExchange](#) command.



Enhanced RKL, Key Exchange (with random number) – Host and ATM PIN

This following is a typical interaction for the exchange of the initial symmetric master key when the host and device supports the Enhanced Signature Remote Key Loading scheme.

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Default Keys and Security Item loaded during manufacture

Several keys and a security item which are mandatory for the 2 party/Signature authentication scheme are installed during manufacture. These items are given fixed names so multi-vendor applications can be developed without the need for vendor specific configuration tools.

Item Name	Item Type	Signed by	Description
"_SigIssuerVendor"	Public Key	N/A	The public key of the signature issuer, i.e. PK _{SI}
"_DeviceCryptKey"	Public/Private key-pair	The private key associated with _SigIssuerVendor	The key-pair used to encrypt and decrypt the symmetric key, i.e. SK _{DEVICE} and PK _{DEVICE} . The public key is used for encryption by the host and the private for decryption by the Device.
"_DeviceCryptCert"	Public/Private key-pair	CA	This key is used for certificate based remote key loading when transporting symmetric key. The private key is used for decryption by the device. i.e. Cert _{DEVICE}
"_HostCert"	Public Key	CA	The certificate issued by the host, which contains a public key to verify the certificate. i.e. Cert _{HOST}

In addition, the following optional keys can be loaded during manufacture.

Item Name	Item Type	Signed by	Description
"_DeviceSignKey"	Public/Private key-pair	The private key associated with _SigIssuerVendor	A key-pair where the private key is used to sign data, e.g. other generated key pairs.

13.1.4 Remote Key Loading Using Certificates

The following sections demonstrate the proper usage of the KeyManagement interface to accomplish Remote Key Loading using Certificates. There are sequence diagrams to demonstrate how the KeyManagement interface can be used to complete each of the TR-34 operations.

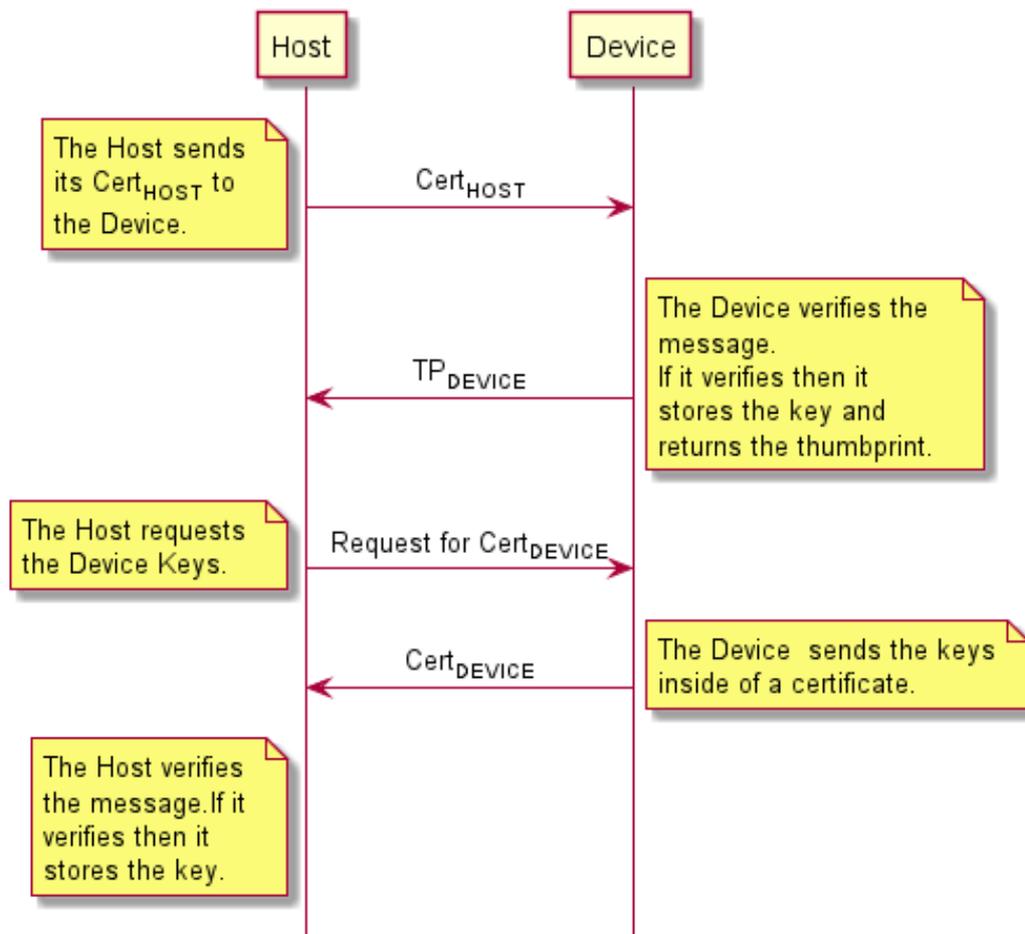
Certificate Exchange and Authentication

In summary, both end points, the device and the Host, inform each other of their Public Keys. This information is then used to securely send the Master Key to the device. A trusted third party, Certificate Authority (or a HOST if it becomes the new CA), is used to generate the certificates for the Public Keys of each end point, ensuring their validity. NOTE: The [KeyManagement.LoadCertificate](#) and [KeyManagement.GetCertificate](#) commands do not necessarily need to be called in the order below. This way though is the recommended way.

The following flow is how the exchange authentication takes place:

- [KeyManagement.LoadCertificate](#) is called. In this message contains the host certificate, which has been signed by the trusted CA. The device uses the Public Key of the CA (loaded at the time of production) to verify the validity of the certificate. If the certificate is valid, the device stores the HOST's Public Verification Key.
- Next, [KeyManagement.GetCertificate](#) is called. The device then sends a message that contains a certificate, which is signed by the CA and is sent to the HOST. The HOST uses the Public Key from the CA to verify the certificate. If valid then the HOST stores the device's verification or encryption key (primary or secondary this depends on the state of the device).

The following diagram shows how the Host and ATM Load and Get each other's information to make Remote Key Loading possible:

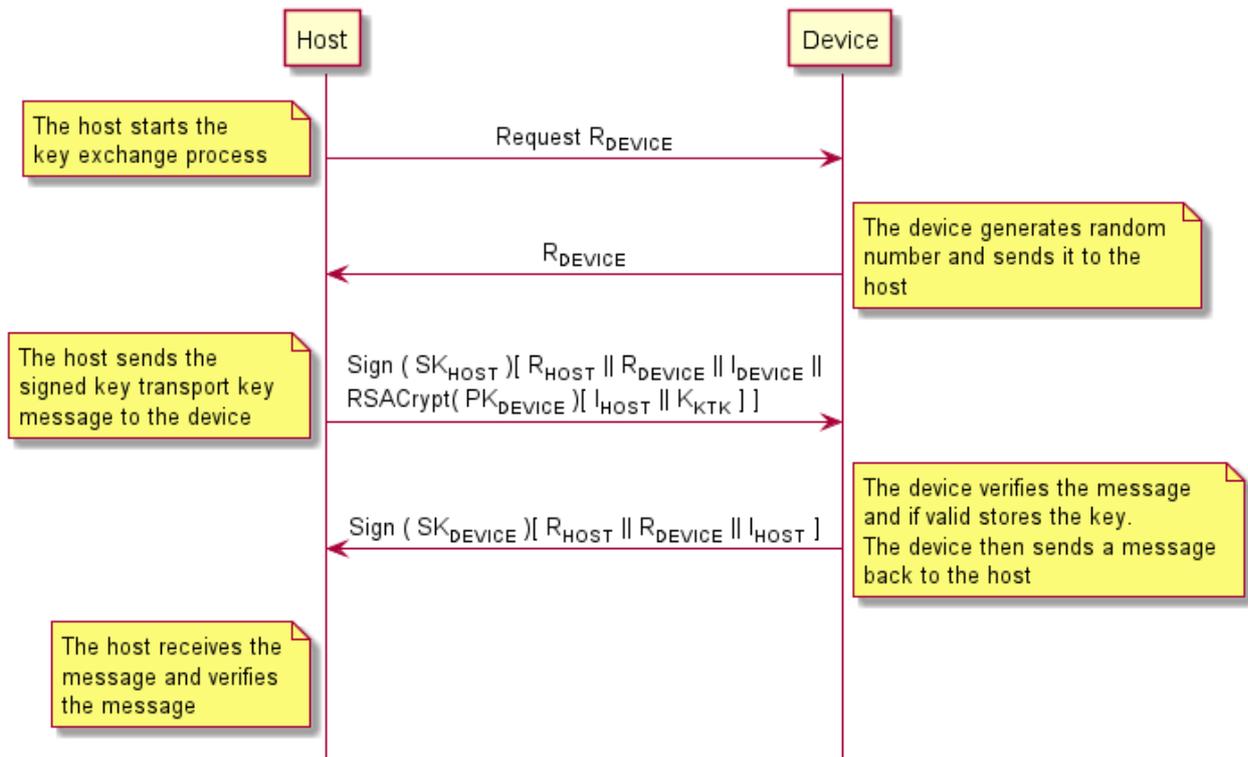


Remote Key Exchange

After the above has been completed, the host is ready to load the key into the device. The following is done to complete this and the application must complete the Remote Key Exchange in this order:

1. First, the [KeyManagement.StartKeyExchange](#) is called. This returns R_{DEVICE} from the device to be used in the authenticating the [KeyManagement.ImportKey](#) message.
2. The Host obtains a Key Transport Key and wants to transfer it to the device. The Host constructs a key block containing an identifier of the host, I_{HOST} , and the key, K_{KTK} , and enciphers the block, using the device's Public Encryption Key from the [KeyManagement.GetCertificate](#) command.
3. The host generates random data and builds the outer message containing the random number of the host, R_{HOST} , the random number of the device returned in the [KeyManagement.StartKeyExchange](#) command, R_{DEVICE} , the identifier of the encryptor, I_{ENC} , and the enciphered key block. The host signs the whole block using its private signature key and sends the message to the device using [KeyManagement.ImportKey](#). The device then verifies the host's signature on the message by using the host's Public Verification Key. Then the device checks the identifier and the random number of the device passed in the message to make sure that the device is talking to the right host. The device then decipheres the enciphered block using its private verification key. After the message has been deciphered, the device checks the Identifier of the host. Finally, if everything checks out to this point the device will load the Key Transport Key.
NOTE: If one step of this verification occurs the device will return the proper error to the host.
4. After the Key Transport Key has been accepted, the device constructs a message that contains the random number of the host, the random number of the device and the host identifier all signed by the private signature key of the device. This message is sent to the host.
5. The host verifies the message sent from the device by using the device's public verification key. The host then checks the identifier of the host and then compares the identifier in the message with the one stored in the host. The host then checks the random number sent in the message and to the one stored in the host. The host finally checks the device's random number with the one received in the [KeyManagement.StartKeyExchange](#) command.

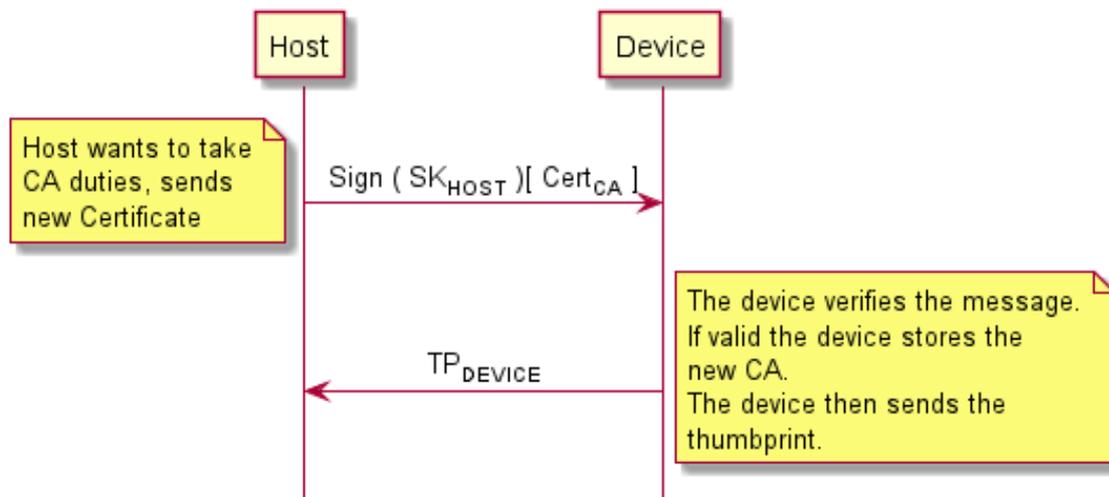
The following diagram below shows how the host and device transmit the Key Transport Key.



Replace Certificate

After the key has been loaded into the device, the following can be completed:

- (Optional) [KeyManagement.ReplaceCertificate](#). This is called by entity that would like to take over the job of being the CA. The new CA requests a Certificate from the previous Certificate Authority. The host must over-sign the message to take over the role of the CA to ensure that the device accepts the new Certificate Authority. The host sends the message to the device. The device uses the host's Public Verification Key to verify the host's signature. The device uses the previous CA's Public Verification Key to verify the signature on the new Certificate sent in the message. If valid, the device stores the new CA's certificate and uses the new CA's Public Verification Key as its new CA verification key. The diagram below shows how the host and the Device communicate to load the new CA.



Primary and Secondary Certificate

Primary and Secondary Certificates for both the Public Verification Key and Public Encipherment Key are pre-loaded into the device. Primary Certificates will be used until told otherwise by the host via the [KeyManagement.LoadCertificate](#) or [KeyManagement.ReplaceCertificate](#) commands. This change in state will be specified in the PKCS#7 (See [[Ref. keymanagement-1](#)]) message of the *KeyManagement.LoadCertificate* or

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KeyManagement.ReplaceCertificate commands. The reason why the host would want to change states is because the host thinks that the Primary Certificates have been compromised.

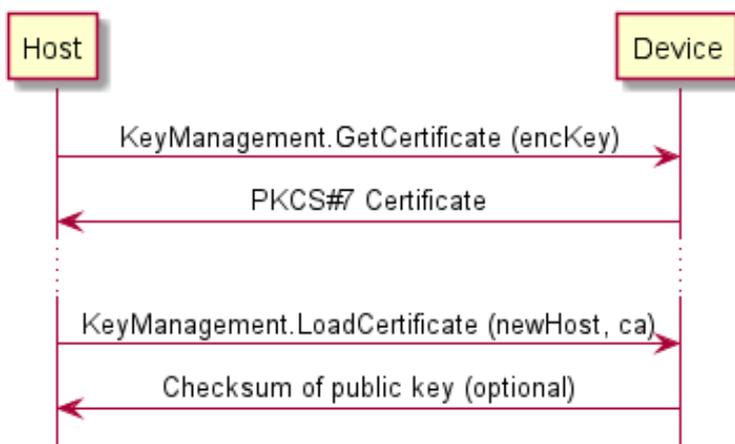
After the host tells the device to shift to the secondary certificate state, only Secondary Certificates can be used. The device will no longer be able to go back to the Primary State and any attempts from the host to get or load a Primary Certificate will return an error. When either Primary or Secondary certificates are compromised it is up to the vendor on how the device should be handled with the manufacturer.

13.1.5 Remote Key Loading Using TR34

TR34 BIND To Host

This section defines the commands to use when transferring a TR34 BIND token as defined in X9 TR34-2019 [Ref. [keymanagement-9](#)].

This step is a prerequisite for all other TR34 operations. The device must be bound to a host before any other TR34 operation will succeed.



NB: While the device encryption certificate is not required to build the BIND token, it is recommended that the encryption certificate is retrieved during this process and is stored for future use. Otherwise, if not stored, it will need to be requested prior to all other TR34 token transfer requests.

TR34 Key Transport

There are two protocols that can be used to transport symmetric keys under TR34; these are the One Pass and Two Pass protocols. The use of XFS4IoT commands for these two protocols are shown in the following sections.

- NOTE: The [crklLoadOptions](#) capability indicates which protocol the device supports.*

One Pass

This section defines the command to use when transferring a TR34 KEY token (1-pass) as defined in X9 TR34-2019 [Ref. [keymanagement-9](#)].

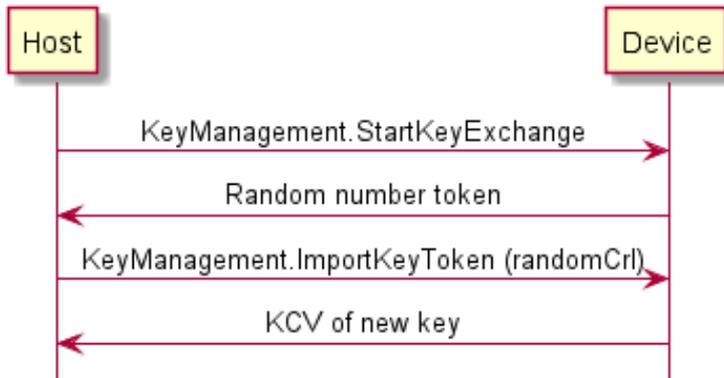
Pre-condition: A successful BIND command has completed such that the device is bound to the host.



Two Pass

This section defines the command to use when transferring a TR34 KEY token (2-pass) as defined in X9 TR34-2019 [[Ref. keymanagement-9](#)].

Pre-condition: A successful BIND command has completed such that the device is bound to the host.

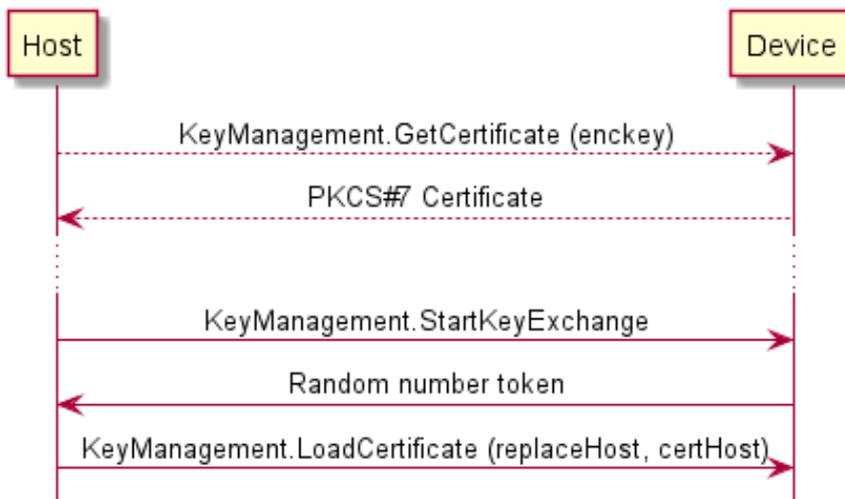


NB: Dotted lines represent commands that are only required if the device encryption certificate has not been previously stored by the host.

TR34 REBIND To New Host

This section defines the command to use when transferring a TR34 REBIND token as defined in X9 TR34-2019 [[Ref. keymanagement-9](#)].

Pre-condition: A successful BIND command has completed such that the device is bound to the host.



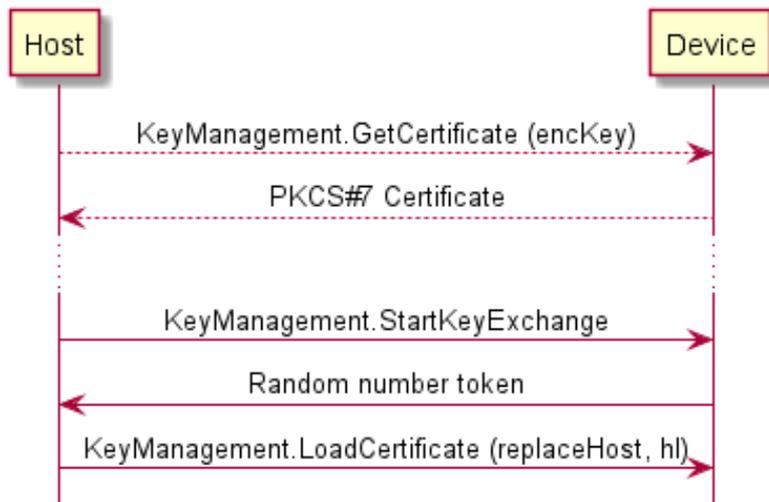
NB: Dotted lines represent commands that are only required if the device encryption certificate has not been previously stored by the host.

TR34 Force REBIND To New Host

This section defines the command to use when transferring a TR34 Force REBIND token as defined in X9 TR34-2019 [[Ref. keymanagement-9](#)].

Pre-condition: A successful BIND command has completed such that the device is bound to the host.

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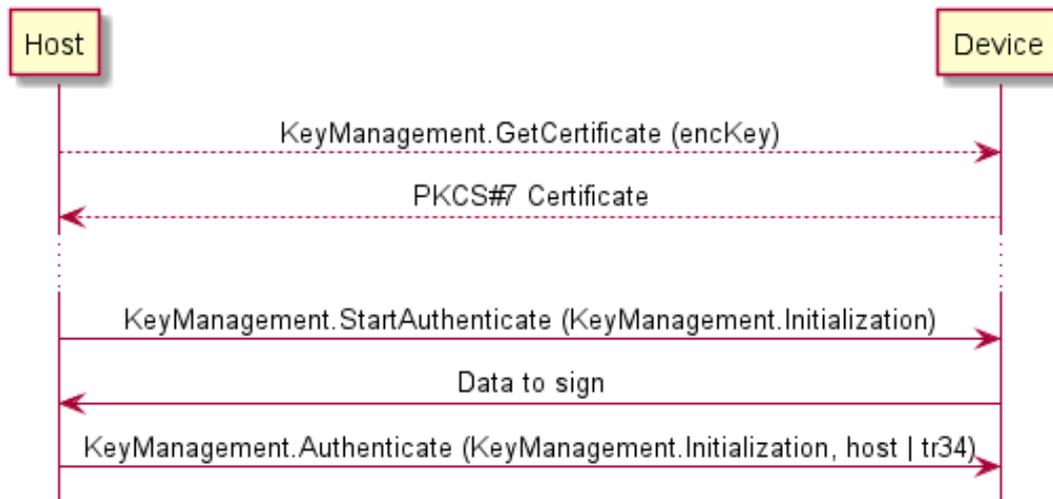
NB: Dotted lines represent commands that are only required if the device encryption certificate has not been previously stored by the host.

Although the random number token is requested as part of this operation, it is discarded by the host and is not actually used in the Force Rebind token.

TR34 UNBIND From Host

This section defines the command to use when transferring a TR34 UNBIND token as defined in X9 TR34-2019 [[Ref. keymanagement-9](#)].

Pre-condition: A successful BIND command has completed such that the device is bound to the host.

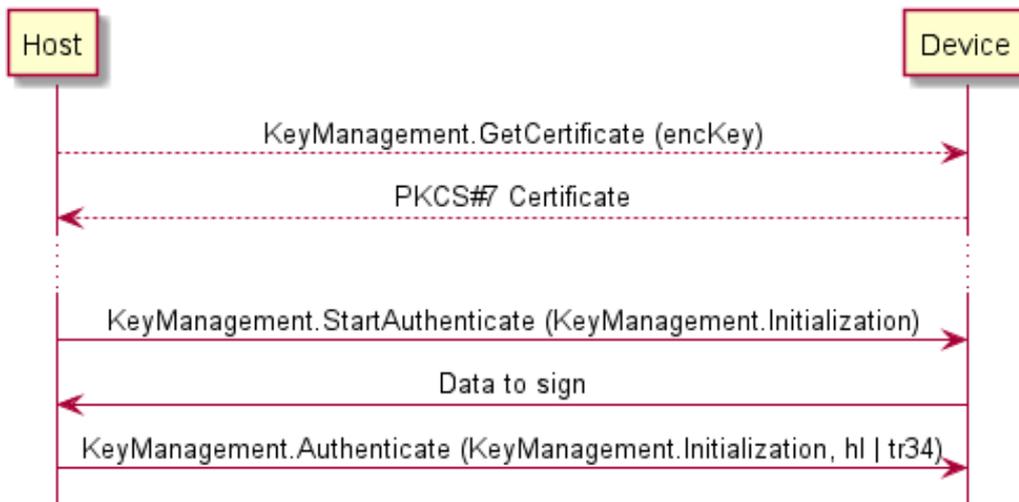


NB: Dotted lines represent commands that are only required if the device encryption certificate has not been previously stored by the host.

TR34 Force UNBIND From Host

This section defines the command to use when transferring a TR34 Force UNBIND token as defined in X9 TR34-2019 [[Ref. keymanagement-9](#)].

Pre-condition: A successful BIND command has completed such that the device is bound to the host.



NB: Dotted lines represent commands that are only required if the device encryption certificate has not been previously stored by the host.

Although the random number token is requested as part of this operation, it is discarded by the host and is not actually used in the Force Unbind token.

13.1.6 EMV Support

EMV supported consists of the following:

- Import of the Certification Authority and Chip Card Public Keys
- Creating the PIN blocks for offline PIN verification and verifying static and dynamic data.

This section is used to further explain concepts and functionality that needs further clarification.

The service is able to manage the EMV chip card regarding the card authentication and the RSA local PIN verification. Two steps are mandatory in order to reach these two functions: The loading of the keys which come from the Certification Authorities or from the card itself, and the EMV PIN block management.

The service is responsible for all key validation during the import process. The application is responsible for management of the key lifetime and expiry after the key is successfully imported.

Key Loading

The final goal of an application is to retrieve the keys located on card to perform the operations of authentication or local PIN check (RSA encrypted). These keys are provided by the card using EMV certificates and can be retrieved using a Public Key provided by a Certification Authority. The application should first load the keys issued by the Certification Authority. At transaction time the application will use these keys to load the keys that the application has retrieved from the chip card.

Certification Authority keys

These keys are provided in the following formats:

- Plain text.
- Plain Text with EMV 2000 Verification Data (See [\[Ref. keymanagement-3\]](#)).
- EPI CA (or self signed) format as specified in the Europay International, EPI CA Module Technical – Interface specification Version 1.4 (See [\[Ref. keymanagement-4\]](#)).
- pkcsV15 encrypted (as used by GIECB in France) (See [\[Ref. keymanagement-5\]](#)).

EPI CA format

The following table corresponds to table 4 of the Europay International, EPI CA Module Technical – Interface specification Version 1.4 (See [\[Ref. keymanagement-4\]](#)) and identifies the Europay Public Key (self-certified) and the associated data:

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Field Name	Length	Description	Format
ID of Certificate Subject	5	RID for Europay	Binary
Europay public key Index	1	Europay public key Index	Binary
Subject public key Algorithm Indicator	1	Algorithm to be used with the Europay public key Index, set to 0x01	Binary
Subject public key Length	1	Length of the Europay public key Modulus (equal to Nca)	Binary
Subject public key Exponent Length	1	Length of the Europay public key Exponent	Binary
Leftmost Digits of Subject public key	Nca-37	Nca-37 most significant bytes of the Europay public key Modulus	Binary
Subject public key Remainder	37	37 least significant bytes of the Europay public key Modulus	Binary
Subject public key Exponent	1	Exponent for Europay public key	Binary
Subject public key Certificate	Nca	Output of signature algorithm	Binary

Table 1

The following table corresponds to table 13 of the Europay International, EPI CA Module Technical – Interface specification Version 1.4 and identifies the Europay Public Key Hash code and associated data.

Field Name	Length	Description	Format
ID of Certificate Subject	5	RID for Europay	Binary
Europay public key Index	1	Europay public key Index	Binary
Subject public key Algorithm Indicator	1	Algorithm to be used with the Europay public key Index, set to 0x01	Binary
Certification Authority public key Check Sum	20	Hash-code for Europay public key	Binary

Table 2

Table 2 corresponds to table 13 of the Europay International, EPI CA Module Technical – Interface specification Version 1.4 (See [[Ref. keymanagement-4](#)]).

Chip card keys

These keys are provided as EMV certificates which come from the chip card in a multiple layer structure (issuer key first, then the ICC keys). Two kinds of algorithm are used with these certificates in order to retrieve the keys: One for the issuer key and the other for the ICC keys (ICC Public Key and ICC PIN encipherment key). The associated data with these algorithms – The PAN (Primary Account Number) and the SDA (Static Data to be Authenticated) - come also from the chip card.

PIN Block Management

The PIN block is generated using [PinPad.GetPinBlock](#). The format *formEmv* is used to indicate to the service that the PIN block must follow the requirements of the EMVCo, Book2 – Security & Key management Version 4.0 document. The property *customerData* is used in this case to transfer to the PIN service the challenge number coming from the chip card. The final encryption must be done using a RSA Public Key. Please note that the application is responsible for sending the PIN block to the chip card inside the right APDU.

SHA-1 Digest

The SHA-1 Digest is a hash algorithm used by EMV in validating ICC static and dynamic data item. The SHA-1 Digest is supported through the digest command. The application will pass the data to be hashed to the Service

Provider. Once the device completes the SHA-1 hash code, the Service Provider will return the 20-byte hash value back to the application.

13.1.7 KeyManagement.ImportKey command Input-Output Parameters

This section describes the input/output parameters for various scenarios in which the [KeyManagement.ImportKey](#) command is used.

Importing a 3DES 16-byte Terminal Master Key using Signature-based Remote Key Loading

[KeyManagement.ImportKey](#) command payload

```
{
  "header": {
    "type": "command",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "key": "testKey",
    "keyAttributes": {
      "keyUsage": "K0",
      "algorithm": "T",
      "modeOfUse": "D"
    },
    "value": "<encrypted key value>",
    "decryptKey": "deviceCryptKey",
    "decryptKey": "rsaesOaep",
    "verificationData": "<signature generated by the host>",
    "verifyKey": "hostKey",
    "verifyAttributes": {
      "cryptoMethod": "rsassaPss",
      "hashAlgorithm": "sha256"
    }
  }
}
```

[KeyManagement.ImportKey](#) completion payload

```
{
  "header": {
    "type": "completion",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "verificationData": "<key check value>",
    "verifyAttributes": {
      "keyUsage": "00",
      "algorithm": "T",
      "modeOfUse": "V",
      "cryptoMethod": "kcvZero"
    },
    "keyLength": 128
  }
}
```

Importing a 3DES 16-byte Pin Encryption Key with a Key Check Value in the Input

[KeyManagement.ImportKey](#) command payload

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```
{
  "header": {
    "type": "command",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "key": "testKey",
    "keyAttributes": {
      "keyUsage": "P0",
      "algorithm": "T",
      "modeOfUse": "E"
    },
    "value": "<encrypted key value>",
    "decryptKey": "masterKey",
    "decryptMethod": "ecb",
    "verificationData": "<key check value encoded>",
    "verifyKey": "verifyKey",
    "verifyAttributes": {
      "cryptoMethod": "kcvZero"
    }
  }
}
```

[KeyManagement.ImportKey](#) completion payload

```
{
  "header": {
    "type": "completion",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "keyLength": 128
  }
}
```

Importing a 3DES 16-byte MAC (Algorithm 3) Key

[KeyManagement.ImportKey](#) command payload

```
{
  "header": {
    "type": "command",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "key": "testKey",
    "keyAttributes": {
      "keyUsage": "M3",
      "algorithm": "T",
      "modeOfUse": "G"
    }
  },
  "value": "<encrypted key value encoded>",
  "decryptKey": "masterKey",
  "decryptMethod": "ecb"
}
```

[KeyManagement.ImportKey](#) completion payload

```
{
  "header": {
    "type": "completion",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "verificationData": "<key check value>",
    "verifyAttributes": {
      "keyUsage": "00",
      "algorithm": "T",
      "modeOfUse": "V",
      "cryptoMethod": "kcvZero"
    },
    "keyLength": 128
  }
}
```

Importing a 2048-bit Host RSA public key

[KeyManagement.ImportKey](#) command payload

```
{
  "header": {
    "type": "command",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "key": "hostKey",
    "keyAttributes": {
      "keyUsage": "S0",
      "algorithm": "R",
      "modeOfUse": "V"
    },
    "value": "<key value>",
    "verificationData": "<signature generated by the vendor signature issuer>",
    "verifyKey": "sigIssuerVendor",
    "verifyAttributes": {
      "cryptoMethod": "rsassaPss",
      "hashAlgorithm": "sha256"
    }
  }
}
```

[KeyManagement.ImportKey](#) completion payload

```
{
  "header": {
    "type": "completion",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "verificationData": "<sha256 digest>",
    "verifyAttributes": {
      "keyUsage": "S0",
      "algorithm": "R",
      "modeOfUse": "V",
      "hashAlgorithm": "sha256"
    },
    "keyLength": 2048
  }
}
```

Importing a 3DES 24-byte Data Encryption Key via an X9.143 Keyblock

[KeyManagement.ImportKey](#) command payload

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```
{
  "header": {
    "type": "command",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "key": "testKey",
    "keyAttributes": {
      "keyUsage": "D0",
      "algorithm": "T",
      "modeOfUse": "E"
    },
    "value": "<key block>",
    "decryptKey": "masterKey"
  }
}
```

[KeyManagement.ImportKey](#) completion payload

```
{
  "header": {
    "type": "completion",
    "name": "KeyManagement.ImportKey",
    "requestId": 12345
  },
  "payload" : {
    "keyLength": 192
  }
}
```

13.1.8 DUKPT

Definitions and Abbreviations	Description
DUKPT	Derived Unique Key Per Transaction
BDK	Base Derivation Key
IPEK	Initial PIN Encryption Key
KSN	Key Serial Number.
TRSM	Tamper Resistant Security Module.

For additional information see [\[Ref. keymanagement-10\]](#).

The IPEK key is given a fixed name so multi-vendor applications can be developed without the need for vendor specific configuration tools.

The BDK is used to derive the IPEK. When an IPEK is loaded, derived future keys are stored and the IPEK deleted. Therefore, while the IPEK is no longer loaded, future keys directly related to it are. Therefore, the IPEK will be reported as loaded.

The primary use of an IPEK future key is to create a variant for PIN encryption. If the optional variant data encryption and MAC keys are supported, to use those keys in the [Crypto.CryptoData](#) and [Crypto.GenerateAuthentication](#) commands, the IPEK key name must be used as the key name and the algorithm must be *cryptTriDesCbc* and *cryptTriDesMac* respectively.

The optional variant response data encryption and MAC keys are not supported.

If DUKPT is supported, this key must be included in the [KeyManagement.GetKeyDetail](#) output.

Item Name	Description
_DUKPTIPEK	This key represents the IPEK, the derived future keys stored during import of the IPEK and the variant per transaction keys (PIN and optionally data and MAC).

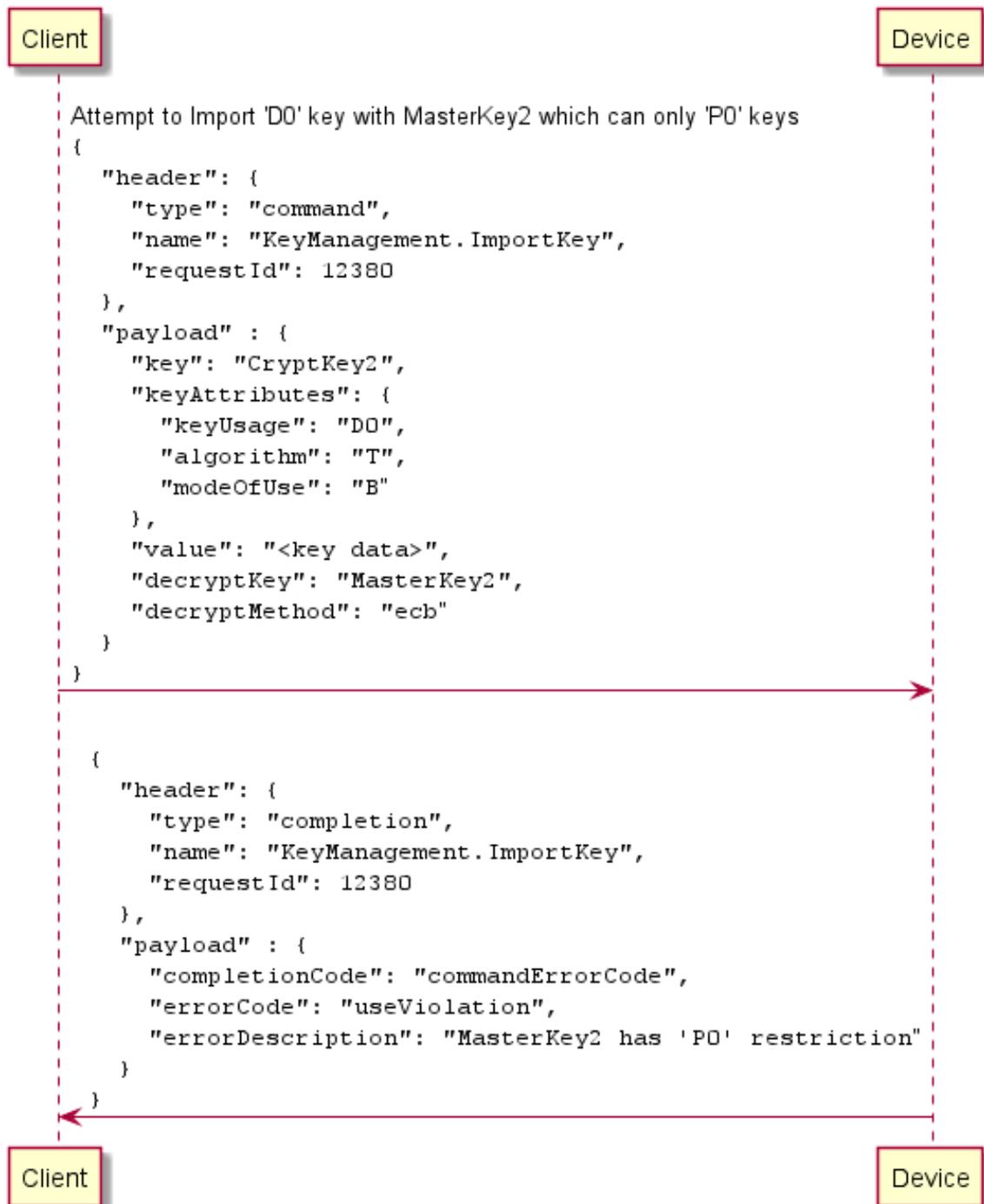
13.1.9 Restricted Encryption Key Command Usage

This example command flow sequence shows how encryption keys can be derived/not derived if the master key has a restricted use.

In this example the master keys are loaded using the secure key entry. Loading with RKL works in the same way.

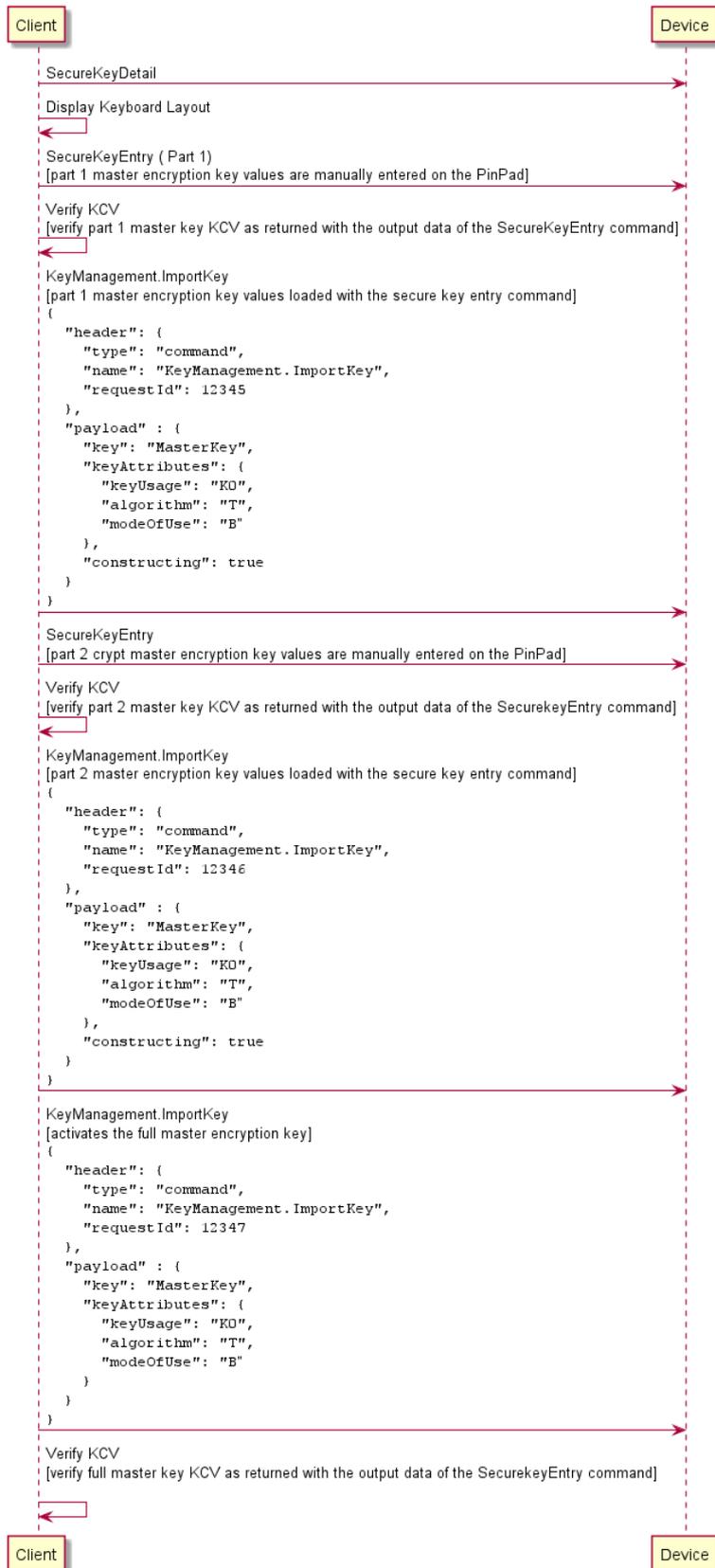


Master key restriction prevents import of keys with incorrect usage:



13.1.10 Secure Key Entry Command Usage

This section provides an example of the sequence of commands required to enter an encryption key securely. In the following sequence, the client application retrieves the keyboard secure key entry mode and associated keyboard layout and displays an image of the keyboard for the user. It then gets the first key part, verifies the KCV for the key part and stores it. The sequence is repeated for the second key part and then finally the key part is activated.



13.2 Command Messages

13.2.1 KeyManagement.GetKeyDetail

This command returns extended detailed information about the keys in the encryption module, including DES, DUKPT, AES, RSA private and public keys.

This command will also return information on all keys loaded during manufacture that can be used by applications. Details relating to the keys loaded using OPT (via the German interface [isoPs](#) protocol) are retrieved using the German interface [hsmLdi](#) protocol. These keys are not reported by this command.

Command Message

Payload (version 2.0)
<pre>{ "keyName": "Key01" }</pre>
Properties
<p>keyName</p> <p>Name of the key for which detailed information is requested. If this property is null, detailed information about all the keys in the encryption module is returned.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "keyNotFound", "keyDetails": { "exampleProperty1": { "generation": 0, "version": 0, "activatingDate": "20210101", "expiryDate": "20220101", "loaded": "no", "keyBlockInfo": { "keyUsage": "K0", "restrictedKeyUsage": "D0", "algorithm": "T", "modeOfUse": "B", "keyVersionNumber": "01", "exportability": "N", "optionalBlockHeader": "HM0621", "keyLength": 0 } } }, "exampleProperty2": See keyDetails/exampleProperty1 properties }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> keyNotFound - The specified key name is not found. <p>Type: string, null Default: null</p>
<p>keyDetails</p> <p>This property contains key/value pairs where the key is a name of key and the value is the key detail. If there are no key details, this property is an empty object.</p> <p>Type: object, null Default: null</p>
<p>keyDetails/exampleProperty1 (example name)</p> <p>The object contains key detail.</p> <p>Type: object</p>
<p>keyDetails/exampleProperty1/generation</p> <p>Specifies the generation of the key. Different generations might correspond to different environments (e.g. test or production environment). The content is vendor specific. This value can be null if no such information is available for the key.</p> <p>Type: integer, null Minimum: 0 Maximum: 99 Default: null</p>
<p>keyDetails/exampleProperty1/version</p> <p>Specifies the version of the key (the year in which the key is valid, e.g. 1 for 2001). This value can be null if no such information is available for the key.</p> <p>Type: integer, null Minimum: 0 Maximum: 99 Default: null</p>
<p>keyDetails/exampleProperty1/activatingDate</p> <p>Specifies the date when the key is activated in the format YYYYMMDD. This value can be null if no such information is available for the key.</p> <p>Type: string, null Pattern: <code>^[0-9]{4}(0[1-9] 1[0-2])(0[1-9] 12)[0-9]{2}\$</code> Default: null</p>
<p>keyDetails/exampleProperty1/expiryDate</p> <p>Specifies the date when the key expires in the format YYYYMMDD. This value can be null if no such information is available for the key.</p> <p>Type: string, null Pattern: <code>^[0-9]{4}(0[1-9] 1[0-2])(0[1-9] 12)[0-9]{2}\$</code> Default: null</p>
<p>keyDetails/exampleProperty1/loaded</p> <p>Specifies whether the key has been loaded (imported from Application or locally from Operator).</p> <ul style="list-style-type: none"> no - The key is not loaded. yes - The key is loaded and ready to be used in cryptographic operations. unknown - The State of the key is unknown. construct - The key is under construction, meaning that at least one key part has been loaded but the key is not activated and ready to be used in other cryptographic operations. <p>Type: string Required</p>

Properties
keyDetails/exampleProperty1/keyBlockInfo Specifies the key attributes using X9.143 keyblock header definitions. Type: object Required

Properties**keyDetails/exampleProperty1/keyBlockInfo/keyUsage**

Specifies the intended function of the key. The following values are possible - See [\[Ref. keymanagement-6\]](#) :

- B0 - BDK Base Derivation Key.
- B1 - Initial DUKPT key.
- B2 - Base Key Variant Key.
- B3 - Key Derivation Key (Non ANSI X9.24).
- C0 - CVK Card Verification Key.
- D0 - Symmetric Key for Data Encryption.
- D1 - Asymmetric Key for Data Encryption.
- D2 - Data Encryption Key for Decimalization Table.
- D3 - Data Encryption Key for Sensitive Data.
- E0 - EMV / Chip Issuer Master Key: Application Cryptogram.
- E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality.
- E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity.
- E3 - EMV / Chip Issuer Master Key: Data Authentication Code.
- E4 - EMV / Chip Issuer Master Key: Dynamic.
- E5 - EMV / Chip Issuer Master Key: Card Personalization.
- E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV).
- E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption.
- I0 - Initialization Vector (IV).
- K0 - Key Encryption or wrapping.
- K1 - X9.143 Key Block Protection Key.
- K2 - TR-34 Asymmetric Key.
- K3 - Asymmetric Key for key agreement / key wrapping.
- K4 - Key Block Protection Key, ISO 20038.
- M0 - ISO 16609 MAC algorithm 1 (using TDEA).
- M1 - ISO 9797-1 MAC Algorithm 1.
- M2 - ISO 9797-1 MAC Algorithm 2.
- M3 - ISO 9797-1 MAC Algorithm 3.
- M4 - ISO 9797-1 MAC Algorithm 4.
- M5 - ISO 9797-1:2011 MAC Algorithm 5.
- M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC.
- M7 - HMAC.
- M8 - ISO 9797-1:2011 MAC Algorithm 6.
- P0 - PIN Encryption.
- P1 - PIN Generation Key (reserved for ANSI X9.132-202x).
- S0 - Asymmetric key pair for digital signature.
- S1 - Asymmetric key pair, CA key.
- S2 - Asymmetric key pair, nonX9.24 key.
- V0 - PIN verification, KPV, other algorithm.
- V1 - PIN verification, IBM 3624.
- V2 - PIN verification, VISA PVV.
- V3 - PIN verification, X9-132 algorithm 1.
- V4 - PIN verification, X9-132 algorithm 2.
- V5 - PIN Verification Key, ANSI X9.132 algorithm 3.
- 00 - 99 - These numeric values are reserved for proprietary use.

Type: string

Pattern: ^B[0-3]\$|^C0\$|^D[0-3]\$|^E[0-7]\$|^I0\$|^K[0-4]\$|^M[0-8]\$|^P[0-1]\$|^S[0-2]\$|^V[0-5]\$|^ [0-9][0-9]\$

Required

keyDetails/exampleProperty1/keyBlockInfo/restrictedKeyUsage

If the *keyUsage* is a key encryption usage (e.g. 'K0') this specifies the key usage of the keys that can be encrypted by the key.

The following values are possible:

- B0 - BDK Base Derivation Key.
- B1 - Initial DUKPT key.
- B2 - Base Key Variant Key.
- B3 - Key Derivation Key (Non ANSI X9.24).
- C0 - CVK Card Verification Key.
- D0 - Symmetric Key for Data Encryption.
- D1 - Asymmetric Key for Data Encryption.
- D2 - Data Encryption Key for Decimalization Table.
- D3 - Data Encryption Key for Sensitive Data.
- E0 - EMV / Chip Issuer Master Key: Application Cryptogram.
- E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality.
- E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity.
- E3 - EMV / Chip Issuer Master Key: Data Authentication Code.
- E4 - EMV / Chip Issuer Master Key: Dynamic.
- E5 - EMV / Chip Issuer Master Key: Card Personalization.
- E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV).
- E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption.
- I0 - Initialization Vector (IV).
- K0 - Key Encryption or wrapping.
- K1 - X9.143 Key Block Protection Key.
- K2 - TR-34 Asymmetric Key.
- K3 - Asymmetric Key for key agreement / key wrapping.
- K4 - Key Block Protection Key, ISO 20038.
- M0 - ISO 16609 MAC algorithm 1 (using TDEA).
- M1 - ISO 9797-1 MAC Algorithm 1.
- M2 - ISO 9797-1 MAC Algorithm 2.
- M3 - ISO 9797-1 MAC Algorithm 3.
- M4 - ISO 9797-1 MAC Algorithm 4.
- M5 - ISO 9797-1:2011 MAC Algorithm 5.
- M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC.
- M7 - HMAC.
- M8 - ISO 9797-1:2011 MAC Algorithm 6.
- P0 - PIN Encryption.
- P1 - PIN Generation Key (reserved for ANSI X9.132-202x).
- S0 - Asymmetric key pair for digital signature.
- S1 - Asymmetric key pair, CA key.
- S2 - Asymmetric key pair, nonX9.24 key.
- V0 - PIN verification, KPV, other algorithm.
- V1 - PIN verification, IBM 3624.
- V2 - PIN verification, VISA PVV.
- V3 - PIN verification, X9-132 algorithm 1.
- V4 - PIN verification, X9-132 algorithm 2.
- V5 - PIN Verification Key, ANSI X9.132 algorithm 3.
- 00 - 99 - These numeric values are reserved for proprietary use.

This value can be null if the key usage is not a key encryption usage or restricted key encryption keys are not supported or required.

Type: string, null

Pattern: `^B[0-3]$|^C0$|^D[0-3]$|^E[0-7]$|^I0$|^K[0-4]$|^M[0-8]$|^P[0-1]$|^S[0-2]$|^V[0-5]$|^ [0-9][0-9]$`

Default: null

Properties**keyDetails/exampleProperty1/keyBlockInfo/algorithm**

Specifies the algorithm for which the key can be used. See [\[Ref. keymanagement-6\]](#) for all possible values:

- A - AES.
- D - DEA.
- E - Elliptic Curve.
- H - HMAC.
- R - RSA.
- S - DSA.
- T - Triple DEA (also referred to as TDEA).
- 0 - 9 - These numeric values are reserved for proprietary use.

Type: string
 Pattern: `^[0-9ADEHRST]$`
 Required

keyDetails/exampleProperty1/keyBlockInfo/modeOfUse

Specifies the operation that the key can perform. See [\[Ref. keymanagement-6\]](#) for all possible values:

- B - Both Encrypt and Decrypt / Wrap and unwrap.
- C - Both Generate and Verify.
- D - Decrypt / Unwrap Only.
- E - Encrypt / Wrap Only.
- G - Generate Only.
- N - No special restrictions.
- S - Signature Only.
- T - Both Sign and Decrypt.
- V - Verify Only.
- X - Key used to derive other keys(s).
- Y - Key used to create key variants.
- 0 - 9 - These numeric values are reserved for proprietary use.

Type: string
 Pattern: `^[0-9BCDEGNSTVXY]$`
 Required

keyDetails/exampleProperty1/keyBlockInfo/keyVersionNumber

Specifies a two-digit ASCII character version number, which is optionally used to indicate that contents of the key block are a component, or to prevent re-injection of old keys. See [\[Ref. keymanagement-6\]](#) for all possible values. This value can be null if Key versioning is not used.

Type: string, null
 Pattern: `^[0-9a-zA-Z][0-9a-zA-Z]$`
 Default: null

keyDetails/exampleProperty1/keyBlockInfo/exportability

Specifies whether the key may be transferred outside of the cryptographic domain in which the key is found. See [\[Ref. keymanagement-6\]](#) for all possible values:

- E - Exportable under a KEK in a form meeting the requirements of X9.24 Parts 1 or 2.
- N - Non-exportable by the receiver of the key block, or from storage. Does not preclude exporting keys derived from a non-exportable key.
- S - Sensitive, Exportable under a KEK in a form not necessarily meeting the requirements of X9.24 Parts 1 or 2.
- 0 - 9 - These numeric values are reserved for proprietary use.

Type: string
 Pattern: `^[0-9ESN]$`
 Required

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Properties
<p>keyDetails/exampleProperty1/keyBlockInfo/optionalBlockHeader</p> <p>Contains any optional header blocks, as defined in [Ref. keymanagement-6]. This value can be null if there are no optional block headers.</p> <p>Type: string, null Default: null</p>
<p>keyDetails/exampleProperty1/keyBlockInfo/keyLength</p> <p>Specifies the length, in bits, of the key. 0 if the key length is unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Event Messages

None

13.2.2 KeyManagement.Initialization

The encryption module must be initialized before any encryption command can be used. Every call to [KeyManagement.Initialization](#) destroys all application keys that have been loaded or imported; it does not affect those keys loaded during manufacturing.

Usually this command is called by an operator task and not by the application program.

Public keys imported under the RSA Signature based remote key loading scheme when public key deletion authentication is required will not be affected. However, if this command is requested in authenticated mode, public keys that require authentication for deletion will be deleted. This includes public keys imported under either the RSA Signature based remote key loading scheme or the TR34 RSA Certificate based remote key loading scheme.

Initialization also involves loading 'initial' application keys and local vendor dependent keys. These can be supplied, for example, by an operator through a keyboard, a local configuration file, remote RSA key management or possibly by means of some secure hardware that can be attached to the device. The application 'initial' keys would normally get updated by the application during a [KeyManagement.ImportKey](#) command as soon as possible. Local vendor dependent static keys (e.g. storage, firmware and offset keys) would normally be transparent to the application and by definition cannot be dynamically changed.

Where initial keys are not available immediately when this command is issued (i.e. when operator intervention is required), the Service returns *accessDenied* and the application must await the [KeyManagement.InitializedEvent](#).

This command also resets the HSM terminal data, except session key index and trace number.

This command resets all certificate data and authentication public/private keys back to their initial states at the time of production (except for those public keys imported under the RSA Signature based remote key loading scheme when public key deletion authentication is required). Key-pairs created with [KeyManagement.GenerateRSAKeyPair](#) are deleted.

Any keys installed during production, which have been permanently replaced, will not be reset.

Any Verification certificates that may have been loaded must be reloaded. The Certificate state will remain the same, but the [KeyManagement.LoadCertificate](#) or [KeyManagement.ReplaceCertificate](#) commands must be called again.

When a German HSM is present, this command deletes all keys loaded within the German HSM.

Command Message

Payload (version 3.0)
<pre>{ "authentication": { "method": "certhost", "key": "Key01", "data": "O2gAUACFyEARAJAC" } }</pre>
Properties
<p>authentication</p> <p>This property can be used to include authentication data if required by the command.</p> <p>Additionally, if the command requires authentication:</p> <ul style="list-style-type: none"> • The KeyManagement.StartAuthenticate command must be called before this command. • Commands which do not clear or modify the authentication data from the device may be executed between the <i>KeyManagement.StartAuthenticate</i> and the authenticated command requests. • If prior to this command request, <i>KeyManagement.StartAuthenticate</i> is not called or a command clears the authentication data from the device, sequenceError will be returned. <p>Type: object, null Default: null</p>

Properties
<p>authentication/method</p> <p>Specifies the method used to generate the authentication data. The possible values are:</p> <ul style="list-style-type: none"> • <code>certHost</code> - The data is signed by the current Host, using the RSA certificate-based scheme. • <code>sigHost</code> - The data is signed by the current Host, using the RSA signature-based scheme. • <code>ca</code> - The data is signed by the Certificate Authority (CA). • <code>hl</code> - The data is signed by the Higher Level (HL) Authority. • <code>cbcmac</code> - A MAC is calculated over the data using <i>key</i> property and the CBC MAC algorithm. • <code>cmac</code> - A MAC is calculated over the data using <i>key</i> and the CMAC algorithm. • <code>certHostTr34</code> - The data is signed by the current Host, using TR-34. • <code>caTr34</code> - The data is signed by the Certificate Authority (CA), using TR-34. • <code>hlTr34</code> - The data is signed by the Higher Level (HL) Authority, using TR-34. • <code>reserved1</code> - Reserved for a vendor-defined signing method. • <code>reserved2</code> - Reserved for a vendor-defined signing method. • <code>reserved3</code> - Reserved for a vendor-defined signing method. <p>Type: string Required</p>
<p>authentication/key</p> <p>If <i>method</i> is <code>cbcmac</code> or <code>mac</code>, then this is the name of a key which has a MAC key usage e.g. M0.</p> <p>If <i>method</i> is <code>sigHost</code>, then this specifies the name of a previously loaded asymmetric key (i.e. an RSA Public Key). If null, the default Signature Issuer or if null, the default Signature Issuer public key (installed in a secure environment during manufacture) will be used.</p> <p>Type: string, null Default: null</p>
<p>authentication/data</p> <p>This property contains the authenticated data (MAC, Signature) generated from the previous call to KeyManagement.StartAuthenticate.</p> <p>The authentication method specified by <i>method</i> is used to generate this data. Both this authentication data and the data used to generate the authentication data must be verified before the operation is performed.</p> <p>If <i>certHost</i>, <i>ca</i>, or <i>hl</i> is specified in the <i>method</i> property, this contains a PKCS#7 signedData structure which includes the data that was returned by KeyManagement.StartAuthenticate. The optional CRL field may or may not be included in the PKCS#7 signedData structure.</p> <p>If <i>certHostTr34</i>, <i>caTr34</i> or <i>hlTr34</i> is specified in the <i>method</i> property, please refer to the X9 TR34-2019 [Ref. keymanagement-9] for more details.</p> <p>If <i>sigHost</i> is specified in the <i>method</i> property, this is a PKCS#7 structure which includes the data that was returned by the <i>KeyManagement.StartAuthenticate</i> command.</p> <p>If <i>cbcmac</i> or <i>cmac</i> is specified in the <i>method</i> property, then <i>key</i> must refer to a key with a MAC key usage key e.g. M0.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=\$)</code> Format: base64 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "accessDenied" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `accessDenied` - The encryption module is either not initialized or not ready for any vendor specific reason.
- `randomInvalid` - The encrypted random number in *authentication/data* does not match the one previously provided by the device.
- `keyNoValue` - A required key was not specified in *authentication.key*.
- `keyNotFound` - The key specified in *authentication.key* was not found.
- `useViolation` - The key specified in *authentication.key* cannot be used for the specified

authentication.method.

- `modeOfUseNotSupported` - The key specified in *authentication.key* cannot be used for authentication.
- `macInvalid` - The MAC included in *authentication/data* is invalid.
- `signatureInvalid` - The signature included in *authentication/data* is invalid.

Type: string, null
Default: null

Event Messages

None

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13.2.3 KeyManagement.Reset

Sends a service reset to the Service.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

13.2.4 KeyManagement.ImportKey

The encryption key passed by the application is loaded in the encryption module.

For secret keys, the key must be passed encrypted with an accompanying "key encrypting key" or "key block protection key".

For public keys, the key is not required to be encrypted but is required to have verification data in order to be loaded.

Command Message

Payload (version 3.0)
<pre>{ "key": "Key01", "keyAttributes": { "keyUsage": "P0", "algorithm": "T", "modeOfUse": "G", "restrictedKeyUsage": "K0" }, "value": "O2gAUACFyEARAJAC", "constructing": false, "decryptKey": "Key01", "decryptMethod": "ecb", "verificationData": "O2gAUACFyEARAJAC", "verifyKey": "VerifyKey01", "verifyAttributes": { "cryptoMethod": "kcvNone", "hashAlgorithm": "sha1" }, "vendorAttributes": "See vendor documentation" }</pre>
Properties
<p>key</p> <p>Specifies the name of key being loaded.</p> <p>Type: string Required</p>
<p>keyAttributes</p> <p>This parameter specifies the encryption algorithm, cryptographic method, and mode to be used for the key imported by this command. For a list of valid values see the keyAttribute capability. The values specified must be compatible with the key identified by key. If a keyblock is being imported, this property can be null.</p> <p>Type: object, null Default: null</p>

Properties**keyAttributes/keyUsage**

Specifies the key usage. The following values are possible:

- B0 - BDK Base Derivation Key.
- B1 - Initial DUKPT key.
- B2 - Base Key Variant Key.
- B3 - Key Derivation Key (Non ANSI X9.24).
- C0 - CVK Card Verification Key.
- D0 - Symmetric Key for Data Encryption.
- D1 - Asymmetric Key for Data Encryption.
- D2 - Data Encryption Key for Decimalization Table.
- D3 - Data Encryption Key for Sensitive Data.
- E0 - EMV / Chip Issuer Master Key: Application Cryptogram.
- E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality.
- E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity.
- E3 - EMV / Chip Issuer Master Key: Data Authentication Code.
- E4 - EMV / Chip Issuer Master Key: Dynamic.
- E5 - EMV / Chip Issuer Master Key: Card Personalization.
- E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV).
- E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption.
- I0 - Initialization Vector (IV).
- K0 - Key Encryption or wrapping.
- K1 - X9.143 Key Block Protection Key.
- K2 - TR-34 Asymmetric Key.
- K3 - Asymmetric Key for key agreement / key wrapping.
- K4 - Key Block Protection Key, ISO 20038.
- M0 - ISO 16609 MAC algorithm 1 (using TDEA).
- M1 - ISO 9797-1 MAC Algorithm 1.
- M2 - ISO 9797-1 MAC Algorithm 2.
- M3 - ISO 9797-1 MAC Algorithm 3.
- M4 - ISO 9797-1 MAC Algorithm 4.
- M5 - ISO 9797-1:2011 MAC Algorithm 5.
- M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC.
- M7 - HMAC.
- M8 - ISO 9797-1:2011 MAC Algorithm 6.
- P0 - PIN Encryption.
- P1 - PIN Generation Key (reserved for ANSI X9.132-202x).
- S0 - Asymmetric key pair for digital signature.
- S1 - Asymmetric key pair, CA key.
- S2 - Asymmetric key pair, nonX9.24 key.
- V0 - PIN verification, KPV, other algorithm.
- V1 - PIN verification, IBM 3624.
- V2 - PIN verification, VISA PVV.
- V3 - PIN verification, X9-132 algorithm 1.
- V4 - PIN verification, X9-132 algorithm 2.
- V5 - PIN Verification Key, ANSI X9.132 algorithm 3.
- 00 - 99 - These numeric values are reserved for proprietary use.

Type: string

Pattern: `^B[0-3]$|^C0$|^D[0-3]$|^E[0-7]$|^I0$|^K[0-4]$|^M[0-8]$|^P[0-1]$|^S[0-2]$|^V[0-5]$|^ [0-9][0-9]$`

Required

Properties**keyAttributes/algorithm**

Specifies the encryption algorithm. The following values are possible:

- A - AES.
- D - DEA.
- R - RSA.
- T - Triple DEA (also referred to as TDEA).
- "0" - "9" - These numeric values are reserved for proprietary use.

Type: string
 Pattern: `^[0-9ADRT]$`
 Required

keyAttributes/modeOfUse

Specifies the encryption mode. The following values are possible:

- B - Both Encrypt and Decrypt / Wrap and unwrap.
- C - Both Generate and Verify.
- D - Decrypt / Unwrap Only.
- E - Encrypt / Wrap Only.
- G - Generate Only.
- S - Signature Only.
- T - Both Sign and Decrypt.
- V - Verify Only.
- X - Key used to derive other keys(s).
- Y - Key used to create key variants.
- 0 - 9 - These numeric values are reserved for proprietary use.

Type: string
 Pattern: `^[0-9BCDEGSTVXY]$`
 Required

Properties**keyAttributes/restrictedKeyUsage**

This property should only be included if the [keyUsage](#) is a key encryption key usage (K* e.g. 'K0') and the key can only be used as the *decryptKey* for keys with one of the following usages if the keyUsage is a key encryption key usage.

- B0 - BDK Base Derivation Key.
- B1 - Initial DUKPT key.
- B2 - Base Key Variant Key.
- B3 - Key Derivation Key (Non ANSI X9.24).
- C0 - CVK Card Verification Key.
- D0 - Symmetric Key for Data Encryption.
- D1 - Asymmetric Key for Data Encryption.
- D2 - Data Encryption Key for Decimalization Table.
- D3 - Data Encryption Key for Sensitive Data.
- E0 - EMV / Chip Issuer Master Key: Application Cryptogram.
- E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality.
- E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity.
- E3 - EMV / Chip Issuer Master Key: Data Authentication Code.
- E4 - EMV / Chip Issuer Master Key: Dynamic.
- E5 - EMV / Chip Issuer Master Key: Card Personalization.
- E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV).
- E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption.
- I0 - Initialization Vector (IV).
- K0 - Key Encryption or wrapping.
- K1 - X9.143 Key Block Protection Key.
- K2 - TR-34 Asymmetric Key.
- K3 - Asymmetric Key for key agreement / key wrapping.
- K4 - Key Block Protection Key, ISO 20038.
- M0 - ISO 16609 MAC algorithm 1 (using TDEA).
- M1 - ISO 9797-1 MAC Algorithm 1.
- M2 - ISO 9797-1 MAC Algorithm 2.
- M3 - ISO 9797-1 MAC Algorithm 3.
- M4 - ISO 9797-1 MAC Algorithm 4.
- M5 - ISO 9797-1:2011 MAC Algorithm 5.
- M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC.
- M7 - HMAC.
- M8 - ISO 9797-1:2011 MAC Algorithm 6.
- P0 - PIN Encryption.
- P1 - PIN Generation Key (reserved for ANSI X9.132-202x).
- S0 - Asymmetric key pair for digital signature.
- S1 - Asymmetric key pair, CA key.
- S2 - Asymmetric key pair, nonX9.24 key.
- V0 - PIN verification, KPV, other algorithm.
- V1 - PIN verification, IBM 3624.
- V2 - PIN verification, VISA PVV.
- V3 - PIN verification, X9-132 algorithm 1.
- V4 - PIN verification, X9-132 algorithm 2.
- V5 - PIN Verification Key, ANSI X9.132 algorithm 3.
- 00 - 99 - These numeric values are reserved for proprietary use.

Type: string, null

Pattern: `^B[0-2]$|^C0$|^D[0-2]$|^E[0-6]$|^I0$|^K[0-4]$|^M[0-8]$|^P0$|^S[0-2]$|^V[0-4]$|^ [0-9][0-9]$`

Default: null

Properties
<p>value</p> <p>Specifies the Base64 encoded value of key to be loaded. If it is an RSA key the first 4 bytes contain the exponent and the following 128 the modulus. This property is not required for secure key entry and can be null.</p> <pre>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$ Format: base64 Default: null</pre>
<p>constructing</p> <p>If the key is under construction through the import of multiple parts from a secure encryption key entry buffer, then this property is set to true.</p> <pre>Type: boolean Default: false</pre>
<p>decryptKey</p> <p>Specifies the name of the key used to decrypt the key being loaded.</p> <p>If value contains a X9.143 key block, then <i>decryptKey</i> is the name of the key block protection key that is used to verify and decrypt the key block. This property is null if the data in <i>value</i> is not encrypted or the <i>constructing</i> property is true.</p> <pre>Type: string, null Default: null</pre>
<p>decryptMethod</p> <p>Specifies the cryptographic method that shall be used with the key specified by <i>decryptKey</i>.</p> <p>This property is not required if a keyblock is being imported, as the decrypt method is contained within the keyblock.</p> <p>This property specifies the cryptographic method that will be used to decrypt the encrypted value.</p> <p>This property should be null if the <i>constructing</i> property is true or if <i>decryptKey</i> is null.</p> <p>For a list of valid values see this property in the decryptAttribute capability.</p> <p>If the <i>decryptKey</i> algorithm is 'A', 'D', or 'T', then this property can be one of the following values:</p> <ul style="list-style-type: none"> • <i>ecb</i> - The ECB encryption method. • <i>cbc</i> - The CBC encryption method. • <i>cfb</i> - The CFB encryption method. • <i>ofb</i> - The OFB encryption method. • <i>ctr</i> - The CTR method defined in NIST SP800-38A (See [Ref. keymanagement-11]). • <i>xts</i> - The XTS method defined in NIST SP800-38E (See [Ref. keymanagement-12]). <p>If the <i>decryptKey</i> algorithm is 'R', then this property can be one of the following values:</p> <ul style="list-style-type: none"> • <i>rsaesPkcs1V15</i> - Use the RSAES_PKCS1-v1.5 algorithm. • <i>rsaesOaep</i> - Use the RSAES OAEP algorithm. <p>If the specified decryptKey is key usage 'K1', then this property can be null. X9.143 defines the cryptographic methods used for each key block version.</p> <pre>Type: string, null Default: null</pre>
<p>verificationData</p> <p>Contains the data to be verified before importing.</p> <p>This property can be null if no verification is needed before importing the key, the <i>constructing</i> property is true or <i>value</i> contains verification data.</p> <pre>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$ Format: base64 Default: null</pre>

Properties
<p>verifyKey</p> <p>Specifies the name of the previously loaded key which will be used to verify the <i>verificationData</i>. This property can be null when no verification is needed before importing the key or the <i>constructing</i> property is true.</p> <p>Type: string, null Default: null</p>
<p>verifyAttributes</p> <p>This parameter specifies the encryption algorithm, cryptographic method, and mode to be used to verify this command or to generate verification output data. Verifying input data will result in no verification output data. For a list of valid values see the verifyAttributes capability.</p> <p>This property can be null if <i>verificationData</i> is not required or the <i>constructing</i> property is true.</p> <p>Type: object, null Default: null</p>
<p>verifyAttributes/cryptoMethod</p> <p>This parameter specifies the cryptographic method cryptomethod that will be used with encryption algorithm.</p> <p>If the <i>verifyKey</i> algorithm is 'A', 'D', or 'T' and specified verifyKey is MAC key usage (i.e. 'M1'), this property can be null.</p> <p>If the <i>verifyKey</i> algorithm is 'A', 'D', or 'T' and specified verifyKey is key usage '00', this property can be one of the following values:</p> <ul style="list-style-type: none"> • <i>kcVNone</i> - There is no key check value verification required. • <i>kcVSelf</i> - The key check value (KCV) is created by an encryption of the key with itself. • <i>kcVZero</i> - The key check value (KCV) is created by encrypting a zero value with the key. <p>If the <i>verifyKey</i> algorithm is 'R' and specified verifyKey is not key usage '00', then this property can be one of the following values:</p> <ul style="list-style-type: none"> • <i>sigNone</i> - No signature algorithm specified. No signature verification will take place and the content of <i>verificationData</i> is not required. • <i>rsassaPkcs1V15</i> - Use the RSASSA-PKCS1-v1.5 algorithm. • <i>rsassaPss</i> - Use the RSASSA-PSS algorithm. <p>Type: string, null Default: null</p>
<p>verifyAttributes/hashAlgorithm</p> <p>For asymmetric signature verification methods (Specified verifyKey usage is 'S0', 'S1', or 'S2'), this can be one of the following values:</p> <ul style="list-style-type: none"> • <i>sha1</i> - The SHA 1 digest algorithm. • <i>sha256</i> - The SHA 256 digest algorithm, as defined in ISO/IEC 10118-3:2004 <p>[Ref. keymanagement-7] and FIPS 180-2 [Ref. keymanagement-8].</p> <p>If the specified verifyKey is key usage any of the MAC usages (i.e. 'M1'), then this property can be null.</p> <p>Type: string, null Default: null</p>
<p>vendorAttributes</p> <p>Specifies the vendor attributes of the key to be imported. Refer to vendor documentation for details.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "keyNotFound",</pre>

Payload (version 3.0)
<pre>"verificationData": "O2gAUACFyEARAJAC", "verifyAttributes": { "keyUsage": "M0", "algorithm": "T", "modeOfUse": "V", "cryptoMethod": "kcvNone", "hashAlgorithm": "sha1" }, "keyLength": 0 }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyNotFound</code> - One of the keys specified was not found. • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason. • <code>duplicateKey</code> - A key exists with that name and cannot be overwritten. • <code>keyNoValue</code> - One of the specified keys is not loaded. • <code>useViolation</code> - The use specified by <i>keyUsage</i> is not supported or conflicts with a previously loaded key with the same name as <i>key</i> or the usage of decryptKey is not supported. • <code>formatNotSupported</code> - The specified format is not supported. • <code>invalidKeyLength</code> - The length of value is not supported. • <code>noKeyRam</code> - There is no space left in the key RAM for a key of the specified type. • <code>signatureNotSupported</code> - The <i>cryptoMethod</i> of the <i>verifyAttributes</i> is not supported. The key is not stored in the device. • <code>signatureInvalid</code> - The verification data in <i>verificationData</i> the input data is invalid. The key is not stored in the device. • <code>randomInvalid</code> - The encrypted random number in the input data does not match the one previously provided by the device. The key is not stored in the device. • <code>algorithmNotSupported</code> - The algorithm specified by <i>algorithm</i> is not supported by this command. • <code>modeNotSupported</code> - The mode specified by <i>modeOfUse</i> is not supported. • <code>cryptoMethodNotSupported</code> - The cryptographic method specified by <i>cryptoMethod</i> for <i>keyAttributes</i> or <i>verifyAttributes</i> is not supported. • <code>invalidValue</code> - The key value contains a key block which failed its authentication check. The key is not stored in the device. • <code>formatInvalid</code> - The format of the key block is invalid. • <code>contentInvalid</code> - The content of the key block is invalid. • <code>formatNotSupported</code> - The key block version or content is not supported. <p>Type: string, null Default: null</p>
<p>verificationData</p> <p>The verification data.</p> <p>This property can be null if there is no verification data.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/]{4}) * ([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2} ([a-zA-Z0-9+/] =) =) \$</code> Format: base64 Default: null</p>

Properties
<p>verifyAttributes</p> <p>This parameter specifies the encryption algorithm, cryptographic method, and mode used to verify this command. For a list of valid values see the verifyAttributes capability properties.</p> <p>This property should be null if there is no verification data.</p> <p>Type: object, null Default: null</p>
<p>verifyAttributes/keyUsage</p> <p>Specifies the key usage. The following values are possible:</p> <ul style="list-style-type: none"> • M0 - ISO 16609 MAC Algorithm 1 (using TDEA). • M1 - ISO 9797-1 MAC Algorithm 1. • M2 - ISO 9797-1 MAC Algorithm 2. • M3 - ISO 9797-1 MAC Algorithm 3. • M4 - ISO 9797-1 MAC Algorithm 4. • M5 - ISO 9797-1:1999 MAC Algorithm 5. • M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC. • M7 - HMAC. • M8 - ISO 9797-1:2011 MAC Algorithm 6. • S0 - Asymmetric key pair or digital signature. • S1 - Asymmetric key pair, CA key. • S2 - Asymmetric key pair, nonX9.24 key. • 00 - 99 - These numeric values are reserved for proprietary use. <p>Type: string Pattern: ^M[0-8]\$ ^S[0-2]\$ ^[0-9][0-9]\$ Required</p>
<p>verifyAttributes/algorithm</p> <p>Specifies the encryption algorithm. The following values are possible:</p> <ul style="list-style-type: none"> • A - AES. • D - DEA. • R - RSA. • T - Triple DEA (also referred to as TDEA). • "0" - "9" - These numeric values are reserved for proprietary use. <p>Type: string Pattern: ^[0-9ADRT]\$ Required</p>
<p>verifyAttributes/modeOfUse</p> <p>Specifies the encryption mode. The following values are possible:</p> <ul style="list-style-type: none"> • S - Signature. • V - Verify Only. • 0 - 9 - These numeric values are reserved for proprietary use. <p>Type: string Pattern: ^[0-9SV]\$ Required</p>

Properties
<p>verifyAttributes/cryptoMethod</p> <p>This parameter specifies the cryptographic method cryptomethod that will be used with encryption algorithm.</p> <p>If the <i>algorithm</i> property is 'A', 'D', or 'T' and specified <i>keyUsage</i> property is MAC key usage (i.e. 'M1'), this property can be null.</p> <p>If the <i>algorithm</i> property is 'A', 'D', or 'T' and specified <i>keyUsage</i> property is '00', this property can be one of the following values:</p> <ul style="list-style-type: none"> • <code>kcvNone</code> - There is no key check value verification required. • <code>kcvSelf</code> - The key check value (KCV) is created by an encryption of the key with itself. • <code>kcvZero</code> - The key check value (KCV) is created by encrypting a zero value with the key. <p>If the <i>algorithm</i> property is 'R' and specified <i>keyUsage</i> property is not '00', this property can be one of the following values:</p> <ul style="list-style-type: none"> • <code>sigNone</code> - No signature algorithm specified. No signature verification will take place and the content of <i>verificationData</i> is not required. • <code>rsassaPkcs1V15</code> - Use the RSASSA-PKCS1-v1.5 algorithm. • <code>rsassaPss</code> - Use the RSASSA-PSS algorithm. <p>Type: string, null Default: null</p>
<p>verifyAttributes/hashAlgorithm</p> <p>For asymmetric signature verification methods (Specified <i>keyUsage</i> property is 'S0', 'S1', or 'S2'), this can be one of the following values:</p> <ul style="list-style-type: none"> • <code>sha1</code> - The SHA 1 digest algorithm. • <code>sha256</code> - The SHA 256 digest algorithm, as defined in ISO/IEC 10118-3:2004 <p>[Ref. keymanagement-7] and FIPS 180-2 [Ref. keymanagement-8].</p> <p>If the <i>keyUsage</i> property is any of the MAC usages (e.g. 'M1'), this property can be null.</p> <p>Type: string, null Default: null</p>
<p>keyLength</p> <p>Specifies the length, in bits, of the key. Zero if the key length is unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Event Messages

None

13.2.5 KeyManagement.DeleteKey

This command deletes a key. If authentication data is required the [KeyManagement.StartAuthenticate](#) command should be used to obtain the data to sign.

Deletion of the key may cause other keys to be deleted. On successful completion of this command, it is recommended that clients use the [KeyManagement.GetKeyDetail](#) command to check which keys remain loaded.

Command Message

Payload (version 3.0)
<pre>{ "key": "Key01", "authentication": { "method": "certhost", "key": "Key01", "data": "O2gAUACFyEARAJAC" } }</pre>
Properties
<p>key</p> <p>The name of key being deleted.</p> <p>Type: string Required</p>
<p>authentication</p> <p>This property can be used to include authentication data if required by the command.</p> <p>Additionally, if the command requires authentication:</p> <ul style="list-style-type: none"> • The KeyManagement.StartAuthenticate command must be called before this command. • Commands which do not clear or modify the authentication data from the device may be executed between the <i>KeyManagement.StartAuthenticate</i> and the authenticated command requests. • If prior to this command request, <i>KeyManagement.StartAuthenticate</i> is not called or a command clears the authentication data from the device, sequenceError will be returned. <p>Type: object, null Default: null</p>
<p>authentication/method</p> <p>Specifies the method used to generate the authentication data. The possible values are:</p> <ul style="list-style-type: none"> • <code>certhost</code> - The data is signed by the current Host, using the RSA certificate-based scheme. • <code>sigHost</code> - The data is signed by the current Host, using the RSA signature-based scheme. • <code>ca</code> - The data is signed by the Certificate Authority (CA). • <code>hl</code> - The data is signed by the Higher Level (HL) Authority. • <code>cbcmac</code> - A MAC is calculated over the data using <i>key</i> property and the CBC MAC algorithm. • <code>cmac</code> - A MAC is calculated over the data using <i>key</i> and the CMAC algorithm. • <code>certHostTr34</code> - The data is signed by the current Host, using TR-34. • <code>caTr34</code> - The data is signed by the Certificate Authority (CA), using TR-34. • <code>hlTr34</code> - The data is signed by the Higher Level (HL) Authority, using TR-34. • <code>reserved1</code> - Reserved for a vendor-defined signing method. • <code>reserved2</code> - Reserved for a vendor-defined signing method. • <code>reserved3</code> - Reserved for a vendor-defined signing method. <p>Type: string Required</p>

Properties
<p>authentication/key</p> <p>If <i>method</i> is <code>cbcmac</code> or <code>mac</code>, then this is the name of a key which has a MAC key usage e.g. <code>M0</code>.</p> <p>If <i>method</i> is <code>sigHost</code>, then this specifies the name of a previously loaded asymmetric key (i.e. an RSA Public Key). If null, the default Signature Issuer or if null, the default Signature Issuer public key (installed in a secure environment during manufacture) will be used.</p> <p>Type: string, null Default: null</p>
<p>authentication/data</p> <p>This property contains the authenticated data (MAC, Signature) generated from the previous call to KeyManagement.StartAuthenticate.</p> <p>The authentication method specified by <i>method</i> is used to generate this data. Both this authentication data and the data used to generate the authentication data must be verified before the operation is performed.</p> <p>If <i>certHost</i>, <i>ca</i>, or <i>hl</i> is specified in the <i>method</i> property, this contains a PKCS#7 signedData structure which includes the data that was returned by KeyManagement.StartAuthenticate. The optional CRL field may or may not be included in the PKCS#7 signedData structure.</p> <p>If <i>certHostTr34</i>, <i>caTr34</i> or <i>hlTr34</i> is specified in the <i>method</i> property, please refer to the X9 TR34-2019 [Ref. keymanagement-9] for more details.</p> <p>If <i>sigHost</i> is specified in the <i>method</i> property, this is a PKCS#7 structure which includes the data that was returned by the <code>KeyManagement.StartAuthenticate</code> command.</p> <p>If <code>cbcmac</code> or <code>cmac</code> is specified in the <i>method</i> property, then <i>key</i> must refer to a key with a MAC key usage key e.g. <code>M0</code>.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$</code> Format: base64 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "accessDenied" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason. <code>randomInvalid</code> - The encrypted random number in <i>authentication/data</i> does not match the one previously provided by the device. <code>keyNoValue</code> - A required key was not specified in <i>authentication/key</i>. <code>keyNotFound</code> - The key specified in <i>authentication/key</i> was not found. <code>useViolation</code> - The key specified in <i>authentication/key</i> cannot be used for the specified <i>authentication/method</i>. <code>modeOfUseNotSupported</code> - The key specified in <i>authentication/key</i> cannot be used for authentication. <code>macInvalid</code> - The MAC included in <i>authentication/data</i> is invalid. <code>signatureInvalid</code> - The signature included in <i>authentication/data</i> is invalid. <p>Type: string, null Default: null</p>

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Event Messages

None

13.2.6 KeyManagement.ExportRSAIssuerSignedItem

This command is used to export data elements from the device, which have been signed by an offline Signature Issuer. This command is used when the default keys and Signature Issuer signatures, installed during manufacture, are to be used for remote key loading.

This command allows the following data items are to be exported:

- The Security Item which uniquely identifies the device. This value may be used to uniquely identify a device and therefore confer trust upon any key or data obtained from this device.
- The RSA public key component of a public/private key pair that exists within the device. These public/private key pairs are installed during manufacture. Typically, an exported public key is used by the host to encipher the symmetric key.

See section [Default Keys and Security Item loaded during manufacture](#) for the default names and the description of the keys installed during manufacture. These names are defined to ensure multi-vendor applications can be developed.

The [KeyManagement.GetKeyDetail](#) command can be used to determine the valid uses for the exported public key.

Command Message

Payload (version 2.0)
<pre>{ "exportItemType": "deviceId", "name": "PKey01" }</pre>
Properties
<p>exportItemType</p> <p>Defines the type of data item to be exported from the device. The possible values are:</p> <ul style="list-style-type: none"> • <code>deviceId</code> - The Unique ID for the device will be exported. • <code>publicKey</code> - The public key identified by name will be exported. <p>Type: string Default: "deviceId"</p>
<p>name</p> <p>Specifies the name of the public key to be exported.</p> <p>The private/public key pair was installed during manufacture; see section Default Keys and Security Item loaded during manufacture for a definition of these default keys. If this is null, then the default EPP public key that is used for symmetric key encryption is exported.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "noRSAKeyPair", "value": "O2gAUACFyEARAJAC", "rsaSignatureAlgorithm": "na", "signature": "O2gAUACFyEARAJAC" }</pre>

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Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">• noRSAKeyPair - The device does not have a private key.• accessDenied - The device is either not initialized or not ready for any vendor specific reason.• keyNotFound - The data item identified by name was not found. <p>Type: string, null Default: null</p>
<p>value</p> <p>If a public key was requested then value contains the PKCS#1 formatted RSA public key represented in DER encoded ASN.1 format. If the security item was requested then value contains the device's Security Item, which may be vendor specific.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/\]{4}) * ([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2} ([a-zA-Z0-9+/\] =) =) \$ Format: base64 Default: null</p>
<p>rsaSignatureAlgorithm</p> <p>Specifies the algorithm, used to generate the Signature returned in signature, as one of the following:</p> <ul style="list-style-type: none">• na - No signature algorithm used, no signature will be provided in signature, the data item may still be exported.• rsassaPkcs1V15 - RSASSA-PKCS1-v1.5 algorithm used.• rsassaPss - RSASSA-PSS algorithm used. <p>Type: string Default: "na"</p>
<p>signature</p> <p>The RSA signature of the data item exported.</p> <p>This should be null when the key signature is not supported.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/\]{4}) * ([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2} ([a-zA-Z0-9+/\] =) =) \$ Format: base64 Default: null</p>

Event Messages

None

13.2.7 KeyManagement.GenerateRSAKeyPair

This command will generate a new RSA key pair. The public key generated as a result of this command can subsequently be obtained by calling [KeyManagement.ExportRSADeviceSignedItem](#). The newly generated key pair can only be used for the use defined in the use flag. This flag defines the use of the private key; its public key can only be used for the inverse function.

Command Message

Payload (version 2.0)
<pre>{ "key": "Key02", "use": "rsaPrivate", "modulusLength": 0, "exponentValue": "device" }</pre>
Properties
<p>key</p> <p>Specifies the name of the new key pair to be generated. Details of the generated key pair can be obtained through the KeyManagement.GetKeyDetail command.</p> <p>Type: string Required</p>
<p>use</p> <p>Specifies what the private key component of the key pair can be used for. The public key part can only be used for the inverse function. For example, if the <i>rsaPrivateSign</i> use is specified, then the private key can only be used for signature generation and the partner public key can only be used for verification. The following values are possible:</p> <ul style="list-style-type: none"> • <i>rsaPrivate</i> - Key is used as a private key for RSA decryption. • <i>rsaPrivateSign</i> - Key is used as a private key for RSA Signature generation. Only data generated within the device can be signed. <p>Type: string Required</p>
<p>modulusLength</p> <p>Specifies the number of bits for the modulus of the RSA key pair to be generated. When zero is specified then the device will be responsible for defining the length.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>exponentValue</p> <p>Specifies the value of the exponent of the RSA key pair to be generated. The following values are possible:</p> <ul style="list-style-type: none"> • <i>device</i> - The device will decide the exponent. • <i>exponent1</i> - Exponent of 2^1+1 (3). • <i>exponent4</i> - Exponent of 2^4+1 (17). • <i>exponent16</i> - Exponent of $2^{16}+1$ (65537). <p>Type: string Default: "device"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "accessDenied" }</pre>

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Payload (version 2.0)
}
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none">• <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason.• <code>invalidModulusLength</code> - The modulus length specified is invalid.• <code>useViolation</code> - The specified use is not supported by this key.• <code>duplicateKey</code> - A key exists with that name and cannot be overwritten.• <code>keyGenerationError</code> - The device is unable to generate a key pair. Type: string, null Default: null

Event Messages

None

13.2.8 KeyManagement.ExportRSADeviceSignedItem

This command is used to export data elements from the device that have been signed by a private key within the device. This command allows an application to define which of the following data items are to be exported.

- The Security Item which uniquely identifies the device. This value may be used to uniquely identify a device and therefore confer trust upon any key or data obtained from this device.
- The RSA public key component of a public/private key pair that exists within the device.

Command Message

Payload (version 2.0)
<pre>{ "exportItemType": "deviceId", "name": "PKey01", "sigKey": "SigKey01", "signatureAlgorithm": "na" }</pre>
Properties
<p>exportItemType</p> <p>Defines the type of data item to be exported from the device. The possible values are:</p> <ul style="list-style-type: none"> • deviceId - The Unique ID for the device will be exported. • publicKey - The public key identified by name will be exported. <p>Type: string Default: "deviceId"</p>
<p>name</p> <p>Specifies the name of the public key to be exported. This can either be the name of a key-pair generated through KeyManagement.GenerateRsaKeyPair or the name of one of the default key-pairs installed during manufacture.</p> <p>Type: string Required</p>
<p>sigKey</p> <p>Specifies the name of the private key to use to sign the exported item.</p> <p>Type: string Required</p>
<p>signatureAlgorithm</p> <p>Specifies the algorithm to use to generate the Signature, returned in both the selfSignature and signature fields, as one of the following:</p> <ul style="list-style-type: none"> • na - No signature will be provided in selfSignature or signature. The requested item may still be exported. • rsassaPkcs1V15 - RSASSA-PKCS1-v1.5 algorithm used. • rsassaPss - RSASSA-PSS algorithm used. <p>Type: string Default: "na"</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "noRSAKeyPair", "value": "O2gAUACFyEARAJAC", "selfSignature": "O2gAUACFyEARAJAC", "signature": "O2gAUACFyEARAJAC" }</pre>

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Payload (version 3.0)
}
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none">• noRSAKeyPair - The device does not have a private key.• accessDenied - The device is either not initialized or not ready for any vendor specific reason.• keyNotFound - The data item identified by name was not found. Type: string, null Default: null
value If a public key was requested then value contains the PKCS#1 formatted RSA Public Key represented in DER encoded ASN.1 format. If the security item was requested then value contains the device's Security Item, which may be vendor specific. Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null
selfSignature If a public key was requested then <i>selfSignature</i> contains the RSA signature of the public key exported, generated with the key-pair's private component. This should be null if not supported or required. Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null
signature Specifies the RSA signature of the data item exported. This should be null if not supported or required. Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null

Event Messages

None

13.2.9 KeyManagement.GetCertificate

This command is used to read out the encryptor's certificate, which has been signed by the trusted Certificate Authority and is sent to the host. This command only needs to be called once if no new Certificate Authority has taken over. The output of this command will specify in the PKCS#7 (See [Ref. [keymanagement-1](#)]) message the resulting Primary or Secondary certificate.

Command Message

Payload (version 2.0)
<pre>{ "getCertificate": "enckey" }</pre>
Properties
<p>getCertificate</p> <p>Specifies which public key certificate is requested. If the KeyManagement.Status command indicates Primary Certificates are accepted, then the Primary Public Encryption Key or the Primary Public Verification Key will be read out. If the KeyManagement.Status command indicates Secondary Certificates are accepted, then the Secondary Public Encryption Key or the Secondary Public Verification Key will be read out. The following values are possible:</p> <ul style="list-style-type: none"> • <code>enckey</code> - The corresponding encryption key is to be returned. • <code>verificationkey</code> - The corresponding verification key is to be returned. • <code>hostkey</code> - The host public key is to be returned. <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "certificate": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason. • <code>invalidCertificateState</code> - The certificate module is in a state in which the request is invalid. • <code>keyNotFound</code> - The specified public key was not found. <p>Type: string, null Default: null</p>
<p>certificate</p> <p>Contains the certificate that is to be loaded represented in DER encoded ASN.1 notation. This data should be in a binary encoded PKCS#7 (See [Ref. keymanagement-1]) using the degenerate certificate only case of the signed-data content type in which the inner content's data file is omitted and there are no signers.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=\$</code> Format: base64 Default: null</p>

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Event Messages

None

13.2.10 KeyManagement.ReplaceCertificate

This command is used to replace the existing primary or secondary Certificate Authority certificate already loaded into the KeyManagement. This operation must be done by an Initial Certificate Authority or by a Sub-Certificate Authority. These operations will replace either the primary or secondary Certificate Authority public verification key inside of the KeyManagement. After this command is complete, the application should send the [KeyManagement.LoadCertificate](#) and [KeyManagement.GetCertificate](#) commands to ensure that the new HOST and the encryptor have all the information required to perform the remote key loading process.

Command Message

Payload (version 3.0)
<pre>{ "replaceCertificate": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>replaceCertificate</p> <p>The PKCS#7 (See [Ref. keymanagement-1]) message that will replace the current Certificate Authority. The outer content uses the Signed-data content type, the inner content is a degenerate certificate only content containing the new CA certificate and Inner Signed Data type. The certificate should be in a format represented in DER encoded ASN.1 notation.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =))\$ Format: base64 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "newCertificateData": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> accessDenied - The encryption module is either not initialized or not ready for any vendor specific reason. formatInvalid - The format of the message is invalid. invalidCertificateState - The certificate module is in a state in which the request is invalid. <p>Type: string, null Default: null</p>
<p>newCertificateData</p> <p>The PKCS#7 (See [Ref. keymanagement-1]) using a Digated-data content type. The digest parameter should contain the thumb print value.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =))\$ Format: base64 Default: null</p>

Event Messages

None

13.2.11 KeyManagement.StartKeyExchange

This command is used to start communication with the host, including transferring the host's Key Transport Key, replacing the Host certificate, and requesting initialization remotely. This output value is returned to the host and is used in the

[KeyManagement.ImportKey](#) and

[KeyManagement.LoadCertificate](#)

to verify that the encryptor is talking to the proper host.

The [KeyManagement.ImportKey](#) command ends the key exchange process.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "randomItem": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> accessDenied - The encryption module is either not initialized or not ready for any vendor specific reason. <p>Type: string, null Default: null</p>
<p>randomItem</p> <p>The randomly generated number created by the device.</p> <p>This value is null if the device does not support random number generation for data authentication.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$ Format: base64 Default: null</p>

Event Messages

None

13.2.12 KeyManagement.GenerateKCV

This command returns the Key Check Value (KCV) for the specified key.

Command Message

Payload (version 2.0)
<pre>{ "key": "Key01", "keyCheckMode": "self" }</pre>
Properties
<p>key</p> <p>Specifies the name of key that should be used to generate the KCV.</p> <p>Type: string Required</p>
<p>keyCheckMode</p> <p>Specifies the mode that is used to create the key check value. The following values are possible:</p> <ul style="list-style-type: none"> • <i>self</i> - The key check value (KCV) is created by an encryption of the key with itself. For the description refer to the <i>self</i> literal described in the keyCheckModes. • <i>zero</i> - The key check value (KCV) is created by encrypting a zero value with the key. Unless otherwise specified, ECB encryption is used. The encryption algorithm used (i.e. DES, 3DES, AES) is determined by the type of key used to generate the KCV. <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "keyNotFound", "kcv": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <i>keyNotFound</i> - The specified key encryption key was not found. • <i>keyNoValue</i> - The specified key exists but has no value loaded. • <i>accessDenied</i> - The encryption module is either not initialized or not ready for any vendor specific reason. • <i>modeNotSupported</i> - The KCV mode is not supported. <p>Type: string, null Default: null</p>
<p>kcv</p> <p>Contains KCV data that can be used for verification of the key. If the command fails, this will be null.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$ Format: base64 Default: null</p>

Event Messages

None

13.2.13 KeyManagement.LoadCertificate

This command is used to load a host certificate to make remote key loading possible. This command can be used to load a host certificate when there is not already one present in the encryptor as well as replace the existing host certificate with a new host certificate. The type of certificate (Primary or Secondary) to be loaded will be embedded within the actual certificate structure.

Command Message

Payload (version 3.0)
<pre>{ "loadOption": "newHost", "signer": "certHost", "certificateData": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>loadOption</p> <p>Specifies the method to use to load the certificate. The following values are possible:</p> <ul style="list-style-type: none"> • <code>newHost</code> - Load a new Host certificate, where one has not already been loaded. • <code>replaceHost</code> - Replace (or rebind) the device to a new Host certificate, where the new Host certificate is signed by <i>signer</i>. <p>Type: string Required</p>
<p>signer</p> <p>Specifies the signer of the certificate to be loaded. The following values are possible:</p> <ul style="list-style-type: none"> • <code>certHost</code> - The certificate to be loaded is signed by the current Host. Cannot be combined with <i>newHost</i>. • <code>ca</code> - The certificate to be loaded is signed by the Certificate Authority (CA). • <code>hl</code> - The certificate to be loaded is signed by the Higher Level (HL) Authority. <p>Type: string Required</p>
<p>certificateData</p> <p>The structure that contains the certificate that is to be loaded represented in DER encoded ASN.1 notation.</p> <p>For <i>newHost</i>, this data should be in a binary encoded PKCS#7 (See [Ref. keymanagement-1]) using the 'degenerate certificate only' case of the SignedData content type in which the inner content's data file is omitted and there are no signers.</p> <p>For <i>replaceHost</i>, the message has an outer SignedData content type with the SignerInfo encryptedDigest field containing the signature of signer. The inner content is binary encoded PKCS#7 (See [Ref. keymanagement-1]) using the degenerate certificate.</p> <p>The optional CRL field may or may not be included in the PKCS#7 (See [Ref. keymanagement-1]) signed-data structure.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=)\$ Format: base64 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "rsaKeyCheckMode": "none", }</pre>

Payload (version 3.0)
<pre>"rsaData": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason. • <code>formatInvalid</code> - The format of the message is invalid. • <code>invalidCertificateState</code> - The certificate module is in a state in which the request is invalid. • <code>signatureInvalid</code> - The verification data in the input data is invalid. • <code>randomInvalid</code> - The encrypted random number in the input data does not match the one previously provided by the device. • <code>modeNotSupported</code> - The <i>loadOption</i> and <i>signer</i> are not supported. <p>Type: string, null Default: null</p>
<p>rsaKeyCheckMode</p> <p>Defines algorithm/method used to generate the public key check value/thumb print. The check value can be used to verify that the public key has been imported correctly.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • <code>none</code> - No check value is returned in <i>rsaData</i> property. • <code>sha1</code> - The <i>rsaData</i> property contains a sha-1 digest of the public key. • <code>sha256</code> - The <i>rsaData</i> contains a sha-256 digest of the public key. <p>Type: string Default: "none"</p>
<p>rsaData</p> <p>The PKCS#7 (See [Ref. keymanagement-1]) structure using a Digested-data content type. The digest parameter should contain the thumb print value calculated by the algorithm specified by <i>rsaKeyCheckMode</i>. If <i>rsaKeyCheckMode</i> is none, this property is null.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/\]{4}) * ([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2} ([a-zA-Z0-9+/\] =) =) \$</code> Format: base64 Default: null</p>

Event Messages

None

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13.2.14 KeyManagement.StartAuthenticate

For commands which may require authentication data, this command retrieves the data to be signed. If this command returns data to be signed the signed data must be included in the *authenticate* property of the command.

If authentication data is required but not provided, the command will complete with completionCode [authorizationRequired](#).

Command Message

Payload (version 2.0)
<pre>{ "command": { "deleteKey": { "key": "Key01" }, "initialization": { } } }</pre>
Properties
command The command and associated command specific input properties for which data to sign is requested. This must be one of: <ul style="list-style-type: none">deleteKey - The KeyManagement.DeleteKey command.initialization - KeyManagement.Initialization command. Type: object MinProperties: 1 MaxProperties: 1 Required
command/deleteKey See KeyManagement.DeleteKey description. Type: object, null Default: null
command/deleteKey/key The name of key being deleted. Type: string Required
command/initialization See KeyManagement.Initialization description. Type: object, null Default: null

Completion Message

Payload (version 3.0)
<pre>{ "dataToSign": "O2gAUACFyEARAJAC", "signers": { "certHost": false, "sigHost": false, "ca": false, "hl": false, } }</pre>

Payload (version 3.0)
<pre> "cbcmac": false, "cmac": false, "certHostTr34": false, "caTr34": false, "hlTr34": false, "reserved1": false, "reserved2": See signers/reserved1, "reserved3": See signers/reserved1 } } </pre>
Properties
<p>dataToSign</p> <p>The data that must be authenticated by one of the authorities indicated by <i>methods</i> before the <i>command</i> can be executed. If the <i>command</i> does not require authentication, this property is null and the command result is success.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$</code> Format: base64 Default: null</p>
<p>signers</p> <p>Specifies the methods which may be used to generate authentication data. If <i>dataToSign</i> is not null, at least one method must be true.</p> <p>Type: object, null Default: null</p>
<p>signers/certHost</p> <p>The current host can be used to generate authentication data, using the RSA certificate-based scheme.</p> <p>Type: boolean Default: false</p>
<p>signers/sigHost</p> <p>The current host can be used to generate authentication data, using the RSA signature-based scheme.</p> <p>Type: boolean Default: false</p>
<p>signers/ca</p> <p>The Certificate Authority (CA) can be used to generate authentication data.</p> <p>Type: boolean Default: false</p>
<p>signers/hl</p> <p>The Higher Level (HL) Authority can be used to generate authentication data.</p> <p>Type: boolean Default: false</p>
<p>signers/cbcmac</p> <p>A CBC MAC key can be used to generate authentication data.</p> <p>Type: boolean Default: false</p>
<p>signers/cmac</p> <p>A CMAC key can be used to generate authentication data.</p> <p>Type: boolean Default: false</p>

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Properties
signers/certHostTr34 The current host can be used to generate authentication data compliant with TR-34. Type: boolean Default: false
signers/caTr34 The Certificate Authority (CA) can be used to generate the authentication data compliant with TR-34. Type: boolean Default: false
signers/hlTr34 The Higher Level (HL) Authority can be used to generate authentication data compliant with TR-34. Type: boolean Default: false
signers/reserved1 The authentication data is generated using a vendor specific generation method. Type: boolean Default: false

Event Messages

None

13.2.15 KeyManagement.ImportKeyToken

This command is used to load a DES (56, 112, 168) or AES (128, 192, 256) key included in a key transport token. The Key Transport Key should be destroyed if the entire process is not completed. In addition, a new Key Transport Key should be generated each time this protocol is executed. This command ends the Key Exchange process.

Command Message

Payload (version 3.0)
<pre>{ "keyToken": "O2gAUACFyEARAJAC", "key": "Key01", "keyUsage": "P0", "loadOption": "noRandom" }</pre>
Properties
<p>keyToken</p> <p>Pointer to a binary encoded PKCS #7 represented in DER encoded ASN.1 notation. This allows the Host to verify that key was imported correctly and to the correct device. The message has an outer Signed-data content type with the SignerInfo encryptedDigest field containing the HOST's signature. The inner content is an Enveloped-data content type. The device identifier is included as the issuerAndSerialNumber within the RecipientInfo.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=\$) Format: base64 Required</p>
<p>key</p> <p>Specifies the name of the key to be stored.</p> <p>Type: string Required</p>

Properties**keyUsage**

Specifies the key usage. The following values are possible:

- B0 - BDK Base Derivation Key.
- B1 - Initial DUKPT key.
- B2 - Base Key Variant Key.
- B3 - Key Derivation Key (Non ANSI X9.24).
- C0 - CVK Card Verification Key.
- D0 - Symmetric Key for Data Encryption.
- D1 - Asymmetric Key for Data Encryption.
- D2 - Data Encryption Key for Decimalization Table.
- D3 - Data Encryption Key for Sensitive Data.
- E0 - EMV / Chip Issuer Master Key: Application Cryptogram.
- E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality.
- E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity.
- E3 - EMV / Chip Issuer Master Key: Data Authentication Code.
- E4 - EMV / Chip Issuer Master Key: Dynamic.
- E5 - EMV / Chip Issuer Master Key: Card Personalization.
- E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV).
- E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption.
- I0 - Initialization Vector (IV).
- K0 - Key Encryption or wrapping.
- K1 - X9.143 Key Block Protection Key.
- K2 - TR-34 Asymmetric Key.
- K3 - Asymmetric Key for key agreement / key wrapping.
- K4 - Key Block Protection Key, ISO 20038.
- M0 - ISO 16609 MAC algorithm 1 (using TDEA).
- M1 - ISO 9797-1 MAC Algorithm 1.
- M2 - ISO 9797-1 MAC Algorithm 2.
- M3 - ISO 9797-1 MAC Algorithm 3.
- M4 - ISO 9797-1 MAC Algorithm 4.
- M5 - ISO 9797-1:2011 MAC Algorithm 5.
- M6 - ISO 9797-1:2011 MAC Algorithm 5 / CMAC.
- M7 - HMAC.
- M8 - ISO 9797-1:2011 MAC Algorithm 6.
- P0 - PIN Encryption.
- P1 - PIN Generation Key (reserved for ANSI X9.132-202x).
- S0 - Asymmetric key pair for digital signature.
- S1 - Asymmetric key pair, CA key.
- S2 - Asymmetric key pair, nonX9.24 key.
- V0 - PIN verification, KPV, other algorithm.
- V1 - PIN verification, IBM 3624.
- V2 - PIN verification, VISA PVV.
- V3 - PIN verification, X9-132 algorithm 1.
- V4 - PIN verification, X9-132 algorithm 2.
- V5 - PIN Verification Key, ANSI X9.132 algorithm 3.
- 00 - 99 - These numeric values are reserved for proprietary use.

Type: string, null

Pattern: ^B[0-3]\$|^C0\$|^D[0-3]\$|^E[0-7]\$|^I0\$|^K[0-4]\$|^M[0-8]\$|^P[0-1]\$|^S[0-2]\$|^V[0-5]\$|^ [0-9][0-9]\$

Default: null

Properties**loadOption**

Specifies the method to use to load the key token as one of the following values:

- `noRandom` - Import a key without generating a using a random number.
- `random` - Import a key by generating and using a random number. This option is used for [Remote Key Exchange](#)
- `noRandomCrl` - Import a key with a Certificate Revocation List included in the token. A random number is not generated nor used. This option is used for the [One-Pass Protocol](#) described in X9 TR34-2019 [Ref. [keymanagement-9](#)]
- `randomCrl` - Import a key with a Certificate Revocation List included in the token. A random number is generated and used. This option is used for the [Two-Pass Protocol](#) described in X9 TR34-2019 [Ref. [keymanagement-9](#)]

If `random` or `randomCrl`, the random number is included as an authenticated attribute within `SignerInfo SignedAttributes`.

If `noRandom` or `noRandomCrl`, a timestamp is included as an authenticated attribute within `SignerInfo SignedAttributes`.

If `noRandomCrl` or `randomCrl`, `keyUsage` must be null as the key usage is embedded in the `keyToken`.

Type: string
Default: "noRandom"

Completion Message**Payload (version 3.0)**

```
{
  "errorCode": "accessDenied",
  "keyLength": 0,
  "keyAcceptAlgorithm": "sha1",
  "keyAcceptData": "02gAUACFyEARAJAC",
  "keyCheckMode": "kcvSelf",
  "keyCheckValue": "02gAUACFyEARAJAC"
}
```

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `accessDenied` - The encryption module is either not initialized or not ready for any vendor specific reason.
- `duplicateKey` - A `key` exists with that name and cannot be overwritten.
- `invalidKeyLength` - The length of the Key Transport Key is not valid.
- `noKeyRam` - There is no space left in the key RAM for a key of the specified type.
- `formatInvalid` - The format of the message or key block is invalid.
- `contentInvalid` - The content of the message or key block is invalid.
- `useViolation` - The specified use is not supported, or if a key with the same name has already been loaded, the specified use conflicts with the use of the key previously loaded.
- `randomInvalid` - The encrypted random number in the input data does not match the one previously provided by the PIN device. Only applies to CRKL load options that use a random number.
- `signatureInvalid` - The signature in the input data is invalid.
- `invalidCertState` - A Host certificate has not been previously loaded.

Type: string, null
Default: null

Properties
<p>keyLength</p> <p>Specifies the length, in bits, of the key. Zero if the key length is unknown.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>keyAcceptAlgorithm</p> <p>Defines the algorithm used to generate the signature contained in the message <i>keyAcceptData</i> sent to the host. The following values are possible:</p> <ul style="list-style-type: none"> • sha1 - <i>keyAcceptData</i> contains a SHA-1 digest of concatenated data using the device signing key. • sha256 - <i>keyAcceptData</i> contains a SHA-256 digest of concatenated data using the device signing key. <p>Type: string, null Default: null</p>
<p>keyAcceptData</p> <p>If <i>loadOption</i> is <i>random</i> or <i>randomCrl</i>, this data is a binary encoded PKCS #7, represented in DER encoded ASN.1 notation. The message has an outer Signed-data content type with the SignerInfo encryptedDigest field containing the ATM's signature. The random numbers are included as authenticatedAttributes within the SignerInfo. The inner content is a data content type, which contains the HOST identifier as an issuerAndSerialNumber sequence.</p> <p>If <i>keyAcceptAlgorithm</i> is null, then this will also be null.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null</p>
<p>keyCheckMode</p> <p>Specifies the mode that is used to create the key check value. The following values are possible:</p> <ul style="list-style-type: none"> • <i>kcVSelf</i> - The key check value (KCV) is created by an encryption of the key with itself. • <i>kcVZero</i> - The key check value (KCV) is created by encrypting a zero value with the key. <p>Type: string, null Default: null</p>
<p>keyCheckValue</p> <p>Contains the key verification code data that can be used for verification of the loaded key. This will be null if the device does not have that capability.</p> <p>If <i>keyCheckMode</i> is null, then this will also be null.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null</p>

Event Messages

None

13.2.16 KeyManagement.ImportEmvPublicKey

The Certification Authority and the Chip Card RSA public keys needed for EMV are loaded or deleted in/from the encryption module. This command is similar to the [KeyManagement.ImportKey](#), but it is specifically designed to address the key formats and security features defined by EMV. Mainly the extensive use of "signed certificate" or "EMV certificate" (which is a compromise between signature and a pure certificate) to provide the public key is taken in account. The Service is responsible for all EMV public key import validation. Once loaded, the Service is not responsible for key/certificate expiry, this is an application responsibility.

Command Message

Payload (version 3.0)
<pre>{ "key": "Key01", "keyUsage": "E0", "importScheme": "plainCA", "value": "O2gAUACFyEARAJAC", "verifyKey": "Key01" }</pre>
Properties
<p>key Specifies the name of key being loaded.</p> <p>Type: string Required</p>
<p>keyUsage Specifies the type of access for which the <i>key</i> can be used. The following values are possible:</p> <ul style="list-style-type: none"> • E0 - EMV / Chip Issuer Master Key: Application Cryptogram. • E1 - EMV / Chip Issuer Master Key: Secure Messaging for Confidentiality. • E2 - EMV / Chip Issuer Master Key: Secure Messaging for Integrity. • E3 - EMV / Chip Issuer Master Key: Data Authentication Code. • E4 - EMV / Chip Issuer Master Key: Dynamic. • E5 - EMV / Chip Issuer Master Key: Card Personalization. • E6 - EMV / Chip Issuer Master Key: Other Initialization Vector (IV). • E7 - EMV / Chip Asymmetric Key Pair for EMV/Smart Card based PIN/PIN Block Encryption. • 00 - 99 - These numeric values are reserved for proprietary use. <p>Type: string Pattern: ^E[0-7]\$ ^ [0-9] [0-9]\$ Required</p>

Properties

importScheme

Defines the import scheme used. The following values are possible:

- `plainCA` - This scheme is used by VISA. A plain text CA public key is imported with no verification. The two parts of the key (modulus and exponent) are passed in clear mode as a DER encoded PKCS#1 public key. The key is loaded directly in the security module.
- `checksumCA` - This scheme is used by VISA. A plain text CA public key is imported using the EMV 2000 Book II verification algorithm and it is verified before being loaded in the security module.
- `epiCA` - This scheme is used by MasterCard Europe. A CA public key is imported using the self-signed scheme.
- `issuer` - An Issuer public key is imported as defined in EMV 2000 Book II.
- `icc` - An ICC public key is imported as defined in EMV 2000 Book II.
- `iccPIN` - An ICC PIN public key is imported as defined in EMV 2000 Book II.
- `pkcsV1_5_CA` - A CA public key is imported and verified using a signature generated with a private key for which the public key is already loaded.

Type: string
Required

Properties**value**

Contains all the necessary data to complete the import using the scheme specified within *importScheme*.

If *importScheme* is *plainCA* then *value* contains a DER encoded PKCS#1 public key. No verification is possible. *verifyKey* is ignored.

If *importScheme* is *checksumCA* then *value* contains table 23 data, as specified in EMV 2000 Book 2 (See [\[Ref. keymanagement-3\]](#)). The plain text key is verified as defined within EMV 2000 Book 2, page 73. *verifyKey* is ignored (See [\[Ref. keymanagement-3\]](#)).

If *importScheme* is *epiCA* then *value* contains the concatenation of tables 4 and 13, as specified in [\[Ref. keymanagement-4\]](#), Europay International, EPI CA Module Technical – Interface specification Version 1.4. These tables are also described in the EMV Support Appendix. The self-signed public key is verified as defined by the reference document. *verifyKey* is ignored.

If *importScheme* is *issuer* then *value* contains the EMV public key certificate. Within the following descriptions tags are documented to indicate the source of the data, but they are not sent down to the service. The data consists of the concatenation of: the key exponent length (1 byte), the key exponent value (variable length – EMV Tag value: '9F32'), the EMV certificate length (1 byte), the EMV certificate value (variable length – EMV Tag value: '90'), the remainder length (1 byte). The remainder value (variable length – EMV Tag value: '92'), the PAN length (1 byte) and the PAN value (variable length – EMV Tag value: '5A'). The service will compare the leftmost three to eight hex digits (where each byte consists of two hex digits) of the PAN to the Issuer Identification Number retrieved from the certificate. For more explanations, the reader can refer to EMVCo, Book2 – Security & Key Management Version 4.0, Table 4 (See [\[Ref. keymanagement-3\]](#)). *verifyKey* defines the previously loaded key used to verify the signature.

If *importScheme* is *icc* then *value* contains the EMV public key certificate. Within the following descriptions tags are documented to indicate the source of the data, but they are not sent down to the service. The data consists of the concatenation of: the key exponent length (1 byte), the key exponent value (variable length – EMV Tag value: '9F47'), the EMV certificate length (1 byte), the EMV certificate value (variable length – EMV Tag value: '9F46'), the remainder length (1 byte), the remainder value (variable length – EMV Tag value: '9F48'), the SDA length (1 byte), the SDA value (variable length), the PAN length (1 byte) and the PAN value (variable length – EMV Tag value: '5A'). The service will compare the PAN to the PAN retrieved from the certificate. For more explanations, the reader can refer to EMVCo, Book2 – Security & Key Management Version 4.0, Table 9 (See [\[Ref. keymanagement-3\]](#)). *verifyKey* defines the previously loaded key used to verify the signature.

If *importScheme* is *iccPIN* then *value* contains the EMV public key certificate. Within the following descriptions tags are documented to indicate the source of the data, but they are not sent down to the service. The data consists of the concatenation of: the key exponent length (1 byte), the key exponent value (variable length – EMV Tag value: '9F2E'), the EMV certificate length (1 byte), the EMV certificate value (variable length – EMV Tag value: '9F2D'), the remainder length (1 byte), the remainder value (variable length – EMV Tag value: '9F2F'), the SDA length (1 byte), the SDA value (variable length), the PAN length (1 byte) and the PAN value (variable length – EMV Tag value: '5A'). The service will compare the PAN to the PAN retrieved from the certificate. For more explanations, the reader can refer to EMVCo, Book2 – Security & Key Management Version 4.0, Table 9 (See [\[Ref. keymanagement-3\]](#)). *verifyKey* defines the previously loaded key used to verify the signature.

If *importScheme* is *pkcsVI_5_CA* then *value* contains the CA public key signed with the previously loaded public key specified in *verifyKey*. *value* consists of the concatenation of EMV 2000 Book II Table 23 + 8 byte random number + Signature (See [\[Ref. keymanagement-3\]](#)). The 8-byte random number is not used for validation; it is used to ensure the signature is unique. The Signature consists of all the bytes in the *value* buffer after table 23 and the 8-byte random number.

Type: string

Pattern: `^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4}|[a-zA-Z0-9+/]{2}([a-zA-Z0-9+/|=)=$`

Format: base64

Required

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Properties
verifyKey Specifies the name of the previously loaded key used to verify the signature, as detailed in the descriptions above. Type: string, null Default: null

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "accessDenied", "expiryDate": "0123" }</pre>
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none">• <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason.• <code>duplicateKey</code> - A <i>key</i> exists with that name and cannot be overwritten.• <code>noKeyRam</code> - There is no space left in the key RAM for a key of the specified type.• <code>emvVerifyFailed</code> - The verification of the imported key failed and the key was discarded.• <code>keyNotFound</code> - The specified <i>key</i> was not found.• <code>useViolation</code> - The specified <i>keyUsage</i> is not supported by this key. Type: string, null Default: null
expiryDate Contains the expiry date of the certificate in the following format MMY. If null, the certificate does not have an expiry date. Type: string, null Default: null

Event Messages

None

13.3 Event Messages

13.3.1 KeyManagement.DUKPTSNEEvent

This event sends the DUKPT KSN of the key used in the command. The receiving TRSM uses this to derive the key from the BDK.

Event Message

Payload (version 3.0)
<pre>{ "key": "Key01", "ksn": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>key</p> <p>Specifies the name of the DUKPT Key derivation key.</p> <p>Type: string Required</p>
<p>ksn</p> <p>The KSN.</p> <p>Type: string Pattern: <code>^[a-zA-Z0-9+]{4} * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$</code> Format: base64 Required</p>

13.4 Unsolicited Messages

13.4.1 KeyManagement.InitializedEvent

This is generated when a [KeyManagement.Initialization](#) command completed successfully.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

13.4.2 KeyManagement.IllegalKeyAccessEvent

This event specifies that an error occurred accessing an encryption key. Possible situations for generating this event are listed in the description of the `errorCode` property.

Unsolicited Message

Payload (version 3.0)
<pre>{ "keyName": "Key02", "errorCode": "keyNotFound" }</pre>
Properties
<p>keyName</p> <p>Specifies the name of the key that caused the error.</p> <p>Type: string Required</p>
<p>errorCode</p> <p>Specifies the type of illegal key access that occurred. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyNotFound</code> - The specified key was not loaded or attempting to delete a non-existent key. • <code>keyNoValue</code> - The specified key is not loaded. • <code>useViolation</code> - The specified use is not supported by this key. • <code>algorithmNotSupported</code> - The specified algorithm is not supported by this key. • <code>dukptOverflow</code> - The DUKPT KSN encryption counter has overflowed to zero. A new IPEK must be loaded. <p>Type: string Required</p>

13.4.3 KeyManagement.CertificateChangeEvent

This event indicates that the certificate module state has changed from Primary to Secondary.

Unsolicited Message

Payload (version 2.0)
<pre>{ "certificateChange": "secondary" }</pre>
Properties
<p>certificateChange Specifies change of the certificate state inside of the KeyManagement. The following values are possible:</p> <ul style="list-style-type: none">• <code>secondary</code> - The certificate state of the encryptor is now Secondary and Primary Certificates will no longer be accepted.
Type: string Default: "secondary"

14. Crypto Interface

This chapter defines the Crypto interface functionality and messages.

14.1 General Information

14.1.1 References

ID	Description
crypto-1	ISO/IEC 10118-3:2004 Information technology – Security techniques – Hash-functions – Part 3: Dedicated hash-functions
crypto-2	FIPS 180-2 Secure Hash Signature Standard
crypto-3	ANSI X9.24-1:2009, Retail Financial Services Symmetric Key Management Part 1: Using Symmetric Techniques
crypto-4	NIST Special Publication 800-38A: Recommendation for Block Cipher Modes of Operation
crypto-5	NIST Special Publication 800-38E: Recommendation for Block Cipher Modes of Operation: the XTS-AES Mode for Confidentiality on Storage Devices

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14.2 Command Messages

14.2.1 Crypto.GenerateRandom

This command is used to generate a random number.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "randomNumber": "O2gAUACFyEARAJAC" }</pre>
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none">accessDenied - The encryption module is either not initialized or not ready for any vendor specific reason. Type: string, null Default: null
randomNumber The random number. If the command fails, this will be null. Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=)\$ Format: base64 Default: null

Event Messages

None

14.2.2 Crypto.CryptoData

This command is used to encrypt or decrypt data. The *key* [Mode of Use](#) and optional *modeOfUse* property determines whether encryption or decryption will be performed.

If padding is required, the service will add it using the *padding* parameter. Clients can use an alternative padding method by pre-formatting the data and combining this with the standard padding method.

For symmetric key encryption using the CBC or CFB *cryptoMethod*, the Initialization Vector (*iv*) can be provided as input to this command, or a pre-imported IV referenced by name can be used. The *ivKey* and *iv* are both optional properties.

Command Message

Payload (version 3.0)
<pre>{ "key": "Key001", "storedKey": "StoredIVKey", "iv": { "key": "KeyToDecrypt", "value": "O2gAUACFyEARAJAC" }, "padding": 255, "modeOfUse": "E", "cryptoMethod": "ecb", "data": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>key</p> <p>Specifies the name of the encryption key. The key usage must one of the supported <i>cryptoAttributes</i>.</p> <p>Type: string Required</p>
<p>storedKey</p> <p>This specifies the name of a key (usage 'I0') used as the Initialization Vector (IV). This property is null if not required.</p> <p>Type: string, null Default: null</p>
<p>iv</p> <p>Specifies the Initialization Vector. This property is null if <i>storedKey</i> is used.</p> <p>Type: object, null Default: null</p>
<p>iv/key</p> <p>The name of a key used to decrypt the <i>value</i>. This specifies the name of a key (usage 'K0') used to decrypt the <i>value</i>. This is only used when the <i>key</i> usage is 'D0' and <i>cryptoMethod</i> is either CBC or CFB. If this property is null, <i>value</i> is used as the Initialization Vector.</p> <p>Type: string, null Default: null</p>
<p>iv/value</p> <p>The plaintext or encrypted IV for use with the CBC or CFB encryption methods.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)\$\$ Format: base64 Required</p>

Properties
<p>padding</p> <p>Specifies the padding character to use for symmetric key encryption.</p> <p>Type: integer Minimum: 0 Maximum: 255 Default: 0</p>
<p>modeOfUse</p> <p>The <i>key</i> Mode of Use qualifier.</p> <p>If the <i>key</i> Mode Of Use is 'B', this qualifies the Mode of Use as one of the following values:</p> <ul style="list-style-type: none"> • D - Decrypt / Unwrap Only. • E - Encrypt / Wrap Only. <p>If the <i>key</i> Mode of Use is not 'B', this should be null.</p> <p>Type: string, null Pattern: <code>^[DE]\$</code> Default: null</p>
<p>cryptoMethod</p> <p>Specifies the cryptographic method to use.</p> <p>If the <i>key</i> usage is 'D0', this can be one of the following values:</p> <ul style="list-style-type: none"> • ecb - The ECB encryption method. • cbc - The CBC encryption method. • cfb - The CFB encryption method. • ofb - The OFB encryption method. • ctr - The CTR method defined in NIST SP800-38A. • xts - The XTS method defined in NIST SP800-38E. <p>If the <i>key</i> usage is 'D1', this can be one of the following values:</p> <ul style="list-style-type: none"> • rsaesPkcs1V15 - Use the RSAES_PKCS1-v1.5 algorithm. • rsaesOaep - Use the RSAES OAEP algorithm. <p>Type: string Required</p>
<p>data</p> <p>The data to be encrypted or decrypted.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$</code> Format: base64 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "data": "O2gAUACFyEARAJAC" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `accessDenied` - The encryption module is either not initialized or not ready for any vendor specific reason.
- `keyNotFound` - The *key* name does not exist.
- `keyNoValue` - The *key* name exists but the key is not loaded.
- `useViolation` - The *key* usage is not supported.
- `modeOfUseNotSupported` - The *key* Mode of Use or the *modeOfUse* qualifier is not supported.
- `invalidKeyLength` - The length of *iv* is not supported or the length of an encryption key is not compatible with the encryption operation required.
- `cryptoMethodNotSupported` - The cryptographic method specified by *cryptoMethod* is not supported.

supported.

- `noChipTransactionActive` - A chipcard key is used as encryption key and there is no chip

transaction active.

Type: string, null
Default: null

data

The encrypted or decrypted data. If the command fails, this will be null.

Type: string, null
Pattern: `^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4}|[a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\]|=)=$)`
Format: base64
Default: null

Event Messages

- [KeyManagement.DUKPTSNEvent](#)

14.2.3 Crypto.GenerateAuthentication

This command is used to generate a Message Authentication Code (MAC) or Signature.

If padding is required, the service will add it using the *padding* parameter. Clients can use an alternative padding method by pre-formatting the data and combining this with the standard padding method.

For MAC generation using the CBC or CFB *cryptoMethod*, the Initialization Vector (*iv*) can be provided as input to this command, or a pre-imported IV referenced by name can be used. The *ivKey* and *iv* are both optional properties.

Command Message

Payload (version 3.0)
<pre>{ "key": "Key001", "data": "O2gAUACFyEARAJAC", "storedKey": "StoredIVKey", "iv": { "key": "KeyToDecrypt", "value": "O2gAUACFyEARAJAC" }, "padding": 255, "compression": "@", "cryptoMethod": "rsassaPkcs1V15", "hashAlgorithm": "sha1", "authenticationDataLength": 4 }</pre>
Properties
<p>key</p> <p>Specifies the name of a key. The key usage must one of the supported <i>authenticationAttributes</i>.</p> <p>Type: string Required</p>
<p>data</p> <p>The data used to generate the authentication data.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$</code> Format: base64 Required</p>
<p>storedKey</p> <p>This specifies the name of a key (usage 'I0') used as the Initialization Vector (IV). This property is null if not required.</p> <p>Type: string, null Default: null</p>
<p>iv</p> <p>Specifies the Initialization Vector. This property is null if <i>storedKey</i> is used.</p> <p>Type: object, null Default: null</p>
<p>iv/key</p> <p>The name of a key used to decrypt the <i>value</i>. This specifies the name of a key (usage 'K0') used to decrypt the <i>value</i>. This is only used when the <i>key</i> usage is 'D0' and <i>cryptoMethod</i> is either CBC or CFB. If this property is null, <i>value</i> is used as the Initialization Vector.</p> <p>Type: string, null Default: null</p>

<p>Properties</p>
<p>iv/value</p> <p>The plaintext or encrypted IV for use with the CBC or CFB encryption methods.</p> <pre>Type: string Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=\$) Format: base64 Required</pre>
<p>padding</p> <p>Specifies the padding character to use for symmetric key encryption.</p> <pre>Type: integer Minimum: 0 Maximum: 255 Default: 0</pre>
<p>compression</p> <p>Specifies whether the data is to be compressed (blanks removed) before building the MAC. If this property is null, the compression is not applied. Otherwise this property value is the blank character (e.g. ' ' in ASCII or '@' in EBCDIC).</p> <pre>Type: string, null Pattern: ^[@]\$ Default: null</pre>
<p>cryptoMethod</p> <p>Specifies the cryptographic method to use.</p> <p>If the <i>key</i> usage is an asymmetric key pair signature usage (e.g. 'S0') this can be one of the following values:</p> <ul style="list-style-type: none"> • <code>rsassaPkcs1V15</code> - Use the RSASSA-PKCS1-v1.5 algorithm. • <code>rsassaPss</code> - Use the RSASSA-PSS algorithm. <p>If the <i>key</i> usage is a MAC usage (e.g. 'M0') this property should be null.</p> <pre>Type: string, null Default: null</pre>
<p>hashAlgorithm</p> <p>Specifies the hash algorithm to use.</p> <p>If the <i>key</i> usage is an asymmetric key pair signature usage (e.g. 'S0') this can be one of the following values:</p> <ul style="list-style-type: none"> • <code>sha1</code> - The SHA1 digest algorithm. • <code>sha256</code> - The SHA 256 digest algorithm, as defined in ISO/IEC 10118-3:2004. <p>[Ref. crypto-1] and FIPS 180-2 [Ref. crypto-2].</p> <p>If the <i>key</i> usage is a MAC usage (e.g. 'M0') this property will be ignored. This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>authenticationDatalength</p> <p>The required authentication data length.</p> <p>If the <i>key</i> usage is an asymmetric key pair signature usage (e.g. 'S0') this property will be ignored.</p> <pre>Type: integer Minimum: 4 Maximum: 8 Default: 4</pre>

Completion Message

<p>Payload (version 3.0)</p> <pre>{</pre>
--

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Payload (version 3.0)
<pre>"errorCode": "accessDenied", "authenticationData": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">• <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason.• <code>keyNotFound</code> - The <i>key</i> name does not exist.• <code>keyNoValue</code> - The <i>key</i> name exists but the key is not loaded.• <code>useViolation</code> - The <i>key</i> usage is not supported.• <code>modeOfUseNotSupported</code> - The <i>key</i> Mode of Use is not supported.• <code>invalidKeyLength</code> - The length of <i>iv</i> is not supported or the length of an encryption key is not compatible with the encryption operation required.• <code>algorithmNotSupported</code> - The hash algorithm ins not supported.• <code>cryptoMethodNotSupported</code> - The cryptographic method specified by <i>cryptoMethod</i> is not supported.• <code>noChipTransactionActive</code> - A chipcard key is used as encryption key and there is no chip transaction active. active. <p>Type: string, null Default: null</p>
<p>authenticationData</p> <p>The generated authentication data. If the command fails, this will be null.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$</code> Format: base64 Default: null</p>

Event Messages

- [KeyManagement.DUKPTKSNEvent](#)

<p>Properties</p>
<p>iv</p> <p>Specifies the Initialization Vector. This property is null if <i>storedKey</i> is used.</p> <p>Type: object, null Default: null</p>
<p>iv/key</p> <p>The name of a key used to decrypt the <i>value</i>. This specifies the name of a key (usage 'K0') used to decrypt the <i>value</i>. This is only used when the <i>key</i> usage is 'D0' and <i>cryptoMethod</i> is either CBC or CFB. If this property is null, <i>value</i> is used as the Initialization Vector.</p> <p>Type: string, null Default: null</p>
<p>iv/value</p> <p>The plaintext or encrypted IV for use with the CBC or CFB encryption methods.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =))\$ Format: base64 Required</p>
<p>padding</p> <p>Specifies the padding character to use for symmetric key encryption.</p> <p>Type: integer Minimum: 0 Maximum: 255 Default: 0</p>
<p>compression</p> <p>Specifies whether the data is to be compressed (blanks removed) before building the MAC. If this property is null, the compression is not applied. Otherwise this property value is the blank character (e.g. ' ' in ASCII or '@' in EBCDIC).</p> <p>Type: string, null Pattern: ^[@]\$ Default: null</p>
<p>cryptoMethod</p> <p>Specifies the cryptographic method to use.</p> <p>If the <i>key</i> usage is an asymmetric key pair signature usage (e.g. 'S0') this can be one of the following values:</p> <ul style="list-style-type: none"> rsassaPkcs1V15 - Use the RSASSA-PKCS1-v1.5 algorithm. rsassaPss - Use the RSASSA-PSS algorithm. <p>If the <i>key</i> usage is a MAC usage (e.g. 'M0') this property should be null.</p> <p>Type: string, null Default: null</p>
<p>hashAlgorithm</p> <p>Specifies the hash algorithm to use.</p> <p>If the <i>key</i> usage is an asymmetric key pair signature usage (e.g. 'S0') this can be one of the following values:</p> <ul style="list-style-type: none"> sha1 - The SHA1 digest algorithm. sha256 - The SHA 256 digest algorithm, as defined in ISO/IEC 10118-3:2004. <p>[Ref. crypto-1] and FIPS 180-2 [Ref. crypto-2]. This property is null if not applicable.</p> <p>If the <i>key</i> usage is a MAC usage (e.g. 'M0') this property will be ignored.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "accessDenied" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason. • <code>keyNotFound</code> - The <i>key</i> name does not exist. • <code>keyNoValue</code> - The <i>key</i> name exists but the key is not loaded. • <code>useViolation</code> - The <i>key</i> usage is not supported. • <code>modeOfUseNotSupported</code> - The <i>key</i> Mode of Use is not supported. • <code>invalidKeyLength</code> - The length of <i>iv</i> is not supported or the length of an encryption key is not compatible with the encryption operation required. • <code>algorithmNotSupported</code> - The hash algorithm ins not supported. • <code>cryptoMethodNotSupported</code> - The cryptographic method specified by <i>cryptoMethod</i> is not supported. • <code>noChipTransactionActive</code> - A chipcard key is used as encryption key and there is no chip transaction active. • <code>macInvalid</code> - The MAC verification failed. • <code>signatureInvalid</code> - The signature verification failed. <p>Type: string, null Default: null</p>

Event Messages

- [KeyManagement.DUKPTSNEEvent](#)

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14.2.5 Crypto.Digest

This command is used to compute a hash code on a stream of data using the specified hash algorithm.

This command can be used to verify EMV static and dynamic data.

Command Message

Payload (version 3.0)
<pre>{ "hashAlgorithm": "sha1", "data": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>hashAlgorithm</p> <p>Specifies which hash algorithm should be used to calculate the hash. See the verifyAttributes capability for valid algorithms. The following values are possible:</p> <ul style="list-style-type: none">• sha1 - The SHA-1 digest algorithm.• sha256 - The SHA-256 digest algorithm, as defined in ISO/IEC 10118-3:2004 and FIPS 180-2. <p>Type: string Required</p>
<p>data</p> <p>The data to be hashed.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$ Format: base64 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "digest": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">• accessDenied - The encryption module is either not initialized or not ready for any vendor specific reason. <p>Type: string, null Default: null</p>
<p>digest</p> <p>Contains the generated digest. If the command fails, this will be null.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$ Format: base64 Default: null</p>

Event Messages

None

15. Keyboard Interface

This chapter defines the Keyboard interface functionality and messages.

This section describes the general interface for the following functions:

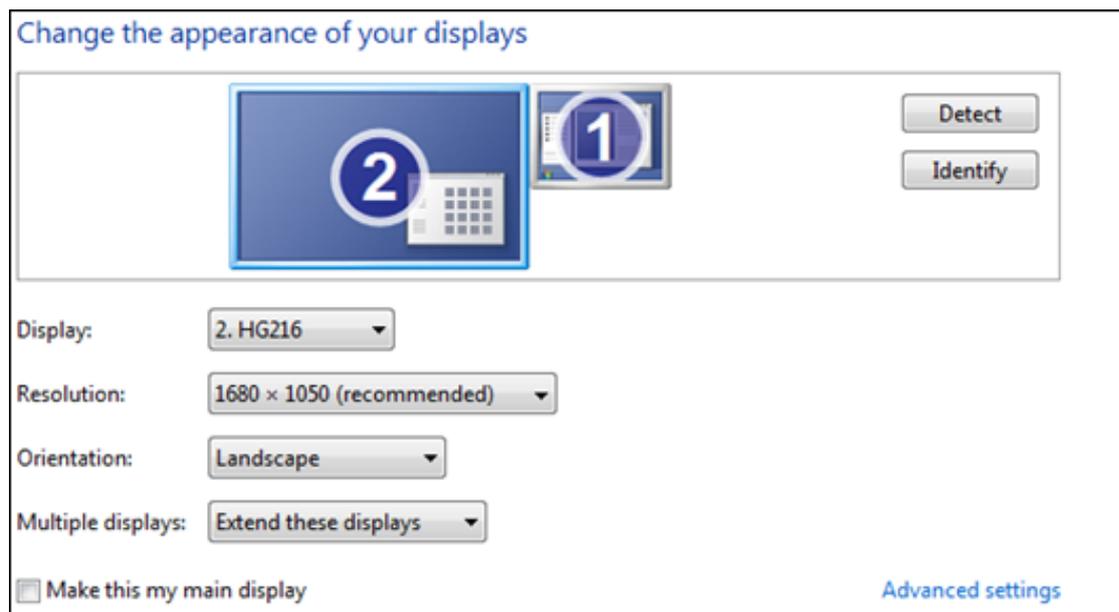
- Entering Personal Identification Numbers (PINs)
 - Clear text data handling
 - Function key handling
- If the device has local display capability, display handling should be handled using the [TextTerminal](#) interface. The adoption of this specification does not imply the adoption of a specific security standard.
- Only numeric PIN pads are handled in this specification.

15.1 General Information

15.1.1 Encrypting Touch Screen (ETS)

An encrypting touch screen device is a touch screen securely attached to a cryptographic device. It can be used as an alternative to an encrypting pin pad (EPP). It supports key management, encryption and decryption.

It is assumed that the ETS is a combined device. It overlays a display monitor which is used to display lead-through for a transaction. It is assumed that the display monitor is part of the operating system desktop, and can be the primary monitor or any other monitor on the desktop. E.g. the following diagram shows 2 monitors extended across the desktop, with monitor 1 being the primary monitor and the ETS being overlaid on monitor 2 whose origin is (-1680,0).



The touch screen can optionally be used as a "mouse" for application purposes, while PIN operations are not in progress or optionally when non-secure PIN commands are in progress.

The CEN interface supports two types of ETS:

- Those which activate touch areas defined by the application.
- Those which activate a random variation of touch areas defined by the application.

The Service Provider, when reporting its capabilities, reports the absolute position of the ETS in desktop coordinates. This allows the application to locate the ETS device in a multi-monitor system and relate it to a monitor on the desktop.

At any point in time, a single touch area of the ETS can operate in one of 4 modes:

- **Mouse mode** - a "touch" simulates a mouse click. This mode is optional. This may not be supported by some ETS devices. Configuration of the click is vendor specific. This is also the mode that, if supported, is active when none of the other modes are active.

- **Data mode** - a "touch" maps to a key and the value of the key is returned in an event (as in clear numeric entry using [Keyboard.DataEntry](#)).
- **PIN mode** - a "touch" maps to a key and the value of the key is returned in an event only if the key pressed is not zero through nine (as in PIN entry using [Keyboard.PinEntry](#)).
- **Secure mode** - a "touch" maps to a key and the value of the key is returned in an event only if the key pressed is not zero through nine and not a through f (as in key entry using [Keyboard.SecureKeyEntry](#)).

The following concepts are introduced to define the relationship between the monitor and the ETS:

- **Touch Key** – an area of the monitor which reacts to touch in Data, PIN and Secure modes.
- **Touch Frame** – an area of the monitor onto which Touch Keys can be placed. There can be one or more Touch Frames. There may be just one Touch Frame which covers the whole monitor. Areas within a Touch Frame, not defined as a Touch Key, do not react to touch. Generally in PIN and Secure modes, there would be only one Touch Frame covering the whole monitor. An empty Touch Frame disables that part of the monitor.
- **Mouse area** – an area outside of all Touch Frames in which touches behave like a mouse.
- Thus Data, PIN and Secure modes operate in a single Touch Frame or multiple Touch Frames. Mouse mode operates outside a Touch Frame, and is optional.

Note that there is a perceived risk in separating the drawing functionality from the touch functionality, but this type of risk is present in today's keyboard-based systems. e.g. An application can draw on a monitor to prompt the user to enter a PIN and then enables the EPP for clear data entry. So the risk is no different than with an EPP – the application has to be trusted.

Depending upon the type of device, the application must then either inform the Service Provider as to the active key positions in the form of Touch Frames and Touch Keys using the [Keyboard.DefineLayout](#) command, or obtain them from the Service Provider using the [Keyboard.GetLayout](#) command. This collection is now referred to as a "Touch Keyboard definition".

The application then uses the following commands to enable the touch keyboard definition on the ETS device:

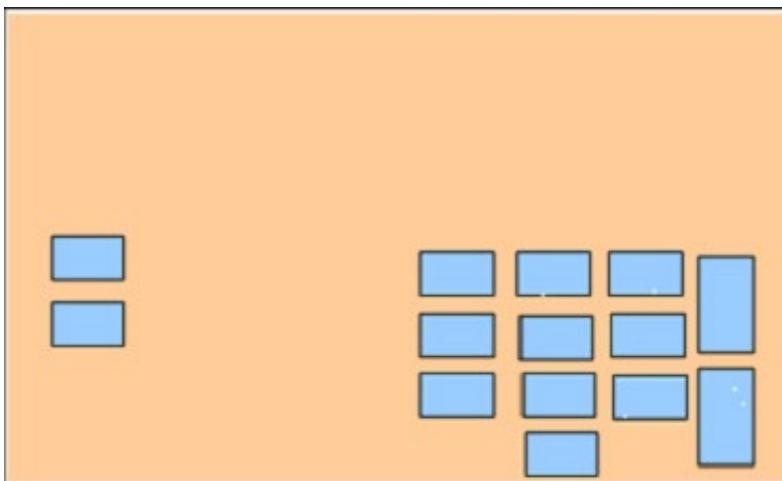
- [Keyboard.PinEntry](#)
- [Keyboard.DataEntry](#)
- [Keyboard.SecureKeyEntry](#)

These commands are referred to as "keyboard entry commands" throughout the remainder of this document.

PCI compliance means that [Keyboard.PinEntry](#) and [Keyboard.SecureKeyEntry](#) can only be used with a single Touch Frame that covers the entire monitor. i.e. Mouse mode cannot be mixed with either PIN or Secure mode. If a Touch Key (or areas) is defined for a key value and that key value is not subsequently specified as active in a [Keyboard.PinEntry](#), [Keyboard.DataEntry](#) or [Keyboard.SecureKeyEntry](#) command, then the Touch Key is made inactive.

Layouts defined with the [Keyboard.DefineLayout](#) command are persistent.

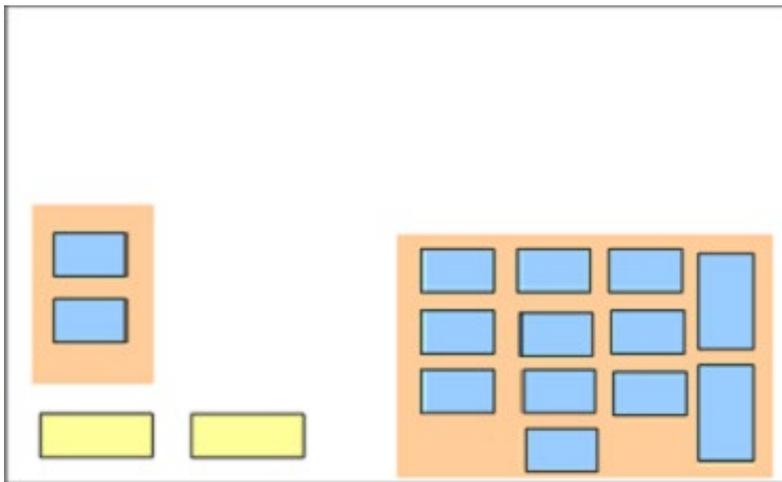
Example 1 – this screen only uses Data mode – the entire screen is a Touch Frame. Mouse mode is not used.



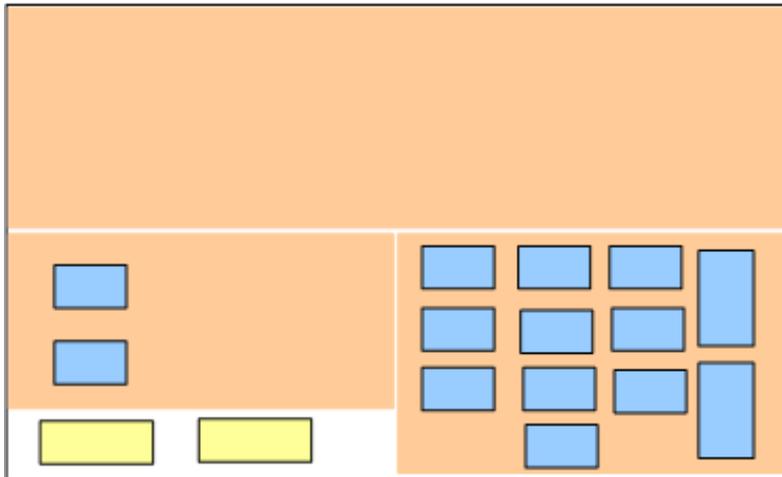
Example 2 – this shows a monitor with two Touch Frames and 14 Touch Keys. The spaces within the Touch Frames not defined by a Touch Key are inactive (do not respond to touch). All areas outside a Touch Frame operate in Mouse mode. This example shows two Mouse mode "keys". e.g. "Button", HTML "BUTTON" or a custom

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control. Other touches in Mouse mode are normally dealt with by the application event engine. However, this can be restricted – see example 3.



Example 3 - this screen uses Mouse and Data modes – Mouse mode is used only in a restricted area. The touch keyboard definition has 3 frames. Frame 1 has no Touch Keys. Frame 2 has 2 Touch Keys; Frame 3 has 12 Touch Keys.



15.1.2 Layout

A Physical Frame can only contain Physical Keys. It can contain Physical Keys positioned on the edge of the screen (for example, FDks) or Physical Keys not positioned on the edge of the screen (for example EPP) but cannot contain both. An [ETS](#) can only contain Touch Keys. To determine the frame type, frame [xSize](#) and frame [ySize](#) should be checked.

The following tables define the possible size and position values that apply to each frame type.

Frame size and position:

Frame Type	Frame xSize	Frame ySize	Frame xPos	Frame yPos
Physical Keys on EPP	0	0	0	0
Touch Keys on ETS	> 0	> 0	>= 0	>= 0
Physical Keys on Left Boundary of Screen	0	> 0	0	0
Physical Keys on Right Boundary of Screen	0	> 0	> 0	0
Physical Keys on Top Boundary of Screen	> 0	0	0	0
Physical Keys on Bottom Boundary of Screen	> 0	0	0	> 0

Key size and position:

Frame Type	Key <u>xSize</u>	Key <u>ySize</u>	Key <u>xPos</u>	Key <u>yPos</u>
Physical Keys on EPP	1 to 1000 ¹	1 to 1000 ²	0 to 999 ³	0 to 999 ⁴
Touch Keys on ETS	0 to (Frame <i>xSize</i> - Key <i>xPos</i>)	0 to (Frame <i>ySize</i> - Key <i>yPos</i>)	0 to Frame <i>xSize</i>	0 to Frame <i>ySize</i>
Physical Keys on Left Boundary of Screen	0	0 to (Frame <i>ySize</i> - Key <i>yPos</i>)	0	0 to Frame <i>ySize</i>
Physical Keys on Right Boundary of Screen	0	0 to (Frame <i>ySize</i> - Key <i>yPos</i>)	Frame <i>xSize</i>	0 to Frame <i>ySize</i>
Physical Keys on Top Boundary of Screen	0 to (Frame <i>xSize</i> - Key <i>xPos</i>)	0	0 to Frame <i>xSize</i>	0
Physical Keys on Bottom Boundary of Screen	0 to (Frame <i>xSize</i> - Key <i>xPos</i>)	0	0 to Frame <i>xSize</i>	Frame <i>ySize</i>

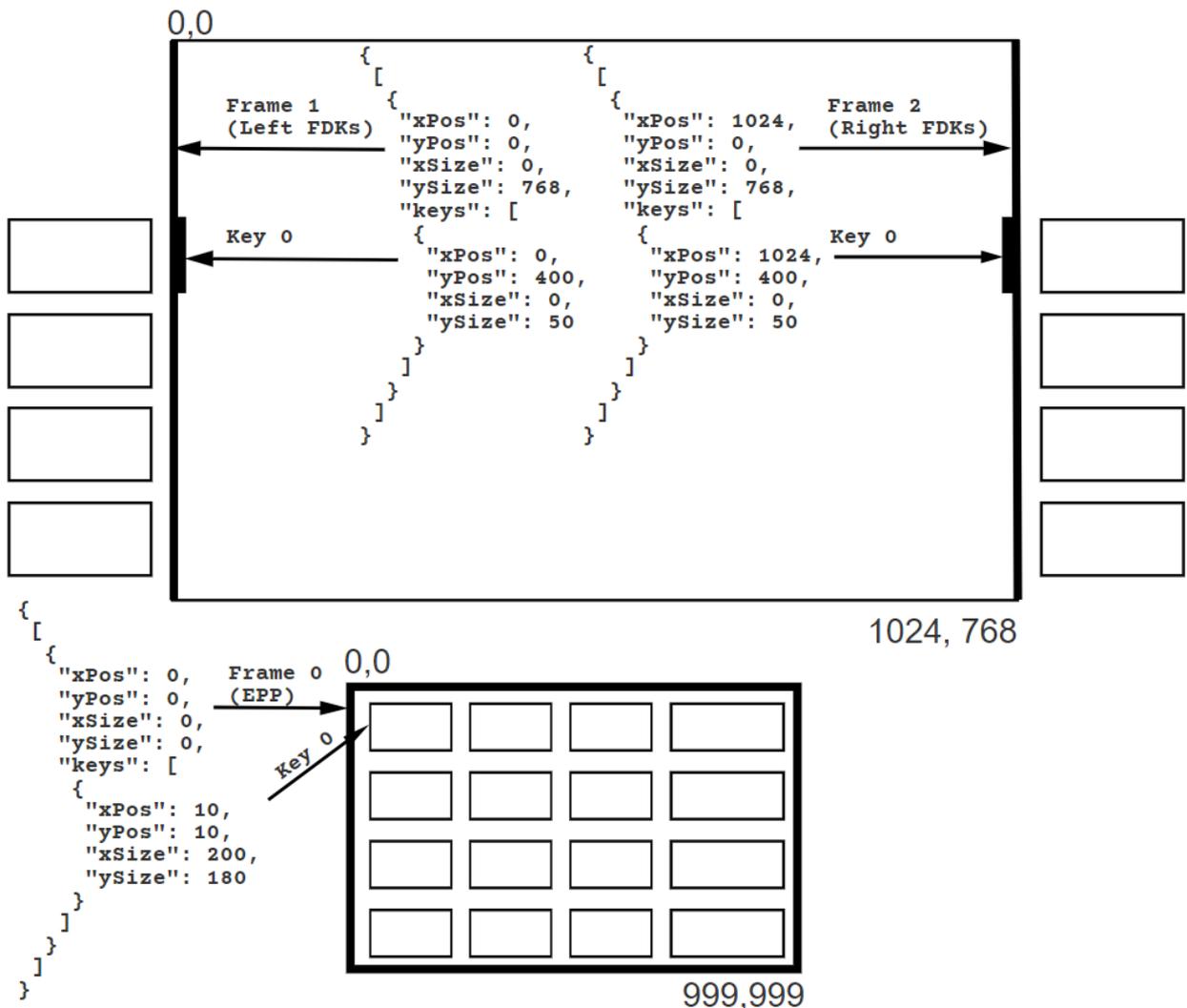
¹: 1 is the smallest possible size and 1000 is the full width of the frame

²: 1 is the smallest possible size and 1000 is the full height of the frame

³: 0 is the left edge and 999 is the right edge of the frame

⁴: 0 is the top edge and 999 is the bottom edge of the frame

The following diagram shows an example configuration consisting of an EPP and Physical FDKs to the left and right of the screen. 3 frames contain the Physical Keys.



15.2 Command Messages

15.2.1 Keyboard.GetLayout

This command allows an application to retrieve layout information for any device. Either one layout or all defined layouts can be retrieved with a single request of this command.

There can be a layout for each of the different types of keyboard entry modes, if the vendor and the hardware support these different methods. The types of keyboard entry modes are:

- Data Entry mode which corresponds to the [Keyboard.DataEntry](#) command.
- PIN Entry mode which corresponds to the [Keyboard.PinEntry](#) command.
- Secure Key Entry mode which corresponds to the [Keyboard.SecureKeyEntry](#) command.

The layouts can be preloaded into the device, if the device supports this, or a single layout can be loaded into the device immediately prior to the keyboard command being requested.

Command Message

Payload (version 2.0)
<pre>{ "entryMode": "data" }</pre>
Properties
<p>entryMode</p> <p>Specifies entry mode to be returned. If this property is null, all layouts for the Keyboard.DataEntry, Keyboard.PinEntry and Keyboard.SecureKeyEntry command are returned.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • data - Get the layout for the Keyboard.DataEntry command. • pin - Get the layout for the Keyboard.PinEntry command. • secure - Get the layout for the Keyboard.SecureKeyEntry command. <p>Type: string, null Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "modeNotSupported", "layout": { "data": [{ "xPos": 0, "yPos": 0, "xSize": 0, "ySize": 0, "float": { "x": false, "y": false } }], "keys": [{ "key": "shift", "shiftKey": "a", "xPos": 0, "yPos": 0, "xSize": 1,</pre>

Payload (version 3.0)
<pre> "ySize": 1 }} }}, "pin": See layout/data properties "secure": See layout/data properties } } </pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> modeNotSupported - The specified entry mode is not supported. <p>Type: string, null Default: null</p>
<p>layout</p> <p>Return supported layouts specified by the <i>entryMode</i> property.</p> <p>Type: object, null Default: null</p>
<p>layout/data</p> <p>The layout for the Keyboard.DataEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>
<p>layout/data/xPos</p> <p>If the frame contains Touch Keys, specifies the left edge of the frame as an offset from the left edge of the screen in pixels and will be less than the width of the screen.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the left coordinate of the frame as an offset from the left edge of the screen in pixels and will be 0 or the width of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/yPos</p> <p>If the frame contains Touch Keys, specifies the top edge of the frame as an offset from the top edge of the screen in pixels and will be less than the height of the screen.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the top edge of the frame as an offset from the top edge of the screen in pixels and will be 0 or the height of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>layout/data/xSize</p> <p>If the frame contains Touch Keys, specifies the width of the frame in pixels and will be greater than 0 and less than the width of the screen minus the frame <i>xPos</i>.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the width of the frame in pixels and will be 0 or the width of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/ySize</p> <p>If the frame contains Touch Keys, specifies the height of the frame in pixels and will be greater than 0 and less than the height of the screen minus the frame <i>yPos</i>.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the height of the frame in pixels and will be 0 or the height of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/float</p> <p>Specifies if the device can float the touch keyboards. If etsCaps is null or float is null, this property is null. If this property is null, the device cannot randomly shift the layout in both horizontal and vertical direction.</p> <p>Type: object, null Default: null</p>
<p>layout/data/float/x</p> <p>Specifies that the device will randomly shift the layout in a horizontal direction.</p> <p>Type: boolean Default: false</p>
<p>layout/data/float/y</p> <p>Specifies that the device will randomly shift the layout in a vertical direction.</p> <p>Type: boolean Default: false</p>
<p>layout/data/keys</p> <p>Specifies the keys in the keyboard.</p> <p>The layout section defines valid position and size values for physical and touch keys.</p> <p>Type: array (object) MinItems: 1 Required</p>

Properties**layout/data/keys/key**

Specifies the Function Key associated with the area in non-shifted mode.

The following standard values are defined:

- zero - Numeric digit 0
- one - Numeric digit 1
- two - Numeric digit 2
- three - Numeric digit 3
- four - Numeric digit 4
- five - Numeric digit 5
- six - Numeric digit 6
- seven - Numeric digit 7
- eight - Numeric digit 8
- nine - Numeric digit 9
- [a-f] - Hex digit A to F for secure key entry
- enter - Enter
- cancel - Cancel
- clear - Clear
- backspace - Backspace
- help - Help
- decPoint - Decimal point
- shift - Shift key used during hex entry
- doubleZero - 00
- tripleZero - 000
- fdk[01-32] - 32 FDK keys

Additional non-standard values are also allowed:

- oem[a-zA-Z0-9]* - A non-standard value

Type: string

Pattern: `^(zero|one|two|three|four|five|six|seven|eight|nine|[a-f]|enter|cancel|clear|backspace|help|decPoint|shift|doubleZero|tripleZero|fdk(0[1-9]|[12][0-9]|3[0-2])|oem[a-zA-Z0-9]*)$`

Required

layout/data/keys/shiftKey

Specifies the Function Key associated with the key in shifted mode. This property is null if not applicable.

See *key* for the valid property values.

Type: string, null

Pattern: `^(zero|one|two|three|four|five|six|seven|eight|nine|[a-f]|enter|cancel|clear|backspace|help|decPoint|shift|doubleZero|tripleZero|fdk(0[1-9]|[12][0-9]|3[0-2])|oem[a-zA-Z0-9]*)$`

Default: null

layout/data/keys/xPos

Specifies the position of the left edge of the key relative to the left side of the frame.

Type: integer

Minimum: 0

Required

layout/data/keys/yPos

Specifies the position of the top edge of the key relative to the top edge of the frame.

Type: integer

Minimum: 0

Required

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Properties
<p>layout/data/keys/xSize</p> <p>Specifies the Function Key (FK) width.</p> <p>Type: integer Minimum: 1 Required</p>
<p>layout/data/keys/ySize</p> <p>Specifies the Function Key (FK) height.</p> <p>Type: integer Minimum: 1 Required</p>
<p>layout/pin</p> <p>The layout for the Keyboard.PinEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>
<p>layout/secure</p> <p>The layout for the Keyboard.SecureKeyEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>

Event Messages

None

15.2.2 Keyboard.PinEntry

This function stores the PIN entry via the device. From the point this function is invoked, PIN digit entries are not passed to the application. For each PIN digit, or any other active key entered, a notification [Keyboard.KeyEvent](#) is sent in order to allow an application to perform the appropriate display action (i.e. when the PIN pad has no integrated display). The application is not informed of the value entered. The event only informs that a key has been depressed.

The [Keyboard.EnterDataEvent](#) will be generated when the Keyboard is ready for the user to start entering data.

Some devices do not inform the application as each PIN digit is entered, but locally process the PIN entry based upon minimum PIN length and maximum PIN length input parameters.

When the maximum number of PIN digits is entered and the flag *autoEnd* is true, or a terminating key is pressed after the minimum number of PIN digits is entered, the command completes. If the 'cancel' key is a terminator key and is pressed, then the command will complete successfully even if the minimum number of PIN digits has not been entered.

Terminating Function Descriptor Keys (FDKs) can have the functionality of Enter (terminates only if minimum length has been reached) or Cancel (can terminate before minimum length is reached). The configuration of this functionality is vendor specific.

If *maxLen* is zero, the Service Provider does not terminate the command unless the application sets [terminate](#) property. In the event that [terminate](#) property is set to false all active keys and *maxLen* is zero, the command will not terminate and the application must issue a [Common.Cancel](#) command.

If active the 'cancel' and 'clear' keys will cause the PIN buffer to be cleared. The backspace key will cause the last key in the PIN buffer to be removed.

Terminating keys have to be active keys to operate.

If this command is canceled by a [Common.Cancel](#) command the PIN buffer is not cleared.

If *maxLen* has been met and *autoEnd* is set to false, then all numeric keys will automatically be disabled. If the 'clear' or 'backspace' key is pressed to reduce the number of entered keys, the numeric keys will be re-enabled.

If the 'enter' key (or FDK representing the 'enter' key - note that the association of an FDK to enter functionality is vendor specific) is pressed prior to *minLen* being met, then the enter key or FDK is ignored. In some cases the device cannot ignore the enter key then the command will complete normally. To handle these types of devices the application should use the output parameter *digits* property to check that sufficient digits have been entered. The application should then get the user to re-enter their PIN with the correct number of digits.

If the application makes a call to [PinPad.GetPinblock](#) or a local verification command without the minimum PIN digits having been entered, either the command will fail or the PIN verification will fail.

It is the responsibility of the application to identify the mapping between the FDK code and the physical location of the FDK.

Command Message

Payload (version 2.0)
<pre>{ "minLen": 0, "maxLen": 0, "autoEnd": false, "echo": "X", "activeKeys": { "one": { "terminate": false }, "backspace": See activeKeys/one properties } }</pre>

Properties
<p>minLen</p> <p>Specifies the minimum number of digits which must be entered for the PIN. A value of zero indicates no minimum PIN length verification.</p> <p>Type: integer Minimum: 0 Required</p>
<p>maxLen</p> <p>Specifies the maximum number of digits which can be entered for the PIN. A value of zero indicates no maximum PIN length verification.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>autoEnd</p> <p>If <i>autoEnd</i> is set to true, the Service Provider terminates the command when the maximum number of digits are entered. Otherwise, the input is terminated by the user using one of the termination keys. <i>autoEnd</i> is ignored when <i>maxLen</i> is set to zero.</p> <p>Type: boolean Default: false</p>
<p>echo</p> <p>Specifies the replace character to be echoed on a local display for the PIN digit. This property will be ignored by the service if the device doesn't have a local display.</p> <p>Type: string MinLength: 1 MaxLength: 1 Default: "X"</p>
<p>activeKeys</p> <p>Specifies all Function Keys which are active during the execution of the command. This should be the complete set or a subset of the keys returned in the payload of the Keyboard.GetLayout command.</p> <p>Type: object Required</p>

Properties**activeKeys/one (example name)**

An active key.

The following standard names are defined:

- zero - Numeric digit 0
- one - Numeric digit 1
- two - Numeric digit 2
- three - Numeric digit 3
- four - Numeric digit 4
- five - Numeric digit 5
- six - Numeric digit 6
- seven - Numeric digit 7
- eight - Numeric digit 8
- nine - Numeric digit 9
- [a-f] - Hex digit A to F for secure key entry
- enter - Enter
- cancel - Cancel
- clear - Clear
- backspace - Backspace
- help - Help
- decPoint - Decimal point
- shift - Shift key used during hex entry
- doubleZero - 00
- tripleZero - 000
- fdk[01-32] - 32 FDK keys

Additional non-standard key names are also allowed:

- oem[a-zA-Z0-9]* - A non-standard key name

Type: object

Name Pattern: `^(zero|one|two|three|four|five|six|seven|eight|nine|[a-f]|enter|cancel|clear|backspace|help|decPoint|shift|doubleZero|tripleZero|fdk(0[1-9]|[12][0-9]|3[0-2])|oem[a-zA-Z0-9]*)$`

activeKeys/one/terminate

The key is a terminate key.

Type: boolean

Default: false

Completion Message**Payload (version 2.0)**

```
{
  "errorCode": "keyInvalid",
  "digits": 0,
  "completion": "auto"
}
```

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyInvalid</code> - At least one of the specified function keys or FDKs is invalid. • <code>keyNotSupported</code> - At least one of the specified function keys or FDKs is not supported by the Service Provider. • <code>noActivekeys</code> - There are no active function keys specified, or there is no defined layout definition. • <code>noTerminatekeys</code> - There are no terminate keys specified and <code>maxLen</code> is not set to zero and <code>autoEnd</code> is false. • <code>minimumLength</code> - The minimum PIN length property is invalid or greater than the maximum PIN length property when the maximum PIN length is not zero. • <code>tooManyFrames</code> - The device requires that only one frame is used for this command. • <code>partialFrame</code> - The single Touch Frame does not cover the entire monitor. • <code>entryTimeout</code> - The timeout for entering data has been reached. This is a timeout which may be due to hardware limitations or legislative requirements (for example PCI). <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>digits</p> <p>Specifies the number of PIN digits entered.</p> <p style="background-color: #e0e0e0;">Type: integer Minimum: 0 Default: 0</p>
<p>completion</p> <p>Specifies the reason for completion of the entry. Unless otherwise specified the following values must not be used in the execute event Keyboard.PinEntry or in the array of keys in the completion of Keyboard.DataEntry. The following values are possible:</p> <ul style="list-style-type: none"> • <code>auto</code> - The command terminated automatically, because maximum length was reached. • <code>enter</code> - The ENTER Function Key was pressed as terminating key. • <code>cancel</code> - The CANCEL Function Key was pressed as terminating key. • <code>continue</code> - A function key was pressed and input may continue unless the command completes (this value is only used in the execute event Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). • <code>clear</code> - The clear function Key was pressed as terminating key and the previous input is cleared. • <code>backspace</code> - The last input digit was cleared and the key was pressed as terminating key. • <code>fdk</code> - Indicates input is terminated only if the FDK pressed was set to be a terminating FDK. • <code>help</code> - The HELP Function Key was pressed as terminating key. • <code>fk</code> - A Function Key (FK) other than ENTER, CLEAR, CANCEL, BACKSPACE, HELP was pressed as terminating key. • <code>contFdk</code> - A Function Descriptor Key (FDK) was pressed and input may continue unless the command completes (this value is only used in the Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>

Event Messages

- [Keyboard.KeyEvent](#)
- [Keyboard.EnterDataEvent](#)
- [Keyboard.LayoutEvent](#)

15.2.3 Keyboard.DataEntry

This function is used to return keystrokes entered by the user. It will automatically set the PIN pad to echo characters on the display if there is a display. For each keystroke a notification [Keyboard.KeyEvent](#) is sent in order to allow an application to perform the appropriate display action (i.e. when the PIN pad has no integrated display).

The [Keyboard.EnterDataEvent](#) will be generated when the PIN pad is ready for the user to start entering data.

When the maximum number of digits is entered and the *autoEnd* property is true, or a terminate key is pressed after the minimum number of digits is entered, the command completes. If the 'cancel' key is a terminator key and is pressed, the command will complete successfully even if the minimum number of digits has not been entered.

Terminating Function Descriptor Keys (FDKs) can have the functionality of Enter (terminates only if minimum length has been reached) or Cancel (can terminate before minimum length is reached). The configuration of this functionality is vendor specific.

If *maxLen* is zero, the Service Provider does not terminate the command unless the application sets [terminate](#) property. In the event that [terminate](#) property is set to false all active keys and *maxLen* is zero, the command will not terminate and the application must issue a [Common.Cancel](#) command.

If *maxLen* has been met and *autoEnd* is set to False, then all keys or FDKs that add data to the contents of the output parameter will automatically be disabled. If the CLEAR or BACKSPACE key is pressed to reduce the number of entered keys below *maxLen*, the same keys will be re-enabled.

Where applications want direct control of the data entry and the key interpretation, *maxLen* can be set to zero allowing the application to provide tracking and counting of key presses until a terminate key is pressed or [Common.Cancel](#) has been issued.

The following keys may affect the contents of the output parameter but are not returned in it:

- 'enter'
- 'cancel'
- 'clear'
- 'backspace'

The 'cancel' and 'clear' keys will cause the output buffer to be cleared. The 'backspace' key will cause the last key in the buffer to be removed.

Terminating keys have to be active keys to operate.

It is the responsibility of the application to identify the mapping between the FDK code and the physical location of the FDK.

Command Message

Payload (version 2.0)
<pre>{ "maxLen": 0, "autoEnd": false, "activeKeys": { "one": { "terminate": false }, "backspace": See activeKeys/one properties } }</pre>
Properties
<p>maxLen</p> <p>Specifies the maximum number of digits which can be returned to the application in the output parameter.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties
<p>autoEnd</p> <p>If <i>autoEnd</i> is set to true, the Service Provider terminates the command when the maximum number of digits are entered. Otherwise, the input is terminated by the user using one of the termination keys. <i>autoEnd</i> is ignored when <i>maxLen</i> is set to zero.</p> <p>Type: boolean Default: false</p>
<p>activeKeys</p> <p>Specifies all Function Keys which are active during the execution of the command. This should be the complete set or a subset of the keys returned in the payload of the Keyboard.GetLayout command.</p> <p>Type: object Required</p>
<p>activeKeys/one (example name)</p> <p>An active key.</p> <p>The following standard names are defined:</p> <ul style="list-style-type: none"> • zero - Numeric digit 0 • one - Numeric digit 1 • two - Numeric digit 2 • three - Numeric digit 3 • four - Numeric digit 4 • five - Numeric digit 5 • six - Numeric digit 6 • seven - Numeric digit 7 • eight - Numeric digit 8 • nine - Numeric digit 9 • [a-f] - Hex digit A to F for secure key entry • enter - Enter • cancel - Cancel • clear - Clear • backspace - Backspace • help - Help • decPoint - Decimal point • shift - Shift key used during hex entry • doubleZero - 00 • tripleZero - 000 • fdk[01-32] - 32 FDK keys <p>Additional non-standard key names are also allowed:</p> <ul style="list-style-type: none"> • oem[a-zA-Z0-9]* - A non-standard key name <p>Type: object Name Pattern: <code>^(zero one two three four five six seven eight nine [a-f] enter cancel clear backspace help decPoint shift doubleZero tripleZero fdk(0[1-9] [12][0-9] 3[0-2]) oem[a-zA-Z0-9]*)\$</code></p>
<p>activeKeys/one/terminate</p> <p>The key is a terminate key.</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 2.0)
{

Payload (version 2.0)
<pre> "errorCode": "keyInvalid", "keys": 0, "pinKeys": [{ "completion": "auto", "digit": "five" }], "completion": See pinKeys/completion } </pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyInvalid</code> - At least one of the specified function keys or FDKs is invalid. • <code>keyNotSupported</code> - At least one of the specified function keys or FDKs is not supported by the Service Provider. • <code>noActivekeys</code> - There are no active keys specified, or there is no defined layout definition. <p>Type: string, null Default: null</p>
<p>keys</p> <p>Number of keys entered by the user</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>pinKeys</p> <p>Array contains the keys entered by the user</p> <p>Type: array (object), null Default: null</p>
<p>pinKeys/completion</p> <p>Specifies the reason for completion of the entry. Unless otherwise specified the following values must not be used in the execute event Keyboard.PinEntry or in the array of keys in the completion of Keyboard.DataEntry. The following values are possible:</p> <ul style="list-style-type: none"> • <code>auto</code> - The command terminated automatically, because maximum length was reached. • <code>enter</code> - The ENTER Function Key was pressed as terminating key. • <code>cancel</code> - The CANCEL Function Key was pressed as terminating key. • <code>continue</code> - A function key was pressed and input may continue unless the command completes (this value is only used in the execute event Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). • <code>clear</code> - The clear function Key was pressed as terminating key and the previous input is cleared. • <code>backspace</code> - The last input digit was cleared and the key was pressed as terminating key. • <code>fdk</code> - Indicates input is terminated only if the FDK pressed was set to be a terminating FDK. • <code>help</code> - The HELP Function Key was pressed as terminating key. • <code>fk</code> - A Function Key (FK) other than ENTER, CLEAR, CANCEL, BACKSPACE, HELP was pressed as terminating key. • <code>contFdk</code> - A Function Descriptor Key (FDK) was pressed and input may continue unless the command completes (this value is only used in the Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). <p>Type: string, null Default: null</p>

Properties**pinKeys/digit**

Specifies the digit entered by the user. When working in encryption mode or secure key entry mode ([Keyboard.PinEntry](#) and [Keyboard.SecureKeyEntry](#)), this property is null for the function keys 'one' to 'nine' and 'a' to 'f'. Otherwise, for each key pressed, the corresponding key value is stored in this property.

The following standard values are defined:

- zero - Numeric digit 0
- one - Numeric digit 1
- two - Numeric digit 2
- three - Numeric digit 3
- four - Numeric digit 4
- five - Numeric digit 5
- six - Numeric digit 6
- seven - Numeric digit 7
- eight - Numeric digit 8
- nine - Numeric digit 9
- [a-f] - Hex digit A to F for secure key entry
- enter - Enter
- cancel - Cancel
- clear - Clear
- backspace - Backspace
- help - Help
- decPoint - Decimal point
- shift - Shift key used during hex entry
- doubleZero - 00
- tripleZero - 000
- fdk[01-32] - 32 FDK keys

Additional non-standard values are also allowed:

- oem[a-zA-Z0-9]* - A non-standard value

Type: string

Pattern: `^(zero|one|two|three|four|five|six|seven|eight|nine|[a-f]|enter|cancel|clear|backspace|help|decPoint|shift|doubleZero|tripleZero|fdk(0[1-9]|[12][0-9]|3[0-2])|oem[a-zA-Z0-9]*)$`

Required

Event Messages

- [Keyboard.KeyEvent](#)
- [Keyboard.EnterDataEvent](#)
- [Keyboard.LayoutEvent](#)

15.2.4 Keyboard.Reset

Sends a service reset to the Service Provider.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

15.2.5 Keyboard.SecureKeyEntry

This command allows a full-length symmetric encryption key part to be entered directly into the device without being exposed outside of the device. From the point this function is invoked, encryption key digits ('zero' to 'nine' and 'a' to 'f') are not passed to the application. For each encryption key digit, or any other active key entered (except for 'shift'), a notification [Keyboard.KeyEvent](#) is sent in order to allow an application to perform the appropriate display action (i.e. when the device has no integrated display). When an encryption key digit is entered the application is not informed of the value entered, instead zero is returned.

The [Keyboard.EnterDataEvent](#) will be generated when the device is ready for the user to start entering data.

The keys that can be enabled by this command are defined by the [Keyboard.GetLayout](#) command. Function keys which are not associated with an encryption key digit may be enabled but will not contribute to the secure entry buffer (unless they are Cancel, Clear or Backspace) and will not count towards the length of the key entry. The Cancel and Clear keys will cause the encryption key buffer to be cleared. The Backspace key will cause the last encryption key digit in the encryption key buffer to be removed.

If *autoEnd* is true the command will automatically complete when the required number of encryption key digits has been added to the buffer.

If *autoEnd* is false then the command will not automatically complete and Enter, Cancel or any terminating key must be pressed. When *keyLen* hex encryption key digits have been entered then all encryption key digits keys are disabled. If the Clear or Backspace key is pressed to reduce the number of entered encryption key digits below *keyLen*, the same keys will be reenabled.

Terminating keys have to be active keys to operate.

If a Function Descriptor Key (FDK) is associated with Enter, Cancel, Clear or Backspace then the FDK must be activated to operate. The Enter and Cancel FDKs must also be marked as a terminator if they are to terminate entry. These FDKs are reported as normal FDKs within the [Keyboard.KeyEvent](#), applications must be aware of those FDKs associated with Cancel, Clear, Backspace and Enter and handle any user interaction as required. For example, if the 'fdk01' is associated with Clear, then the application must include the 'fdk01' FDK code in the *activeKeys* parameter (if the clear functionality is required). In addition when this FDK is pressed the [Keyboard.KeyEvent](#) will contain the 'fdk01' mask value in the digit property. The application must update the user interface to reflect the effect of the clear on the encryption key digits entered so far.

On some devices the function keys are associated with hex digits, which is reported by [Keyboard.GetLayout](#) command and there may be no FDKs available either. On these devices there may be no way to correct mistakes or cancel the key encryption entry before all the encryption key digits are entered, so the application must set the *autoEnd* flag to true and wait for the command to auto-complete. Applications should check the KCV to avoid storing an incorrect key component.

Encryption key parts entered with this command are stored through the [KeyManagement.ImportKey](#). Each key part can only be stored once after which the secure key buffer will be cleared automatically.

Command Message

Payload (version 2.1)
<pre>{ "keyLen": 32, "autoEnd": false, "activeKeys": { "one": { "terminate": false }, "backspace": See activeKeys/one properties }, "verificationType": "self", "cryptoMethod": "des" }</pre>

Properties
<p>keyLen</p> <p>Specifies the number of digits which must be entered for the encryption key as one of the following:</p> <ul style="list-style-type: none"> • 16 - For a single-length DES key. • 32 - For a double-length TDES or AES 128 key. • 48 - For a triple-length TDES or AES 192 key. • 64 - For an AES 256 key. <p>Type: integer Required</p>
<p>autoEnd</p> <p>If <i>autoEnd</i> is set to true, the Service Provider terminates the command when the maximum number of encryption key digits are entered. Otherwise, the input is terminated by the user using Enter, Cancel or any terminating key. When <i>keyLen</i> is reached, the Service Provider will disable all keys associated with an encryption key digit.</p> <p>Type: boolean Default: false</p>
<p>activeKeys</p> <p>Specifies all Function Keys which are active during the execution of the command. This should be the complete set or a subset of the keys returned in the payload of the Keyboard.GetLayout command. This should include 'zero' to 'nine' and 'a' to 'f' for all modes of secure key entry, but should also include 'shift' on shift based systems. The 'doubleZero', 'tripleZero' and 'decPoint' function keys must not be included in the list of active or terminate keys.</p> <p>For FDKs which must terminate the execution of the command. This should include the FDKs associated with Cancel and Enter.</p> <p>Type: object Required</p>

Properties
<p>activeKeys/one (example name)</p> <p>An active key.</p> <p>The following standard names are defined:</p> <ul style="list-style-type: none"> • zero - Numeric digit 0 • one - Numeric digit 1 • two - Numeric digit 2 • three - Numeric digit 3 • four - Numeric digit 4 • five - Numeric digit 5 • six - Numeric digit 6 • seven - Numeric digit 7 • eight - Numeric digit 8 • nine - Numeric digit 9 • [a-f] - Hex digit A to F for secure key entry • enter - Enter • cancel - Cancel • clear - Clear • backspace - Backspace • help - Help • decPoint - Decimal point • shift - Shift key used during hex entry • doubleZero - 00 • tripleZero - 000 • fdk[01-32] - 32 FDK keys <p>Additional non-standard key names are also allowed:</p> <ul style="list-style-type: none"> • oem[a-zA-Z0-9]* - A non-standard key name <p>Type: object Name Pattern: <code>^(zero one two three four five six seven eight nine [a-f] enter cancel clear backspace help decPoint shift doubleZero tripleZero fdk(0[1-9] [12][0-9] 3[0-2]) oem[a-zA-Z0-9]*)\$</code></p>
<p>activeKeys/one/terminate</p> <p>The key is a terminate key.</p> <p>Type: boolean Default: false</p>
<p>verificationType</p> <p>Specifies the type of verification to be done on the entered key. The following values are possible:</p> <ul style="list-style-type: none"> • self - The key check value is created by an encryption of the key with itself. For a double-length or triple-length key the KCV is generated using 3DES encryption using the first 8 bytes of the key as the source data for the encryption. • zero - The key check value is created by encrypting a zero value with the key. <p>Type: string Required</p>

Properties**cryptoMethod**

Specifies the cryptographic method to be used for the verification. If this property is null, *keyLen* will determine the cryptographic method used. If *keyLen* is 16, the cryptographic method will be Single DES. If *keyLen* is 32 or 48, the cryptographic method will be Triple DES. The following values are possible:

- des - Single DES
- tripleDes - Triple DES
- aes - AES

Type: string, null
Default: null

Completion Message**Payload (version 3.0)**

```
{
  "errorCode": "accessDenied",
  "digits": 0,
  "completion": "auto",
  "kcv": "02gAUACFyEARAJAC"
}
```

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- accessDenied - The encryption module is either not initialized or not ready for any vendor-specific reason.
- keyInvalid - At least one of the specified function keys or FDKs is invalid.
- keyNotSupported - At least one of the specified function keys or FDKs is not supported by the Service Provider.
- noActiveKeys - There are no active function keys specified, or there is no defined layout definition.
- noTerminateKeys - There are no terminate keys specified and *autoEnd* is false.
- invalidKeyLength - The *keyLen* key length is not supported.
- modeNotSupported - The KCV mode is not supported.
- tooManyFrames - The device requires that only one frame is used for this command.
- partialFrame - The single Touch Frame does not cover the entire monitor.
- missingKeys - The single frame does not contain a full set of hexadecimal key definitions.
- entryTimeout - The timeout for entering data has been reached. This is a timeout which may be due to hardware limitations or legislative requirements (for example PCI).

Type: string, null
Default: null

digits

Specifies the number of key digits entered. Applications must ensure all required digits have been entered before trying to store the key.

Type: integer
Minimum: 0
Default: 0

Properties
<p>completion</p> <p>Specifies the reason for completion of the entry. Unless otherwise specified the following values must not be used in the execute event Keyboard.PinEntry or in the array of keys in the completion of Keyboard.DataEntry. The following values are possible:</p> <ul style="list-style-type: none"> • <code>auto</code> - The command terminated automatically, because maximum length was reached. • <code>enter</code> - The ENTER Function Key was pressed as terminating key. • <code>cancel</code> - The CANCEL Function Key was pressed as terminating key. • <code>continue</code> - A function key was pressed and input may continue unless the command completes (this value is only used in the execute event Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). • <code>clear</code> - The clear function Key was pressed as terminating key and the previous input is cleared. • <code>backspace</code> - The last input digit was cleared and the key was pressed as terminating key. • <code>fdk</code> - Indicates input is terminated only if the FDK pressed was set to be a terminating FDK. • <code>help</code> - The HELP Function Key was pressed as terminating key. • <code>fk</code> - A Function Key (FK) other than ENTER, CLEAR, CANCEL, BACKSPACE, HELP was pressed as terminating key. • <code>contFdk</code> - A Function Descriptor Key (FDK) was pressed and input may continue unless the command completes (this value is only used in the Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). <p>Type: string, null Default: null</p>
<p>kcw</p> <p>Contains the key check value data that can be used for verification of the entered key formatted in Base64. This value is null if device does not have this capability, or the key entry was not fully entered, e.g. the entry was terminated by Enter before the required number of digits was entered.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+ =) =) \$</code> Format: base64 Default: null</p>

Event Messages

- [Keyboard.KeyEvent](#)
- [Keyboard.EnterDataEvent](#)
- [Keyboard.LayoutEvent](#)

15.2.6 Keyboard.KeypressBeep

This command is used to enable or disable the device from emitting a beep tone on subsequent key presses of active or inactive keys. This command is valid only on devices which have the capability to support application control of automatic beeping. See [autoBeep](#) capability for information.

Command Message

Payload (version 2.0)
<pre>{ "mode": { "active": false, "inactive": false } }</pre>
Properties
<p>mode</p> <p>Specifies whether automatic generation of key press beep tones should be activated for any active or inactive key subsequently pressed on the PIN. This selectively turns beeping on and off for active, inactive or both types of keys.</p> <p>Type: object Required</p>
<p>mode/active</p> <p>Specifies whether beeping should be enabled for active keys.</p> <p>Type: boolean Default: false</p>
<p>mode/inactive</p> <p>Specifies whether beeping should be enabled for inactive keys.</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

15.2.7 Keyboard.DefineLayout

This command allows an application to configure a layout for any device. One or more layouts can be defined with a single request of this command.

There can be a layout for each of the different types of keyboard entry modes, if the vendor and the hardware support these different methods.

The types of keyboard entry modes are:

- Mouse mode.
- Data mode which corresponds to the [Keyboard.DataEntry](#) command.
- PIN mode which corresponds to the [Keyboard.PinEntry](#) command.
- Secure mode which corresponds to the [Keyboard.SecureKeyEntry](#) command.

One or more layouts can be preloaded into the device, if the device supports this, or a single layout can be loaded into the device immediately prior to the keyboard command being requested.

If a [Keyboard.DataEntry](#), [Keyboard.PinEntry](#), or [Keyboard.SecureKeyEntry](#) command is already in progress (or queued), then this command is rejected with a command result of [sequenceError](#).

It is recommended that the [Keyboard.GetLayout](#) command is used before this command to check for the presence of frames containing Physical Keys (FKs or FDKs). If a layout includes one or more frames containing Physical Keys, the number of frames containing Physical Keys, the size and position of the frame, and the size, position and order of the keys contained in the frame, cannot be changed.

Layouts defined with this command are persistent.

Command Message

Payload (version 3.0)
<pre>{ "layout": { "data": [{ "xPos": 0, "yPos": 0, "xSize": 0, "ySize": 0, "float": { "x": false, "y": false } }], "keys": [{ "key": "shift", "shiftKey": "a", "xPos": 0, "yPos": 0, "xSize": 1, "ySize": 1 }] }], "pin": See layout/data properties "secure": See layout/data properties }</pre>
Properties
<p>layout</p> <p>Specify layouts to define.</p> <p>Type: object Required</p>

<p>Properties</p>
<p>layout/data</p> <p>The layout for the Keyboard.DataEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>
<p>layout/data/xPos</p> <p>If the frame contains Touch Keys, specifies the left edge of the frame as an offset from the left edge of the screen in pixels and will be less than the width of the screen.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the left coordinate of the frame as an offset from the left edge of the screen in pixels and will be 0 or the width of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/yPos</p> <p>If the frame contains Touch Keys, specifies the top edge of the frame as an offset from the top edge of the screen in pixels and will be less than the height of the screen.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the top edge of the frame as an offset from the top edge of the screen in pixels and will be 0 or the height of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/xSize</p> <p>If the frame contains Touch Keys, specifies the width of the frame in pixels and will be greater than 0 and less than the width of the screen minus the frame <i>xPos</i>.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the width of the frame in pixels and will be 0 or the width of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/ySize</p> <p>If the frame contains Touch Keys, specifies the height of the frame in pixels and will be greater than 0 and less than the height of the screen minus the frame <i>yPos</i>.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the height of the frame in pixels and will be 0 or the height of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/float</p> <p>Specifies if the device can float the touch keyboards. If etsCaps is null or float is null, this property is null. If this property is null, the device cannot randomly shift the layout in both horizontal and vertical direction.</p> <p>Type: object, null Default: null</p>

Properties
<p>layout/data/float/x</p> <p>Specifies that the device will randomly shift the layout in a horizontal direction.</p> <p>Type: boolean Default: false</p>
<p>layout/data/float/y</p> <p>Specifies that the device will randomly shift the layout in a vertical direction.</p> <p>Type: boolean Default: false</p>
<p>layout/data/keys</p> <p>Specifies the keys in the keyboard.</p> <p>The layout section defines valid position and size values for physical and touch keys.</p> <p>Type: array (object) MinItems: 1 Required</p>
<p>layout/data/keys/key</p> <p>Specifies the Function Key associated with the area in non-shifted mode.</p> <p>The following standard values are defined:</p> <ul style="list-style-type: none"> • zero - Numeric digit 0 • one - Numeric digit 1 • two - Numeric digit 2 • three - Numeric digit 3 • four - Numeric digit 4 • five - Numeric digit 5 • six - Numeric digit 6 • seven - Numeric digit 7 • eight - Numeric digit 8 • nine - Numeric digit 9 • [a-f] - Hex digit A to F for secure key entry • enter - Enter • cancel - Cancel • clear - Clear • backspace - Backspace • help - Help • decPoint - Decimal point • shift - Shift key used during hex entry • doubleZero - 00 • tripleZero - 000 • fdk[01-32] - 32 FDK keys <p>Additional non-standard values are also allowed:</p> <ul style="list-style-type: none"> • oem[a-zA-Z0-9]* - A non-standard value <p>Type: string Pattern: ^(zero one two three four five six seven eight nine [a-f] enter cancel clear backspace help decPoint shift doubleZero tripleZero fdk(0[1-9] [12][0-9] 3[0-2])) oem[a-zA-Z0-9]*)\$ Required</p>

Properties
<p>layout/data/keys/shiftKey</p> <p>Specifies the Function Key associated with the key in shifted mode. This property is null if not applicable.</p> <p>See <i>key</i> for the valid property values.</p> <p>Type: string, null Pattern: <code>^(zero one two three four five six seven eight nine [a-f] enter cancel clear backspace help decPoint shift doubleZero tripleZero fdk(0[1-9] [12][0-9] 3[0-2]) oem[a-zA-Z0-9]*)\$</code> Default: null</p>
<p>layout/data/keys/xPos</p> <p>Specifies the position of the left edge of the key relative to the left side of the frame.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/keys/yPos</p> <p>Specifies the position of the top edge of the key relative to the top edge of the frame.</p> <p>Type: integer Minimum: 0 Required</p>
<p>layout/data/keys/xSize</p> <p>Specifies the Function Key (FK) width.</p> <p>Type: integer Minimum: 1 Required</p>
<p>layout/data/keys/ySize</p> <p>Specifies the Function Key (FK) height.</p> <p>Type: integer Minimum: 1 Required</p>
<p>layout/pin</p> <p>The layout for the Keyboard.PinEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>
<p>layout/secure</p> <p>The layout for the Keyboard.SecureKeyEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "modeNotSupported" }</pre>

Properties

errorCode

Specifies the error code if applicable, otherwise null. The following values are possible:

- `modeNotSupported` - The device does not support the float action.
- `frameCoordinate` - A frame coordinate or size field is out of range.
- `keyCoordinate` - A key coordinate or size field is out of range.
- `frameOverlap` - Frames are overlapping.
- `keyOverlap` - Keys are overlapping.
- `tooManyFrames` - There are more frames defined than allowed.
- `tooManyKeys` - There are more keys defined than allowed.
- `keyAlreadyDefined` - The values for *key* and *shiftKey* can only be used once per layout.

Type: string, null

Default: null

Event Messages

None

15.3 Event Messages

15.3.1 Keyboard.KeyEvent

This event specifies that any active key has been pressed at the PIN pad. It is used if the device has no internal display unit and the application has to manage the display of the entered digits. It is the responsibility of the application to identify the mapping between the FDK code and the physical location of the FDK.

Event Message

Payload (version 2.0)
<pre>{ "completion": "auto", "digit": "five" }</pre>
Properties
<p>completion</p> <p>Specifies the reason for completion of the entry. Unless otherwise specified the following values must not be used in the execute event Keyboard.PinEntry or in the array of keys in the completion of Keyboard.DataEntry. The following values are possible:</p> <ul style="list-style-type: none"> • <code>auto</code> - The command terminated automatically, because maximum length was reached. • <code>enter</code> - The ENTER Function Key was pressed as terminating key. • <code>cancel</code> - The CANCEL Function Key was pressed as terminating key. • <code>continue</code> - A function key was pressed and input may continue unless the command completes (this value is only used in the execute event Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). • <code>clear</code> - The clear function Key was pressed as terminating key and the previous input is cleared. • <code>backspace</code> - The last input digit was cleared and the key was pressed as terminating key. • <code>fdk</code> - Indicates input is terminated only if the FDK pressed was set to be a terminating FDK. • <code>help</code> - The HELP Function Key was pressed as terminating key. • <code>fk</code> - A Function Key (FK) other than ENTER, CLEAR, CANCEL, BACKSPACE, HELP was pressed as terminating key. • <code>contFdk</code> - A Function Descriptor Key (FDK) was pressed and input may continue unless the command completes (this value is only used in the Keyboard.KeyEvent and in the array of keys in the completion of Keyboard.DataEntry). <p>Type: string, null Default: null</p>

Properties**digit**

Specifies the digit entered by the user. When working in encryption mode or secure key entry mode ([Keyboard.PinEntry](#) and [Keyboard.SecureKeyEntry](#)), this property is null for the function keys 'one' to 'nine' and 'a' to 'f'. Otherwise, for each key pressed, the corresponding key value is stored in this property.

The following standard values are defined:

- zero - Numeric digit 0
- one - Numeric digit 1
- two - Numeric digit 2
- three - Numeric digit 3
- four - Numeric digit 4
- five - Numeric digit 5
- six - Numeric digit 6
- seven - Numeric digit 7
- eight - Numeric digit 8
- nine - Numeric digit 9
- [a-f] - Hex digit A to F for secure key entry
- enter - Enter
- cancel - Cancel
- clear - Clear
- backspace - Backspace
- help - Help
- decPoint - Decimal point
- shift - Shift key used during hex entry
- doubleZero - 00
- tripleZero - 000
- fdk[01-32] - 32 FDK keys

Additional non-standard values are also allowed:

- oem[a-zA-Z0-9]* - A non-standard value

Type: string

Pattern: `^(zero|one|two|three|four|five|six|seven|eight|nine|[a-f]|enter|cancel|clear|backspace|help|decPoint|shift|doubleZero|tripleZero|fdk(0[1-9]|[12][0-9]|3[0-2])|oem[a-zA-Z0-9]*)$`

Required

15.3.2 Keyboard.EnterDataEvent

This mandatory event notifies the application when the device is ready for the user to start entering data.

Event Message

Payload (version 2.0)
This message does not define any properties.

15.3.3 Keyboard.LayoutEvent

This event sends the layout for a specific keyboard entry mode if the layout has changed since it was loaded (i.e. if a float action is being used).

Event Message

Payload (version 3.0)
<pre>{ "data": [{ "xPos": 0, "yPos": 0, "xSize": 0, "ySize": 0, "float": { "x": false, "y": false }, }, "keys": [{ "key": "shift", "shiftKey": "a", "xPos": 0, "yPos": 0, "xSize": 1, "ySize": 1 }] }], "pin": See data properties "secure": See data properties }</pre>
Properties
<p>data</p> <p>The layout for the Keyboard.DataEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>
<p>data/xPos</p> <p>If the frame contains Touch Keys, specifies the left edge of the frame as an offset from the left edge of the screen in pixels and will be less than the width of the screen.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the left coordinate of the frame as an offset from the left edge of the screen in pixels and will be 0 or the width of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>data/yPos</p> <p>If the frame contains Touch Keys, specifies the top edge of the frame as an offset from the top edge of the screen in pixels and will be less than the height of the screen.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the top edge of the frame as an offset from the top edge of the screen in pixels and will be 0 or the height of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <pre>Type: integer Minimum: 0 Required</pre>
<p>data/xSize</p> <p>If the frame contains Touch Keys, specifies the width of the frame in pixels and will be greater than 0 and less than the width of the screen minus the frame <i>xPos</i>.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the width of the frame in pixels and will be 0 or the width of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <pre>Type: integer Minimum: 0 Required</pre>
<p>data/ySize</p> <p>If the frame contains Touch Keys, specifies the height of the frame in pixels and will be greater than 0 and less than the height of the screen minus the frame <i>yPos</i>.</p> <p>If the frame contains Physical Keys on the boundary of the screen, specifies the height of the frame in pixels and will be 0 or the height of the screen in pixels.</p> <p>If the frame contains Physical Keys not positioned on the screen boundary, this value is 0.</p> <pre>Type: integer Minimum: 0 Required</pre>
<p>data/float</p> <p>Specifies if the device can float the touch keyboards. If etsCaps is null or float is null, this property is null. If this property is null, the device cannot randomly shift the layout in both horizontal and vertical direction.</p> <pre>Type: object, null Default: null</pre>
<p>data/float/x</p> <p>Specifies that the device will randomly shift the layout in a horizontal direction.</p> <pre>Type: boolean Default: false</pre>
<p>data/float/y</p> <p>Specifies that the device will randomly shift the layout in a vertical direction.</p> <pre>Type: boolean Default: false</pre>
<p>data/keys</p> <p>Specifies the keys in the keyboard.</p> <p>The layout section defines valid position and size values for physical and touch keys.</p> <pre>Type: array (object) MinItems: 1 Required</pre>

Properties
<p>data/keys/key</p> <p>Specifies the Function Key associated with the area in non-shifted mode.</p> <p>The following standard values are defined:</p> <ul style="list-style-type: none"> • zero - Numeric digit 0 • one - Numeric digit 1 • two - Numeric digit 2 • three - Numeric digit 3 • four - Numeric digit 4 • five - Numeric digit 5 • six - Numeric digit 6 • seven - Numeric digit 7 • eight - Numeric digit 8 • nine - Numeric digit 9 • [a-f] - Hex digit A to F for secure key entry • enter - Enter • cancel - Cancel • clear - Clear • backspace - Backspace • help - Help • decPoint - Decimal point • shift - Shift key used during hex entry • doubleZero - 00 • tripleZero - 000 • fdk[01-32] - 32 FDK keys <p>Additional non-standard values are also allowed:</p> <ul style="list-style-type: none"> • oem[a-zA-Z0-9]* - A non-standard value <p>Type: string Pattern: ^(zero one two three four five six seven eight nine [a-f] enter cancel clear backspace help decPoint shift doubleZero tripleZero fdk(0[1-9] [12][0-9] 3[0-2])) oem[a-zA-Z0-9]*)\$ Required</p>
<p>data/keys/shiftKey</p> <p>Specifies the Function Key associated with the key in shifted mode. This property is null if not applicable.</p> <p>See <i>key</i> for the valid property values.</p> <p>Type: string, null Pattern: ^(zero one two three four five six seven eight nine [a-f] enter cancel clear backspace help decPoint shift doubleZero tripleZero fdk(0[1-9] [12][0-9] 3[0-2])) oem[a-zA-Z0-9]*)\$ Default: null</p>
<p>data/keys/xPos</p> <p>Specifies the position of the left edge of the key relative to the left side of the frame.</p> <p>Type: integer Minimum: 0 Required</p>
<p>data/keys/yPos</p> <p>Specifies the position of the top edge of the key relative to the top edge of the frame.</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>data/keys/xSize</p> <p>Specifies the Function Key (FK) width.</p> <p>Type: integer Minimum: 1 Required</p>
<p>data/keys/ySize</p> <p>Specifies the Function Key (FK) height.</p> <p>Type: integer Minimum: 1 Required</p>
<p>pin</p> <p>The layout for the Keyboard.PinEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>
<p>secure</p> <p>The layout for the Keyboard.SecureKeyEntry command.</p> <p>There can be one or more frames included.</p> <p>Refer to the layout section for the different types of frames, and see the diagram for an example.</p> <p>Type: array (object), null Default: null</p>

16. PinPad Interface

This chapter defines the PinPad interface functionality and messages.

This section describes the general interface for the following functions:

- Administration of encryption devices
- PIN verification
- PIN block generation (encrypted PIN)
- PIN presentation to chipcard
- EMV 4.0 PIN blocks, EMV 4.0 public key loading, static and dynamic data verification

16.1 General Information

16.1.1 References

ID	Description
pinpad-1	SHA-1 Hash algorithm ANSI X9.30-2:1993, Public Key Cryptography for Financial Services Industry Part2
pinpad-2	ANSI X3.92, American National Standard for Data Encryption Algorithm (DEA), American National Standards Institute, 1983
pinpad-3	ANSI X9.8-1995, Banking – Personal Identification Number Management and Security, Part 1 + 2, American National Standards Institute
pinpad-4	IBM, Common Cryptographic Architecture: Cryptographic Application Programming Interface, SC40-1675-1, IBM Corp., Nov 1990
pinpad-5	Oliself2 Specifiche Tecniche, PIN Block Detail for FormAp
pinpad-6	ANSI X9.24-1:2009, Retail Financial Services Symmetric Key Management Part 1: Using Symmetric Techniques
pinpad-7	NIST Special Publication 800-38A: Recommendation for Block Cipher Modes of Operation
pinpad-8	NIST Special Publication 800-38E: Recommendation for Block Cipher Modes of Operation: the XTS-AES Mode for Confidentiality on Storage Devices

16.2 Command Messages

16.2.1 PinPad.GetQueryPCIPTSDeviceId

This command is used to report information in order to verify the PCI Security Standards Council PIN transaction security (PTS) certification held by the PIN device. The command provides detailed information in order to verify the certification level of the device. Support of this command by the Service does not imply in any way the certification level achieved by the device.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "manufacturerIdentifier": "Manufacturer ID", "modelIdentifier": "Model ID", "hardwareIdentifier": "Hardware ID", "firmwareIdentifier": "Firmware ID", "applicationIdentifier": "Application ID" }</pre>
Properties
<p>manufacturerIdentifier</p> <p>Returns the manufacturer identifier of the PIN device. This value is null if the manufacturer identifier is not available. This property is distinct from the HSM key pair that may be reported in the extra property by the Capabilities command.</p> <p>Type: string, null Default: null</p>
<p>modelIdentifier</p> <p>Returns the model identifier of the PIN device. This value is null if the model identifier is not available.</p> <p>Type: string, null Default: null</p>
<p>hardwareIdentifier</p> <p>Returns the hardware identifier of the PIN device. This value is null if the hardware identifier is not available.</p> <p>Type: string, null Default: null</p>
<p>firmwareIdentifier</p> <p>Returns the firmware identifier of the PIN device. This value is null if the firmware identifier is not available.</p> <p>Type: string, null Default: null</p>
<p>applicationIdentifier</p> <p>Returns the application identifier of the PIN device. This value is null if the application identifier is not available.</p> <p>Type: string, null Default: null</p>

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Event Messages

None

16.2.2 PinPad.LocalDES

The PIN, which was entered with the GetPin command, is combined with the requisite data specified by the DES validation algorithm and locally verified for correctness. The result of the verification is returned to the application. This command will clear the PIN unless the application has requested that the PIN be maintained through the [PinPad.MaintainPin](#) command.

Command Message

Payload (version 2.0)
<pre>{ "validationData": "0812746533758375", "offset": "0000000000000000", "padding": "00", "maxPIN": 0, "valDigits": 0, "noLeadingZero": false, "key": "Key01", "keyEncKey": "Key02", "decTable": "3183042102277795" }</pre>
Properties
<p>validationData</p> <p>Customer specific data (normally obtained from card track data) used to validate the correctness of the PIN. The validation data should be an ASCII string.</p> <p>Type: string Pattern: <code>^[0-9]{16}\$</code> Required Sensitive</p>
<p>offset</p> <p>ASCII string defining the offset data for the PIN block as an ASCII string. If this property is null then no offset is used. The character must be in the ranges '0' to '9', 'a' to 'f' and 'A' to 'F'.</p> <p>Type: string, null Pattern: <code>^[0-9a-fA-F]{1,16}\$</code> Default: null</p>
<p>padding</p> <p>Specifies the padding character for the validation data. If the validation data is less than 16-characters long then it will be padded with this character. If padding is in the range 00 to 0F in 16 character string, padding is applied after the validation data has been compressed. If the character is in the range 30 to 39 ('0' to '9'), 41 to 46 ('a' to 'f'), or 61 to 66 ('A' to 'F'), padding is applied before the validation data is compressed.</p> <p>Type: string Pattern: <code>^[0-9a-fA-F]\$ ^3[0-9]\$ ^4[1-6]\$ ^6[1-6]\$</code> Default: "00"</p>
<p>maxPIN</p> <p>Maximum number of PIN digits to be used for validation. This property corresponds to PINMINL in the IBM 3624 specification (see [Ref. pinpad-4]).</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>valDigits</p> <p>Number of Validation digits from the validation data to be used for validation. This is the length of the <i>validationData</i>.</p> <p>Type: integer Minimum: 0 Required</p>
<p>noLeadingZero</p> <p>If true and the first digit of result of the modulo 10 addition is a 0x0, it is replaced with 0x1 before performing the verification against the entered PIN. If false, a leading zero is allowed in entered PINs.</p> <p>Type: boolean Required</p>
<p>key</p> <p>Name of the key to be used for validation. The key referenced by key must have the keyUsage 'V0' attribute.</p> <p>Type: string Required</p>
<p>keyEncKey</p> <p>If this value is null, <i>key</i> is used directly for PIN validation. Otherwise, <i>key</i> is used to decrypt the encrypted key passed in <i>keyEncKey</i> and the result is used for PIN validation.</p> <p>Type: string, null Default: null</p>
<p>decTable</p> <p>ASCII decimalization table (16-character string containing characters '0' to '9'). This table is used to convert the hexadecimal digits (0x0 to 0xF) of the encrypted validation data to decimal digits (0x0 to 0x9).</p> <p>Type: string Pattern: <code>^[0-9]{16}\$</code> Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "keyNotFound", "result": false }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyNotFound</code> - The specified key was not found. • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor specific reason. • <code>keyNoValue</code> - The specified key name was found but the corresponding key value has not been loaded. • <code>useViolation</code> - The use specified by keyUsage is not supported. • <code>noPin</code> - The PIN has not been entered, was not long enough or has been cleared. • <code>formatNotSupported</code> - The specified format is not supported. • <code>invalidKeyLength</code> - The length of <i>keyEncKey</i> is not supported or the length of an encryption key is not compatible with the encryption operation required. <p>Type: string, null Default: null</p>

Properties
result Specifies whether the PIN is correct or not. Type: boolean Default: false

Event Messages

None

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16.2.3 PinPad.LocalVisa

The PIN, which was entered with the GetPin command, is combined with the requisite data specified by the VISA validation algorithm and locally verified for correctness. The result of the verification is returned to the application. This command will clear the PIN unless the application has requested that the PIN be maintained using the [PinPad.MaintainPin](#) command.

Command Message

Payload (version 3.0)
<pre>{ "pan": "01234567890123456789123", "pvv": "0286", "key": "Key01", "keyEncKey": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>pan Primary Account Number from track data, as an ASCII string. The PAN should contain the eleven rightmost digits of the PAN (excluding the check digit), followed by the PVKI indicator in the 12th byte.</p> <p>Type: string Pattern: <code>^[0-9]{23}\$</code> Required Sensitive</p>
<p>pvv PIN Validation Value from track data.</p> <p>Type: string Pattern: <code>^[0-9]{4,}\$</code> Required</p>
<p>key Name of the validation key. The key referenced by key must have the keyUsage 'V2' attribute.</p> <p>Type: string Required</p>
<p>keyEncKey If this value is null, <i>key</i> is used directly for PIN validation. Otherwise, <i>key</i> is used to decrypt the encrypted key passed in <i>keyEncKey</i> and the result is used for PIN validation.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+] =) =) \$</code> Format: base64 Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "keyNotFound", "result": false }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyNotFound</code> - The specified key was not found. • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor-specific reason. • <code>keyNoValue</code> - The specified key name was found but the corresponding key value has not been loaded. • <code>useViolation</code> - The use specified by keyUsage is not supported. • <code>noPin</code> - The PIN has not been entered, was not long enough or has been cleared. • <code>formatNotSupported</code> - The specified format is not supported. • <code>invalidKeyLength</code> - The length of <code>keyEncKey</code> is not supported or the length of an encryption key is not compatible with the encryption operation required. <p>Type: string, null Default: null</p>
<p>result</p> <p>Specifies whether the PIN is correct or not.</p> <p>Type: boolean Default: false</p>

Event Messages

None

16.2.4 PinPad.PresentIDC

The PIN, which was entered with the GetPin command, is combined with the requisite data specified by the IDC presentation algorithm and presented to the smartcard contained in the ID card unit. The result of the presentation is returned to the application.

This command will clear the PIN unless the application has requested that the PIN be maintained using the [PinPad.MaintainPin](#) command.

Command Message

Payload (version 3.0)
<pre>{ "presentAlgorithm": "presentClear", "chipProtocol": "chipT0", "chipData": "O2gAUACFyEARAJAC", "algorithmData": { "pinPointer": 0, "pinOffset": 0 } }</pre>
Properties
<p>presentAlgorithm</p> <p>Specifies the algorithm that is used for presentation. See presentationAlgorithms for possible values.</p> <p>Type: string Required</p>
<p>chipProtocol</p> <p>Identifies the protocol that is used to communicate with the chip. See chipProtocols for possible values.</p> <p>Type: string Required</p>
<p>chipData</p> <p>The data to be sent to the chip.</p> <p>Type: string Pattern: <code>^[a-zA-Z0-9+]{4} * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+])=) \$</code> Format: base64 Required Sensitive</p>
<p>algorithmData</p> <p>Contains the data required for the specified presentation algorithm.</p> <p>Type: object Required</p>
<p>algorithmData/pinPointer</p> <p>The byte offset where to start inserting the PIN into chipData. The leftmost byte is numbered zero.</p> <p>Type: integer Minimum: 0 Required</p>
<p>algorithmData/pinOffset</p> <p>The bit offset within the byte specified by <i>pinPointer</i> property where to start inserting the PIN. The leftmost bit numbered zero.</p> <p>Type: integer Minimum: 0 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "accessDenied", "chipProtocol": "chipT0", "chipData": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor-specific reason. • <code>noPin</code> - The PIN has not been entered, was not long enough or has been cleared. • <code>protocolNotSupported</code> - The specified protocol is not supported by the Service. • <code>invalidData</code> - An error occurred while communicating with the chip. <p>Type: string, null Default: null</p>
<p>chipProtocol</p> <p>Identifies the protocol that was used to communicate with the chip. This property contains the same value as the corresponding property in the input. This value is null if there is no data returned from the chip.</p> <p>Type: string, null Default: null</p>
<p>chipData</p> <p>The data returned from the chip. This value is null if there is no data returned from the chip.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=)\$</code> Format: base64 Default: null</p>

Event Messages

None

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16.2.5 PinPad.Reset

Sends a service reset to the Service.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

16.2.6 PinPad.MaintainPin

This command is used to control if the PIN is maintained after a PIN-processing command for subsequent use by other PIN-processing commands. This command is also used to clear the PIN buffer when the PIN is no longer required.

Command Message

Payload (version 2.0)
<pre>{ "<u>maintainPIN</u>": false }</pre>
Properties
<p>maintainPIN</p> <p>Specifies if the PIN should be maintained after a PIN-processing command. Once set, this setting applies until changed through another call to this command.</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

16.2.7 PinPad.SetPinBlockData

This function should be used for devices which need to know the data for the PIN block before the PIN is entered by the user. [Keyboard.GetPin](#) and [PinPad.GetPinBlock](#) should be called after this command. For all other devices [unsupportedCommand](#) will be returned.

If this command is required and it is not called, the *Keyboard.GetPin* command will fail with the generic error [sequenceError](#).

If the input parameters passed to this command and [PinPad.GetPinBlock](#) are not identical, the [PinPad.GetPinBlock](#) command will fail with the generic error [invalidData](#).

The data associated with this command will be cleared on a [PinPad.GetPinBlock](#) command.

Command Message

Payload (version 2.0)
<pre>{ "customerData": "9385527846382726", "padding": 2, "format": "ibm3624", "key": "PinKey01", "xorData": "0123456789ABCDEF", "secondEncKey": "Key01", "cryptoMethod": "ecb" }</pre>
Properties
<p>customerData</p> <p>The customer data should be an ASCII string. Used for ANSI, ISO-0 and ISO-1 algorithm (See [Ref. pinpad-1], [Ref. pinpad-2], [Ref. pinpad-3]) to build the formatted PIN. For ANSI and ISO-0 the PAN (Primary Account Number, without the check number) is supplied, for ISO-1 a ten-digit transaction field is required. If not used, this value is null.</p> <p>Used for DIEBOLD with coordination number, as a two-digit coordination number.</p> <p>Used for EMV with challenge number (8 bytes) coming from the chip card. This number is passed as unpacked string, for example: 0123456789ABCDEF = 0x30 0x31 0x32 0x33 0x34 0x35 0x36 0x37 0x38 0x39 0x41 0x42 0x43 0x44 0x45 0x46</p> <p>For AP PIN blocks, the data must be a concatenation of the PAN (18 digits including the check digit), and the CCS (8 digits).</p> <pre>Type: string, null Pattern: ^[0-9a-fA-F]{2,}\$ Default: null Sensitive</pre>
<p>padding</p> <p>Specifies the padding character. This property is ignored for PIN block formats with fixed, sequential or random padding.</p> <pre>Type: integer Minimum: 0 Maximum: 15 Default: 15</pre>
<p>format</p> <p>Specifies the format of the PIN block. For a list of valid values see pinFormats.</p> <pre>Type: string Required</pre>

Properties
<p>key</p> <p>Specifies the key used to encrypt the formatted PIN for the first time, this property is not required if no encryption is required. If this specifies a double-length or triple-length key, triple DES encryption will be performed. The key referenced by key property must have the function or pinRemote attribute. If this specifies an RSA key, RSA encryption will be performed.</p> <p>Type: string, null Default: null</p>
<p>xorData</p> <p>If the formatted PIN is encrypted twice to build the resulting PIN block, this data can be used to modify the result of the first encryption by an XOR-operation. If this property is null, no XOR-operation will be performed. The format is a string of case-insensitive hexadecimal data.</p> <p>If the formatted PIN is not encrypted twice (i.e. if the secondEncKey property is null) this is ignored.</p> <p>Type: string, null Pattern: <code>^[0-9a-fA-F]{2,}?\$</code> Default: null</p>
<p>secondEncKey</p> <p>Specifies the key used to format the once encrypted formatted PIN, this property can be null if no second encryption required. The key referenced by <i>secondEncKey</i> must have the keyUsage 'P0' attribute. If this specifies a double-length or triple-length key, triple DES encryption will be performed.</p> <p>Type: string, null Default: null</p>
<p>cryptoMethod</p> <p>This specifies the cryptographic method to be used for this command, this property is null if no encryption is required. For a list of valid values see cryptoMethod. If specified, this must be compatible with the key identified by <i>key</i>.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "keyNotFound" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyNotFound</code> - The specified key was not found. • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor-specific reason. • <code>keyNoValue</code> - The specified key name was found but the corresponding key value has not been loaded. • <code>useViolation</code> - The use specified by keyUsage is not supported. • <code>noPin</code> - The PIN has not been entered, was not long enough or has been cleared. • <code>formatNotSupported</code> - The specified format is not supported. • <code>invalidKeyLength</code> - The length of <code>keyEncKey</code> or <code>key</code> is not supported by this key or the length of an encryption key is not compatible with the encryption operation required. <p>Type: string, null Default: null</p>

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Event Messages

None

16.2.8 PinPad.GetPinBlock

This function takes the account information and a PIN entered by the user to build a formatted PIN. Encrypting this formatted PIN once or twice returns a PIN block which can be written on a magnetic card or sent to a host. The PIN block can be calculated using one of the algorithms specified in the [pinBlockAttributes](#) capability. This command will clear the PIN unless the application has requested that the PIN be maintained through the [PinPad.MaintainPin](#) command.

Command Message

Payload (version 2.0)
<pre>{ "customerData": "9385527846382726", "padding": 2, "format": "ibm3624", "key": "PinKey01", "xorData": "0123456789ABCDEF", "secondEncKey": "Key01", "cryptoMethod": "ecb" }</pre>
Properties
<p>customerData</p> <p>The customer data should be an ASCII string. Used for ANSI, ISO-0 and ISO-1 algorithm (See [Ref. pinpad-1], [Ref. pinpad-2], [Ref. pinpad-3]) to build the formatted PIN. For ANSI and ISO-0 the PAN (Primary Account Number, without the check number) is supplied, for ISO-1 a ten-digit transaction field is required. If not used, this value is null.</p> <p>Used for DIEBOLD with coordination number, as a two-digit coordination number.</p> <p>Used for EMV with challenge number (8 bytes) coming from the chip card. This number is passed as unpacked string, for example: 0123456789ABCDEF = 0x30 0x31 0x32 0x33 0x34 0x35 0x36 0x37 0x38 0x39 0x41 0x42 0x43 0x44 0x45 0x46</p> <p>For AP PIN blocks, the data must be a concatenation of the PAN (18 digits including the check digit), and the CCS (8 digits).</p> <p>Type: string, null Pattern: <code>^[0-9a-fA-F]{2,}\$</code> Default: null Sensitive</p>
<p>padding</p> <p>Specifies the padding character. This property is ignored for PIN block formats with fixed, sequential or random padding.</p> <p>Type: integer Minimum: 0 Maximum: 15 Default: 15</p>
<p>format</p> <p>Specifies the format of the PIN block. For a list of valid values see pinFormats.</p> <p>Type: string Required</p>
<p>key</p> <p>Specifies the key used to encrypt the formatted PIN for the first time, this property is not required if no encryption is required. If this specifies a double-length or triple-length key, triple DES encryption will be performed. The key referenced by key property must have the function or pinRemote attribute. If this specifies an RSA key, RSA encryption will be performed.</p> <p>Type: string, null Default: null</p>

Properties
<p>xorData</p> <p>If the formatted PIN is encrypted twice to build the resulting PIN block, this data can be used to modify the result of the first encryption by an XOR-operation. If this property is null, no XOR-operation will be performed. The format is a string of case-insensitive hexadecimal data.</p> <p>If the formatted PIN is not encrypted twice (i.e. if the secondEncKey property is null) this is ignored.</p> <pre>Type: string, null Pattern: ^[0-9a-fA-F]{2,}? Default: null</pre>
<p>secondEncKey</p> <p>Specifies the key used to format the once encrypted formatted PIN, this property can be null if no second encryption required. The key referenced by <i>secondEncKey</i> must have the keyUsage 'P0' attribute. If this specifies a double-length or triple-length key, triple DES encryption will be performed.</p> <pre>Type: string, null Default: null</pre>
<p>cryptoMethod</p> <p>This specifies the cryptographic method to be used for this command, this property is null if no encryption is required. For a list of valid values see cryptoMethod. If specified, this must be compatible with the key identified by <i>key</i>.</p> <pre>Type: string, null Default: null</pre>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "keyNotFound", "pinBlock": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>keyNotFound</code> - The specified key was not found. • <code>accessDenied</code> - The encryption module is either not initialized or not ready for any vendor-specific reason. • <code>keyNoValue</code> - The specified key name was found but the corresponding key value has not been loaded. • <code>useViolation</code> - The use specified by keyUsage is not supported. • <code>noPin</code> - The PIN has not been entered, was not long enough or has been cleared. • <code>formatNotSupported</code> - The specified format is not supported. • <code>invalidKeyLength</code> - The length of <i>secondEncKey</i> or <i>key</i> is not supported by this key or the length of an encryption key is not compatible with the encryption operation required. • <code>algorithmNotSupported</code> - The algorithm specified by <i>algorithm</i> is not supported. • <code>duktptOverflow</code> - The DUKPT KSN encryption counter has overflowed to zero. A new IPEK must be loaded. • <code>cryptoMethodNotSupported</code> - The cryptographic method specified by <i>cryptoMethod</i> is not supported. <pre>Type: string, null Default: null</pre>

Properties**pinBlock**

The encrypted PIN block. This value is null if there is no PIN block.

Type: string, null

Pattern: `^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4}|[a-zA-Z0-9+]{2})([a-zA-Z0-9+]|=)=$`

Format: base64

Default: null

Event Messages

- [KeyManagement.DUKPTSNEvent](#)

17. Printer Interface

This chapter defines the Printer interface functionality and messages.

This specification describes the functionality of the services provided by banking printers and scanning devices under XFS4IoT, focusing on the following areas:

- application programming for printing
- print document definition
- scanning images

The XFS4IoT Printer interface is implemented around a forms model which also standardizes the basic document definition.

17.1 General Information

17.1.1 References

ID	Description
printer-1	International Civil Aviation Organization (ICAO) Doc 9303 – Machine Readable Travel Documents (https://www.icao.int/publications/pages/publication.aspx?docnum=9303), part 10.

17.1.2 Banking Printer Types

The XFS4IoT Printer service defines and supports five types of banking printers through a common interface:

- **Receipt Printer** The receipt printer is used to print cut sheet documents. It may or may not require insert or eject operations, and often includes an operator identification device, e.g., Teller A and Teller B lights, for shared operation.
- **Journal Printer** The journal is a continuous form device used to record a hardcopy audit trail of transactions, and for certain report printing requirements.
- **Passbook Printer** The passbook device is physically and functionally the most complex printer. The XFS4IoT definition supports automatic positioning of the book, as well as read/write capability for an optional integrated magnetic stripe. The implementation also manages the book geometry - i.e., the margins and centerfolds - presenting the simplest possible application interface while delivering the full range of functionality.
Some passbook devices also support the dispensing of new passbooks from up to four passbook paper sources (upper, aux, aux2, lower). Some passbook devices may also be able to place a full passbook in a parking station, print the new passbook and return both to the customer. Passbooks can only be dispensed or moved from the parking station if there is no other media in the print position or in the entry/exit slot.
- **Document Printer** Document printing is similar to receipt printing - a set of fields are positioned on one or more inserted sheets of paper - but the focus is on full-size forms. It should be noted that the XFS environment supports the printing of text and graphic fields from the application. The electronic printing of the form image (the template portion of the form which is usually pre-printed with dot-matrix style printers) may also be printed by the application.
- **Scanner Printer** The scanner printer is a device incorporating both the capabilities to scan inserted documents and optionally to print on them. These devices may have more than one area where documents may be retained.

Additional hardware components, like scanners, stripe readers, OCR readers, and stamps, normally attached directly to the printer are also controlled through this interface. Additionally, the Printer class interface can also be used for devices that are capable of scanning without necessarily printing.

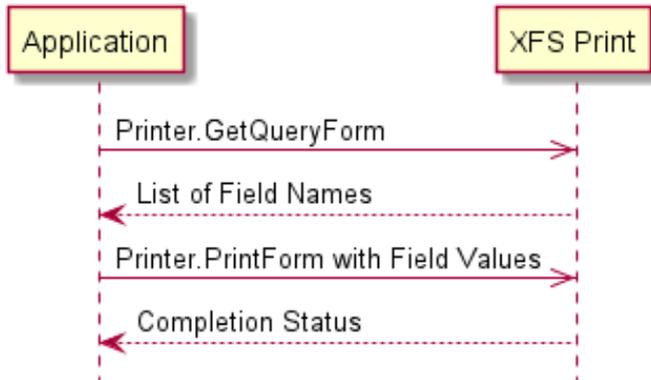
The specification refers to the terms paper and media. When the term paper is used this refers to paper that is situated in a paper supply attached to the device. The term media is used for media that is inserted by the customer (e.g., material that is scanned) or that is issued to the customer (e.g., a receipt or statement). Receipt, document and passbook printers with white passbook dispensing capability have both. As soon as the paper gets printed it becomes media. Scanners only have media. The term media does not apply to journal printers. When paper is in the print position it is classified as media; on some printers that maintain paper under the print head there will always be both media and paper.

17.1.3 Forms Model

The XFS4IoT printing service functionality is based on a “forms” model for printing. Banking documents are represented as a series of text and/or graphic fields output from the application and positioned on the document by the XFS4IoT printing system.

The form is an object which includes the positioning and presentation information for each of the fields in the document. The application selects a form and supplies only the field data and the control parameters to fully define the print document.

The form objects are owned and managed by the XFS4IoT printing service. To optimize maintainability of the system, the application can query the service for the list of fields required to print a given form. Through this mechanism, it is not necessary to duplicate the field contents of forms in application authoring data. The figure below outlines the printing process from the application's view.



The XFS4IoT implementation recognizes that the form object must be supported by job-specific data to fully address printing requirements. As an example, a form defining a passbook print line will need to have its origin defined externally in order to be reused for different passbook lines. These job specific parameters are supplied on the [Printer.PrintForm](#) command.

In some cases, the application wants to print a block of data without considering it as a series of separate fields. One example is a line of journal data, fully formatted by the application. This can be handled by defining a one field form, or by use of the [Printer.PrintRaw](#) command.

The document definition under XFS4IoT printing is standardized to provide portability across vendor implementations. As the forms are defined in JSON objects, application or vendor specific extensions can be added as required. As an example, a vendor providing a graphical form definition tool can produce the field definition object format directly. The XFS4IoT requirements for portability are:

- A vendor must be able to export print format in the standardized field definition source format for portability to other systems.
- A vendor must be able to import document formats produced on other systems in the standardized field definition source format.
- A vendor can extend the field definition source language, but any verbs included in the standard must be implemented strictly as defined by the standard. Import and export facilities must be tolerant of source language extensions, reporting but ignoring the exceptions.
- Any vendor or application specific properties specified in [Printer.SetForm](#) or [Printer.SetMedia](#) will be stored by the service and reported when the form or media is queried.

A form object consists of the following:

- Overall information which applies to the whole form.
- One or more fields, containing positioning and style information for the individual field. The text to be printed in the field is specified by the [Printer.PrintForm](#) command.
- Optional sub-forms which provide means to isolate a selected area of a form where the user may want to have a select group of fields, frames, and/or running headers and footers. All field and frame definitions within a sub-form are relative to the *position* of the sub-form.
- Optional frames providing a means for framing a field.

17.1.4 Command Overview

The basic operation of the print devices is managed using some primary commands:

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- [Printer.SetForm](#) This command loads a form into the service or deletes existing forms.
- [Printer.GetFormList](#) This command reports the list of form into loaded into the service.
- [Printer.GetQueryForm](#) This command retrieves the form header information, and the list of fields.
- [Printer.PrintForm](#) This command includes as parameter data the name of the form to select and the required field data values.

This approach combines in the most efficient manner the four logical steps required to print a form:

- Selecting a document form object.
- Querying the service for the list of fields.
- Supplying the data for each field.
- Issuing the print command.

By using [Printer.GetQueryForm](#) to retrieve the list of field names, it is possible for an application to assemble the required set of fields for a form. This minimizes the time that each application request ties up the service. Using [Printer.GetQueryField](#), it is also possible to query the properties of a field. This command is generally not required for most applications.

The combination of form selection, field value presentation and the print action make it possible to express a complete print operation with [Printer.PrintForm](#) command. Where these multiple print functions represent a series of passbook lines (using the *index* in the field definition), the *Printer.PrintForm* command provides support for management of the print line number. Note that if a form contains a tabular field (i.e., one with a non-zero *index* value), and data is not supplied for some of the lines in the "table", then those lines are left blank.

For printers with the capability to read from a passbook (OCR, MICR and/or magnetic stripe), the data is read with the [Printer.ReadForm](#) command. The data is written using the [Printer.PrintForm](#) command. Since these devices are usable only for passbook operations, they are not defined as separate logical devices.

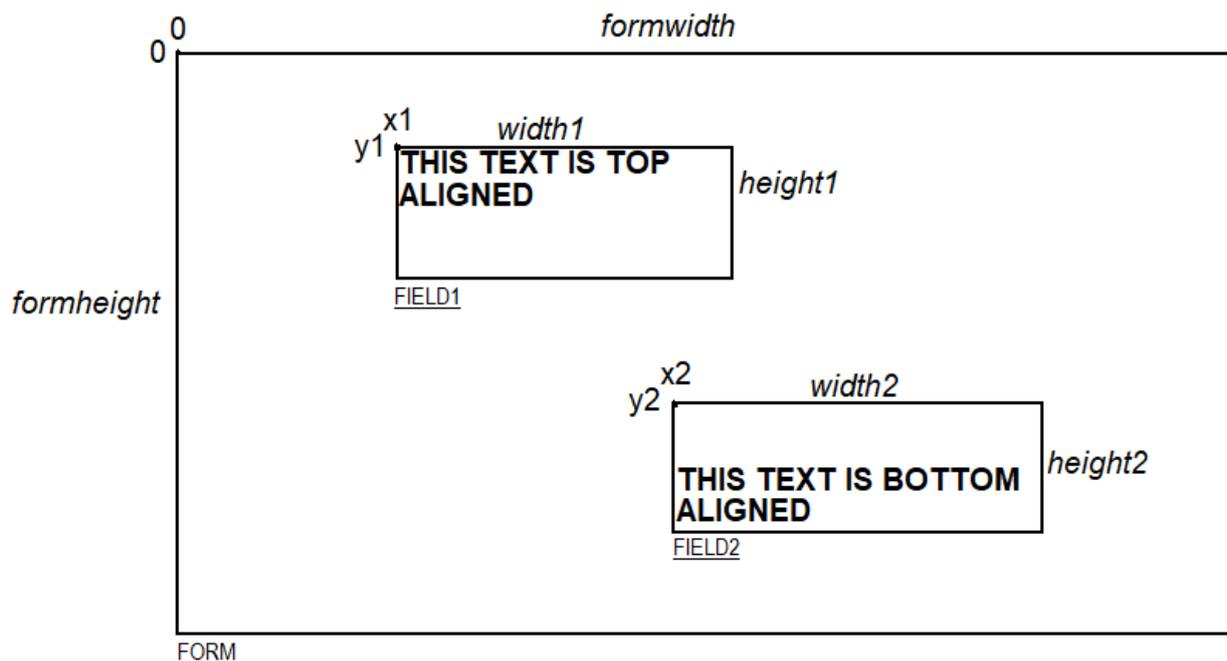
Finally, the [Printer.PrintNative](#) command can be used to print data that contains a complete print job in the native printer language. This data will have been created using the native Operating System API (for example, Windows GDI).

17.1.5 Form, Sub-Form, Field, Frame and Media Definitions

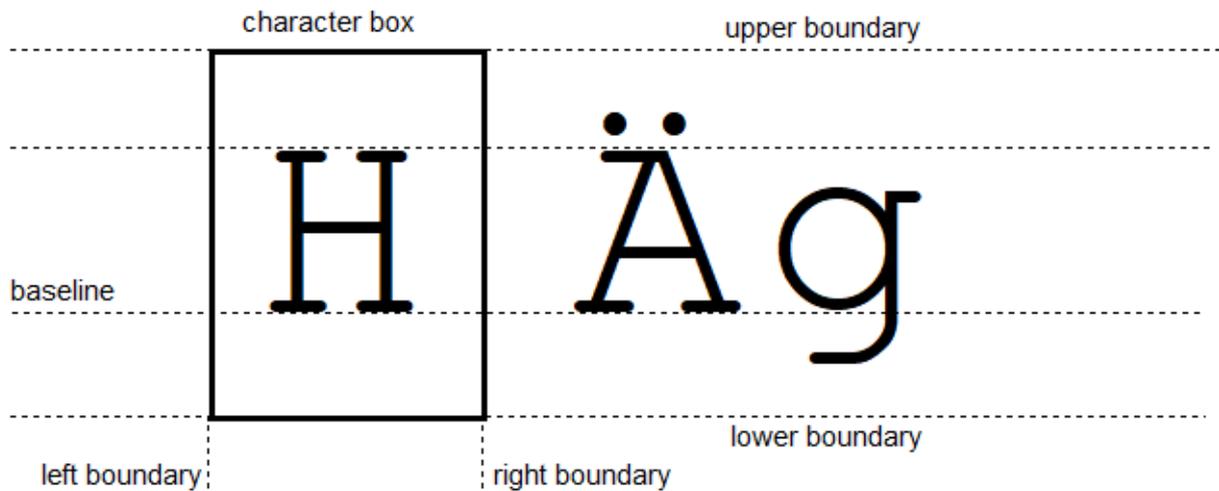
This section provides some additional information and examples of the forms model including forms, fields, sub-forms, frames and media. See [Printer.SetForm](#) and [Printer.SetMedia](#) for definitions of forms and media.

Field Positioning and Sizing

The following diagrams illustrate the positioning and sizing of text fields on a form, and the vertical alignment of text within a field using *vertical* as *top* and *bottom* values in the field definition.



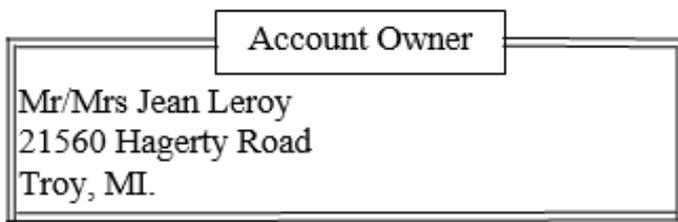
Definition of the character drawing box:



When more than one line of text is to be printed in a field, and the definition specifies *vertical* as *bottom*, the vertical position of the first line is calculated using the specified (or implied) *lpi* value.

Frame Definition

The **frame** definition provides a means for framing a **field** text field. The basic concept of a *frame* definition and corresponding *field* definition is illustrated as follows:



When the *frame* frames a *field*, its positioning and size information are ignored. Instead, Services should position the top left corner of the frame one horizontal base unit to the left and one vertical base unit to the top of the top left corner of the field. Similarly, Services should size the frame so that its bottom right corner is one base unit below and to the right to the field. For instance, if the form *unit* is *rowColumn*, and a *frame* "A" is said to frame the *field* "B" which is positioned at row 1, column 1 with a size of 1 row and 20 columns, the frame will be drawn from row 0, column 0 to row 3, column 22.

The horizontal and vertical positioning of a frame title overrides the position of the named *field*. For instance, if a *frame* "A" is said to have the *field* "B" as its title, with the default horizontal and vertical title justification, it is just as if *field* "B" had been positioned at the top left corner of the frame. Note that the *size* information for the title field still is meaningful; it gives the starting and/or ending positions of the frame lines.

The *side* properties of the *frame* and the *fields* it refers to must agree.

The width of the lines and the interval between the lines of doubled frames are vendor specific. Whether the lines are drawn using graphics printing or using pseudo-graphic is vendor specific. However, Services are responsible for rendering intersecting frames.

Depending on the printer technology, framing of fields can substantially slow down the print process.

Support of framing by a service or the device it controls is not mandatory to be XFS4IoT compliant.

Sample 1 - Simple Framing

Form "Multiple Balances" is defined:

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```
"Multiple Balances": {
  "unit": { "base": "inch", "x": 16, "y": 16 },
  "size": { "width": 91, "height": 64 },
  "version": { "major": 1, "minor": 0, "date": "2024-09-13", "author": "XFS" },
  "language": "en-US",
  "fields": {
    "Account Title": {
      "order": 1,
      "position": { "x": 15, "y": 4 },
      "size": { "width": 30, "height": 4 },
      "class": "static",
      "horizontal": "center",
      "initialValue": "Account"
    },
    "Balance Title": {
      "order": 2,
      "position": { "x": 45, "y": 4 },
      "size": { "width": 30, "height": 4 },
      "class": "static",
      "horizontal": "center",
      "initialValue": "Balance"
    },
    "Account": {
      "order": 3,
      "position": { "x": 15, "y": 8 },
      "size": { "width": 30, "height": 4 },
      "index": { "repeatCount": 10, "x": 0, "y": 3 }
    },
    "Balance": {
      "order": 4,
      "position": { "x": 45, "y": 8 },
      "size": { "width": 30, "height": 4 },
      "index": { "repeatCount": 10, "x": 0, "y": 3 },
      "horizontal": "right"
    }
  },
  "frames": {
    "Account Title": {
      "position": { "x": 15, "y": 4 },
      "frames": "Account Title",
      "size": { "width": 30, "height": 4 },
      "style": "doubleThin"
    },
    "Balance Title": {
      "position": { "x": 45, "y": 4 },
      "frames": "Balance Title",
      "size": { "width": 30, "height": 4 },
      "style": "doubleThin"
    },
    "Account": {
      "position": { "x": 15, "y": 8 },
      "frames": "Account",
      "size": { "width": 30, "height": 34 },
      "style": "doubleThin"
    },
    "Balance": {
      "position": { "x": 45, "y": 8 },
      "frames": "Balance",
      "size": { "width": 30, "height": 34 },
      "style": "doubleThin"
    }
  }
}
```

If [Printer.PrintForm](#) is called with the following payload (note that other properties are not specified for clarity):

```
{
  "formName": "Multiple Balances",
  "fields": {
    "Account": [
      "0123456789123001",
      "0123456789123002",
      "0123456789123003"
    ],
    "Balance": [
      "$17465.12",
      "$2458.23",
      "$6542.78"
    ]
  }
}
```

The following is printed:

Account	Balance
012345678912300 1	\$17465.12
012345678912300 2	\$2458.23
012345678912300 3	\$6542.78

Or when called with the following payload:

```
{
  "formName": "Multiple Balances",
  "fields": {
    "Account": [
      "0123456789123001",
    ],
    "Balance": [
      "$17465.12",
    ]
  }
}
```

Will print:

Account	Balance
012345678912300 1	\$17465.12

Sample 2 - Framing With Title

Form "Bank Details" is defined:

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```
"Bank Details": {
  "unit": { "base": "inch", "x": 16, "y": 16 },
  "size": { "width": 121, "height": 64 },
  "version": { "major": 1, "minor": 0, "date": "2024-09-13", "author": "XFS Editor"
},
  "language": "en-US",
  "fields": {
    "Owner Frame Title": {
      "order": 1,
      "position": { "x": 24, "y": 9 },
      "size": { "width": 27, "height": 3 },
      "class": "static",
      "horizontal": "center",
      "vertical": "center",
      "initialValue": "Account Owner"
    },
    "Owner": {
      "order": 2,
      "position": { "x": 20, "y": 11 },
      "size": { "width": 35, "height": 9 },
      "class": "required",
      "vertical": "top"
    }
  },
  "frames": {
    "Owner Frame": {
      "position": { "x": 19, "y": 10 },
      "frames": "Owner",
      "size": { "width": 37, "height": 11 },
      "title": "Owner Frame Title",
      "horizontal": "center"
    }
  }
}
```

If [Printer.PrintForm](#) is called with the following payload (note that other properties are not specified for clarity):

```
{
  "formName": "Bank Details",
  "fields": {
    "Owner": "Mr./Mrs. Jean Leroy 21560 Hagerty Road Troy, MI."
  }
}
```

The following is printed:

Account Owner
Mr./Mrs. Jean Leroy 21560 Hagerty Road Troy, MI.

Sample 3 - Framing With Filled Interior

Form "Bank Details" is defined:

```

"Bank Details": {
  "unit": { "base": "inch", "x": 16, "y": 16 },
  "size": { "width": 121, "height": 64 },
  "version": { "major": 1, "minor": 0, "date": "2024-09-13", "author": "XFS Editor"
},
  "language": "en-US",
  "fields": {
    "Owner": {
      "order": 1,
      "position": { "x": 20, "y": 11 },
      "size": { "width": 35, "height": 9 },
      "class": "required",
      "vertical": "top"
    }
  },
  "frames": {
    "Owner Frame": {
      "position": { "x": 19, "y": 10 },
      "frames": "Owner",
      "size": { "width": 37, "height": 11 },
      "fillColor": "gray",
      "fillStyle": "cross"
    }
  }
}

```

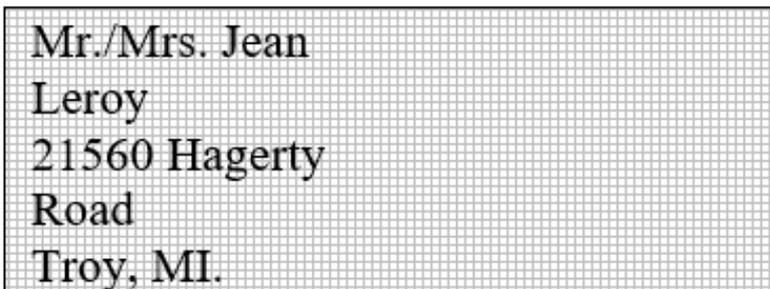
If [Printer.PrintForm](#) is called with the following payload (note that other properties are not specified for clarity):

```

{
  "formName": "Bank Details",
  "fields": {
    "Owner": "Mr./Mrs. Jean Leroy 21560 Hagerty Road Troy, MI."
  }
}

```

The following is printed:



Mr./Mrs. Jean
Leroy
21560 Hagerty
Road
Troy, MI.

Sample 4 - Repeated Framing

Form "Smart Account Number" is defined:

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```
"Smart Account Number": {
  "unit": { "base": "inch", "x": 16, "y": 16 },
  "size": { "width": 121, "height": 64 },
  "version": { "major": 1, "minor": 0, "date": "2024-09-13", "author": "XFS Editor"
},
  "language": "en-US",
  "fields": {
    "Account Number": {
      "order": 1,
      "position": { "x": 20, "y": 8 },
      "size": { "width": 4, "height": 4 },
      "index": { "repeatCount": 12, "x": 4, "y": 0 },
      "horizontal": "center",
      "vertical": "center"
    }
  },
  "frames": {
    "A/N Frame": {
      "position": { "x": 20, "y": 8 },
      "size": { "width": 4, "height": 4 },
      "repeat": { "repeatCountX": 12, "offsetX": 4 }
    }
  }
}
```

If [Printer.PrintForm](#) is called with the following payload (note that other properties are not specified for clarity):

```
{
  "formName": "Smart Account Number",
  "fields": {
    "Account Number": ["0", "1", "2", "3", "4", "5", "6", "7", "8", "9", "0", "1"]
  }
}
```

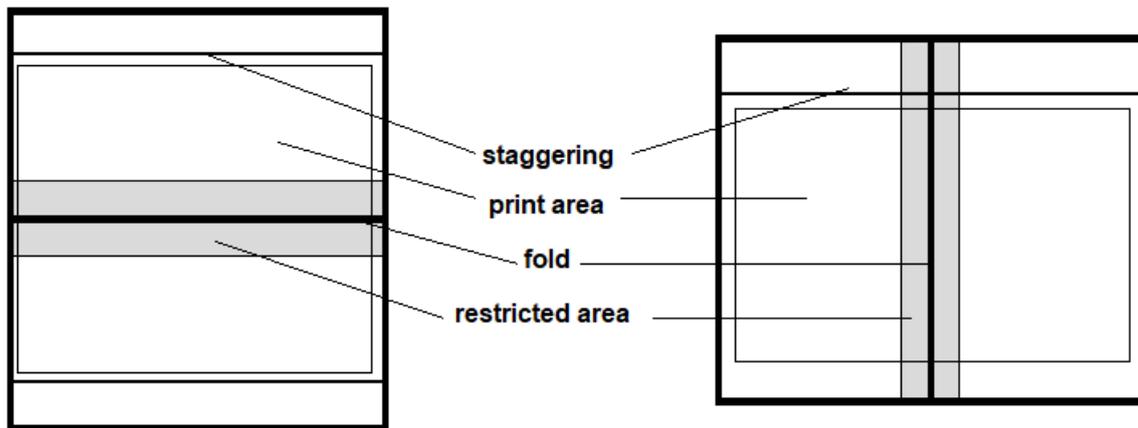
The following is printed:

0	1	2	3	4	5	6	7	8	9	0	1
---	---	---	---	---	---	---	---	---	---	---	---

Media Definition

The media definition determines characteristics that result from the combination of a particular media type together with a particular vendor's printer. The aim is to make it easy to move forms between different vendors' printers which might have different constraints on how they handle a specific media type. It is the services responsibility to ensure that the form definition does not specify the printing of any fields that conflict with the media definition. An example of such a conflict might be that the form definition asks for a field to be printed in an area that the media definition defines as an unprintable area.

The media definition is also intended to provide the capability of defining media types that are specific to the financial industry. An example is a passbook as shown below.

Passbook with horizontal fold**Passbook with vertical fold****Form and Media Definitions in Multi-Vendor Environments**

In a multi-vendor environment, the capabilities of the service and hardware may be different, therefore the following should be considered.

- Physical print area dimensions of printers are not identical.
- Graphic printout may not be supported, which may limit the use of the FONT, CPI and LPI keywords.
- Some printers may have a resolution of dots/mm rather than dots/inch, which may result in printouts with a specific CPI/LPI font resolution to be slightly off size.
- Some form/media definition keywords may not be supported due to limitations of the hardware or software.

17.1.6 Command and Event Flows during Single and Multi-Page / Wad Printing

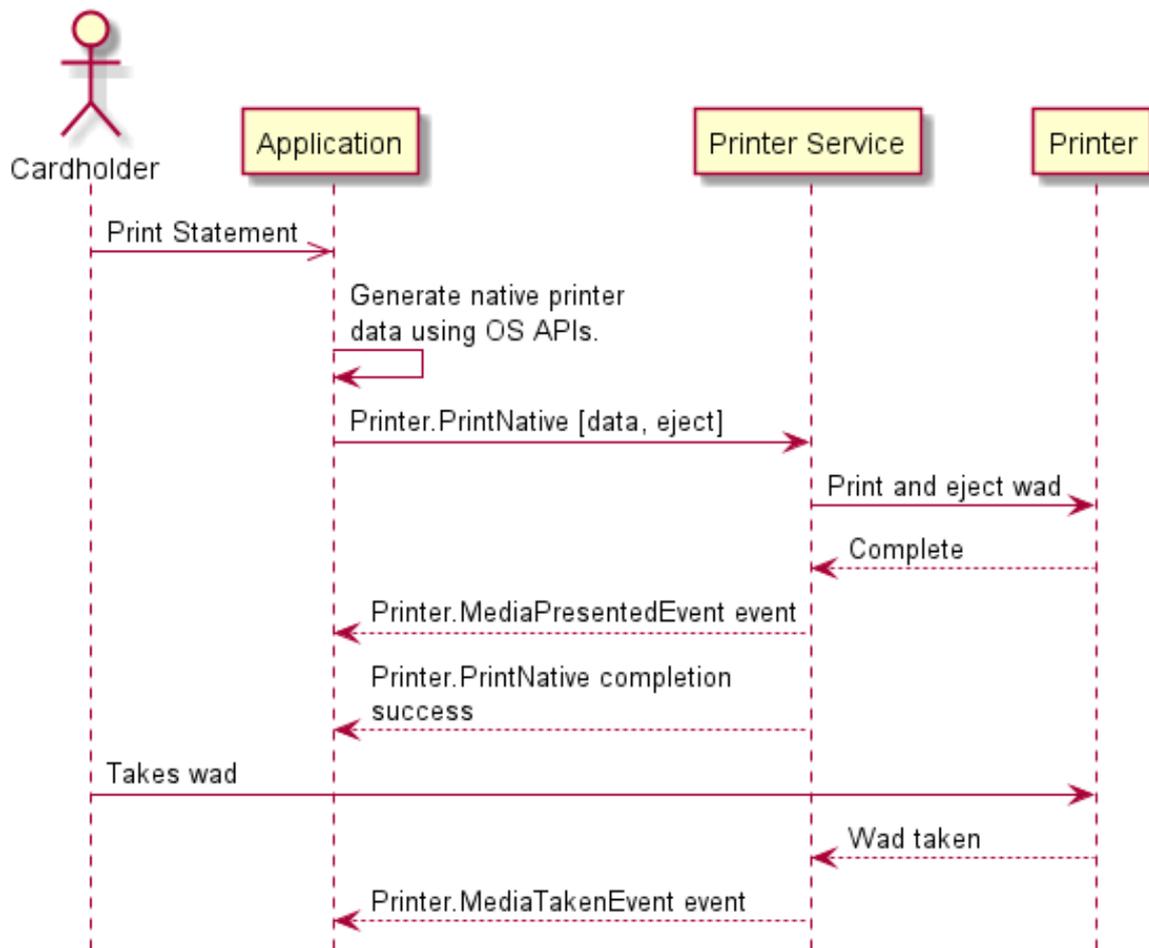
It is possible to print a number of pages or bunches of pages (wads) through the service. The following sections describe how this is achieved.

Single Page / Single Wad Printing With Immediate Media Control

This illustrates the command and event flows in a successful print command, i.e., [Printer.PrintNative](#), [Printer.PrintForm](#) and [Printer.PrintRaw](#) where the following conditions apply.

- A single page or single wad of pages is presented.
- The [mediaPresented](#) capability is true (indicates that the [Printer.MediaPresentedEvent](#) event can be generated).
- The [mediaControl](#) in the command data is set to *eject*.

[Printer.PrintNative](#) is used as the example:

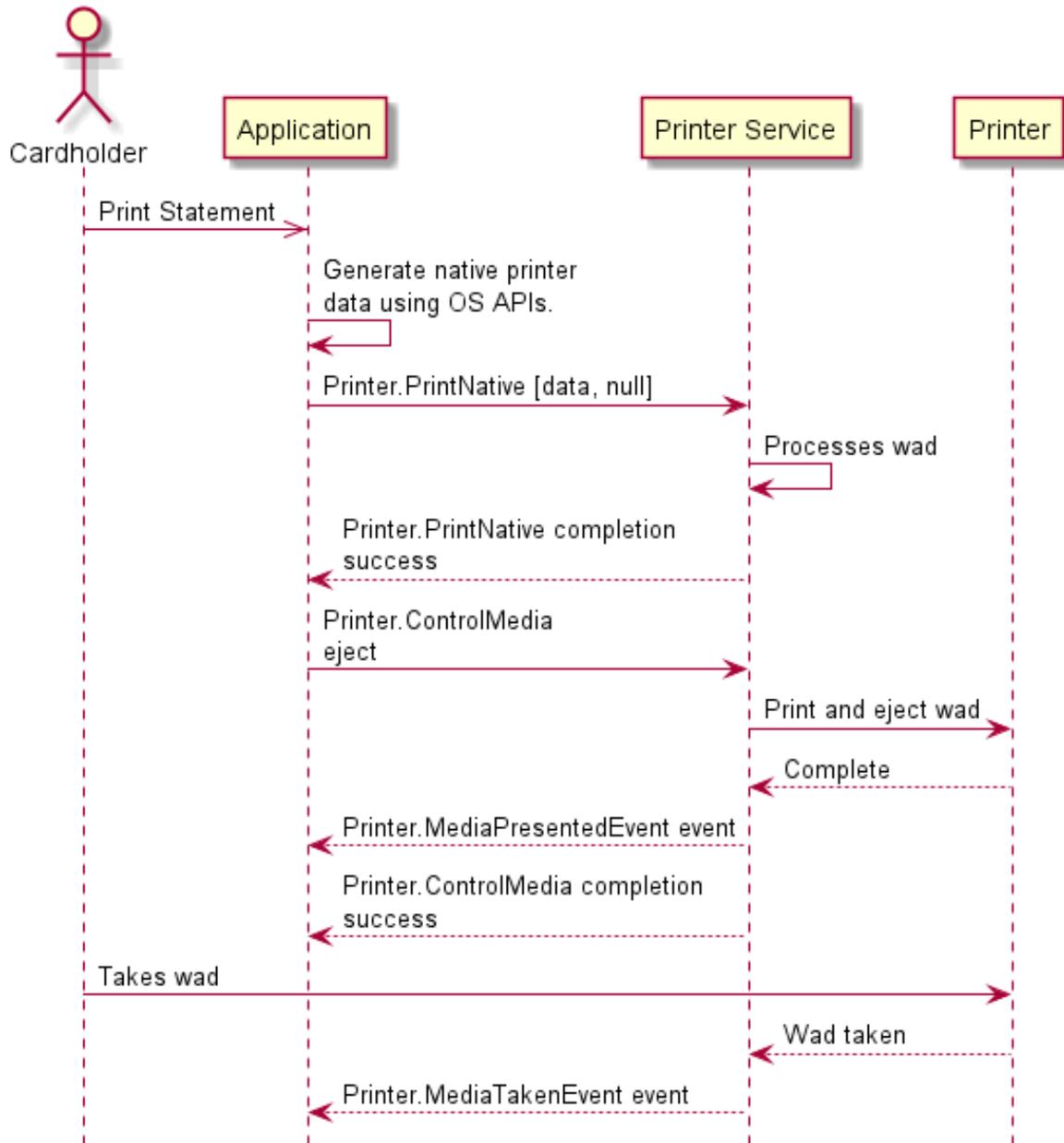


Single Page / Single Wad Printing With Separate Media Control

This illustrates the command and event flows in a successful print command, i.e., [Printer.PrintNative](#), [Printer.PrintForm](#) and [Printer.PrintRaw](#) where the following conditions apply.

- A single page or single wad of pages is presented.
- The [mediaPresented](#) is true (indicates that the [Printer.MediaPresentedEvent](#) event can be generated).
- The [mediaControl](#) is null.
- The media is presented to the user through a [Printer.ControlMedia](#) command, with the [mediaControl](#) property set to *eject*.

The [Printer.PrintNative](#) command is used as an example:

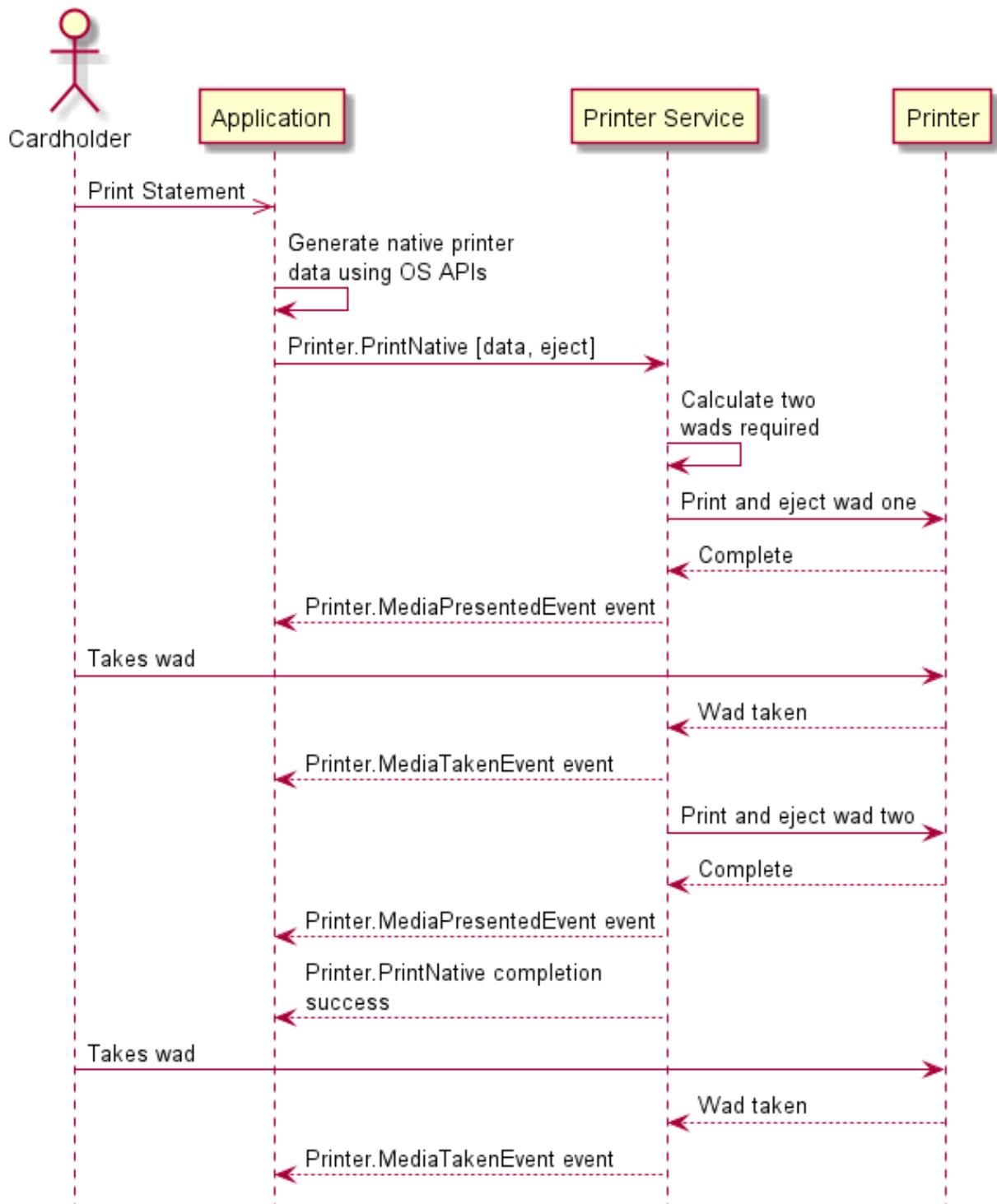


Multi Page / Multi Wad Printing With Immediate Media Control

This illustrates the command and event flows in a successful print command, i.e., [Printer.PrintNative](#), [Printer.PrintForm](#) and [Printer.PrintRaw](#) where the following conditions apply.

- Multiple pages or multiple wads of pages are presented.
- The [mediaPresented](#) capability is true (indicates that the [Printer.MediaPresentedEvent](#) event can be generated).
- The [mediaControl](#) in the command data is set to *eject*.
- The previous page/wad must be removed before subsequent pages/wads can be presented.

[Printer.PrintNative](#) is used as the example:

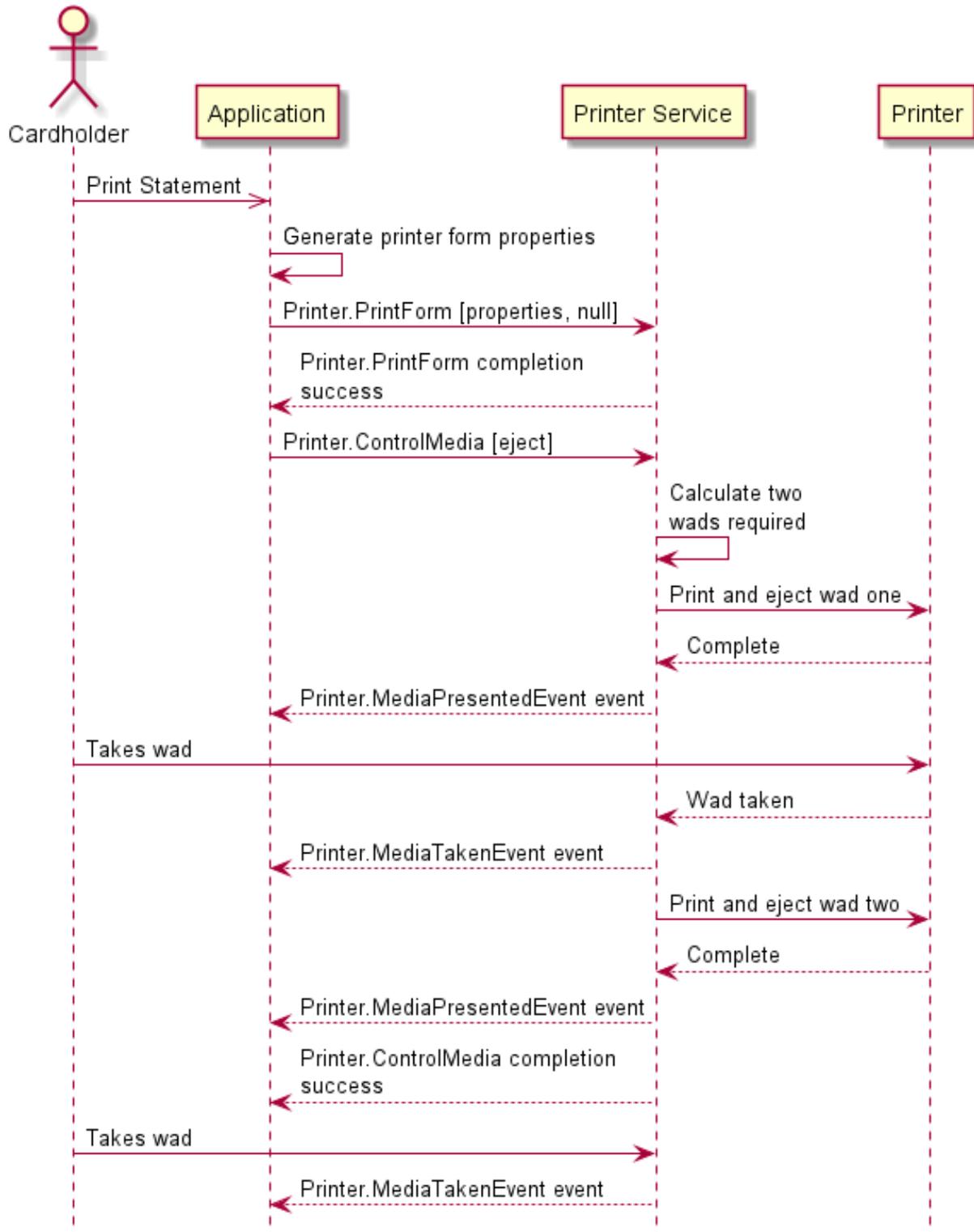


Multi Page / Multi Wad Printing With Separate Media Control

This illustrates the command and event flows in a successful print command, i.e., [Printer.PrintNative](#), [Printer.PrintForm](#) and [Printer.PrintRaw](#) where the following conditions apply.

- Multiple pages or multiple wads of pages are presented.
- The [mediaPresented](#) capability is true (indicates that the [Printer.MediaPresentedEvent](#) event can be generated).
- The [mediaControl](#) property is null.
- The media is presented to the user through a [Printer.ControlMedia](#) command, with the [mediaControl](#) property set to *eject*.
- The previous page/wad must be removed before subsequent pages/wads can be presented.

[Printer.PrintForm](#) is used as the example:



17.2 Command Messages

17.2.1 Printer.ClearBuffer

This command will clear any data that has not yet been physically printed from previous [Printer.PrintForm](#) or [Printer.PrintNative](#) commands - note this is only supported if [clearBuffer](#) is set to *true*.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

17.2.2 Printer.GetFormList

This command is used to retrieve a list of the names of forms available on the device.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "formList": ["Form1", "Form2"] }</pre>
Properties
<p>formList</p> <p>The list of form names. This will be null if no forms are available.</p> <p>Type: array (string), null Default: null</p>

Event Messages

None

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17.2.3 Printer.GetMediaList

This command is used to retrieve a list of names of media definitions available on the device.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "mediaList": ["Media1", "Media2"] }</pre>
Properties
mediaList The list of media definition names. This will be null if no media definitions are available. Type: array (string), null Default: null

Event Messages

None

17.2.4 Printer.GetQueryForm

This command is used to retrieve details of the definition of a specified form.

Command Message

Payload (version 2.0)
<pre>{ "formName": "example form" }</pre>
Properties
<p>formName</p> <p>The form name for which to retrieve details.</p> <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "formNotFound", "form": { "unit": { "base": "inch", "x": 16, "y": 10 }, "size": { "width": 50, "height": 100 }, "alignment": { "relative": "bottomRight", "x": 10, "y": 10 }, "orientation": "landscape", "skew": 0, "version": { "version": "1.2", "date": "2018-11-13", "author": "S. Currie" }, "cpi": 1, "lpi": 1, "pointSize": 1, "copyright": "Copyright (c) XYZ Corp.", "title": "Form 1", "comment": "This form is for purpose x", "userPrompt": "Please take the receipt when presented.", "fields": { "Field 1": { "order": 10, "position": {</pre>

Payload (version 3.0)

```

    "x": 20,
    "y": 12,
    "z": 2
  },
  "follows": "Field01",
  "header": "0,2-5,7",
  "footer": "0,2-5,7",
  "side": "front",
  "size": See form/size properties
  "index": {
    "repeatCount": 1,
    "x": 0,
    "y": 0
  },
  "fieldType": "text",
  "scaling": "bestFit",
  "barcode": "none",
  "coercivity": "auto",
  "class": "optional",
  "access": "write",
  "overflow": "terminate",
  "style": {
    "bold": true,
    "italic": false,
    "underline": "double",
    "width": "triple",
    "strike": "none",
    "rotate": "none",
    "characterSpacing": "standard",
    "lineSpacing": "standard",
    "script": "standard",
    "overscore": false,
    "quality": "standard",
    "opaque": false
  },
  "case": "noChange",
  "horizontal": "left",
  "vertical": "bottom",
  "color": "242,44,97",
  "font": {
    "name": "Courier New",
    "pointSize": 10,
    "cpi": 5,
    "lpi": 5
  },
  "format": "Application defined information",
  "initialValue": "Default text",
  "initialGraphic": "O2gAUACFyEARAJAC"
},
"Field 2": See form/fields/Field 1 properties
},
"frames": {
  "Frame 1": {
    "position": See form/fields/Field 1/position properties
    "frames": "Field01",

```

Payload (version 3.0)

```

    "header": "0,2-5,7",
    "footer": "0,2-5,7",
    "side": "back",
    "size": See form/size properties
    "repeat": {
      "repeatCountX": 2,
      "offsetX": 4,
      "repeatCountY": 1,
      "offsetY": 3
    },
    "fieldType": "ellipse",
    "class": "optional",
    "overflow": "truncate",
    "style": "doubleThick",
    "color": "242,44,97",
    "fillColor": "242,44,97",
    "fillStyle": "cross",
    "substSign": "?",
    "title": "ExampleTitleField",
    "horizontal": "center",
    "vertical": "bottom"
  },
  "Frame 2": See form/frames/Frame 1 properties
},
"subForms": {
  "SubForm 1": {
    "position": See form/fields/Field 1/position properties
    "size": See form/size properties
    "fields": See form/fields properties
    "frames": See form/frames properties
  },
  "SubForm 2": See form/subForms/SubForm 1 properties
}
}
}

```

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- formNotFound - The specified form cannot be found.

Type: string, null
Default: null

form

The form. This may be null if an error is returned.

Type: object, null
Default: null

form/unit

Specifies the base unit of measurement and resolution of a form, physical media or media definition.

Type: object
Required

Properties
<p>form/unit/base</p> <p>Specifies the base unit of measurement of the item as one of the following:</p> <ul style="list-style-type: none"> • inch - The base unit is inches. • mm - The base unit is millimeters. • rowColumn - The base unit is rows and columns. <p>Type: string Required</p>
<p>form/unit/x</p> <p>Specifies the horizontal resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 16 applied to the base unit inch means that the base horizontal resolution is 1/16".</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>form/unit/y</p> <p>Specifies the vertical resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 10 applied to the base unit mm means that the base vertical resolution is 0.1 mm.</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>form/size</p> <p>Specifies the size of the item in terms of the base resolution.</p> <p>Type: object Required</p>
<p>form/size/width</p> <p>Specifies the width in terms of the base horizontal resolution.</p> <p>Type: integer Minimum: 1 Required</p>
<p>form/size/height</p> <p>Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll.</p> <p>Type: integer Minimum: 1 Required</p>
<p>form/alignment</p> <p>The alignment of the form on the physical media. If null, the default values are used.</p> <p>Type: object, null Default: null</p>
<p>form/alignment/relative</p> <p>The relative position as one of the following:</p> <ul style="list-style-type: none"> • topLeft - Align to the top left of the physical media. • topRight - Align to the top right of the physical media. • bottomLeft - Align to the bottom left of the physical media. • bottomRight - Align to the bottom right of the physical media. <p>Type: string Default: "topLeft"</p>

Properties
<p>form/alignment/x</p> <p>Horizontal offset relative to the horizontal alignment specified by <i>relative</i> in the base unit of the form. Always specified as a positive value (i.e. if aligned to the right side of the media, means offset the form to the left).</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/alignment/y</p> <p>Vertical offset relative to the vertical alignment specified by <i>relative</i> in the base unit of the form. Always specified as a positive value (i.e. if aligned to the bottom of the media, means offset the form upward).</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/orientation</p> <p>Orientation of the form as one of the following:</p> <ul style="list-style-type: none"> • portrait - Short edge horizontal. • landscape - Long edge horizontal. <p>Type: string Default: "portrait"</p>
<p>form/skew</p> <p>Maximum skew factor in degrees.</p> <p>Type: integer Minimum: 0 Maximum: 359 Default: 0</p>
<p>form/version</p> <p>The version of the form. May be null if not specified or required.</p> <p>Type: object, null Default: null</p>
<p>form/version/version</p> <p>Specifies the major and optional minor version of the form. This may be null if the version is not required in the form.</p> <p>Type: string, null Pattern: <code>^[1-9][0-9]*(\.[0-9]+)?\$</code> Default: null</p>
<p>form/version/date</p> <p>The creation/modification date of the form. May be null if not required.</p> <p>Type: string, null Format: date Default: null</p>
<p>form/version/author</p> <p>The author of the form. May be null if not required.</p> <p>Type: string, null Default: null</p>

Properties
<p>form/cpi</p> <p>Characters per inch. This value specifies the default CPI within the form. When the <i>rowColumn</i> unit is used, the form CPI and LPI are used to calculate the position and size of all fields within a form, irrespective of the CPI and LPI of the fields themselves. If null, the printer's default value is used.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>form/lpi</p> <p>Lines per inch. This value specifies the default LPI within the form. When the <i>rowColumn</i> unit is used, the form CPI and LPI are used to calculate the position and size of all fields within a form, irrespective of the CPI and LPI of the fields themselves. If null, the printer's default value is used.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>form/pointSize</p> <p>This value specifies the default point size within the form. If null, the printer's default value is used.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>form/copyright</p> <p>Copyright entry. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/title</p> <p>The title of the form. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/comment</p> <p>Additional comments about the form. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/userPrompt</p> <p>Prompt string for user interaction. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/fields</p> <p>One field definition for each field in the form. For each object, the property name is the field name. The field name within a form and its optional sub-forms must be unique.</p> <p>Type: object Required</p>
<p>form/fields/Field 1 (example name)</p> <p>Details of a single field.</p> <p>Type: object</p>

Properties
<p>form/fields/Field 1/order</p> <p>Specifies the order in which the field is to be printed. Required as there is no inherent order to JSON properties in an object. May be overridden by <i>follows</i>. If two fields are defined with the same <i>order</i> in a given form, then the form is invalid.</p> <p>Type: integer Minimum: 0 Required</p>
<p>form/fields/Field 1/position</p> <p>Specifies the position of the item relative to the form or sub-form containing the item. Values are specified in the base units of the form.</p> <p>Type: object Required</p>
<p>form/fields/Field 1/position/x</p> <p>Horizontal position relative to left side.</p> <p>Type: integer Minimum: 0 Required</p>
<p>form/fields/Field 1/position/y</p> <p>Vertical position relative to the top.</p> <p>Type: integer Minimum: 0 Required</p>
<p>form/fields/Field 1/position/z</p> <p>Specifies the page number (relative to 0). Required where the top of the form/sub-form is other than the first page of the form/sub-form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/fields/Field 1/follows</p> <p>Print this field directly following the field with the specified name; positioning information is ignored. If null, then fields are printed according to <i>order</i>.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/header</p> <p>This field is a form/sub-form header field.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the header field is to print within. • N-N represents a form/sub-form page number range the header field is to print within. • ALL indicates that header field is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the header field is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <p>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</p>

Properties
<p>form/fields/Field 1/footer</p> <p>This field is a form/sub-form footer field.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the footer field is to print within. • N-N represents a form/sub-form page number range the footer field is to print within. • ALL indicates that footer field is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the footer field is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <pre>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</pre>
<p>form/fields/Field 1/side</p> <p>The side of the form as one of the following:</p> <ul style="list-style-type: none"> • front - the front side of the paper/media. • back - the back side of the paper/media. <pre>Type: string Default: "front"</pre>
<p>form/fields/Field 1/index</p> <p>Specifies that the field is to be repeated in the form/sub-form. May be null if not required.</p> <pre>Type: object, null Default: null</pre>
<p>form/fields/Field 1/index/repeatCount</p> <p>How often this field is repeated.</p> <pre>Type: integer Minimum: 1 Required</pre>
<p>form/fields/Field 1/index/x</p> <p>Horizontal offset for next field</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/fields/Field 1/index/y</p> <p>Vertical offset for next field</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/fields/Field 1/fieldType</p> <p>The type of the field as one of the following:</p> <ul style="list-style-type: none"> • text - text field. • micr - MICR field. • ocr - OCR field. • msf - MSF field. • barcode - Barcode field. • graphic - Graphic field. • pagemark - Page mark field. <pre>Type: string Default: "text"</pre>

Properties
<p>form/fields/Field 1/scaling</p> <p>Information on how to size the graphic within the field as one of the following. Only relevant where <i>fieldType</i> is <i>graphic</i>, therefore will be ignored for other cases:</p> <ul style="list-style-type: none"> • <code>bestFit</code> - scale to size indicated. • <code>asIs</code> - render at native size. • <code>maintainAspect</code> - scale as close as possible to size indicated while maintaining the aspect ratio and not losing graphic information. <p>Type: string Default: "bestFit"</p>
<p>form/fields/Field 1/barcode</p> <p>Position of the HRI (Human Readable Interpretation) characters as one of the following:</p> <ul style="list-style-type: none"> • <code>none</code> - no characters or not applicable. • <code>above</code> - above the barcode. • <code>below</code> - below the barcode. • <code>both</code> - both above and below the barcode. <p>Type: string Default: "none"</p>
<p>form/fields/Field 1/coercivity</p> <p>Specifies the coercivity to be used for writing the magnetic stripe as one of the following. May be null as this is only applicable to <i>msf</i> fields:</p> <ul style="list-style-type: none"> • <code>auto</code> - The coercivity is decided by the service or the hardware. • <code>low</code> - A low coercivity is to be used for writing the magnetic stripe. • <code>high</code> - A high coercivity is to be used for writing the magnetic stripe. <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/class</p> <p>Field class as one of the following:</p> <ul style="list-style-type: none"> • <code>optional</code> - The field is optional. • <code>static</code> - The field is static. • <code>required</code> - The field is required. <p>Type: string Default: "optional"</p>
<p>form/fields/Field 1/access</p> <p>Specifies the field access as one of the following:</p> <ul style="list-style-type: none"> • <code>read</code> - The field is used for input. • <code>write</code> - The field is used for output. • <code>readWrite</code> - The field is used for both input and output. <p>Type: string Default: "write"</p>

<p>Properties</p>
<p>form/fields/Field 1/overflow</p> <p>Specifies how an overflow of field data should be handled as one of the following:</p> <ul style="list-style-type: none"> • terminate - Return an error and terminate printing of the form. • truncate - Truncate the field data to fit in the field. • bestFit - Fit the text in the field. • overwrite - Print the field data beyond the extents of the field boundary. • wordWrap - If the field can hold more than one line the text is wrapped around. Wrapping is performed, where possible, by splitting the line on a space character or a hyphen character or any other character which is used to join two words together. <p>Type: string Default: "terminate"</p>
<p>form/fields/Field 1/style</p> <p>Style attributes using a combination of the following. Some of the styles may be mutually exclusive; they may provide unexpected results if combined. This field is optional and may be null, in which case the default normal style will be used.</p> <p>Type: object, null Default: null</p>
<p>form/fields/Field 1/style/bold</p> <p>Bold style.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/italic</p> <p>Italic style.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/underline</p> <p>Underline style as one of the following:</p> <ul style="list-style-type: none"> • none - No underline. • single - Single underline. • double - Double underline. <p>Type: string Default: "none"</p>
<p>form/fields/Field 1/style/width</p> <p>Width style as one of the following:</p> <ul style="list-style-type: none"> • single - Single width. • double - Double width. • triple - Triple width. • quadruple - Quadruple width. <p>Type: string Default: "single"</p>
<p>form/fields/Field 1/style/strike</p> <p>Strike through style as one of the following:</p> <ul style="list-style-type: none"> • none - No strike through. • single - Single strike through. • double - Double strike through. <p>Type: string Default: "none"</p>

Properties
<p>form/fields/Field 1/style/rotate</p> <p>Rotation angle as one of the following:</p> <ul style="list-style-type: none"> • none - No rotation. • ninety - Rotate 90 degrees clockwise. • upsideDown - Upside down. • twoSeventy - Rotate 270 degrees clockwise. <p style="background-color: #e0e0e0;">Type: string Default: "none"</p>
<p>form/fields/Field 1/style/characterSpacing</p> <p>Character spacing as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard character spacing. • proportional - Proportional character spacing. • condensed - Condensed character spacing. <p style="background-color: #e0e0e0;">Type: string Default: "standard"</p>
<p>form/fields/Field 1/style/lineSpacing</p> <p>Line spacing as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard line spacing. • double - Double line spacing. • triple - Triple line spacing. • quadruple - Quadruple line spacing. <p style="background-color: #e0e0e0;">Type: string Default: "standard"</p>
<p>form/fields/Field 1/style/script</p> <p>Character script type as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard script. • superscript - Superscript. • subscript - Superscript. <p style="background-color: #e0e0e0;">Type: string Default: "standard"</p>
<p>form/fields/Field 1/style/overscore</p> <p>Overscore style.</p> <p style="background-color: #e0e0e0;">Type: boolean Default: false</p>
<p>form/fields/Field 1/style/quality</p> <p>Letter quality as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard quality. • letter - Letter quality. • nearLetter - Near letter quality. <p style="background-color: #e0e0e0;">Type: string Default: "standard"</p>
<p>form/fields/Field 1/style/opaque</p> <p>If true, the printing is opaque; if false, transparent.</p> <p style="background-color: #e0e0e0;">Type: boolean Default: false</p>

Properties
<p>form/fields/Field 1/case</p> <p>Convert field contents to one of the following:</p> <ul style="list-style-type: none"> • noChange - No change. • upper - Convert to upper case. • lower - Convert to lower case. <p style="background-color: #e0e0e0;">Type: string Default: "noChange"</p>
<p>form/fields/Field 1/horizontal</p> <p>Horizontal alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • left - Align to the left. • right - Align to the right. • center - Align to the center. • justify - Justify the contents. <p style="background-color: #e0e0e0;">Type: string Default: "left"</p>
<p>form/fields/Field 1/vertical</p> <p>Vertical alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • bottom - Align to the bottom. • center - Align to the center. • top - Align to the top. <p style="background-color: #e0e0e0;">Type: string Default: "bottom"</p>
<p>form/fields/Field 1/color</p> <p>Specifies the color. Following values are possible:</p> <ul style="list-style-type: none"> • black • white • gray • red • blue • green • yellow • <R,G,B> - Red, blue, green colors in the range 0-255. <p style="background-color: #e0e0e0;">Type: string Pattern: ^black\$ ^white\$ ^gray\$ ^red\$ ^blue\$ ^green\$ ^yellow\$ ^([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5])\$ Default: "black"</p>
<p>form/fields/Field 1/font</p> <p>The font to be used. If null, the default font is used.</p> <p style="background-color: #e0e0e0;">Type: object, null Default: null</p>
<p>form/fields/Field 1/font/name</p> <p>Font name: This property is interpreted by the service. In some cases, it may indicate printer resident fonts, and in others it may indicate the name of a downloadable font. For <i>barcode</i> fields it represents the barcode font name.</p> <p>In some cases, this pre-defines other properties in this object.</p> <p style="background-color: #e0e0e0;">Type: string Required</p>

Properties
<p>form/fields/Field 1/font/pointSize</p> <p>Point size. If 0, the point size defaults to the <i>pointSize</i> defined for the form.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/fields/Field 1/font/cpi</p> <p>Characters per inch. If 0, the CPI defaults to the CPI defined for the form.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/fields/Field 1/font/lpi</p> <p>Lines per inch. If 0, the LPI defaults to the LPI defined for the form.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/fields/Field 1/format</p> <p>This is an application defined input field describing how the application should format the data. This may be interpreted by the service.</p> <pre>Type: string, null Default: null</pre>
<p>form/fields/Field 1/initialValue</p> <p>Initial value, which may be changed dynamically at run-time. May be null if no initial value is required. Ignored for <i>graphic</i> fields, which are specified in <i>initialGraphic</i>.</p> <pre>Type: string, null Default: null</pre>
<p>form/fields/Field 1/initialGraphic</p> <p>Initial graphic in Base64 format, which may be changed dynamically at run-time. May be null if no initial graphic is required. Ignored for non-<i>graphic</i> fields, which are specified in <i>initialValue</i>.</p> <pre>Type: string, null Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =))\$ Format: base64 Default: null</pre>
<p>form/frames</p> <p>One frame definition for each frame in the form. For each object, the property name is the frame name. The frame name within a form and its optional sub-forms must be unique. Frames are optional therefore this may be null.</p> <pre>Type: object, null Default: null</pre>
<p>form/frames/Frame 1 (example name)</p> <p>Details of a single frame.</p> <pre>Type: object</pre>
<p>form/frames/Frame 1/frames</p> <p>Frames the specified field, positioning and size information are ignored. The frame surrounds the complete field, not just the printed data. If the field is repeated, the frame surrounds the first and last fields that are printed.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>form/frames/Frame 1/header</p> <p>This frame is a form/sub-form header frame.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the header frame is to print within. • N-N represents a form/sub-form page number range the header frame is to print within. • ALL indicates that header frame is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the header frame is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <pre>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</pre>
<p>form/frames/Frame 1/footer</p> <p>This frame is a form/sub-form footer frame.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the footer frame is to print within. • N-N represents a form/sub-form page number range the footer frame is to print within. • ALL indicates that footer frame is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the footer frame is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <pre>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</pre>
<p>form/frames/Frame 1/side</p> <p>The side of the form where this frame is positioned as one of the following:</p> <ul style="list-style-type: none"> • front - the front side of the paper/media. • back - the back side of the paper/media. <pre>Type: string Default: "front"</pre>
<p>form/frames/Frame 1/repeat</p> <p>Specifies that the frame is to be repeated in the form/sub-form. May be null if not required.</p> <pre>Type: object, null Default: null</pre>
<p>form/frames/Frame 1/repeat/repeatCountX</p> <p>How often this frame is repeated horizontally in the form.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/frames/Frame 1/repeat/offsetX</p> <p>Horizontal offset for next frame.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/frames/Frame 1/repeat/repeatCountY</p> <p>How often this frame is repeated vertically in the form.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>

Properties
<p>form/frames/Frame 1/repeat/offsetY</p> <p>Vertical offset for next frame.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/frames/Frame 1/fieldType</p> <p>The type of the frame as one of the following:</p> <ul style="list-style-type: none"> • rectangle - Rectangle. • roundedCorner - Rounded corner. • ellipse - Ellipse. <p>Type: string Default: "rectangle"</p>
<p>form/frames/Frame 1/class</p> <p>Frame class as one of the following:</p> <ul style="list-style-type: none"> • static - The frame is static. • optional - The frame is optional; it is printed only if its name appears in the list of field names given as parameter to the command. In this case, the name of the frame must be different from all the names of the fields. <p>Type: string Default: "static"</p>
<p>form/frames/Frame 1/overflow</p> <p>Action on frame overflowing the form as one of the following:</p> <ul style="list-style-type: none"> • terminate - Return an error and terminate printing of the form. • truncate - Truncate to fit in the field. • bestFit - Fit the text in the field. <p>Type: string Default: "terminate"</p>
<p>form/frames/Frame 1/style</p> <p>Frame line attributes as one of the following:</p> <ul style="list-style-type: none"> • singleThin - A single thin line. • doubleThin - A double thin line. • singleThick - A single thick line. • doubleThick - A double thick line. • dotted - A dotted line. <p>Type: string Default: "singleThin"</p>

Properties
<p>form/frames/Frame 1/color</p> <p>Specifies the color for the frame lines. Following values are possible:</p> <ul style="list-style-type: none"> • black • white • gray • red • blue • green • yellow • <R,G,B> - Red, blue, green colors in the range 0-255. <p>Type: string Pattern: ^black\$ ^white\$ ^gray\$ ^red\$ ^blue\$ ^green\$ ^yellow\$ ^([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5])\$ Default: "black"</p>
<p>form/frames/Frame 1/fillColor</p> <p>Specifies the color for the interior of the frame. Following values are possible:</p> <ul style="list-style-type: none"> • black • white • gray • red • blue • green • yellow • <R,G,B> - Red, blue, green colors in the range 0-255. <p>Type: string Pattern: ^black\$ ^white\$ ^gray\$ ^red\$ ^blue\$ ^green\$ ^yellow\$ ^([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5])\$ Default: "black"</p>
<p>form/frames/Frame 1/fillStyle</p> <p>Specifies the style for filling the interior of the frame. Following values are possible:</p> <ul style="list-style-type: none"> • none - No filling. • solid - Solid color. • bdiagonal - Downward hatch (left to right) at 45 degrees. • cross - Horizontal and vertical crosshatch. • diagcross - Crosshatch at 45 degrees. • fdiagonal - Upward hatch (left to right) at 45 degrees. • horizontal - Horizontal hatch. • vertical - Vertical hatch. <p>Type: string Default: "none"</p>
<p>form/frames/Frame 1/substSign</p> <p>Character that is used as substitute sign when a character in a read field cannot be read.</p> <p>Type: string Pattern: . Default: ""</p>
<p>form/frames/Frame 1/title</p> <p>Uses the specified <i>field</i> as the title of the frame. Positioning information of the field is ignored.</p> <p>Type: string, null Default: null</p>

Properties
<p>form/frames/Frame 1/horizontal</p> <p>Horizontal alignment of the frame title as one of the following:</p> <ul style="list-style-type: none"> • left - Align to the left. • right - Align to the right. • center - Align to the center. <p>Type: string Default: "left"</p>
<p>form/frames/Frame 1/vertical</p> <p>Vertical alignment of the frame title as one of the following:</p> <ul style="list-style-type: none"> • bottom - Align to the bottom. • top - Align to the top. <p>Type: string Default: "top"</p>
<p>form/subForms</p> <p>One sub-form definition for each sub-form in the form. For each object, the property name is the frame name. The sub-form name within a form and must be unique. Sub-forms are optional therefore this may be null.</p> <p>Type: object, null Default: null</p>
<p>form/subForms/SubForm 1 (example name)</p> <p>Details of a single sub-form.</p> <p>Type: object</p>
<p>form/subForms/SubForm 1/fields</p> <p>One field definition for each field in the sub-form. The field name within a form and its optional sub-forms must be unique.</p> <p>Type: object Required</p>
<p>form/subForms/SubForm 1/frames</p> <p>One frame definition for each frame in the sub-form. For each object, the property name is the frame name. The frame name within a form and its optional sub-forms must be unique. Frames are optional therefore this may be null.</p> <p>Type: object, null Default: null</p>

Event Messages

None

17.2.5 Printer.GetQueryMedia

This command is used to retrieve a specified media definition.

Command Message

Payload (version 3.0)
<pre>{ "name": "example media" }</pre>
Properties
<p>name</p> <p>The media definition name for which to retrieve details.</p> <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "mediaNotFound", "media": { "mediaType": "generic", "source": "lower", "unit": { "base": "inch", "x": 16, "y": 10 }, }, "size": { "width": 50, "height": 100 }, "printArea": { "x": 5, "y": 6, "width": 50, "height": 100 }, }, "restricted": See media/printArea properties "fold": "vertical", "staggering": 2, "page": 20, "lines": 15 }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> mediaNotFound - The specified media definition cannot be found. <p>Type: string, null Default: null</p>

Properties
<p>media</p> <p>The media definition. May be null if not found.</p> <p>Type: object, null Default: null</p>
<p>media/mediaType</p> <p>Specifies the type of media as one of the following:</p> <ul style="list-style-type: none"> • generic - The media is generic, i.e., a single sheet. • passbook - The media is a passbook. • multipart - The media is a multi-part. <p>Type: string Default: "generic"</p>
<p>media/source</p> <p>Specifies the paper source to use when printing forms using this media definition as one of the following:</p> <ul style="list-style-type: none"> • any - Any paper source. • upper - The only paper source or the upper paper source, if there is more than one paper supply. • lower - The lower paper source. • external - The external paper source. • aux - The auxiliary paper source. • aux2 - The second auxiliary paper source. • park - The park paper source. • <paper source identifier> - The vendor specific paper source. <p>Type: string Pattern: ^any\$ ^upper\$ ^lower\$ ^external\$ ^aux\$ ^aux2\$ ^park\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$ Default: "any"</p>
<p>media/unit</p> <p>Specifies the base unit of measurement and resolution of a form, physical media or media definition.</p> <p>Type: object Required</p>
<p>media/unit/base</p> <p>Specifies the base unit of measurement of the item as one of the following:</p> <ul style="list-style-type: none"> • inch - The base unit is inches. • mm - The base unit is millimeters. • rowColumn - The base unit is rows and columns. <p>Type: string Required</p>
<p>media/unit/x</p> <p>Specifies the horizontal resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 16 applied to the base unit inch means that the base horizontal resolution is 1/16".</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>media/unit/y</p> <p>Specifies the vertical resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 10 applied to the base unit mm means that the base vertical resolution is 0.1 mm.</p> <p>Type: integer Minimum: 1 Default: 1</p>

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Properties
media/size Specifies the size of the item in terms of the base resolution. Type: object Required
media/size/width Specifies the width in terms of the base horizontal resolution. Type: integer Minimum: 1 Required
media/size/height Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll. Type: integer Minimum: 1 Required
media/printArea Printable area relative to top left corner of physical media. Type: object, null Default: null
media/printArea/x Horizontal position relative to left side. Type: integer Minimum: 0 Default: 0
media/printArea/y Vertical position relative to the top. Type: integer Minimum: 0 Default: 0
media/printArea/width Specifies the width in terms of the base horizontal resolution. Type: integer Minimum: 1 Default: 1
media/printArea/height Specifies the height in terms of the base vertical resolution. Type: integer Minimum: 1 Default: 1
media/restricted Restricted area relative to top left corner of physical media. Type: object, null Default: null

Properties
<p>media/fold</p> <p>Specified the type of fold for media of type <i>passbook</i> as one of the following:</p> <ul style="list-style-type: none"> • horizontal - Passbook has a horizontal fold. • vertical - Passbook has a vertical fold. <p>Type: string Default: "horizontal"</p>
<p>media/staggering</p> <p>Specifies the staggering from the top in terms of the base vertical resolution for media of type <i>passbook</i>.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>media/page</p> <p>Specifies the number of pages in media of type <i>passbook</i>. This can be null if not applicable.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>media/lines</p> <p>Specifies the number of printable lines. This can be null if not applicable.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Event Messages

None

17.2.6 Printer.GetQueryField

This command is used to retrieve details of the definition of a single or all fields on a specified form.

Command Message

Payload (version 2.0)
<pre>{ "formName": "Form 10", "fieldName": "Field 3" }</pre>
Properties
<p>formName</p> <p>The form name.</p> <p>Type: string Required</p>
<p>fieldName</p> <p>The field name. If null, all fields on the form are retrieved.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "formNotFound", "fields": { "Field 1": { "order": 10, "position": { "x": 20, "y": 12, "z": 2 }, }, "follows": "Field01", "header": "0,2-5,7", "footer": "0,2-5,7", "side": "front", "size": { "width": 50, "height": 100 }, "index": { "repeatCount": 1, "x": 0, "y": 0 }, "fieldType": "text", "scaling": "bestFit", "barcode": "none", "coercivity": "auto", "class": "optional", "access": "write", "overflow": "terminate", } }</pre>

Payload (version 3.0)

```

"style": {
  "bold": true,
  "italic": false,
  "underline": "double",
  "width": "triple",
  "strike": "none",
  "rotate": "none",
  "characterSpacing": "standard",
  "lineSpacing": "standard",
  "script": "standard",
  "overscore": false,
  "quality": "standard",
  "opaque": false
},
"case": "noChange",
"horizontal": "left",
"vertical": "bottom",
"color": "242,44,97",
"font": {
  "name": "Courier New",
  "pointSize": 10,
  "cpi": 5,
  "lpi": 5
},
"format": "Application defined information",
"initialValue": "Default text",
"initialGraphic": "O2gAUACFyEARAJAC"
},
"Field 2": See fields/Field 1 properties
}
}

```

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- formNotFound - The specified form cannot be found.
- fieldNotFound - The specified field cannot be found.

Type: string, null

Default: null

fields

Details of the field(s) requested. For each object, the property name is the field name. This property is null if the form or field(s) cannot be found.

Type: object, null

Default: null

fields/Field 1 (example name)

Details of a single field.

Type: object

Properties
<p>fields/Field 1/order</p> <p>Specifies the order in which the field is to be printed. Required as there is no inherent order to JSON properties in an object. May be overridden by <i>follows</i>. If two fields are defined with the same <i>order</i> in a given form, then the form is invalid.</p> <p>Type: integer Minimum: 0 Required</p>
<p>fields/Field 1/position</p> <p>Specifies the position of the item relative to the form or sub-form containing the item. Values are specified in the base units of the form.</p> <p>Type: object Required</p>
<p>fields/Field 1/position/x</p> <p>Horizontal position relative to left side.</p> <p>Type: integer Minimum: 0 Required</p>
<p>fields/Field 1/position/y</p> <p>Vertical position relative to the top.</p> <p>Type: integer Minimum: 0 Required</p>
<p>fields/Field 1/position/z</p> <p>Specifies the page number (relative to 0). Required where the top of the form/sub-form is other than the first page of the form/sub-form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>fields/Field 1/follows</p> <p>Print this field directly following the field with the specified name; positioning information is ignored. If null, then fields are printed according to <i>order</i>.</p> <p>Type: string, null Default: null</p>
<p>fields/Field 1/header</p> <p>This field is a form/sub-form header field.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the header field is to print within. • N-N represents a form/sub-form page number range the header field is to print within. • ALL indicates that header field is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the header field is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <p>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</p>

Properties
<p>fields/Field 1/footer</p> <p>This field is a form/sub-form footer field.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the footer field is to print within. • N-N represents a form/sub-form page number range the footer field is to print within. • ALL indicates that footer field is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the footer field is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <p>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</p>
<p>fields/Field 1/side</p> <p>The side of the form as one of the following:</p> <ul style="list-style-type: none"> • front - the front side of the paper/media. • back - the back side of the paper/media. <p>Type: string Default: "front"</p>
<p>fields/Field 1/size</p> <p>Specifies the size of the item in terms of the base resolution.</p> <p>Type: object Required</p>
<p>fields/Field 1/size/width</p> <p>Specifies the width in terms of the base horizontal resolution.</p> <p>Type: integer Minimum: 1 Required</p>
<p>fields/Field 1/size/height</p> <p>Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll.</p> <p>Type: integer Minimum: 1 Required</p>
<p>fields/Field 1/index</p> <p>Specifies that the field is to be repeated in the form/sub-form. May be null if not required.</p> <p>Type: object, null Default: null</p>
<p>fields/Field 1/index/repeatCount</p> <p>How often this field is repeated.</p> <p>Type: integer Minimum: 1 Required</p>
<p>fields/Field 1/index/x</p> <p>Horizontal offset for next field</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties
<p>fields/Field 1/index/y</p> <p>Vertical offset for next field</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>fields/Field 1/fieldType</p> <p>The type of the field as one of the following:</p> <ul style="list-style-type: none"> • text - text field. • micr - MICR field. • ocr - OCR field. • msf - MSF field. • barcode - Barcode field. • graphic - Graphic field. • pagemark - Page mark field. <p>Type: string Default: "text"</p>
<p>fields/Field 1/scaling</p> <p>Information on how to size the graphic within the field as one of the following. Only relevant where <i>fieldType</i> is <i>graphic</i>, therefore will be ignored for other cases:</p> <ul style="list-style-type: none"> • bestFit - scale to size indicated. • asIs - render at native size. • maintainAspect - scale as close as possible to size indicated while maintaining the aspect ratio and not losing graphic information. <p>Type: string Default: "bestFit"</p>
<p>fields/Field 1/barcode</p> <p>Position of the HRI (Human Readable Interpretation) characters as one of the following:</p> <ul style="list-style-type: none"> • none - no characters or not applicable. • above - above the barcode. • below - below the barcode. • both - both above and below the barcode. <p>Type: string Default: "none"</p>
<p>fields/Field 1/coercivity</p> <p>Specifies the coercivity to be used for writing the magnetic stripe as one of the following. May be null as this is only applicable to <i>msf</i> fields:</p> <ul style="list-style-type: none"> • auto - The coercivity is decided by the service or the hardware. • low - A low coercivity is to be used for writing the magnetic stripe. • high - A high coercivity is to be used for writing the magnetic stripe. <p>Type: string, null Default: null</p>
<p>fields/Field 1/class</p> <p>Field class as one of the following:</p> <ul style="list-style-type: none"> • optional - The field is optional. • static - The field is static. • required - The field is required. <p>Type: string Default: "optional"</p>

Properties
<p>fields/Field 1/access</p> <p>Specifies the field access as one of the following:</p> <ul style="list-style-type: none"> • read - The field is used for input. • write - The field is used for output. • readWrite - The field is used for both input and output. <p>Type: string Default: "write"</p>
<p>fields/Field 1/overflow</p> <p>Specifies how an overflow of field data should be handled as one of the following:</p> <ul style="list-style-type: none"> • terminate - Return an error and terminate printing of the form. • truncate - Truncate the field data to fit in the field. • bestFit - Fit the text in the field. • overwrite - Print the field data beyond the extents of the field boundary. • wordWrap - If the field can hold more than one line the text is wrapped around. Wrapping is performed, where possible, by splitting the line on a space character or a hyphen character or any other character which is used to join two words together. <p>Type: string Default: "terminate"</p>
<p>fields/Field 1/style</p> <p>Style attributes using a combination of the following. Some of the styles may be mutually exclusive; they may provide unexpected results if combined. This field is optional and may be null, in which case the default normal style will be used.</p> <p>Type: object, null Default: null</p>
<p>fields/Field 1/style/bold</p> <p>Bold style.</p> <p>Type: boolean Default: false</p>
<p>fields/Field 1/style/italic</p> <p>Italic style.</p> <p>Type: boolean Default: false</p>
<p>fields/Field 1/style/underline</p> <p>Underline style as one of the following:</p> <ul style="list-style-type: none"> • none - No underline. • single - Single underline. • double - Double underline. <p>Type: string Default: "none"</p>
<p>fields/Field 1/style/width</p> <p>Width style as one of the following:</p> <ul style="list-style-type: none"> • single - Single width. • double - Double width. • triple - Triple width. • quadruple - Quadruple width. <p>Type: string Default: "single"</p>

Properties
<p>fields/Field 1/style/strike</p> <p>Strike through style as one of the following:</p> <ul style="list-style-type: none"> • none - No strike through. • single - Single strike through. • double - Double strike through. <p style="background-color: #e0e0e0;">Type: string Default: "none"</p>
<p>fields/Field 1/style/rotate</p> <p>Rotation angle as one of the following:</p> <ul style="list-style-type: none"> • none - No rotation. • ninety - Rotate 90 degrees clockwise. • upsideDown - Upside down. • twoSeventy - Rotate 270 degrees clockwise. <p style="background-color: #e0e0e0;">Type: string Default: "none"</p>
<p>fields/Field 1/style/characterSpacing</p> <p>Character spacing as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard character spacing. • proportional - Proportional character spacing. • condensed - Condensed character spacing. <p style="background-color: #e0e0e0;">Type: string Default: "standard"</p>
<p>fields/Field 1/style/lineSpacing</p> <p>Line spacing as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard line spacing. • double - Double line spacing. • triple - Triple line spacing. • quadruple - Quadruple line spacing. <p style="background-color: #e0e0e0;">Type: string Default: "standard"</p>
<p>fields/Field 1/style/script</p> <p>Character script type as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard script. • superscript - Superscript. • subscript - Subscript. <p style="background-color: #e0e0e0;">Type: string Default: "standard"</p>
<p>fields/Field 1/style/overscore</p> <p>Overscore style.</p> <p style="background-color: #e0e0e0;">Type: boolean Default: false</p>

Properties
<p>fields/Field 1/style/quality</p> <p>Letter quality as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard quality. • letter - Letter quality. • nearLetter - Near letter quality. <p>Type: string Default: "standard"</p>
<p>fields/Field 1/style/opaque</p> <p>If true, the printing is opaque; if false, transparent.</p> <p>Type: boolean Default: false</p>
<p>fields/Field 1/case</p> <p>Convert field contents to one of the following:</p> <ul style="list-style-type: none"> • noChange - No change. • upper - Convert to upper case. • lower - Convert to lower case. <p>Type: string Default: "noChange"</p>
<p>fields/Field 1/horizontal</p> <p>Horizontal alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • left - Align to the left. • right - Align to the right. • center - Align to the center. • justify - Justify the contents. <p>Type: string Default: "left"</p>
<p>fields/Field 1/vertical</p> <p>Vertical alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • bottom - Align to the bottom. • center - Align to the center. • top - Align to the top. <p>Type: string Default: "bottom"</p>
<p>fields/Field 1/color</p> <p>Specifies the color. Following values are possible:</p> <ul style="list-style-type: none"> • black • white • gray • red • blue • green • yellow • <R,G,B> - Red, blue, green colors in the range 0-255. <p>Type: string Pattern: ^black\$ ^white\$ ^gray\$ ^red\$ ^blue\$ ^green\$ ^yellow\$ ^([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5])\$ Default: "black"</p>

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Properties
<p>fields/Field 1/font</p> <p>The font to be used. If null, the default font is used.</p> <p>Type: object, null Default: null</p>
<p>fields/Field 1/font/name</p> <p>Font name: This property is interpreted by the service. In some cases, it may indicate printer resident fonts, and in others it may indicate the name of a downloadable font. For <i>barcode</i> fields it represents the barcode font name.</p> <p>In some cases, this pre-defines other properties in this object.</p> <p>Type: string Required</p>
<p>fields/Field 1/font/pointSize</p> <p>Point size. If 0, the point size defaults to the <i>pointSize</i> defined for the form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>fields/Field 1/font/cpi</p> <p>Characters per inch. If 0, the CPI defaults to the CPI defined for the form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>fields/Field 1/font/lpi</p> <p>Lines per inch. If 0, the LPI defaults to the LPI defined for the form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>fields/Field 1/format</p> <p>This is an application defined input field describing how the application should format the data. This may be interpreted by the service.</p> <p>Type: string, null Default: null</p>
<p>fields/Field 1/initialValue</p> <p>Initial value, which may be changed dynamically at run-time. May be null if no initial value is required. Ignored for <i>graphic</i> fields, which are specified in <i>initialGraphic</i>.</p> <p>Type: string, null Default: null</p>
<p>fields/Field 1/initialGraphic</p> <p>Initial graphic in Base64 format, which may be changed dynamically at run-time. May be null if no initial graphic is required. Ignored for non-<i>graphic</i> fields, which are specified in <i>initialValue</i>.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null</p>

Event Messages

None

17.2.7 Printer.ControlMedia

This command is used to control media.

If an eject operation is specified, it completes when the media is moved to the exit slot. An unsolicited event is generated when the media has been taken by the user (only if [mediaTaken](#) is *true*).

Command Message

Payload (version 3.0)
<pre>{ "mediaControl": { "move": "eject", "perforate": false, "cut": false, "skip": false, "flush": false, "partialCut": false, "alarm": false, "turnPage": "forward", "turnMedia": false, "stamp": false, "rotate180": false } }</pre>
Properties
<p>mediaControl</p> <p>Specifies the manner in which the media should be handled.</p> <p>In the descriptions, <i>flush data</i> means flush any data to the printer that has not yet been printed from previous Printer.PrintForm or Printer.PrintNative commands.</p> <p>An application should be aware that the sequence of the actions is not guaranteed if more than one property is specified in this parameter.</p> <p>Type: object MinProperties: 1 Required</p>
<p>mediaControl/move</p> <p>Describes how the media is to be moved as one of the following. If null, none of the actions apply:</p> <ul style="list-style-type: none"> • <i>eject</i> - Flush data, then eject the media. Only supported if eject is <i>true</i>. • <i>retract</i> - Flush data, then retract the media to the first retract bin. For devices with more than one bin the command Printer.RetractMedia should be used if the media should be retracted to another bin. Only supported if retract is <i>true</i>. • <i>park</i> - Park the media in the parking station. Only supported if park is <i>true</i>. • <i>expel</i> - Flush data, then throw the media out of the exit slot. Only supported if expel is <i>true</i>. • <i>ejectToTransport</i> - Flush data, then move the media to a position on the transport just behind the exit slot. Only supported if ejectToTransport is <i>true</i>. • <i>stack</i> - Flush data, then move the media item on the internal stacker. Only supported if stack is <i>true</i>. <p>Type: string, null Default: null</p>
<p>mediaControl/perforate</p> <p>Flush data, then perforate the media. Only supported if perforate is <i>true</i>.</p> <p>Type: boolean Default: false</p>

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Properties
<p>mediaControl/cut</p> <p>Flush data, then cut the media. For printers which have the ability to stack multiple cut sheets and deliver them as a single bundle to the customer, cut causes the media to be stacked and eject causes the bundle to be moved to the exit slot. Only supported if cut is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/skip</p> <p>Flush data, then skip the media to mark. Only supported if skip is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/flush</p> <p>Flush data. This will synchronize the application with the device to ensure that all data has been physically printed. Only supported if flush is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/partialCut</p> <p>Flush data, then partially cut the media. Only supported if partialCut is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/alarm</p> <p>Cause the printer to ring a bell, beep, or otherwise sound an audible alarm. Only supported if alarm is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/turnPage</p> <p>Flush data then turn the page as described by one of the following options. If null, the page is not turned.</p> <ul style="list-style-type: none">• forward - Turn one page forward. Only supported if forward is <i>true</i>.• backward - Turn one page backward. Only supported if backward is <i>true</i>. <p>Type: string, null Default: null</p>
<p>mediaControl/turnMedia</p> <p>Flush data, then turn inserted media. Only supported if turnMedia is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/stamp</p> <p>Flush data, then stamp on inserted media. Only supported if stamp is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/rotate180</p> <p>Flush data, then rotate media 180 degrees in the printing plane. Only supported if rotate180 is <i>true</i>.</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "noMediaPresent"</pre>

Payload (version 2.0)
}
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>noMediaPresent</code> - The control action could not be completed because there is no media in the device, the media is not in a position where it can be controlled, or (in the case of <i>retract</i>) has been removed. • <code>flushFail</code> - The device was not able to flush data. • <code>retractBinFull</code> - The retract bin is full. No more media can be retracted. The current media is still in the device. • <code>stackerFull</code> - The internal stacker is full. No more media can be moved to the stacker. • <code>pageTurnFail</code> - The device was not able to turn the page. • <code>mediaTurnFail</code> - The device was not able to turn the inserted media. • <code>shutterFail</code> - Open or close of the shutter failed due to manipulation or hardware error. • <code>mediaJammed</code> - The media is jammed; operator intervention is required. • <code>paperJammed</code> - The paper is jammed. • <code>paperOut</code> - The paper supply is empty. • <code>inkOut</code> - No stamping possible, stamping ink supply empty. • <code>tonerOut</code> - Toner or ink supply is empty or printing contrast with ribbon is not sufficient. • <code>sequenceInvalid</code> - Programming error. Invalid command sequence (e.g., <i>park</i> and the parking station is busy). • <code>mediaRetained</code> - Media has been retracted in attempts to eject it. The device is clear and can be used. • <code>blackMark</code> - Black mark detection has failed, nothing has been printed. • <code>mediaRetracted</code> - Presented media was automatically retracted before all wads could be presented and before the command could complete successfully. <p>Type: string, null Default: null</p>

Event Messages

- [Printer.MediaPresentedEvent](#)

17.2.8 Printer.PrintForm

This command is used to print a form by merging the supplied variable field data with the defined form and field data specified in the form. If no media is present, the device waits for the period of time specified by the [timeout](#) parameter for media to be inserted from the external paper source.

All error codes (except *noMediaPresent*) and events listed under the [Printer.ControlMedia](#) command description can also occur on this command.

- An invalid field name is treated as a [Printer.FieldWarningEvent](#) event with *failure notFound*.
- If the data overflows the field and the field definition OVERFLOW value is TRUNCATE, BESTFIT, OVERWRITE or WORDWRAP, a *Printer.FieldWarningEvent* is posted with *failure overflow*.
- Other field-related problems generate a *fieldError* error code and a [Printer.FieldErrorEvent](#).

Command Message

Payload (version 3.0)
<pre>{ "formName": "Form1", "mediaName": "Media1", "alignment": "formDefinition", "offsetX": 0, "offsetY": 0, "resolution": "low", "mediaControl": { "move": "eject", "perforate": false, "cut": false, "skip": false, "flush": false, "partialCut": false, "alarm": false, "turnPage": "forward", "turnMedia": false, "stamp": false, "rotate180": false }, "fields": { "Field 1": ["Field Data index 1", "Field Data index 2"] }, "paperSource": "lower" }</pre>
Properties
<p>formName</p> <p>The form name.</p> <p>Type: string Required</p>
<p>mediaName</p> <p>The media definition name. If no media definition applies, this should be null.</p> <p>Type: string, null Default: null</p>

Properties
<p>alignment</p> <p>Specifies the alignment of the form on the physical media, as one of the following values:</p> <ul style="list-style-type: none"> • <code>formDefinition</code> - Use the alignment specified in the form definition. • <code>topLeft</code> - Align form to top left of physical media. • <code>topRight</code> - Align form to top right of physical media. • <code>bottomLeft</code> - Align form to bottom left of physical media. • <code>bottomRight</code> - Align form to bottom right of physical media. <p>Type: <code>string</code> Required</p>
<p>offsetX</p> <p>Specifies the horizontal offset of the form, relative to the horizontal alignment specified in alignment, in horizontal resolution units (from form definition); always a positive number (i.e. if aligned to the right side of the media, means offset the form to the left). If not specified, the <i>x</i> value from the form definition should be used.</p> <p>Type: <code>integer</code> Minimum: 0 Default: 0</p>
<p>offsetY</p> <p>Specifies the vertical offset of the form, relative to the vertical alignment specified in <i>alignment</i>, in vertical resolution units (from form definition); always a positive number (i.e. if aligned to the bottom of the media, means offset the form upward). If not specified, the <i>y</i> value from the form definition should be used.</p> <p>Type: <code>integer</code> Minimum: 0 Default: 0</p>
<p>resolution</p> <p>Specifies the resolution in which to print the form. Possible values are:</p> <ul style="list-style-type: none"> • <code>low</code> - Print form with low resolution. • <code>medium</code> - Print form with medium resolution. • <code>high</code> - Print form with high resolution. • <code>veryHigh</code> - Print form with very high resolution. <p>Type: <code>string</code> Required</p>
<p>mediaControl</p> <p>Specifies the manner in which the media should be handled after the printing is done. If null, it means do none of these actions, as when printing multiple forms on a single page. When no options are set and the device does not support the flush capability, the data will be printed immediately. If the device supports flush, the data may be buffered and the Printer.ControlMedia command should be used to synchronize the application with the device to ensure that all data has been physically printed.</p> <p>In the descriptions, <i>flush data</i> means flush any data to the printer that has not yet been printed from previous Printer.PrintForm or Printer.PrintNative commands.</p> <p>Type: <code>object, null</code> MinProperties: 1 Default: <code>null</code></p>

Properties
<p>mediaControl/move</p> <p>Describes how the media is to be moved as one of the following. If null, none of the actions apply:</p> <ul style="list-style-type: none"> • <code>eject</code> - Flush data, then eject the media. Only supported if <code>eject</code> is <code>true</code>. • <code>retract</code> - Flush data, then retract the media to the first retract bin. For devices with more than one bin the command <code>Printer.RetractMedia</code> should be used if the media should be retracted to another bin. Only supported if <code>retract</code> is <code>true</code>. • <code>park</code> - Park the media in the parking station. Only supported if <code>park</code> is <code>true</code>. • <code>expel</code> - Flush data, then throw the media out of the exit slot. Only supported if <code>expel</code> is <code>true</code>. • <code>ejectToTransport</code> - Flush data, then move the media to a position on the transport just behind the exit slot. Only supported if <code>ejectToTransport</code> is <code>true</code>. • <code>stack</code> - Flush data, then move the media item on the internal stacker. Only supported if <code>stack</code> is <code>true</code>. <p>Type: string, null Default: null</p>
<p>mediaControl/perforate</p> <p>Flush data, then perforate the media. Only supported if <code>perforate</code> is <code>true</code>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/cut</p> <p>Flush data, then cut the media. For printers which have the ability to stack multiple cut sheets and deliver them as a single bundle to the customer, cut causes the media to be stacked and eject causes the bundle to be moved to the exit slot. Only supported if <code>cut</code> is <code>true</code>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/skip</p> <p>Flush data, then skip the media to mark. Only supported if <code>skip</code> is <code>true</code>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/flush</p> <p>Flush data. This will synchronize the application with the device to ensure that all data has been physically printed. Only supported if <code>flush</code> is <code>true</code>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/partialCut</p> <p>Flush data, then partially cut the media. Only supported if <code>partialCut</code> is <code>true</code>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/alarm</p> <p>Cause the printer to ring a bell, beep, or otherwise sound an audible alarm. Only supported if <code>alarm</code> is <code>true</code>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/turnPage</p> <p>Flush data then turn the page as described by one of the following options. If null, the page is not turned.</p> <ul style="list-style-type: none"> • <code>forward</code> - Turn one page forward. Only supported if <code>forward</code> is <code>true</code>. • <code>backward</code> - Turn one page backward. Only supported if <code>backward</code> is <code>true</code>. <p>Type: string, null Default: null</p>

Properties
<p>mediaControl/turnMedia</p> <p>Flush data, then turn inserted media. Only supported if turnMedia is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/stamp</p> <p>Flush data, then stamp on inserted media. Only supported if stamp is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/rotate180</p> <p>Flush data, then rotate media 180 degrees in the printing plane. Only supported if rotate180 is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>fields</p> <p>An object containing one or more fields.</p> <p>Type: object Required</p>
<p>fields/Field 1 (example name)</p> <p>Property where the name is a field name, and the value is the field value. If the field is an index field, the value must be specified as an array where the nth element of the array is nth element of the index field.</p> <p>Type: array (string), string MinProperties: 1</p>
<p>paperSource</p> <p>Specifies the paper source to be used. For commands which print, this parameter is ignored if there is already paper in the print position. It can be one of the following:</p> <ul style="list-style-type: none"> • upper - Use the only paper source or the upper paper source, if there is more than one paper supply. • lower - Use the lower paper source. • external - Use the external paper. • aux - Use the auxiliary paper source. • aux2 - Use the second auxiliary paper source. • park - Use the parking station paper source. • any - Use any paper source, it is determined by the service. • <paper source identifier> - The vendor specific paper source. <p>Type: string Pattern: ^upper\$ ^lower\$ ^external\$ ^aux\$ ^aux2\$ ^park\$ ^any\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$ Default: "any"</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "formNotFound" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `formNotFound` - The specified form definition cannot be found.
- `flushFail` - The device was not able to flush data.
- `mediaOverflow` - The form overflowed the media.
- `fieldSpecFailure` - The syntax of the [fields](#) member is invalid.
- `fieldError` - An error occurred while processing a field, causing termination of the print request. A [Printer.FieldErrorEvent](#) event is posted with the details.
- `mediaNotFound` - The specified media definition cannot be found.
- `mediaSkewed` - The media skew exceeded the limit in the form definition.
- `retractBinFull` - The retract bin is full. No more media can be retracted. The current media is still in the device.
- `stackerFull` - The internal stacker is full. No more media can be moved to the stacker.
- `pageTurnFail` - The device was not able to turn the page.
- `mediaTurnFail` - The device was not able to turn the inserted media.
- `shutterFail` - Open or close of the shutter failed due to manipulation or hardware error.
- `mediaJammed` - The media is jammed; operator intervention is required.
- `charSetData` - Character set(s) supported by the service is inconsistent with use of *fields*.
- `paperJammed` - The paper is jammed.
- `paperOut` - The paper supply is empty.
- `inkOut` - No stamping possible, stamping ink supply empty.
- `tonerOut` - Toner or ink supply is empty or printing contrast with ribbon is not sufficient.
- `sequenceInvalid` - Programming error. Invalid command sequence (e.g. [mediaControl](#) = park and park position is busy).
- `sourceInvalid` - The selected paper source is not supported by the hardware.
- `mediaRetained` - Media has been retracted in attempts to eject it. The device is clear and can be used.
- `blackMark` - Black mark detection has failed, nothing has been printed.
- `mediaSize` - The media entered has an incorrect size and the media remains inside the device.
- `mediaRejected` - The media was rejected during the insertion phase and no data has been printed. The [Printer.MediaRejectedEvent](#) event is posted with the details. The device is still operational.
- `mediaRetracted` - Presented media was automatically retracted before all wads could be presented and before the command could complete successfully.
- `msfError` - An error occurred while writing the magnetic stripe data.
- `noMSF` - No magnetic stripe found; media may have been inserted or pulled through the wrong way.

Type: string, null
Default: null

Event Messages

- [Printer.NoMediaEvent](#)
- [Printer.MediaInsertedEvent](#)
- [Printer.FieldErrorEvent](#)
- [Printer.FieldWarningEvent](#)
- [Printer.MediaPresentedEvent](#)
- [Printer.MediaRejectedEvent](#)

17.2.9 Printer.PrintRaw

This command is used to send raw data (a byte string of device dependent data) to the physical device.

Applications which send raw data to a device will typically not be device or vendor independent. Problems with the use of this command include:

1. The data sent to the device can include commands that change the state of the device in unpredictable ways (in particular, in ways that the service may not be aware of).
2. Usage of this command will not be portable.
3. This command violates the XFS4IoT forms model that is the basis of XFS4IoT printer access.

Thus usage of this command should be avoided whenever possible.

Command Message

Payload (version 3.0)
<pre>{ "inputData": "no", "data": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>inputData</p> <p>Specifies that input data from the device is expected in response to sending the raw data (i.e. the data contains a command requesting data). Possible values are:</p> <ul style="list-style-type: none"> • no - No input data is expected. • yes - Input data is expected. <p>Type: string Required</p>
<p>data</p> <p>Base64 encoded device dependent data to be sent to the device.</p> <p>Type: string Pattern: <code>^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+])=) \$</code> Format: base64 Required Sensitive</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "shutterFail", "data": "O2gAUACFyEARAJAC" }</pre>

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Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">• shutterFail - Open or close of the shutter failed due to manipulation or hardware error.• mediaJammed - The media is jammed.• paperJammed - The paper is jammed.• paperOut - The paper supply is empty.• tonerOut - Toner or ink supply is empty or printing contrast with ribbon is not sufficient.• mediaRetained - Media has been retracted in attempts to eject it. The device is clear and can be used.• blackMark - Black mark detection has failed, nothing has been printed.• mediaRetracted - Presented media was automatically retracted before all wads could be presented and before the command could complete successfully. <p>Type: string, null Default: null</p>
<p>data</p> <p>Base64 encoded device dependent data received from the device. This may be null if no data is requested or returned.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null</p>

Event Messages

- [Printer.MediaPresentedEvent](#)

17.2.10 Printer.PrintNative

This command is used to print data using the native printer language. The creation and content of this data are both Operating System and printer specific and are outside of the scope of this specification.

If no media is present, the device waits, for the [timeout](#) specified, for media to be inserted from the external paper source.

This command must not complete until all pages have been presented to the customer.

Printing of multiple pages is handled as described in [Command and Event Flows during Single and Multi-Page / Wad Printing](#).

Command Message

Payload (version 3.0)
<pre>{ "data": "O2gAUACFyEARAJAC", "mediaControl": { "move": "eject", "perforate": false, "cut": false, "skip": false, "flush": false, "partialCut": false, "alarm": false, "turnPage": "forward", "turnMedia": false, "stamp": false, "rotate180": false }, "paperSource": "lower" }</pre>
Properties
<p>data</p> <p>The data to be printed.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=)\$ Format: base64 Required Sensitive</p>
<p>mediaControl</p> <p>Specifies the manner in which the media should be handled after each page is printed. If null or no options are set, no actions will be performed, as when printing multiple pages on a single media item.</p> <p>In the descriptions, <i>flush data</i> means flush any data to the printer that has not yet been printed from previous Printer.PrintForm or Printer.PrintNative commands.</p> <p>Type: object, null MinProperties: 1 Default: null</p>

Properties
<p>mediaControl/move</p> <p>Describes how the media is to be moved as one of the following. If null, none of the actions apply:</p> <ul style="list-style-type: none"> • <code>eject</code> - Flush data, then eject the media. Only supported if <code>eject</code> is <i>true</i>. • <code>retract</code> - Flush data, then retract the media to the first retract bin. For devices with more than one bin the command <code>Printer.RetractMedia</code> should be used if the media should be retracted to another bin. Only supported if <code>retract</code> is <i>true</i>. • <code>park</code> - Park the media in the parking station. Only supported if <code>park</code> is <i>true</i>. • <code>expel</code> - Flush data, then throw the media out of the exit slot. Only supported if <code>expel</code> is <i>true</i>. • <code>ejectToTransport</code> - Flush data, then move the media to a position on the transport just behind the exit slot. Only supported if <code>ejectToTransport</code> is <i>true</i>. • <code>stack</code> - Flush data, then move the media item on the internal stacker. Only supported if <code>stack</code> is <i>true</i>. <p>Type: string, null Default: null</p>
<p>mediaControl/perforate</p> <p>Flush data, then perforate the media. Only supported if <code>perforate</code> is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/cut</p> <p>Flush data, then cut the media. For printers which have the ability to stack multiple cut sheets and deliver them as a single bundle to the customer, cut causes the media to be stacked and eject causes the bundle to be moved to the exit slot. Only supported if <code>cut</code> is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/skip</p> <p>Flush data, then skip the media to mark. Only supported if <code>skip</code> is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/flush</p> <p>Flush data. This will synchronize the application with the device to ensure that all data has been physically printed. Only supported if <code>flush</code> is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/partialCut</p> <p>Flush data, then partially cut the media. Only supported if <code>partialCut</code> is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/alarm</p> <p>Cause the printer to ring a bell, beep, or otherwise sound an audible alarm. Only supported if <code>alarm</code> is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/turnPage</p> <p>Flush data then turn the page as described by one of the following options. If null, the page is not turned.</p> <ul style="list-style-type: none"> • <code>forward</code> - Turn one page forward. Only supported if <code>forward</code> is <i>true</i>. • <code>backward</code> - Turn one page backward. Only supported if <code>backward</code> is <i>true</i>. <p>Type: string, null Default: null</p>

Properties
<p>mediaControl/turnMedia</p> <p>Flush data, then turn inserted media. Only supported if turnMedia is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/stamp</p> <p>Flush data, then stamp on inserted media. Only supported if stamp is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/rotate180</p> <p>Flush data, then rotate media 180 degrees in the printing plane. Only supported if rotate180 is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>paperSource</p> <p>Specifies the paper source to be used. For commands which print, this parameter is ignored if there is already paper in the print position. It can be one of the following:</p> <ul style="list-style-type: none"> • <code>upper</code> - Use the only paper source or the upper paper source, if there is more than one paper supply. • <code>lower</code> - Use the lower paper source. • <code>external</code> - Use the external paper. • <code>aux</code> - Use the auxiliary paper source. • <code>aux2</code> - Use the second auxiliary paper source. • <code>park</code> - Use the parking station paper source. • <code>any</code> - Use any paper source, it is determined by the service. • <code><paper source identifier></code> - The vendor specific paper source. <p>Type: string Pattern: <code>^upper\$ ^lower\$ ^external\$ ^aux\$ ^aux2\$ ^park\$ ^any\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$</code> Default: "any"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "shutterFail" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- shutterFail - Open or close of the shutter failed due to manipulation or hardware error.
- mediaJammed - The media is jammed; operator intervention is required.
- paperJammed - The paper is jammed.
- paperOut - The paper supply is empty.
- tonerOut - Toner or ink supply is empty or printing contrast with ribbon is not sufficient.
- noMediaPresent - No media is present in the device.
- flushFail - The device was not able to flush data.
- retractBinFull - The retract bin is full. No more media can be retracted. The current media is still in the device.
- stackerFull - The internal stacker is full. No more media can be moved to the stacker.
- pageTurnFail - The device was not able to turn the page.
- mediaTurnFail - The device was not able to turn the inserted media.
- inkOut - No stamping possible, stamping ink supply empty.
- sequenceInvalid - Programming error. Invalid command sequence (e.g. *park* and the parking station is busy).
- mediaOverflow - The print request has overflowed the print media (e.g. print on a single sheet printer exceeded one page).
- mediaRetained - Media has been retracted in attempts to eject it. The device is clear and can be used.
- blackMark - Black mark detection has failed, nothing has been printed.
- sourceInvalid - The selected paper source is not supported by the hardware.
- mediaRejected - The media was rejected during the insertion phase and no data has been printed. The [Printer.MediaRejectedEvent](#) event is posted with the details. The device is still operational.
- mediaRetracted - Presented media was automatically retracted before all wads could be presented and before the command could complete successfully.

Type: string, null
Default: null

Event Messages

- [Printer.NoMediaEvent](#)
- [Printer.MediaInsertedEvent](#)
- [Printer.MediaPresentedEvent](#)
- [Printer.MediaRejectedEvent](#)

17.2.11 Printer.ReadForm

This command is used to read data from input fields on the specified form. These input fields may consist of *micr*, *ocr*, *msf*, *barcode*, or *pagemark* input fields. These input fields may also consist of *text* fields for purposes of detecting available passbook print lines with passbook printers supporting such capability. If no media is present, the device waits, for the [timeout](#) specified, for media to be inserted.

All error codes (except *noMediaPresent*) and events listed under the [Printer.ControlMedia](#) command description can also occur on this command.

The following applies to the usage of [fields](#) for passbook. If the [media type](#) is *passbook*, and the [field\(s\) type](#) is *text*, and the service and the underlying passbook printer are capable of detecting available passbook print lines, then the field(s) will be returned with an empty string as the value if the field is available for passbook printing. Field(s) unavailable for passbook printing will not be returned. The service will examine the passbook text field(s) supplied in the *fieldNames* field, and, with the form/fields definition and the underlying passbook printer capability, determine which fields should be available for passbook printing. Some examples illustrate this:

1. If a form named PSBKTST1 contains 24 fields, one field per line, and the field names are LINE1 through LINE24 (same order as printing), and after execution of this command *fields* contains fields LINE13 through LINE24, then the first print line available for passbook printing is line 13.
2. If a form named PSBKTST2 contains 24 fields, one field per line, and the field names are LINE1 through LINE24 (same order as printing), and after execution of this command *fields* contains fields LINE13, and LINE20 through LINE24 then the first print line available for passbook printing is line 13, however lines 14-19 are not also available, so if the application is attempting to determine the first available print line after which all subsequent print lines are also available then line 20 is a better choice.

Command Message

Payload (version 3.0)
<pre>{ "formName": "Form1", "fieldNames": ["FieldName1"], "mediaName": "MediaName1", "mediaControl": { "move": "eject", "perforate": false, "cut": false, "skip": false, "flush": false, "partialCut": false, "alarm": false, "turnPage": "forward", "turnMedia": false, "stamp": false, "rotate180": false } }</pre>
Properties
<p>formName</p> <p>The name of the form.</p> <p>Type: string Required</p>
<p>fieldNames</p> <p>The field names from which to read input data. If this is null, all input fields on the form will be read.</p> <p>Type: array (string), null Default: null</p>

Properties
<p>mediaName</p> <p>The media definition name. If null, no media definition applies.</p> <p>Type: string, null Default: null</p>
<p>mediaControl</p> <p>Specifies the manner in which the media should be handled after the reading was done. If null, it means do none of these actions.</p> <p>In the descriptions, <i>flush data</i> means flush any data to the printer that has not yet been printed from previous Printer.PrintForm or Printer.PrintNative commands.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>mediaControl/move</p> <p>Describes how the media is to be moved as one of the following. If null, none of the actions apply:</p> <ul style="list-style-type: none"> • <code>eject</code> - Flush data, then eject the media. Only supported if eject is <i>true</i>. • <code>retract</code> - Flush data, then retract the media to the first retract bin. For devices with more than one bin the command Printer.RetractMedia should be used if the media should be retracted to another bin. Only supported if retract is <i>true</i>. • <code>park</code> - Park the media in the parking station. Only supported if park is <i>true</i>. • <code>expel</code> - Flush data, then throw the media out of the exit slot. Only supported if expel is <i>true</i>. • <code>ejectToTransport</code> - Flush data, then move the media to a position on the transport just behind the exit slot. Only supported if ejectToTransport is <i>true</i>. • <code>stack</code> - Flush data, then move the media item on the internal stacker. Only supported if stack is <i>true</i>. <p>Type: string, null Default: null</p>
<p>mediaControl/perforate</p> <p>Flush data, then perforate the media. Only supported if perforate is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/cut</p> <p>Flush data, then cut the media. For printers which have the ability to stack multiple cut sheets and deliver them as a single bundle to the customer, cut causes the media to be stacked and eject causes the bundle to be moved to the exit slot. Only supported if cut is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/skip</p> <p>Flush data, then skip the media to mark. Only supported if skip is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/flush</p> <p>Flush data. This will synchronize the application with the device to ensure that all data has been physically printed. Only supported if flush is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/partialCut</p> <p>Flush data, then partially cut the media. Only supported if partialCut is <i>true</i>.</p> <p>Type: boolean Default: false</p>

Properties
<p>mediaControl/alarm</p> <p>Cause the printer to ring a bell, beep, or otherwise sound an audible alarm. Only supported if alarm is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/turnPage</p> <p>Flush data then turn the page as described by one of the following options. If null, the page is not turned.</p> <ul style="list-style-type: none"> • <code>forward</code> - Turn one page forward. Only supported if forward is <i>true</i>. • <code>backward</code> - Turn one page backward. Only supported if backward is <i>true</i>. <p>Type: string, null Default: null</p>
<p>mediaControl/turnMedia</p> <p>Flush data, then turn inserted media. Only supported if turnMedia is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/stamp</p> <p>Flush data, then stamp on inserted media. Only supported if stamp is <i>true</i>.</p> <p>Type: boolean Default: false</p>
<p>mediaControl/rotate180</p> <p>Flush data, then rotate media 180 degrees in the printing plane. Only supported if rotate180 is <i>true</i>.</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "formNotFound", "fields": { "FieldExample": ["Field Example Data index 1", "Field Example Data index 2"] } }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>formNotFound</code> - The specified form cannot be found. • <code>readNotSupported</code> - The device has no read capability. • <code>fieldSpecFailure</code> - The syntax of the fieldNames member is invalid. • <code>fieldError</code> - An error occurred while processing a field, causing termination of the print request. A Printer.FieldErrorEvent event is posted with the details. • <code>mediaNotFound</code> - The specified media definition cannot be found. • <code>mediaSkewed</code> - The media skew exceeded the limit in the form definition. • <code>retractBinFull</code> - The retract bin is full. No more media can be retracted. The current media is still in the device. • <code>shutterFail</code> - Open or close of the shutter failed due to manipulation or hardware error. • <code>mediaJammed</code> - The media is jammed. • <code>inkOut</code> - No stamping possible, stamping ink supply empty. • <code>lampInoperative</code> - Imaging lamp is inoperative. • <code>sequenceInvalid</code> - Programming error. Invalid command sequence (e.g. mediaControl = park and park position is busy). • <code>mediaSize</code> - The media entered has an incorrect size. • <code>mediaRejected</code> - The media was rejected during the insertion phase. The Printer.MediaRejectedEvent event is posted with the details. The device is still operational. • <code>msfError</code> - The MSF read operation specified by the form definition could not be completed successfully due to invalid magnetic stripe data. • <code>noMSF</code> - No magnetic stripe found; media may have been inserted or pulled through the wrong way. <p>Type: string, null Default: null</p>
<p>fields</p> <p>An object containing fields read. If no fields were read, this is null.</p> <p>Type: object, null Default: null</p>
<p>fields/FieldExample (example name)</p> <p>A property where name is a field name, and the value is the field value. If the field is an index field, the value is an array where the nth element is the nth element of the index field.</p> <p>Type: array (string), string MinProperties: 1</p>

Event Messages

- [Printer.NoMediaEvent](#)
- [Printer.MediaInsertedEvent](#)
- [Printer.FieldErrorEvent](#)
- [Printer.FieldWarningEvent](#)
- [Printer.MediaRejectedEvent](#)

17.2.12 Printer.ReadImage

This function returns image data from the current media. If no media is present, the device waits for the timeout specified for media to be inserted.

If the returned image data is in Windows bitmap format (BMP), the first byte of data will be the start of the Bitmap Info Header (this bitmap format is known as DIB, Device Independent Bitmap). The Bitmap File Info Header, which is only present in file versions of bitmaps, will NOT be returned.

Command Message

Payload (version 3.0) <pre> { "frontImage": { "imageType": "png", "colorFormat": "fullcolor" }, "backImage": See frontImage properties "passportDataGroup1": false, "passportDataGroup2": false } </pre>
Properties
frontImage Specifies the format of the front image returned by this command. This can be null if no front image is requested. Type: object, null Default: null
frontImage/imageType Specifies the format of the image as one of the following: <ul style="list-style-type: none"> • tif - TIF 6.0 format. • wmf - WMF (Windows Metafile) format. • bmp - BMP format. • jpg - JPG format. • png - Portable Network Graphics format. • gif - Graphics Interchange Format format. • svg - Scalable Vector Graphics format. Type: string Required
frontImage/colorFormat Specifies the color format of the image as one of the following: <ul style="list-style-type: none"> • binary - Binary (image contains two colors, usually the colors black and white). • grayscale - Gray scale (image contains multiple gray colors). • fullcolor - Full color (image contains colors like red, green, blue etc.). Type: string Required
backImage Specifies the format of the back image returned by this command. This can be null if no back image is requested. Type: object, null Default: null

Properties
<p>passportDataGroup1</p> <p>Specifies whether Data Group 1 from a passport should be returned using RFID (see [Ref. printer-1]).</p> <p>Type: boolean Default: false</p>
<p>passportDataGroup2</p> <p>Specifies whether Data Group 2 from a passport should be returned using RFID (see [Ref. printer-1]).</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "shutterFail", "images": { "front": { "status": "missing", "data": "O2gAUACFyEARAJAC" }, "back": See images/front properties "passportDataGroup1": See images/front properties "passportDataGroup2": See images/front properties } }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • shutterFail - Open or close of the shutter failed due to manipulation or hardware error. • mediaJammed - The media is jammed; operator intervention is required. • lampInoperative - Imaging lamp is inoperative. • mediaSize - The media entered has an incorrect size and the media remains inside the device. • mediaRejected - The media was rejected during the insertion phase. The Printer.MediaRejectedEvent event is posted with the details. The device is still operational. <p>Type: string, null Default: null</p>
<p>images</p> <p>The status and data for each of the requested images. Only requested images are returned.</p> <p>Type: object, null Default: null</p>
<p>images/front</p> <p>The front image status and data.</p> <p>Type: object, null Default: null</p>

Properties
<p>images/front/status</p> <p>Status of data source. This will be null if not supported, otherwise one of the following values:</p> <ul style="list-style-type: none"> • ok - The data is OK. • missing - The data source is missing. <p>Type: string, null Default: null</p>
<p>images/front/data</p> <p>This contains the Base64 encoded image. This may be null if no image is returned.</p> <p>Type: string, null Pattern: <code>^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=)\$</code> Format: base64 Default: null</p>
<p>images/back</p> <p>The back image status and data.</p> <p>Type: object, null Default: null</p>
<p>images/passportDataGroup1</p> <p>The Data Group 1 status and data from a passport. The data contains the associated fields as defined in [Ref. printer-1].</p> <p>Type: object, null Default: null</p>
<p>images/passportDataGroup2</p> <p>The Data Group 2 status and data from a passport. The data contains the associated fields as defined in [Ref. printer-1].</p> <p>Type: object, null Default: null</p>

Event Messages

- [Printer.NoMediaEvent](#)
- [Printer.MediaInsertedEvent](#)
- [Printer.MediaRejectedEvent](#)

17.2.13 Printer.MediaExtents

This command is used to get the extents of the media inserted in the physical device. The command payload specifies the base unit and fractions in which the media extent values will be returned. If no media is present, the device waits, for the [timeout](#) specified, for media to be inserted.

Command Message

Payload (version 3.0)
<pre>{ "unit": { "base": "inch", "x": 16, "y": 10 } }</pre>
Properties
<p>unit Specifies the base unit of measurement and resolution of a form, physical media or media definition.</p> <p>Type: object Required</p>
<p>unit/base Specifies the base unit of measurement of the item as one of the following:</p> <ul style="list-style-type: none"> • inch - The base unit is inches. • mm - The base unit is millimeters. • rowColumn - The base unit is rows and columns. <p>Type: string Required</p>
<p>unit/x Specifies the horizontal resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 16 applied to the base unit inch means that the base horizontal resolution is 1/16".</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>unit/y Specifies the vertical resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 10 applied to the base unit mm means that the base vertical resolution is 0.1 mm.</p> <p>Type: integer Minimum: 1 Default: 1</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "extentNotSupported", "x": 1, "y": 1 }</pre>

Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>extentNotSupported</code> - The device cannot report extent(s). • <code>mediaJammed</code> - The media is jammed. • <code>lampInoperative</code> - Imaging lamp is inoperative. • <code>mediaSize</code> - The media entered has an incorrect size and the media remains inside the device. • <code>mediaRejected</code> - The media was rejected during the insertion phase. The Printer.MediaRejectedEvent event is posted with the details. The device is still operational. <p>Type: string, null Default: null</p>
<p>x</p> <p>Specifies the width of the media in terms of the base horizontal resolution. May be null if an error occurred.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>y</p> <p>Specifies the height of the media in terms of the base vertical resolution. May be null if an error occurred.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Event Messages

- [Printer.NoMediaEvent](#)
- [Printer.MediaInsertedEvent](#)
- [Printer.MediaRejectedEvent](#)

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17.2.14 Printer.Reset

This command is used by the application to perform a hardware reset which will attempt to return the device to a known good state.

The device will attempt to retract or eject any items found anywhere within the device. This may not always be possible because of hardware problems. The [Printer.MediaDetectedEvent](#) event will inform the application where items were actually moved to.

Command Message

Payload (version 3.0)
<pre>{ "mediaControl": "unit1" }</pre>
Properties
<p>mediaControl</p> <p>Specifies the manner in which the media should be handled, as one of the following:</p> <ul style="list-style-type: none">• eject - Eject the media.• expel - Throw the media out of the exit slot.• <storage unit identifier> - A storage unit as specified by identifier. <p>Type: string Pattern: ^eject\$ ^expel\$ ^unit[0-9A-Za-z]+\$ Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "shutterFail" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">• shutterFail - Open or close of the shutter failed due to manipulation or hardware error.• retractBinFull - The retract bin is full; no more media can be retracted. The current media is still in the device.• mediaJammed - The media is jammed; operator intervention is required.• paperJammed - The paper is jammed. <p>Type: string, null Default: null</p>

Event Messages

- [Printer.MediaPresentedEvent](#)

17.2.15 Printer.RetractMedia

The media is removed from its present position (media inserted into device, media entering, unknown position) and stored in one of the retract bins. An event is sent if the storage capacity of the specified retract bin is reached. If the bin is already full and the command cannot be executed, an error is returned, and the media remains in its present position.

If a retract request is received for a device with no retract capability, the unsupportedCommand error is returned.

Command Message

Payload (version 3.0)
<pre>{ "mediaControl": "unit1" }</pre>
Properties
<p>mediaControl</p> <p>Specifies the manner in which the media should be handled, as one of the following:</p> <ul style="list-style-type: none"> • transport - Retract the media to the transport. After it has been retracted to the transport, in a subsequent operation the media can be ejected again, or retracted to one of the retract bins. • <storage unit identifier> - A storage unit as specified by identifier. <p>Type: string Pattern: ^transport\$ ^unit[0-9A-Za-z]+\$ Default: "transport"</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "noMediaPresent", "result": "unit1" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • noMediaPresent - No media present on retract. Either there was no media present (in a position to be retracted from) when the command was called or the media was removed during the retract. • retractBinFull - The retract bin is full; no more media can be retracted. The current media is still in the device. • mediaJammed - The media is jammed; operator intervention is required. <p>Type: string, null Default: null</p>
<p>result</p> <p>Specifies where the media has actually been deposited, as one of the following:</p> <ul style="list-style-type: none"> • transport - Media was retracted to the transport. • nomedia - No media was retracted. • <storage unit identifier> - A storage unit as specified by identifier. <p>Type: string Pattern: ^transport\$ ^nomedia\$ ^unit[0-9A-Za-z]+\$ Default: "nomedia"</p>

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Event Messages

None

17.2.16 Printer.DispensePaper

This command is used to move paper (which can also be a new passbook) from a paper source into the print position.

Command Message

Payload (version 2.0)
<pre>{ "paperSource": "lower" }</pre>
Properties
<p>paperSource</p> <p>Specifies the paper source to be used. For commands which print, this parameter is ignored if there is already paper in the print position. It can be one of the following:</p> <ul style="list-style-type: none"> • upper - Use the only paper source or the upper paper source, if there is more than one paper supply. • lower - Use the lower paper source. • external - Use the external paper. • aux - Use the auxiliary paper source. • aux2 - Use the second auxiliary paper source. • park - Use the parking station paper source. • any - Use any paper source, it is determined by the service. • <paper source identifier> - The vendor specific paper source. <p>Type: string Pattern: ^upper\$ ^lower\$ ^external\$ ^aux\$ ^aux2\$ ^park\$ ^any\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$ Default: "any"</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "paperJammed" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • paperJammed - The paper is jammed. • paperOut - The paper supply is empty. • sequenceInvalid - Programming error. Invalid command sequence (e.g. there is already media in the print position). • sourceInvalid - The selected paper source is not supported by the hardware. • mediaRetracted - Presented media was automatically retracted before all wads could be presented and before the command could complete successfully. <p>Type: string, null Default: null</p>

Event Messages

- [Printer.MediaPresentedEvent](#)

CWA 17852:2025 (E)

17.2.17 Printer.SupplyReplenish

After the supplies have been replenished, this command is used to indicate that one or more supplies have been replenished and are expected to be in a healthy state.

Hardware that cannot detect the level of a supply and reports on the supply's status using metrics (or some other means), must assume the supply has been fully replenished after this command is issued. The appropriate threshold event must be broadcast.

Hardware that can detect the level of a supply must update its status based on its sensors, generate a threshold event if appropriate, and succeed the command even if the supply has not been replenished. If it has already detected the level and reported the threshold before this command was issued, the command must succeed and no threshold event is required.

If any one of the specified supplies is not supported by the service, *unsupportedData* should be returned, and no replenishment actions will be taken by the service.

Command Message

Payload (version 2.0)
<pre>{ "upper": false, "lower": false, "aux": false, "aux2": false, "toner": false, "ink": false, "lamp": false }</pre>
Properties
upper The only paper supply or the upper paper supply was replenished. Type: boolean Default: false
lower The lower paper supply was replenished. Type: boolean Default: false
aux The auxiliary paper supply was replenished. Type: boolean Default: false
aux2 The second auxiliary paper supply was replenished. Type: boolean Default: false
toner The toner supply was replenished. Type: boolean Default: false

Properties
ink The ink supply was replenished. Type: boolean Default: false
lamp The imaging lamp was replaced. Type: boolean Default: false

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

17.2.18 Printer.ControlPassbook

This command can turn the pages of a passbook inserted in the printer by a specified number of pages in a specified direction and it can close the passbook. The [controlPassbook](#) property returned by [Common.Capabilities](#) specifies which functionality is supported. This command flushes the data before the pages are turned or the passbook is closed.

Command Message

Payload (version 2.0)
<pre>{ "action": "forward", "count": 3 }</pre>
Properties
<p>action</p> <p>Specifies the direction of the page turn as one of the following values:</p> <ul style="list-style-type: none"> • forward - Turns forward the pages of the passbook. • backward - Turns backward the pages of the passbook. • closeForward - Close the passbook forward. • closeBackward - Close the passbook backward. <p>Type: string Required</p>
<p>count</p> <p>Specifies the number of pages to be turned. If action is <i>closeForward</i> or <i>closeBackward</i>, this will be ignored.</p> <p>Type: integer Minimum: 1 Default: 1</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "noMediaPresent" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • noMediaPresent - No media present in a position where it should be, or the media was removed during the operation. • pageTurnFail - The device was not able to turn the page. • mediaJammed - The media is jammed. Operator intervention is required. • passbookClosed - There were fewer pages left than specified to turn. As a result of the operation, the passbook has been closed. • lastOrFirstPageReached - The printer cannot close the passbook because there were fewer pages left than specified to turn. As a result of the operation, the last or the first page has been reached and is open. • mediaSize - The media has an incorrect size. <p>Type: string, null Default: null</p>

Event Messages

None

CWA 17852:2025 (E)

17.2.19 Printer.SetBlackMarkMode

This command switches the black mark detection mode and associated functionality on or off. The black mark detection mode is persistent. If the selected mode is already active this command will complete with success.

Command Message

Payload (version 2.0)
<pre>{ "blackMarkMode": false }</pre>
Properties
blackMarkMode Specifies whether black mark detection and associated functionality is enabled. Type: boolean Required

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

17.2.20 Printer.SetForm

This command defines, updates or deletes a specified form.

Definitions are stored persistently by the service, but a client should be aware of the storage limitations available to the service and manage the storage space accordingly. The amount of storage space available is reported by [capacity](#), and the amount remaining is reported by [remaining](#). If insufficient storage space is available to load a definition, a *completionCode* of *notEnoughSpace* will be returned and a client will have to remove existing definitions using this command or [Printer.SetMedia](#).

Command Message

Payload (version 1.0)

```
{
  "name": "Form10",
  "form": {
    "unit": {
      "base": "inch",
      "x": 16,
      "y": 10
    },
    "size": {
      "width": 50,
      "height": 100
    },
    "alignment": {
      "relative": "bottomRight",
      "x": 10,
      "y": 10
    },
    "orientation": "landscape",
    "skew": 0,
    "version": {
      "version": "1.2",
      "date": "2018-11-13",
      "author": "S. Currie"
    },
    "cpi": 1,
    "lpi": 1,
    "pointSize": 1,
    "copyright": "Copyright (c) XYZ Corp.",
    "title": "Form 1",
    "comment": "This form is for purpose x",
    "userPrompt": "Please take the receipt when presented.",
    "fields": {
      "Field 1": {
        "order": 10,
        "position": {
          "x": 20,
          "y": 12,
          "z": 2
        },
        "follows": "Field01",
        "header": "0,2-5,7",
        "footer": "0,2-5,7",
        "side": "front",
        "size": "See form/size properties"
      }
    }
  }
}
```

Payload (version 1.0)

```

    "index": {
      "repeatCount": 1,
      "x": 0,
      "y": 0
    },
    "fieldType": "text",
    "scaling": "bestFit",
    "barcode": "none",
    "coercivity": "auto",
    "class": "optional",
    "access": "write",
    "overflow": "terminate",
    "style": {
      "bold": true,
      "italic": false,
      "underline": "double",
      "width": "triple",
      "strike": "none",
      "rotate": "none",
      "characterSpacing": "standard",
      "lineSpacing": "standard",
      "script": "standard",
      "overscore": false,
      "quality": "standard",
      "opaque": false
    },
    "case": "noChange",
    "horizontal": "left",
    "vertical": "bottom",
    "color": "242,44,97",
    "font": {
      "name": "Courier New",
      "pointSize": 10,
      "cpi": 5,
      "lpi": 5
    },
    "format": "Application defined information",
    "initialValue": "Default text",
    "initialGraphic": "O2gAUACFyEARAJAC"
  },
  "Field 2": See form/fields/Field 1 properties
},
"frames": {
  "Frame 1": {
    "position": See form/fields/Field 1/position properties
    "frames": "Field01",
    "header": "0,2-5,7",
    "footer": "0,2-5,7",
    "side": "back",
    "size": See form/size properties
    "repeat": {
      "repeatCountX": 2,
      "offsetX": 4,
      "repeatCountY": 1,
      "offsetY": 3
    }
  }
}

```

Payload (version 1.0)

```

    },
    "fieldType": "ellipse",
    "class": "optional",
    "overflow": "truncate",
    "style": "doubleThick",
    "color": "242,44,97",
    "fillColor": "242,44,97",
    "fillStyle": "cross",
    "substSign": "?",
    "title": "ExampleTitleField",
    "horizontal": "center",
    "vertical": "bottom"
  },
  "Frame 2": See form/frames/Frame 1 properties
},
"subForms": {
  "SubForm 1": {
    "position": See form/fields/Field 1/position properties
    "size": See form/size properties
    "fields": See form/fields properties
    "frames": See form/frames properties
  },
  "SubForm 2": See form/subForms/SubForm 1 properties
}
}
}

```

Properties**name**

The name of the form.

Type: string
Required

form

The details of the form. May be null if the form is to be deleted.

Type: object, null
Default: null

form/unit

Specifies the base unit of measurement and resolution of a form, physical media or media definition.

Type: object
Required

form/unit/base

Specifies the base unit of measurement of the item as one of the following:

- inch - The base unit is inches.
- mm - The base unit is millimeters.
- rowColumn - The base unit is rows and columns.

Type: string
Required

Properties
<p>form/unit/x</p> <p>Specifies the horizontal resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 16 applied to the base unit inch means that the base horizontal resolution is 1/16".</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>form/unit/y</p> <p>Specifies the vertical resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 10 applied to the base unit mm means that the base vertical resolution is 0.1 mm.</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>form/size</p> <p>Specifies the size of the item in terms of the base resolution.</p> <p>Type: object Required</p>
<p>form/size/width</p> <p>Specifies the width in terms of the base horizontal resolution.</p> <p>Type: integer Minimum: 1 Required</p>
<p>form/size/height</p> <p>Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll.</p> <p>Type: integer Minimum: 1 Required</p>
<p>form/alignment</p> <p>The alignment of the form on the physical media. If null, the default values are used.</p> <p>Type: object, null Default: null</p>
<p>form/alignment/relative</p> <p>The relative position as one of the following:</p> <ul style="list-style-type: none"> • topLeft - Align to the top left of the physical media. • topRight - Align to the top right of the physical media. • bottomLeft - Align to the bottom left of the physical media. • bottomRight - Align to the bottom right of the physical media. <p>Type: string Default: "topLeft"</p>
<p>form/alignment/x</p> <p>Horizontal offset relative to the horizontal alignment specified by <i>relative</i> in the base unit of the form. Always specified as a positive value (i.e. if aligned to the right side of the media, means offset the form to the left).</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties
<p>form/alignment/y</p> <p>Vertical offset relative to the vertical alignment specified by <i>relative</i> in the base unit of the form. Always specified as a positive value (i.e. if aligned to the bottom of the media, means offset the form upward).</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/orientation</p> <p>Orientation of the form as one of the following:</p> <ul style="list-style-type: none"> • portrait - Short edge horizontal. • landscape - Long edge horizontal. <p>Type: string Default: "portrait"</p>
<p>form/skew</p> <p>Maximum skew factor in degrees.</p> <p>Type: integer Minimum: 0 Maximum: 359 Default: 0</p>
<p>form/version</p> <p>The version of the form. May be null if not specified or required.</p> <p>Type: object, null Default: null</p>
<p>form/version/version</p> <p>Specifies the major and optional minor version of the form. This may be null if the version is not required in the form.</p> <p>Type: string, null Pattern: <code>^[1-9][0-9]*(\.[0-9]+)?\$</code> Default: null</p>
<p>form/version/date</p> <p>The creation/modification date of the form. May be null if not required.</p> <p>Type: string, null Format: date Default: null</p>
<p>form/version/author</p> <p>The author of the form. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/cpi</p> <p>Characters per inch. This value specifies the default CPI within the form. When the <i>rowColumn</i> unit is used, the form CPI and LPI are used to calculate the position and size of all fields within a form, irrespective of the CPI and LPI of the fields themselves. If null, the printer's default value is used.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Properties
<p>form/lpi</p> <p>Lines per inch. This value specifies the default LPI within the form. When the <i>rowColumn</i> unit is used, the form CPI and LPI are used to calculate the position and size of all fields within a form, irrespective of the CPI and LPI of the fields themselves. If null, the printer's default value is used.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>form/pointSize</p> <p>This value specifies the default point size within the form. If null, the printer's default value is used.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>form/copyright</p> <p>Copyright entry. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/title</p> <p>The title of the form. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/comment</p> <p>Additional comments about the form. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/userPrompt</p> <p>Prompt string for user interaction. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/fields</p> <p>One field definition for each field in the form. For each object, the property name is the field name. The field name within a form and its optional sub-forms must be unique.</p> <p>Type: object Required</p>
<p>form/fields/Field 1 (example name)</p> <p>Details of a single field.</p> <p>Type: object</p>
<p>form/fields/Field 1/order</p> <p>Specifies the order in which the field is to be printed. Required as there is no inherent order to JSON properties in an object. May be overridden by <i>follows</i>. If two fields are defined with the same <i>order</i> in a given form, then the form is invalid.</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>form/fields/Field 1/position</p> <p>Specifies the position of the item relative to the form or sub-form containing the item. Values are specified in the base units of the form.</p> <p>Type: object Required</p>
<p>form/fields/Field 1/position/x</p> <p>Horizontal position relative to left side.</p> <p>Type: integer Minimum: 0 Required</p>
<p>form/fields/Field 1/position/y</p> <p>Vertical position relative to the top.</p> <p>Type: integer Minimum: 0 Required</p>
<p>form/fields/Field 1/position/z</p> <p>Specifies the page number (relative to 0). Required where the top of the form/sub-form is other than the first page of the form/sub-form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/fields/Field 1/follows</p> <p>Print this field directly following the field with the specified name; positioning information is ignored. If null, then fields are printed according to <i>order</i>.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/header</p> <p>This field is a form/sub-form header field.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the header field is to print within. • N-N represents a form/sub-form page number range the header field is to print within. • ALL indicates that header field is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the header field is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <p>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</p>
<p>form/fields/Field 1/footer</p> <p>This field is a form/sub-form footer field.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the footer field is to print within. • N-N represents a form/sub-form page number range the footer field is to print within. • ALL indicates that footer field is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the footer field is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <p>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</p>

Properties
<p>form/fields/Field 1/side</p> <p>The side of the form as one of the following:</p> <ul style="list-style-type: none"> • front - the front side of the paper/media. • back - the back side of the paper/media. <p>Type: string Default: "front"</p>
<p>form/fields/Field 1/index</p> <p>Specifies that the field is to be repeated in the form/sub-form. May be null if not required.</p> <p>Type: object, null Default: null</p>
<p>form/fields/Field 1/index/repeatCount</p> <p>How often this field is repeated.</p> <p>Type: integer Minimum: 1 Required</p>
<p>form/fields/Field 1/index/x</p> <p>Horizontal offset for next field</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/fields/Field 1/index/y</p> <p>Vertical offset for next field</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/fields/Field 1/fieldType</p> <p>The type of the field as one of the following:</p> <ul style="list-style-type: none"> • text - text field. • micr - MICR field. • ocr - OCR field. • msf - MSF field. • barcode - Barcode field. • graphic - Graphic field. • pagemark - Page mark field. <p>Type: string Default: "text"</p>
<p>form/fields/Field 1/scaling</p> <p>Information on how to size the graphic within the field as one of the following. Only relevant where <i>fieldType</i> is <i>graphic</i>, therefore will be ignored for other cases:</p> <ul style="list-style-type: none"> • bestFit - scale to size indicated. • asIs - render at native size. • maintainAspect - scale as close as possible to size indicated while maintaining the aspect ratio and not losing graphic information. <p>Type: string Default: "bestFit"</p>

Properties
<p>form/fields/Field 1/barcode</p> <p>Position of the HRI (Human Readable Interpretation) characters as one of the following:</p> <ul style="list-style-type: none"> • none - no characters or not applicable. • above - above the barcode. • below - below the barcode. • both - both above and below the barcode. <p>Type: string Default: "none"</p>
<p>form/fields/Field 1/coercivity</p> <p>Specifies the coercivity to be used for writing the magnetic stripe as one of the following. May be null as this is only applicable to <i>msf</i> fields:</p> <ul style="list-style-type: none"> • auto - The coercivity is decided by the service or the hardware. • low - A low coercivity is to be used for writing the magnetic stripe. • high - A high coercivity is to be used for writing the magnetic stripe. <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/class</p> <p>Field class as one of the following:</p> <ul style="list-style-type: none"> • optional - The field is optional. • static - The field is static. • required - The field is required. <p>Type: string Default: "optional"</p>
<p>form/fields/Field 1/access</p> <p>Specifies the field access as one of the following:</p> <ul style="list-style-type: none"> • read - The field is used for input. • write - The field is used for output. • readWrite - The field is used for both input and output. <p>Type: string Default: "write"</p>
<p>form/fields/Field 1/overflow</p> <p>Specifies how an overflow of field data should be handled as one of the following:</p> <ul style="list-style-type: none"> • terminate - Return an error and terminate printing of the form. • truncate - Truncate the field data to fit in the field. • bestFit - Fit the text in the field. • overwrite - Print the field data beyond the extents of the field boundary. • wordWrap - If the field can hold more than one line the text is wrapped around. Wrapping is performed, where possible, by splitting the line on a space character or a hyphen character or any other character which is used to join two words together. <p>Type: string Default: "terminate"</p>
<p>form/fields/Field 1/style</p> <p>Style attributes using a combination of the following. Some of the styles may be mutually exclusive; they may provide unexpected results if combined. This field is optional and may be null, in which case the default normal style will be used.</p> <p>Type: object, null Default: null</p>

Properties
<p>form/fields/Field 1/style/bold</p> <p>Bold style.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/italic</p> <p>Italic style.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/underline</p> <p>Underline style as one of the following:</p> <ul style="list-style-type: none"> • none - No underline. • single - Single underline. • double - Double underline. <p>Type: string Default: "none"</p>
<p>form/fields/Field 1/style/width</p> <p>Width style as one of the following:</p> <ul style="list-style-type: none"> • single - Single width. • double - Double width. • triple - Triple width. • quadruple - Quadruple width. <p>Type: string Default: "single"</p>
<p>form/fields/Field 1/style/strike</p> <p>Strike through style as one of the following:</p> <ul style="list-style-type: none"> • none - No strike through. • single - Single strike through. • double - Double strike through. <p>Type: string Default: "none"</p>
<p>form/fields/Field 1/style/rotate</p> <p>Rotation angle as one of the following:</p> <ul style="list-style-type: none"> • none - No rotation. • ninety - Rotate 90 degrees clockwise. • upsideDown - Upside down. • twoSeventy - Rotate 270 degrees clockwise. <p>Type: string Default: "none"</p>
<p>form/fields/Field 1/style/characterSpacing</p> <p>Character spacing as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard character spacing. • proportional - Proportional character spacing. • condensed - Condensed character spacing. <p>Type: string Default: "standard"</p>

Properties
<p>form/fields/Field 1/style/lineSpacing</p> <p>Line spacing as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard line spacing. • double - Double line spacing. • triple - Triple line spacing. • quadruple - Quadruple line spacing. <p>Type: string Default: "standard"</p>
<p>form/fields/Field 1/style/script</p> <p>Character script type as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard script. • superscript - Superscript. • subscript - Superscript. <p>Type: string Default: "standard"</p>
<p>form/fields/Field 1/style/overscore</p> <p>Overscore style.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/quality</p> <p>Letter quality as one of the following:</p> <ul style="list-style-type: none"> • standard - Standard quality. • letter - Letter quality. • nearLetter - Near letter quality. <p>Type: string Default: "standard"</p>
<p>form/fields/Field 1/style/opaque</p> <p>If true, the printing is opaque; if false, transparent.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/case</p> <p>Convert field contents to one of the following:</p> <ul style="list-style-type: none"> • noChange - No change. • upper - Convert to upper case. • lower - Convert to lower case. <p>Type: string Default: "noChange"</p>
<p>form/fields/Field 1/horizontal</p> <p>Horizontal alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • left - Align to the left. • right - Align to the right. • center - Align to the center. • justify - Justify the contents. <p>Type: string Default: "left"</p>

Properties
<p>form/fields/Field 1/vertical</p> <p>Vertical alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • bottom - Align to the bottom. • center - Align to the center. • top - Align to the top. <p>Type: string Default: "bottom"</p>
<p>form/fields/Field 1/color</p> <p>Specifies the color. Following values are possible:</p> <ul style="list-style-type: none"> • black • white • gray • red • blue • green • yellow • <R,G,B> - Red, blue, green colors in the range 0-255. <p>Type: string Pattern: ^black\$ ^white\$ ^gray\$ ^red\$ ^blue\$ ^green\$ ^yellow\$ ^([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5])\$ Default: "black"</p>
<p>form/fields/Field 1/font</p> <p>The font to be used. If null, the default font is used.</p> <p>Type: object, null Default: null</p>
<p>form/fields/Field 1/font/name</p> <p>Font name: This property is interpreted by the service. In some cases, it may indicate printer resident fonts, and in others it may indicate the name of a downloadable font. For <i>barcode</i> fields it represents the barcode font name.</p> <p>In some cases, this pre-defines other properties in this object.</p> <p>Type: string Required</p>
<p>form/fields/Field 1/font/pointSize</p> <p>Point size. If 0, the point size defaults to the <i>pointSize</i> defined for the form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/fields/Field 1/font/cpi</p> <p>Characters per inch. If 0, the CPI defaults to the CPI defined for the form.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>form/fields/Field 1/font/lpi</p> <p>Lines per inch. If 0, the LPI defaults to the LPI defined for the form.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties
<p>form/fields/Field 1/format</p> <p>This is an application defined input field describing how the application should format the data. This may be interpreted by the service.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/initialValue</p> <p>Initial value, which may be changed dynamically at run-time. May be null if no initial value is required. Ignored for <i>graphic</i> fields, which are specified in <i>initialGraphic</i>.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/initialGraphic</p> <p>Initial graphic in Base64 format, which may be changed dynamically at run-time. May be null if no initial graphic is required. Ignored for non-<i>graphic</i> fields, which are specified in <i>initialValue</i>.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$ Format: base64 Default: null</p>
<p>form/frames</p> <p>One frame definition for each frame in the form. For each object, the property name is the frame name. The frame name within a form and its optional sub-forms must be unique. Frames are optional therefore this may be null.</p> <p>Type: object, null Default: null</p>
<p>form/frames/Frame 1 (example name)</p> <p>Details of a single frame.</p> <p>Type: object</p>
<p>form/frames/Frame 1/frames</p> <p>Frames the specified field, positioning and size information are ignored. The frame surrounds the complete field, not just the printed data. If the field is repeated, the frame surrounds the first and last fields that are printed.</p> <p>Type: string, null Default: null</p>
<p>form/frames/Frame 1/header</p> <p>This frame is a form/sub-form header frame.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the header frame is to print within. • N-N represents a form/sub-form page number range the header frame is to print within. • ALL indicates that header frame is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the header frame is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <p>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</p>

Properties
<p>form/frames/Frame 1/footer</p> <p>This frame is a form/sub-form footer frame.</p> <ul style="list-style-type: none"> • N represents a form/sub-form page number (relative to 0) the footer frame is to print within. • N-N represents a form/sub-form page number range the footer frame is to print within. • ALL indicates that footer frame is to be printed on all pages of form/sub-form. <p>Combinations of N and N-N may exist separated by commas.</p> <p>The form/sub-form page number is intended to supplement the <i>z</i> property of the <i>position</i>. For example 0,2-4,6 indicates that the footer frame is to print on relative form/sub-form pages 0, 2, 3, 4, and 6.</p> <pre>Type: string, null Pattern: ^(([0-9]+ [0-9]+-[0-9]+),)*([0-9]+ [0-9]+-[0-9]+)+\$ ^ALL\$ Default: null</pre>
<p>form/frames/Frame 1/side</p> <p>The side of the form where this frame is positioned as one of the following:</p> <ul style="list-style-type: none"> • front - the front side of the paper/media. • back - the back side of the paper/media. <pre>Type: string Default: "front"</pre>
<p>form/frames/Frame 1/repeat</p> <p>Specifies that the frame is to be repeated in the form/sub-form. May be null if not required.</p> <pre>Type: object, null Default: null</pre>
<p>form/frames/Frame 1/repeat/repeatCountX</p> <p>How often this frame is repeated horizontally in the form.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/frames/Frame 1/repeat/offsetX</p> <p>Horizontal offset for next frame.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/frames/Frame 1/repeat/repeatCountY</p> <p>How often this frame is repeated vertically in the form.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>
<p>form/frames/Frame 1/repeat/offsetY</p> <p>Vertical offset for next frame.</p> <pre>Type: integer Minimum: 0 Default: 0</pre>

Properties
<p>form/frames/Frame 1/fieldType</p> <p>The type of the frame as one of the following:</p> <ul style="list-style-type: none"> • rectangle - Rectangle. • roundedCorner - Rounded corner. • ellipse - Ellipse. <p>Type: string Default: "rectangle"</p>
<p>form/frames/Frame 1/class</p> <p>Frame class as one of the following:</p> <ul style="list-style-type: none"> • static - The frame is static. • optional - The frame is optional; it is printed only if its name appears in the list of field names given as parameter to the command. In this case, the name of the frame must be different from all the names of the fields. <p>Type: string Default: "static"</p>
<p>form/frames/Frame 1/overflow</p> <p>Action on frame overflowing the form as one of the following:</p> <ul style="list-style-type: none"> • terminate - Return an error and terminate printing of the form. • truncate - Truncate to fit in the field. • bestFit - Fit the text in the field. <p>Type: string Default: "terminate"</p>
<p>form/frames/Frame 1/style</p> <p>Frame line attributes as one of the following:</p> <ul style="list-style-type: none"> • singleThin - A single thin line. • doubleThin - A double thin line. • singleThick - A single thick line. • doubleThick - A double thick line. • dotted - A dotted line. <p>Type: string Default: "singleThin"</p>
<p>form/frames/Frame 1/color</p> <p>Specifies the color for the frame lines. Following values are possible:</p> <ul style="list-style-type: none"> • black • white • gray • red • blue • green • yellow • <R,G,B> - Red, blue, green colors in the range 0-255. <p>Type: string Pattern: ^black\$ ^white\$ ^gray\$ ^red\$ ^blue\$ ^green\$ ^yellow\$ ^([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5])\$ Default: "black"</p>

Properties
<p>form/frames/Frame 1/fillColor</p> <p>Specifies the color for the interior of the frame. Following values are possible:</p> <ul style="list-style-type: none"> • black • white • gray • red • blue • green • yellow • <R,G,B> - Red, blue, green colors in the range 0-255. <p>Type: string Pattern: ^black\$ ^white\$ ^gray\$ ^red\$ ^blue\$ ^green\$ ^yellow\$ ^([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5]),([01]?[0-9]?[0-9] 2[0-4][0-9] 25[0-5])\$ Default: "black"</p>
<p>form/frames/Frame 1/fillStyle</p> <p>Specifies the style for filling the interior of the frame. Following values are possible:</p> <ul style="list-style-type: none"> • none - No filling. • solid - Solid color. • bdiagonal - Downward hatch (left to right) at 45 degrees. • cross - Horizontal and vertical crosshatch. • diagcross - Crosshatch at 45 degrees. • fdiagonal - Upward hatch (left to right) at 45 degrees. • horizontal - Horizontal hatch. • vertical - Vertical hatch. <p>Type: string Default: "none"</p>
<p>form/frames/Frame 1/substSign</p> <p>Character that is used as substitute sign when a character in a read field cannot be read.</p> <p>Type: string Pattern: . Default: ""</p>
<p>form/frames/Frame 1/title</p> <p>Uses the specified <i>field</i> as the title of the frame. Positioning information of the field is ignored.</p> <p>Type: string, null Default: null</p>
<p>form/frames/Frame 1/horizontal</p> <p>Horizontal alignment of the frame title as one of the following:</p> <ul style="list-style-type: none"> • left - Align to the left. • right - Align to the right. • center - Align to the center. <p>Type: string Default: "left"</p>
<p>form/frames/Frame 1/vertical</p> <p>Vertical alignment of the frame title as one of the following:</p> <ul style="list-style-type: none"> • bottom - Align to the bottom. • top - Align to the top. <p>Type: string Default: "top"</p>

Properties
<p>form/subForms</p> <p>One sub-form definition for each sub-form in the form. For each object, the property name is the frame name. The sub-form name within a form and must be unique. Sub-forms are optional therefore this may be null.</p> <p>Type: object, null Default: null</p>
<p>form/subForms/SubForm 1 (example name)</p> <p>Details of a single sub-form.</p> <p>Type: object</p>
<p>form/subForms/SubForm 1/fields</p> <p>One field definition for each field in the sub-form. The field name within a form and its optional sub-forms must be unique.</p> <p>Type: object Required</p>
<p>form/subForms/SubForm 1/frames</p> <p>One frame definition for each frame in the sub-form. For each object, the property name is the frame name. The frame name within a form and its optional sub-forms must be unique. Frames are optional therefore this may be null.</p> <p>Type: object, null Default: null</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "formInvalid" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable. The following values are possible:</p> <ul style="list-style-type: none"> formInvalid - The specified form definition is invalid. formNotFound - The specified form definition is to be deleted but does not exist. <p>Type: string, null Default: null</p>

Event Messages

None

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17.2.21 Printer.SetMedia

This command defines, updates or deletes a specified media definition.

Definitions are stored persistently by the service, but a client should be aware of the storage limitations available to the service and manage the storage space accordingly. The amount of storage space available is reported by [capacity](#), and the amount remaining is reported by [remaining](#). If insufficient storage space is available to load a definition, a *completionCode* of *notEnoughSpace* will be returned and a client will have to remove existing definitions using this command or [Printer.SetForm](#).

Command Message

Payload (version 1.0)
<pre>{ "name": "My Media", "media": { "mediaType": "generic", "source": "lower", "unit": { "base": "inch", "x": 16, "y": 10 }, "size": { "width": 50, "height": 100 }, "printArea": { "x": 5, "y": 6, "width": 50, "height": 100 }, "restricted": See media/printArea properties "fold": "vertical", "staggering": 2, "page": 20, "lines": 15 } }</pre>
Properties
name The media definition name. Type: string Required
media The details of the media definition. May be null if the media definition is to be deleted. Type: object, null Default: null

Properties
<p>media/mediaType</p> <p>Specifies the type of media as one of the following:</p> <ul style="list-style-type: none"> • <code>generic</code> - The media is generic, i.e., a single sheet. • <code>passbook</code> - The media is a passbook. • <code>multipart</code> - The media is a multi-part. <p>Type: string Default: "generic"</p>
<p>media/source</p> <p>Specifies the paper source to use when printing forms using this media definition as one of the following:</p> <ul style="list-style-type: none"> • <code>any</code> - Any paper source. • <code>upper</code> - The only paper source or the upper paper source, if there is more than one paper supply. • <code>lower</code> - The lower paper source. • <code>external</code> - The external paper source. • <code>aux</code> - The auxiliary paper source. • <code>aux2</code> - The second auxiliary paper source. • <code>park</code> - The park paper source. • <code><paper source identifier></code> - The vendor specific paper source. <p>Type: string Pattern: <code>^any\$ ^upper\$ ^lower\$ ^external\$ ^aux\$ ^aux2\$ ^park\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$</code> Default: "any"</p>
<p>media/unit</p> <p>Specifies the base unit of measurement and resolution of a form, physical media or media definition.</p> <p>Type: object Required</p>
<p>media/unit/base</p> <p>Specifies the base unit of measurement of the item as one of the following:</p> <ul style="list-style-type: none"> • <code>inch</code> - The base unit is inches. • <code>mm</code> - The base unit is millimeters. • <code>rowColumn</code> - The base unit is rows and columns. <p>Type: string Required</p>
<p>media/unit/x</p> <p>Specifies the horizontal resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 16 applied to the base unit inch means that the base horizontal resolution is 1/16".</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>media/unit/y</p> <p>Specifies the vertical resolution of the base units as a fraction of the <i>base</i> value. For example, a value of 10 applied to the base unit mm means that the base vertical resolution is 0.1 mm.</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>media/size</p> <p>Specifies the size of the item in terms of the base resolution.</p> <p>Type: object Required</p>

Properties
<p>media/size/width</p> <p>Specifies the width in terms of the base horizontal resolution.</p> <p>Type: integer Minimum: 1 Required</p>
<p>media/size/height</p> <p>Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll.</p> <p>Type: integer Minimum: 1 Required</p>
<p>media/printArea</p> <p>Printable area relative to top left corner of physical media.</p> <p>Type: object, null Default: null</p>
<p>media/printArea/x</p> <p>Horizontal position relative to left side.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>media/printArea/y</p> <p>Vertical position relative to the top.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>media/printArea/width</p> <p>Specifies the width in terms of the base horizontal resolution.</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>media/printArea/height</p> <p>Specifies the height in terms of the base vertical resolution.</p> <p>Type: integer Minimum: 1 Default: 1</p>
<p>media/restricted</p> <p>Restricted area relative to top left corner of physical media.</p> <p>Type: object, null Default: null</p>
<p>media/fold</p> <p>Specified the type of fold for media of type <i>passbook</i> as one of the following:</p> <ul style="list-style-type: none"> horizontal - Passbook has a horizontal fold. vertical - Passbook has a vertical fold. <p>Type: string Default: "horizontal"</p>

Properties
<p>media/staggering</p> <p>Specifies the staggering from the top in terms of the base vertical resolution for media of type <i>passbook</i>.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>media/page</p> <p>Specifies the number of pages in media of type <i>passbook</i>. This can be null if not applicable.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>media/lines</p> <p>Specifies the number of printable lines. This can be null if not applicable.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "mediaInvalid" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable. The following values are possible:</p> <ul style="list-style-type: none"> mediaInvalid - The specified media definition is invalid. mediaNotFound - The specified media definition is to be deleted but cannot be found. <p>Type: string, null Default: null</p>

Event Messages

None

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17.3 Event Messages

17.3.1 Printer.MediaPresentedEvent

This event is used to indicate when media has been presented to the customer for removal.

Event Message

Payload (version 2.0)
<pre>{ "wadIndex": 1, "totalWads": 0 }</pre>
Properties
wadIndex Specifies the index (starting from 1) of the presented wad, where a wad is a bunch of one or more pages presented as a bunch. Type: integer Minimum: 1 Required
totalWads Specifies the total number of wads in the print job, 0 if not known. Type: integer Minimum: 0 Required

17.3.2 Printer.NoMediaEvent

This event specifies that the physical media must be inserted into the device in order for the command to proceed.

Event Message

Payload (version 2.0)
<pre>{ "userPrompt": "Enter paper" }</pre>
Properties
<p>userPrompt</p> <p>The user prompt from the form definition. This will be an empty string if either a form does not define a value for the user prompt, or the event is being generated as the result of a command that does not use forms.</p> <p>The application may use this in any manner it sees fit, for example it might display the string to the operator, along with a message that the media should be inserted.</p> <p>Type: string Default: ""</p>

17.3.3 Printer.MediaInsertedEvent

This event specifies that the physical media has been inserted into the device.

The application may use this event to, for example, remove a prompt from the screen telling the user to insert media.

Event Message

Payload (version 2.0)
This message does not define any properties.

17.3.4 Printer.FieldErrorEvent

This event specifies that a fatal error has occurred while processing a field.

Event Message

Payload (version 2.0)
<pre>{ "formName": "Form1", "fieldName": "Field1", "failure": "required" }</pre>
Properties
<p>formName</p> <p>The form name.</p> <p>Type: string Required</p>
<p>fieldName</p> <p>The field name.</p> <p>Type: string Required</p>
<p>failure</p> <p>Specifies the type of failure. This property will be null if the form field type is not supported with the device, otherwise one of the following:</p> <ul style="list-style-type: none"> • <code>required</code> - The specified field must be supplied by the application. • <code>staticOverwrite</code> - The specified field is static and thus cannot be overwritten by the application. • <code>overflow</code> - The value supplied for the specified fields is too long. • <code>notFound</code> - The specified field does not exist. • <code>notRead</code> - The specified field is not an input field. • <code>notWrite</code> - An attempt was made to write to an input field. • <code>hwerror</code> - The specified field uses special hardware (e.g. OCR, Low/High coercivity, etc.) and an error occurred. • <code>graphic</code> - The specified graphic image could not be printed. <p>Type: string, null Default: null</p>

17.3.5 Printer.FieldWarningEvent

This event specifies that a non-fatal error has occurred while processing a field.

Event Message

Payload (version 2.0)
<pre>{ "formName": "Form1", "fieldName": "Field1", "failure": "required" }</pre>
Properties
formName The form name. Type: string Required
fieldName The field name. Type: string Required
failure Specifies the type of failure. This property will be null if the form field type is not supported with the device, otherwise one of the following: <ul style="list-style-type: none">• required - The specified field must be supplied by the application.• staticOverwrite - The specified field is static and thus cannot be overwritten by the application.• overflow - The value supplied for the specified fields is too long.• notFound - The specified field does not exist.• notRead - The specified field is not an input field.• notWrite - An attempt was made to write to an input field.• hwerror - The specified field uses special hardware (e.g. OCR, Low/High coercivity, etc.) and an error occurred.• graphic - The specified graphic image could not be printed. Type: string, null Default: null

17.3.6 Printer.MediaRejectedEvent

This event is generated as a result of physical media that is rejected whenever an attempt is made to insert media into the physical device. Rejection of the media will cause the command currently executing to complete with an error, at which point the media should be removed.

The application may use this event to (for example) display a message box on the screen indicating why the media was rejected and telling the user to remove and reinsert the media.

Event Message

Payload (version 2.0)
<pre>{ "reason": "short" }</pre>
Properties
<p>reason</p> <p>Specifies the reason for rejecting the media as one of the following values:</p> <ul style="list-style-type: none"> • <code>short</code> - The rejected media was too short. • <code>long</code> - The rejected media was too long. • <code>multiple</code> - The media was rejected due to insertion of multiple documents. • <code>align</code> - The media could not be aligned and was rejected. • <code>moveToAlign</code> - The media could not be transported to the align area and was rejected. • <code>shutter</code> - The media was rejected due to the shutter failing to close. • <code>escrow</code> - The media was rejected due to problems transporting media to the escrow position. • <code>thick</code> - The rejected media was too thick. • <code>other</code> - The media was rejected due to a reason other than those listed above.
<p>Type: string Required</p>

17.4 Unsolicited Messages

17.4.1 Printer.MediaTakenEvent

This event is sent when the media is taken from the exit slot following the completion of a successful eject operation or following a [Printer.MediaRejectedEvent](#). For devices that do not physically move media, this event may also be generated when the media is taken from the device.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

17.4.2 Printer.MediaInsertedUnsolicitedEvent

This event specifies that the physical media has been inserted into the device without any read or print commands being executed. This event is only generated when media is entered in an unsolicited manner.

Unsolicited Message

Payload (version 2.0)

This message does not define any properties.
--

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17.4.3 Printer.MediaPresentedUnsolicitedEvent

This event is used to indicate when media has been presented to the customer for removal as a result of a print operation through some non XFS4IoT interface.

Unsolicited Message

Payload (version 2.0)
<pre>{ "wadIndex": 1, "totalWads": 0 }</pre>
Properties
wadIndex Specifies the index (starting from 1) of the presented wad, where a wad is a bunch of one or more pages presented as a bunch. Type: integer Minimum: 1 Required
totalWads Specifies the total number of wads in the print job, 0 if not known. Type: integer Minimum: 0 Required

17.4.4 Printer.MediaDetectedEvent

This event is generated when a media is detected in the device during a reset operation.

Unsolicited Message

Payload (version 3.0)
<pre>{ "position": "unit2" }</pre>
Properties
<p>position</p> <p>Specifies the media position after the reset operation, as one of the following values:</p> <ul style="list-style-type: none"> • present - The media is in the print position or on the stacker. • entering - The media is in the exit slot. • jammed - The media is jammed in the device. • unknown - The media is in an unknown position. • expelled - The media was expelled during the reset operation. • <storage unit identifier> - Media was retracted to a storage unit as specified by identifier. <p>Type: string Pattern: ^present\$ ^entering\$ ^jammed\$ ^unknown\$ ^expelled\$ ^unit[0-9A-Za-z]+\$ Required</p>

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17.4.5 Printer.MediaAutoRetractedEvent

This event indicates when media has been automatically retracted by the device. Support for this event is indicated when [autoRetractPeriod](#) is non-zero. The event can be generated as the result of any command that presents media to the customer.

Unsolicited Message

Payload (version 3.0)
<pre>{ "result": "unit1" }</pre>
Properties
<p>result</p> <p>Specifies where the media has actually been deposited, as one of the following:</p> <ul style="list-style-type: none">• <code>transport</code> - Media was retracted to the transport.• <code>jammed</code> - The media is jammed.• <code><storage unit identifier></code> - A storage unit as specified by identifier.
Type: string Pattern: <code>^transport\$ ^jammed\$ ^unit[0-9A-Za-z]+\$</code> Required

17.4.6 Printer.PaperThresholdEvent

This event is used to specify that the state of the paper reached a threshold. There is no threshold defined for the parking station as this can contain only one paper item.

Unsolicited Message

Payload (version 2.0)
<pre>{ "paperSource": "lower", "threshold": "out" }</pre>
Properties
<p>paperSource</p> <p>Specifies the paper source as one of the following:</p> <ul style="list-style-type: none"> • upper - The only paper source or the upper paper source, if there is more than one paper supply. • lower - The lower paper source. • external - The external paper. • aux - The auxiliary paper source. • aux2 - The second auxiliary paper source. • <paper source identifier> - The vendor specific paper source. <p>Type: string Pattern: ^upper\$ ^lower\$ ^external\$ ^aux\$ ^aux2\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$ Required</p>
<p>threshold</p> <p>Specifies the current state of the paper source as one of the following:</p> <ul style="list-style-type: none"> • full - The paper in the paper source is in a good state. • low - The paper in the paper source is low. • out - The paper in the paper source is out. <p>Type: string Required</p>

17.4.7 Printer.TonerThresholdEvent

This event is used to specify that the state of the toner (or ink) reached a threshold.

Unsolicited Message

Payload (version 2.0)
<pre>{ "state": "full" }</pre>
Properties
<p>state</p> <p>Specifies the current state of the toner (or ink) as one of the following:</p> <ul style="list-style-type: none">• full - The toner (or ink) in the printer is in a good state.• low - The toner (or ink) in the printer is low.• out - The toner (or ink) in the printer is out.
Type: string Required

17.4.8 Printer.LampThresholdEvent

This event is used to specify that the state of the imaging lamp reached a threshold.

Unsolicited Message

Payload (version 2.0)
<pre>{ "state": "ok" }</pre>
Properties
<p>state</p> <p>Specifies the current state of the imaging lamp as one of the following values:</p> <ul style="list-style-type: none">• <code>ok</code> - The imaging lamp is in a good state.• <code>fading</code> - The imaging lamp is fading and should be changed.• <code>inop</code> - The imaging lamp is inoperative. <p>Type: string Required</p>

17.4.9 Printer.InkThresholdEvent

This event is used to specify that the state of the stamping ink reached a threshold.

Unsolicited Message

Payload (version 2.0)
<pre>{ "<u>state</u>": "full" }</pre>
Properties
<p>state</p> <p>Specifies the current state of the stamping ink as one of the following:</p> <ul style="list-style-type: none">• full - The stamping ink in the printer is in a good state.• low - The stamping ink in the printer is low.• out - The stamping ink in the printer is out. <p>Type: string Required</p>

18. Text Terminal Interface

This chapter defines the Text Terminal interface functionality and messages.

This section describes the functions provided by a generic Text Terminal interface. A Text Terminal Unit is a text i/o device, which applies both to ATM operator panels and to displays incorporated in devices such as pads and printers. This service allows for the following categories of functions:

- Forms oriented input and output
- Direct display output
- Keyboard input

If the device has no shift key, the [TextTerminal.ReadForm](#) and [TextTerminal.Read](#) commands will return only upper case letters. If the device has a shift key, these commands return upper and lower case letters as governed by the user's use of the shift key.

18.1 General Information

18.1.1 References

ID	Description
textterminal-1	ISO/IEC 646 (ASCII)

18.1.2 Command Overview

The basic operation of the TextTerminal devices is managed using some primary commands to display text and/or graphics.

Display text without the form:

- [TextTerminal.Write](#) This command displays the specified text at specified position and size.

Display text and/or graphics with the form:

- [TextTerminal.SetForm](#) This command loads a form into the service.
- [TextTerminal.GetFormList](#) This command reports the list of forms loaded into the service.
- [TextTerminal.GetQueryForm](#) This command retrieves the form header information, and the list of fields.
- [TextTerminal.WriteForm](#) This command includes as parameter data the name of the form to select and the required field data values to display text or graphics.

This approach combines in the most efficient manner the four logical steps required to display a form:

- Selecting a document form object.
- Querying the service for the list of fields.
- Supplying the data for each field.
- Issuing the write command to display a form.

By using *TextTerminal.GetQueryForm* to retrieve the list of field names, it is possible for an application to assemble the required set of fields for a form. This minimizes the time that each application request ties up the service. Using [TextTerminal.GetQueryForm](#), it is also possible to query the properties of a field. This command is generally not required for most applications.

18.1.3 Form and Field Definitions

This section outlines the format of the definitions of forms, the fields within them, and the media on which they are printed.

Definition Syntax

The syntactic rules for form and field definitions are described in the section of [TextTerminal.SetForm](#) command.

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XFS form/media definition in multi-vendor environments

In a multi-vendor environment, the capabilities of the service and hardware may be different, therefore the following should be considered.

- Physical display area dimensions may vary from one text terminal to another.
- Some form/media definition keywords may not be supported due to limitations of the hardware or software.

18.2 Command Messages

18.2.1 TextTerminal.GetFormList

This command is used to retrieve the list of forms available on the device.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "formList": ["Example form1", "Example form2"] }</pre>
Properties
<p>formList</p> <p>Array of the form names. This property is null if no forms were loaded.</p> <p>Type: array (string), null Default: null</p>

Event Messages

None

18.2.2 TextTerminal.GetQueryForm

This command is used to retrieve details of the definition of a specified form.

Command Message

Payload (version 2.0)
<pre>{ "formName": "Example form" }</pre>
Properties
<p>formName</p> <p>The form name for which to retrieve details.</p> <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "formNotFound", "form": { "size": { "width": 50, "height": 100 }, "version": { "version": "1.2", "date": "2024-05-30", "author": "S. Nakano" }, "copyright": "Copyright (c) XYZ Corp.", "title": "Form 1", "comment": "This form is for purpose x", "fields": { "Field 1": { "position": { "x": 20, "y": 12 }, "size": "See form/size properties", "fieldType": "text", "scaling": "bestFit", "class": "optional", "keys": "numeric", "access": "write", "overflow": "terminate", "style": { "underline": false, "inverted": false, "flashing": false }, "horizontal": "left", "format": "Application defined information", </pre>

Payload (version 3.0)
<pre> "initialValue": "Default text", "initialGraphic": "O2gAUACFyEARAJAC" }, "Field 2": See form/fields/Field 1 properties } } } </pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> formNotFound - The specified form cannot be found. <p>Type: string, null Default: null</p>
<p>form</p> <p>The form. This may be null if an error is returned.</p> <p>Type: object, null Default: null</p>
<p>form/size</p> <p>Specifies the size of a form or field definition.</p> <p>Type: object Required</p>
<p>form/size/width</p> <p>Specifies the width in terms of the base horizontal resolution.</p> <p>Type: integer Minimum: 1 Required</p>
<p>form/size/height</p> <p>Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll.</p> <p>Type: integer Minimum: 1 Required</p>
<p>form/version</p> <p>The version of the form. May be null if not specified or required.</p> <p>Type: object, null Default: null</p>
<p>form/version/version</p> <p>Specifies the major and optional minor version of the form. This may be null if the version is not required in the form.</p> <p>Type: string, null Pattern: <code>^[1-9][0-9]*(\.[0-9]+)?\$</code> Default: null</p>
<p>form/version/date</p> <p>The creation/modification date of the form. May be null if not required.</p> <p>Type: string, null Format: date Default: null</p>

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Properties
form/version/author The author of the form. May be null if not required. Type: string, null Default: null
form/copyright Copyright entry. May be null if not required. Type: string, null Default: null
form/title The title of the form. May be null if not required. Type: string, null Default: null
form/comment Additional comments about the form. May be null if not required. Type: string, null Default: null
form/fields One field definition for each field in the form. For each object, the property name is the field name. The field name within a form must be unique. Type: object Required
form/fields/Field 1 (example name) Details of a single field. Type: object
form/fields/Field 1/position Specifies the position of the item relative to the form or sub-form containing the item. Values are specified in the base units of the form. Type: object Required
form/fields/Field 1/position/x Horizontal position relative to left side. Type: integer Minimum: 0 Required
form/fields/Field 1/position/y Vertical position relative to the top. Type: integer Minimum: 0 Required

Properties
<p>form/fields/Field 1/fieldType</p> <p>The type of the field as one of the following:</p> <ul style="list-style-type: none"> • <code>text</code> - A text field. • <code>invisible</code> - An invisible text field. • <code>password</code> - A password field, input is echoed as '*'. • <code>graphic</code> - A graphic field. <p>Type: <code>string</code> Default: <code>"text"</code></p>
<p>form/fields/Field 1/scaling</p> <p>Information on how to size the graphic within the field as one of the following. Only relevant where <i>fieldType</i> is <i>graphic</i>, therefore will be ignored for other cases:</p> <ul style="list-style-type: none"> • <code>bestFit</code> - scale to size indicated. • <code>asIs</code> - render at native size. • <code>maintainAspect</code> - scale as close as possible to size indicated while maintaining the aspect ratio and not losing graphic information. <p>Type: <code>string</code> Default: <code>"bestFit"</code></p>
<p>form/fields/Field 1/class</p> <p>Field class as one of the following:</p> <ul style="list-style-type: none"> • <code>optional</code> - The field is optional. The field data can be set by the TextTerminal.WriteForm command. • <code>static</code> - The field is static. The field data cannot be set by the TextTerminal.WriteForm command. • <code>required</code> - The field is required. The field data must be set by the TextTerminal.WriteForm command. <p>Type: <code>string</code> Default: <code>"optional"</code></p>
<p>form/fields/Field 1/keys</p> <p>Accepted input key types. If null, the input key type is vendor dependent. The possible values are as one of the following:</p> <ul style="list-style-type: none"> • <code>numeric</code> - The input key is a number. • <code>hexadecimal</code> - The input key is a hexadecimal. • <code>alphanumeric</code> - The input key is either a letter or a number. <p>Type: <code>string, null</code> Default: <code>"numeric"</code></p>
<p>form/fields/Field 1/access</p> <p>Specifies the field access as one of the following:</p> <ul style="list-style-type: none"> • <code>read</code> - The field is used for input from the physical device. • <code>write</code> - The field is used for output from the physical device. • <code>readWrite</code> - The field is used for both input and output from the physical device. <p>Type: <code>string</code> Default: <code>"write"</code></p>
<p>form/fields/Field 1/overflow</p> <p>Specifies how an overflow of field data should be handled as one of the following:</p> <ul style="list-style-type: none"> • <code>terminate</code> - Return an error and terminate display of the form. • <code>truncate</code> - Truncate the field data to fit in the field. • <code>overwrite</code> - Display the field data beyond the extents of the field boundary. <p>Type: <code>string</code> Default: <code>"terminate"</code></p>

Properties
<p>form/fields/Field 1/style</p> <p>Style attributes using a combination of the following. Some of the styles may be mutually exclusive, or may combine to provide unexpected results. This field is optional and may be null, in which case the default normal style will be used.</p> <p>Type: object, null Default: null</p>
<p>form/fields/Field 1/style/underline</p> <p>Single underline.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/inverted</p> <p>Text inverted.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/flashing</p> <p>Flashing text.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/horizontal</p> <p>Horizontal alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • left - Align to the left. • right - Align to the right. • center - Align to the center. <p>Type: string Default: "left"</p>
<p>form/fields/Field 1/format</p> <p>This is an application-defined input field describing how the application should format the data. This may be interpreted by the Service Provider.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/initialValue</p> <p>Initial value, which may be changed dynamically at run-time. May be null if no initial value is required. Ignored for <i>graphic</i> fields, which are specified in <i>initialGraphic</i>.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/initialGraphic</p> <p>Initial graphic in Base64 format, which may be changed dynamically at run-time. May be null if no initial graphic is required. Ignored for non-<i>graphic</i> fields, which are specified in <i>initialValue</i>.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=\$) Format: base64 Default: null</p>

Event Messages

None

18.2.3 TextTerminal.GetQueryField

This command is used to retrieve details of the definition of a single or all fields on a specified form.

Command Message

Payload (version 2.0)
<pre>{ "formName": "My form name", "fieldName": "My form field" }</pre>
Properties
<p>formName</p> <p>The form name.</p> <p>Type: string Required</p>
<p>fieldName</p> <p>The field name. If null, all fields on the form are retrieved.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "formNotFound", "fields": { "Field 1": { "position": { "x": 20, "y": 12 }, "size": { "width": 50, "height": 100 }, "fieldType": "text", "scaling": "bestFit", "class": "optional", "keys": "numeric", "access": "write", "overflow": "terminate", "style": { "underline": false, "inverted": false, "flashing": false }, "horizontal": "left", "format": "Application defined information", "initialValue": "Default text", "initialGraphic": "O2gAUACFyEARAJAC" }, "Field 2": See fields/Field 1 properties } }</pre>

Payload (version 3.0)
}
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • formNotFound - The specified form cannot be found. • fieldNotFound - The specified field cannot be found. <p>Type: string, null Default: null</p>
<p>fields</p> <p>Details of the field(s) requested. For each object, the property name is the field name. This property is null if the form or field(s) cannot be found.</p> <p>Type: object, null Default: null</p>
<p>fields/Field 1 (example name)</p> <p>Details of a single field.</p> <p>Type: object</p>
<p>fields/Field 1/position</p> <p>Specifies the position of the item relative to the form or sub-form containing the item. Values are specified in the base units of the form.</p> <p>Type: object Required</p>
<p>fields/Field 1/position/x</p> <p>Horizontal position relative to left side.</p> <p>Type: integer Minimum: 0 Required</p>
<p>fields/Field 1/position/y</p> <p>Vertical position relative to the top.</p> <p>Type: integer Minimum: 0 Required</p>
<p>fields/Field 1/size</p> <p>Specifies the size of a form or field definition.</p> <p>Type: object Required</p>
<p>fields/Field 1/size/width</p> <p>Specifies the width in terms of the base horizontal resolution.</p> <p>Type: integer Minimum: 1 Required</p>
<p>fields/Field 1/size/height</p> <p>Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll.</p> <p>Type: integer Minimum: 1 Required</p>

Properties
<p>fields/Field 1/fieldType</p> <p>The type of the field as one of the following:</p> <ul style="list-style-type: none"> • <code>text</code> - A text field. • <code>invisible</code> - An invisible text field. • <code>password</code> - A password field, input is echoed as '*'. • <code>graphic</code> - A graphic field. <p>Type: <code>string</code> Default: <code>"text"</code></p>
<p>fields/Field 1/scaling</p> <p>Information on how to size the graphic within the field as one of the following. Only relevant where <i>fieldType</i> is <i>graphic</i>, therefore will be ignored for other cases:</p> <ul style="list-style-type: none"> • <code>bestFit</code> - scale to size indicated. • <code>asIs</code> - render at native size. • <code>maintainAspect</code> - scale as close as possible to size indicated while maintaining the aspect ratio and not losing graphic information. <p>Type: <code>string</code> Default: <code>"bestFit"</code></p>
<p>fields/Field 1/class</p> <p>Field class as one of the following:</p> <ul style="list-style-type: none"> • <code>optional</code> - The field is optional. The field data can be set by the TextTerminal.WriteForm command. • <code>static</code> - The field is static. The field data cannot be set by the TextTerminal.WriteForm command. • <code>required</code> - The field is required. The field data must be set by the TextTerminal.WriteForm command. <p>Type: <code>string</code> Default: <code>"optional"</code></p>
<p>fields/Field 1/keys</p> <p>Accepted input key types. If null, the input key type is vendor dependent. The possible values are as one of the following:</p> <ul style="list-style-type: none"> • <code>numeric</code> - The input key is a number. • <code>hexadecimal</code> - The input key is a hexadecimal. • <code>alphanumeric</code> - The input key is either a letter or a number. <p>Type: <code>string, null</code> Default: <code>"numeric"</code></p>
<p>fields/Field 1/access</p> <p>Specifies the field access as one of the following:</p> <ul style="list-style-type: none"> • <code>read</code> - The field is used for input from the physical device. • <code>write</code> - The field is used for output from the physical device. • <code>readWrite</code> - The field is used for both input and output from the physical device. <p>Type: <code>string</code> Default: <code>"write"</code></p>
<p>fields/Field 1/overflow</p> <p>Specifies how an overflow of field data should be handled as one of the following:</p> <ul style="list-style-type: none"> • <code>terminate</code> - Return an error and terminate display of the form. • <code>truncate</code> - Truncate the field data to fit in the field. • <code>overwrite</code> - Display the field data beyond the extents of the field boundary. <p>Type: <code>string</code> Default: <code>"terminate"</code></p>

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Properties
fields/Field 1/style Style attributes using a combination of the following. Some of the styles may be mutually exclusive, or may combine to provide unexpected results. This field is optional and may be null, in which case the default normal style will be used. Type: object, null Default: null
fields/Field 1/style/underline Single underline. Type: boolean Default: false
fields/Field 1/style/inverted Text inverted. Type: boolean Default: false
fields/Field 1/style/flashing Flashing text. Type: boolean Default: false
fields/Field 1/horizontal Horizontal alignment of field contents as one of the following: <ul style="list-style-type: none">• left - Align to the left.• right - Align to the right.• center - Align to the center. Type: string Default: "left"
fields/Field 1/format This is an application-defined input field describing how the application should format the data. This may be interpreted by the Service Provider. Type: string, null Default: null
fields/Field 1/initialValue Initial value, which may be changed dynamically at run-time. May be null if no initial value is required. Ignored for <i>graphic</i> fields, which are specified in <i>initialGraphic</i> . Type: string, null Default: null
fields/Field 1/initialGraphic Initial graphic in Base64 format, which may be changed dynamically at run-time. May be null if no initial graphic is required. Ignored for non- <i>graphic</i> fields, which are specified in <i>initialValue</i> . Type: string, null Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =))=\$ Format: base64 Default: null

Event Messages

None

18.2.4 TextTerminal.GetKeyDetail

This command returns information about the keys (buttons) supported by the device. This command should be issued to determine which keys are available.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "keys": ["one", "nine"], "commandKeys": { "enter": { "terminate": false }, "oem1": See commandKeys/enter properties } }</pre>
Properties
<p>keys</p> <p>String array which contains the printable characters, numeric and alphanumeric keys on the Text Terminal Unit, e.g. ["zero", "one", "two", "three", "four", "five", "six", "seven", "eight", "nine", "A", "B", "C", "a", "b", "c"] if those text terminal input keys are present. This property will be null if no keys are supported.</p> <p>The following prefixed key names are defined:</p> <ul style="list-style-type: none"> • zero - Numeric digit 0 • one - Numeric digit 1 • two - Numeric digit 2 • three - Numeric digit 3 • four - Numeric digit 4 • five - Numeric digit 5 • six - Numeric digit 6 • seven - Numeric digit 7 • eight - Numeric digit 8 • nine - Numeric digit 9 • \D - Any character other than a decimal digit <p>Type: array (string), null Pattern: ^(zero one two three four five six seven eight nine \D)\$ MinItems: 1 UniqueItems: true Default: null</p>
<p>commandKeys</p> <p>Supporting command keys on the Text Terminal Unit. This property can be null if no command keys are supported.</p> <p>Type: object, null MinProperties: 1 Default: null</p>

Properties
<p>commandKeys/enter (example name)</p> <p>The following standard names are defined:</p> <ul style="list-style-type: none">• enter - Enter• cancel - Cancel• clear - Clear• backspace - Backspace• help - Help• doubleZero - 00• tripleZero - 000• arrowUp - up arrow• arrowDown - down arrow• arrowLeft - left arrow• arrowRight - right arrow• fdk[01-32] - 32 FDK keys <p>Additional non-standard key names are also allowed.</p> <ul style="list-style-type: none">• oem[A-Za-z0-9]* - A non-standard key name <p>Type: object Name Pattern: ^(enter cancel clear backspace help doubleZero tripleZero arrowUp arrowDown arrowLeft arrowRight fdk(0[1-9] [12][0-9] 3[0-2]) oem[A-Za-z0-9]*)\$</p>
<p>commandKeys/enter/terminate</p> <p>The key is a terminate key.</p> <p>Type: boolean Default: false</p>

Event Messages

None

18.2.5 TextTerminal.Beep

This command is used to beep at the Text Terminal Unit.

Command Message

Payload (version 2.0)
<pre>{ "beep": { "continuous": false, "beepType": "keyPress" } }</pre>
Properties
<p>beep Specifies whether the beeper should be turned on or off.</p> <p>Type: object Required</p>
<p>beep/continuous Specifies whether the beep is continuous.</p> <p>Type: boolean Default: false</p>
<p>beep/beepType Specifies the type of beep as one of the following:</p> <ul style="list-style-type: none"> • keyPress - The beeper sounds a key click signal. • exclamation - The beeper sounds an exclamation signal. • warning - The beeper sounds a warning signal. • error - The beeper sounds an error signal. • critical - The beeper sounds a critical signal. <p>Type: string Default: "keyPress"</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

18.2.6 TextTerminal.ClearScreen

This command clears the specified area of the Text Terminal Unit screen. The cursor is positioned to the upper left corner of the cleared area.

Command Message

Payload (version 2.0)
<pre>{ "screen": { "positionX": 0, "positionY": 0, "width": 1, "height": 1 } }</pre>
Properties
<p>screen</p> <p>Specifies the area of the Text Terminal Unit screen to clear. If this property is null, the whole screen will be cleared.</p> <p>Type: object, null Default: null</p>
<p>screen/positionX</p> <p>Specifies the horizontal position of the area to be cleared.</p> <p>Type: integer Minimum: 0 Required</p>
<p>screen/positionY</p> <p>Specifies the vertical position of the area to be cleared.</p> <p>Type: integer Minimum: 0 Required</p>
<p>screen/width</p> <p>Specifies the width position of the area to be cleared.</p> <p>Type: integer Minimum: 1 Required</p>
<p>screen/height</p> <p>Specifies the height position of the area to be cleared.</p> <p>Type: integer Minimum: 1 Required</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

18.2.7 TextTerminal.SetResolution

This command is used to set the resolution of the display. The screen is cleared and the cursor is positioned at the upper left position.

Command Message

Payload (version 2.0)
<pre>{ "resolution": { "sizeX": 0, "sizeY": 0 } }</pre>
Properties
<p>resolution</p> <p>This must be one of the supported resolutions.</p> <p>Type: object Required</p>
<p>resolution/sizeX</p> <p>Specifies the horizontal size of the display of the Text Terminal Unit (the number of columns that can be displayed).</p> <p>Type: integer Minimum: 0 Required</p>
<p>resolution/sizeY</p> <p>Specifies the vertical size of the display of the Text Terminal Unit (the number of rows that can be displayed).</p> <p>Type: integer Minimum: 0 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "resolutionNotSupported" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> resolutionNotSupported - The specified resolution is not supported by the display. <p>Type: string, null Default: null</p>

Event Messages

None

18.2.8 TextTerminal.WriteForm

This command is used to display a form by merging the supplied variable field data with the defined form and field data specified in the form.

Command Message

Payload (version 2.0)
<pre>{ "formName": "My form", "clearScreen": true, "fields": { "Field1": "field", "Field2": See fields/Field1 } }</pre>
Properties
formName Specifies the name of the form. Type: string Required
clearScreen Specifies whether the screen is cleared before displaying the form. Type: boolean Default: true
fields Details of the field(s) to write. The property is the field name and the value is the field value containing all the printable characters (numeric and alphanumeric) to display on the Text Terminal Unit keypad for this field. An example shows two fields to be written. Type: object Required
fields/Field1 (example name) Field data. Type: string

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "formNotFound" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `formNotFound` - The specified form definition cannot be found.
- `formInvalid` - The specified form definition is invalid.
- `mediaOverflow` - The form overflowed the media.
- `fieldSpecFailure` - The syntax of *fields* is invalid.
- `characterSetsData` - The character set(s) supported by the Service is inconsistent with *fields*.
- `fieldError` - An error occurred while processing a field.

Type: string, null
Default: null

Event Messages

- [TextTerminal.FieldErrorEvent](#)
- [TextTerminal.FieldWarningEvent](#)

18.2.9 TextTerminal.ReadForm

This command is used to read data from input fields on the specified form.

The 'enter' key only acts as terminate key when it is pressed in the last read field. When the 'enter' key is pressed in an intermediate field, the cursor moves to the next field and the data entry finishes for the current field. Any other key that terminates input (except cancel), will cause all the fields to be returned in their present state. If cancel terminates input then the command will return the *keyCanceled* error.

The following keys will not be returned in the output property *fields*, but they may affect the field content (note in the following the term field content is used to refer to the data buffer and the display field):

Command key	Meaning
clear	Will clear the field content.
backspace	Will cause the character before the Current Edit Position to be removed from the field content. If 'backspace' is the first key pressed after a field is activated (for any reason other than when the 'backspace' key causes the field to be activated), then the last character in the field content is deleted. If 'backspace' is pressed when the Current Edit Position is at the start of a field, then the previous field is activated. If 'backspace' is the first key pressed after the field is activated as a result of an earlier 'backspace' then no characters are deleted from the field content and the previous field will be activated. It is not possible to navigate backwards past the first field; in this case 'backspace' will have no effect.
doubleZero	Will add a double zero '00' string to the field content. If there is not enough space for all the digits to be added to the field content when the field's OVERFLOW definition is TERMINATE or TRUNCATE then the excess '0's will be ignored. If the field's OVERFLOW definition is OVERWRITE then all the '0's are added to the field content.
tripleZero	Will add a triple zero '000' string to the field content. If there is not enough space for all the digits to be added to the field content when the field's OVERFLOW definition is TERMINATE or TRUNCATE then the excess '0's will be ignored. If the field's OVERFLOW definition is OVERWRITE then all the '0's are added to the field content.

Command Message

Payload (version 2.0)
<pre>{ "formName": "My form", "fields": ["Field1", "Field2"] }</pre>
Properties
<p>formName</p> <p>Specifies the name of the form.</p> <p>Type: string Required</p>
<p>fields</p> <p>Specifies the field names from which to read input data. The fields are edited by the user in the order that the fields are specified within this parameter. If this property is null, data is read from all input fields on the form in the order they appear in the form (independent of the field screen position).</p> <p>Type: array (string), null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "formNotFound", "fields": { "Field1": "123", "Field2": See fields/Field1 } }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • formNotFound - The specified form definition cannot be found. • formInvalid - The specified form definition is invalid. • fieldSpecFailure - The syntax of <i>fields</i> is invalid. • keyCanceled - The read operation was terminated by pressing the cancel key. • fieldError - An error occurred while processing a field. <p>Type: string, null Default: null</p>
<p>fields</p> <p>Details of the field(s) requested. Each property's name is the field name and the value is the field value containing all the printable characters (numeric and alphanumeric) read from the Text Terminal Unit keypad for this field. An example shows two fields read. This property is null if no fields were read.</p> <p>Type: object, null Default: null</p>
<p>fields/Field1 (example name)</p> <p>Field data.</p> <p>Type: string Sensitive</p>

Event Messages

- [TextTerminal.FieldErrorEvent](#)
- [TextTerminal.FieldWarningEvent](#)

18.2.10 TextTerminal.Write

This command displays the specified text on the display of the Text Terminal Unit. The specified text may include the control characters CR (Carriage Return) and LF (Line Feed). The control characters can be included in the text as CR, or LF, or CR LF, or LF CR and all combinations will perform the function of relocating the cursor position to the left-hand side of the display on the next line down. If the text will overwrite the display area then the display will scroll.

Command Message

Payload (version 2.0)
<pre>{ "mode": "absolute", "posX": 0, "posY": 0, "textAttr": { "underline": false, "inverted": false, "flash": false }, "text": "Text to display" }</pre>
Properties
<p>mode</p> <p>Specifies whether the position of the output is absolute or relative to the current cursor position. Possible values are:</p> <ul style="list-style-type: none"> • <i>relative</i> - The cursor is positioned relative to the current cursor position. • <i>absolute</i> - The cursor is positioned absolute at the position specified in <i>posX</i> and <i>posY</i>. <p>Type: string Default: "absolute"</p>
<p>posX</p> <p>If mode is set to absolute, this specifies the absolute horizontal position. If mode is <i>relative</i>, this specifies a horizontal offset relative to the current cursor position as a 0 based value.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>posY</p> <p>If mode is set to absolute, this specifies the absolute vertical position. If mode is <i>relative</i>, this specifies a vertical offset relative to the current cursor position as a 0 based value.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>textAttr</p> <p>Specifies the text attributes used for displaying the text. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>textAttr/underline</p> <p>The displayed text will be underlined.</p> <p>Type: boolean Default: false</p>

Properties
<p>textAttr/inverted</p> <p>The displayed text will be inverted.</p> <p>Type: boolean Default: false</p>
<p>textAttr/flash</p> <p>The displayed text will be flashing.</p> <p>Type: boolean Default: false</p>
<p>text</p> <p>Specifies the text that will be displayed.</p> <p>Type: string Default: ""</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "characterSetsData" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> characterSetsData - The character set(s) supported by the Service is inconsistent with <i>text</i>. <p>Type: string, null Default: null</p>

Event Messages

None

18.2.11 TextTerminal.Read

This command activates the keyboard of the Text Terminal Unit for input of the specified number of characters. Depending on the specified flush mode the input buffer is cleared. During this command, pressing an active key results in a [TextTerminal.KeyEvent](#) event containing the key details. On completion of the command (when the maximum number of keys have been pressed or a terminator key is pressed), the entered string, as interpreted by the Service, is returned. The Service takes command keys into account when interpreting the data.

Command Message

Payload (version 2.0)
<pre>{ "numOfChars": 0, "mode": "absolute", "posX": 0, "posY": 0, "echoMode": "text", "echoAttr": { "underline": false, "inverted": false, "flash": false }, "visible": true, "flush": false, "autoEnd": true, "activeKeys": ["one", "nine"], "activeCommandKeys": { "enter": { "terminate": false }, "oem1": See activeCommandKeys/enter properties } }</pre>
Properties
<p>numOfChars</p> <p>Specifies the number of printable characters (numeric and alphanumeric keys) that will be read from the Text Terminal Unit keypad. All command keys like 'enter', and 'fdk01' will not be counted.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>mode</p> <p>Specifies whether the position of the output is absolute or relative to the current cursor position. Possible values are:</p> <ul style="list-style-type: none"> relative - The cursor is positioned relative to the current cursor position. absolute - The cursor is positioned absolute at the position specified in <i>posX</i> and <i>posY</i>. <p>Type: string Default: "absolute"</p>
<p>posX</p> <p>If mode is <i>absolute</i>, this specifies the absolute horizontal position. If mode is <i>relative</i>, this specifies a horizontal offset relative to the current cursor position as a 0 based value.</p> <p>Type: integer Minimum: 0 Default: 0</p>

Properties
<p>posY</p> <p>If mode is <i>absolute</i>, this specifies the absolute vertical position. If mode is <i>relative</i> this specifies a vertical offset relative to the current cursor position as a 0 based value.</p> <p>Type: integer Minimum: 0 Default: 0</p>
<p>echoMode</p> <p>Specifies how the user input is echoed to the screen as one of the following:</p> <ul style="list-style-type: none"> • text - The user input is echoed to the screen. • invisible - The user input is not echoed to the screen. • password - The keys entered by the user are echoed as the replace character on the screen. <p>Type: string Default: "text"</p>
<p>echoAttr</p> <p>Specifies the text attributes with which the user input is echoed to the screen. If this property is null then the text will be displayed as normal text.</p> <p>Type: object, null MinProperties: 1 Default: null</p>
<p>echoAttr/underline</p> <p>The displayed text will be underlined.</p> <p>Type: boolean Default: false</p>
<p>echoAttr/inverted</p> <p>The displayed text will be inverted.</p> <p>Type: boolean Default: false</p>
<p>echoAttr/flash</p> <p>The displayed text will be flashing.</p> <p>Type: boolean Default: false</p>
<p>visible</p> <p>Specifies whether the cursor is visible.</p> <p>Type: boolean Default: true</p>
<p>flush</p> <p>Specifies whether the keyboard input buffer is cleared before allowing for user input(true) or not (false).</p> <p>Type: boolean Default: false</p>
<p>autoEnd</p> <p>Specifies whether the command input is automatically ended by the Service if the maximum number of printable characters as specified with <i>numOfChars</i> is entered.</p> <p>Type: boolean Default: true</p>

Properties
<p>activeKeys</p> <p>Specifying the numeric and alphanumeric keys on the Text Terminal Unit, e.g. ["one", "two", "A", "B", "a", "b"] to be active during the execution of the command. Devices having a shift key interpret this parameter differently from those that do not have a shift key.</p> <p>For devices having a shift key, specifying only the upper case of a particular letter enables both the upper and lower case of that key, but the device converts lower case letters to upper case in the output parameter. To enable both upper and lower case keys, and have both upper and lower case letters returned, specify both the upper and lower case of the letter (e.g. ["one", "two", "A", "a", "B", "b"]).</p> <p>For devices not having a shift key, specifying either the upper case only (e.g. ["one", "two", "A", "B"]), or specifying both the upper and lower case of a particular letter (e.g. ["one", "two", "A", "a", "B", "b"]), enables that key and causes the device to return the upper case of the letter in the output parameter.</p> <p>For both types of device, specifying only lower case letters (e.g. ["one", "two", "a", "b"]) produces a key invalid error. This property is null if no keys of this type are active keys.</p> <p>See predefined keys.</p> <pre>Type: array (string), null Pattern: ^(zero one two three four five six seven eight nine \D)\$ MinItems: 1 UniqueItems: true Default: null</pre>
<p>activeCommandKeys</p> <p>Specifying the command keys which are active during the execution of the command. This property is null if no keys of this type are active keys.</p> <pre>Type: object, null MinProperties: 1 Default: null</pre>
<p>activeCommandKeys/enter (example name)</p> <p>The following standard names are defined:</p> <ul style="list-style-type: none"> • enter - Enter • cancel - Cancel • clear - Clear • backspace - Backspace • help - Help • doubleZero - 00 • tripleZero - 000 • arrowUp - up arrow • arrowDown - down arrow • arrowLeft - left arrow • arrowRight - right arrow • fdk[01-32] - 32 FDK keys <p>Additional non-standard key names are also allowed.</p> <ul style="list-style-type: none"> • oem[A-Za-z0-9]* - A non-standard key name <pre>Type: object Name Pattern: ^(enter cancel clear backspace help doubleZero tripleZero arrowUp arrowDown arrowLeft arrowRight fdk(0[1-9] [12][0-9] 3[0-2]) oem[A-Za-z0-9]*)\$</pre>
<p>activeCommandKeys/enter/terminate</p> <p>The key is a terminate key.</p> <pre>Type: boolean Default: false</pre>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "keyInvalid", "input": "12345" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> keyInvalid - At least one of the specified keys is invalid. keyNotSupported - At least one of the specified keys is not supported by the Service. noActiveKeys - There are no active keys specified. <p>Type: string, null Default: null</p>
<p>input</p> <p>Specifies a string containing all the printable characters (numeric and alphanumeric) read from the Text Terminal Unit keypad. This property is null if no characters are read.</p> <p>Type: string, null Default: null Sensitive</p>

Event Messages

- [TextTerminal.KeyEvent](#)

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18.2.12 TextTerminal.Reset

Sends a service reset to the Service. This command clears the screen, clears the keyboard buffer, sets the default resolution and sets the cursor position to the upper left.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

18.2.13 TextTerminal.DefineKeys

This command defines the keys that will be active during the next [TextTerminal.ReadForm](#) command. The configured set will be active until the next [TextTerminal.ReadForm](#) command ends, at which point the default values are restored.

Command Message

Payload (version 2.0)
<pre>{ "activeKeys": ["one", "nine"], "activeCommandKeys": { "enter": { "terminate": false }, "oem1": See activeCommandKeys/enter properties } }</pre>
Properties
<p>activeKeys</p> <p>String array which specifies the alphanumeric keys on the Text Terminal Unit, e.g. ["one", "two", "B", "a", "b"], to be active during the execution of the next TextTerminal.ReadForm command.</p> <p>Devices having a shift key interpret this parameter differently from those that do not have a shift key. For devices having a shift key, specifying only the upper case of a particular letter enables both the upper and lower case of that key, but the device converts lower case letters to upper case in the output parameter. To enable both upper and lower case keys, and have both upper and lower case letters returned, specify both the upper and lower case of the letter (e.g. ["one", "two", "A", "a", "B", "b"]).</p> <p>For devices not having a shift key, specifying either the upper case only (e.g. ["one", "two", "A", "B"]), or specifying both the upper and lower case of a particular letter (e.g. ["one", "two", "A", "a", "B", "b"]), enables that key and causes the device to return the upper case of the letter in the output parameter.</p> <p>For both types of device, specifying only lower case letters (e.g. "12ab"["one", "two", "a", "b"]) produces a key invalid error.</p> <p>See predefined keys.</p> <pre>Type: array (string), null Pattern: ^(zero one two three four five six seven eight nine \D)\$ MinItems: 1 UniqueItems: true Default: null</pre>
<p>activeCommandKeys</p> <p>Array specifying the command keys which are active during the execution of the next TextTerminal.ReadForm command. This property is null if no active command keys are required.</p> <pre>Type: object, null MinProperties: 1 Default: null</pre>

Properties
<p>activeCommandKeys/enter (example name)</p> <p>The following standard names are defined:</p> <ul style="list-style-type: none"> • enter - Enter • cancel - Cancel • clear - Clear • backspace - Backspace • help - Help • doubleZero - 00 • tripleZero - 000 • arrowUp - up arrow • arrowDown - down arrow • arrowLeft - left arrow • arrowRight - right arrow • fdk[01-32] - 32 FDK keys <p>Additional non-standard key names are also allowed.</p> <ul style="list-style-type: none"> • oem[A-Za-z0-9]* - A non-standard key name <p>Type: object Name Pattern: <code>^(enter cancel clear backspace help doubleZero tripleZero arrowUp arrowDown arrowLeft arrowRight fdk(0[1-9] [12][0-9] 3[0-2]) oem[A-Za-z0-9]*)\$</code></p>
<p>activeCommandKeys/enter/terminate</p> <p>The key is a terminate key.</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "keyInvalid" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • keyInvalid - At least one of the specified keys is invalid. • keyNotSupported - At least one of the specified keys is not supported by the Service. • noActiveKeys - There are no active keys specified. <p>Type: string, null Default: null</p>

Event Messages

None

18.2.14 TextTerminal.SetForm

This command defines, updates or deletes a specified form.

Definitions are stored persistently by the service but a client should be aware of the storage limitations available to the service and manage the storage space accordingly. The amount of storage space available is reported by [capacity](#), and the amount remaining is reported by [remaining](#). If insufficient storage space is available to load a definition a *completionCode* of *notEnoughSpace* will be returned and a client will have to remove existing definitions using this command.

Command Message

Payload (version 2.0)

```
{
  "name": "Form10",
  "form": {
    "size": {
      "width": 50,
      "height": 100
    },
    "version": {
      "version": "1.2",
      "date": "2024-05-30",
      "author": "S. Nakano"
    },
    "copyright": "Copyright (c) XYZ Corp.",
    "title": "Form 1",
    "comment": "This form is for purpose x",
    "fields": {
      "Field 1": {
        "position": {
          "x": 20,
          "y": 12
        },
        "size": "See form/size properties",
        "fieldType": "text",
        "scaling": "bestFit",
        "class": "optional",
        "keys": "numeric",
        "access": "write",
        "overflow": "terminate",
        "style": {
          "underline": false,
          "inverted": false,
          "flashing": false
        },
        "horizontal": "left",
        "format": "Application defined information",
        "initialValue": "Default text",
        "initialGraphic": "O2gAUACFyEARAJAC"
      },
      "Field 2": "See form/fields/Field 1 properties"
    }
  }
}
```

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Properties
name The name of the form. Type: string Required
form The details of the form. May be null if the form is to be deleted. Type: object, null Default: null
form/size Specifies the size of a form or field definition. Type: object Required
form/size/width Specifies the width in terms of the base horizontal resolution. Type: integer Minimum: 1 Required
form/size/height Specifies the height in terms of the base vertical resolution. For media definitions, 0 means unlimited, i.e., paper roll. Type: integer Minimum: 1 Required
form/version The version of the form. May be null if not specified or required. Type: object, null Default: null
form/version/version Specifies the major and optional minor version of the form. This may be null if the version is not required in the form. Type: string, null Pattern: <code>^[1-9][0-9]*(\.[0-9]+)?\$</code> Default: null
form/version/date The creation/modification date of the form. May be null if not required. Type: string, null Format: date Default: null
form/version/author The author of the form. May be null if not required. Type: string, null Default: null
form/copyright Copyright entry. May be null if not required. Type: string, null Default: null

Properties
<p>form/title</p> <p>The title of the form. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/comment</p> <p>Additional comments about the form. May be null if not required.</p> <p>Type: string, null Default: null</p>
<p>form/fields</p> <p>One field definition for each field in the form. For each object, the property name is the field name. The field name within a form must be unique.</p> <p>Type: object Required</p>
<p>form/fields/Field 1 (example name)</p> <p>Details of a single field.</p> <p>Type: object</p>
<p>form/fields/Field 1/position</p> <p>Specifies the position of the item relative to the form or sub-form containing the item. Values are specified in the base units of the form.</p> <p>Type: object Required</p>
<p>form/fields/Field 1/position/x</p> <p>Horizontal position relative to left side.</p> <p>Type: integer Minimum: 0 Required</p>
<p>form/fields/Field 1/position/y</p> <p>Vertical position relative to the top.</p> <p>Type: integer Minimum: 0 Required</p>
<p>form/fields/Field 1/fieldType</p> <p>The type of the field as one of the following:</p> <ul style="list-style-type: none"> • text - A text field. • invisible - An invisible text field. • password - A password field, input is echoed as '*'. • graphic - A graphic field. <p>Type: string Default: "text"</p>

<p>Properties</p>
<p>form/fields/Field 1/scaling</p> <p>Information on how to size the graphic within the field as one of the following. Only relevant where <i>fieldType</i> is <i>graphic</i>, therefore will be ignored for other cases:</p> <ul style="list-style-type: none"> • <code>bestFit</code> - scale to size indicated. • <code>asIs</code> - render at native size. • <code>maintainAspect</code> - scale as close as possible to size indicated while maintaining the aspect ratio and not losing graphic information. <p>Type: string Default: "bestFit"</p>
<p>form/fields/Field 1/class</p> <p>Field class as one of the following:</p> <ul style="list-style-type: none"> • <code>optional</code> - The field is optional. The field data can be set by the TextTerminal.WriteForm command. • <code>static</code> - The field is static. The field data cannot be set by the TextTerminal.WriteForm command. • <code>required</code> - The field is required. The field data must be set by the TextTerminal.WriteForm command. <p>Type: string Default: "optional"</p>
<p>form/fields/Field 1/keys</p> <p>Accepted input key types. If null, the input key type is vendor dependent. The possible values are as one of the following:</p> <ul style="list-style-type: none"> • <code>numeric</code> - The input key is a number. • <code>hexadecimal</code> - The input key is a hexadecimal. • <code>alphanumeric</code> - The input key is either a letter or a number. <p>Type: string, null Default: "numeric"</p>
<p>form/fields/Field 1/access</p> <p>Specifies the field access as one of the following:</p> <ul style="list-style-type: none"> • <code>read</code> - The field is used for input from the physical device. • <code>write</code> - The field is used for output from the physical device. • <code>readWrite</code> - The field is used for both input and output from the physical device. <p>Type: string Default: "write"</p>
<p>form/fields/Field 1/overflow</p> <p>Specifies how an overflow of field data should be handled as one of the following:</p> <ul style="list-style-type: none"> • <code>terminate</code> - Return an error and terminate display of the form. • <code>truncate</code> - Truncate the field data to fit in the field. • <code>overwrite</code> - Display the field data beyond the extents of the field boundary. <p>Type: string Default: "terminate"</p>
<p>form/fields/Field 1/style</p> <p>Style attributes using a combination of the following. Some of the styles may be mutually exclusive, or may combine to provide unexpected results. This field is optional and may be null, in which case the default normal style will be used.</p> <p>Type: object, null Default: null</p>

Properties
<p>form/fields/Field 1/style/underline</p> <p>Single underline.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/inverted</p> <p>Text inverted.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/style/flashing</p> <p>Flashing text.</p> <p>Type: boolean Default: false</p>
<p>form/fields/Field 1/horizontal</p> <p>Horizontal alignment of field contents as one of the following:</p> <ul style="list-style-type: none"> • left - Align to the left. • right - Align to the right. • center - Align to the center. <p>Type: string Default: "left"</p>
<p>form/fields/Field 1/format</p> <p>This is an application-defined input field describing how the application should format the data. This may be interpreted by the Service Provider.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/initialValue</p> <p>Initial value, which may be changed dynamically at run-time. May be null if no initial value is required. Ignored for <i>graphic</i> fields, which are specified in <i>initialGraphic</i>.</p> <p>Type: string, null Default: null</p>
<p>form/fields/Field 1/initialGraphic</p> <p>Initial graphic in Base64 format, which may be changed dynamically at run-time. May be null if no initial graphic is required. Ignored for non-<i>graphic</i> fields, which are specified in <i>initialValue</i>.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/\]{4})*([a-zA-Z0-9+/\]{4} [a-zA-Z0-9+/\]{2}([a-zA-Z0-9+/\] =)=\$) Format: base64 Default: null</p>

Completion Message

Payload (version 2.0")
<pre>{ "errorCode": "formInvalid" }</pre>

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Properties
<p>errorCode</p> <p>Specifies the error code if applicable. The following values are possible:</p> <ul style="list-style-type: none">• <code>formInvalid</code> - The specified form definition is invalid.• <code>formNotFound</code> - The specified form definition is to be deleted, but does not exist. <p>Type: <code>string, null</code> Default: <code>null</code></p>

Event Messages

None

18.3 Event Messages

18.3.1 TextTerminal.FieldErrorEvent

This event specifies that a fatal error has occurred while processing a field.

Event Message

Payload (version 2.0)
<pre>{ "formName": "Example form", "fieldName": "Field1", "failure": "required" }</pre>
Properties
<p>formName Specifies the form name. Type: string Required</p>
<p>fieldName Specifies the field name. Type: string Required</p>
<p>failure Specifies the type of failure and can be one of the following:</p> <ul style="list-style-type: none"> • required - The specified field must be supplied by the application. • staticOverwrite - The specified field is static and thus cannot be overwritten by the application. • overflow - The value supplied for the specified fields is too long. • notFound - The specified field does not exist. • notRead - The specified field is not an input field. • notWrite - An attempt was made to write to an input field. • typeNotSupported - The form field type is not supported with the device. • charSetForm - Service does not support the character set specified in form. <p>Type: string Required</p>

18.3.2 TextTerminal.FieldWarningEvent

This event is used to specify that a non-fatal error has occurred while processing a field.

Event Message

Payload (version 2.0)
<pre>{ "formName": "Example form", "fieldName": "Field1", "failure": "required" }</pre>
Properties
<p>formName Specifies the form name.</p> <p>Type: string Required</p>
<p>fieldName Specifies the field name.</p> <p>Type: string Required</p>
<p>failure Specifies the type of failure and can be one of the following:</p> <ul style="list-style-type: none"> • <code>required</code> - The specified field must be supplied by the application. • <code>staticOverwrite</code> - The specified field is static and thus cannot be overwritten by the application. • <code>overflow</code> - The value supplied for the specified fields is too long. • <code>notFound</code> - The specified field does not exist. • <code>notRead</code> - The specified field is not an input field. • <code>notWrite</code> - An attempt was made to write to an input field. • <code>typeNotSupported</code> - The form field type is not supported with the device. • <code>charSetForm</code> - Service does not support the character set specified in form. <p>Type: string Required</p>

18.3.3 TextTerminal.KeyEvent

This event specifies that any active key has been pressed at the Text Terminal device during [TextTerminal.Read](#). In addition to giving the application more details about individual key presses this information may also be used if the device has no internal display unit and the application has to manage the display of the entered digits.

Event Message

Payload (version 2.0)
<pre>{ "key": "string", "commandKey": "string" }</pre>
Properties
<p>key</p> <p>Specifies the command key supported.</p> <p>See predefined keys.</p> <p>Type: string, null Pattern: <code>^(zero one two three four five six seven eight nine \D)\$</code> Default: null Sensitive</p>
<p>commandKey</p> <p>Specifies the command key supported.</p> <p>See predefined keys.</p> <p>Type: string, null Pattern: <code>^(enter cancel clear backspace help doubleZero tripleZero arrowUp arrowDown arrowLeft arrowRight fdk(0[1-9] [12][0-9] 3[0-2]) oem[A-Za-z0-9]*)\$</code> Default: null</p>

19. Barcode Reader Interface

This chapter defines the Barcode Reader interface functionality and messages.

A Barcode Reader scans barcodes using any scanning technology. The device logic converts light signals or image recognition into application data and transmits it to the host system.

19.1 Command Messages

19.1.1 BarcodeReader.Read

This command enables the barcode reader. The barcode reader will scan for barcodes and when it successfully manages to read one or more barcodes the command will complete. The completion event for this command contains the scanned barcode data.

The device waits for the period of time specified by [timeout](#) for one of the enabled symbologies to be presented, unless the hardware has a fixed timeout period that is less than the value passed in the command.

Command Message

Payload (version 2.0)

```
{
  "symbologies": {
    "ean128": false,
    "ean8": false,
    "ean8 2": false,
    "ean8 5": false,
    "ean13": false,
    "ean13 2": false,
    "ean13 5": false,
    "jan13": false,
    "upcA": false,
    "upcE0": false,
    "upcE0 2": false,
    "upcE0 5": false,
    "upcE1": false,
    "upcE1 2": false,
    "upcE1 5": false,
    "upcA 2": false,
    "upcA 5": false,
    "codabar": false,
    "itf": false,
    "code11": false,
    "code39": false,
    "code49": false,
    "code93": false,
    "code128": false,
    "msi": false,
    "plessey": false,
    "std2Of5": false,
    "std2Of5Iata": false,
    "pdf417": false,
    "microPdf417": false,
    "dataMatrix": false,
    "maxiCode": false,
    "codeOne": false,
    "channelCode": false,
    "telepenOriginal": false,
    "telepenAim": false,
    "rss": false,
    "rssExpanded": false,
    "rssRestricted": false,
    "compositeCodeA": false,
    "compositeCodeB": false,
  }
}
```

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Payload (version 2.0)
<pre>"compositeCodeC": false, "posiCodeA": false, "posiCodeB": false, "triopticCode39": false, "codablockF": false, "code16K": false, "qrCode": false, "aztec": false, "ukPost": false, "planet": false, "postnet": false, "canadianPost": false, "netherlandsPost": false, "australianPost": false, "japanesePost": false, "chinesePost": false, "koreanPost": false } }</pre>
Properties
sybologies Specifies the sub-set of barcode symbologies that the application wants to be accepted for this command. In some cases, the Service can discriminate between barcode symbologies and return the data only if the presented symbology matches with one of the desired symbologies. See the canFilterSymbologies capability to determine if the Service supports this feature. If the Service does not support this feature, then this property is ignored and can be null. If all symbologies should be accepted, then this property should be null. Type: object, null Default: null
sybologies/ean128 GS1-128 Type: boolean Default: false
sybologies/ean8 EAN-8 Type: boolean Default: false
sybologies/ean8_2 EAN-8 with 2-digit add-on Type: boolean Default: false
sybologies/ean8_5 EAN-8 with 5-digit add-on Type: boolean Default: false
sybologies/ean13 EAN-13 Type: boolean Default: false

Properties
<p>sybologies/ean13_2 EAN-13 with 2-digit add-on</p> <p>Type: boolean Default: false</p>
<p>sybologies/ean13_5 EAN-13 with 5-digit add-on</p> <p>Type: boolean Default: false</p>
<p>sybologies/jan13 JAN-13</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcA UPC-A</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcE0 UPC-E</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcE0_2 UPC-E with 2-digit add-on</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcE0_5 UPC-E with 5-digit add-on</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcE1 UPC-E with leading 1</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcE1_2 UPC-E with leading 1 and 2-digit add-on</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcE1_5 UPC-E with leading 1 and 5-digit add-on</p> <p>Type: boolean Default: false</p>
<p>sybologies/upcA_2 UPC-A with 2-digit add-on</p> <p>Type: boolean Default: false</p>

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Properties
sybologies/upcA_5 UPC-A with 5-digit add-on Type: boolean Default: false
sybologies/codabar CODABAR (NW-7) Type: boolean Default: false
sybologies/itf Interleaved 2 of 5 (ITF) Type: boolean Default: false
sybologies/code11 CODE 11 (USD-8) Type: boolean Default: false
sybologies/code39 CODE 39 Type: boolean Default: false
sybologies/code49 CODE 49 Type: boolean Default: false
sybologies/code93 CODE 93 Type: boolean Default: false
sybologies/code128 CODE 128 Type: boolean Default: false
sybologies/msi MSI Type: boolean Default: false
sybologies/plessey PLESSEY Type: boolean Default: false
sybologies/std2Of5 STANDARD 2 of 5 (INDUSTRIAL 2 of 5 also) Type: boolean Default: false

Properties
<p>sybologies/std2Of5Iata STANDARD 2 of 5 (IATA Version)</p> <p>Type: boolean Default: false</p>
<p>sybologies/pdf417 PDF-417</p> <p>Type: boolean Default: false</p>
<p>sybologies/microPdf417 MICROPDF-417</p> <p>Type: boolean Default: false</p>
<p>sybologies/dataMatrix GS1 DataMatrix</p> <p>Type: boolean Default: false</p>
<p>sybologies/maxiCode MAXICODE</p> <p>Type: boolean Default: false</p>
<p>sybologies/codeOne CODE ONE</p> <p>Type: boolean Default: false</p>
<p>sybologies/channelCode CHANNEL CODE</p> <p>Type: boolean Default: false</p>
<p>sybologies/telepenOriginal Original TELEPEN</p> <p>Type: boolean Default: false</p>
<p>sybologies/telepenAim AIM version of TELEPEN</p> <p>Type: boolean Default: false</p>
<p>sybologies/rss GS1 DataBar™</p> <p>Type: boolean Default: false</p>
<p>sybologies/rssExpanded Expanded GS1 DataBar™</p> <p>Type: boolean Default: false</p>

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Properties
sybologies/rssRestricted Restricted GS1 DataBar™ Type: boolean Default: false
sybologies/compositeCodeA Composite Code A Component Type: boolean Default: false
sybologies/compositeCodeB Composite Code B Component Type: boolean Default: false
sybologies/compositeCodeC Composite Code C Component Type: boolean Default: false
sybologies/posiCodeA Posicode Variation A Type: boolean Default: false
sybologies/posiCodeB Posicode Variation B Type: boolean Default: false
sybologies/triopticCode39 Trioptic Code 39 Type: boolean Default: false
sybologies/codablockF Codablock F Type: boolean Default: false
sybologies/code16K Code 16K Type: boolean Default: false
sybologies/qrCode QR Code Type: boolean Default: false
sybologies/aztec Aztec Codes Type: boolean Default: false

Properties
<p>sybologies/ukPost</p> <p>UK Post</p> <p>Type: boolean Default: false</p>
<p>sybologies/planet</p> <p>US Postal Planet</p> <p>Type: boolean Default: false</p>
<p>sybologies/postnet</p> <p>US Postal Postnet</p> <p>Type: boolean Default: false</p>
<p>sybologies/canadianPost</p> <p>Canadian Post</p> <p>Type: boolean Default: false</p>
<p>sybologies/netherlandsPost</p> <p>Netherlands Post</p> <p>Type: boolean Default: false</p>
<p>sybologies/australianPost</p> <p>Australian Post</p> <p>Type: boolean Default: false</p>
<p>sybologies/japanesePost</p> <p>Japanese Post</p> <p>Type: boolean Default: false</p>
<p>sybologies/chinesePost</p> <p>Chinese Post</p> <p>Type: boolean Default: false</p>
<p>sybologies/koreanPost</p> <p>Korean Post</p> <p>Type: boolean Default: false</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "barcodeInvalid", "readOutput": [{ "sybology": "sybologyUnknown", "barcodeData": "O2gAUACFyEARAJAC", "sybologyName": "code39" }] }</pre>

Payload (version 3.0)
}
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none">barcodeInvalid - The read operation could not be completed successfully. The barcode presented was defective or was wrongly read. Type: string, null Default: null
readOutput An array of barcode data structures, one for each barcode scanned during the read operation. If no barcode was scanned, this property is null. Type: array (object), null Default: null

readOutput/symbology

Specifies the barcode symbology recognized. This contains one of the following values returned in the [symbologies](#) property of the [Common.Capabilities](#) command. If the barcode reader is unable to recognize the symbology as one of the values reported via the device capabilities then the value for this property will be *symbologyUnknown*.

The following values are possible:

- ean128 - GS1-128.
- ean8 - EAN-8.
- ean8_2 - EAN-8 with 2-digit add-on.
- ean8_5 - EAN-8 with 5-digit add-on.
- ean13 - EAN-13.
- ean13_2 - EAN-13 with 2-digit add-on.
- ean13_5 - EAN-13 with 5-digit add-on.
- jan13 - JAN-13.
- upcA - UPC-A.
- upcE0 - UPC-E.
- upcE0_2 - UPC-E with 2-digit add-on.
- upcE0_5 - UPC-E with 5-digit add-on.
- upcE1 - UPC-E with leading 1.
- upcE1_2 - UPC-E with leading 1 and 2-digit add-on.
- upcE1_5 - UPC-E with leading 1 and 5-digit add-on.
- upcA_2 - UPC-A with 2-digit add-on.
- upcA_5 - UPC-A with 5-digit add-on.
- codabar - CODABAR (NW-7).
- itf - Interleaved 2 of 5 (ITF).
- code11 - CODE 11 (USD-8).
- code39 - CODE 39.
- code49 - CODE 49.
- code93 - CODE 93.
- code128 - CODE 128.
- msi - MSI.
- plessey - PLESSEY.
- std2of5 - STANDARD 2 of 5 (INDUSTRIAL 2 of 5 also).
- std2of5Iata - STANDARD 2 of 5 (IATA Version).
- pdf417 - PDF-417.
- microPdf417 - MICROPDF-417.
- dataMatrix - GS1 DataMatrix.
- maxiCode - MAXICODE.
- codeOne - CODE ONE.
- channelCode - CHANNEL CODE.
- telepenOriginal - Original TELEPEN.
- telepenAim - AIM version of TELEPEN.
- rss - GS1 DataBar™.
- rssExpanded - Expanded GS1 DataBar™.
- rssRestricted - Restricted GS1 DataBar™.
- compositeCodeA - Composite Code A Component.
- compositeCodeB - Composite Code B Component.
- compositeCodeC - Composite Code C Component.
- posiCodeA - Posicode Variation A.
- posiCodeB - Posicode Variation B.
- triopticCode39 - Trioptic Code 39.
- codablockF - Codablock F.
- code16K - Code 16K.
- qrCode - QR Code.
- aztec - Aztec Codes.

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Properties
<ul style="list-style-type: none">• ukPost - UK Post.• planet - US Postal Planet.• postnet - US Postal Postnet.• canadianPost - Canadian Post.• netherlandsPost - Netherlands Post.• australianPost - Australian Post.• japanesePost - Japanese Post.• chinesePost - Chinese Post.• koreanPost - Korean Post.• symbologyUnknown - The barcode reader was unable to recognize the symbology. <p>Type: string Default: "symbologyUnknown"</p>
<p>readOutput/barcodeData</p> <p>Contains the Base64 encoded barcode data read from the barcode reader. The format of the data will depend on the barcode symbology read. In most cases this will be an array of bytes containing ASCII numeric digits. However, the format of the data in this property depends entirely on the symbology read, e.g. it may contain 8-bit character values where the symbol is dependent on the codepage used to encode the barcode, may contain UNICODE data, or may be a binary block of data. The application is responsible for checking the completeness and validity of the data. If the read operation could not be completed successfully, this will be null.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2})([a-zA-Z0-9+] =)=\$ Format: base64 Default: null</p>
<p>readOutput/symbologyName</p> <p>A vendor dependent symbology identifier for the symbology recognized. May be null if not applicable.</p> <p>Type: string, null Default: null</p>

Event Messages

None

19.1.2 BarcodeReader.Reset

This command is used to reset the device. The scanner returns to power-on initial status and remains disabled for any barcode label reading.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

20. Biometric Interface

This chapter defines the Biometric interface functionality and messages.

Biometrics refers to metrics related to human characteristics and biology. Biometrics authentication can be used as a form of identification and/or access control. This is an overview of biometrics, as well as an introduction to the terminology used in this document. It introduces the concept of scanning a person's biometric data in raw image form (raw biometric data), then processing it into a smaller more concise form that is easier to manage (biometric template data). The first scan of a user is called **ENROLLMENT** as the user is effectively being enrolled into a scheme by recording their biometric data. Thereafter subsequent scans of the user can be compared to the original data to verify who they say they are (**VERIFICATION**), or alternatively used to identify them as a specific individual (**IDENTIFICATION**).

20.1 General Information

20.1.1 References

ID	Description
biometric-1	ANSI INCITS 381-2004 Information Technology - Finger Image-Based Data Interchange Format.
biometric-2	ANSI INCITS 378-2004 Information Technology - Finger Minutiae Format for Data Interchange.
biometric-3	ISO/IEC 19794-4:2005 Information technology - Biometric data interchange formats - Part 4: Finger image data.
biometric-4	ISO/IEC 19794-2:2005 Information technology - Biometric data interchange formats - Part 2: Finger minutiae data.

20.1.2 Enrollment

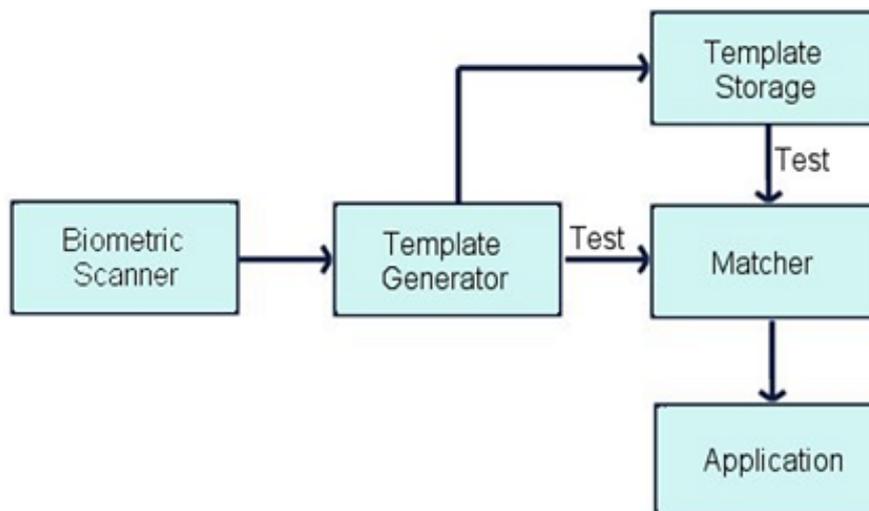
The first time an individual uses a biometric device it is called Enrollment. During enrollment, biometric data from an individual is captured and stored somewhere, for example on a smart card or in a server/host database. Normally the raw biometric data captured will be processed and converted to a smaller format that is used for subsequent comparison. This format is referred to in this document as a template. A template is a synthesis of the relevant characteristics extracted from the original raw data. Elements of the biometric data that are not used in the matching algorithm are discarded in the template to reduce the file size and to protect the identity of the enrollee.

20.1.3 Biometric Matching

During the matching phase, the obtained template is passed to a matcher which compares it to other existing templates and a probable match is calculated, either as a Boolean true or false or as a threshold indicating the likelihood of a match. Biometric systems commonly have two different basic modes of matching operation: Verification and Identification:

Verification: performs a one-to-one comparison of captured biometric data with a specific template to verify that an individual is the person they claim to be.

Identification: the system performs a one-to-many comparison of captured biometric data to establish a person's identity.



Note: The above diagram does not make any assumptions about where the actual matching takes place. The interface provided is versatile enough to be able to support three basic Biometric systems:

Match on server: The biometric template data is stored on a server or host. When scanning takes place biometric data is sent to the server, which does the actual identification or verification.

Match on card: The biometric enrollment data for an individual is stored on a smart card/personal device. The device scans a user then returns the biometric template information to the client. This data is then sent to the card, and a client on the smart card chip does the comparison, returning the result to the client.

Match on device: The biometric enrollment data for an individual is stored on a smart card or host. The enrollment data is read from the card or host and into the device, which then compares it to scanned information, returning the result to the client.

20.1.4 Biometric Device Types

There are many different varieties of biometric hardware, this biometrics specification supports three main different types of devices:

1. **Devices which only support scanning and returning biometric data**
In this case the device is a simple biometric scanning device, User data is scanned using the [Biometric.Read](#), but matching is performed externally, for example on a smart card or on a server. In this case the [Biometric.Match](#) and [Biometric.SetMatch](#) are not supported.
2. **Devices which support a separate scan and match functionality**
These devices scan and perform a comparison as separate operations. Existing biometric data is first imported using the [Biometric.Import](#). When the [Biometric.Read](#) is then called the scanned user data is temporarily stored. The [Biometric.Match](#) is then called to perform the comparison and return the result.
3. **Devices which support a combined scan and match functionality**
These devices scan and perform a comparison as a single operation. Existing biometric data is first imported using the [Biometric.Import](#). In this case the [Biometric.SetMatch](#) must be called first, either as a one-time call or before each [Biometric.Read](#). The purpose of the [Biometric.SetMatch](#) is to set the criteria for matching. When the [Biometric.Read](#) is then called it scans the user's biometric data and also performs the comparison as a single operation. The [Biometric.Match](#) is then called to return the result of the comparison.

20.1.5 Biometric Data Security

It is recommended that biometric data should be treated with the same strict caution as any other identifying and sensitive information. A well-designed biometric data handling architecture should always be designed to protect against internal tampering, external attacks and other malicious threats. There are various ways of implementing good security of which two are listed below:

- **Multi Modal Biometrics**

A Uni-Modal biometric system relies on data taken from a single source of information for authentication, for example a single fingerprint reading device. In contrast, Multi-Modal biometric systems work on the premise that it is more secure to accept information from two or more biometric inputs. As an example, a user could provide a fingerprint in addition to facial recognition, a positive match from two physical characteristics improves the chances of a positive identification and mitigates the possibility that biometric data has been cloned.

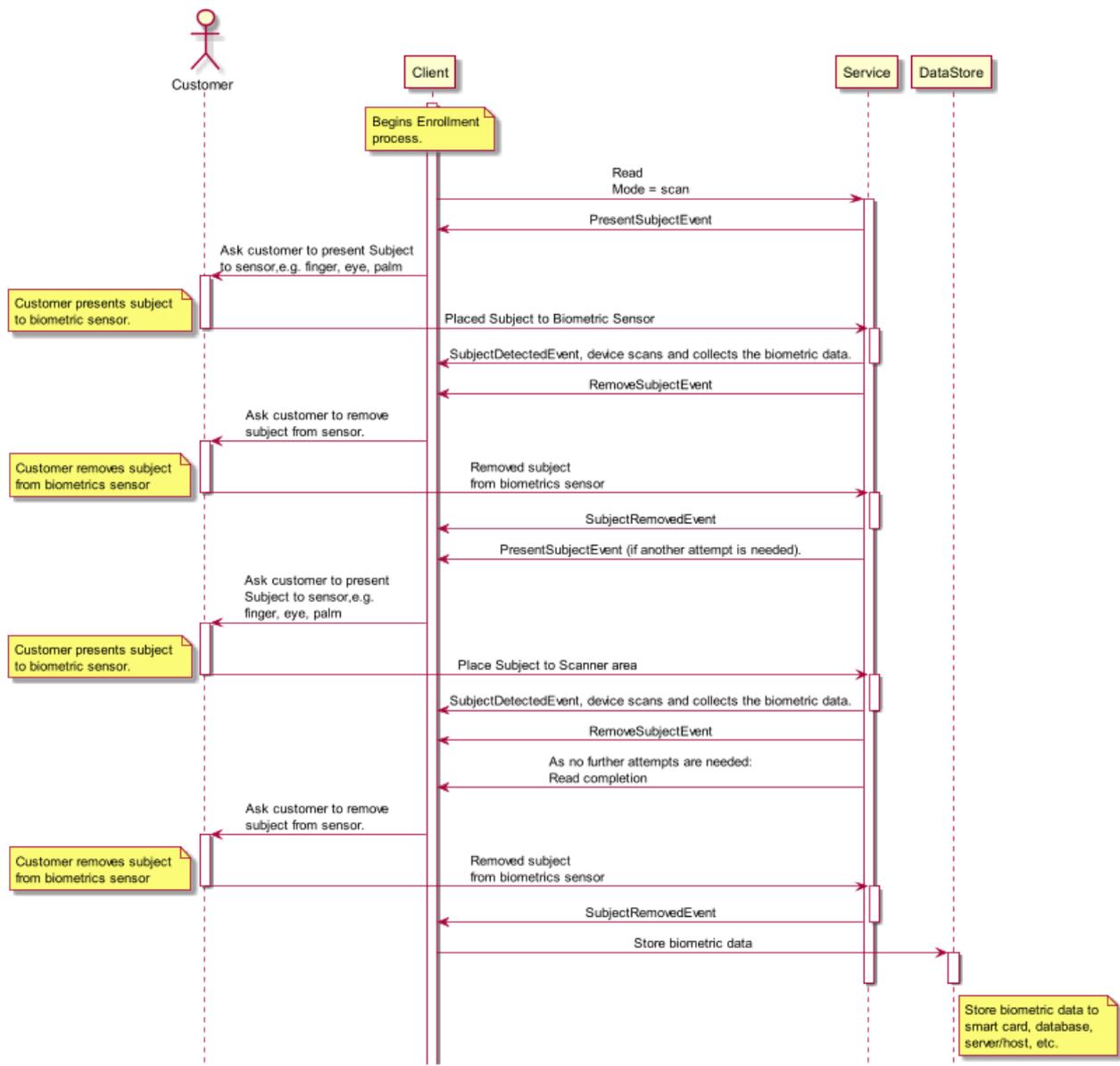
- **Data Encryption**

Biometric data should be encrypted where possible. The Biometric specification provides for this by allowing an encryption key to be specified whenever data is exchanged between a client and the Service. In addition, the [KeyManagement interface](#) commands can be used for key management. In this case the Service would implement the biometric methods necessary to read and return data using the Biometric interface, while the key loading, reporting etc., the [KeyManagement interface](#) would be implemented to provide key management.

20.1.6 Biometric Device Command Flows

Biometric Enrollment Command Flow

The following diagram describes the flow of enrolling a user using the [Biometric.Read](#). Two attempts at scanning are necessary.

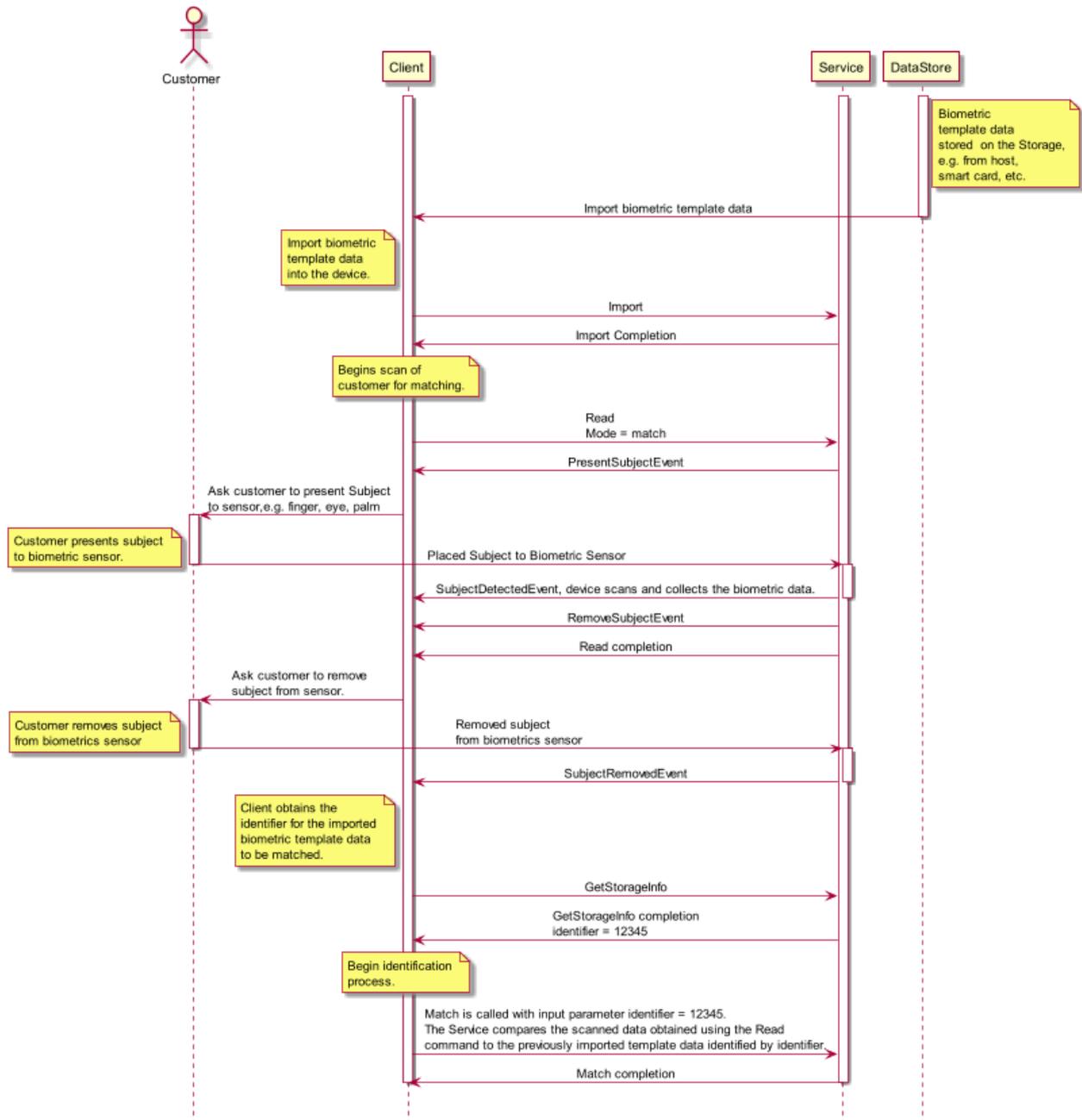


Biometric Match Command Flow – Separate Scan and Match

The following diagram describes the flow of successfully identifying a customer whose biometric template data was previously enrolled and stored on a server/smart card/host system. This template data is first imported using the [Biometric.Import](#), which assigns it a unique identifying number. This *identifier* number can then be retrieved using the [Biometric.GetStorageInfo](#).

The [Biometric.Read](#) and [Biometric.Match](#) are then used to scan data and then compare it with the template identified by *identifier*. In this use case the device can perform a separate scan and match operation, therefore the [Biometric.Read](#) is called to scan the subject’s biometric data then the [Biometric.Match](#) is called to perform the match and return the result to the client.

In this case the capability [matchSupported](#) is reported as storedMatch.



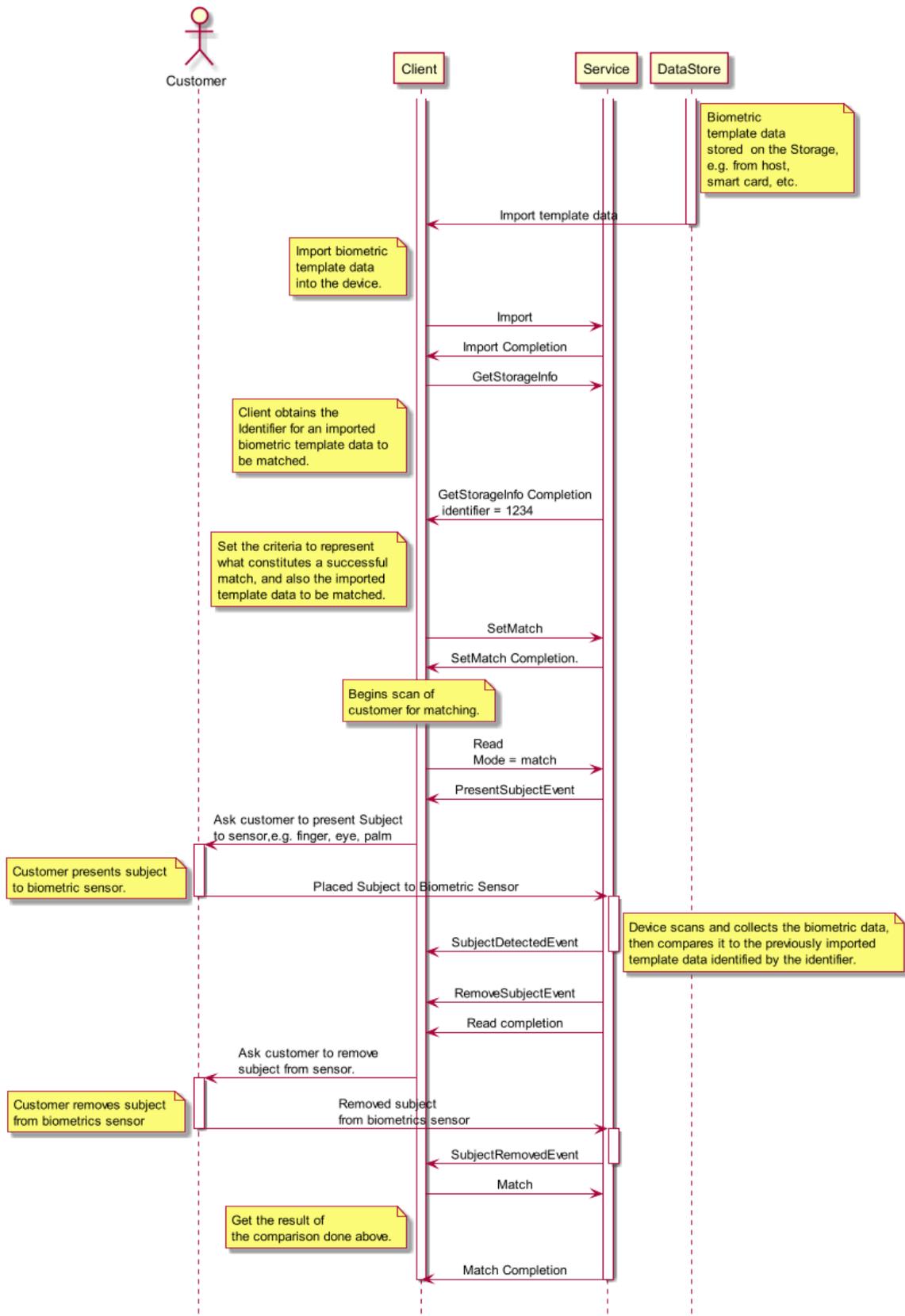
Biometric Match Command Flow – Combined Scan and Match

The following diagram describes the flow of successfully identifying a customer whose biometric template data was previously enrolled and stored on a server/smart card/host system. This template data is first imported using the [Biometric.Import](#), which assigns it a unique identifying number. This *identifier* number can then be retrieved using the [Biometric.GetStorageInfo](#).

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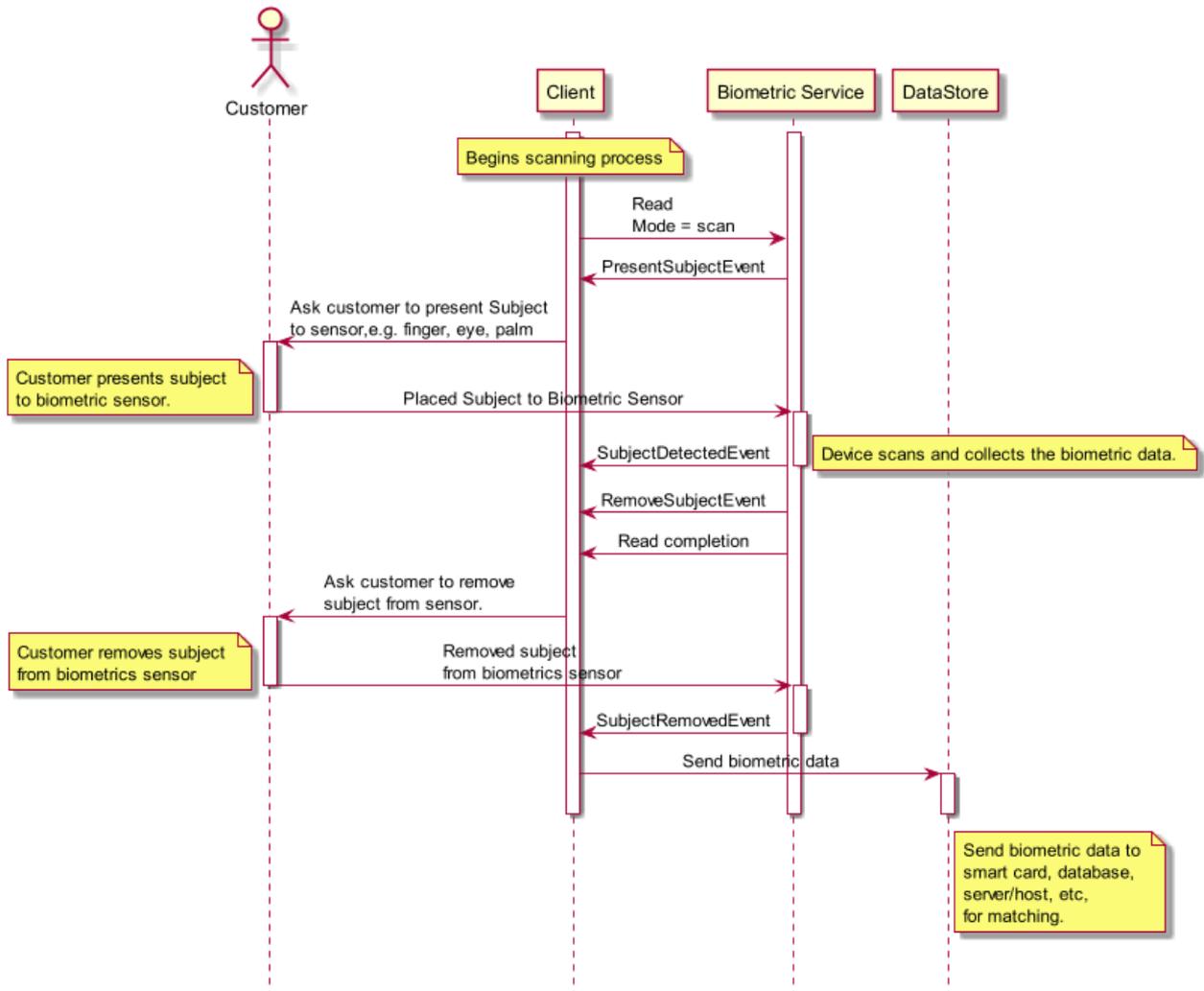
The [Biometric.Read](#), [Biometric.SetMatch](#) and [Biometric.Match](#) are then used to scan data and compare it with the template identified by *identifier*. In this use case the device performs a combined scan and match operation, therefore the [Biometric.SetMatch](#) must be used to set the criteria to be used for matching, including the imported template to be identified by *identifier*. When the [Biometric.Read](#) is then called the device scans the user and performs the comparison as a combined operation. Finally the [Biometric.Match](#) is called to return the result of the comparison to the client.

In this case the capability [matchSupported](#) is reported as *combinedMatch*.



Biometric Scan-Only Command Flow

The following diagram describes the flow for a simple biometric scanning device which does not support any matching at all. User data is scanned using the [Biometric.Read](#) but matching is performed externally, for example on a smart card or on a server. In this case the capability [matchSupported](#) is reported as none.



20.2 Command Messages

20.2.1 Biometric.GetStorageInfo

This command is used to obtain information regarding the number and format of biometric templates that have been imported using the [Biometric.Import](#) command.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "noImportedData", "templates": { "idl": { "format": "isoFid", "algorithm": "ecb", "keyName": "Key01" }, "id2": See templates/id1 properties } }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> noImportedData - No data to return. Typically means that no data has been imported using the Biometric.Import. <p>Type: string, null Default: null</p>
<p>templates</p> <p>A list of biometric templates that were successfully imported. The object name of each biometric data type can be used in the <i>identifier</i> property for the Biometric.Match command. If no template data was imported, this property is null.</p> <p>Type: object, null Default: null</p>
<p>templates/id1 (example name)</p> <p>A unique identifier of the biometric template data.</p> <p>Type: object Name Pattern: <code>^id[0-9A-Za-z]+\$</code></p>

Properties
<p>templates/id1/format</p> <p>Specifies the format of the template data. Available values are described in the dataFormats. The following values are possible:</p> <ul style="list-style-type: none"> • isoFid - Raw ISO FID format [Ref. biometric-3]. • isoFmd - ISO FMD template format [Ref. biometric-4]. • ansiFid - Raw ANSI FID format [Ref. biometric-1]. • ansiFmd - ANSI FMD template format [Ref. biometric-2]. • qso - Raw QSO image format. • wso - WSQ image format. • reservedRaw1 - Reserved for a vendor-defined Raw format. • reservedTemplate1 - Reserved for a vendor-defined Template format. • reservedRaw2 - Reserved for a vendor-defined Raw format. • reservedTemplate2 - Reserved for a vendor-defined Template format. • reservedRaw3 - Reserved for a vendor-defined Raw format. • reservedTemplate3 - Reserved for a vendor-defined Template format. <p>Type: string Required</p>
<p>templates/id1/algorithm</p> <p>Specifies the encryption algorithm. This value is null if the biometric data is not encrypted. Available values are described in the encryptionAlgorithms. The following values are possible:</p> <ul style="list-style-type: none"> • ecb - Triple DES with Electronic Code Book. • cbc - Triple DES with Cipher Block Chaining. • cfb - Triple DES with Cipher Feed Back. • rsa - RSA Encryption. <p>Type: string, null Default: null</p>
<p>templates/id1/keyName</p> <p>Specifies the name of the key that is used to encrypt the biometric data. This property is null if the biometric data is not encrypted. The detailed key information is available through the KeyManagement.GetKeyDetail.</p> <p>Type: string, null Default: null</p>

Event Messages

None

20.2.2 Biometric.Read

This command enables the device for biometric scanning, then captures and optionally returns biometric data. A [Biometric.PresentSubjectEvent](#) will be sent to notify the client when it is ready to begin scanning and a [Biometric.SubjectDetectedEvent](#) sent for each scanning attempt. The *numCaptures* input parameter specifies how many captures should be attempted, unless it is zero in which case the device itself will determine this. Once this command has successfully captured biometric raw data it will complete with Success.

The [Biometric.Read](#) command has two purposes:

Scanning: The biometric data that is captured into the device can be processed into biometric template data and returned as an output parameter for enrollment or storage elsewhere, e.g. on a server or smart card.

Matching: The biometric data that is captured into the device can be used for subsequent matching. Once data has been scanned into the device it can be compared to existing biometric templates that have been imported using the [Biometric.Import](#) to allow verification or identification of an individual. The [matchSupported](#) capability indicates if the [Biometric.Match](#) can be used for matching, otherwise the matching must be done externally, e.g. on a server or smart card.

In either case the data that has been scanned into the device will be persistent according to the current persistence mode as reported by the *dataPersistence* status property.

Command Message

Payload (version 2.0)
<pre>{ "dataTypes": [{ "format": "isoFid", "algorithm": "ecb", "keyName": "Key01" }], "numCaptures": 0, "mode": "scan" }</pre>
Properties
<p>dataTypes</p> <p>Array of data types, each data element of which represents the data type(s) in which the data should be returned in the completion payload. If no data is to be returned <i>dataTypes</i> can be null. Single or multiple formats can be returned, or no data can be returned in the case where the scan is to be followed by a subsequent matching operation.</p> <p>Type: array (object), null Default: null</p>

Properties
<p>dataTypes/format</p> <p>Specifies the format of the template data. Available values are described in the dataFormats. The following values are possible:</p> <ul style="list-style-type: none"> • isoFid - Raw ISO FID format [Ref. biometric-3]. • isoFmd - ISO FMD template format [Ref. biometric-4]. • ansiFid - Raw ANSI FID format [Ref. biometric-1]. • ansiFmd - ANSI FMD template format [Ref. biometric-2]. • qso - Raw QSO image format. • wso - WSQ image format. • reservedRaw1 - Reserved for a vendor-defined Raw format. • reservedTemplate1 - Reserved for a vendor-defined Template format. • reservedRaw2 - Reserved for a vendor-defined Raw format. • reservedTemplate2 - Reserved for a vendor-defined Template format. • reservedRaw3 - Reserved for a vendor-defined Raw format. • reservedTemplate3 - Reserved for a vendor-defined Template format. <p>Type: string Required</p>
<p>dataTypes/algorithm</p> <p>Specifies the encryption algorithm. This value is null if the biometric data is not encrypted. Available values are described in the encryptionAlgorithms. The following values are possible:</p> <ul style="list-style-type: none"> • ecb - Triple DES with Electronic Code Book. • cbc - Triple DES with Cipher Block Chaining. • cfb - Triple DES with Cipher Feed Back. • rsa - RSA Encryption. <p>Type: string, null Default: null</p>
<p>dataTypes/keyName</p> <p>Specifies the name of the key that is used to encrypt the biometric data. This property is null if the biometric data is not encrypted. The detailed key information is available through the KeyManagement.GetKeyDetail.</p> <p>Type: string, null Default: null</p>
<p>numCaptures</p> <p>This property indicates the number of times to attempt capture of the biometric data from the subject. If this is zero, then the device determines how many attempts will be made. The maximum number of captures possible is indicated by the maxCapture capability.</p> <p>Type: integer Minimum: 0 Required</p>
<p>mode</p> <p>This optional property indicates the reason why the Biometric.Read has been issued, to allow for any necessary optimization. Available values are detailed in the scanModes. The following values are possible:</p> <ul style="list-style-type: none"> • scan - Scan data only, for example to enroll a user or collect data for matching in an external biometric system. • match - Scan data for a match operation using the Biometric.Match. <p>Type: string Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "readFailed", "dataRead": [{ "type": { "format": "isoFid", "algorithm": "ecb", "keyName": "Key01" }, "data": "O2gAUACFyEARAJAC" }] }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • readFailed - Module was unable to complete the scan operation. • modeNotSupported - <i>mode</i> is not supported. • formatNotSupported - The format specified is valid but not supported. A list of the supported values can be obtained through the dataFormats. • keyNotFound - The specified key name is not found. <p>Type: string, null Default: null</p>
<p>dataRead</p> <p>This property is used to indicate the biometric data type of the template data contained. This property is not required if <i>dataTypes</i> property is null.</p> <p>Type: array (object), null Default: null</p>
<p>dataRead/type</p> <p>This property is used to indicate the biometric data type of the template data contained in <i>data</i>.</p> <p>Type: object Required</p>
<p>dataRead/type/format</p> <p>Specifies the format of the template data. Available values are described in the dataFormats. The following values are possible:</p> <ul style="list-style-type: none"> • isoFid - Raw ISO FID format [Ref. biometric-3]. • isoFmd - ISO FMD template format [Ref. biometric-4]. • ansiFid - Raw ANSI FID format [Ref. biometric-1]. • ansiFmd - ANSI FMD template format [Ref. biometric-2]. • qso - Raw QSO image format. • wso - WSQ image format. • reservedRaw1 - Reserved for a vendor-defined Raw format. • reservedTemplate1 - Reserved for a vendor-defined Template format. • reservedRaw2 - Reserved for a vendor-defined Raw format. • reservedTemplate2 - Reserved for a vendor-defined Template format. • reservedRaw3 - Reserved for a vendor-defined Raw format. • reservedTemplate3 - Reserved for a vendor-defined Template format. <p>Type: string Required</p>

Properties
<p>dataRead/type/algorithm</p> <p>Specifies the encryption algorithm. This value is null if the biometric data is not encrypted. Available values are described in the encryptionAlgorithms. The following values are possible:</p> <ul style="list-style-type: none"> • ecb - Triple DES with Electronic Code Book. • cbc - Triple DES with Cipher Block Chaining. • cfb - Triple DES with Cipher Feed Back. • rsa - RSA Encryption. <p>Type: string, null Default: null</p>
<p>dataRead/type/keyName</p> <p>Specifies the name of the key that is used to encrypt the biometric data. This property is null if the biometric data is not encrypted. The detailed key information is available through the KeyManagement.GetKeyDetail.</p> <p>Type: string, null Default: null</p>
<p>dataRead/data</p> <p>It contains the individual binary data stream encoded in base64.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2} ([a-zA-Z0-9+ =) =) \$ Format: base64 Required Sensitive</p>

Event Messages

- [Biometric.PresentSubjectEvent](#)
- [Biometric.SubjectDetectedEvent](#)
- [Biometric.RemoveSubjectEvent](#)

20.2.3 Biometric.Import

This command imports a list of biometric template data structures into the device for later comparison with biometric data scanned using the [Biometric.Read](#). Normally this data is read from the chip on a customer's card or provided by the host system. Data that has been imported is available until a [Biometric.Clear](#) is called. If template data has been previously imported using a call to [Biometric.Import](#), then it is overwritten. This data is not persistent across power fails.

Command Message

Payload (version 3.0)
<pre>{ "templates": [{ "type": { "format": "isoFid", "algorithm": "ecb", "keyName": "Key01" }, "data": "O2gAUACFyEARAJAC" }] }</pre>
Properties
<p>templates</p> <p>Array of template data to be imported in the device.</p> <p>Type: array (object) MinItems: 1 Required</p>
<p>templates/type</p> <p>This property is used to indicate the biometric data type of the template data contained in <i>data</i>.</p> <p>Type: object Required</p>
<p>templates/type/format</p> <p>Specifies the format of the template data. Available values are described in the dataFormats. The following values are possible:</p> <ul style="list-style-type: none"> • isoFid - Raw ISO FID format [Ref. biometric-3]. • isoFmd - ISO FMD template format [Ref. biometric-4]. • ansiFid - Raw ANSI FID format [Ref. biometric-1]. • ansiFmd - ANSI FMD template format [Ref. biometric-2]. • qso - Raw QSO image format. • wso - WSQ image format. • reservedRaw1 - Reserved for a vendor-defined Raw format. • reservedTemplate1 - Reserved for a vendor-defined Template format. • reservedRaw2 - Reserved for a vendor-defined Raw format. • reservedTemplate2 - Reserved for a vendor-defined Template format. • reservedRaw3 - Reserved for a vendor-defined Raw format. • reservedTemplate3 - Reserved for a vendor-defined Template format. <p>Type: string Required</p>

Properties
<p>templates/type/algorithm</p> <p>Specifies the encryption algorithm. This value is null if the biometric data is not encrypted. Available values are described in the encryptionAlgorithms. The following values are possible:</p> <ul style="list-style-type: none"> • ecb - Triple DES with Electronic Code Book. • cbc - Triple DES with Cipher Block Chaining. • cfb - Triple DES with Cipher Feed Back. • rsa - RSA Encryption. <p>Type: string, null Default: null</p>
<p>templates/type/keyName</p> <p>Specifies the name of the key that is used to encrypt the biometric data. This property is null if the biometric data is not encrypted. The detailed key information is available through the KeyManagement.GetKeyDetail.</p> <p>Type: string, null Default: null</p>
<p>templates/data</p> <p>It contains the individual binary data stream encoded in base64.</p> <p>Type: string Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Required Sensitive</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidData", "templates": { "idl": { "format": "isoFid", "algorithm": "ecb", "keyName": "Key01" }, "id2": See templates/idl properties } }</pre>

<p>Properties</p>
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>invalidData</code> - The data that was imported was malformed or invalid. No data has been imported into the device. The presence of any previously loaded templates can be checked for using the Biometric.Read. • <code>formatNotSupported</code> - The format of the biometric data that was specified is not supported. No data has been imported into the device. A list of the supported values can be obtained through the dataFormats. • <code>capacityExceeded</code> - An attempt has been made to import more templates than the maximum reserved storage space available. The maximum storage space available is reported in the capability templateStorage. No data has been imported into the device. The amount of storage remaining is reported in the remainingStorage. • <code>keyNotFound</code> - The specified key name is not found. <p>Type: string, null Default: null</p>
<p>templates</p> <p>A list of the biometric template data that were successfully imported. If there are no template data imported, this property can be null.</p> <p>Type: object, null Default: null</p>
<p>templates/id1 (example name)</p> <p>A unique identifier of the biometric template data.</p> <p>Type: object Name Pattern: <code>^id[0-9A-Za-z]+\$</code></p>
<p>templates/id1/format</p> <p>Specifies the format of the template data. Available values are described in the dataFormats. The following values are possible:</p> <ul style="list-style-type: none"> • <code>isoFid</code> - Raw ISO FID format [Ref. biometric-3]. • <code>isoFmd</code> - ISO FMD template format [Ref. biometric-4]. • <code>ansiFid</code> - Raw ANSI FID format [Ref. biometric-1]. • <code>ansiFmd</code> - ANSI FMD template format [Ref. biometric-2]. • <code>qso</code> - Raw QSO image format. • <code>wso</code> - WSQ image format. • <code>reservedRaw1</code> - Reserved for a vendor-defined Raw format. • <code>reservedTemplate1</code> - Reserved for a vendor-defined Template format. • <code>reservedRaw2</code> - Reserved for a vendor-defined Raw format. • <code>reservedTemplate2</code> - Reserved for a vendor-defined Template format. • <code>reservedRaw3</code> - Reserved for a vendor-defined Raw format. • <code>reservedTemplate3</code> - Reserved for a vendor-defined Template format. <p>Type: string Required</p>
<p>templates/id1/algorithm</p> <p>Specifies the encryption algorithm. This value is null if the biometric data is not encrypted. Available values are described in the encryptionAlgorithms. The following values are possible:</p> <ul style="list-style-type: none"> • <code>ecb</code> - Triple DES with Electronic Code Book. • <code>cbc</code> - Triple DES with Cipher Block Chaining. • <code>cfb</code> - Triple DES with Cipher Feed Back. • <code>rsa</code> - RSA Encryption. <p>Type: string, null Default: null</p>

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Properties
<p>templates/id1/keyName</p> <p>Specifies the name of the key that is used to encrypt the biometric data. This property is null if the biometric data is not encrypted. The detailed key information is available through the KeyManagement.GetKeyDetail.</p> <p>Type: string, null Default: null</p>

Event Messages

None

20.2.4 Biometric.Match

This command returns the result of a comparison between data that has been scanned using the [Biometric.Read](#) and template data that has been imported using the [Biometric.Import](#). The comparison may be performed by this command or the [Biometric.Read](#), this command is responsible for returning the result. Success is returned if the device has been able to successfully compare the data, however this does not necessarily mean that the data matched.

If the capability [matchSupported](#) value supports *combinedMatch* then the device performs a combined scan and match operation, and the [Biometric.SetMatch](#) must be called before this command to set the matching criteria. In this case if [Biometric.SetMatch](#) has not been called then this command will fail with [sequenceError](#).

If the capability [matchSupported](#) supports *storedMatch* then the device will scan data using the [Biometric.Read](#) and store it, then the data can be compared with imported biometric data using the [Biometric.Match](#).

This command can be used in two modes of operation: Verification or Identification, as indicated by the *compareMode* input parameter. The two modes of operation are described below:

Verification (*compareMode* is verify) :

In this case a one-to-one comparison is performed and the *maximum* input parameter is ignored. The data that has been scanned previously using the [Biometric.Read](#) is compared with a single template that has been imported using the [Biometric.Import](#). If there is a successful match then the *confidenceLevel* output parameter can be used to determine the quality of the match and will be in the range 0 – 100, where 100 represents an exact match and 0 represents no match.

Identification (*compareMode* is identify) :

In this case a one-to-many comparison is performed. The data that has been scanned previously using the [Biometric.Read](#) is compared with multiple templates that have been imported using the [Biometric.Import](#). The input parameter *maximum* is used to specify the maximum number of matches to return: a smaller number can make execution faster. The required degree of matching similarity can be controlled using the *threshold* parameter which is used to control the frequency of false positive and false negative matching errors. The value of *threshold* represents the criteria as to what constitutes a successful match and is in the range 0 – 100, where 100 represents an exact match and 0 represents no match. If for example, *threshold* is set to 75 then only results with a matching score equal to or greater than 75 are returned. The matching candidate list is returned in the *matchResult* output parameter sorted in order of highest score. The higher the value of *confidenceLevel* the closer the candidate is to the beginning of the list, with the best match being the first candidate in the list. Note that where the number of templates that match the criteria of the threshold are greater than *maximum*, only the *maximum* templates with the highest score will be returned.

Command Message

Payload (version 2.0)
<pre>{ "compareMode": "verify", "identifier": "id1", "maximum": 0, "threshold": 80 }</pre>
Properties
<p>compareMode</p> <p>Specifies the type of match operation that is being done. The following values are possible:</p> <ul style="list-style-type: none"> verify - The biometric data will be compared as a one-to-one verification operation. identity - The biometric data will be compared as a one-to-many identification operation.
<p>Type: string Required</p>

Properties
<p>identifier</p> <p>In the case where <i>compareMode</i> is verify this parameter corresponds to a template that has been imported by a previous call to the Biometric.Import. If <i>compareMode</i> is identify a comparison is performed against all of the imported templates, in which case this property can be null. This property corresponds to the list of template identifiers returned by the Biometric.GetStorageInfo command.</p> <p>Type: string, null Pattern: ^id[0-9A-Za-z]+\$ Default: null</p>
<p>maximum</p> <p>Specifies the maximum number of matches to return. In the case where <i>compareMode</i> is verify this property can be null.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>threshold</p> <p>Specifies the minimum matching confidence level necessary for the candidate to be included in the results. This value should be in the range of 0 to 100, where 100 represents an exact match and 0 represents no match.</p> <p>Type: integer Minimum: 0 Maximum: 100 Required</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "noImportedData", "candidates": { "id1": { "confidenceLevel": 0, "templateData": "O2gAUACFyEARAJAC" }, "id2": See candidates/id1 properties } }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> noImportedData - The command failed because no data was imported previously using the Biometric.Import. invalidIdentifier - The command failed because data was imported but <i>identifier</i> was not found. modeNotSupported - The type of match specified in <i>compareMode</i> is not supported. noCaptureData - No captured data is present. Typically means that the Biometric.Read command has not been called, or the captured data has been cleared using the Biometric.Clear. invalidCompareMode - The compare mode specified by the <i>compareMode</i> input parameter is not supported. invalidThreshold - The <i>Threshold</i> input parameter is greater than the maximum allowed of 100. <p>Type: string, null Default: null</p>

Properties
<p>candidates</p> <p>The object name has a unique number that positively identifies the biometric template data. This corresponds to the list of template identifiers returned by the Biometric.GetStorageInfo command. This property can be null if the Biometric.Match operation completes with no match found. If there are matches found, this property contains all of the matching templates in order of confidence level, with the highest score first. Note that where the number of templates that match the input criteria of the threshold are greater than <i>maximum</i>, only the <i>maximum</i> templates with the highest scores will be returned.</p> <p>Type: object, null Default: null</p>
<p>candidates/id1 (example name)</p> <p>A unique identifier of the biometric template data.</p> <p>Type: object Name Pattern: ^id[0-9A-Za-z]+\$</p>
<p>candidates/id1/confidenceLevel</p> <p>Specifies the level of confidence for the match found. This value is in a scale of 0 - 100, where 0 is no match and 100 is an exact match. The minimum value will be that which was set by the <i>threshold</i> property.</p> <p>Type: integer Minimum: 0 Maximum: 100 Default: 0</p>
<p>candidates/id1/templateData</p> <p>Contains the biometric template data that was matched. This data may be used as justification for the biometric data match or confidence level. This property is null if no additional comparison data is returned.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4}) * ([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}) ([a-zA-Z0-9+]{2} =) =) \$ Format: base64 Default: null</p>

Event Messages

None

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20.2.5 Biometric.SetMatch

This command is used for devices which need to know the match criteria data for the [Biometric.Match](#) before any biometric scanning is performed by the [Biometric.Read](#). The [Biometric.Read](#) and [Biometric.Match](#) should be called after this command. For all other devices [unsupportedCommand](#) will be returned here.

If the capability [matchSupported](#) == [combinedMatch](#) then this command is mandatory. If it is not called first, the [Biometric.Match](#) will fail with the generic error [sequenceError](#). The data set using this command is not persistent across power failures.

Command Message

Payload (version 2.0)
<pre>{ "compareMode": "verify", "identifier": "id1", "maximum": 0, "threshold": 80 }</pre>
Properties
<p>compareMode</p> <p>Specifies the type of match operation that is being done. The following values are possible:</p> <ul style="list-style-type: none">• <code>verify</code> - The biometric data will be compared as a one-to-one verification operation.• <code>identity</code> - The biometric data will be compared as a one-to-many identification operation. <p>Type: string Required</p>
<p>identifier</p> <p>In the case where <code>compareMode</code> is <code>verify</code> this parameter corresponds to a template that has been imported by a previous call to the Biometric.Import. If <code>compareMode</code> is <code>identify</code> a comparison is performed against all of the imported templates, in which case this property can be null. This property corresponds to the list of template identifiers returned by the Biometric.GetStorageInfo command.</p> <p>Type: string, null Pattern: <code>^id[0-9A-Za-z]+\$</code> Default: null</p>
<p>maximum</p> <p>Specifies the maximum number of matches to return. In the case where <code>compareMode</code> is <code>verify</code> this property can be null.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>threshold</p> <p>Specifies the minimum matching confidence level necessary for the candidate to be included in the results. This value should be in the range of 0 to 100, where 100 represents an exact match and 0 represents no match.</p> <p>Type: integer Minimum: 0 Maximum: 100 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidIdentifier" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. The following values are possible:

- `invalidIdentifier` - The command failed because data was imported but *identifier* was not found.
- `modeNotSupported` - The type of match specified in *compareMode* is not supported.
- `noImportedData` - The command failed because no data was imported previously using the [Biometric.ImportData](#).
- `invalidThreshold` - The *threshold* input parameter is greater than the maximum allowed of 100.

Type: string, null

Default: null

Event Messages

None

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20.2.6 Biometric.Clear

This command can be used to clear stored data. In the case where there is no stored data to clear this command completes with Success.

Command Message

Payload (version 2.0)
<pre>{ "clearData": "scannedData" }</pre>
Properties
<p>clearData</p> <p>This property indicates the type of data to be or which has been cleared from storage. If this property is null, then all stored data will be or has been cleared. Available values are described in the clearData. The following values are possible:</p> <ul style="list-style-type: none">• scannedData - Raw image data that has been scanned using the Biometric.Read.• importedData - Template data that was imported using the Biometric.Import.• setMatchedData - Match criteria data that was set using the Biometric.Match. <p>Type: string, null Default: null</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

20.2.7 Biometric.Reset

This command is used by the client to perform a hardware reset which will attempt to return the biometric device to a known good state.

Command Message

Payload (version 2.0)
<pre>{ "clearData": "scannedData" }</pre>
Properties
<p>clearData</p> <p>This property indicates the type of data to be or which has been cleared from storage. If this property is null, then all stored data will be or has been cleared. Available values are described in the clearData. The following values are possible:</p> <ul style="list-style-type: none"> • scannedData - Raw image data that has been scanned using the Biometric.Read. • importedData - Template data that was imported using the Biometric.Import. • setMatchedData - Match criteria data that was set using the Biometric.Match. <p>Type: string, null Default: null</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

20.2.8 Biometric.SetDataPersistence

This command is used to set the persistence mode. This controls how the biometric data is persisted after a [Biometric.Read](#). The data can be persisted for use by subsequent commands, or it can be automatically cleared.

Command Message

Payload (version 2.0)
<pre>{ "persistenceMode": "persist" }</pre>
Properties
<p>persistenceMode</p> <p>Specifies the data persistence mode. This controls how biometric data that has been captured using the Biometric.Read command will persist. This value itself is persistent. Available values are described in the persistenceModes. The following values are possible:</p> <ul style="list-style-type: none"> • <code>persist</code> - Biometric data captured using the Biometric.Read can persist until all sessions are closed, the device is power failed or rebooted, or the Biometric.Read is requested again. This captured biometric data can also be explicitly cleared using the Biometric.Clear or Biometric.Reset. • <code>clear</code> - Captured biometric data will not persist. Once the data has been either returned in the Biometric.Read command or used by the Biometric.Match, then the data is cleared from the device. <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "modeNotSupported" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>modeNotSupported</code> - The command failed because a mode was specified which is not supported. <p>Type: string, null Default: null</p>

Event Messages

None

20.3 Event Messages

20.3.1 Biometric.PresentSubjectEvent

This event is generated to notify the client when the device is ready for a user to present the subject to be captured to the biometric scanner, for example, placing a finger on a fingerprint reader.

Event Message

Payload (version 2.0)
This message does not define any properties.

20.3.2 Biometric.SubjectDetectedEvent

This event is generated to notify the client when the device has detected a subject in the capture area and an attempt to capture biometric data has been performed.

Event Message

Payload (version 2.0)
This message does not define any properties.

20.3.3 Biometric.RemoveSubjectEvent

This event is used to notify a client that the subject should be removed from the capture area of the device.

Event Message

Payload (version 2.0)
This message does not define any properties.

20.4 Unsolicited Messages

20.4.1 Biometric.SubjectRemovedEvent

This message is generated when the subject has been removed from the capture area of the device. This event may be generated at any time.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

20.4.2 Biometric.DataClearedEvent

This mandatory event notifies the client when data has been cleared. This can be the case when the data is cleared automatically after a [Biometric.Read](#) or [Biometric.Match](#) completion, or as a result of an explicit call to the [Biometric.Clear](#) or [Biometric.Reset](#).

Unsolicited Message

Payload (version 2.0)
<pre>{ "clearData": "scannedData" }</pre>
Properties
<p>clearData</p> <p>This property indicates the type of data to be or which has been cleared from storage. If this property is null, then all stored data will be or has been cleared. Available values are described in the clearData. The following values are possible:</p> <ul style="list-style-type: none"> • scannedData - Raw image data that has been scanned using the Biometric.Read. • importedData - Template data that was imported using the Biometric.Import. • setMatchedData - Match criteria data that was set using the Biometric.Match. <p>Type: string, null Default: null</p>

20.4.3 Biometric.OrientationEvent

This event is generated when the biometric subject has an incorrect orientation relative to the device scanner to allow a client to prompt a user to correct it.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

21. Camera Interface

This chapter defines the Camera interface functionality and messages under XFS4IoT.

Banking camera systems usually consist of a recorder, a video mixer and one or more cameras. If there are several cameras, each camera focuses a special place within the self-service area (e.g. the room, the customer or the cash tray). By using the video mixer, it can be decided which of the cameras should take the next photo. Furthermore, data can be given to be inserted in the photo (e.g. date, time or bank code).

If there is only one camera that can switch to take photos from different positions, it is presented by the service as a set of cameras, one for each of its possible positions.

21.1 Command Messages

21.1.1 Camera.TakePicture

This command is used to start the recording of the camera system. It is possible to select which camera or which camera position should be used to take a picture. Data to be displayed on the photo can be specified using the *camData* property.

Command Message

Payload (version 2.0)
<pre>{ "camera": "room", "camData": "Camera 1 Text" }</pre>
Properties
<p>camera</p> <p>Specifies the camera that should take the photo as one of the following values:</p> <ul style="list-style-type: none"> room - Monitors the whole self-service area. person - Monitors the person standing in front of the self-service machine. exitSlot - Monitors the exit slot(s) of the self-service machine. <p>Type: string Required</p>
<p>camData</p> <p>Specifies the text string to be displayed on the photo if supported by manAdd. If the maximum text length is exceeded it will be truncated. In this case or if the text given is invalid, a Camera.InvalidDataEvent event will be generated. Nevertheless, the picture is taken.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 3.0)
<pre>{ "errorCode": "cameraNotSupported", "pictureFile": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> cameraNotSupported - The specified camera is not supported. mediaFull - The recording media is full. cameraInoperable - The specified camera is inoperable. <p>Type: string, null Default: null</p>
<p>pictureFile</p> <p>The base64 encoded data representing the picture. This may be null if there is no picture.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/]{4})*([a-zA-Z0-9+/]{4} [a-zA-Z0-9+/]{2}([a-zA-Z0-9+/] =))\$ Format: base64 Default: null</p>

Event Messages

- [Camera.InvalidDataEvent](#)

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21.1.2 Camera.Reset

This command is used by the client to perform a hardware reset which will attempt to return the camera device to a known good state.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

21.2 Event Messages

21.2.1 Camera.InvalidDataEvent

This event is used to specify that the text string given was too long or in some other way invalid.

Event Message

Payload (version 2.0)
This message does not define any properties.

21.3 Unsolicited Messages

21.3.1 Camera.MediaThresholdEvent

This event is used to specify that the state of the recording media reached a threshold.

Unsolicited Message

Payload (version 2.0)
<pre>{ "mediaThreshold": "ok" }</pre>
Properties
<p>mediaThreshold</p> <p>Specified as one of the following.</p> <ul style="list-style-type: none">• <code>ok</code> - The recording media is a good state.• <code>high</code> - The recording media is almost full.• <code>full</code> - The recording media is full.
Type: string Required

22. German Specific Interface

This chapter defines the German DK functionality and messages.

DK (GBIC) = Deutsche Kreditwirtschaft (German Banking Industry Committee), see [Ref. german-11]. The DK was formerly known as ZKA (Zentraler Kreditausschuss).

The German interface covers the functionality required for an application to be certified in Germany. The functionality for Geldkarte (German electronic purse, see [Ref. german-8]) is no longer included, as it will be phased out by 2025.

22.1 General Information

22.1.1 References

ID	Description
german-1	DK / Bank-Verlag Köln, Schnittstellenspezifikation für die ec-Karte mit Chip, Online-Personalisierung von Terminal-HSMs, Version 3.1, 26.10.2004
german-2	DK / Bank-Verlag Köln, Schnittstellenspezifikation für die ZKA-Chipkarte, Online-Vor-Initialisierung und Online-Anzeige einer Außerbetriebnahme von Terminal-HSMs, Version 1.0, 04.08.2000
german-3	German ZKA specification, published by: Bank-Verlag Köln
german-4	Regelwerk für das deutsche ec-Geldautomaten-System, Stand: 22. Nov. 1999
german-5	Bank-Verlag Köln, Autorisierungszentrale GA/POS der privaten Banken, Spezifikation für GA-Betreiber, Version 3.12, 31. Mai 2000
german-6	dvg Hannover, Schnittstellenbeschreibung für Autorisierungsanfragen bei nationalen GA-Verfügungen unter Verwendung der Spur 3, Version 2.5, Stand: 15.03.2000
german-7	dvg Hannover, Schnittstellenbeschreibung für Autorisierungsanfragen bei internationalen Verfügungen unter Verwendung der Spur 2, Version 2.6, Stand: 30.03.2000
german-8	DK / Bank-Verlag Köln, Schnittstellenspezifikation für die ZKA-Chipkarte, Geldkarte, Ladeterminals, Version 5.0, 23.11.2004
german-9	DK / Bank-Verlag Köln, PIN-Management-Funktionen, Version 2.0, 11.05.2020
german-10	PCI Security Standards Council PCI PTS approval list
german-11	Die Deutsche Kreditwirtschaft (DK) / The German Banking Industry Committee (GBIC), https://die-dk.de
german-12	DK / Bank-Verlag Köln, Schnittstellenspezifikation für chipbasierte DK-Anwendungen, Personalisierungsinhalte für die Online-Personalisierung, Version 2.2, 08.12.2021
german-13	DK / Bank-Verlag Köln, Schnittstellenspezifikation für chipbasierte DK-Anwendungen, Online-Personalisierung von Terminal-HSMs, Unterstützung von AES, Version 1.0, 19.04.2018 mit Errata vom 15.07.2018
german-14	DK / Bank-Verlag Köln, Schnittstellenspezifikation für chipbasierte DK-Anwendungen, Online-Vor-Initialisierung und Online-Anzeige einer Außerbetriebnahme von Terminal-HSMs, Unterstützung von AES, Version 1.0, 19.04.2018
german-15	DK / Bank-Verlag Köln, Richtlinien für das Deutsche Geldautomaten-System, Anlage 3 zur Vereinbarung über das "Deutsche Geldautomaten-System" inklusive aller in Anlage 3 referenzierten Anhänge zur Geldautomatenvereinbarung, Version 1.0, 20.01.2020 mit Errata, Änderungen und Ergänzungen vom 16.03.2022

22.1.2 German Specific Interface

This section describes how to use SecureMsgSend and SecureMsgReceive commands with examples.

For anyone attempting to write an application that handles messages for the German DK personalization (OPT) or authorization system, it is essential to read and understand the DK specifications:

For OPT ("Online-Personalisierung von Terminal-HSMs") see [\[Ref. german-6\]](#), [\[Ref. german-2\]](#), [\[Ref. german-12\]](#), [\[Ref. german-13\]](#), and [\[Ref. german-14\]](#). For authorization see [\[Ref. german-15\]](#).

How to use the SecureMsgSend and SecureMsgReceive commands

This is to describe how an application should use the [German.SecureMsgSend](#) and [German.SecureMsgReceive](#) commands for the personalization (OPT) or authorization system.

- Applications must call [German.SecureMsgSend](#) for every command they send to a host system, including those commands that do not actually require secure messaging. This enables the Service to remember security-relevant data that may be needed or checked later in the transaction.
- Applications must pass a complete message as input to [German.SecureMsgSend](#), all properties - including those that will be filled by the Service - being present in the correct length. All properties that are not filled by the Service must be filled with the ultimate values in order to enable MACing by the Service.
- Every command [German.SecureMsgSend](#) that an application issues must be followed by exactly one command [German.SecureMsgReceive](#) that informs the Service about the response from the host. If no response is received (timeout or communication failure) the application must issue a [German.SecureMsgReceive](#) command with msg property omitted to inform the Service about this fact.
- If a system is restarted after a [German.SecureMsgSend](#) was issued to the Service but before the [German.SecureMsgReceive](#) was issued, the restart has the same effect as a [German.SecureMsgReceive](#) command with msg property omitted.
- Between a [German.SecureMsgSend](#) and the corresponding [German.SecureMsgReceive](#) no [German.SecureMsgSend](#) with the same Protocol must be issued. Other KeyManagement, PinPad, Crypto and Keyboard interface commands or German interface commands using a different protocol may be used.

Protocol isoPs

This protocol handles ISO 8583 OPT messages (see [\[Ref. german-2\]](#)) between a terminal and a "Personalisierungsstelle" (PS).

The Service creates the whole message with [German.SecureMsgSend](#), including message type and bitmap.

The Personalisierungsstelle interface is specified in reference [\[Ref. german-2\]](#).

Protocol rawData

This protocol is intended for vendor-specific purposes. Generally the use of this protocol is not recommended and should be restricted to issues that are impossible to handle otherwise.

For example a HSM that requires vendor-specific, cryptographically secured data formats for importing keys or terminal data may use this protocol.

Application programmers should be aware that the use of this command may prevent their applications from running on different hardware.

Protocol hsmLdi

With this protocol an application can request information about the personalized OPT groups.

The information returned consists of a personalization record defined in ISO 8583 BMP 62 (see [\[Ref. german-2\]](#) and [\[Ref. german-12\]](#)) of an OPT response but without MAC.

Data format:

```
XX XX VV - group ID and version number (BCD format)
XX - number of LDIs within the group (BCD format)
...
```

first LDI of the group
 ...
 last LDI of the group
 XX XX VV - group ID and version number (BCD format)
 ...
 etc. for several groups

Each LDI consists of:

NN - Number of the LDI
 00 - Alg. Code
 LL - Length of the following data
 XX...XX - data of the LDI

For each group ID the Service must always return the standard LDI 00. LDI 01 must also be returned for groups AF XX VV. Further LDIs can be returned optionally.

Protocol genAs

This protocol provides the capability to create a PAC (encrypted PIN block) and to create and verify a MAC for a proprietary message. As the Service does not know the message format, it cannot complete the message by adding security relevant fields like random values, PAC and MAC. Only the application is able to place these fields into the proper locations. Using this protocol, an application can generate the PAC and the random values in separate steps, add them to the proprietary send-message, and finally let the Service generate the MAC. The generated MAC can then be added to the send-message as well.

For a received message, the application extracts the MAC and the associated random value and passes them along with the entire message data to the Service for MAC verification.

PAC generation supports PIN block ISO-Format 0 and 1 for 3DES and ISO-Format 4 for AES.

Command description:

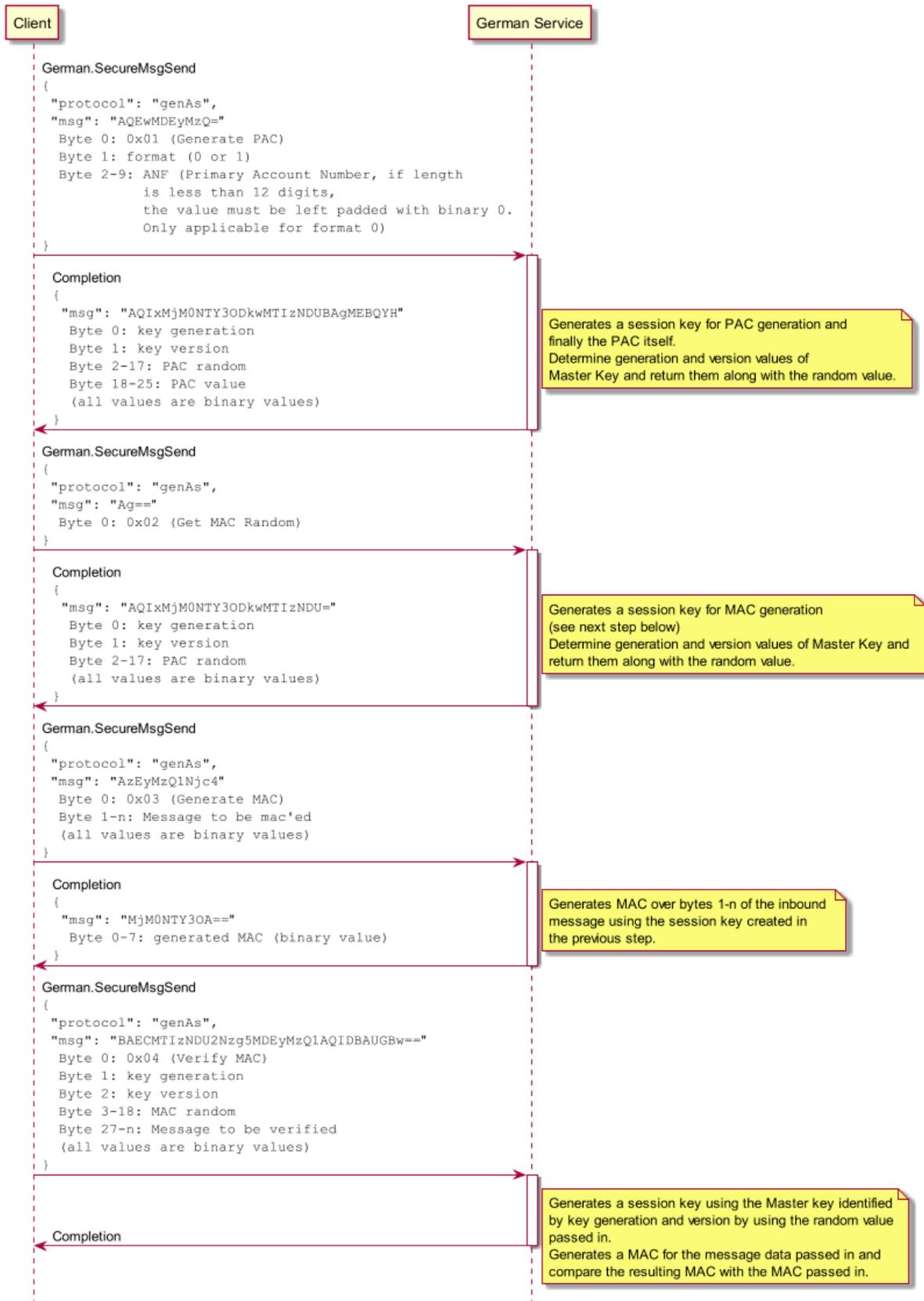
The first byte of command msg of SecureMsgSend contains a subcommand, which is used to qualify the type of operation. The remaining bytes of the command data are dependent on the value of the subcommand.

The following subcommands are defined:

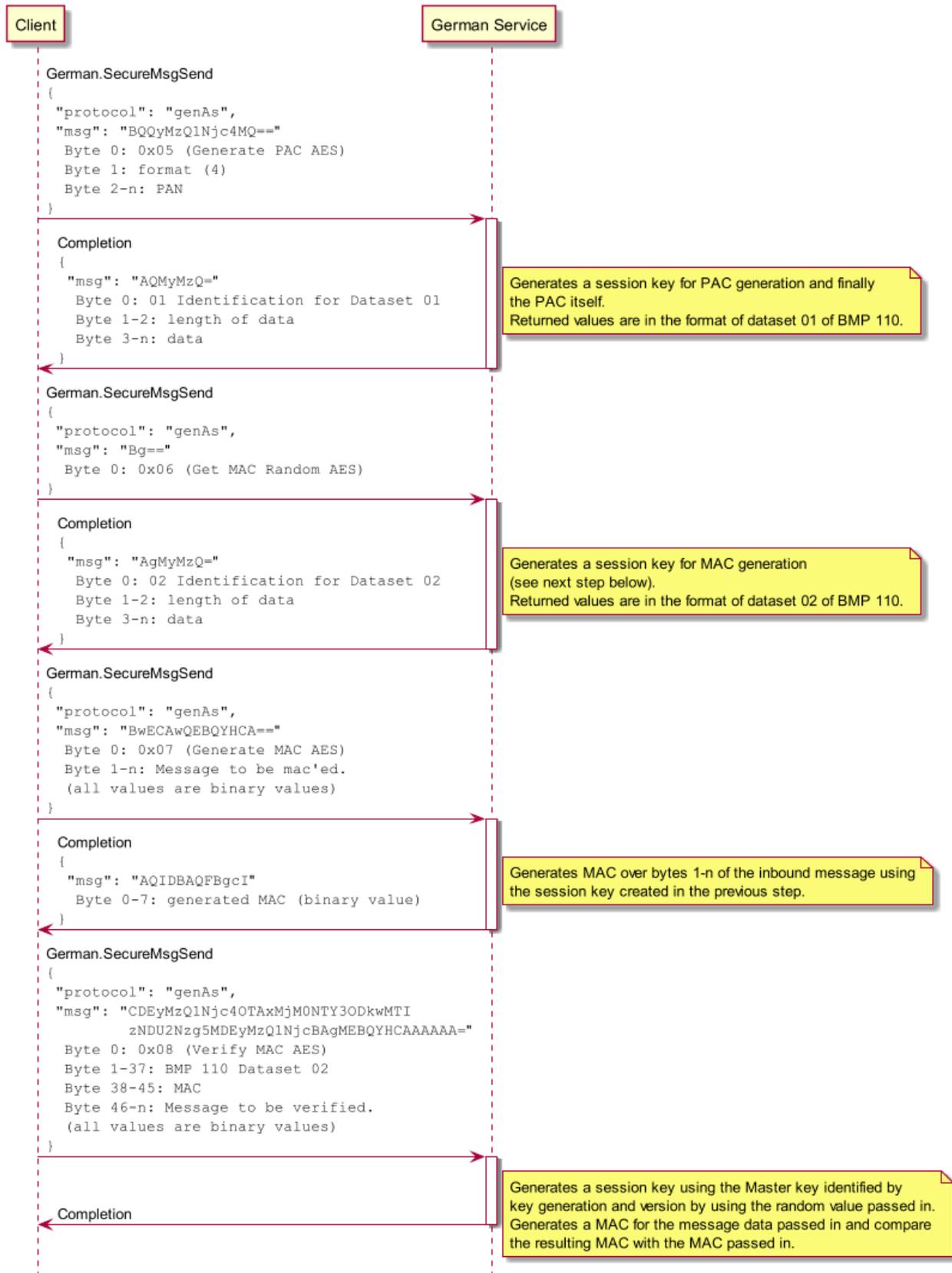
- 0x01 - Generate PAC 3DES
Returns the encrypted PIN block together with generation and version values of the Master Key and the PAC random value.
- 0x02 - Get MAC Random 3DES
Returns the generation and version values of the Master Key and the MAC random value.
- 0x03 - Generate MAC 3DES
Returns the generated MAC for the message data passed in. Note that the MAC is generated for exactly the data that is presented (contents and sequence). Data that should not go into MAC calculation must not be passed in.
- 0x04 - Verify MAC 3DES
Generates a MAC for the data passed in and compares it with the provided MAC value. MAC random value, key generation and key version must be passed in separately.
- 0x05 - Generate PAC AES
Returns the encrypted PIN block wrapped in the BMP 110.2 (Dataset 01).
- 0x06 - Get MAC Random AES
Returns the MAC random value wrapped in the BMP 110.3 (Dataset 02).
- 0x07 - Generate MAC AES
Returns the generated MAC for the message data passed in. Note that the MAC is generated for exactly the data that is presented (contents and sequence). Data that should not go into MAC calculation must not be passed in. The algorithm used is CMAC.
- 0x08 - Verify MAC AES
Generates a MAC for the data passed in and compares it with the provided MAC value. The MAC data must be passed in as BMP 110.3 (Dataset 02) in the format: 08 (subcommand) + BMP 110.3 + MAC + message to be verified.

Command/Message sequence (3DES):

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Command/Message sequence (AES):



Error Codes:

The error code *formatInvalid* for both [SecureMsgSend](#) and [SecureMsgReceive](#) is returned when:

- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is not [01](#), [02](#), [03](#), [05](#), [06](#) or [07](#).

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- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgReceive](#) with protocol genas is not [04](#) or [08](#).
- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is [01](#) and Byte 1 is not 00 and not 01 (PIN block format is not ISO-0 and ISO-1).
- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is [05](#) and Byte 1 is not 04 (PIN block format is not ISO-4)
- The individual command data length for a subcommand is less than specified.

The [errorCode](#) *hsmStateInvalid* is returned when:

- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is [03](#) (Generate MAC) without a preceding `getMacRandom` (`secureMsgSend` with subcommand 02).
- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is [07](#) (Generate MAC) without a preceding `getMacRandom` (`secureMsgSend` with subcommand 06).

The [errorCode](#) *macInvalid* is returned when:

- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgReceive](#) with protocol genas is [04](#) or [08](#) (Verify MAC) and the MACs did not match.

The [errorCode](#) *keyNotFound* for both [SecureMsgSend](#) and [SecureMsgReceive](#) is returned when:

- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is [01](#) or [05](#) (Generate PAC) and the Service does not find a master key.
- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is [02](#) or [06](#) (Get MAC Random) and the Service does not find a master key.
- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgReceive](#) with protocol genas is [04](#) or [08](#) (Verify MAC) and the Service does not find a key for the provided key generation and key version values.

The [errorCode](#) *noPin* is returned when:

- The subcommand in Byte 0 of msg for Execute Command [German.SecureMsgSend](#) with protocol genas is [01](#) or [05](#) (Generate PAC) and no PIN or insufficient PIN-digits have been entered.

Protocol pinCmp

This simple protocol is used to perform a comparison of two PINs entered into the PIN pad. In order to be able to compare the PINs, the first value must be temporarily stored while the second value is entered. The user will be prompted to enter the PIN twice. After the PIN has been entered for the first time, the PIN pad needs to store the PIN value in a temporary location. After the user has entered the PIN for the second time, the PIN pad has to compare both values.

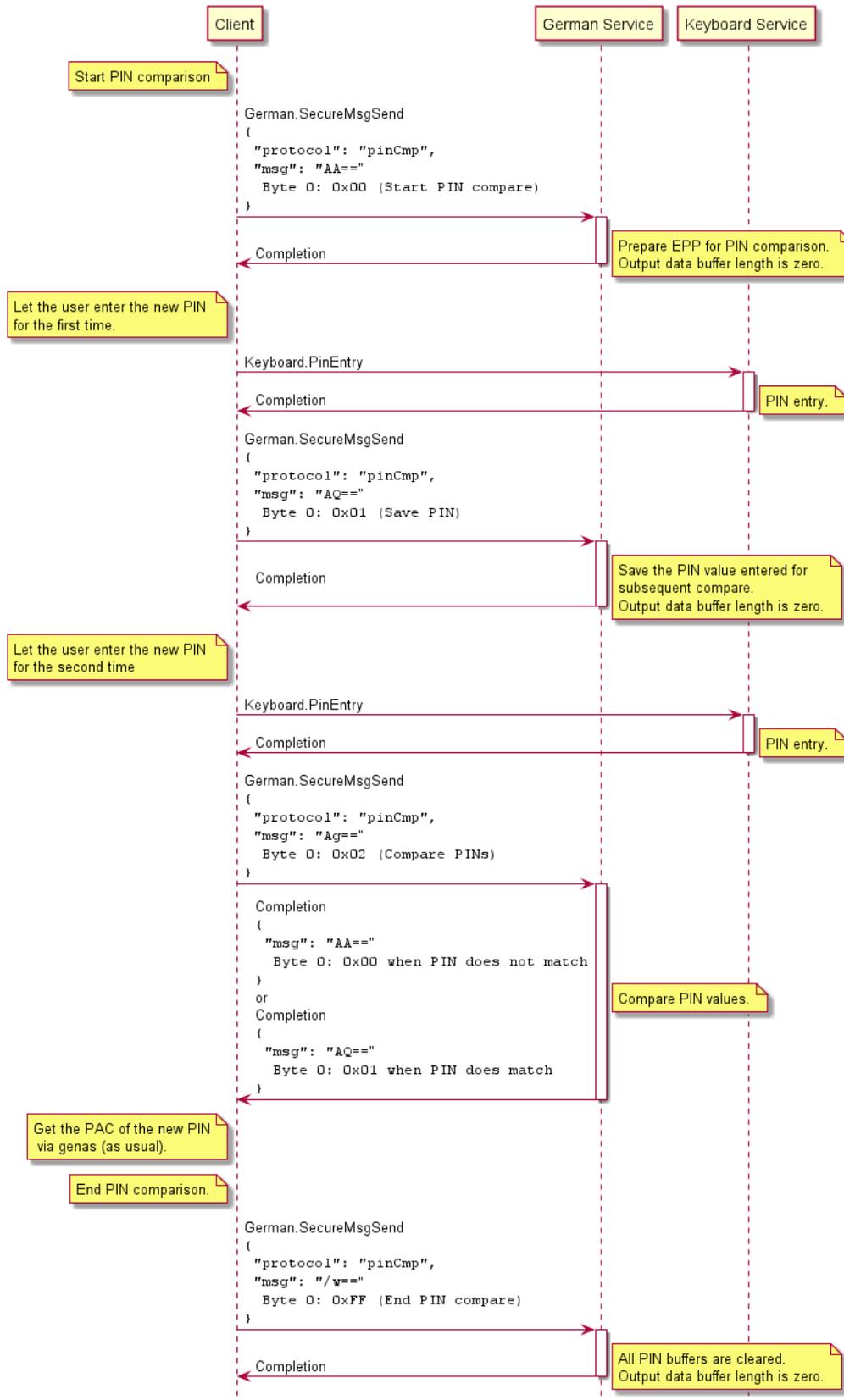
This protocol consists of two subcommands. The first subcommand requests the PIN pad to save the PIN value entered by the [Keyboard.PinEntry](#) command for subsequent comparison. The second subcommand requests the PIN pad to compare the PIN stored with the second value entered by the [Keyboard.PinEntry](#) command. The status of the PIN comparison is returned in the output data.

See the command sequence section below for the actions that Services take for this protocol.

Use of pinCmp with non-GeldKarte DK PIN Management

For use with the non-GeldKarte DK PIN compare function (see [\[Ref. german-9\]](#)) there are two more subcommands "start PIN compare" and "end PIN compare". These have to be called before entry of the first PIN and after querying of the PAC to signal the end of the PIN comparison, respectively.

This is the command sequence for the non-GeldKarte transaction:



Please note that no other PIN commands apart from [Keyboard.PinEntry](#) and [German.SecureMsgSend](#) as specified above are allowed inside a start / end PIN compare flow, with the exception of creating the PAC for the old PIN. While the old PIN always has to be entered (using [Keyboard.PinEntry](#) from Keyboard interface) before the "Start PIN Compare", the PAC for the old PIN may be created (using [German.SecureMsgSend](#) with protocol=genas) after the "Start PIN Compare" if (enforced by the host protocol) the same session key SKPAC has to be used for encrypting both the old and the new PIN.

22.2 Command Messages

22.2.1 German.GetHSMTData

This command returns the current HSM terminal data.

Command Message

Payload (version 1.0)
This message does not define any properties.

Completion Message

Payload (version 1.0)
<pre>{ "zkaId": "K12345P123456789", "hsmStatus": 3, "hsmManufacturerId": "H00099", "hsmSerialNumber": "0890001234", "terminalId": "00054321", "bankCode": "00000414", "onlineDateAndTime": "20240919105500" }</pre>
Properties
<p>zkaId</p> <p>ZKA ID (is filled during the pre-initialization of the HSM). A data source is the HSM. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^.{16}\$ Default: null</p>
<p>hsmStatus</p> <p>HSM status. A data source is the HSM.</p> <ul style="list-style-type: none"> • 1 - irreversibly out of order. • 2 - out of order, K_UR is not loaded. • 3 - not pre-initialized, K_UR is loaded. • 4 - pre-initialized, K_INIT is loaded. • 5 - initialized/personalized, K_PERS is loaded. <p>Type: integer, null Minimum: 1 Maximum: 5 Default: null</p>
<p>hsmManufacturerId</p> <p>HSM manufacturer ID as needed for ISO BMP 57 of a pre-initialization. A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^.{6,}\$ Default: null</p>

Properties
<p>hsmSerialNumber</p> <p>HSM serial number as needed for ISO BMP 57 of a pre-initialization. A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^.{10}\$ Default: null</p>
<p>terminalId</p> <p>Terminal ID. ISO 8583 BMP 41 (see [Ref. german-2]). A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^[0-9]{8}\$ Default: null</p>
<p>bankCode</p> <p>Bank code. ISO 8583 BMP 42 (rightmost 4 bytes see [Ref. german-2]) Account data for terminal account. A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^[0-9]{8}\$ Default: null</p>
<p>onlineDateAndTime</p> <p>Online date and time. ISO 8583 BMP 61 (YYYYMMDDHHMMSS) see [Ref. german-2]. A data source is the HSM. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^20\d{2}(0[1-9] 1[0,1,2])(0[1-9] 12)[0-9] 3[01])(0[0-9] 1[0-9] 2[0-3])[0-5][0-9][0-5][0-9]\$ Default: null</p>

Event Messages

None

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22.2.2 German.SetHSMTData

This command allows the application to set the HSM terminal data (except keys, trace number and session key index). Terminal data that is included but not supported by the hardware will be ignored.

Command Message

Payload (version 1.0)
<pre>{ "terminalId": "00054321", "bankCode": "00000414", "onlineDateAndTime": "20240919105500" }</pre>
Properties
terminalId Terminal ID. ISO 8583 BMP 41 (see [Ref. german-2]). A data source is the EPP. This property is null if not applicable. Type: string, null Pattern: <code>^[0-9]{8}\$</code> Default: null
bankCode Bank code. ISO 8583 BMP 42 (rightmost 4 bytes see [Ref. german-2]) Account data for terminal account. A data source is the EPP. This property is null if not applicable. Type: string, null Pattern: <code>^[0-9]{8}\$</code> Default: null
onlineDateAndTime Online date and time. ISO 8583 BMP 61 (YYYYMMDDHHMMSS) see [Ref. german-2] . A data source is the HSM. This property is null if not applicable. Type: string, null Pattern: <code>^20\d{2}(0[1-9] 1[0,1,2])(0[1-9] 12)[0-9] 3[01])(0[0-9] 1[0-9] 2[0-3])[0-5][0-9][0-5][0-9]\$</code> Default: null

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "accessDenied" }</pre>
Properties
errorCode Specifies the error code if applicable, otherwise null. The following values are possible: <ul style="list-style-type: none">accessDenied - The encryption module is either not initialized or not ready for any vendor-specific reason.hsmStateInvalid - The HSM is not in a correct state to handle this command. Type: string, null Default: null

Event Messages

None

22.2.3 German.SecureMsgSend

This command handles all messages that should be sent through secure messaging to an authorization or personalization system. The encryption module adds the security relevant fields to the message and returns the modified message in the output structure. All messages must be presented to the encryptor via this command even if they do not contain security fields in order to keep track of the transaction status in the internal state machine.

Command Message

Payload (version 1.0)
<pre>{ "protocol": "isoPs", "msg": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>protocol</p> <p>Specifies the protocol the message belongs to. The following values are possible:</p> <ul style="list-style-type: none"> • isoPs - ISO 8583 protocol for the personalization system. (see Protocol isoPs) • rawData - Raw data protocol. (see Protocol rawData) • hsmLdi - HSM LDI protocol. (see Protocol hsmLdi) • genAs - Generic PAC/MAC for non-ISO 8583 message formats. (see Protocol genAs) • pinCmp - Protocol for comparing PINs entered in the PIN pad during a PIN Change transaction. (see Protocol pinCmp) <p>Type: string Required</p>
<p>msg</p> <p>Specifies the message that should be sent. This property is null if the <i>protocol</i> property is set to <i>hsmLdi</i>.</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4} [a-zA-Z0-9+]{2}([a-zA-Z0-9+] =)=\$) Format: base64 Default: null</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "accessDenied", "msg": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • accessDenied - The encryption module is either not initialized or not ready for any vendor-specific reason. • hsmStateInvalid - The HSM is not in a correct state to handle this message. • protocolInvalid - The specified protocol is invalid. • formatInvalid - The format of the message is invalid. • contentInvalid - The contents of one of the security relevant properties are invalid. • keyNotFound - No key was found for PAC/MAC generation. • noPin - No PIN or insufficient PIN-digits have been entered. <p>Type: string, null Default: null</p>

Properties**msg**

The modified message that can be sent to an authorization system or personalization system. This property is null if not applicable.

Type: string, null

Pattern: `^([a-zA-Z0-9+]{4})*([a-zA-Z0-9+]{4}|[a-zA-Z0-9+]{2})([a-zA-Z0-9+]|=)=)$`

Format: base64

Default: null

Event Messages

None

22.2.4 German.SecureMsgReceive

This command handles all messages that are received through a secure messaging from an authorization or personalization system. The encryption module checks the security relevant properties. All messages must be presented to the encryptor via this command even if they do not contain security relevant properties in order to keep track of the transaction status in the internal state machine.

Command Message

Payload (version 1.0)
<pre>{ "protocol": "isoPs", "msg": "O2gAUACFyEARAJAC" }</pre>
Properties
<p>protocol</p> <p>Specifies the protocol the message belongs to. The following values are possible:</p> <ul style="list-style-type: none"> isoPs - ISO 8583 protocol for the personalization system. (see Protocol isoPs) rawData - Raw data protocol. (see Protocol rawData) genAs - Generic PAC/MAC for non-ISO 8583 message formats. (see Protocol genAs) <p>Type: string Required</p>
<p>msg</p> <p>Specifies the message that was received. This property is null if during a specified time period specified by timeout no response was received from the communication partner (necessary to set the internal state machine to the correct state).</p> <p>Type: string, null Pattern: ^([a-zA-Z0-9+/{4})*([a-zA-Z0-9+/{4} [a-zA-Z0-9+/{2}]{2}([a-zA-Z0-9+/{4} =)=\$) Format: base64 Default: null</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "accessDenied" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> accessDenied - The encryption module is either not initialized or not ready for any vendor-specific reason. hsmStateInvalid - The HSM is not in a correct state to handle this message. macInvalid - The MAC of the message is not correct. protocolInvalid - The specified protocol is invalid. formatInvalid - The format of the message is invalid. contentInvalid - The contents of one of the security relevant properties are invalid. keyNotFound - No key was found for PAC/MAC generation. <p>Type: string, null Default: null</p>

Event Messages

None

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22.2.5 German.HSMInit

This command is used to set the HSM out of order (Außerbetriebnahme). At the same time the online time can be set to control when the OPT online dialog (see [isoPs protocol](#)) shall be started to initialize the HSM again. When this time is reached an [German.OPTRequiredEvent](#) will be sent.

Command Message

Payload (version 1.0)
<pre>{ "initMode": "temp", "onlineTime": "20221012123000" }</pre>
Properties
<p>initMode</p> <p>Specifies the initialization mode. The following values are possible:</p> <ul style="list-style-type: none">temp - Initialize the HSM temporarily (K_UR remains loaded). For predefined key name K_UR see 'KUR' [Ref. german-2].definite - Initialize the HSM definitely (K_UR is deleted).irreversible - Initialize the HSM irreversibly (can only be restored by the vendor). <p>Type: string Required</p>
<p>onlineTime</p> <p>Specifies the online date and time in the format YYYYMMDDHHMMSS defined in ISO 8583 BMP 61 (see [Ref. german-6] and [Ref. german-2]) as BCD packed characters. This property is null when the <i>initMode</i> equals <i>definite</i> or <i>irreversible</i>. If the <i>initMode</i> equals <i>temp</i> and this property is null or all zeros, the online time will be set to a value in the past.</p> <p>Type: string, null Pattern: <code>^[0-9]{4}(0[1-9] 1[0-2])(0[1-9] 12 0[0-9] 3[01])([01][0-9] 2[0-3])[0-5][0-9][0-5][0-9]\$</code> Default: null</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "modeNotSupported" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">modeNotSupported - The specified init mode is not supported.hsmStateInvalid - The HSM is not in a correct state to handle this command. <p>Type: string, null Default: null</p>

Event Messages

None

22.3 Unsolicited Messages

22.3.1 German.HSMTDataChangedEvent

This event indicates that one of the values of the terminal data has changed (these are the data that can be set using SetHSMTData), i.e. this event will be sent especially when the online time or the HSM status is changed because of a [German.HSMInit](#) command or an OPT online dialog ([German.SecureMsgSend](#)/[German.SecureMsgReceive](#) with protocol isoPs).

Unsolicited Message

Payload (version 1.0)
<pre>{ "zkaId": "K12345P123456789", "hsmStatus": 3, "hsmManufacturerId": "H00099", "hsmSerialNumber": "0890001234", "terminalId": "00054321", "bankCode": "00000414", "onlineDateAndTime": "20240919105500" }</pre>
Properties
<p>zkaId</p> <p>ZKA ID (is filled during the pre-initialization of the HSM). A data source is the HSM. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^.{16}\$ Default: null</p>
<p>hsmStatus</p> <p>HSM status. A data source is the HSM.</p> <ul style="list-style-type: none"> • 1 - irreversibly out of order. • 2 - out of order, K_UR is not loaded. • 3 - not pre-initialized, K_UR is loaded. • 4 - pre-initialized, K_INIT is loaded. • 5 - initialized/personalized, K_PERS is loaded. <p>Type: integer, null Minimum: 1 Maximum: 5 Default: null</p>
<p>hsmManufacturerId</p> <p>HSM manufacturer ID as needed for ISO BMP 57 of a pre-initialization. A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^.{6,}\$ Default: null</p>
<p>hsmSerialNumber</p> <p>HSM serial number as needed for ISO BMP 57 of a pre-initialization. A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: ^.{10}\$ Default: null</p>

Properties
<p>terminalId</p> <p>Terminal ID. ISO 8583 BMP 41 (see [Ref. german-2]). A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: <code>^[0-9]{8}\$</code> Default: null</p>
<p>bankCode</p> <p>Bank code. ISO 8583 BMP 42 (rightmost 4 bytes see [Ref. german-2]) Account data for terminal account. A data source is the EPP. This property is null if not applicable.</p> <p>Type: string, null Pattern: <code>^[0-9]{8}\$</code> Default: null</p>
<p>onlineDateAndTime</p> <p>Online date and time. ISO 8583 BMP 61 (YYYYMMDDHHMMSS) see [Ref. german-2]. A data source is the HSM. This property is null if not applicable.</p> <p>Type: string, null Pattern: <code>^20\d{2}(0[1-9] 1[0,1,2])(0[1-9] 12)[0-9] 3[01](0[0-9] 1[0-9] 2[0-3])[0-5][0-9][0-5][0-9]\$</code> Default: null</p>

22.3.2 German.OPTRequiredEvent

This event indicates that the online date/time stored in a HSM has been reached.

This event may be triggered by the clock reaching a previously stored online time or by the online time being set to a time that lies in the past. The online time may be set by the command [German.SetHSMTData](#), [German.HSMInit](#) or by a command [German.SecureMsgReceive](#) that contains a message from a host system containing a new online date/time. The event does not mean that any keys or other data in the HSM is out of date now. It just indicates that the terminal should communicate with a 'Personalisierungsstelle' as soon as possible using the commands [German.SecureMsgSend](#) / [German.SecureMsgReceive](#) and [protocol](#) is *isoPs*.

Unsolicited Message

Payload (version 1.0)
This message does not define any properties.

23. Lights Interface

This chapter defines the Lights interface functionality and messages.

This specification describes the functionality of the services provided by the Lights service by defining the service-specific commands that can be issued. This service allows for the operation of Lights, LEDs and Lamps on a device.

23.1 Command Messages

23.1.1 Lights.SetLight

This command is used to set the status of single or multiple lights.

For guidance lights, 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.

If the [individualFlashRates](#) is false, all *flashRate* properties must have the same value.

Command Message

Payload (version 3.0)
<pre>{ "cardReader": { "right": { "flashRate": "off", "color": "red", "direction": "entry" }, "top": See cardReader/right properties }, "pinPad": See cardReader properties "notesDispenser": See cardReader properties "coinDispenser": See cardReader properties "receiptPrinter": See cardReader properties "passbookPrinter": See cardReader properties "envelopeDepository": See cardReader properties "checkUnit": See cardReader properties "billAcceptor": See cardReader properties "envelopeDispenser": See cardReader properties "documentPrinter": See cardReader properties "coinAcceptor": See cardReader properties "scanner": See cardReader properties "contactless": See cardReader properties "cardReader2": See cardReader properties "notesDispenser2": See cardReader properties "billAcceptor2": See cardReader properties "statusGood": See cardReader properties "statusWarning": See cardReader properties "statusBad": See cardReader properties "statusSupervisor": See cardReader properties "statusInService": See cardReader properties "fasciaLight": See cardReader properties "vendorSpecificLight": See cardReader properties }</pre>
Properties
<p>cardReader</p> <p>Card Reader Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>cardReader/right (example name)</p> <p>Indicates the light position. It can be one of the following:</p> <ul style="list-style-type: none"> • left - The left position. • right - The right position. • center - The center position. • top - The top position. • bottom - The bottom position. • front - The front position. • rear - The rear position. • default - The default position. • <code>^[a-zA-Z]([a-zA-Z0-9]*)\$</code> - The vendor-specific position. <p>Type: object MinProperties: 1 Name Pattern: <code>^left\$ ^right\$ ^center\$ ^top\$ ^bottom\$ ^front\$ ^rear\$ ^default\$ ^[a-zA-Z]([a-zA-Z0-9]*)\$</code></p>
<p>cardReader/right/flashRate</p> <p>The light flash rate. This may be null in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • off - The light is turned off. • slow - The light is flashing slowly. • medium - The light is flashing at medium frequency. • quick - The light is flashing quickly. • continuous - The light is continuous (steady). <p>Type: string, null Default: null</p>
<p>cardReader/right/color</p> <p>The light color. This property can be null if not supported, only supports a single color or in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • red - The light is red. • green - The light is green. • yellow - The light is yellow. • blue - The light is blue. • cyan - The light is cyan. • magenta - The light is magenta. • white - The light is white. <p>Type: string, null Default: null</p>
<p>cardReader/right/direction</p> <p>The light direction. This property can be null if not supported or in a Common.StatusChangedEvent if unchanged, otherwise one of the following values:</p> <ul style="list-style-type: none"> • entry - The light is indicating entry. • exit - The light is indicating exit. <p>Type: string, null Default: null</p>
<p>pinPad</p> <p>Pin Pad Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>notesDispenser</p> <p>Notes Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>coinDispenser</p> <p>Coin Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>receiptPrinter</p> <p>Receipt Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>passbookPrinter</p> <p>Passbook Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>envelopeDepository</p> <p>Envelope Depository Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>checkUnit</p> <p>Check Unit Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>billAcceptor</p> <p>Bill Acceptor Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>envelopeDispenser</p> <p>Envelope Dispenser Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>documentPrinter</p> <p>Document Printer Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>coinAcceptor</p> <p>Coin Acceptor Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>scanner</p> <p>Scanner Light. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>

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Properties
contactless Contactless Reader Light. This property is null if not applicable. Type: object, null Default: null
cardReader2 Card Reader 2 Light. This property is null if not applicable. Type: object, null Default: null
notesDispenser2 Notes Dispenser 2 Light. This property is null if not applicable. Type: object, null Default: null
billAcceptor2 Bill Acceptor 2 Light. This property is null if not applicable. Type: object, null Default: null
statusGood Status Indicator light - Good. This property is null if not applicable. Type: object, null Default: null
statusWarning Status Indicator light - Warning. This property is null if not applicable. Type: object, null Default: null
statusBad Status Indicator light - Bad. This property is null if not applicable. Type: object, null Default: null
statusSupervisor Status Indicator light - Supervisor. This property is null if not applicable. Type: object, null Default: null
statusInService Status Indicator light - In Service. This property is null if not applicable. Type: object, null Default: null
fasciaLight Fascia Light. This property is null if not applicable. Type: object, null Default: null
vendorSpecificLight (example name) Additional vendor-specific lights. Type: object, null Default: null

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidLight" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none">invalidLight - An attempt to set a light to a new value was invalid because the light does not exist.lightError - A hardware error occurred while executing the command. <p>Type: string, null Default: null</p>

Event Messages

None

24. Auxiliaries Interface

This chapter defines the Auxiliaries interface functionality and messages.

This Service allows for the operation of the following categories of Auxiliaries:

- Door sensors, such as cabinet, safe or vandal shield doors.
- Alarm sensors, such as tamper, seismic or heat sensors.
- Generic sensors, such as proximity or ambient light sensors.
- Key switch sensors, such as the ATM operator switch.
- Lamp/sign indicators, such as fascia light or audio indicators.
- Auxiliary indicators.
- Enhanced Audio Controller, for use by the partially sighted.

In self-service devices, the Auxiliaries unit is capable of dealing with external sensors, such as door switches, locks, alarms and proximity sensors, as well as external indicators, such as turning on lamps or heating.

When status information of the auxiliaries unit is changed, the [Common.StatusChangedEvent](#) is posted.

24.1 Command Messages

24.1.1 Auxiliaries.GetAutoStartupTime

This command is used to retrieve the availability of the auto start-up time function as well as the current configuration of the auto start-up time.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "mode": "specific", "startTime": { "year": 1601, "month": 1, "dayOfWeek": "Saturday", "day": 1, "hour": 0, "minute": 0 } }</pre>
Properties
<p>mode</p> <p>Specifies the current or desired auto start-up control mode configured. The following values are possible:</p> <ul style="list-style-type: none"> • <i>specific</i> - In the <i>startTime</i> object, only <i>year</i>, <i>month</i>, <i>day</i>, <i>hour</i> and <i>minute</i> are relevant. All other properties must be ignored. • <i>daily</i> - Auto start-up every day has been configured. In the <i>startTime</i> object, only <i>hour</i> and <i>minute</i> are relevant. All other properties must be ignored. • <i>weekly</i> - Auto start-up at a specified time on a specific day of every week has been configured. In the <i>startTime</i> parameter, only <i>dayOfWeek</i>, <i>hour</i> and <i>minute</i> are relevant. All other properties must be ignored. <p>Type: string Required</p>
<p>startTime</p> <p>Specifies the current or desired auto start-up time configuration.</p> <p>Type: object MinProperties: 2 Required</p>
<p>startTime/year</p> <p>Specifies the year. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 1601 Maximum: 30827 Default: null</p>

Properties
<p>startTime/month</p> <p>Specifies the month. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 1 Maximum: 12 Default: null</p>
<p>startTime/dayOfWeek</p> <p>Specifies the day of the week. This property is null if it is not relevant to the <i>mode</i>. The following values are possible:</p> <ul style="list-style-type: none"> • Saturday - the day of the week is Saturday. • Sunday - the day of the week is Sunday. • Monday - the day of the week is Monday. • Tuesday - the day of the week is Tuesday. • Wednesday - the day of the week is Wednesday. • Thursday - the day of the week is Thursday. • Friday - the day of the week is Friday. <p>Type: string, null Default: null</p>
<p>startTime/day</p> <p>Specifies the day. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 1 Maximum: 31 Default: null</p>
<p>startTime/hour</p> <p>Specifies the hour. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 0 Maximum: 23 Default: null</p>
<p>startTime/minute</p> <p>Specifies the minute. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 0 Maximum: 59 Default: null</p>

Event Messages

None

24.1.2 Auxiliaries.ClearAutoStartupTime

This command is used to clear the time at which the machine will automatically start.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

24.1.3 Auxiliaries.Register

⚠ This command is deprecated.

This command is used to register or deregister for events from the Auxiliaries Unit. The default condition is that all events are deregistered. The events are only registered or deregistered for the session which sends the command, all other sessions are unaffected. Only the events specified in the input payload will be affected, all others will remain in the same state.

No action has been taken if this command returns an error. If a hardware error occurs while executing the command, the command will return OK, but events will be generated which indicates the auxiliaries which have failed.

Command Message

Payload (version 2.0)
<pre> { "operatorSwitch": "register", "tamperSensor": "register", "internalTamperSensor": "register", "seismicSensor": "register", "heatSensor": "register", "proximitySensor": "register", "ambientLightSensor": "register", "enhancedAudioSensor": "register", "bootSwitchSensor": "register", "consumerDisplaySensor": "register", "operatorCallButtonSensor": "register", "handsetSensor": "register", "headsetMicrophoneSensor": "register", "fasciaMicrophoneSensor": "register", "cabinetDoor": "register", "safeDoor": "register", "vandalShield": "register", "cabinetFront": "register", "cabinetRear": "register", "cabinetRight": "register", "cabinetLeft": "register", "openCloseIndicator": "register", "audioIndicator": "register", "heatingIndicator": "register", "consumerDisplayBacklight": "register", "signageDisplay": "register", "volume": "register", "ups": "register", "audibleAlarm": "register", "enhancedAudioControl": "register", "enhancedMicrophoneControl": "register", "microphoneVolume": "register", "exampleProperty1": "register", "exampleProperty2": See exampleProperty1 } </pre>

Properties
<p>operatorSwitch</p> <p>Specifies whether the Operator Switch should report whenever the switch changes the operating mode:</p> <ul style="list-style-type: none"> • <code>register</code> - Report when this sensor is triggered. • <code>deregister</code> - Do not report when this sensor is triggered. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>tamperSensor</p> <p>Specifies whether the Tamper Sensor should report whenever someone tampers with the terminal. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>internalTamperSensor</p> <p>Specifies whether the Internal Tamper Sensor should report whenever someone tampers with the internal alarm. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>seismicSensor</p> <p>Specifies whether the Seismic Sensor should report whenever any seismic activity is detected. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>heatSensor</p> <p>Specifies whether the Heat Sensor should report whenever any excessive heat is detected. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>proximitySensor</p> <p>Specifies whether the Proximity Sensor should report whenever any movement is detected close to the terminal. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>ambientLightSensor</p> <p>Specifies whether the Ambient Light Sensor should report whenever it detects changes in the ambient light. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>enhancedAudioSensor</p> <p>Specifies whether the Audio Jack should report whenever it detects changes in the audio jack. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>bootSwitchSensor</p> <p>Specifies whether the Boot Switch should report whenever the delayed effect boot switch is used. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>consumerDisplaySensor</p> <p>Specifies whether the Consumer Display Sensor should report whenever it detects changes to the consumer display. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>operatorCallButtonSensor</p> <p>Specifies whether the Operator Call Button should report whenever the Operator Call Button is pressed or released. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>handsetSensor</p> <p>Specifies whether the Handset Sensor should report whenever it detects changes of its status. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>headsetMicrophoneSensor</p> <p>Specifies whether the Microphone Jack should report whenever it detects changes in the microphone jack. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>fasciaMicrophoneSensor</p> <p>Specifies whether the Fascia Microphone should report whenever it detects changes in the microphone state. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>cabinetDoor</p> <p>Specifies whether the Cabinet Doors should report whenever the doors are opened, closed, bolted or locked. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>safeDoor</p> <p>Specifies whether the Safe Doors should report whenever the doors are opened, closed, bolted or locked. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>vandalShield</p> <p>Specifies whether the Vandal Shield should report whenever the shield changed position. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>cabinetFront</p> <p>Specifies whether the front Cabinet Doors should report whenever the front doors are opened, closed, bolted or locked. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>cabinetRear</p> <p>Specifies whether the rear Cabinet Doors should report whenever the front doors are opened, closed, bolted or locked. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>cabinetRight</p> <p>Specifies whether the right Cabinet Doors should report whenever the front doors are opened, closed, bolted or locked. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>cabinetLeft</p> <p>Specifies whether the left Cabinet Doors should report whenever the front doors are opened, closed, bolted or locked. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>openCloseIndicator</p> <p>Specifies whether the Open/Closed Indicator should report whenever it is turned on (set to open) or turned off (set to closed). See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>audioIndicator</p> <p>Specifies whether the Audio Indicator should report whenever it is turned on or turned off. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>heatingIndicator</p> <p>Specifies whether the Heating device should report whenever it is turned on or turned off. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>consumerDisplayBacklight</p> <p>Specifies whether the Consumer Display Backlight should report whenever it is turned on or turned off. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>signageDisplay</p> <p>Specifies whether the Signage Display should report whenever it is turned on or turned off. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>volume</p> <p>Specifies whether the Volume Control device should report whenever it is changed. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>ups</p> <p>Specifies whether the UPS device should report whenever it is changed. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>audibleAlarm</p> <p>Specifies whether the Audible Alarm device should report whenever it is changed. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>enhancedAudioControl</p> <p>Specifies whether the Enhanced Audio Controller should report whenever it changes status (assuming the device is capable of generating events). See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>enhancedMicrophoneControl</p> <p>Specifies whether the Enhanced Microphone Controller should report whenever it changes status (assuming the device is capable of generating events). See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>microphoneVolume</p> <p>Specifies whether the Microphone Volume Control device should report whenever it is changed. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>exampleProperty1 (example name)</p> <p>Specifies whether the vendor dependent sensors should report whenever they change status. See operatorSwitch for the possible values. This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidAuxiliary" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> invalidAuxiliary - An attempt to register for or disable events to a auxiliary was invalid because the auxiliary does not exist. <p>Type: string, null Default: null</p>

Event Messages

None

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24.1.4 Auxiliaries.SetAuxiliaries

This command is used to set or clear one or more device auxiliaries.

Command Message

Payload (version 2.0)
<pre>{ "cabinetDoors": "bolt", "safeDoor": "bolt", "vandalShield": "closed", "frontCabinetDoors": "bolt", "rearCabinetDoors": "bolt", "leftCabinetDoors": "bolt", "rightCabinetDoors": "bolt", "openClose": "closed", "audio": { "rate": "on", "signal": "keypress" }, "heating": "on", "consumerDisplayBackLight": "on", "signageDisplay": "on", "volume": 1, "ups": "engage", "audibleAlarm": "off", "enhancedAudioControl": "publicAudioManual", "enhancedMicrophoneControl": "publicAudioManual", "microphoneVolume": 1 }</pre>
Properties
cabinetDoors Specifies whether all the Cabinet Doors should be bolted or unbolted as one of the following values: <ul style="list-style-type: none">• bolt - All Cabinet Doors are bolted.• unbolt - All Cabinet Doors are unbolted. This property is null if not applicable. Type: string, null Default: null
safeDoor Specifies whether the safe doors should be bolted or unbolted as one of the following values: <ul style="list-style-type: none">• bolt - All Safe Doors are bolted.• unbolt - All Safe Doors are unbolted. This property is null if not applicable. Type: string, null Default: null

Properties
<p>vandalShield</p> <p>Specifies whether the Vandal Shield should change position as one of the following values:</p> <ul style="list-style-type: none"> • <code>closed</code> - Close the Vandal Shield. • <code>open</code> - Open the Vandal Shield. • <code>service</code> - Position the Vandal Shield in the service position. • <code>keyboard</code> - Position the Vandal Shield to permit access to the keyboard. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>frontCabinetDoors</p> <p>Specifies whether all the front Cabinet Doors should be bolted or unbolted as one of the following values:</p> <ul style="list-style-type: none"> • <code>bolt</code> - All front Cabinet Doors are bolted. • <code>unbolt</code> - All front Cabinet Doors are unbolted. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>rearCabinetDoors</p> <p>Specifies whether all the rear Cabinet Doors should be bolted or unbolted as one of the following values:</p> <ul style="list-style-type: none"> • <code>bolt</code> - All rear Cabinet Doors are bolted. • <code>unbolt</code> - All rear Cabinet Doors are unbolted. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>leftCabinetDoors</p> <p>Specifies whether all the left Cabinet Doors should be bolted or unbolted as one of the following values:</p> <ul style="list-style-type: none"> • <code>bolt</code> - All left Cabinet Doors are bolted. • <code>unbolt</code> - All left Cabinet Doors are unbolted. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>rightCabinetDoors</p> <p>Specifies whether all the right Cabinet Doors should be bolted or unbolted as one of the following values:</p> <ul style="list-style-type: none"> • <code>bolt</code> - All right Cabinet Doors are bolted. • <code>unbolt</code> - All right Cabinet Doors are unbolted. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>
<p>openClose</p> <p>Specifies whether the Open/Closed Indicator should show Open or Close to a consumer as one of the following values:</p> <ul style="list-style-type: none"> • <code>closed</code> - The Open/Closed Indicator is changed to show that the terminal is closed for a consumer. • <code>open</code> - The Open/Closed Indicator is changed to show that the terminal is open to be used by a consumer. <p>This property is null if not applicable.</p> <div style="background-color: #e0e0e0; padding: 2px;"> Type: string, null Default: null </div>

Properties
<p>audio</p> <p>Specifies whether the Audio Indicator should be turned on or off, if available. This property is null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>audio/rate</p> <p>Specifies the rate of the Audio Indicator as one of the following values:</p> <ul style="list-style-type: none"> • on - Turn on the Audio Indicator. • off - Turn off the Audio Indicator. • continuous - Turn the Audio Indicator to continuous. <p>Type: string Required</p>
<p>audio/signal</p> <p>Specifies the Audio sound as one of the following values:</p> <ul style="list-style-type: none"> • keypress - Sound a key click signal. • exclamation - Sound an exclamation signal. • warning - Sound a warning signal. • error - Sound an error signal. • critical - Sound a critical error signal. <p>Type: string Required</p>
<p>heating</p> <p>Specifies whether the Internal Heating device should be turned on or off as one of the following values:</p> <ul style="list-style-type: none"> • off - The Internal Heating device is turned off. • on - The Internal Heating device is turned on. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>consumerDisplayBackLight</p> <p>Specifies whether the Consumer Display Backlight should be turned on or off as one of the following values:</p> <ul style="list-style-type: none"> • off - The Consumer Display Backlight is turned off. • on - The Consumer Display Backlight is turned on. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>signageDisplay</p> <p>Specifies whether the Signage Display should be turned on or off as one of the following values:</p> <ul style="list-style-type: none"> • off - The Signage Display is turned off. • on - The Signage Display is turned on. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>volume</p> <p>Specifies whether the value of the Volume Control should be changed. If so, the value of Volume Control is defined in an interval from 1 to 1000 where 1 is the lowest volume level and 1000 is the highest volume level. This property is null if not applicable.</p> <pre>Type: integer, null Minimum: 1 Maximum: 1000 Default: null</pre>
<p>ups</p> <p>Specifies whether the UPS device should be engaged or disengaged. The UPS device should not be engaged when the charge level is low. Specified as one of the following values:</p> <ul style="list-style-type: none"> • engage - Engage the UPS. • disengage - Disengage the UPS. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>audibleAlarm</p> <p>Specifies whether the state of the Audible Alarm device should be changed as one of the following values:</p> <ul style="list-style-type: none"> • off - Turn off the Audible Alarm device. • on - Turn on the Audible Alarm device. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>
<p>enhancedAudioControl</p> <p>Specifies whether the state of the Enhanced Audio Controller should be changed as one of the following values:</p> <ul style="list-style-type: none"> • publicAudioManual - Set the Enhanced Audio Controller to manual mode, public state (i.e. audio will be played through speakers only). • publicAudioAuto - Set the Enhanced Audio Controller to auto mode, public state (i.e. audio will be played through speakers). When a Privacy Device is activated (headset connected/handset off-hook), the device will go to the private state. • publicAudioSemiAuto - Set the Enhanced Audio Controller to semi-auto mode, public state (i.e. audio will be played through speakers). When a Privacy Device is activated, the device will go to the private state. • privateAudioManual - Set the Enhanced Audio Controller to manual mode, private state (i.e. audio will be played only through a connected Privacy Device). In private mode, no audio is transmitted through the speakers. • privateAudioAuto - Set the Enhanced Audio Controller to auto mode, private state (i.e. audio will be played only through an activated Privacy Device). In private mode, no audio is transmitted through the speakers. When a Privacy Device is deactivated (headset disconnected/handset on-hook), the device will go to the public state. • privateAudioSemiAuto - Set the Enhanced Audio Controller to semi-auto mode, private state (i.e. audio will be played only through an activated Privacy Device). In private mode, no audio is transmitted through the speakers. When a Privacy Device is deactivated, the device will remain in the private state. <p>This property is null if not applicable.</p> <pre>Type: string, null Default: null</pre>

Properties
<p>enhancedMicrophoneControl</p> <p>Specifies whether the state of the Enhanced Microphone Controller should be changed as one of the following values:</p> <ul style="list-style-type: none"> • <code>publicAudioManual</code> - Set the Enhanced Microphone Controller to manual mode, public state (i.e. only the microphone in the fascia is active). • <code>publicAudioAuto</code> - Set the Enhanced Microphone Controller to auto mode, public state (i.e. only the microphone in the fascia is active). When a Privacy Device with a microphone is activated (headset connected/handset off-hook), the device will go to the private state. • <code>publicAudioSemiAuto</code> - Set the Enhanced Microphone Controller to semi-auto mode, public state (i.e. only the microphone in the fascia is active). When a Privacy Device with a microphone is activated, the device will go to the private state. • <code>privateAudioManual</code> - Set the Enhanced Microphone Controller to manual mode, private state (i.e. audio input will be only via a microphone in the Privacy Device). In private mode, no audio input is transmitted through the fascia microphone. • <code>privateAudioAuto</code> - Set the Enhanced Microphone Controller to auto mode, private state (i.e. audio input will be only via a microphone in the Privacy Device). In private mode, no audio input is transmitted through the fascia microphone. When a Privacy Device with a microphone is deactivated (headset disconnected/handset on-hook), the device will go to the public state. • <code>privateAudioSemiAuto</code> - Set the Enhanced Microphone Controller to semi-auto mode, private state (i.e. audio input will be only via a microphone in the Privacy Device). In private mode, no audio input is transmitted through the fascia microphone. When a Privacy Device with a microphone is deactivated, the device will remain in the private state. <p>This property is null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>microphoneVolume</p> <p>Specifies whether the value of the Microphone Volume Control should be changed. If so, the value of Microphone Volume Control is defined in an interval from 1 to 1000 where 1 is the lowest volume level and 1000 is the highest volume level. This property is null if not applicable.</p> <p>Type: integer, null Minimum: 1 Maximum: 1000 Default: null</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidAuxiliary" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. The following values are possible:</p> <ul style="list-style-type: none"> • <code>invalidAuxiliary</code> - An attempt to set a auxiliary to a new value was invalid because the auxiliary does not exist or the auxiliary is pre-configured as an input port. <p>Type: string, null Default: null</p>

Event Messages

None

24.1.5 Auxiliaries.SetAutoStartupTime

This command is used to set the time at which the machine will automatically start. It is also used to disable automatic start-up.

If a new start-up time is set by this command it will replace any previously set start-up time.

Before the auto start-up can take place, the operating system must be shut down.

Command Message

Payload (version 2.0)
<pre>{ "mode": "specific", "startTime": { "year": 1601, "month": 1, "dayOfWeek": "Saturday", "day": 1, "hour": 0, "minute": 0 } }</pre>
Properties
<p>mode</p> <p>Specifies the current or desired auto start-up control mode configured. The following values are possible:</p> <ul style="list-style-type: none"> • <i>specific</i> - In the <i>startTime</i> object, only <i>year</i>, <i>month</i>, <i>day</i>, <i>hour</i> and <i>minute</i> are relevant. All other properties must be ignored. • <i>daily</i> - Auto start-up every day has been configured. In the <i>startTime</i> object, only <i>hour</i> and <i>minute</i> are relevant. All other properties must be ignored. • <i>weekly</i> - Auto start-up at a specified time on a specific day of every week has been configured. In the <i>startTime</i> parameter, only <i>dayOfWeek</i>, <i>hour</i> and <i>minute</i> are relevant. All other properties must be ignored. <p>Type: string Required</p>
<p>startTime</p> <p>Specifies the current or desired auto start-up time configuration.</p> <p>Type: object MinProperties: 2 Required</p>
<p>startTime/year</p> <p>Specifies the year. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 1601 Maximum: 30827 Default: null</p>
<p>startTime/month</p> <p>Specifies the month. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 1 Maximum: 12 Default: null</p>

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Properties
<p>startTime/dayOfWeek</p> <p>Specifies the day of the week. This property is null if it is not relevant to the <i>mode</i>. The following values are possible:</p> <ul style="list-style-type: none">• Saturday - the day of the week is Saturday.• Sunday - the day of the week is Sunday.• Monday - the day of the week is Monday.• Tuesday - the day of the week is Tuesday.• Wednesday - the day of the week is Wednesday.• Thursday - the day of the week is Thursday.• Friday - the day of the week is Friday. <p>Type: string, null Default: null</p>
<p>startTime/day</p> <p>Specifies the day. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 1 Maximum: 31 Default: null</p>
<p>startTime/hour</p> <p>Specifies the hour. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 0 Maximum: 23 Default: null</p>
<p>startTime/minute</p> <p>Specifies the minute. This property is null if it is not relevant to the <i>mode</i>.</p> <p>Type: integer, null Minimum: 0 Maximum: 59 Default: null</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

25. Deposit Interface

This chapter defines the Deposit interface functionality and messages.

A Depository is used for the acceptance and deposit of media into the device or terminal. There are two main types of depository:

- an envelope depository for the deposit of media in envelopes
- a night safe depository for the deposit of bags containing bulk media

An envelope depository accepts media, prints on the media and deposits the media into a holding container or bin. Some envelope depositories offer the capability to dispense an envelope to the customer at the start of a transaction. The customer takes this envelope, fills in the deposit media, possibly inscribes it and puts it into the deposit slot. The envelope is then accepted, printed and transported into a deposit container. The envelope dispense mechanism may be part of the envelope depository device mechanism with the same entry/exit slot or it may be a separate mechanism with separate entry/exit slot. Envelopes dispensed and not taken by the customer can be retracted back into the device. When the dispenser is a separate mechanism, the envelope is retracted back into the dispenser container. When the dispenser is a common mechanism, the envelope is retracted into the depository container. If supported, print capabilities are typically limited on these devices; this interface reflects this as there is no support for fonts or graphics and the character set may be reported as limited to ASCII.

A night safe depository normally only logs the deposit of a bag and does not print on the media.

The Deposit interface makes uses of [Common](#) and [Storage](#) interfaces to support reporting of states and state changes common to multiple devices.

25.1 Command Messages

25.1.1 Deposit.Entry

This command starts the entry of an envelope and attempts to deposit it into the deposit container.

The [Deposit.InsertDepositEvent](#) event will be generated when the device is ready to accept the deposit.

A deposit is successful if an envelope is inserted and the shutter closes such that the customer no longer has access to it. This includes cases where the deposited envelope reaches the deposit container, becomes jammed before reaching the container, or cannot be returned to the customer.

If a successful deposit takes place, then this command will always complete with *success*, and any errors detected during the operation will be returned by the [Deposit.DepositErrorEvent](#) event.

If a successful deposit causes the deposit bin to reach a high or full threshold, a [Storage.StorageThresholdEvent](#) event will be sent.

A deposit is unsuccessful if an envelope is inserted, an error occurs, and the customer has the ability to access it. This includes cases where an envelope is returned to the user, or cases where it becomes jammed, but the customer is still able to access it.

If an unsuccessful deposit takes place, then the command will always complete with an appropriate error code, and any errors detected during the operation will be returned by the [Deposit.DepositErrorEvent](#) event.

If the envelope is entered and then returned to the exit slot for removal by the customer and the deposit device is capable of this operation (either hardware capability or hardware problems such as a jam may prohibit the envelope from being returned), a [Deposit.EnvTakenEvent](#) will be sent when it is removed.

For example, if the envelope entered has an incorrect size and the deposit was unsuccessful, the envelope is returned to the exit slot for removal by the customer. If the envelope is returned to the customer for removal, the command will complete with *envSize*. A [Deposit.EnvTakenEvent](#) is sent when the envelope is removed. But if returning the envelope is not possible and the customer cannot access the envelope, the command will complete with *success* and a [Deposit.DepositErrorEvent](#) event is sent reporting a *envSize*.

Command Message

Payload (version 1.0)
<pre>{ "printData": "Data to be printed on the envelope" }</pre>
Properties
<p>printData</p> <p>Specifies the data that will be printed on the envelope that is entered by the customer. If the data is longer than maxNumChars, then <i>invalidData</i> will be returned.</p> <p>Type: string Default: ""</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "containerMissing" }</pre>

Properties**errorCode**

Specifies the error code if applicable, otherwise null. Following values are possible:

- `depFull` - The deposit container is full.
- `depJammed` - An envelope jam occurred in the deposit transport between the entry slot and the deposit container.
- `envSize` - The envelope entered has an incorrect size.
- `printerFail` - The printer failed.
- `shutterNotClosed` - The shutter failed to close.
- `shutterNotOpened` - The shutter failed to open.
- `containerMissing` - The deposit container is not present.
- `unknown` - The result of the deposit is not known.
- `characterNotSupp` - Characters specified in *printData* are not supported by the Service - see [unicodeSupport](#).
- `tonerOut` - Toner or ink supply is empty or printing contrast with ribbon is not sufficient.

Type: string, null

Default: null

Event Messages

- [Deposit.EnvTakenEvent](#)
- [Deposit.EnvDepositedEvent](#)
- [Deposit.DepositErrorEvent](#)
- [Deposit.EnvInsertedEvent](#)
- [Deposit.InsertDepositEvent](#)

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25.1.2 Deposit.Dispense

This command is used to dispense an envelope from the envelope supply. This command will either action the dispensing of an envelope from the envelope supply or will unlock the envelope supply for manual access.

Command Message

Payload (version 1.0)
This message does not define any properties.

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "shutterNotOpened" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none">• empty - There is no envelope in the envelope unit.• jammed - An envelope jam occurred in the dispenser transport between the envelope supply and the output slot.• shutterNotOpened - The shutter failed to open.
Type: string, null Default: null

Event Messages

- [Deposit.EnvTakenEvent](#)

25.1.3 Deposit.Reset

Sends a service reset to the Service.

The Service may reset the deposit device and the envelope dispenser, if possible. Any media found in the device can be either captured or ejected (depending on hardware).

If a capture into the deposit bin causes the deposit bin to reach a high or full threshold, a [Storage.StorageThresholdEvent](#) event will be sent. If the command is requested to eject the media and the hardware is not capable of this operation either due to hardware capability or hardware error such as a jam, the Service will retract the media in order to attempt to make the device operational.

The [Deposit.MediaDetectedEvent](#) event will indicate the position of the detected media following completion of the command.

Persistent values may change, but will not be reset because of this command (i.e., if an envelope is captured, [numOfDeposits](#) will be incremented, but never reset to zero).

Command Message

Payload (version 1.0)
<pre>{ "depMediaControl": "retract" }</pre>
Properties
<p>depMediaControl</p> <p>Specifies the action that should be done if deposited media is detected during the reset operation.</p> <p>If null, the Service will go through default actions to clear the deposit transport. The envelope dispenser will go through the most effective means to clear any jammed media.</p> <p>If not null, it must be one of the following:</p> <ul style="list-style-type: none"> • eject - Any media detected in the device should be ejected (depending on the hardware). • retract - Any media detected in the device should be deposited into the deposit container during the reset operation. <p>Type: string, null Default: null</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "containerMissing" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • depFull - The deposit container is full. • depJammed - An envelope jam occurred in the deposit transport between the entry slot and the deposit container. • envJammed - An envelope jam occurred in the dispenser transport between the envelope supply and the output slot. • shutterNotOpened - The shutter failed to open. • shutterNotClosed - The shutter failed to close. • containerMissing - The deposit container is not present. <p>Type: string, null Default: null</p>

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Event Messages

- [Deposit.EnvTakenEvent](#)
- [Deposit.MediaDetectedEvent](#)

25.1.4 Deposit.Retract

This command is used to retract an envelope that was not taken by a customer after an envelope dispense operation. The given string is printed on the envelope and the envelope is retracted into the deposit container or back to the envelope dispenser, depending on the capabilities of the physical device. If a retract to the deposit bin causes the deposit bin to reach a high or full threshold, a [Storage.StorageThresholdEvent](#) event will be sent.

This command will only return with an error code if the retract has not taken place. The error code will then describe the reason for the failure.

Command Message

Payload (version 1.0)
<pre>{ "printData": "Data to be printed on the envelope" }</pre>
Properties
<p>printData</p> <p>Specifies the data that will be printed on the envelope that is entered by the customer. If the data is longer than maxNumChars, then <i>invalidData</i> will be returned.</p> <p>Type: string Default: ""</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "characterNotSupp" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>depFull</code> - The deposit container is full. • <code>depJammed</code> - An envelope jam occurred in the deposit transport between the entry slot and the deposit container. • <code>envJammed</code> - An envelope jam occurred between the entry slot and the envelope container (may only occur with hardware that retracts to the envelope container). • <code>noEnv</code> - No envelope to retract. • <code>printerFail</code> - The printer failed. • <code>shutterNotClosed</code> - The shutter failed to close. • <code>containerMissing</code> - The deposit container is not present. • <code>characterNotSupp</code> - Characters specified in <i>printData</i> are not supported by the Service - see unicodeSupport. • <code>tonerOut</code> - Toner or ink supply is empty or printing contrast with ribbon is not sufficient. <p>Type: string, null Default: null</p>

Event Messages

- [Deposit.EnvTakenEvent](#)

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25.1.5 Deposit.SupplyReplenish

After the supplies have been replenished, this command is used to indicate that the specified supplies have been replenished and are expected to be in a healthy state.

Hardware that cannot detect the level of a supply and reports on the supply's status using metrics (or some other means), must assume the supply has been fully replenished after this command is issued. When a supply's threshold changes because of this command, a [Common.StatusChangedEvent](#) will be sent.

Hardware that can detect the level of a supply must update its status based on its sensors, generate a [Common.StatusChangedEvent](#) event if appropriate and succeed the command even if the supply has not been replenished. If it has already detected the level and reported the threshold before this command was issued, the command must succeed, and no threshold event is required.

Command Message

Payload (version 1.0)
<pre>{ "envelope": true, "toner": false }</pre>
Properties
envelope The envelope supply was replenished. Type: boolean Default: false
toner The toner supply was replenished. Type: boolean Default: false

Completion Message

Payload (version 1.0)
This message does not define any properties.

Event Messages

None

25.2 Unsolicited Messages

25.2.1 Deposit.DepositErrorEvent

This event is used to specify that an error occurred during the deposit operation. For every error that occurred a single event is generated.

Unsolicited Message

Payload (version 1.0)
<pre>{ "error": "containerMissing" }</pre>
Properties
<p>error</p> <p>Specifies the error code, as one of the following values:</p> <ul style="list-style-type: none"> • <code>depFull</code> - The deposit container is full. • <code>depJammed</code> - An envelope jam occurred in the deposit transport between the entry slot and the deposit container. • <code>envSize</code> - The envelope entered has an incorrect size. • <code>printerFail</code> - The printer failed. • <code>shutterNotClosed</code> - The shutter failed to close. • <code>shutterNotOpened</code> - The shutter failed to open. • <code>containerMissing</code> - The deposit container is not present. • <code>unknown</code> - The result of the deposit is not known. • <code>characterNotSupp</code> - Characters specified in <i>printData</i> are not supported by the Service - see unicodeSupport. • <code>tonerOut</code> - Toner or ink supply is empty or printing contrast with ribbon is not sufficient. <p>Type: string Required</p>

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25.2.2 Deposit.EnvDepositedEvent

This event is used to specify that the envelope has been deposited in the deposit container.

Unsolicited Message

Payload (version 1.0)
This message does not define any properties.

25.2.3 Deposit.EnvInsertedEvent

This event is used to specify that an envelope has been inserted by the customer.

Unsolicited Message

Payload (version 1.0)
This message does not define any properties.

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25.2.4 Deposit.EnvTakenEvent

This event is used to specify that the envelope has been taken by the customer.

Unsolicited Message

Payload (version 1.0)
This message does not define any properties.

25.2.5 Deposit.InsertDepositEvent

This event notifies the application when the device is ready for the user to make the deposit. This event is mandatory.

Unsolicited Message

Payload (version 1.0)
This message does not define any properties.

25.2.6 Deposit.MediaDetectedEvent

This event is generated when media is detected in the device during a [Deposit.Reset](#). The media may be detected because of the reset operation on the envelope dispenser, the envelope depositor, or both.

Unsolicited Message

Payload (version 1.0)
<pre>{ "dispenseMedia": "ejected", "depositMedia": "jammed" }</pre>
Properties
<p>dispenseMedia</p> <p>Specifies the dispensed envelope position after the reset operation, as one of the following values or null if the device does not support dispensing envelopes:</p> <ul style="list-style-type: none"> • noMedia - No dispensed media was detected during the reset operation. • retracted - The media was retracted into the deposit container during the reset operation. • dispenser - The media was retracted into the envelope dispenser during the reset operation. • ejected - The media is in the exit slot. • jammed - The media is jammed in the device. • unknown - The media is in an unknown position. <p>Type: string, null Default: null</p>
<p>depositMedia</p> <p>Specifies the deposited media position after the reset operation, as one of the following values:</p> <ul style="list-style-type: none"> • noMedia - No dispensed media was detected during the reset operation. • retracted - The media was retracted into the deposit container during the reset operation. • dispenser - The media was retracted into the envelope dispenser during the reset operation. • ejected - The media is in the exit slot. • jammed - The media is jammed in the device. • unknown - The media is in an unknown position. <p>Type: string Required</p>

26. Storage Interface

This chapter defines the Storage interface functionality and messages.

This specification describes the functionality of an XFS4IoT compliant Storage interface. It defines the service-specific commands that can be issued to the service using the WebSocket endpoint.

This interface is to be used together with other interfaces which require media storage functionality such as Cash Dispenser, Cash Acceptor or Card Reader interfaces to handle management of the device storage units.

26.1 General Information

26.1.1 Transaction Flows

The following sections describe how various scenarios are handled using XFS4IoT Storage.

Replenishment of a Cash Handling device

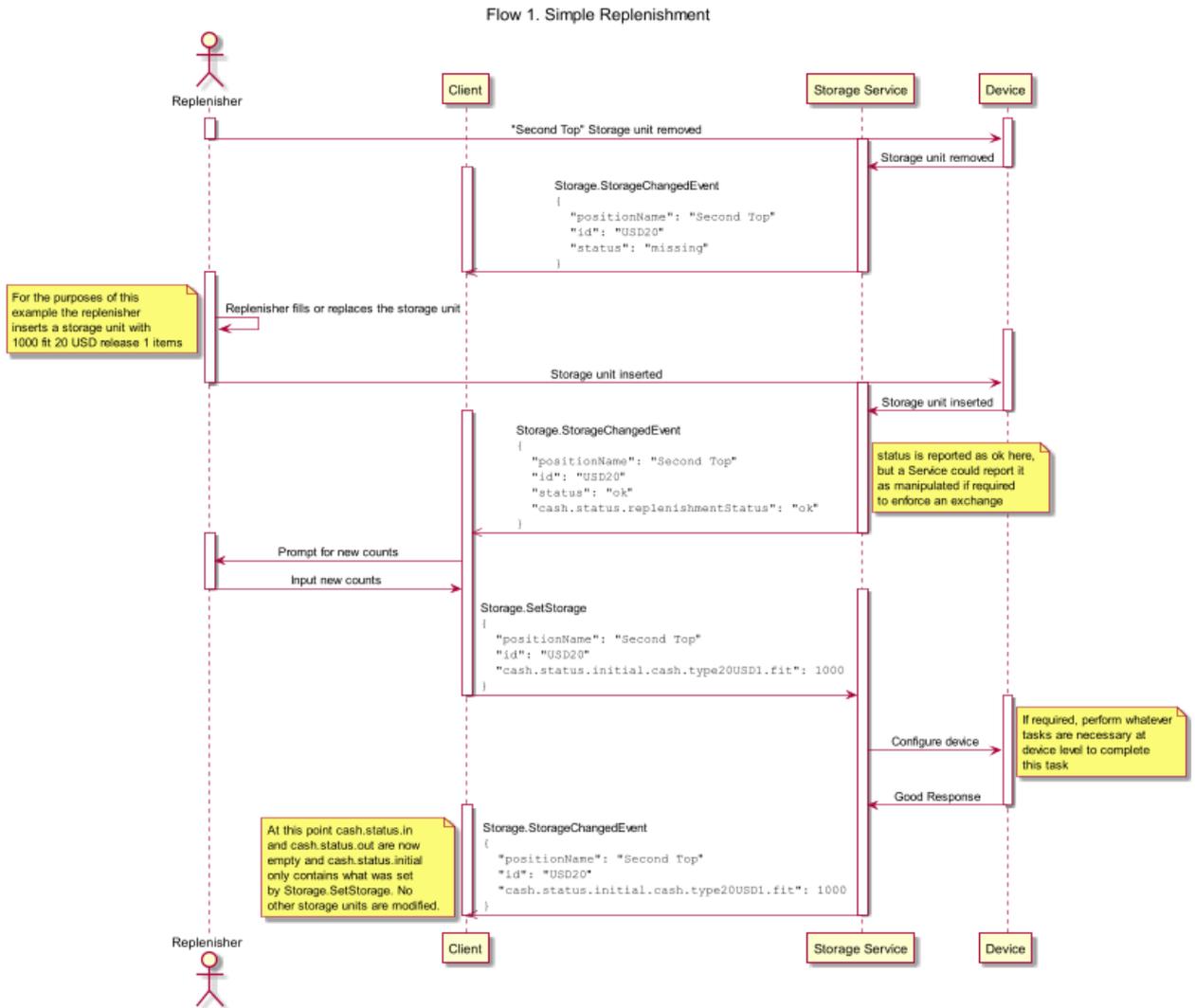
Manual Cash Replenishment in XFS4IoT is performed using the [Storage.SetStorage](#) command.

Storage.SetStorage can operate in two flows depending on whether the associated Service supports exchange sessions. During an exchange session, the following additional functionality applies:

- Operational commands such as dispensing notes are not allowed.
- Cash configuration such as currency and value can be set. See *Storage.SetStorage* for details of which properties can be set.

Flow 1 - No Exchange

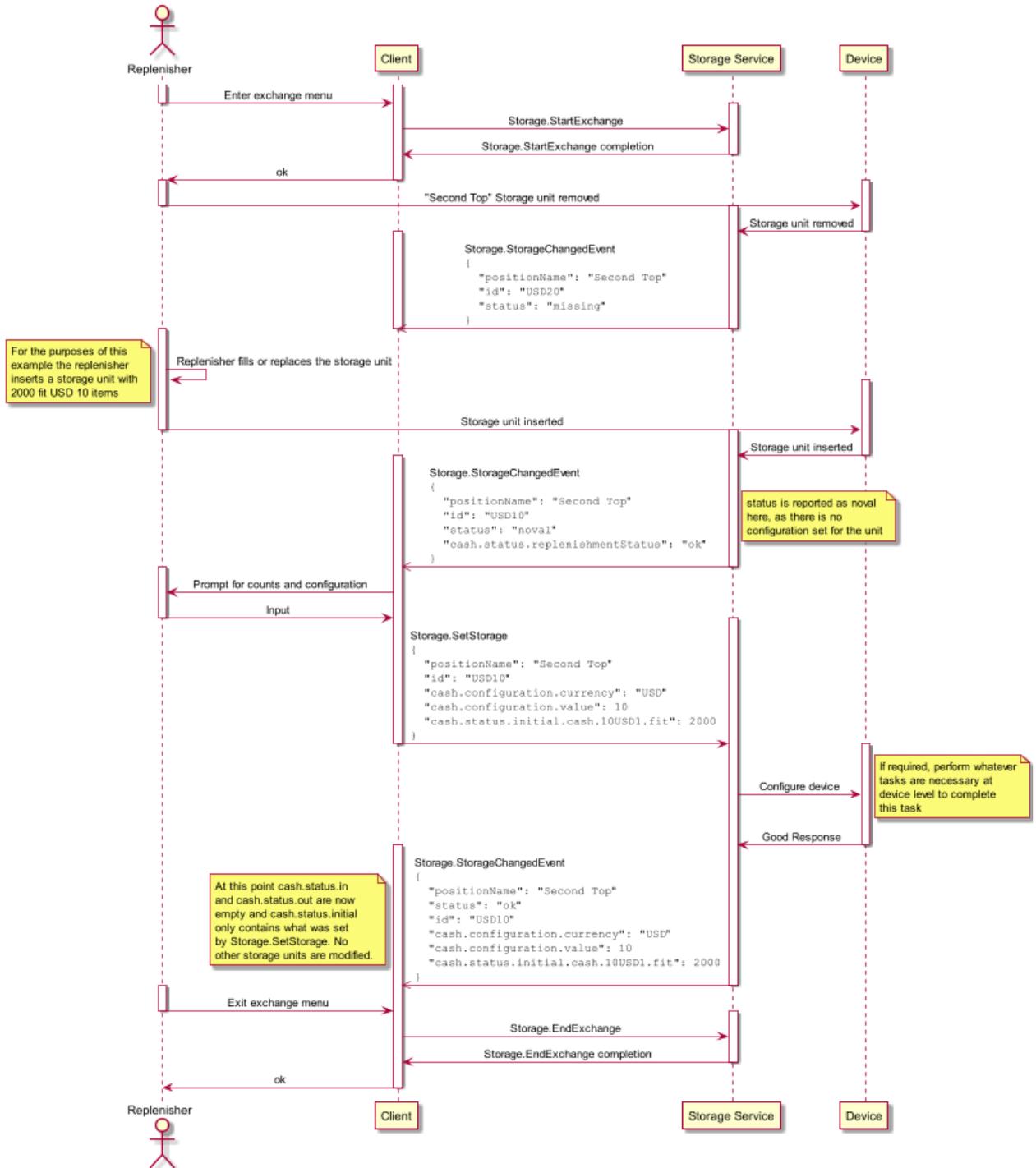
In this flow, one or more storage units are replenished and as only counts have changed, an exchange session is not required. In this scenario the replenisher removes a storage unit and replaces it with one which contains 1000 USD 20 notes.



Flow 2 - With Exchange

In this flow, a storage unit needs to be configured, therefore an exchange session is required. In this scenario the replenisher removes the storage unit used in flow 1 and replaces it with a different one which contains 1000 USD 20 notes.

Flow 2. Replenishment Including Exchange



26.2 Command Messages

26.2.1 Storage.GetStorage

This command is used to obtain information regarding the status, capabilities, and contents of storage units. The capabilities of the storage unit can be used to dynamically configure the storage unit using [Storage.SetStorage](#).

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.1)
<pre>{ "storage": { "unit1": { "id": "RC1", "positionName": "Top Right", "capacity": 100, "status": "ok", "serialNumber": "ABCD1234", "cash": { "capabilities": { "types": { "cashIn": true, "cashOut": false, "replenishment": false, "cashInRetract": false, "cashOutRetract": false, "reject": false }, "items": { "fit": false, "unfit": false, "unrecognized": false, "counterfeit": false, "suspect": false, "inked": false, "coupon": false, "document": false }, "hardwareSensors": false, "retractAreas": 1, "retractThresholds": false, "cashItems": ["type20USD1", "type50USD1"] }, "configuration": { "types": See storage/unit1/cash/capabilities/types properties "items": See storage/unit1/cash/capabilities/items properties "currency": "USD", "value": 20.00, "highThreshold": 500, </pre>

Payload (version 2.1)

```

    "lowThreshold": 10,
    "appLockIn": false,
    "appLockOut": false,
    "cashItems": See storage/unit1/cash/capabilities/cashItems,
    "name": "$10",
    "maxRetracts": 5
  },
  "status": {
    "index": 4,
    "initial": {
      "unrecognized": 5,
      "type20USD1": {
        "fit": 15,
        "unfit": 0,
        "suspect": 0,
        "counterfeit": 0,
        "inked": 0
      },
      "type50USD1": See storage/unit1/cash/status/initial/type20USD1
properties
    },
    "out": {
      "presented": See storage/unit1/cash/status/initial properties
      "rejected": See storage/unit1/cash/status/initial properties
      "distributed": See storage/unit1/cash/status/initial properties
      "unknown": See storage/unit1/cash/status/initial properties
      "stacked": See storage/unit1/cash/status/initial properties
      "diverted": See storage/unit1/cash/status/initial properties
      "transport": See storage/unit1/cash/status/initial properties
    },
    "in": {
      "retractOperations": 15,
      "deposited": See storage/unit1/cash/status/initial properties
      "retracted": See storage/unit1/cash/status/initial properties
      "rejected": See storage/unit1/cash/status/initial properties
      "distributed": See storage/unit1/cash/status/initial properties
      "transport": See storage/unit1/cash/status/initial properties
    },
    "accuracy": "accurate",
    "replenishmentStatus": "ok",
    "operationStatus": "dispenseInoperative"
  }
},
"card": {
  "capabilities": {
    "type": "retain",
    "hardwareSensors": true
  },
  "configuration": {
    "cardID": "LoyaltyCard",
    "threshold": 10
  },
  "status": {
    "initialCount": 0,
    "count": 0,

```

Payload (version 2.1)

```

    "retainCount": 0,
    "replenishmentStatus": "ok"
  }
},
"check": {
  "capabilities": {
    "types": {
      "mediaIn": true,
      "retract": false
    },
    "sensors": {
      "empty": false,
      "high": false,
      "full": false
    }
  },
  "configuration": {
    "types": See storage/unit1/check/capabilities/types properties
    "binID": "My check bin",
    "highThreshold": 500,
    "retractHighThreshold": 5
  },
  "status": {
    "index": 4,
    "initial": {
      "mediaInCount": 100,
      "count": 150,
      "retractOperations": 15
    },
    "in": See storage/unit1/check/status/initial properties
    "replenishmentStatus": "high"
  }
},
"deposit": {
  "capabilities": {
    "envSupply": "motorized"
  },
  "status": {
    "depContainer": "full",
    "envSupply": "unlocked",
    "numOfDeposits": 15
  }
},
"banknoteNeutralization": {
  "identifier": "123456781",
  "protection": "fault",
  "warning": "cassetteRunsAutonomously",
  "powerSupply": {
    "powerInStatus": "powering",
    "powerOutStatus": "powering",
    "batteryStatus": "full",
    "batteryChargingStatus": "charging"
  },
  "tilt": "fault",
  "temperature": "fault",

```

Payload (version 2.1)
<pre> "lid": "fault", "neutralizationTrigger": "initializing", "storageUnitIdentifier": "123" }, "printer": { "capabilities": { "maxRetracts": 5 }, "status": See storage/unit1/check/status "index": 4, "initial": 10, "in": 3, "replenishmentStatus": "high" } } }, "unit2": See storage/unit1 properties } } </pre>
Properties
<p>storage</p> <p>Object containing storage unit information. The property name is the storage unit identifier.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>storage/unit1/id</p> <p>An identifier which can be used for cUnitID in CDM/CIM XFS 3.x migration. May be null if not applicable.</p> <p>Type: string, null Pattern: ^.{1,5}\$ Default: null</p>
<p>storage/unit1/positionName</p> <p>Fixed physical name for the position. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/capacity</p> <p>The nominal capacity of the unit. This may be an estimate as the quality and thickness of the items stored in the unit may affect how many items can be stored. 0 means the capacity is unknown; null means capacity is not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>storage/unit1/status</p> <p>The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit is in a good state. • <code>inoperative</code> - The storage unit is inoperative. • <code>missing</code> - The storage unit is missing. • <code>notConfigured</code> - The storage unit has not been configured for use. • <code>manipulated</code> - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command Storage.StartExchange. This storage unit cannot be used. Only applies to services which support the exchange state. <p>Type: string, null Default: null</p>
<p>storage/unit1/serialNumber</p> <p>The storage unit's serial number if it can be read electronically. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/cash</p> <p>The cash related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in <code>WFS_INF_CDM_CASH_UNIT_INFO</code>, <code>WFS_INF_CIM_CASH_UNIT_INFO</code> and <code>WFS_INF_CIM_CASH_UNIT_CAPABILITIES</code> in XFS 3.x. This may be null in events if capabilities have not changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/capabilities/types/cashIn</p> <p>The unit can accept cash items. If <code>cashOut</code> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/types/cashOut</p> <p>The unit can dispense cash items. If <code>cashIn</code> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>storage/unit1/cash/capabilities/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/capabilities/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>
<p>storage/unit1/cash/capabilities/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>storage/unit1/cash/capabilities/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has sensors which report the status. If true, then hardware sensors will override count-based replenishment status for <i>empty</i> and <i>full</i>. Other replenishment states can be overridden by counts. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/retractAreas</p> <p>If items can be retracted into this storage unit, this is the number of areas within the storage unit which allow physical separation of different bunches. If there is no physical separation of retracted bunches within this storage unit, this value is 1. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/cash/capabilities/retractThresholds</p> <p>If true, indicates that retract capacity is based on counts. If false, indicates that retract capacity is based on the number of commands which resulted in items being retracted into the storage unit. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/capabilities/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>storage/unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: <code>^[A-Z]{3}\$</code> Default: null</p>
<p>storage/unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>

Properties
<p>storage/unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/cash/status</p> <p>Indicates the storage unit status - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_INFO in XFS 3.x. Note that the count of items in the storage unit must be derived from the counts reported. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>storage/unit1/cash/status/initial</p> <p>The cash related items which were in the storage unit at the last replenishment.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>storage/unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/out</p> <p>The items moved from this storage unit by cash commands to another destination since the last replenishment of this unit. This includes intermediate positions such as a stacker, where an item has been moved before moving to the final destination such as another storage unit or presentation to a customer.</p> <p>Counts for non-intermediate positions are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>Intermediate position counts are reset when the intermediate position is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved from the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/out/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/out/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/out/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/cash/status/out/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/out/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/out/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/out/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/in</p> <p>List of items inserted in this storage unit by cash commands from another source since the last replenishment of this unit. This also reports items in the <i>transport</i>, where an item has jammed before being deposited in the storage unit.</p> <p>Counts other than <i>transport</i> are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>The <i>transport</i> count is reset when it is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved into the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/in/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/in/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/cash/status/in/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/in/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/in/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/in/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/accuracy</p> <p>Describes the accuracy of the counts reported by <i>out</i> and <i>in</i>. If null in Storage.GetStorage, the hardware is not capable of determining the accuracy, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>accurate</i> - The <i>count</i> is expected to be accurate. The notes were previously counted and there have since been no events that might have introduced inaccuracy. • <i>accurateSet</i> - The <i>count</i> is expected to be accurate. The counts were previously set and there have since been no events that might have introduced inaccuracy. • <i>inaccurate</i> - The <i>count</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy. • <i>unknown</i> - The accuracy of <i>count</i> cannot be determined. This may be due to storage unit insertion or some other hardware event. <p>Type: string, null Default: null</p>
<p>storage/unit1/cash/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <i>high</i> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <i>low</i> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>

Properties
<p>storage/unit1/cash/status/operationStatus</p> <p>On some devices it may be possible to allow items to be dispensed in a recycling storage unit while deposit is inoperable or vice-versa. This property allows the Service to report that one operation is possible while the other is not, without taking the storage unit out of Service completely with status or replenishmentStatus.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <code>dispenseInoperative</code> - Dispense operations are possible and deposit operations are not possible on this recycling storage unit. • <code>depositInoperative</code> - Deposit operations are possible and dispense operations are not possible on this recycling storage unit. <p>If null in Storage.GetStorage, <code>status</code> and <code>replenishmentStatus</code> apply to both cash out and cash-in operations.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/card</p> <p>The card related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/card/capabilities</p> <p>Indicates the card storage unit capabilities. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/card/capabilities/type</p> <p>The type of card storage. This property may be null in events if the type did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • <code>retain</code> - The storage unit can retain cards. • <code>dispense</code> - The storage unit can dispense cards. • <code>park</code> - The storage unit can be used to temporarily store a card allowing another card to enter the transport. <p>Type: string, null Default: null</p>
<p>storage/unit1/card/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has hardware sensors that can detect threshold states. This property may be null in events if it did not change.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>

Properties
<p>storage/unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> For retain type storage units, a high threshold will be sent. For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/card/status</p> <p>Indicates the card storage unit status. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/card/status/initialCount</p> <p>The initial number of cards in the storage unit. This is only applicable to dispense type storage units. This property may be null in events if it did not change.</p> <p>This value is persistent.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/card/status/count</p> <p>The number of cards in the storage unit.</p> <p>If the storage unit type is dispense:</p> <ul style="list-style-type: none"> This count also includes a card dispensed from the storage unit which has not been moved to either the exit position or a dispense type storage unit. This count is decremented when a card from the card storage unit is moved to the exit position or retained. If this value reaches zero it will not decrement further but will remain at zero. <p>If the storage unit type is retain:</p> <ul style="list-style-type: none"> The count is incremented when a card is moved into the storage unit. <p>If the storage unit type is park:</p> <ul style="list-style-type: none"> The count will increment when a card is moved into the storage module and decremented when a card is moved out of the storage module. <p>This value is persistent and may be null in events if it did not change.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/card/status/retainCount</p> <p>The number of cards from this storage unit which are in a retain storage unit.</p> <p>This is only applicable to dispense type storage units.</p> <p>This value is persistent and may be null in events if it did not change.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>storage/unit1/card/status/replenishmentStatus</p> <p>The state of the cards in the storage unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will be null. The property may also be null in events if it did not change.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit is in a good state. • full - The storage unit is full. • high - The storage unit is almost full (either sensor based or above the threshold). • low - The storage unit is almost empty (either sensor based or below the threshold). • empty - The storage unit is empty. <p>Type: string, null Default: null</p>
<p>storage/unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_IPM_MEDIA_BIN_INFO and WFS_INF_IPM_MEDIA_BIN_CAPABILITIES in XFS 3.x. May be null in events if not changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/capabilities/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/check/capabilities/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/check/capabilities/sensors</p> <p>The types of sensors the unit has. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/capabilities/sensors/empty</p> <p>The unit contains a hardware sensor which reports when the unit is empty. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>storage/unit1/check/capabilities/sensors/high</p> <p>The unit contains a hardware sensor which reports when the unit is nearly full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/check/capabilities/sensors/full</p> <p>The unit contains a hardware sensor which reports when the unit is full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/check/status</p> <p>Indicates the storage unit status. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usBinNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>storage/unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/check/status/in</p> <p>The check items added to the unit since the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be taken into account when deciding whether the storage unit is usable and whether replenishment status is applicable. In particular, if the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on a full sensor or counts. • <i>high</i> - The storage unit is almost full (either high sensor based or exceeded the highThreshold or retractHighThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has the empty sensor, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>storage/unit1/deposit</p> <p>Storage information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported or has not changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposit/capabilities</p> <p>Indicates what the storage unit is capable of. This may be null in events if capabilities have not changed or not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>storage/unit1/deposit/capabilities/envSupply</p> <p>Defines what type of envelope supply unit the device has. This property may be null if the device has no envelope supply or the envelope supply is manual and envelopes can be taken at any time, otherwise one of the following:</p> <ul style="list-style-type: none"> • motorized - Envelope supply can dispense envelopes. • manual - Envelope supply is manual and must be unlocked to allow envelopes to be taken. <p>The Deposit.EnvTakenEvent cannot be sent and Deposit.Retract cannot be supported.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/deposit/status</p> <p>Indicates the storage unit status. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposit/status/depContainer</p> <p>Specifies the state of the deposit container that contains the deposited envelopes or bags. This may be null if the physical device is not able to determine the status of the deposit container, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok- The deposit container is in a good state. • high- The deposit container is almost full (threshold). • full- The deposit container is full. • inoperative- The deposit container is inoperative. • missing- The deposit container is missing. • unknown- Due to a hardware error or other condition, the state of the deposit container cannot be determined. <p>Type: string, null Default: null</p>
<p>storage/unit1/deposit/status/envSupply</p> <p>Specifies the state of the envelope supply unit.</p> <p>This property may be null if the device has no envelope supply, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The envelope supply unit is in a good state (and locked). • low - The envelope supply unit is present but low. • empty - The envelope supply unit is present but empty. No envelopes can be dispensed. • inoperative - The envelope supply unit is in an inoperable state. No envelopes can be dispensed. • missing - The envelope supply unit is missing. • unlocked - The envelope supply unit is unlocked. • unknown - Due to a hardware error or other condition, the state of the envelope supply cannot be determined. <p>Type: string, null Default: null</p>
<p>storage/unit1/deposit/status/numOfDeposits</p> <p>Reports the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. It is incremented starting from the count set by numOfDeposits. This may be null in events if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>storage/unit1/banknoteNeutralization</p> <p>Status information for Intelligent Banknote Neutralization System. This will be null if the Intelligent Banknote Neutralization System is not present in this storage unit.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/banknoteNeutralization/identifier</p> <p>Indicates the identifier assigned to the banknote neutralization of a Storage Unit by the vendor of the banknote neutralization. There is no default value because banknote neutralization unit must be defined.</p> <p>Type: string Pattern: <code>^[0-9A-Za-z]*\$</code> Required</p>
<p>storage/unit1/banknoteNeutralization/protection</p> <p>Specifies the state of the banknote neutralization of a Storage Unit as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred. • <code>armed</code> - The protection is armed. • <code>disarmed</code> - The protection is disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>Type: string Required</p>
<p>storage/unit1/banknoteNeutralization/warning</p> <p>Gives additional information that requires attention:</p> <ul style="list-style-type: none"> • <code>cassetteRunsAutonomously</code> - The protection is armed but the banknote neutralization of a Storage Unit runs in an autonomous mode. • <code>alarm</code> - The protection is armed but in alarm mode. <p>Type: string, null Default: null</p>
<p>storage/unit1/banknoteNeutralization/powerSupply</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/banknoteNeutralization/powerSupply/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The input power source is live and supplying power to the power supply module. • <code>noPower</code> - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/banknoteNeutralization/powerSupply/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The power supply module is supplying power to the connected devices. • <code>noPower</code> - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties**storage/unit1/banknoteNeutralization/powerSupply/batteryStatus**

The charge level of the battery. Specified as one of the following:

- `full` - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery.
- `low` - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay.
- `operational` - The charge level is nominally between the levels "full" and "low".
- `critical` - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly.
- `failure` - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the device does not have a battery.

```
Type: string, null
Default: null
```

storage/unit1/banknoteNeutralization/powerSupply/batteryChargingStatus

The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:

- `charging` - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full".
- `discharging` - The battery is discharging power.
- `notCharging` - The battery is not charging power.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the battery is not rechargeable.

```
Type: string, null
Default: null
```

storage/unit1/banknoteNeutralization/tilt

Specifies the tilt state as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `notTilted` - It is in normal operating position.
- `tilted` - It has been tilted from its normal operating position.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

storage/unit1/banknoteNeutralization/temperature

Specifies the temperature sensing as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `ok` - The temperature is in the operating range.
- `tooCold` - Too cold temperature.
- `tooHot` - Too hot temperature.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

Properties
<p>storage/unit1/banknoteNeutralization/lid</p> <p>Specifies the Storage Unit lid state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault is detected in the sensor or due to a hardware error or other condition, the status cannot be determined. • <code>opened</code> - The lid is opened. • <code>closed</code> - Too lid is closed. • <code>disabled</code> - The banknote neutralization disabled this sensor for malfunction or by configuration. <p>Type: string, null Default: null</p>
<p>storage/unit1/banknoteNeutralization/neutralizationTrigger</p> <p>Specifies the state of the neutralization trigger as one of the following values:</p> <ul style="list-style-type: none"> • <code>initializing</code> - The neutralization trigger is being initialized. It may take a few seconds before the ready state. • <code>ready</code> - The neutralization is ready to trigger on demand. • <code>disabled</code> - The neutralization trigger is inhibited and disabled. • <code>fault</code> - A fault is detected in the neutralization trigger or due to a hardware error or other condition, the status cannot be determined. . <p>Type: string, null Default: null</p>
<p>storage/unit1/banknoteNeutralization/storageUnitIdentifier</p> <p>If the Storage Unit Identifier can be written at installation or production time, this property returns the Storage Unit Identifier to which this BanknoteNeutralization is linked. Otherwise, this property is null.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/printer/capabilities</p> <p>Indicates the storage unit capabilities. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/printer/capabilities/maxRetracts</p> <p>Specifies the maximum number of media items that the storage unit can hold.</p> <p>Type: integer Minimum: 1 Required</p>
<p>storage/unit1/printer/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine the index of the retract bin in XFS 3.x migration.</p> <p>Type: integer Minimum: 1 Required</p>
<p>storage/unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties**storage/unit1/printer/status/in**

The printer related items added to the unit since the last replenishment. The total number of items in the storage unit may be determined by adding this to *initial*. May be null in events where status has not changed.

Type: integer, null
 Minimum: 0
 Default: null

storage/unit1/printer/status/replenishmentStatus

The state of the media in the unit if it can be determined. Note that overall [status](#) of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is *missing* this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:

- ok - The storage unit media is in a good state.
- full - The storage unit is full.
- unknown - Status cannot be determined with device in its current state.
- high - The storage unit is almost full.

Type: string, null
 Default: null

Event Messages

None

26.2.2 Storage.SetStorage

This command is used to adjust information about the configuration and contents of the device's storage units. Only properties that are to be changed need to be set in the payload of this command; properties that are not meant to change can be null.

This command generates the [Storage.StorageChangedEvent](#) to inform applications that storage unit information has been changed.

Only a subset of the information reported by [Storage.GetStorage](#) may be modified by this command therefore the payload is a subset of the GetStorage output. In addition, if the Service supports an exchange state, only a subset of the information which may be modified by this command can be modified unless the Service is in an exchange state. The descriptions of each property list which can be modified at any point using this command; any other changes must be performed while in an exchange state.

The values set by this command are persistent.

Command Message

Payload (version 2.1)

```
{
  "storage": {
    "unit1": {
      "cash": {
        "configuration": {
          "types": {
            "cashIn": true,
            "cashOut": false,
            "replenishment": false,
            "cashInRetract": false,
            "cashOutRetract": false,
            "reject": false
          },
          "items": {
            "fit": false,
            "unfit": false,
            "unrecognized": false,
            "counterfeit": false,
            "suspect": false,
            "inked": false,
            "coupon": false,
            "document": false
          },
          "currency": "USD",
          "value": 20.00,
          "highThreshold": 500,
          "lowThreshold": 10,
          "appLockIn": false,
          "appLockOut": false,
          "cashItems": ["type20USD1", "type50USD1"],
          "name": "$10",
          "maxRetracts": 5
        },
        "status": {
          "initial": {
            "unrecognized": 5,
            "type20USD1": {
              "fit": 15,
              "unfit": 0,

```

Payload (version 2.1)

```

        "suspect": 0,
        "counterfeit": 0,
        "inked": 0
    },
    "type50USD1": See storage/unit1/cash/status/initial/type20USD1
properties
    }
}
},
"card": {
    "configuration": {
        "cardID": "LoyaltyCard",
        "threshold": 10
    },
    "status": {
        "initialCount": 0
    }
},
"check": {
    "configuration": {
        "types": {
            "mediaIn": true,
            "retract": false
        },
        "binID": "My check bin",
        "highThreshold": 500,
        "retractHighThreshold": 5
    },
    "status": {
        "initial": {
            "mediaInCount": 100,
            "count": 150,
            "retractOperations": 15
        }
    }
},
"deposit": {
    "numOfDeposits": 15
},
"printer": {
    "status": {
        "initial": 10
    }
}
},
"unit2": See storage/unit1 properties
}
}

```

Properties**storage**

Object containing storage unit information.

Type: object
Required

Properties
<p>storage/unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>storage/unit1/cash</p> <p>The cash related status and configuration of the unit to be set. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/configuration/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/configuration/types/cashIn</p> <p>The unit can accept cash items. If <i>cashOut</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/types/cashOut</p> <p>The unit can dispense cash items. If <i>cashIn</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>storage/unit1/cash/configuration/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/configuration/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>
<p>storage/unit1/cash/configuration/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>storage/unit1/cash/configuration/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: <code>^[A-Z]{3}\$</code> Default: null</p>
<p>storage/unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>storage/unit1/cash/configuration/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>storage/unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>storage/unit1/cash/status</p> <p>Set Cash Storage unit properties due to a replenishment or other service action. Only a limited number of properties can be set directly, others may be modified indirectly. May be null if not being modified.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/initial</p> <p>The cash related items which are in the storage unit at the last replenishment. If specified, out and in are reset to empty.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>storage/unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/card</p> <p>The card related contents and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> • For retain type storage units, a high threshold will be sent. • For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>storage/unit1/card/status</p> <p>Indicates the card storage unit status being set. This property can be null if none of the properties it contains need to be changed.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/card/status/initialCount</p> <p>The number of cards in the storage unit at the last replenishment. If specified, count is set to match this value and retainCount is set to zero.</p> <p>Type: integer Minimum: 0 Required</p>
<p>storage/unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/configuration/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/configuration/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/check/configuration/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>storage/unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>storage/unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>

Properties
<p>storage/unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/check/status</p> <p>Set Check Storage unit properties due to a replenishment or other service action. Only a limited number of properties can be set directly, others may be modified indirectly. May be null if not being modified.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment.</p> <p>Type: object Required</p>
<p>storage/unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>storage/unit1/deposit</p> <p>Specifies the deposit related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/deposit/numOfDeposits</p> <p>Specifies the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. This initializes numOfDeposits.</p> <p>Type: integer Minimum: 0 Required</p>

Properties
<p>storage/unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/printer/status</p> <p>Set Printer Storage unit properties due to a replenishment or other service action. Only a limited number of properties can be set directly, others may be modified indirectly. May be null if not being modified.</p> <p>Type: object, null Default: null</p>
<p>storage/unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer Minimum: 0 Required</p>

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "invalidUnit" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> invalidUnit - Invalid unit. noExchangeActive - The device is not in an exchange state and a request has been made to modify information which can only be modified in an exchange state. storageUnitError - A problem occurred with a storage unit. A Storage.StorageErrorEvent will be posted with the details. <p>Type: string, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)

26.2.3 Storage.StartExchange

This command puts the device in an **exchange** state, i.e., a state in which storage units can be emptied, replenished, removed, or replaced. The command will initiate any physical processes which may be necessary to make the storage units accessible. If this command returns a successful completion the device is in an exchange state.

The current exchange state is reported by [exchange](#) and any change of state is marked by a [Common.StatusChangedEvent](#).

While in the exchange state:

- [Storage.SetStorage](#) may be called as required to configure the storage units. Note that some of the storage properties may only be set while in an exchange state, particularly properties which modify the configuration of the storage unit or units. The properties affected by this are documented in *Storage.SetStorage*. Note that *Storage.SetStorage* does not need to be called if the Service can obtain storage unit information from self-configuring units.
- Commands which operate the device mechanically such as an attempt to dispense notes may be rejected with *exchangeActive*. This allows the device to be replenished safely and in a controlled manner.

Not all devices which support the Storage interface support an exchange state, *Storage.SetStorage* may be sufficient to configure those storage units. In such devices, this command is not supported. Similarly, devices which support the Storage interface may not require an exchange state to be entered if for example only modifying counts.

The exchange state is exited by calling [Storage.EndExchange](#).

In the exchange state the *Storage.SetStorage* command can be used multiple times to adjust the storage unit information, until the *Storage.EndExchange* command is performed.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "storageUnitError" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> • <code>storageUnitError</code> - An error occurred with a storage unit while performing the exchange operation. A Storage.StorageErrorEvent will be sent with the details. • <code>exchangeActive</code> - The device is already in an exchange state. • <code>transactionActive</code> - A transaction is active. <p>Type: string, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)

26.2.4 Storage.EndExchange

This command will end the exchange state. If any physical action took place as a result of the [Storage.StartExchange](#) command then this command will cause the storage units to be returned to their normal physical state. Any necessary device testing will also be initiated.

The current exchange state is reported by [exchange](#) and any change of state is marked by a [Common.StatusChangedEvent](#).

[Storage.SetStorage](#) does not need to be called if the Service can obtain storage unit information from self-configuring units.

If an error occurs during the execution of this command, then the application must issue a [Storage.GetStorage](#) to determine the storage unit information.

A [Storage.StorageErrorEvent](#) will be sent for any storage unit which cannot be successfully updated. If no units could be updated then an error code will be returned.

Even if this command does not return a successful completion the exchange state has ended.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "errorCode": "storageUnitError" }</pre>
Properties
<p>errorCode</p> <p>Specifies the error code if applicable, otherwise null. Following values are possible:</p> <ul style="list-style-type: none"> storageUnitError - A storage unit problem occurred that meant no storage units could be updated. One or more Storage.StorageErrorEvent events will be sent with the details. noExchangeActive - There is no exchange active. <p>Type: string, null Default: null</p>

Event Messages

- [Storage.StorageErrorEvent](#)

26.3 Event Messages

26.3.1 Storage.StorageErrorEvent

This event is generated if there is a problem with a storage unit during the execution of a command.

Event Message

Payload (version 2.1)
<pre> { "failure": "empty", "unit": { "unit1": { "id": "RC1", "positionName": "Top Right", "capacity": 100, "status": "ok", "serialNumber": "ABCD1234", "cash": { "capabilities": { "types": { "cashIn": true, "cashOut": false, "replenishment": false, "cashInRetract": false, "cashOutRetract": false, "reject": false }, "items": { "fit": false, "unfit": false, "unrecognized": false, "counterfeit": false, "suspect": false, "inked": false, "coupon": false, "document": false }, "hardwareSensors": false, "retractAreas": 1, "retractThresholds": false, "cashItems": ["type20USD1", "type50USD1"] }, "configuration": { "types": See unit/unit1/cash/capabilities/types properties "items": See unit/unit1/cash/capabilities/items properties "currency": "USD", "value": 20.00, "highThreshold": 500, "lowThreshold": 10, "appLockIn": false, "appLockOut": false, "cashItems": See unit/unit1/cash/capabilities/cashItems, "name": "\$10", "maxRetracts": 5 } }, </pre>

Payload (version 2.1)

```

    "status": {
      "index": 4,
      "initial": {
        "unrecognized": 5,
        "type20USD1": {
          "fit": 15,
          "unfit": 0,
          "suspect": 0,
          "counterfeit": 0,
          "inked": 0
        },
        "type50USD1": See unit/unit1/cash/status/initial/type20USD1 properties
      },
      "out": {
        "presented": See unit/unit1/cash/status/initial properties
        "rejected": See unit/unit1/cash/status/initial properties
        "distributed": See unit/unit1/cash/status/initial properties
        "unknown": See unit/unit1/cash/status/initial properties
        "stacked": See unit/unit1/cash/status/initial properties
        "diverted": See unit/unit1/cash/status/initial properties
        "transport": See unit/unit1/cash/status/initial properties
      },
      "in": {
        "retractOperations": 15,
        "deposited": See unit/unit1/cash/status/initial properties
        "retracted": See unit/unit1/cash/status/initial properties
        "rejected": See unit/unit1/cash/status/initial properties
        "distributed": See unit/unit1/cash/status/initial properties
        "transport": See unit/unit1/cash/status/initial properties
      },
      "accuracy": "accurate",
      "replenishmentStatus": "ok",
      "operationStatus": "dispenseInoperative"
    }
  },
  "card": {
    "capabilities": {
      "type": "retain",
      "hardwareSensors": true
    },
    "configuration": {
      "cardID": "LoyaltyCard",
      "threshold": 10
    },
    "status": {
      "initialCount": 0,
      "count": 0,
      "retainCount": 0,
      "replenishmentStatus": "ok"
    }
  },
  "check": {
    "capabilities": {
      "types": {
        "mediaIn": true,

```

Payload (version 2.1)

```

    "retract": false
  },
  "sensors": {
    "empty": false,
    "high": false,
    "full": false
  }
},
"configuration": {
  "types": See unit/unit1/check/capabilities/types properties
  "binID": "My check bin",
  "highThreshold": 500,
  "retractHighThreshold": 5
},
"status": {
  "index": 4,
  "initial": {
    "mediaInCount": 100,
    "count": 150,
    "retractOperations": 15
  },
  "in": See unit/unit1/check/status/initial properties
  "replenishmentStatus": "high"
}
},
"deposit": {
  "capabilities": {
    "envSupply": "motorized"
  },
  "status": {
    "depContainer": "full",
    "envSupply": "unlocked",
    "numOfDeposits": 15
  }
},
"banknoteNeutralization": {
  "identifier": "123456781",
  "protection": "fault",
  "warning": "cassetteRunsAutonomously",
  "powerSupply": {
    "powerInStatus": "powering",
    "powerOutStatus": "powering",
    "batteryStatus": "full",
    "batteryChargingStatus": "charging"
  },
  "tilt": "fault",
  "temperature": "fault",
  "lid": "fault",
  "neutralizationTrigger": "initializing",
  "storageUnitIdentifier": "123"
},
"printer": {
  "capabilities": {
    "maxRetracts": 5
  }
},

```

Payload (version 2.1)
<pre> "status": See unit/unit1/check/status "index": 4, "initial": 10, "in": 3, "replenishmentStatus": "high" } } } } } } </pre>
Properties
<p>failure</p> <p>Specifies the kind of failure that occurred in the storage unit. Following values are possible:</p> <ul style="list-style-type: none"> • empty - Specified storage unit is empty. • error - Specified storage unit has malfunctioned. • full - Specified storage unit is full. • locked - Specified storage unit is locked. • invalid - Specified storage unit is invalid. • config - An attempt has been made to change the settings of a self-configuring storage unit. • notConfigured - Specified storage unit is not configured. • feedModuleProblem - A problem has been detected with the feeding module. • physicalLocked - The storage unit could not be unlocked and remains physically locked. • physicalUnlocked - The storage unit could not be locked and remains physically unlocked. <p>Type: string Required</p>
<p>unit</p> <p>The storage unit object that caused the problem.</p> <p>Type: object Required</p>
<p>unit/unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>unit/unit1/id</p> <p>An identifier which can be used for cUnitID in CDM/CIM XFS 3.x migration. May be null if not applicable.</p> <p>Type: string, null Pattern: ^.{1,5}\$ Default: null</p>
<p>unit/unit1/positionName</p> <p>Fixed physical name for the position. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>unit/unit1/capacity</p> <p>The nominal capacity of the unit. This may be an estimate as the quality and thickness of the items stored in the unit may affect how many items can be stored. 0 means the capacity is unknown; null means capacity is not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit/unit1/status</p> <p>The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit is in a good state. • <code>inoperative</code> - The storage unit is inoperative. • <code>missing</code> - The storage unit is missing. • <code>notConfigured</code> - The storage unit has not been configured for use. • <code>manipulated</code> - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command Storage.StartExchange. This storage unit cannot be used. Only applies to services which support the exchange state. <p>Type: string, null Default: null</p>
<p>unit/unit1/serialNumber</p> <p>The storage unit's serial number if it can be read electronically. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>unit/unit1/cash</p> <p>The cash related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in <code>WFS_INF_CDM_CASH_UNIT_INFO</code>, <code>WFS_INF_CIM_CASH_UNIT_INFO</code> and <code>WFS_INF_CIM_CASH_UNIT_CAPABILITIES</code> in XFS 3.x. This may be null in events if capabilities have not changed.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/capabilities/types/cashIn</p> <p>The unit can accept cash items. If <code>cashOut</code> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/types/cashOut</p> <p>The unit can dispense cash items. If <code>cashIn</code> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit/unit1/cash/capabilities/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/capabilities/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>
<p>unit/unit1/cash/capabilities/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit/unit1/cash/capabilities/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has sensors which report the status. If true, then hardware sensors will override count-based replenishment status for <i>empty</i> and <i>full</i>. Other replenishment states can be overridden by counts. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/retractAreas</p> <p>If items can be retracted into this storage unit, this is the number of areas within the storage unit which allow physical separation of different bunches. If there is no physical separation of retracted bunches within this storage unit, this value is 1. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit/unit1/cash/capabilities/retractThresholds</p> <p>If true, indicates that retract capacity is based on counts. If false, indicates that retract capacity is based on the number of commands which resulted in items being retracted into the storage unit. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/capabilities/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>unit/unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit/unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: <code>^[A-Z]{3}\$</code> Default: null</p>
<p>unit/unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>
<p>unit/unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit/unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit/unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>

Properties
<p>unit/unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit/unit1/cash/status</p> <p>Indicates the storage unit status - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_INFO in XFS 3.x. Note that the count of items in the storage unit must be derived from the counts reported. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit/unit1/cash/status/initial</p> <p>The cash related items which were in the storage unit at the last replenishment.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit/unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/cash/status/out</p> <p>The items moved from this storage unit by cash commands to another destination since the last replenishment of this unit. This includes intermediate positions such as a stacker, where an item has been moved before moving to the final destination such as another storage unit or presentation to a customer.</p> <p>Counts for non-intermediate positions are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>Intermediate position counts are reset when the intermediate position is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved from the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/out/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/out/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/out/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit/unit1/cash/status/out/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/out/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/out/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/out/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/in</p> <p>List of items inserted in this storage unit by cash commands from another source since the last replenishment of this unit. This also reports items in the <i>transport</i>, where an item has jammed before being deposited in the storage unit.</p> <p>Counts other than <i>transport</i> are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>The <i>transport</i> count is reset when it is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved into the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/in/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/cash/status/in/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit/unit1/cash/status/in/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/in/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/in/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/in/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/cash/status/accuracy</p> <p>Describes the accuracy of the counts reported by <i>out</i> and <i>in</i>. If null in Storage.GetStorage, the hardware is not capable of determining the accuracy, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>accurate</i> - The <i>count</i> is expected to be accurate. The notes were previously counted and there have since been no events that might have introduced inaccuracy. • <i>accurateSet</i> - The <i>count</i> is expected to be accurate. The counts were previously set and there have since been no events that might have introduced inaccuracy. • <i>inaccurate</i> - The <i>count</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy. • <i>unknown</i> - The accuracy of <i>count</i> cannot be determined. This may be due to storage unit insertion or some other hardware event. <p>Type: string, null Default: null</p>
<p>unit/unit1/cash/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <i>high</i> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <i>low</i> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>

Properties
<p>unit/unit1/cash/status/operationStatus</p> <p>On some devices it may be possible to allow items to be dispensed in a recycling storage unit while deposit is inoperable or vice-versa. This property allows the Service to report that one operation is possible while the other is not, without taking the storage unit out of Service completely with status or replenishmentStatus.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <code>dispenseInoperative</code> - Dispense operations are possible and deposit operations are not possible on this recycling storage unit. • <code>depositInoperative</code> - Deposit operations are possible and dispense operations are not possible on this recycling storage unit. <p>If null in Storage.GetStorage, <code>status</code> and <code>replenishmentStatus</code> apply to both cash out and cash-in operations.</p> <p>Type: string, null Default: null</p>
<p>unit/unit1/card</p> <p>The card related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/card/capabilities</p> <p>Indicates the card storage unit capabilities. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/card/capabilities/type</p> <p>The type of card storage. This property may be null in events if the type did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • <code>retain</code> - The storage unit can retain cards. • <code>dispense</code> - The storage unit can dispense cards. • <code>park</code> - The storage unit can be used to temporarily store a card allowing another card to enter the transport. <p>Type: string, null Default: null</p>
<p>unit/unit1/card/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has hardware sensors that can detect threshold states. This property may be null in events if it did not change.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>

Properties
<p>unit/unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> • For retain type storage units, a high threshold will be sent. • For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/card/status</p> <p>Indicates the card storage unit status. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/card/status/initialCount</p> <p>The initial number of cards in the storage unit. This is only applicable to dispense type storage units. This property may be null in events if it did not change.</p> <p>This value is persistent.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/card/status/count</p> <p>The number of cards in the storage unit.</p> <p>If the storage unit type is dispense:</p> <ul style="list-style-type: none"> • This count also includes a card dispensed from the storage unit which has not been moved to either the exit position or a dispense type storage unit. • This count is decremented when a card from the card storage unit is moved to the exit position or retained. If this value reaches zero it will not decrement further but will remain at zero. <p>If the storage unit type is retain:</p> <ul style="list-style-type: none"> • The count is incremented when a card is moved into the storage unit. <p>If the storage unit type is park:</p> <ul style="list-style-type: none"> • The count will increment when a card is moved into the storage module and decremented when a card is moved out of the storage module. <p>This value is persistent and may be null in events if it did not change.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/card/status/retainCount</p> <p>The number of cards from this storage unit which are in a retain storage unit.</p> <p>This is only applicable to dispense type storage units.</p> <p>This value is persistent and may be null in events if it did not change.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit/unit1/card/status/replenishmentStatus</p> <p>The state of the cards in the storage unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will be null. The property may also be null in events if it did not change.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit is in a good state. • <code>full</code> - The storage unit is full. • <code>high</code> - The storage unit is almost full (either sensor based or above the threshold). • <code>low</code> - The storage unit is almost empty (either sensor based or below the threshold). • <code>empty</code> - The storage unit is empty. <p>Type: <code>string, null</code> Default: <code>null</code></p>
<p>unit/unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: <code>object, null</code> Default: <code>null</code></p>
<p>unit/unit1/check/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in <code>WFS_INF_IPM_MEDIA_BIN_INFO</code> and <code>WFS_INF_IPM_MEDIA_BIN_CAPABILITIES</code> in XFS 3.x. May be null in events if not changed.</p> <p>Type: <code>object, null</code> Default: <code>null</code></p>
<p>unit/unit1/check/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: <code>object, null</code> Default: <code>null</code></p>
<p>unit/unit1/check/capabilities/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: <code>boolean, null</code> Default: <code>null</code></p>
<p>unit/unit1/check/capabilities/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: <code>boolean, null</code> Default: <code>null</code></p>
<p>unit/unit1/check/capabilities/sensors</p> <p>The types of sensors the unit has. May be null in command data and events if not changing.</p> <p>Type: <code>object, null</code> Default: <code>null</code></p>
<p>unit/unit1/check/capabilities/sensors/empty</p> <p>The unit contains a hardware sensor which reports when the unit is empty. May be null in command data and events if not changing.</p> <p>Type: <code>boolean, null</code> Default: <code>null</code></p>

Properties
<p>unit/unit1/check/capabilities/sensors/high</p> <p>The unit contains a hardware sensor which reports when the unit is nearly full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/check/capabilities/sensors/full</p> <p>The unit contains a hardware sensor which reports when the unit is full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit/unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>unit/unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit/unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/check/status</p> <p>Indicates the storage unit status. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/check/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usBinNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit/unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit/unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit/unit1/check/status/in</p> <p>The check items added to the unit since the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/check/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be taken into account when deciding whether the storage unit is usable and whether replenishment status is applicable. In particular, if the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on a full sensor or counts. • <i>high</i> - The storage unit is almost full (either high sensor based or exceeded the highThreshold or retractHighThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has the empty sensor, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>unit/unit1/deposit</p> <p>Storage information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported or has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/deposit/capabilities</p> <p>Indicates what the storage unit is capable of. This may be null in events if capabilities have not changed or not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit/unit1/deposit/capabilities/envSupply</p> <p>Defines what type of envelope supply unit the device has. This property may be null if the device has no envelope supply or the envelope supply is manual and envelopes can be taken at any time, otherwise one of the following:</p> <ul style="list-style-type: none"> • motorized - Envelope supply can dispense envelopes. • manual - Envelope supply is manual and must be unlocked to allow envelopes to be taken. <p>The Deposit.EnvTakenEvent cannot be sent and Deposit.Retract cannot be supported.</p> <p>Type: string, null Default: null</p>
<p>unit/unit1/deposit/status</p> <p>Indicates the storage unit status. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/deposit/status/depContainer</p> <p>Specifies the state of the deposit container that contains the deposited envelopes or bags. This may be null if the physical device is not able to determine the status of the deposit container, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok- The deposit container is in a good state. • high- The deposit container is almost full (threshold). • full- The deposit container is full. • inoperative- The deposit container is inoperative. • missing- The deposit container is missing. • unknown- Due to a hardware error or other condition, the state of the deposit container cannot be determined. <p>Type: string, null Default: null</p>
<p>unit/unit1/deposit/status/envSupply</p> <p>Specifies the state of the envelope supply unit.</p> <p>This property may be null if the device has no envelope supply, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The envelope supply unit is in a good state (and locked). • low - The envelope supply unit is present but low. • empty - The envelope supply unit is present but empty. No envelopes can be dispensed. • inoperative - The envelope supply unit is in an inoperable state. No envelopes can be dispensed. • missing - The envelope supply unit is missing. • unlocked - The envelope supply unit is unlocked. • unknown - Due to a hardware error or other condition, the state of the envelope supply cannot be determined. <p>Type: string, null Default: null</p>
<p>unit/unit1/deposit/status/numOfDeposits</p> <p>Reports the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. It is incremented starting from the count set by numOfDeposits. This may be null in events if unchanged.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit/unit1/banknoteNeutralization</p> <p>Status information for Intelligent Banknote Neutralization System. This will be null if the Intelligent Banknote Neutralization System is not present in this storage unit.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/banknoteNeutralization/identifier</p> <p>Indicates the identifier assigned to the banknote neutralization of a Storage Unit by the vendor of the banknote neutralization. There is no default value because banknote neutralization unit must be defined.</p> <p>Type: string Pattern: <code>^[0-9A-Za-z]*\$</code> Required</p>
<p>unit/unit1/banknoteNeutralization/protection</p> <p>Specifies the state of the banknote neutralization of a Storage Unit as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred. • <code>armed</code> - The protection is armed. • <code>disarmed</code> - The protection is disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>Type: string Required</p>
<p>unit/unit1/banknoteNeutralization/warning</p> <p>Gives additional information that requires attention:</p> <ul style="list-style-type: none"> • <code>cassetteRunsAutonomously</code> - The protection is armed but the banknote neutralization of a Storage Unit runs in an autonomous mode. • <code>alarm</code> - The protection is armed but in alarm mode. <p>Type: string, null Default: null</p>
<p>unit/unit1/banknoteNeutralization/powerSupply</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/banknoteNeutralization/powerSupply/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The input power source is live and supplying power to the power supply module. • <code>noPower</code> - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>unit/unit1/banknoteNeutralization/powerSupply/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The power supply module is supplying power to the connected devices. • <code>noPower</code> - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties**unit/unit1/banknoteNeutralization/powerSupply/batteryStatus**

The charge level of the battery. Specified as one of the following:

- `full` - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery.
- `low` - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay.
- `operational` - The charge level is nominally between the levels "full" and "low".
- `critical` - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly.
- `failure` - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the device does not have a battery.

```
Type: string, null
Default: null
```

unit/unit1/banknoteNeutralization/powerSupply/batteryChargingStatus

The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:

- `charging` - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full".
- `discharging` - The battery is discharging power.
- `notCharging` - The battery is not charging power.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the battery is not rechargeable.

```
Type: string, null
Default: null
```

unit/unit1/banknoteNeutralization/tilt

Specifies the tilt state as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `notTilted` - It is in normal operating position.
- `tilted` - It has been tilted from its normal operating position.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

unit/unit1/banknoteNeutralization/temperature

Specifies the temperature sensing as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `ok` - The temperature is in the operating range.
- `tooCold` - Too cold temperature.
- `tooHot` - Too hot temperature.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

Properties
<p>unit/unit1/banknoteNeutralization/lid</p> <p>Specifies the Storage Unit lid state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault is detected in the sensor or due to a hardware error or other condition, the status cannot be determined. • <code>opened</code> - The lid is opened. • <code>closed</code> - Too lid is closed. • <code>disabled</code> - The banknote neutralization disabled this sensor for malfunction or by configuration. <p>Type: string, null Default: null</p>
<p>unit/unit1/banknoteNeutralization/neutralizationTrigger</p> <p>Specifies the state of the neutralization trigger as one of the following values:</p> <ul style="list-style-type: none"> • <code>initializing</code> - The neutralization trigger is being initialized. It may take a few seconds before the ready state. • <code>ready</code> - The neutralization is ready to trigger on demand. • <code>disabled</code> - The neutralization trigger is inhibited and disabled. • <code>fault</code> - A fault is detected in the neutralization trigger or due to a hardware error or other condition, the status cannot be determined. . <p>Type: string, null Default: null</p>
<p>unit/unit1/banknoteNeutralization/storageUnitIdentifier</p> <p>If the Storage Unit Identifier can be written at installation or production time, this property returns the Storage Unit Identifier to which this BanknoteNeutralization is linked. Otherwise, this property is null.</p> <p>Type: string, null Default: null</p>
<p>unit/unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/printer/capabilities</p> <p>Indicates the storage unit capabilities. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit/unit1/printer/capabilities/maxRetracts</p> <p>Specifies the maximum number of media items that the storage unit can hold.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit/unit1/printer/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine the index of the retract bin in XFS 3.x migration.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit/unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties**unit/unit1/printer/status/in**

The printer related items added to the unit since the last replenishment. The total number of items in the storage unit may be determined by adding this to *initial*. May be null in events where status has not changed.

Type: integer, null
Minimum: 0
Default: null

unit/unit1/printer/status/replenishmentStatus

The state of the media in the unit if it can be determined. Note that overall [status](#) of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is *missing* this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:

- *ok* - The storage unit media is in a good state.
- *full* - The storage unit is full.
- *unknown* - Status cannot be determined with device in its current state.
- *high* - The storage unit is almost full.

Type: string, null
Default: null

26.4 Unsolicited Messages

26.4.1 Storage.Counts.Changed.Event

This event is generated when items are stored in or dispensed from one or more storage units. Only those storage units which items were stored in or dispensed from are included, and only properties on those storage units which changed (other than those required for identification) are listed.

Unsolicited Message

Payload (version 2.0)
<pre> { "unit1": { "id": "RC1", "positionName": "Top Right", "capacity": 100, "status": "ok", "serialNumber": "ABCD1234", "cash": { "capabilities": { "types": { "cashIn": true, "cashOut": false, "replenishment": false, "cashInRetract": false, "cashOutRetract": false, "reject": false }, }, "items": { "fit": false, "unfit": false, "unrecognized": false, "counterfeit": false, "suspect": false, "inked": false, "coupon": false, "document": false }, "hardwareSensors": false, "retractAreas": 1, "retractThresholds": false, "cashItems": ["type20USD1", "type50USD1"] }, "configuration": { "types": See unit1/cash/capabilities/types properties "items": See unit1/cash/capabilities/items properties "currency": "USD", "value": 20.00, "highThreshold": 500, "lowThreshold": 10, "appLockIn": false, "appLockOut": false, "cashItems": See unit1/cash/capabilities/cashItems, "name": "\$10", "maxRetracts": 5 } }, </pre>

Payload (version 2.0)

```

"status": {
  "index": 4,
  "initial": {
    "unrecognized": 5,
    "type20USD1": {
      "fit": 15,
      "unfit": 0,
      "suspect": 0,
      "counterfeit": 0,
      "inked": 0
    },
    "type50USD1": See unit1/cash/status/initial/type20USD1 properties
  },
  "out": {
    "presented": See unit1/cash/status/initial properties
    "rejected": See unit1/cash/status/initial properties
    "distributed": See unit1/cash/status/initial properties
    "unknown": See unit1/cash/status/initial properties
    "stacked": See unit1/cash/status/initial properties
    "diverted": See unit1/cash/status/initial properties
    "transport": See unit1/cash/status/initial properties
  },
  "in": {
    "retractOperations": 15,
    "deposited": See unit1/cash/status/initial properties
    "retracted": See unit1/cash/status/initial properties
    "rejected": See unit1/cash/status/initial properties
    "distributed": See unit1/cash/status/initial properties
    "transport": See unit1/cash/status/initial properties
  },
  "accuracy": "accurate",
  "replenishmentStatus": "ok",
  "operationStatus": "dispenseInoperative"
}
},
"card": {
  "capabilities": {
    "type": "retain",
    "hardwareSensors": true
  },
  "configuration": {
    "cardID": "LoyaltyCard",
    "threshold": 10
  },
  "status": {
    "initialCount": 0,
    "count": 0,
    "retainCount": 0,
    "replenishmentStatus": "ok"
  }
},
"check": {
  "capabilities": {
    "types": {
      "mediaIn": true,

```

Payload (version 2.0)

```

    "retract": false
  },
  "sensors": {
    "empty": false,
    "high": false,
    "full": false
  }
},
"configuration": {
  "types": See unit1/check/capabilities/types properties
  "binID": "My check bin",
  "highThreshold": 500,
  "retractHighThreshold": 5
},
"status": {
  "index": 4,
  "initial": {
    "mediaInCount": 100,
    "count": 150,
    "retractOperations": 15
  },
  "in": See unit1/check/status/initial properties
  "replenishmentStatus": "high"
}
},
"deposit": {
  "capabilities": {
    "envSupply": "motorized"
  },
  "status": {
    "depContainer": "full",
    "envSupply": "unlocked",
    "numOfDeposits": 15
  }
},
"banknoteNeutralization": {
  "identifier": "123456781",
  "protection": "fault",
  "warning": "cassetteRunsAutonomously",
  "powerSupply": {
    "powerInStatus": "powering",
    "powerOutStatus": "powering",
    "batteryStatus": "full",
    "batteryChargingStatus": "charging"
  },
  "tilt": "fault",
  "temperature": "fault",
  "lid": "fault",
  "neutralizationTrigger": "initializing",
  "storageUnitIdentifier": "123"
},
"printer": {
  "capabilities": {
    "maxRetracts": 5
  }
},

```

Payload (version 2.0)
<pre> "status": See unit1/check/status "index": 4, "initial": 10, "in": 3, "replenishmentStatus": "high" } } }, "unit2": See unit1 properties } </pre>
Properties
<p>unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>unit1/id</p> <p>An identifier which can be used for cUnitID in CDM/CIM XFS 3.x migration. May be null if not applicable.</p> <p>Type: string, null Pattern: ^.{1,5}\$ Default: null</p>
<p>unit1/positionName</p> <p>Fixed physical name for the position. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>unit1/capacity</p> <p>The nominal capacity of the unit. This may be an estimate as the quality and thickness of the items stored in the unit may affect how many items can be stored. 0 means the capacity is unknown; null means capacity is not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/status</p> <p>The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit is in a good state. • inoperative - The storage unit is inoperative. • missing - The storage unit is missing. • notConfigured - The storage unit has not been configured for use. • manipulated - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command Storage.StartExchange. This storage unit cannot be used. Only applies to services which support the exchange state. <p>Type: string, null Default: null</p>
<p>unit1/serialNumber</p> <p>The storage unit's serial number if it can be read electronically. May be null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>unit1/cash</p> <p>The cash related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO, WFS_INF_CIM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_CAPABILITIES in XFS 3.x. This may be null in events if capabilities have not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/types/cashIn</p> <p>The unit can accept cash items. If <i>cashOut</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashOut</p> <p>The unit can dispense cash items. If <i>cashIn</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit1/cash/capabilities/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>
<p>unit1/cash/capabilities/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit1/cash/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has sensors which report the status. If true, then hardware sensors will override count-based replenishment status for <i>empty</i> and <i>full</i>. Other replenishment states can be overridden by counts. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/retractAreas</p> <p>If items can be retracted into this storage unit, this is the number of areas within the storage unit which allow physical separation of different bunches. If there is no physical separation of retracted bunches within this storage unit, this value is 1. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/capabilities/retractThresholds</p> <p>If true, indicates that retract capacity is based on counts. If false, indicates that retract capacity is based on the number of commands which resulted in items being retracted into the storage unit. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: ^[A-Z]{3}\$ Default: null</p>
<p>unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>

Properties
<p>unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>
<p>unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/status</p> <p>Indicates the storage unit status - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_INFO in XFS 3.x. Note that the count of items in the storage unit must be derived from the counts reported. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/cash/status/initial</p> <p>The cash related items which were in the storage unit at the last replenishment.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/out</p> <p>The items moved from this storage unit by cash commands to another destination since the last replenishment of this unit. This includes intermediate positions such as a stacker, where an item has been moved before moving to the final destination such as another storage unit or presentation to a customer.</p> <p>Counts for non-intermediate positions are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>Intermediate position counts are reset when the intermediate position is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved from the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/status/out/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in</p> <p>List of items inserted in this storage unit by cash commands from another source since the last replenishment of this unit. This also reports items in the <i>transport</i>, where an item has jammed before being deposited in the storage unit.</p> <p>Counts other than <i>transport</i> are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>The <i>transport</i> count is reset when it is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved into the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/in/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/status/in/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/accuracy</p> <p>Describes the accuracy of the counts reported by <i>out</i> and <i>in</i>. If null in Storage.GetStorage, the hardware is not capable of determining the accuracy, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>accurate</i> - The <i>count</i> is expected to be accurate. The notes were previously counted and there have since been no events that might have introduced inaccuracy. • <i>accurateSet</i> - The <i>count</i> is expected to be accurate. The counts were previously set and there have since been no events that might have introduced inaccuracy. • <i>inaccurate</i> - The <i>count</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy. • <i>unknown</i> - The accuracy of <i>count</i> cannot be determined. This may be due to storage unit insertion or some other hardware event. <p>Type: string, null Default: null</p>
<p>unit1/cash/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <i>high</i> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <i>low</i> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>unit1/cash/status/operationStatus</p> <p>On some devices it may be possible to allow items to be dispensed in a recycling storage unit while deposit is inoperable or vice-versa. This property allows the Service to report that one operation is possible while the other is not, without taking the storage unit out of Service completely with status or replenishmentStatus.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <i>dispenseInoperative</i> - Dispense operations are possible and deposit operations are not possible on this recycling storage unit. • <i>depositInoperative</i> - Deposit operations are possible and dispense operations are not possible on this recycling storage unit. <p>If null in Storage.GetStorage, <i>status</i> and <i>replenishmentStatus</i> apply to both cash out and cash-in operations.</p> <p>Type: string, null Default: null</p>

Properties
<p>unit1/card</p> <p>The card related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/capabilities</p> <p>Indicates the card storage unit capabilities. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/capabilities/type</p> <p>The type of card storage. This property may be null in events if the type did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • retain - The storage unit can retain cards. • dispense - The storage unit can dispense cards. • park - The storage unit can be used to temporarily store a card allowing another card to enter the transport. <p>Type: string, null Default: null</p>
<p>unit1/card/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has hardware sensors that can detect threshold states. This property may be null in events if it did not change.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>
<p>unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> • For retain type storage units, a high threshold will be sent. • For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/card/status</p> <p>Indicates the card storage unit status. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/card/status/initialCount</p> <p>The initial number of cards in the storage unit. This is only applicable to dispense type storage units. This property may be null in events if it did not change.</p> <p>This value is persistent.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/count</p> <p>The number of cards in the storage unit.</p> <p>If the storage unit type is dispense:</p> <ul style="list-style-type: none"> • This count also includes a card dispensed from the storage unit which has not been moved to either the exit position or a dispense type storage unit. • This count is decremented when a card from the card storage unit is moved to the exit position or retained. If this value reaches zero it will not decrement further but will remain at zero. <p>If the storage unit type is retain:</p> <ul style="list-style-type: none"> • The count is incremented when a card is moved into the storage unit. <p>If the storage unit type is park:</p> <ul style="list-style-type: none"> • The count will increment when a card is moved into the storage module and decremented when a card is moved out of the storage module. <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/retainCount</p> <p>The number of cards from this storage unit which are in a retain storage unit.</p> <p>This is only applicable to dispense type storage units.</p> <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/replenishmentStatus</p> <p>The state of the cards in the storage unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will be null. The property may also be null in events if it did not change.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit is in a good state. • <code>full</code> - The storage unit is full. • <code>high</code> - The storage unit is almost full (either sensor based or above the threshold). • <code>low</code> - The storage unit is almost empty (either sensor based or below the threshold). • <code>empty</code> - The storage unit is empty. <pre>Type: string, null Default: null</pre>
<p>unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <pre>Type: object, null Default: null</pre>

Properties
<p>unit1/check/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_IPM_MEDIA_BIN_INFO and WFS_INF_IPM_MEDIA_BIN_CAPABILITIES in XFS 3.x. May be null in events if not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors</p> <p>The types of sensors the unit has. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/sensors/empty</p> <p>The unit contains a hardware sensor which reports when the unit is empty. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors/high</p> <p>The unit contains a hardware sensor which reports when the unit is nearly full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors/full</p> <p>The unit contains a hardware sensor which reports when the unit is full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status</p> <p>Indicates the storage unit status. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usBinNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status/in</p> <p>The check items added to the unit since the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be taken into account when deciding whether the storage unit is usable and whether replenishment status is applicable. In particular, if the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit media is in a good state. • full - The storage unit is full. This is based on hardware detection, either on a full sensor or counts. • high - The storage unit is almost full (either high sensor based or exceeded the highThreshold or retractHighThreshold). • empty - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has the empty sensor, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>unit1/deposit</p> <p>Storage information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported or has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/deposit/capabilities</p> <p>Indicates what the storage unit is capable of. This may be null in events if capabilities have not changed or not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/deposit/capabilities/envSupply</p> <p>Defines what type of envelope supply unit the device has. This property may be null if the device has no envelope supply or the envelope supply is manual and envelopes can be taken at any time, otherwise one of the following:</p> <ul style="list-style-type: none"> • motorized - Envelope supply can dispense envelopes. • manual - Envelope supply is manual and must be unlocked to allow envelopes to be taken. <p>The Deposit.EnvTakenEvent cannot be sent and Deposit.Retract cannot be supported.</p> <p>Type: string, null Default: null</p>
<p>unit1/deposit/status</p> <p>Indicates the storage unit status. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/deposit/status/depContainer</p> <p>Specifies the state of the deposit container that contains the deposited envelopes or bags. This may be null if the physical device is not able to determine the status of the deposit container, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok- The deposit container is in a good state. • high- The deposit container is almost full (threshold). • full- The deposit container is full. • inoperative- The deposit container is inoperative. • missing- The deposit container is missing. • unknown- Due to a hardware error or other condition, the state of the deposit container cannot be determined. <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>unit1/deposit/status/envSupply</p> <p>Specifies the state of the envelope supply unit.</p> <p>This property may be null if the device has no envelope supply, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The envelope supply unit is in a good state (and locked). • low - The envelope supply unit is present but low. • empty - The envelope supply unit is present but empty. No envelopes can be dispensed. • inoperative - The envelope supply unit is in an inoperable state. No envelopes can be dispensed. • missing - The envelope supply unit is missing. • unlocked - The envelope supply unit is unlocked. • unknown - Due to a hardware error or other condition, the state of the envelope supply cannot be determined. <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>unit1/deposit/status/numOfDeposits</p> <p>Reports the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. It is incremented starting from the count set by numOfDeposits. This may be null in events if unchanged.</p> <p style="background-color: #e0e0e0;">Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/banknoteNeutralization</p> <p>Status information for Intelligent Banknote Neutralization System. This will be null if the Intelligent Banknote Neutralization System is not present in this storage unit.</p> <p style="background-color: #e0e0e0;">Type: object, null Default: null</p>
<p>unit1/banknoteNeutralization/identifier</p> <p>Indicates the identifier assigned to the banknote neutralization of a Storage Unit by the vendor of the banknote neutralization. There is no default value because banknote neutralization unit must be defined.</p> <p style="background-color: #e0e0e0;">Type: string Pattern: <code>^[0-9A-Za-z]*\$</code> Required</p>

Properties
<p>unit1/banknoteNeutralization/protection</p> <p>Specifies the state of the banknote neutralization of a Storage Unit as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred. • <code>armed</code> - The protection is armed. • <code>disarmed</code> - The protection is disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>Type: string Required</p>
<p>unit1/banknoteNeutralization/warning</p> <p>Gives additional information that requires attention:</p> <ul style="list-style-type: none"> • <code>cassetteRunsAutonomously</code> - The protection is armed but the banknote neutralization of a Storage Unit runs in an autonomous mode. • <code>alarm</code> - The protection is armed but in alarm mode. <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The input power source is live and supplying power to the power supply module. • <code>noPower</code> - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The power supply module is supplying power to the connected devices. • <code>noPower</code> - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties**unit1/banknoteNeutralization/powerSupply/batteryStatus**

The charge level of the battery. Specified as one of the following:

- `full` - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery.
- `low` - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay.
- `operational` - The charge level is nominally between the levels "full" and "low".
- `critical` - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly.
- `failure` - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the device does not have a battery.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/powerSupply/batteryChargingStatus

The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:

- `charging` - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full".
- `discharging` - The battery is discharging power.
- `notCharging` - The battery is not charging power.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the battery is not rechargeable.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/tilt

Specifies the tilt state as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `notTilted` - It is in normal operating position.
- `tilted` - It has been tilted from its normal operating position.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/temperature

Specifies the temperature sensing as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `ok` - The temperature is in the operating range.
- `tooCold` - Too cold temperature.
- `tooHot` - Too hot temperature.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

Properties
<p>unit1/banknoteNeutralization/lid</p> <p>Specifies the Storage Unit lid state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault is detected in the sensor or due to a hardware error or other condition, the status cannot be determined. • <code>opened</code> - The lid is opened. • <code>closed</code> - Too lid is closed. • <code>disabled</code> - The banknote neutralization disabled this sensor for malfunction or by configuration. <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/neutralizationTrigger</p> <p>Specifies the state of the neutralization trigger as one of the following values:</p> <ul style="list-style-type: none"> • <code>initializing</code> - The neutralization trigger is being initialized. It may take a few seconds before the ready state. • <code>ready</code> - The neutralization is ready to trigger on demand. • <code>disabled</code> - The neutralization trigger is inhibited and disabled. • <code>fault</code> - A fault is detected in the neutralization trigger or due to a hardware error or other condition, the status cannot be determined. . <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/storageUnitIdentifier</p> <p>If the Storage Unit Identifier can be written at installation or production time, this property returns the Storage Unit Identifier to which this BanknoteNeutralization is linked. Otherwise, this property is null.</p> <p>Type: string, null Default: null</p>
<p>unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/printer/capabilities</p> <p>Indicates the storage unit capabilities. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/printer/capabilities/maxRetracts</p> <p>Specifies the maximum number of media items that the storage unit can hold.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/printer/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine the index of the retract bin in XFS 3.x migration.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties**unit1/printer/status/in**

The printer related items added to the unit since the last replenishment. The total number of items in the storage unit may be determined by adding this to *initial*. May be null in events where status has not changed.

Type: integer, null
Minimum: 0
Default: null

unit1/printer/status/replenishmentStatus

The state of the media in the unit if it can be determined. Note that overall [status](#) of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is *missing* this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:

- ok - The storage unit media is in a good state.
- full - The storage unit is full.
- unknown - Status cannot be determined with device in its current state.
- high - The storage unit is almost full.

Type: string, null
Default: null

26.4.2 Storage.StorageChangedEvent

This event is generated when a storage unit changes under the following circumstances:

- When the unit changes in any way due to a [Storage.SetStorage](#) command.
- When any change is made other than to counts by any other command or external intervention. Counts changes due to other commands would be reported by a [Storage.CountsChangedEvent](#).

If a new storage unit is inserted the storage unit structure reported by the last [Storage.GetStorage](#) command is no longer valid. In that case an application should issue a [Storage.GetStorage](#) command after receiving this event to obtain updated storage unit information.

Unsolicited Message

Payload (version 2.1)

```
{
  "unit1": {
    "id": "RC1",
    "positionName": "Top Right",
    "capacity": 100,
    "status": "ok",
    "serialNumber": "ABCD1234",
    "cash": {
      "capabilities": {
        "types": {
          "cashIn": true,
          "cashOut": false,
          "replenishment": false,
          "cashInRetract": false,
          "cashOutRetract": false,
          "reject": false
        },
        "items": {
          "fit": false,
          "unfit": false,
          "unrecognized": false,
          "counterfeit": false,
          "suspect": false,
          "inked": false,
          "coupon": false,
          "document": false
        },
        "hardwareSensors": false,
        "retractAreas": 1,
        "retractThresholds": false,
        "cashItems": ["type20USD1", "type50USD1"]
      },
      "configuration": {
        "types": See unit1/cash/capabilities/types properties
        "items": See unit1/cash/capabilities/items properties
        "currency": "USD",
        "value": 20.00,
        "highThreshold": 500,
        "lowThreshold": 10,
        "appLockIn": false,
        "appLockOut": false,
        "cashItems": See unit1/cash/capabilities/cashItems,
        "name": "$10",

```

Payload (version 2.1)

```

    "maxRetracts": 5
  },
  "status": {
    "index": 4,
    "initial": {
      "unrecognized": 5,
      "type20USD1": {
        "fit": 15,
        "unfit": 0,
        "suspect": 0,
        "counterfeit": 0,
        "inked": 0
      },
      "type50USD1": See unit1/cash/status/initial/type20USD1 properties
    },
    "out": {
      "presented": See unit1/cash/status/initial properties
      "rejected": See unit1/cash/status/initial properties
      "distributed": See unit1/cash/status/initial properties
      "unknown": See unit1/cash/status/initial properties
      "stacked": See unit1/cash/status/initial properties
      "diverted": See unit1/cash/status/initial properties
      "transport": See unit1/cash/status/initial properties
    },
    "in": {
      "retractOperations": 15,
      "deposited": See unit1/cash/status/initial properties
      "retracted": See unit1/cash/status/initial properties
      "rejected": See unit1/cash/status/initial properties
      "distributed": See unit1/cash/status/initial properties
      "transport": See unit1/cash/status/initial properties
    },
    "accuracy": "accurate",
    "replenishmentStatus": "ok",
    "operationStatus": "dispenseInoperative"
  }
},
"card": {
  "capabilities": {
    "type": "retain",
    "hardwareSensors": true
  },
  "configuration": {
    "cardID": "LoyaltyCard",
    "threshold": 10
  },
  "status": {
    "initialCount": 0,
    "count": 0,
    "retainCount": 0,
    "replenishmentStatus": "ok"
  }
},
"check": {
  "capabilities": {

```

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Payload (version 2.1)

```
"types": {
  "mediaIn": true,
  "retract": false
},
"sensors": {
  "empty": false,
  "high": false,
  "full": false
}
},
"configuration": {
  "types": See unit1/check/capabilities/types properties
  "binID": "My check bin",
  "highThreshold": 500,
  "retractHighThreshold": 5
},
"status": {
  "index": 4,
  "initial": {
    "mediaInCount": 100,
    "count": 150,
    "retractOperations": 15
  },
  "in": See unit1/check/status/initial properties
  "replenishmentStatus": "high"
}
},
"deposit": {
  "capabilities": {
    "envSupply": "motorized"
  },
  "status": {
    "depContainer": "full",
    "envSupply": "unlocked",
    "numOfDeposits": 15
  }
}
},
"banknoteNeutralization": {
  "identifier": "123456781",
  "protection": "fault",
  "warning": "cassetteRunsAutonomously",
  "powerSupply": {
    "powerInStatus": "powering",
    "powerOutStatus": "powering",
    "batteryStatus": "full",
    "batteryChargingStatus": "charging"
  },
  "tilt": "fault",
  "temperature": "fault",
  "lid": "fault",
  "neutralizationTrigger": "initializing",
  "storageUnitIdentifier": "123"
},
"printer": {
  "capabilities": {
```

Payload (version 2.1)
<pre> "maxRetracts": 5 }, "status": See unit1/check/status "index": 4, "initial": 10, "in": 3, "replenishmentStatus": "high" } } } } </pre>
Properties
<p>unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>unit1/id</p> <p>An identifier which can be used for cUnitID in CDM/CIM XFS 3.x migration. May be null if not applicable.</p> <p>Type: string, null Pattern: ^.{1,5}\$ Default: null</p>
<p>unit1/positionName</p> <p>Fixed physical name for the position. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>unit1/capacity</p> <p>The nominal capacity of the unit. This may be an estimate as the quality and thickness of the items stored in the unit may affect how many items can be stored. 0 means the capacity is unknown; null means capacity is not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/status</p> <p>The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit is in a good state. • inoperative - The storage unit is inoperative. • missing - The storage unit is missing. • notConfigured - The storage unit has not been configured for use. • manipulated - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command Storage.StartExchange. This storage unit cannot be used. Only applies to services which support the exchange state. <p>Type: string, null Default: null</p>
<p>unit1/serialNumber</p> <p>The storage unit's serial number if it can be read electronically. May be null if not applicable.</p> <p>Type: string, null Default: null</p>

Properties
<p>unit1/cash</p> <p>The cash related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO, WFS_INF_CIM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_CAPABILITIES in XFS 3.x. This may be null in events if capabilities have not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/types/cashIn</p> <p>The unit can accept cash items. If <i>cashOut</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashOut</p> <p>The unit can dispense cash items. If <i>cashIn</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit1/cash/capabilities/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>
<p>unit1/cash/capabilities/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit1/cash/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has sensors which report the status. If true, then hardware sensors will override count-based replenishment status for <i>empty</i> and <i>full</i>. Other replenishment states can be overridden by counts. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/retractAreas</p> <p>If items can be retracted into this storage unit, this is the number of areas within the storage unit which allow physical separation of different bunches. If there is no physical separation of retracted bunches within this storage unit, this value is 1. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/capabilities/retractThresholds</p> <p>If true, indicates that retract capacity is based on counts. If false, indicates that retract capacity is based on the number of commands which resulted in items being retracted into the storage unit. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: ^[A-Z]{3}\$ Default: null</p>
<p>unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>

Properties
<p>unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>
<p>unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/status</p> <p>Indicates the storage unit status - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_INFO in XFS 3.x. Note that the count of items in the storage unit must be derived from the counts reported. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

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Properties
<p>unit1/cash/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/cash/status/initial</p> <p>The cash related items which were in the storage unit at the last replenishment.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/out</p> <p>The items moved from this storage unit by cash commands to another destination since the last replenishment of this unit. This includes intermediate positions such as a stacker, where an item has been moved before moving to the final destination such as another storage unit or presentation to a customer.</p> <p>Counts for non-intermediate positions are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>Intermediate position counts are reset when the intermediate position is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved from the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/status/out/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in</p> <p>List of items inserted in this storage unit by cash commands from another source since the last replenishment of this unit. This also reports items in the <i>transport</i>, where an item has jammed before being deposited in the storage unit.</p> <p>Counts other than <i>transport</i> are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>The <i>transport</i> count is reset when it is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved into the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/in/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/status/in/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/accuracy</p> <p>Describes the accuracy of the counts reported by <i>out</i> and <i>in</i>. If null in Storage.GetStorage, the hardware is not capable of determining the accuracy, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>accurate</i> - The <i>count</i> is expected to be accurate. The notes were previously counted and there have since been no events that might have introduced inaccuracy. • <i>accurateSet</i> - The <i>count</i> is expected to be accurate. The counts were previously set and there have since been no events that might have introduced inaccuracy. • <i>inaccurate</i> - The <i>count</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy. • <i>unknown</i> - The accuracy of <i>count</i> cannot be determined. This may be due to storage unit insertion or some other hardware event. <p>Type: string, null Default: null</p>
<p>unit1/cash/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <i>high</i> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <i>low</i> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>unit1/cash/status/operationStatus</p> <p>On some devices it may be possible to allow items to be dispensed in a recycling storage unit while deposit is inoperable or vice-versa. This property allows the Service to report that one operation is possible while the other is not, without taking the storage unit out of Service completely with status or replenishmentStatus.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <i>dispenseInoperative</i> - Dispense operations are possible and deposit operations are not possible on this recycling storage unit. • <i>depositInoperative</i> - Deposit operations are possible and dispense operations are not possible on this recycling storage unit. <p>If null in Storage.GetStorage, <i>status</i> and <i>replenishmentStatus</i> apply to both cash out and cash-in operations.</p> <p>Type: string, null Default: null</p>

Properties
<p>unit1/card</p> <p>The card related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/capabilities</p> <p>Indicates the card storage unit capabilities. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/capabilities/type</p> <p>The type of card storage. This property may be null in events if the type did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • retain - The storage unit can retain cards. • dispense - The storage unit can dispense cards. • park - The storage unit can be used to temporarily store a card allowing another card to enter the transport. <p>Type: string, null Default: null</p>
<p>unit1/card/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has hardware sensors that can detect threshold states. This property may be null in events if it did not change.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>
<p>unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> • For retain type storage units, a high threshold will be sent. • For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/card/status</p> <p>Indicates the card storage unit status. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/card/status/initialCount</p> <p>The initial number of cards in the storage unit. This is only applicable to dispense type storage units. This property may be null in events if it did not change.</p> <p>This value is persistent.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/count</p> <p>The number of cards in the storage unit.</p> <p>If the storage unit type is dispense:</p> <ul style="list-style-type: none"> • This count also includes a card dispensed from the storage unit which has not been moved to either the exit position or a dispense type storage unit. • This count is decremented when a card from the card storage unit is moved to the exit position or retained. If this value reaches zero it will not decrement further but will remain at zero. <p>If the storage unit type is retain:</p> <ul style="list-style-type: none"> • The count is incremented when a card is moved into the storage unit. <p>If the storage unit type is park:</p> <ul style="list-style-type: none"> • The count will increment when a card is moved into the storage module and decremented when a card is moved out of the storage module. <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/retainCount</p> <p>The number of cards from this storage unit which are in a retain storage unit.</p> <p>This is only applicable to dispense type storage units.</p> <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/replenishmentStatus</p> <p>The state of the cards in the storage unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will be null. The property may also be null in events if it did not change.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit is in a good state. • <code>full</code> - The storage unit is full. • <code>high</code> - The storage unit is almost full (either sensor based or above the threshold). • <code>low</code> - The storage unit is almost empty (either sensor based or below the threshold). • <code>empty</code> - The storage unit is empty. <pre>Type: string, null Default: null</pre>
<p>unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <pre>Type: object, null Default: null</pre>

Properties
<p>unit1/check/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_IPM_MEDIA_BIN_INFO and WFS_INF_IPM_MEDIA_BIN_CAPABILITIES in XFS 3.x. May be null in events if not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors</p> <p>The types of sensors the unit has. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/sensors/empty</p> <p>The unit contains a hardware sensor which reports when the unit is empty. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors/high</p> <p>The unit contains a hardware sensor which reports when the unit is nearly full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors/full</p> <p>The unit contains a hardware sensor which reports when the unit is full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status</p> <p>Indicates the storage unit status. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usBinNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status/in</p> <p>The check items added to the unit since the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be taken into account when deciding whether the storage unit is usable and whether replenishment status is applicable. In particular, if the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit media is in a good state. • full - The storage unit is full. This is based on hardware detection, either on a full sensor or counts. • high - The storage unit is almost full (either high sensor based or exceeded the highThreshold or retractHighThreshold). • empty - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has the empty sensor, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>unit1/deposit</p> <p>Storage information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported or has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/deposit/capabilities</p> <p>Indicates what the storage unit is capable of. This may be null in events if capabilities have not changed or not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/deposit/capabilities/envSupply</p> <p>Defines what type of envelope supply unit the device has. This property may be null if the device has no envelope supply or the envelope supply is manual and envelopes can be taken at any time, otherwise one of the following:</p> <ul style="list-style-type: none"> • motorized - Envelope supply can dispense envelopes. • manual - Envelope supply is manual and must be unlocked to allow envelopes to be taken. <p>The Deposit.EnvTakenEvent cannot be sent and Deposit.Retract cannot be supported.</p> <p>Type: string, null Default: null</p>
<p>unit1/deposit/status</p> <p>Indicates the storage unit status. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/deposit/status/depContainer</p> <p>Specifies the state of the deposit container that contains the deposited envelopes or bags. This may be null if the physical device is not able to determine the status of the deposit container, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok- The deposit container is in a good state. • high- The deposit container is almost full (threshold). • full- The deposit container is full. • inoperative- The deposit container is inoperative. • missing- The deposit container is missing. • unknown- Due to a hardware error or other condition, the state of the deposit container cannot be determined. <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>unit1/deposit/status/envSupply</p> <p>Specifies the state of the envelope supply unit.</p> <p>This property may be null if the device has no envelope supply, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The envelope supply unit is in a good state (and locked). • low - The envelope supply unit is present but low. • empty - The envelope supply unit is present but empty. No envelopes can be dispensed. • inoperative - The envelope supply unit is in an inoperable state. No envelopes can be dispensed. • missing - The envelope supply unit is missing. • unlocked - The envelope supply unit is unlocked. • unknown - Due to a hardware error or other condition, the state of the envelope supply cannot be determined. <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>unit1/deposit/status/numOfDeposits</p> <p>Reports the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. It is incremented starting from the count set by numOfDeposits. This may be null in events if unchanged.</p> <p style="background-color: #e0e0e0;">Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/banknoteNeutralization</p> <p>Status information for Intelligent Banknote Neutralization System. This will be null if the Intelligent Banknote Neutralization System is not present in this storage unit.</p> <p style="background-color: #e0e0e0;">Type: object, null Default: null</p>
<p>unit1/banknoteNeutralization/identifier</p> <p>Indicates the identifier assigned to the banknote neutralization of a Storage Unit by the vendor of the banknote neutralization. There is no default value because banknote neutralization unit must be defined.</p> <p style="background-color: #e0e0e0;">Type: string Pattern: <code>^[0-9A-Za-z]*\$</code> Required</p>

Properties
<p>unit1/banknoteNeutralization/protection</p> <p>Specifies the state of the banknote neutralization of a Storage Unit as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred. • <code>armed</code> - The protection is armed. • <code>disarmed</code> - The protection is disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>Type: string Required</p>
<p>unit1/banknoteNeutralization/warning</p> <p>Gives additional information that requires attention:</p> <ul style="list-style-type: none"> • <code>cassetteRunsAutonomously</code> - The protection is armed but the banknote neutralization of a Storage Unit runs in an autonomous mode. • <code>alarm</code> - The protection is armed but in alarm mode. <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The input power source is live and supplying power to the power supply module. • <code>noPower</code> - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The power supply module is supplying power to the connected devices. • <code>noPower</code> - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties**unit1/banknoteNeutralization/powerSupply/batteryStatus**

The charge level of the battery. Specified as one of the following:

- `full` - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery.
- `low` - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay.
- `operational` - The charge level is nominally between the levels "full" and "low".
- `critical` - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly.
- `failure` - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the device does not have a battery.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/powerSupply/batteryChargingStatus

The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:

- `charging` - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full".
- `discharging` - The battery is discharging power.
- `notCharging` - The battery is not charging power.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the battery is not rechargeable.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/tilt

Specifies the tilt state as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `notTilted` - It is in normal operating position.
- `tilted` - It has been tilted from its normal operating position.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/temperature

Specifies the temperature sensing as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `ok` - The temperature is in the operating range.
- `tooCold` - Too cold temperature.
- `tooHot` - Too hot temperature.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

<p>Properties</p>
<p>unit1/banknoteNeutralization/lid</p> <p>Specifies the Storage Unit lid state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault is detected in the sensor or due to a hardware error or other condition, the status cannot be determined. • <code>opened</code> - The lid is opened. • <code>closed</code> - Too lid is closed. • <code>disabled</code> - The banknote neutralization disabled this sensor for malfunction or by configuration. <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/neutralizationTrigger</p> <p>Specifies the state of the neutralization trigger as one of the following values:</p> <ul style="list-style-type: none"> • <code>initializing</code> - The neutralization trigger is being initialized. It may take a few seconds before the ready state. • <code>ready</code> - The neutralization is ready to trigger on demand. • <code>disabled</code> - The neutralization trigger is inhibited and disabled. • <code>fault</code> - A fault is detected in the neutralization trigger or due to a hardware error or other condition, the status cannot be determined. . <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/storageUnitIdentifier</p> <p>If the Storage Unit Identifier can be written at installation or production time, this property returns the Storage Unit Identifier to which this BanknoteNeutralization is linked. Otherwise, this property is null.</p> <p>Type: string, null Default: null</p>
<p>unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/printer/capabilities</p> <p>Indicates the storage unit capabilities. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/printer/capabilities/maxRetracts</p> <p>Specifies the maximum number of media items that the storage unit can hold.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/printer/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine the index of the retract bin in XFS 3.x migration.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties**unit1/printer/status/in**

The printer related items added to the unit since the last replenishment. The total number of items in the storage unit may be determined by adding this to *initial*. May be null in events where status has not changed.

Type: integer, null
Minimum: 0
Default: null

unit1/printer/status/replenishmentStatus

The state of the media in the unit if it can be determined. Note that overall [status](#) of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is *missing* this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:

- ok - The storage unit media is in a good state.
- full - The storage unit is full.
- unknown - Status cannot be determined with device in its current state.
- high - The storage unit is almost full.

Type: string, null
Default: null

26.4.3 Storage.StorageThresholdEvent

This event is generated when a threshold condition has occurred in one of the storage units.

This event can be triggered either by hardware sensors in the device or by count thresholds being met.

Unsolicited Message

Payload (version 2.1)

```
{
  "unit1": {
    "id": "RC1",
    "positionName": "Top Right",
    "capacity": 100,
    "status": "ok",
    "serialNumber": "ABCD1234",
    "cash": {
      "capabilities": {
        "types": {
          "cashIn": true,
          "cashOut": false,
          "replenishment": false,
          "cashInRetract": false,
          "cashOutRetract": false,
          "reject": false
        },
        "items": {
          "fit": false,
          "unfit": false,
          "unrecognized": false,
          "counterfeit": false,
          "suspect": false,
          "inked": false,
          "coupon": false,
          "document": false
        },
        "hardwareSensors": false,
        "retractAreas": 1,
        "retractThresholds": false,
        "cashItems": ["type20USD1", "type50USD1"]
      },
      "configuration": {
        "types": See unit1/cash/capabilities/types properties
        "items": See unit1/cash/capabilities/items properties
        "currency": "USD",
        "value": 20.00,
        "highThreshold": 500,
        "lowThreshold": 10,
        "appLockIn": false,
        "appLockOut": false,
        "cashItems": See unit1/cash/capabilities/cashItems,
        "name": "$10",
        "maxRetracts": 5
      },
      "status": {
        "index": 4,
        "initial": {
```

Payload (version 2.1)

```

    "unrecognized": 5,
    "type20USD1": {
      "fit": 15,
      "unfit": 0,
      "suspect": 0,
      "counterfeit": 0,
      "inked": 0
    },
    "type50USD1": See unit1/cash/status/initial/type20USD1 properties
  },
  "out": {
    "presented": See unit1/cash/status/initial properties
    "rejected": See unit1/cash/status/initial properties
    "distributed": See unit1/cash/status/initial properties
    "unknown": See unit1/cash/status/initial properties
    "stacked": See unit1/cash/status/initial properties
    "diverted": See unit1/cash/status/initial properties
    "transport": See unit1/cash/status/initial properties
  },
  "in": {
    "retractOperations": 15,
    "deposited": See unit1/cash/status/initial properties
    "retracted": See unit1/cash/status/initial properties
    "rejected": See unit1/cash/status/initial properties
    "distributed": See unit1/cash/status/initial properties
    "transport": See unit1/cash/status/initial properties
  },
  "accuracy": "accurate",
  "replenishmentStatus": "ok",
  "operationStatus": "dispenseInoperative"
}
},
"card": {
  "capabilities": {
    "type": "retain",
    "hardwareSensors": true
  },
  "configuration": {
    "cardID": "LoyaltyCard",
    "threshold": 10
  },
  "status": {
    "initialCount": 0,
    "count": 0,
    "retainCount": 0,
    "replenishmentStatus": "ok"
  }
},
"check": {
  "capabilities": {
    "types": {
      "mediaIn": true,
      "retract": false
    }
  },
  "sensors": {

```

Payload (version 2.1)

```

    "empty": false,
    "high": false,
    "full": false
  }
},
"configuration": {
  "types": See unit1/check/capabilities/types properties
  "binID": "My check bin",
  "highThreshold": 500,
  "retractHighThreshold": 5
},
"status": {
  "index": 4,
  "initial": {
    "mediaInCount": 100,
    "count": 150,
    "retractOperations": 15
  },
  "in": See unit1/check/status/initial properties
  "replenishmentStatus": "high"
}
},
"deposit": {
  "capabilities": {
    "envSupply": "motorized"
  },
  "status": {
    "depContainer": "full",
    "envSupply": "unlocked",
    "numOfDeposits": 15
  }
},
"banknoteNeutralization": {
  "identifier": "123456781",
  "protection": "fault",
  "warning": "cassetteRunsAutonomously",
  "powerSupply": {
    "powerInStatus": "powering",
    "powerOutStatus": "powering",
    "batteryStatus": "full",
    "batteryChargingStatus": "charging"
  },
  "tilt": "fault",
  "temperature": "fault",
  "lid": "fault",
  "neutralizationTrigger": "initializing",
  "storageUnitIdentifier": "123"
},
"printer": {
  "capabilities": {
    "maxRetracts": 5
  },
  "status": See unit1/check/status
  "index": 4,
  "initial": 10,

```

Payload (version 2.1)
<pre> "in": 3, "replenishmentStatus": "high" } } } } </pre>
Properties
<p>unit1 (example name)</p> <p>The object contains a single storage unit.</p> <p>Type: object Name Pattern: ^unit[0-9A-Za-z]+\$</p>
<p>unit1/id</p> <p>An identifier which can be used for cUnitID in CDM/CIM XFS 3.x migration. May be null if not applicable.</p> <p>Type: string, null Pattern: ^.{1,5}\$ Default: null</p>
<p>unit1/positionName</p> <p>Fixed physical name for the position. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>unit1/capacity</p> <p>The nominal capacity of the unit. This may be an estimate as the quality and thickness of the items stored in the unit may affect how many items can be stored. 0 means the capacity is unknown; null means capacity is not applicable.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/status</p> <p>The state of the unit. This property may be null in events if the state did not change, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit is in a good state. • inoperative - The storage unit is inoperative. • missing - The storage unit is missing. • notConfigured - The storage unit has not been configured for use. • manipulated - The storage unit has been inserted (including removal followed by a reinsertion) when the device was not in the exchange state - see command Storage.StartExchange. This storage unit cannot be used. Only applies to services which support the exchange state. <p>Type: string, null Default: null</p>
<p>unit1/serialNumber</p> <p>The storage unit's serial number if it can be read electronically. May be null if not applicable.</p> <p>Type: string, null Default: null</p>
<p>unit1/cash</p> <p>The cash related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO, WFS_INF_CIM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_CAPABILITIES in XFS 3.x. This may be null in events if capabilities have not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/types/cashIn</p> <p>The unit can accept cash items. If <i>cashOut</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashOut</p> <p>The unit can dispense cash items. If <i>cashIn</i> is also true, then the unit can recycle. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/replenishment</p> <p>Replenishment container. A storage unit can be refilled from or emptied to a replenishment container. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashInRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-in operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/cashOutRetract</p> <p>Retract unit. Items can be retracted into this unit during cash-out operations. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/types/reject</p> <p>Reject unit. Items can be rejected into this unit. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit1/cash/capabilities/items</p> <p>The types of cash media the unit is capable of storing or configured to store. This is a combination of one or more item types. May only be modified in an exchange state if applicable. See Note Classification for more information about cash classification levels. May be null in command data if not being changed. May be null in command data or events if not changed or being changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/capabilities/items/fit</p> <p>The storage unit can store cash items which are fit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/unfit</p> <p>The storage unit can store cash items which are unfit for recycling. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: false</p>
<p>unit1/cash/capabilities/items/unrecognized</p> <p>The storage unit can store unrecognized cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/counterfeit</p> <p>The storage unit can store counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/suspect</p> <p>The storage unit can store suspect counterfeit cash items. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/inked</p> <p>The storage unit can store cash items which have been identified as ink stained. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/coupon</p> <p>Storage unit containing coupons or advertising material. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/items/document</p> <p>Storage unit containing documents. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>

Properties
<p>unit1/cash/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has sensors which report the status. If true, then hardware sensors will override count-based replenishment status for <i>empty</i> and <i>full</i>. Other replenishment states can be overridden by counts. May be null in command data or events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/retractAreas</p> <p>If items can be retracted into this storage unit, this is the number of areas within the storage unit which allow physical separation of different bunches. If there is no physical separation of retracted bunches within this storage unit, this value is 1. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/capabilities/retractThresholds</p> <p>If true, indicates that retract capacity is based on counts. If false, indicates that retract capacity is based on the number of commands which resulted in items being retracted into the storage unit. May be null if items cannot be retracted into this storage unit or in events if not changed or being changed.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/capabilities/cashItems</p> <p>An array containing multiple cash items, listing what a storage unit is capable of or configured to handle. Each member is the object name of a cash item reported by CashManagement.GetBankNoteTypes. May be null in command data or events if not being modified.</p> <p>Type: array (string), null MinItems: 1 Default: null</p>
<p>unit1/cash/configuration</p> <p>Indicates what this storage unit is configured as or is being configured to do - where applicable the supported options can be derived from capabilities.</p> <p>If the Service supports an exchange state, only a subset of these parameters may be modified unless in an exchange. Parameters which may only be modified in an exchange state are listed.</p> <p>May be null in command data or events if no configuration is to be or has been changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/configuration/currency</p> <p>ISO 4217 currency identifier [Ref. cashmanagement-1]. May only be modified in an exchange state if applicable. May be null if the unit is configured to store mixed currencies or non-cash items.</p> <p>Type: string, null Pattern: ^[A-Z]{3}\$ Default: null</p>
<p>unit1/cash/configuration/value</p> <p>Absolute value of a cash item or items. May be a floating-point value to allow for coins and notes which have a value which is not a whole multiple of the currency unit.</p> <p>If applied to a storage unit, this applies to all contents, may be 0 if mixed and may only be modified in an exchange state if applicable.</p> <p>May be null in command data or events if not being modified.</p> <p>Type: number, null Minimum: 0 Default: null</p>

Properties
<p>unit1/cash/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, high is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/configuration/lowThreshold</p> <p>If specified, replenishmentStatus is set to <i>low</i> if total number of items in the storage unit is less than this number. The total number is not reported directly, but derived from <i>initial + in - out</i>.</p> <p>If null, low is based on hardware sensors if supported - see hardwareSensors. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/configuration/appLockIn</p> <p>If true, items cannot be accepted into the storage unit in cash-in operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/configuration/appLockOut</p> <p>If true, items cannot be dispensed from the storage unit in cash-out operations. May be null in command data or events if not being modified.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/cash/configuration/name</p> <p>Application configured name of the unit. May be null in command data or events if not being modified.</p> <p>Type: string, null Default: null</p>
<p>unit1/cash/configuration/maxRetracts</p> <p>If specified, this is the number of retract operations allowed into the unit. Only applies to retract units. If retractOperations equals this number, then no further retracts are allowed into this storage unit.</p> <p>If null in output, the maximum number is not limited by counts. May be null in command data or events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/cash/status</p> <p>Indicates the storage unit status - this includes information which is a combination of that reported in WFS_INF_CDM_CASH_UNIT_INFO and WFS_INF_CIM_CASH_UNIT_INFO in XFS 3.x. Note that the count of items in the storage unit must be derived from the counts reported. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

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Properties
<p>unit1/cash/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/cash/status/initial</p> <p>The cash related items which were in the storage unit at the last replenishment.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/initial/unrecognized</p> <p>Count of unrecognized items handled by the cash interface. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1 (example name)</p> <p>Counts of a given cash item (as reported by CashManagement.GetBankNoteTypes) broken down by classification.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/initial/type20USD1/fit</p> <p>Count of genuine cash items which are fit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/unfit</p> <p>Count of genuine cash items which are unfit for recycling. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/suspect</p> <p>Count of suspected counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/initial/type20USD1/counterfeit</p> <p>Count of counterfeit cash items. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit1/cash/status/initial/type20USD1/inked</p> <p>Count of cash items which have been identified as ink stained. May be null in command data and events if not changed or not to be changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/out</p> <p>The items moved from this storage unit by cash commands to another destination since the last replenishment of this unit. This includes intermediate positions such as a stacker, where an item has been moved before moving to the final destination such as another storage unit or presentation to a customer.</p> <p>Counts for non-intermediate positions are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>Intermediate position counts are reset when the intermediate position is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved from the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/presented</p> <p>The items dispensed from this storage unit which are or were customer accessible. Will be null if no items were presented.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/rejected</p> <p>The items dispensed from this storage unit which were invalid and were diverted to a reject storage unit and were not customer accessible during the operation. Will be null if no items were rejected.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/distributed</p> <p>The items dispensed from this storage unit which were moved to a storage unit other than a reject storage unit and were not customer accessible during the operation. Will be null if no items were distributed.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/unknown</p> <p>The items dispensed from this storage unit which moved to an unknown position. Will be null if no items were unknown.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/stacked</p> <p>The items dispensed from this storage unit which are not customer accessible and are currently stacked awaiting presentation to the customer. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were stacked.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/status/out/diverted</p> <p>The items dispensed from this storage unit which are not customer accessible and were diverted to a temporary location due to being invalid and have not yet been deposited in a storage unit. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items were diverted.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/out/transport</p> <p>The items dispensed from this storage unit which are not customer accessible and which have jammed in the transport. This item list can increase and decrease as items are moved around in the device. This is not reset if initial is set for this unit by Storage.GetStorage. Will be null if no items apply.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in</p> <p>List of items inserted in this storage unit by cash commands from another source since the last replenishment of this unit. This also reports items in the <i>transport</i>, where an item has jammed before being deposited in the storage unit.</p> <p>Counts other than <i>transport</i> are reset if initial is set for this unit by Storage.GetStorage. See descriptions for the counts which will not be reset by this command.</p> <p>The <i>transport</i> count is reset when it is empty:</p> <ul style="list-style-type: none"> • If it is known where the items moved to then the appropriate count or counts are modified. • If it is not known where the items moved, for example because they have been removed manually after jam clearance, then <i>unknown</i> is modified. <p>May be null if items have not or cannot be moved into the storage unit by cash commands.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/retractOperations</p> <p>Number of cash retract operations which resulted in items entering this storage unit. This can be used where devices do not have the capability to count or validate items after presentation. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/cash/status/in/deposited</p> <p>The items deposited in the storage unit during a cash-in transaction. Can be null, if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/retracted</p> <p>The items retracted into the storage unit after being accessible to a customer. This may be inaccurate or not counted if items are not counted or re-validated after presentation, the number of retract operations is also reported separately in <i>retractOperations</i>. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/rejected</p> <p>The items deposited in this storage unit originating from another storage unit but rejected due to being invalid. This count may be inaccurate due to the nature of rejected items. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/cash/status/in/distributed</p> <p>The items deposited in this storage unit originating from another storage unit but not rejected. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/in/transport</p> <p>The items which were intended to be deposited in this storage unit but are not yet deposited. Typical use case for this property is tracking items after a jam during CashAcceptor.CashInEnd. This is not reset if initial is set for this unit by Storage.GetStorage. Can be null if all values are 0.</p> <p>Type: object, null Default: null</p>
<p>unit1/cash/status/accuracy</p> <p>Describes the accuracy of the counts reported by <i>out</i> and <i>in</i>. If null in Storage.GetStorage, the hardware is not capable of determining the accuracy, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>accurate</i> - The <i>count</i> is expected to be accurate. The notes were previously counted and there have since been no events that might have introduced inaccuracy. • <i>accurateSet</i> - The <i>count</i> is expected to be accurate. The counts were previously set and there have since been no events that might have introduced inaccuracy. • <i>inaccurate</i> - The <i>count</i> is likely to be inaccurate. A jam, picking fault, or some other event may have resulted in a counting inaccuracy. • <i>unknown</i> - The accuracy of <i>count</i> cannot be determined. This may be due to storage unit insertion or some other hardware event. <p>Type: string, null Default: null</p>
<p>unit1/cash/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will not be reported. May be null in events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • <i>ok</i> - The storage unit media is in a good state. • <i>full</i> - The storage unit is full. This is based on hardware detection, either on sensors or counts. • <i>high</i> - The storage unit is almost full (either sensor based or exceeded the highThreshold). • <i>low</i> - The storage unit is almost empty (either sensor based or below the lowThreshold). • <i>empty</i> - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has hardwareSensors, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>unit1/cash/status/operationStatus</p> <p>On some devices it may be possible to allow items to be dispensed in a recycling storage unit while deposit is inoperable or vice-versa. This property allows the Service to report that one operation is possible while the other is not, without taking the storage unit out of Service completely with status or replenishmentStatus.</p> <p>Following values are possible:</p> <ul style="list-style-type: none"> • <i>dispenseInoperative</i> - Dispense operations are possible and deposit operations are not possible on this recycling storage unit. • <i>depositInoperative</i> - Deposit operations are possible and dispense operations are not possible on this recycling storage unit. <p>If null in Storage.GetStorage, <i>status</i> and <i>replenishmentStatus</i> apply to both cash out and cash-in operations.</p> <p>Type: string, null Default: null</p>

Properties
<p>unit1/card</p> <p>The card related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/capabilities</p> <p>Indicates the card storage unit capabilities. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/capabilities/type</p> <p>The type of card storage. This property may be null in events if the type did not change, otherwise will be one of the following values:</p> <ul style="list-style-type: none"> • retain - The storage unit can retain cards. • dispense - The storage unit can dispense cards. • park - The storage unit can be used to temporarily store a card allowing another card to enter the transport. <p>Type: string, null Default: null</p>
<p>unit1/card/capabilities/hardwareSensors</p> <p>Indicates whether the storage unit has hardware sensors that can detect threshold states. This property may be null in events if it did not change.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/card/configuration</p> <p>Indicates the card storage unit configuration. This property can be null if the storage unit is being set using Storage.SetStorage, or a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>
<p>unit1/card/configuration/cardID</p> <p>The identifier that may be used to identify the type of cards in the storage unit. This is only applicable to dispense storage units and may be null in events if it did not change.</p> <p>Type: string, null Default: null</p>
<p>unit1/card/configuration/threshold</p> <p>If the threshold value is non-zero, hardware sensors in the storage unit do not trigger Storage.StorageThresholdEvent events. This property may be null in events if it did not change.</p> <p>If non-zero, when <i>count</i> reaches the threshold value:</p> <ul style="list-style-type: none"> • For retain type storage units, a high threshold will be sent. • For dispense type storage units, a low threshold will be sent. <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/card/status</p> <p>Indicates the card storage unit status. This property can be null if a change is being reported using Storage.StorageChangedEvent or Storage.StorageThresholdEvent.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/card/status/initialCount</p> <p>The initial number of cards in the storage unit. This is only applicable to dispense type storage units. This property may be null in events if it did not change.</p> <p>This value is persistent.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/count</p> <p>The number of cards in the storage unit.</p> <p>If the storage unit type is dispense:</p> <ul style="list-style-type: none"> • This count also includes a card dispensed from the storage unit which has not been moved to either the exit position or a dispense type storage unit. • This count is decremented when a card from the card storage unit is moved to the exit position or retained. If this value reaches zero it will not decrement further but will remain at zero. <p>If the storage unit type is retain:</p> <ul style="list-style-type: none"> • The count is incremented when a card is moved into the storage unit. <p>If the storage unit type is park:</p> <ul style="list-style-type: none"> • The count will increment when a card is moved into the storage module and decremented when a card is moved out of the storage module. <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/retainCount</p> <p>The number of cards from this storage unit which are in a retain storage unit.</p> <p>This is only applicable to dispense type storage units.</p> <p>This value is persistent and may be null in events if it did not change.</p> <pre>Type: integer, null Minimum: 0 Default: null</pre>
<p>unit1/card/status/replenishmentStatus</p> <p>The state of the cards in the storage unit if it can be determined. Note that overall status of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is <i>missing</i> this will be null. The property may also be null in events if it did not change.</p> <p>The following values are possible:</p> <ul style="list-style-type: none"> • <code>ok</code> - The storage unit is in a good state. • <code>full</code> - The storage unit is full. • <code>high</code> - The storage unit is almost full (either sensor based or above the threshold). • <code>low</code> - The storage unit is almost empty (either sensor based or below the threshold). • <code>empty</code> - The storage unit is empty. <pre>Type: string, null Default: null</pre>
<p>unit1/check</p> <p>The check related contents, status, and configuration of the unit. May be null if not applicable.</p> <pre>Type: object, null Default: null</pre>

Properties
<p>unit1/check/capabilities</p> <p>Indicates what the storage unit is capable of - this includes information which is a combination of that reported in WFS_INF_IPM_MEDIA_BIN_INFO and WFS_INF_IPM_MEDIA_BIN_CAPABILITIES in XFS 3.x. May be null in events if not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/types</p> <p>The types of operation the unit is capable of or configured to perform. This is a combination of one or more operations. May only be modified in an exchange state if applicable. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/types/mediaIn</p> <p>The unit can accept items during media in transactions. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/types/retract</p> <p>Retract unit. Items can be retracted into this unit using Check.RetractMedia. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors</p> <p>The types of sensors the unit has. May be null in command data and events if not changing.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/capabilities/sensors/empty</p> <p>The unit contains a hardware sensor which reports when the unit is empty. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors/high</p> <p>The unit contains a hardware sensor which reports when the unit is nearly full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/capabilities/sensors/full</p> <p>The unit contains a hardware sensor which reports when the unit is full. May be null in command data and events if not changing.</p> <p>Type: boolean, null Default: null</p>
<p>unit1/check/configuration</p> <p>Indicates what the storage unit is configured to do - where applicable the supported options can be derived from capabilities. May be null in command data and events if not being modified.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/check/configuration/binID</p> <p>An application defined Storage Unit Identifier. This may be null in events if not changing.</p> <p>Type: string, null Default: null</p>
<p>unit1/check/configuration/highThreshold</p> <p>If specified, replenishmentStatus is set to <i>high</i> if the total number of items in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 1 Default: null</p>
<p>unit1/check/configuration/retractHighThreshold</p> <p>If specified and the storage unit is configured as <i>retract</i>, replenishmentStatus is set to <i>high</i> if the total number of retract operations in the storage unit is greater than this number. May be null in command data and events if not being modified.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status</p> <p>Indicates the storage unit status. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine <i>usBinNumber</i> in XFS 3.x migration. This can change as storage units are added and removed from the storage collection.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/check/status/initial</p> <p>The check related counts as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/initial/mediaInCount</p> <p>Count of items added to the storage unit due to Check operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status/initial/count</p> <p>Total number of items added to the storage unit due to any operations. If the number of items is not counted this is not reported and <i>retractOperations</i> is incremented as items are added to the unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties
<p>unit1/check/status/initial/retractOperations</p> <p>Total number of operations which resulted in items being retracted to the storage unit. May be null in command data and events if not changing.</p> <p>Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/check/status/in</p> <p>The check items added to the unit since the last replenishment. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/check/status/replenishmentStatus</p> <p>The state of the media in the unit if it can be determined. Note that overall status of the storage unit must be taken into account when deciding whether the storage unit is usable and whether replenishment status is applicable. In particular, if the overall status is <i>missing</i> this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The storage unit media is in a good state. • full - The storage unit is full. This is based on hardware detection, either on a full sensor or counts. • high - The storage unit is almost full (either high sensor based or exceeded the highThreshold or retractHighThreshold). • empty - The storage unit is empty, or insufficient items in the storage unit are preventing further dispense operations. If the storage unit has the empty sensor, this state is not set by counts. <p>Type: string, null Default: null</p>
<p>unit1/deposit</p> <p>Storage information for XFS4IoT services implementing the Deposit interface. This will be null if the Deposit interface is not supported or has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/deposit/capabilities</p> <p>Indicates what the storage unit is capable of. This may be null in events if capabilities have not changed or not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/deposit/capabilities/envSupply</p> <p>Defines what type of envelope supply unit the device has. This property may be null if the device has no envelope supply or the envelope supply is manual and envelopes can be taken at any time, otherwise one of the following:</p> <ul style="list-style-type: none"> • motorized - Envelope supply can dispense envelopes. • manual - Envelope supply is manual and must be unlocked to allow envelopes to be taken. <p>The Deposit.EnvTakenEvent cannot be sent and Deposit.Retract cannot be supported.</p> <p>Type: string, null Default: null</p>
<p>unit1/deposit/status</p> <p>Indicates the storage unit status. May be null in events if not changing.</p> <p>Type: object, null Default: null</p>

Properties
<p>unit1/deposit/status/depContainer</p> <p>Specifies the state of the deposit container that contains the deposited envelopes or bags. This may be null if the physical device is not able to determine the status of the deposit container, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok- The deposit container is in a good state. • high- The deposit container is almost full (threshold). • full- The deposit container is full. • inoperative- The deposit container is inoperative. • missing- The deposit container is missing. • unknown- Due to a hardware error or other condition, the state of the deposit container cannot be determined. <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>unit1/deposit/status/envSupply</p> <p>Specifies the state of the envelope supply unit.</p> <p>This property may be null if the device has no envelope supply, otherwise the following values are possible:</p> <ul style="list-style-type: none"> • ok - The envelope supply unit is in a good state (and locked). • low - The envelope supply unit is present but low. • empty - The envelope supply unit is present but empty. No envelopes can be dispensed. • inoperative - The envelope supply unit is in an inoperable state. No envelopes can be dispensed. • missing - The envelope supply unit is missing. • unlocked - The envelope supply unit is unlocked. • unknown - Due to a hardware error or other condition, the state of the envelope supply cannot be determined. <p style="background-color: #e0e0e0;">Type: string, null Default: null</p>
<p>unit1/deposit/status/numOfDeposits</p> <p>Reports the number of envelopes or bags in the deposit container. This value is persistent, i.e., maintained through power failures, opens, closes and system resets. It is incremented starting from the count set by numOfDeposits. This may be null in events if unchanged.</p> <p style="background-color: #e0e0e0;">Type: integer, null Minimum: 0 Default: null</p>
<p>unit1/banknoteNeutralization</p> <p>Status information for Intelligent Banknote Neutralization System. This will be null if the Intelligent Banknote Neutralization System is not present in this storage unit.</p> <p style="background-color: #e0e0e0;">Type: object, null Default: null</p>
<p>unit1/banknoteNeutralization/identifier</p> <p>Indicates the identifier assigned to the banknote neutralization of a Storage Unit by the vendor of the banknote neutralization. There is no default value because banknote neutralization unit must be defined.</p> <p style="background-color: #e0e0e0;">Type: string Pattern: <code>^[0-9A-Za-z]*\$</code> Required</p>

Properties
<p>unit1/banknoteNeutralization/protection</p> <p>Specifies the state of the banknote neutralization of a Storage Unit as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A system fault occurred. • <code>armed</code> - The protection is armed. • <code>disarmed</code> - The protection is disarmed. • <code>neutralizationTriggered</code> - The neutralization trigger occurred. <p>Type: string Required</p>
<p>unit1/banknoteNeutralization/warning</p> <p>Gives additional information that requires attention:</p> <ul style="list-style-type: none"> • <code>cassetteRunsAutonomously</code> - The protection is armed but the banknote neutralization of a Storage Unit runs in an autonomous mode. • <code>alarm</code> - The protection is armed but in alarm mode. <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply</p> <p>Information that can be generically applied to module providing power ranging from a simple non-rechargeable battery to a more complex device such as a UPS. This will be null if is not supported.</p> <p>Type: object, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply/powerInStatus</p> <p>Specify the input power or mains power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The input power source is live and supplying power to the power supply module. • <code>noPower</code> - The input power source is not supplying power to the power supply module. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/powerSupply/powerOutStatus</p> <p>Specify the output power status. Specified as one of the following:</p> <ul style="list-style-type: none"> • <code>powering</code> - The power supply module is supplying power to the connected devices. • <code>noPower</code> - The power supply module is not supplying power to the connected devices. <p>This property may be null in Common.StatusChangedEvent if unchanged.</p> <p>Type: string, null Default: null</p>

Properties**unit1/banknoteNeutralization/powerSupply/batteryStatus**

The charge level of the battery. Specified as one of the following:

- `full` - The battery charge level is full, either the battery is new or fully charged for a rechargeable battery.
- `low` - Although the battery level is still operational, this is an advance notice which should trigger a maintenance schedule without delay.
- `operational` - The charge level is nominally between the levels "full" and "low".
- `critical` - The battery level is no longer operational, this is an alert which should trigger maintenance without delay. Consider that the device may also not be powered properly.
- `failure` - A battery fault detected. The device powered by the battery is no longer powered properly. Immediate maintenance should be performed. This may be a failure from the battery charging module for a rechargeable battery.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the device does not have a battery.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/powerSupply/batteryChargingStatus

The charging status of the battery. This will be null if the battery is not rechargeable. Specified as one of the following:

- `charging` - The battery is charging power. When the battery is fully charged, the state changes to "notCharging" and the property BatteryStatus reports "full".
- `discharging` - The battery is discharging power.
- `notCharging` - The battery is not charging power.

This property may be null in [Common.StatusChangedEvent](#) if unchanged or if the battery is not rechargeable.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/tilt

Specifies the tilt state as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `notTilted` - It is in normal operating position.
- `tilted` - It has been tilted from its normal operating position.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

unit1/banknoteNeutralization/temperature

Specifies the temperature sensing as one of the following values:

- `fault` - A fault has occurred on this sensor.
- `ok` - The temperature is in the operating range.
- `tooCold` - Too cold temperature.
- `tooHot` - Too hot temperature.
- `disabled` - This sensor is disabled by configuration.

This may be null in [Common.StatusChangedEvent](#) if unchanged.

```
Type: string, null
Default: null
```

<p>Properties</p>
<p>unit1/banknoteNeutralization/lid</p> <p>Specifies the Storage Unit lid state as one of the following values:</p> <ul style="list-style-type: none"> • <code>fault</code> - A fault is detected in the sensor or due to a hardware error or other condition, the status cannot be determined. • <code>opened</code> - The lid is opened. • <code>closed</code> - Too lid is closed. • <code>disabled</code> - The banknote neutralization disabled this sensor for malfunction or by configuration. <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/neutralizationTrigger</p> <p>Specifies the state of the neutralization trigger as one of the following values:</p> <ul style="list-style-type: none"> • <code>initializing</code> - The neutralization trigger is being initialized. It may take a few seconds before the ready state. • <code>ready</code> - The neutralization is ready to trigger on demand. • <code>disabled</code> - The neutralization trigger is inhibited and disabled. • <code>fault</code> - A fault is detected in the neutralization trigger or due to a hardware error or other condition, the status cannot be determined. . <p>Type: string, null Default: null</p>
<p>unit1/banknoteNeutralization/storageUnitIdentifier</p> <p>If the Storage Unit Identifier can be written at installation or production time, this property returns the Storage Unit Identifier to which this BanknoteNeutralization is linked. Otherwise, this property is null.</p> <p>Type: string, null Default: null</p>
<p>unit1/printer</p> <p>The printer related contents, status, and configuration of the unit. May be null if not applicable.</p> <p>Type: object, null Default: null</p>
<p>unit1/printer/capabilities</p> <p>Indicates the storage unit capabilities. May be null in events where status has not changed.</p> <p>Type: object, null Default: null</p>
<p>unit1/printer/capabilities/maxRetracts</p> <p>Specifies the maximum number of media items that the storage unit can hold.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/printer/status/index</p> <p>Assigned by the Service. Will be a unique number which can be used to determine the index of the retract bin in XFS 3.x migration.</p> <p>Type: integer Minimum: 1 Required</p>
<p>unit1/printer/status/initial</p> <p>The printer related count as set at the last replenishment. May be null in events where status has not changed.</p> <p>Type: integer, null Minimum: 0 Default: null</p>

Properties**unit1/printer/status/in**

The printer related items added to the unit since the last replenishment. The total number of items in the storage unit may be determined by adding this to *initial*. May be null in events where status has not changed.

Type: integer, null
Minimum: 0
Default: null

unit1/printer/status/replenishmentStatus

The state of the media in the unit if it can be determined. Note that overall [status](#) of the storage unit must be considered when deciding whether the storage unit is usable and whether replenishment status is applicable. If the overall status is *missing* this will not be reported. May be null in command data and events if not changing, otherwise the following values are possible:

- ok - The storage unit media is in a good state.
- full - The storage unit is full.
- unknown - Status cannot be determined with device in its current state.
- high - The storage unit is almost full.

Type: string, null
Default: null

27. Intelligent Banknote Neutralization Interface

This chapter defines the Intelligent Banknote Neutralization System interface functionality and commands.

27.1 General Information

27.1.1 Introduction

The Intelligent Banknote Neutralization System (IBNS) is a security system which aims to protect cash by rendering it unusable or easily detectable if an unauthorized individual tries to gain access to it. The banknote neutralization set of sensors can detect forced entry, removal, explosive, etc.

Dye packs are commonly used to safeguard currency against bank robberies in this manner; when such a pack is removed from the bank, it releases an indelible ink that stains the money with a conspicuous bright color, making it easy to recognize as stolen.

Traceability is also available through marker-in-ink technology, allowing stolen banknotes to be traced back to the cassette level, archiving the cross-link between a single stained banknote and the effective robbery provenance of that particular banknote.

Glue is an alternative means for neutralization. Glue fuses all banknotes together into a solid brick. If one tries to peel off single banknotes, they will tear into pieces.

Substantially neutralized banknotes cannot be brought back into circulation easily. They can be linked to the crime scene and restricted procedures are in place to exchange them at the financial institution. This makes stealing neutralized banknotes uneconomical and impractical. The idea of banknote neutralization is to remove the anticipated reward of the crime and increase the risk of being caught. This not only foils the theft but acts as a deterrent against further attacks.

The XFS standard makes no distinction between different types of neutralization. It is up to the hardware vendor to offer neutralization options which meet the needs of the customer.

Banknote neutralization is historically autonomous to activate the surveillance as soon as the safe was closed and locked and to deactivate it when it detects a legal entry as described in the diagram [Historical Process](#).

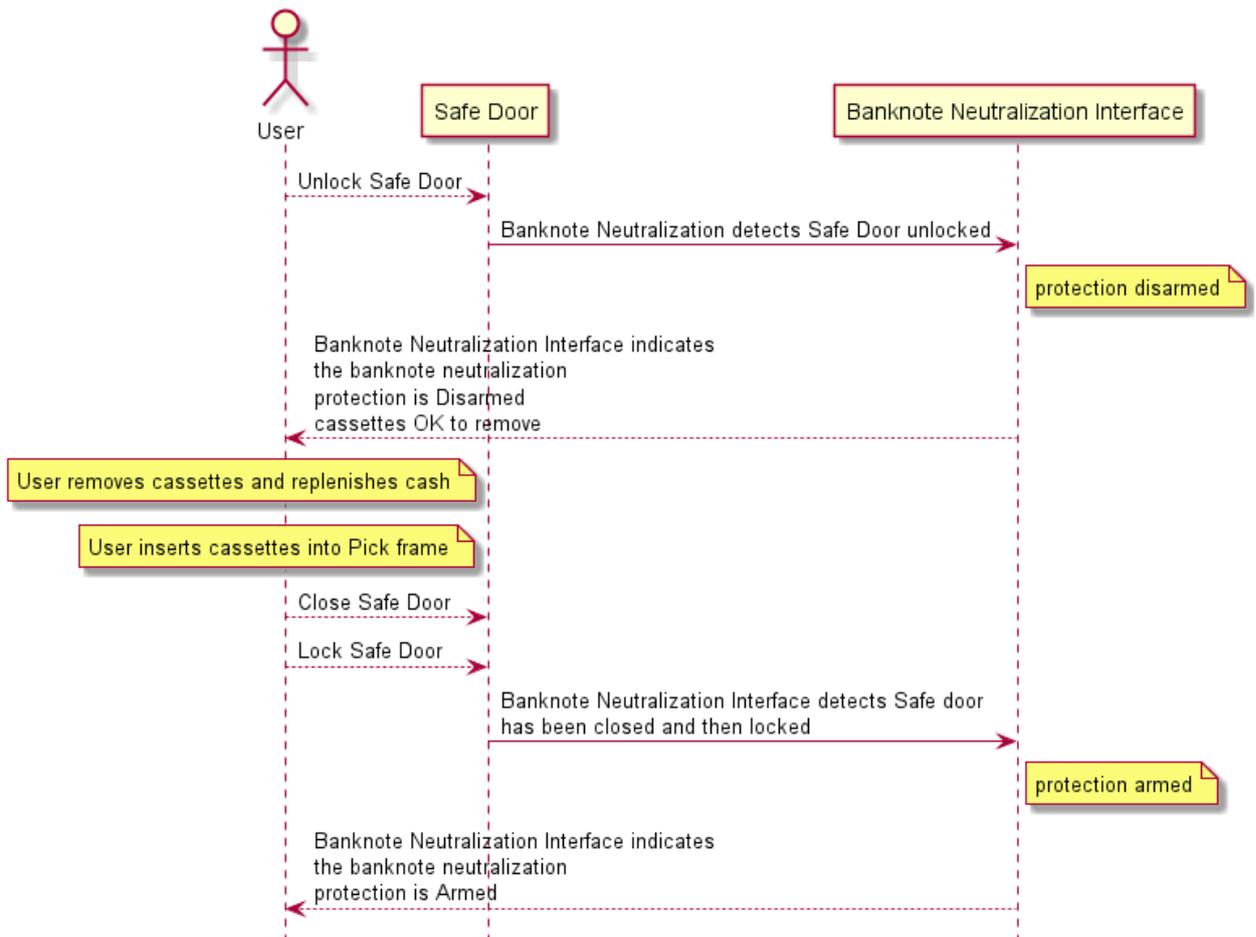
In the [XFS4IoT context](#), the interface offers not only this autonomous option but a client application-controlled option.

- When the banknote neutralization surveillance is *autonomous*, the client application can listen for events to check the correct activation and deactivation of the banknote neutralization protection. The Client always has the possibility to check the banknote neutralization status and to request the release of the neutralization means according to its own criteria.
- When the banknote neutralization system is configured to be controlled by the client application, the client application must listen to the resulting events to verify that the client application commands have been actioned. The use of this option requires E2E Security in order to be properly secured.

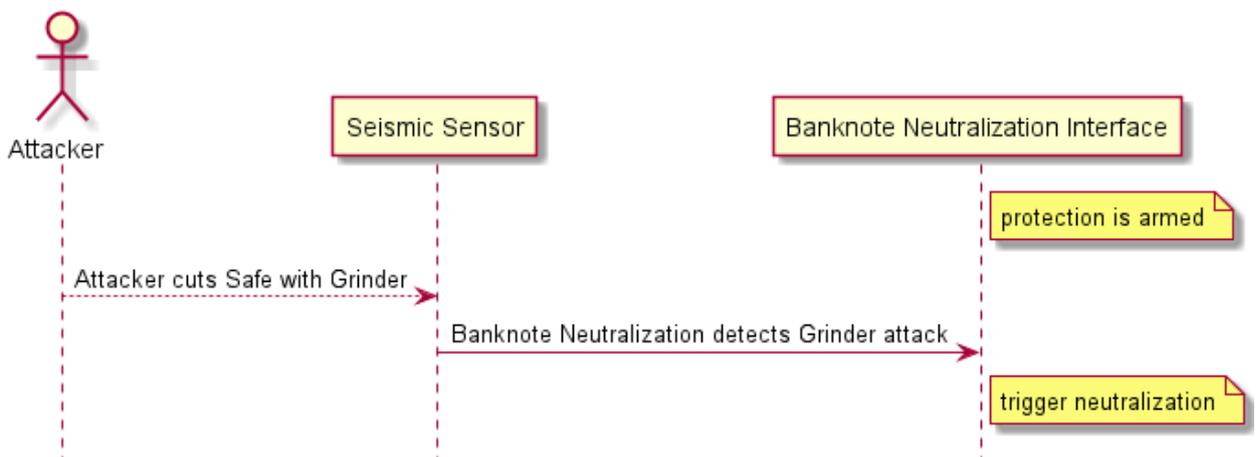
27.1.2 Historical Process (pre-XFS)

The banknote neutralization is historically autonomous; surveillance is activated as soon as the safe door is closed and locked and it is deactivated when it detects a legal entry. There is no software interface to report information to the Client Application. Proprietary hardware interfaces inform the user of the neutralization status of the banknotes. These interfaces are specific to the device.

Banknote Neutralization Example Replenishment Process - Sequence Diagram



Banknote Neutralization Example Attack Sequence - Sequence Diagram



27.1.3 Banknote Neutralization in XFS

The Client interacts with the Banknote Neutralization through three interfaces in the XFS structure:

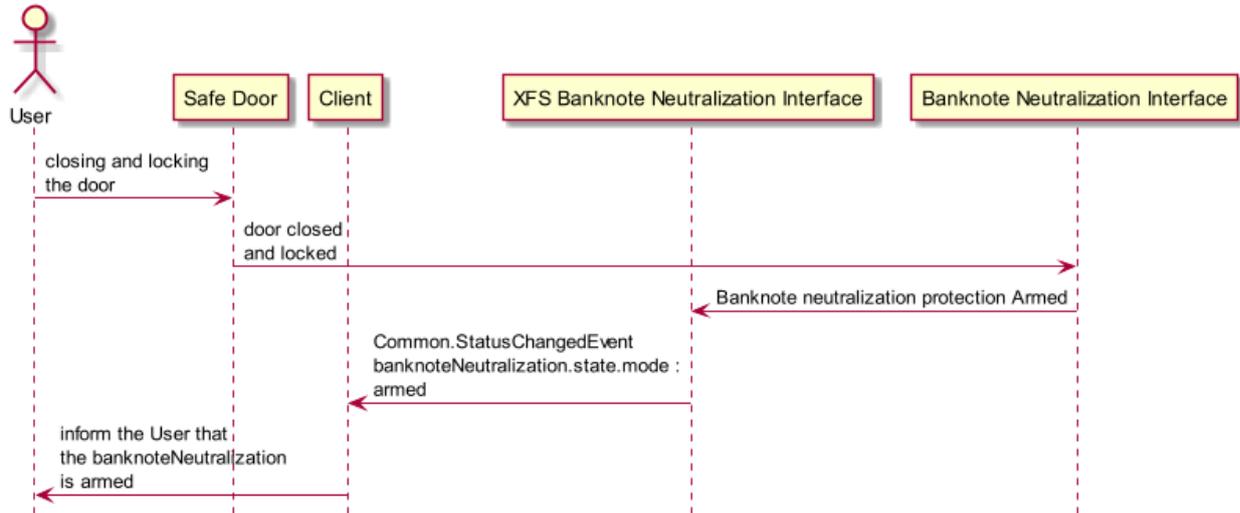
- the Banknote Neutralization interface mainly to command new states.
- the Common interface that indicates the capabilities and the global status of the Banknote Neutralization in the ATM.
- the Storage interface that indicates the status of the Banknote Neutralization integrated in every Storage Unit.

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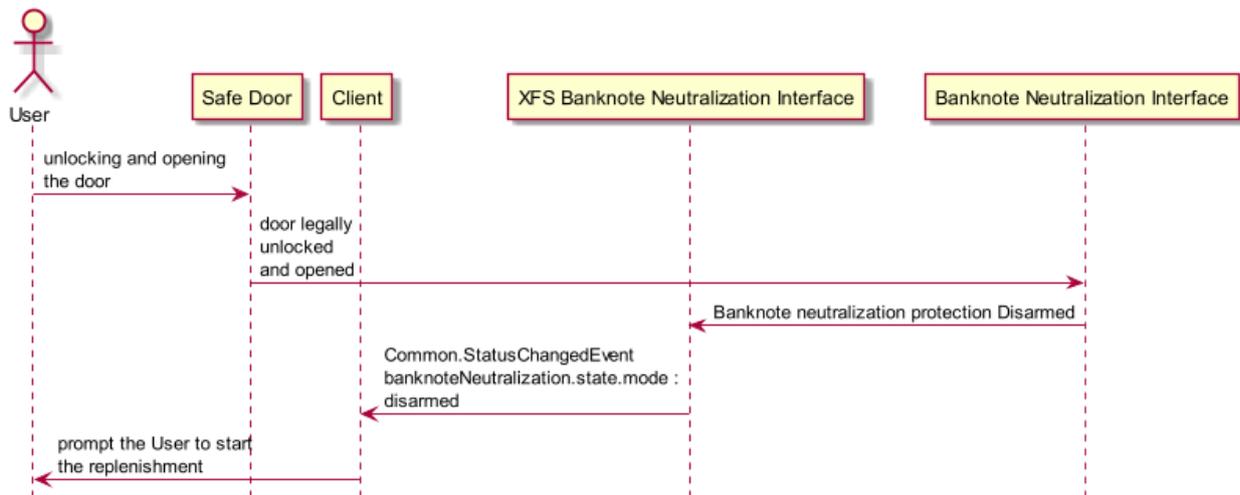
Autonomous Process

The banknote neutralization autonomously activates the surveillance as soon as the safe door is closed and locked and to deactivate it when it detects a legal entry. Information is reported to the Client Application when the banknote neutralization is armed or disarmed and when a warning or error event occurs.

Banknote Neutralization Arming Process - Sequence Diagram



Banknote Neutralization Disarming Process (Example of a replenishment) - Sequence Diagram

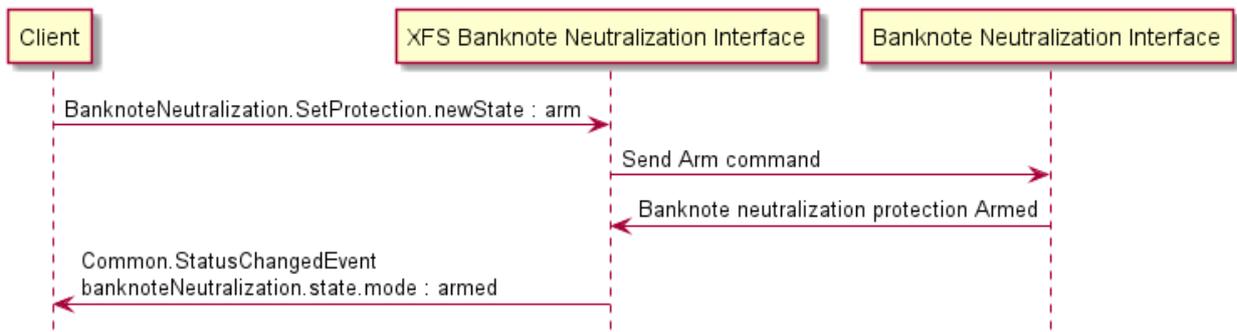


Client Application Controlled

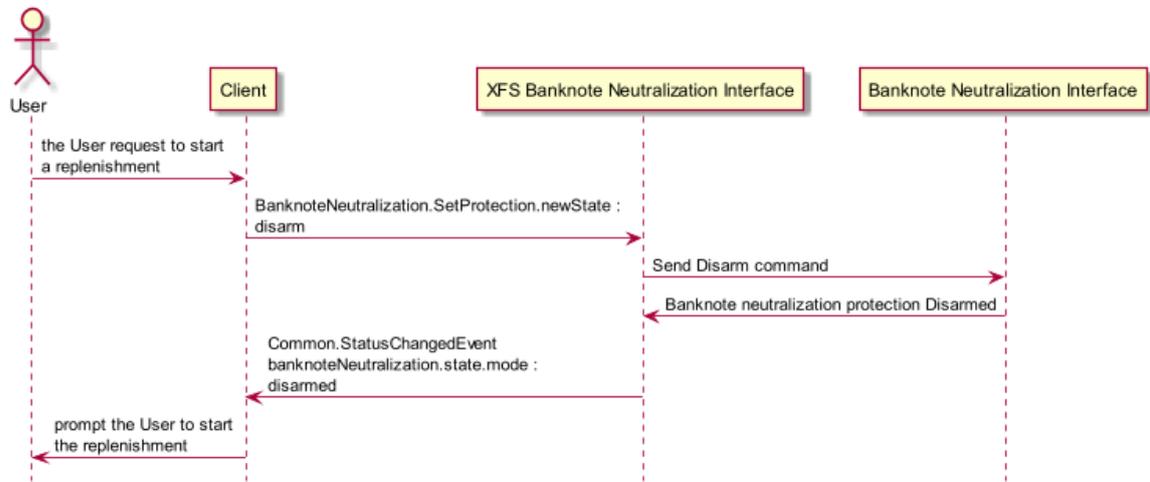
In this mode the Client Application is in charge of arming and disarming the system. Information is reported to the ATM Application when it arms or disarms the protection and when a warning or error event occurs.

E2E Security is required in order to properly secure both commands: An E2E security token must be included in the command payloads.

Banknote Neutralization Arming Process driven by the Client App - Sequence Diagram



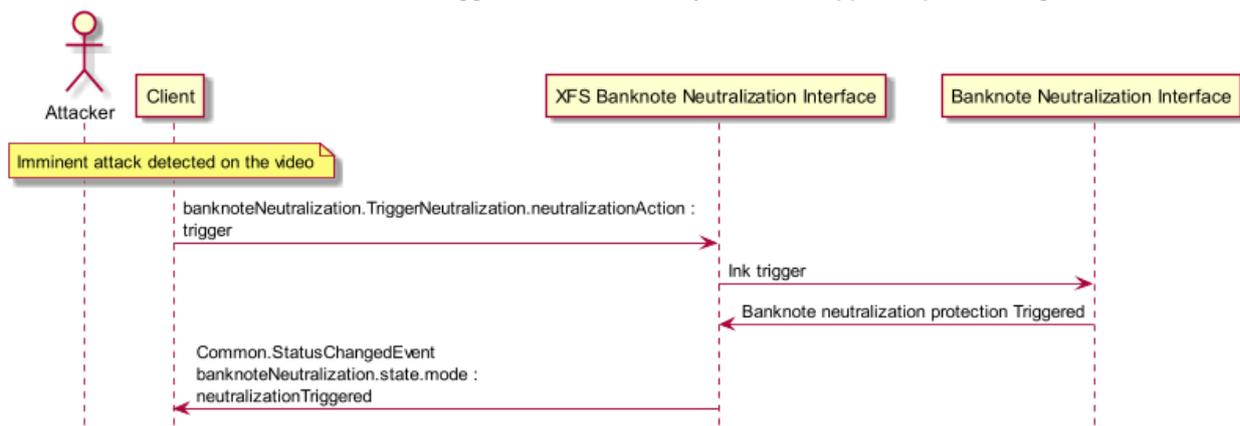
Banknote Neutralization Disarming Process driven by the Client App (Example of a replenishment) - Sequence Diagram



The Banknote neutralization can be triggered remotely.

E2E Security is required in order to properly secure the command: An E2E security token must be included in the command payload.

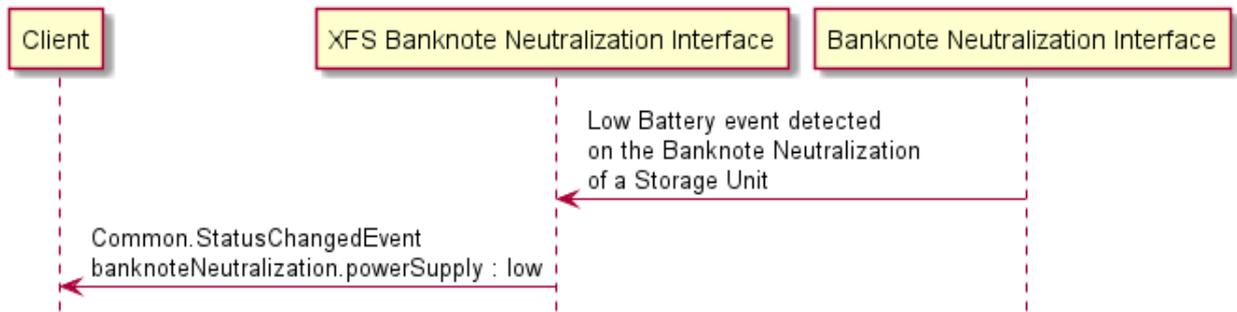
Banknote Neutralization Trigger Process driven by the Client App - Sequence Diagram



Warning Flow

Here is an example of warning event when the battery of a cassette is getting low:

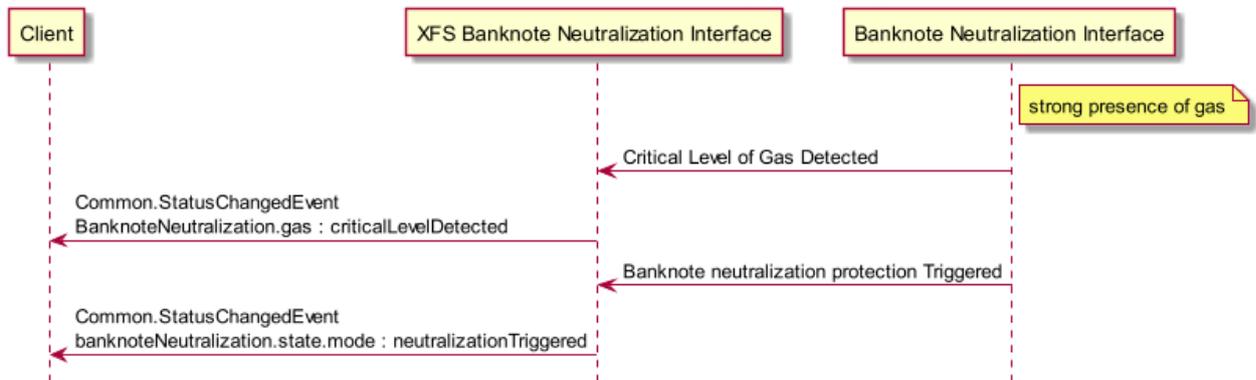
Banknote Neutralization Warning - Sequence Diagram



Error Flow

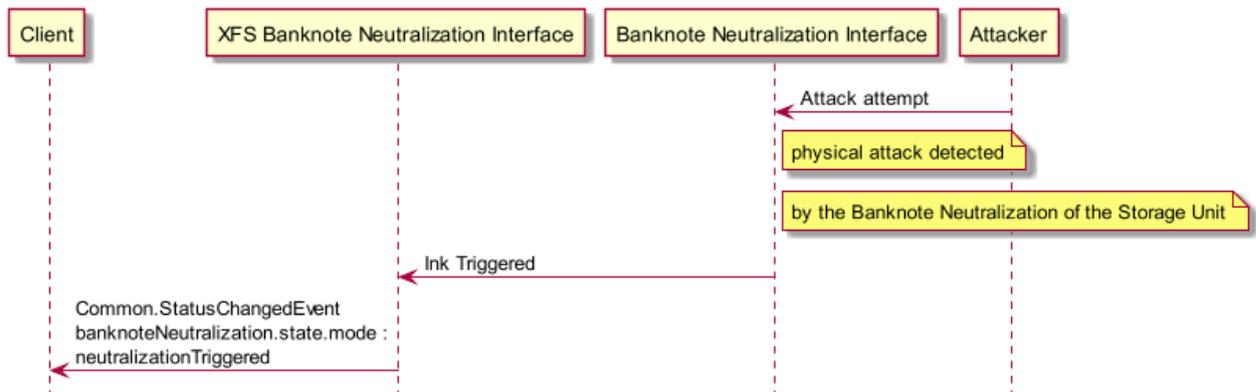
Here is an example of error event when a critical level of gas is detected:

Banknote Neutralization Error - Sequence Diagram



Trigger Against Attack Flow

Banknote Neutralization Trigger Process against attack - Sequence Diagram



Command Protection

Sensitive commands of the banknote neutralization interface are protected using an attached E2E Security Token. The commands that are protected and the format of their tokens are the commands [SetProtection](#) and [TriggerNeutralization](#).

27.2 Command Messages

27.2.1 BanknoteNeutralization.SetProtection

This command activates (arming) or deactivates (disarming) the banknote protection. The process of arming and disarming the banknote neutralization may be protected by [end-to-end security](#). This means that the hardware will generate a command nonce (returned by [Common.GetCommandNonce](#)) and the caller must create a security token that authorizes the SetProtection command. This security token is included in the command payload.

Command Message

Payload (version 1.0)
<pre>{ "newState": "disarm", "token": "NONCE=1234567890, TOKENFORMAT=1, TOKENLENGTH=0139, NEWSTATE=DISARM, HMACSHA256=66EDE19 AEE10AFC8F1AC02A1EDA2854FBF5FD4B7EA0D2BC036DA804116689B55" }</pre>
Properties
<p>newState</p> <p>The protection state that the client requests. Can be used for either enabling, partially deactivating or completely deactivating the banknote neutralization. One of the following values:</p> <ul style="list-style-type: none"> • <code>arm</code> - Activate the normal operating mode of the banknote neutralization. The banknote neutralization autonomously activates the protection when the safe door is closed and locked and deactivates it when the safe is legally opened. • <code>ignoreAllSafeSensors</code> - Permanently deactivate all the safe sensors while the banknote neutralization of the Storage Units remain armed. • <code>disarm</code> - Permanently deactivate the whole banknote neutralization including the safe intrusion detection and the banknote neutralization in the Storage Units. <p>Type: string Required</p>
<p>token</p> <p>The SetProtection token that authorizes the operation, as created by the authorizing host. See the section on end-to-end security for more information.</p> <p>The token contains a nonce returned by Common.GetCommandNonce which must match the nonce stored in the hardware.</p> <p>The hardware will also track the token being used and block any attempt to use multiple tokens with the same nonce. Any attempt to use a different token will trigger an <i>invalidToken</i> error.</p> <p>For maximum security the client should also explicitly clear the command nonce (and hence invalidate the existing tokens,) with the Common.ClearCommandNonce command as soon as it's finished using the current token.</p> <p>Type: string, null Pattern: <code>^(?=[!~]{0,1024}\$)NONCE=[0-9A-F]+, TOKENFORMAT=1, TOKENLENGTH=[0-9]{4}, (?:[A-Z0-9]+=[^,=]+?,)+HMACSHA256=[0-9A-F]{64}\$</code> Format: e2eToken Default: null</p>

Completion Message

Payload (version 1.0)
<pre>{ "errorCode": "sensorNotReady" }</pre>

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Properties
<p>errorCode</p> <p>Specifies the error code if applicable. The following values are possible:</p> <ul style="list-style-type: none">• <code>sensorNotReady</code> - The protection cannot be changed if the banknote neutralization is not in the appropriate state. For example, to arm it, the ATM safe door must be closed and locked, otherwise this error will be returned.
Type: <code>string, null</code> Default: <code>null</code>

Event Messages

None

27.2.2 BanknoteNeutralization.TriggerNeutralization

This command activates the neutralization of the banknotes. The process of triggering the banknote neutralization may be protected by [end-to-end security](#). This means that the hardware will generate a command nonce (returned by [Common.GetCommandNonce](#)) and the caller must create a security token that authorizes the TriggerNeutralization command. This security token is included in the command payload.

Command Message

Payload (version 1.0)
<pre>{ "neutralizationAction": "trigger", "token": "NONCE=1234567890,TOKENFORMAT=1,TOKENLENGTH=0152,NEUTRALIZATIONACTION=TRIGGER,HMACSHA256=30AB309F2D5FDD4F88420BB680D5851AD7D34F16D666564E92B4CE91680B86AD" }</pre>
Properties
<p>neutralizationAction</p> <p>The new trigger state that the client requests.</p> <ul style="list-style-type: none"> trigger - trigger the banknote neutralization <p>Type: string Required</p>
<p>token</p> <p>The token that authorizes the operation, as created by the authorizing host. See the section on end-to-end security for more information.</p> <p>The token contains a nonce returned by Common.GetCommandNonce which must match the nonce stored in the hardware.</p> <p>The hardware will also track the token being used and block any attempt to use multiple tokens with the same nonce. Any attempt to use a different token will trigger an <i>invalidToken</i> error.</p> <p>For maximum security the client should also explicitly clear the command nonce (and hence invalidate the existing tokens,) with the Common.ClearCommandNonce command as soon as it's finished using the current token.</p> <p>Type: string, null Pattern: ^(?=[!~]{0,1024}\$)NONCE=[0-9A-F]+,TOKENFORMAT=1,TOKENLENGTH=[0-9]{4},(?:[A-Z0-9]+=[^,=]+?,)+HMACSHA256=[0-9A-F]{64}\$ Format: e2eToken Default: null</p>

Completion Message

Payload (version 1.0)
This message does not define any properties.

Event Messages

None

28. Vendor Mode Interface

This chapter defines the Vendor Mode interface functionality and messages.

This interface allows for the coordination of access to resources and should be read in conjunction with the Vendor Application interface.

28.1 General Information

28.1.1 Vendor Mode

In all device classes there needs to be some method of going into a vendor specific mode to allow for capabilities which go beyond the scope of the current XFS4IoT specifications. A typical usage of such a mode might be to handle some configuration or diagnostic type of function or perhaps perform some 'off-line' testing of the device. These functions are normally available on Self-Service devices in a mode traditionally referred to as Maintenance Mode or Supervisor Mode and usually require operator intervention. It is those vendor-specific functions not covered by (and not required to be covered by) XFS4IoT Services that will be available once the device is in Vendor Mode. This Service provides the mechanism for switching to and from Vendor Mode. The Vendor Mode service can be seen as the central point through which all requests to enter and exit Vendor Mode are synchronized.

Entry into, or exit from, Vendor Mode can be initiated either by an application or by the Vendor Mode Service itself. If initiated by an application, then this application needs to issue the appropriate command to request entry or exit. If initiated by the Vendor Mode Service i.e. some vendor dependent switch, then these request commands are not required. Once the entry request has been made, all registered applications will be notified of the entry request by an event message. These applications must attempt to close all open sessions with other Services (except for specific Services which explicitly allow sessions to remain open) as soon as possible and then issue an [VendorApplication.EnterModeAcknowledge](#) command to the Vendor Mode service when ready. Once all applications have acknowledged, the Vendor Mode Service will issue event messages to these applications to indicate that the System is in Vendor Mode. The application can then start the vendor dependent application.

Similarly, once the exit request has been made all registered applications will be notified of the exit request by an event message. These applications must then issue an [VendorApplication.ExitModeAcknowledge](#) command to the Vendor Mode service immediately. Once all applications have acknowledged, the Vendor Mode service will issue event messages to these applications to indicate that the system has exited from Vendor Mode.

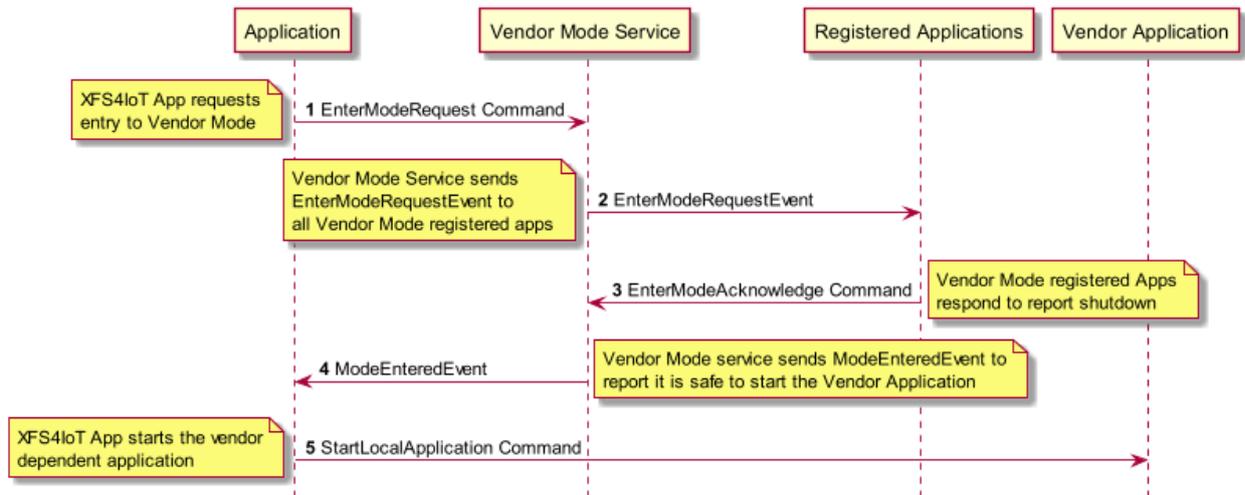
The Vendor Mode Service is used in conjunction with the Vendor Application service. The Vendor Mode Service is responsible for coordinating the release of resources from other services, while the Vendor Application service is responsible for starting the vendor dependent application. The [VendorApplication.StartLocalApplication](#) command is used for the latter.

With regard to how the application relates to other services the following rules apply:

1. If the vendor dependent application is published on the same service as a device, then the application only applies to that service/device.
2. If the vendor dependent application is on its own service without any other device classes, then the app applies to all services/devices published by that publisher - i.e. from that vendor/hardware manufacturer.

The following diagrams show the various methods of entering and exiting Vendor Mode and should be read in conjunction with the command and event descriptions.

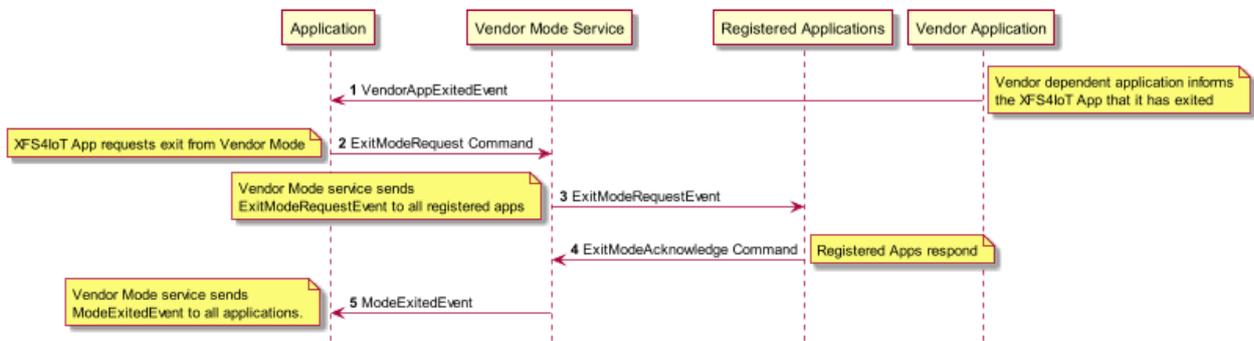
Vendor Mode Entry triggered by an XFS Application



1. An XFS4IoT application calls [VendorMode.EnterModeRequest](#) to request entry into Vendor Mode.
2. The Vendor Mode service sends an [VendorMode.EnterModeRequestEvent](#) to all applications which have registered to participate in Vendor Mode. The applications relinquish control of the services they are connected to when and if they can.
3. Once the other applications have relinquished control of their device resources they send an [VendorMode.EnterModeAcknowledge](#) to the Vendor Mode service.
4. When all registered applications have reported that they have relinquished control of their services, the Vendor Mode service sends a [VendorMode.ModeEnteredEvent](#) to signify entry into Vendor Mode.
5. The Application calls the [VendorApplication.StartLocalApplication](#) command to start the vendor dependent application.

The system is now in Vendor Mode and a vendor dependent application can exclusively use the system devices in a vendor dependent manner.

Vendor Mode Entry triggered by an XFS Application



1. The vendor dependent application exits.
2. The XFS4IoT application calls [VendorMode.ExitModeRequest](#) to request exit from Vendor Mode.
3. The Vendor Mode Service sends a [VendorMode.ExitModeRequestEvent](#) to all applications which have registered to participate in Vendor Mode.
4. The other applications call [VendorMode.ExitModeAcknowledge](#).
5. When all registered applications have reported that they have exited Vendor Mode the Service sends a [VendorMode.ModeExitedEvent](#) to report exit from Vendor Mode.

The system is no longer in Vendor Mode.

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28.2 Command Messages

28.2.1 VendorMode.Register

This command is issued by an application to register that it wants to participate in Vendor Mode.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
<pre>{ "appName": "ACME Monitoring app" }</pre>
Properties
<p>appName Specifies a logical name for the application that is registering. It should give some indication of the identity and function of the registering application.</p> <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

28.2.2 VendorMode.EnterModeRequest

This command is issued by an application to indicate a logical request to enter Vendor Mode. The Service will then indicate the request to all registered applications by sending a [VendorMode.EnterModeRequestEvent](#) and then wait for an acknowledgement back from each registered application before putting the system into Vendor Mode. The [service](#) will change to *enterPending* on receipt of this command and will prevail until all applications have acknowledged, at which time *service* will change to *active* and the command completes. If the command fails when *service* is *enterPending*, *service* is changed to *inactive* and [VendorMode.ModeExitedEvent](#) is sent to all registered applications.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

28.2.3 VendorMode.EnterModeAcknowledge

This command is issued by a registered application as an acknowledgement to the [VendorMode.EnterModeRequestEvent](#) and it indicates that it is ready for the system to enter Vendor Mode. All registered applications must respond before Vendor Mode can be entered. Completion of this command is immediate. If this command is executed outside a request for Vendor Mode entry, or if the acknowledge has already been sent from this connection then the command completes with a [sequenceError](#) error code.

Note: Applications must be prepared to allow the vendor dependent application to display on the active interface. This means that applications should no longer try to be the foreground or topmost window to ensure that the vendor dependent application is visible.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

28.2.4 VendorMode.ExitModeRequest

This command is issued by an application to indicate a request to exit Vendor Mode. The Service will then indicate the request to all registered applications by sending a [VendorMode.ExitModeRequestEvent](#) and then wait for an acknowledgement back from each registered application before removing the system from Vendor Mode. The [status](#) will change to *exitPending* on receipt of this command and will prevail until all applications have acknowledged, at which time the *status* will change to *inactive* and the ExitModeRequest command completes. If the command fails when the [status](#) is *exitPending*, the status is changed to active and a [VendorMode.ModeEnteredEvent](#) is sent to all registered applications.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

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28.2.5 VendorMode.ExitModeAcknowledge

This command is issued by a registered application as an acknowledgement to the [VendorMode.ExitModeRequest](#) command and it indicates that the application is ready for the system to exit Vendor Mode. All registered applications (including the application that issued the request to exit Vendor Mode) must respond before Vendor Mode will be exited. Completion of this command is immediate.

This command can be used while in [Vendor Mode](#).

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

28.3 Unsolicited Messages

28.3.1 VendorMode.EnterModeRequestEvent

This service event is used to indicate the request to enter Vendor Mode.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

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28.3.2 VendorMode.ExitModeRequestEvent

This service event is used to indicate the request to exit Vendor Mode.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

28.3.3 VendorMode.ModeEnteredEvent

This event is used to indicate that the system has entered Vendor Mode.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

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28.3.4 VendorMode.ModeExitedEvent

This event is used to indicate that the system has exited Vendor Mode.

Unsolicited Message

Payload (version 2.0)
<pre>{ "connectedApplications": ["Application1", "Application2"] }</pre>
Properties
<p>connectedApplications List of applications that have not shut down.</p> <p>Type: array (string) Required</p>

29. Vendor Application Interface

This chapter defines and describes the functionality of the Vendor Application Service, which is used to start a local application, and set the active interface.

29.1 General Information

29.1.1 Vendor Application

This specification describes the functionality of the commands and events provided by the Vendor Application Service by defining the service-specific commands that can be used. This service is responsible for starting a local vendor dependent application and should be used in conjunction with the Vendor Mode service, which is responsible for managing arbitration of access to active services in the services environment. For the exact detail of the interaction between the Vendor Mode service and the [VendorApplication.StartLocalApplication](#) command refer to the Vendor Mode Service documentation, which describes this fully.

The Vendor Mode Service is solely responsible for allowing an application to inform devices to either relinquish or reassert control of hardware, whereas the VendorApplication service is responsible for starting and managing the vendor dependent application itself. The vendor dependent application could be a monitoring application, a maintenance application or have another purpose. The exact purpose is not mandated by XFS4IoT.

Once the Vendor Mode Service has been called the [VendorApplication.StartLocalApplication](#) command can be used to run the vendor dependent application. When the vendor dependent application exits it sends a [VendorApplication.VendorAppExitedEvent](#) event to the main application to indicate that it has exited, the application can then use the Vendor Mode Service to communicate to other services that it is safe to regain control of the hardware.

The [VendorApplication.SetActiveInterface](#) command can be used to communicate to the Service which interface it should start on, this could be a local front screen, back screen or a remote screen on a terminal or mobile device. [VendorApplication.GetActiveInterface](#) reports the currently active interface. Note that the interface can also be changed while the vendor dependent application is running.

29.2 Command Messages

29.2.1 VendorApplication.StartLocalApplication

This command is issued by an application to start a local application which provides vendor dependent services. It can be used in conjunction with the Vendor Mode interface to manage vendor independent services and start vendor specific services, e.g. maintenance-oriented applications.

Command Message

Payload (version 2.0)
<pre>{ "appName": "ACME vendor app", "accessLevel": "basic" }</pre>
Properties
appName Defines the vendor dependent application to start. Type: string Required
accessLevel If specified, this defines the access level for the vendor dependent application interface. If not specified (null) then the service will determine the level of access available. If the level of access is to be changed then an application exit should be performed, followed by a restart of the application specifying the new level of access. Specified as one of the following: <ul style="list-style-type: none">• <code>basic</code> - The vendor dependent application is active for the basic access level. Once the application is active it will show the user interface for the basic access level.• <code>intermediate</code> - The vendor dependent application is active for the intermediate access level. Once the application is active it will show the user interface for the intermediate access level.• <code>full</code> - The vendor dependent application is active for the full access level. Once the application is active it will show the user interface for the full access level. Type: string, null Default: null

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

29.2.2 VendorApplication.GetActiveInterface

This command is used to retrieve the interface that should be used by the vendor dependent application.

Command Message

Payload (version 2.0)
This message does not define any properties.

Completion Message

Payload (version 2.0)
<pre>{ "activeInterface": "consumer" }</pre>
Properties
<p>activeInterface</p> <p>Specifies the active interface as one of the following values:</p> <ul style="list-style-type: none"> • <code>consumer</code> - The consumer interface. • <code>operator</code> - The operator interface. <p>Type: string Required</p>

Event Messages

None

29.2.3 VendorApplication.SetActiveInterface

This command is used to indicate which interface should be displayed by a vendor dependent application. An application can issue this command to ensure that a vendor dependent application starts on the correct interface, or to change the interface while running.

Command Message

Payload (version 2.0)
<pre>{ "activeInterface": "consumer" }</pre>
Properties
<p>activeInterface</p> <p>Specifies the active interface as one of the following values:</p> <ul style="list-style-type: none">• <code>consumer</code> - The consumer interface.• <code>operator</code> - The operator interface. <p>Type: string Required</p>

Completion Message

Payload (version 2.0)
This message does not define any properties.

Event Messages

None

29.3 Unsolicited Messages

29.3.1 VendorApplication.VendorAppExitedEvent

This event is used to indicate the vendor dependent application has exited, allowing an application the opportunity to exit Vendor Mode.

Unsolicited Message

Payload (version 2.0)
This message does not define any properties.

29.3.2 VendorApplication.InterfaceChangedEvent

This event is used to indicate that the required interface has changed. This can be as a result of a [VendorApplication.SetActiveInterface](#) command, or when the active interface is changed through vendor dependent means while the vendor dependent application is active. The *activeInterface* property indicates which interface has been selected.

Note: Applications must be prepared to allow the vendor dependent application to display on the active interface. This means that applications should no longer try to be the foreground or topmost window to ensure that the vendor dependent application is visible.

Unsolicited Message

Payload (version 2.0)
<pre>{ "activeInterface": "consumer" }</pre>
Properties
<p>activeInterface</p> <p>Specifies the active interface as one of the following values:</p> <ul style="list-style-type: none">• <code>consumer</code> - The consumer interface.• <code>operator</code> - The operator interface. <p>Type: string Required</p>

30. PowerManagement Interface

This chapter defines the PowerManagement interface functionality and messages.

This specification describes the functionality of the services provided by the PowerManagement service by defining the service-specific commands that can be issued. This service allows for the operation of power management.

30.1 Command Messages

30.1.1 PowerManagement.PowerSaveControl

This command activates or deactivates the power-saving mode. If the Service receives another command while in power-saving mode:

- If the command requires the device to be powered up while in power-saving mode, the Service automatically exits the power-saving mode, and executes the requested command.
- If the command does not require the device to be powered up while in power-saving mode, the Service will not exit the power-saving mode.

Command Message

Payload (version 1.0)
<pre>{ "maxPowerSaveRecoveryTime": 5 }</pre>
Properties
<p>maxPowerSaveRecoveryTime</p> <p>Specifies the maximum number of seconds in which the device must be able to return to its normal operating state when exiting the power-saving mode. The device will be set to the highest possible power save mode within this constraint. If set to 0 then the device will exit the power-saving mode.</p> <p>Type: integer Minimum: 0 Required</p>

Completion Message

Payload (version 1.0)
This message does not define any properties.

Event Messages

None

31.3.x Migration

This chapter provides information on how to migrate to and from XFS 3.x.

Migration to and from 3.x is a key requirement of XFS4IoT. This chapter describes how functionality available in XFS 3.x can be provided and/or derived to and from XFS4IoT.

31.1 CDM (Cash Dispense Module)

The CDM class provides access to cash dispensing functionality. In XFS4IoT, it has been restructured to use the [CashDispenser](#), [Storage](#) and [CashManagement](#) interfaces.

31.1.1 WFS_INF_CDM_CASH_UNIT_INFO

Storage unit information is defined by the WFS_INF_CDM_CASH_UNIT_INFO category which is replaced in XFS4IoT by [Storage.GetStorage](#). The following table lists the output fields in WFS_INF_CDM_CASH_UNIT_INFO and how they are mapped in XFS4IoT.

The concept of logical and physical storage units does not exist in XFS4IoT, only physical units are reported. The 3.x logical cash counts can be easily calculated from the given cash counts as described below.

Storage.SetStorage provides all the same functionality as the equivalent 3.x commands but also provides additional functionality:

1. Only fields which need to be changed need to be provided, including only modifying storage units which are changing.
2. [Storage.GetStorage](#) provides a much more detailed breakdown of the capabilities and status of the storage units than the 3.x equivalents, therefore it is possible to decide in advance what a storage unit can be configured to do using *Storage.SetStorage*.
3. *Storage.SetStorage* only accepts as input the fields which can be modified.

3.x	XFS4IoT
WFSCDMCUINFO::usTellerID	Not supported, equivalent to 0 in XFS 3.x
WFSCDMCUINFO::usCount	Number of storage items with a cash interface
WFSCDMCASHUNIT::usNumber	index
WFSCDMCASHUNIT::usType	types . XFS4IoT has the option to support multiple types which is not available in 3.x, but an intelligent map can be performed, for example if the unit supports <i>cashIn</i> and <i>cashOut</i> then it can be mapped to <i>WFS_CDM_TYPERECYCLING</i> .
WFSCDMCASHUNIT::lpszCashUnitName	name
WFSCDMCASHUNIT::cUnitID	id
WFSCDMCASHUNIT::cCurrencyID	currency
WFSCDMCASHUNIT::ulValues	value . An additional conversion may be required due to the different types of these two items. <i>value</i> is the absolute value of the cash item, whereas <i>ulValues</i> is the value expressed in minimum dispense units. If the <i>value</i> of any of the items supported by the device can't be expressed as a C ULONG (integer between 0 and 0xffffffff) then a currency exponent will be required - see CashManagement.GetBankNoteTypes .
WFSCDMCASHUNIT::ulInitialCount	Total number of items in initial

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3.x	XFS4IoT
WFSCDMCASHUNIT::ulCount	<p>If not a retract unit, The total count of the items in the unit (<i>ulCount</i> in 3.x) is not reported directly but can be derived from the initial, out and in counts. The number of items in the unit is $initial + in - out$. However for units which dispense items, this calculation should only be decremented when the items are either known to be in customer access or successfully rejected, therefore the intermediate <i>out</i> fields are not included in this calculation: stacked, transport, unknown and diverted. If counts being incorrectly set at replenishment time means that this would result in a negative number, this should report 0. A dispense storage unit which is not empty but has a derived <i>ulCount</i> of 0 may be dispensed from if locally configured to do so - this can cause problems for 3.x applications as <i>ulCount</i> can not be negative therefore it can't be used to track dispensed items once that point is reached. XFS4IoT deals with this issue by having separate counts for items <i>in</i> and <i>out</i>.</p> <p>If a retract unit, retractOperations</p>
WFSCDMCASHUNIT::ulRejectCount	Total number of items in rejected
WFSCDMCASHUNIT::ulMinimum	lowThreshold
WFSCDMCASHUNIT::ulMaximum	highThreshold
WFSCDMCASHUNIT::bAppLock	appLockOut
WFSCDMCASHUNIT::usStatus	<p>If operationStatus reports <i>dispenseInoperative</i>, then map to <i>WFS_CDM_STATCUINOP</i>, otherwise status if not <i>ok</i>, otherwise replenishmentStatus</p>
WFSCDMCASHUNIT::usNumPhysicalCUs	No support for logical units in XFS4IoT. This is equivalent to XFS 3.x value 1.
WFSCDMCASHUNIT::ulDispensedCount	Add the total number of items in all of the out properties.
WFSCDMCASHUNIT::ulPresentedCount	Total number of items in presented
WFSCDMCASHUNIT::ulRetractedCount	Total number of items in retracted
WFSCDMPHCU::lpPhysicalPositionName	positionName
WFSCDMPHCU::cUnitID	id
WFSCDMPHCU::ulInitialCount	Total number of items in initial
WFSCDMPHCU::ulCount	<p>0 if a retract unit which cannot count items during a retract.</p> <p>In all other cases, start with <i>WFSCDMCASHUNIT::ulCount</i> and subtract the total number of items in stacked, transport and unknown. If this results in a negative number, this should be 0.</p>
WFSCDMPHCU::ulRejectCount	Total number of items in rejected
WFSCDMPHCU::ulMaximum	capacity
WFSCDMPHCU::usPStatus	<p>If operationStatus reports <i>dispenseInoperative</i>, then map to <i>WFS_CDM_STATCUINOP</i>, otherwise status if not <i>ok</i>, otherwise replenishmentStatus</p> <p>Note this is a change from XFS 3.x where physical status is not overridden by count thresholds (<i>ulMaximum</i> and <i>ulMinimum</i>).</p>
WFSCDMPHCU::bHardwareSensor	hardwareSensors

3.x	XFS4IoT
WFSCDMPHCU::ulDispensedCount	Add the total number of items in all of the out properties.
WFSCDMPHCU::ulPresentedCount	Total number of items in presented
WFSCDMPHCU::ulRetractedCount	Total number of items in retracted

31.2 CIM (Cash-In Module)

The CIM class provides access to cash accepting functionality. In XFS4IoT, it has been restructured to use the [CashAcceptor](#), [Storage](#) and [CashManagement](#) interfaces.

31.2.1 WFS_INF_CIM_CASH_UNIT_INFO

Storage unit information is defined by the WFS_INF_CIM_CASH_UNIT_INFO category which is replaced in XFS4IoT by [Storage.GetStorage](#). The following table lists the output fields in WFS_INF_CIM_CASH_UNIT_INFO and how they are mapped in XFS4IoT.

The concept of logical and physical storage units does not exist in XFS4IoT, only physical units are reported. The 3.x logical cash counts can be easily calculated from the given cash counts as described below.

Storage.SetStorage provides all the same functionality as the equivalent 3.x commands but also provides additional functionality:

1. Only fields which need to be changed need to be provided, including only modifying storage units which are changing.
2. [Storage.GetStorage](#) provides a much more detailed breakdown of the capabilities and status of the storage units than the 3.x equivalents, therefore it is possible to decide in advance what a storage unit can be configured to do using *Storage.SetStorage*.
3. *Storage.SetStorage* only accepts as input the fields which can be modified.

3.x	XFS4IoT
WFSCIMCASHINFO::usCount	Number of storage items with a cash interface
WFSCIMCASHIN::usNumber	index
WFSCIMCASHIN::fwType	types . XFS4IoT has the option to support multiple types which is not available in 3.x, but an intelligent map can be performed, for example if the unit supports <i>cashIn</i> and <i>cashOut</i> then it can be mapped to <i>WFS_CIM_TYPERECYCLING</i> .
WFSCIMCASHIN::fwItemType	items
WFSCIMCASHIN::cUnitID	id
WFSCIMCASHIN::cCurrencyID	currency
WFSCIMCASHIN::ulValues	value . An additional conversion may be required due to the different types of these two items. <i>value</i> is the absolute value of the cash item, whereas <i>ulValues</i> is the value expressed in minimum dispense units. If the <i>value</i> of any of the items supported by the device can't be expressed as a C ULONG (integer between 0 and 0xffffffff) then a currency exponent will be required - see CashManagement.GetBankNoteTypes .
WFSCIMCASHIN::ulCashInCount	Add the total number of items in all of the in properties.

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3.x	XFS4IoT
WFSCIMCASHIN::ulCount	<p>If not a retract unit, The total count of the items in the unit (<i>ulCount</i> in 3.x) is not reported directly but can be derived from the initial, out and in counts. The number of items in the unit is <i>initial + in - out</i>. However for units which dispense items, this calculation should only be decremented when the items are either known to be in customer access or successfully rejected, therefore the intermediate <i>out</i> fields are not included in this calculation: stacked, transport, unknown and diverted. If counts being incorrectly set at replenishment time means that this would result in a negative number, this should report 0.</p> <p>If a retract unit, retractOperations</p>
WFSCIMCASHIN::ulMaximum	highThreshold
WFSCIMCASHIN::usStatus	<p>If operationStatus reports <i>depositInoperative</i>, then map to <i>WFS_CIM_STATCUINOP</i>, otherwise status if not <i>ok</i>, otherwise replenishmentStatus</p>
WFSCIMCASHIN::bAppLock	appLockIn
WFSCIMCASHIN::lpNoteNumberList	<p>Combination of:</p> <ol style="list-style-type: none"> 1. Start with initial 2. Add in 3. Remove out
WFSCIMCASHIN::usNumPhysicalCUs	No support for logical units in XFS4IoT. This is equivalent to XFS 3.x value 1.
WFSCIMCASHIN::lpszExtra	Any additional vendor-specific properties included in this storage unit not defined by the schema can be added to this field.
WFSCIMCASHIN::lpusNoteIDs	cashItems lists the cash items which the unit is configured to accept. This can be cross-referenced with CashManagement.GetBankNoteTypes to obtain the noteID for the given cash item.
WFSCIMCASHIN::usCDMType	types . XFS4IoT has the option to support multiple types which is not available in 3.x, but an intelligent map can be performed, for example if the unit supports <i>cashIn</i> and <i>cashOut</i> then it can be mapped to <i>WFS_CIM_TYPERECYCLING</i> .
WFSCIMCASHIN::lpszCashUnitName	name
WFSCIMCASHIN::ulInitialCount	Total number of items in initial
WFSCIMCASHIN::ulDispensedCount	Add the total number of items in all of the out properties.
WFSCIMCASHIN::ulPresentedCount	Total number of items in presented
WFSCIMCASHIN::ulRetractedCount	Total number of items in retracted
WFSCIMCASHIN::ulRejectCount	Total number of items in rejected
WFSCIMCASHIN::ulMinimum	lowThreshold
WFSCIMPHCU::lpPhysicalPositionName	positionName
WFSCIMPHCU::cUnitID	id
WFSCIMPHCU::ulCashInCount	Add the total number of items in all of the in properties.

3.x	XFS4IoT
WFSCIMPHCU::ulCount	0 if a retract unit which cannot count items during a retract. In all other cases, start with <i>WFSCIMCASHIN::ulCount</i> and subtract the total number of items in stacked , transport and unknown . If this results in a negative number, this should be 0.
WFSCIMPHCU::ulMaximum	capacity
WFSCIMPHCU::usPStatus	If operationStatus reports <i>depositInoperative</i> , then map to <i>WFS_CIM_STATCUINOP</i> , otherwise status if not <i>ok</i> , otherwise replenishmentStatus Note this is a change from XFS 3.x where physical status is not overridden by count thresholds (ulMaximum and ulMinimum).
WFSCIMPHCU::bHardwareSensors	hardwareSensors
WFSCIMPHCU::lpszExtra	Any additional vendor-specific properties included in this storage unit not defined by the schema can be added to this field.
WFSCIMPHCU::ulInitialCount	Total number of items in initial
WFSCIMPHCU::ulDispensedCount	Add the total number of items in all of the out properties.
WFSCIMPHCU::ulPresentedCount	Total number of items in presented
WFSCIMPHCU::ulRetractedCount	Total number of items in retracted
WFSCIMPHCU::ulRejectCount	Total number of items in rejected

31.2.2 WFS_SRVE_CIM_COUNTACCURACYCHANGED

The count accuracy is reported as part of the Storage for a storage unit, therefore when the count accuracy changes, a [Storage.StorageChangedEvent](#) will be generated.

31.3 DEP (Depository)

The DEP class provides access to envelope or bag deposit functionality as well as envelope dispense. In XFS4IoT, it has been restructured to use the [Deposit](#), [Storage](#), [Lights](#) and [Common](#) interfaces.

Most commands and events have simple maps but detailed information is supplied as appropriate.

3.x	XFS4IoT
WFS_INF_DEP_STATUS	See WFS_INF_DEP_STATUS
WFS_INF_DEP_CAPABILITIES	See WFS_INF_DEP_CAPABILITIES
WFS_CMD_DEP_ENTRY	Replaced by Deposit.Entry
WFS_CMD_DEP_DISPENSE	Replaced by Deposit.Dispense
WFS_CMD_DEP_RETRACT	Replaced by Deposit.Retract
WFS_CMD_DEP_RESET_COUNT	Replaced by Storage.SetStorage
WFS_CMD_DEP_RESET	Replaced by Deposit.Reset
WFS_CMD_DEP_SET_GUIDANCE_LIGHT	Replaced by Lights.SetLight
WFS_CMD_DEP_SUPPLY_REPLENISH	Replaced by Deposit.SupplyReplenish
WFS_CMD_DEP_POWER_SAVE_CONTROL	Replaced by Common.PowerSaveControl
WFS_CMD_DEP_SYNCHRONIZE_COMMAND	Not supported

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3.x	XFS4IoT
WFS_SRVE_DEP_ENVTAKEN	Replaced by Deposit.EnvTakenEvent
WFS_EXEE_DEP_ENVDEPOSITED	Replaced by Deposit.EnvDepositedEvent
WFS_EXEE_DEP_DEPOSITERROR	Replaced by Deposit.DepositErrorEvent
WFS_USRE_DEP_DEPTHRESHOLD	Replaced by Storage.StorageThresholdEvent
WFS_USRE_DEP_TONERTHRESHOLD	Replaced by Common.StatusChangedEvent
WFS_USRE_DEP_ENVTHRESHOLD	Replaced by Storage.StorageThresholdEvent
WFS_SRVE_DEP_CONTINSERTED	Replaced by Storage.StorageChangedEvent
WFS_SRVE_DEP_CONTRERMOVED	Replaced by Storage.StorageChangedEvent
WFS_SRVE_DEP_ENVINSERTED	Replaced by Deposit.EnvInsertedEvent
WFS_SRVE_DEP_MEDIADETECTED	Replaced by Deposit.MediaDetectedEvent
WFS_EXEE_DEP_INSERTDEPOSIT	Replaced by Deposit.InsertDepositEvent
WFS_SRVE_DEP_DEVICEPOSITION	Replaced by Common.StatusChangedEvent
WFS_SRVE_DEP_POWER_SAVE_CHANGE	Replaced by Common.StatusChangedEvent

31.3.1 WFS_INF_DEP_STATUS

Status information is provided by the WFS_INF_DEP_STATUS category which is replaced in XFS4IoT by [Common.Status](#) and [Storage.GetStorage](#).

3.x	XFS4IoT
fwDevice	device
fwDepContainer	depContainer
fwDepTransport	depTransport
fwEnvSupply	envSupply
fwEnvDispenser	envDispenser
fwPrinter	printer
fwToner	toner
fwShutter	shutter
wNumOfDeposits	numOfDeposits
lpszExtra	Any additional non-standard properties in status
dwGuidLights[WFS_DEP_GUIDLIGHTS_SIZE]	lights
fwDepositLocation	depositLocation
wDevicePosition	devicePosition
usPowerSaveRecoveryTime	powerSaveRecoveryTime
wAntiFraudModule	antiFraudModule

31.3.2 WFS_INF_DEP_CAPABILITIES

Capability information is provided by the WFS_INF_DEP_CAPABILITIES category which is replaced in XFS4IoT by [Common.Capabilities](#) and [Storage.GetStorage](#).

3.x	XFS4IoT
wClass	Fixed as WFS_SERVICE_CLASS_DEP
fwType	type
fwEnvSupply	envSupply
bDepTransport	depTransport
bPrinter	printer
bToner	If <i>printer</i> is false, then false. If <i>printer</i> is true, toner
bShutter	shutter
bPrintOnRetracts	If <i>printer</i> is false, then false. If <i>printer</i> is true, printOnRetract
fwRetractEnvelope	retractEnvelope
wMaxNumChars	If <i>printer</i> is false, then 0. If <i>printer</i> is true, maxNumChars
fwCharSupport	If <i>printer</i> is false, then 0. If <i>printer</i> is true then WFS_DEP_ASCII. Add WFS_DEP_UNICODE if unicodeSupport is true.
lpszExtra	Any additional non-standard properties in deposit
dwGuidLights[WFS_DEP_GUIDLIGHTS_SIZE]	lights
bPowerSaveControl	powerSaveControl
bAntiFraudModule	antiFraudModule
lpdwSynchronizableCommands	Not supported