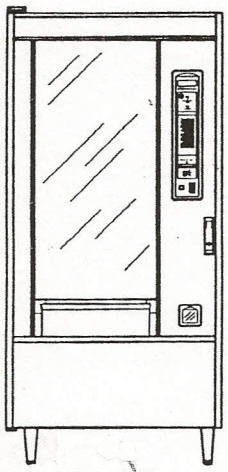
SnackCenter and RefreshmentCenter

157 Eprom
Code #
484 CAN
Conf. #
1007

Programming Guide



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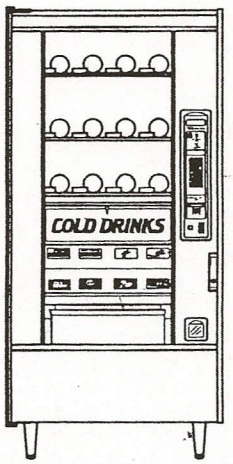

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CRANE- National Vendors

1570003

This machine has been engineered to our own rigid safety and performance standards. It has been designed to comply with sanitation and health guidelines recommended by the Automatic Merchandising Health-Industry Council (AMHIC) and it conforms with all other NAMA safety recommendations.

This machine has been manufactured in accordance with the safety standards of both Underwriter's Laboratories and the Canadian Standards Association. To maintain this degree of safety and to continue to achieve the level of performance built into this machine, it is important that installation and maintenance be performed so as to not alter the original construction or wiring and that replacement parts are as specified in the Parts Manual. Your investment in this equipment will be protected by using this Programming Guide , the Mechanical Set-Up, Operation, and Maintenance Manual, and the Parts Manual in your operation, service and maintenance work. By following prescribed procedures, machine performance and safety will be preserved.

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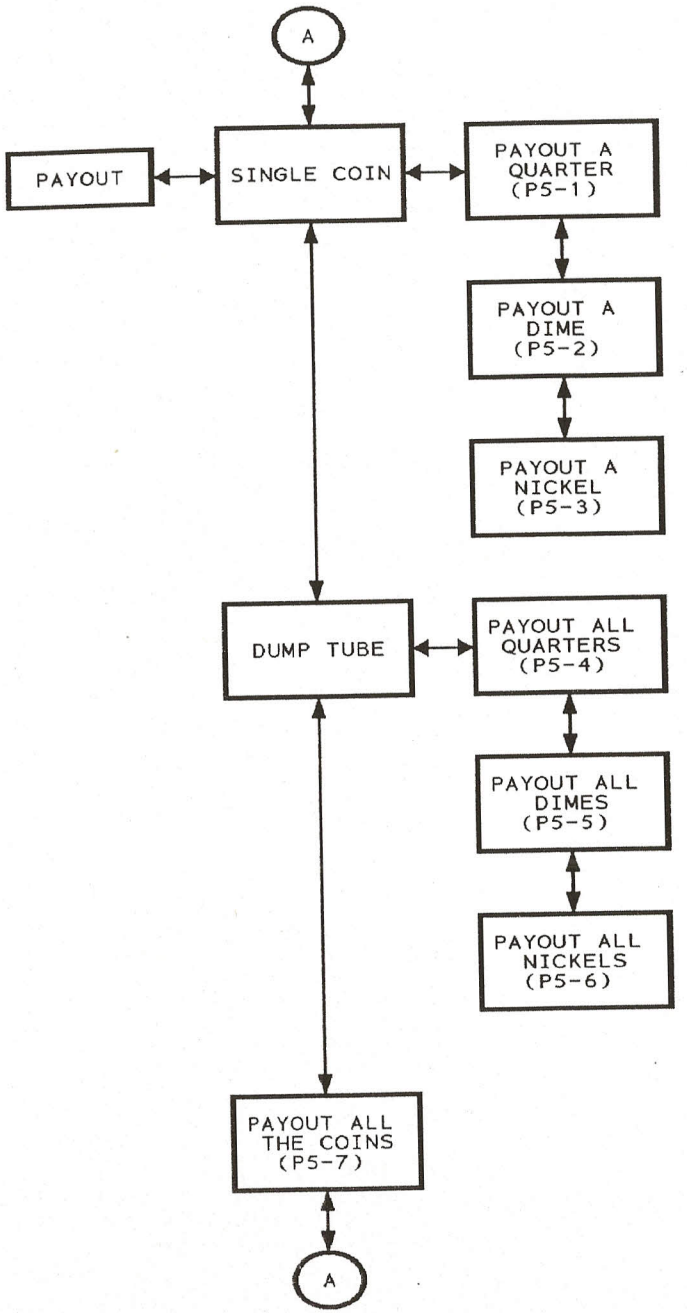
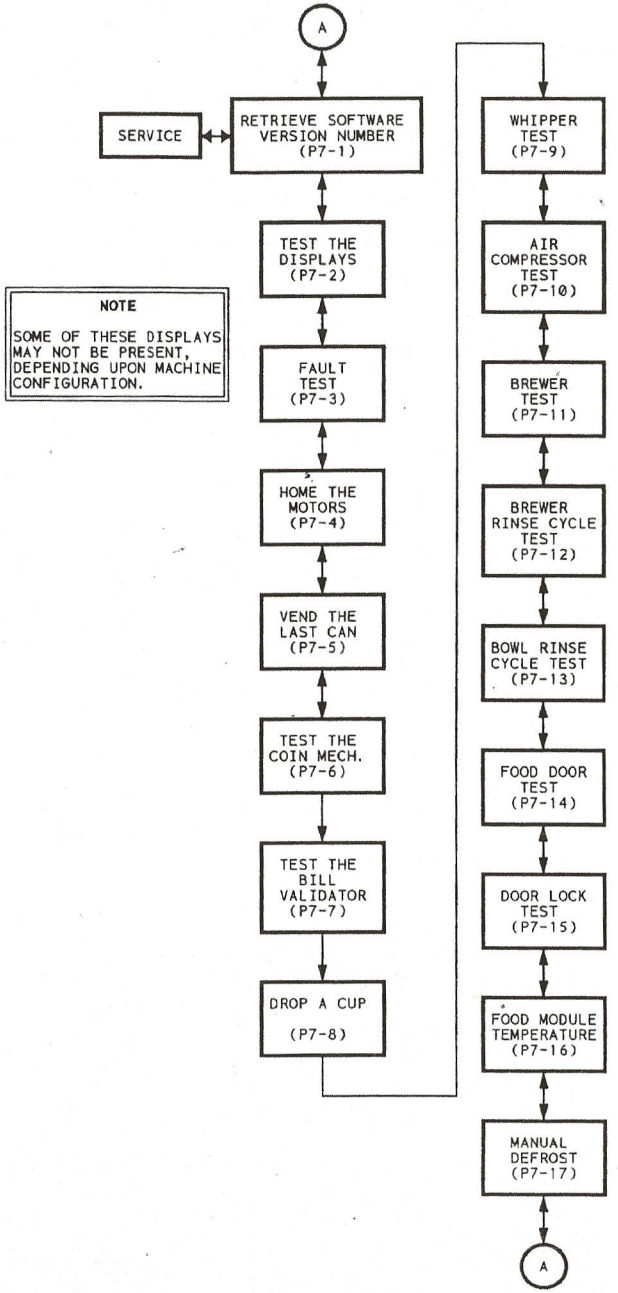
4 NC
2000

Config H2000

PAYOUT PROGRAMMING MATRIX



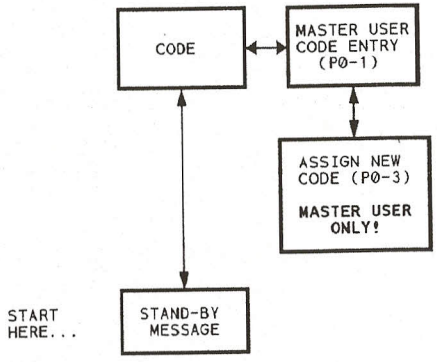
SERVICE PROGRAMMING MATRIX



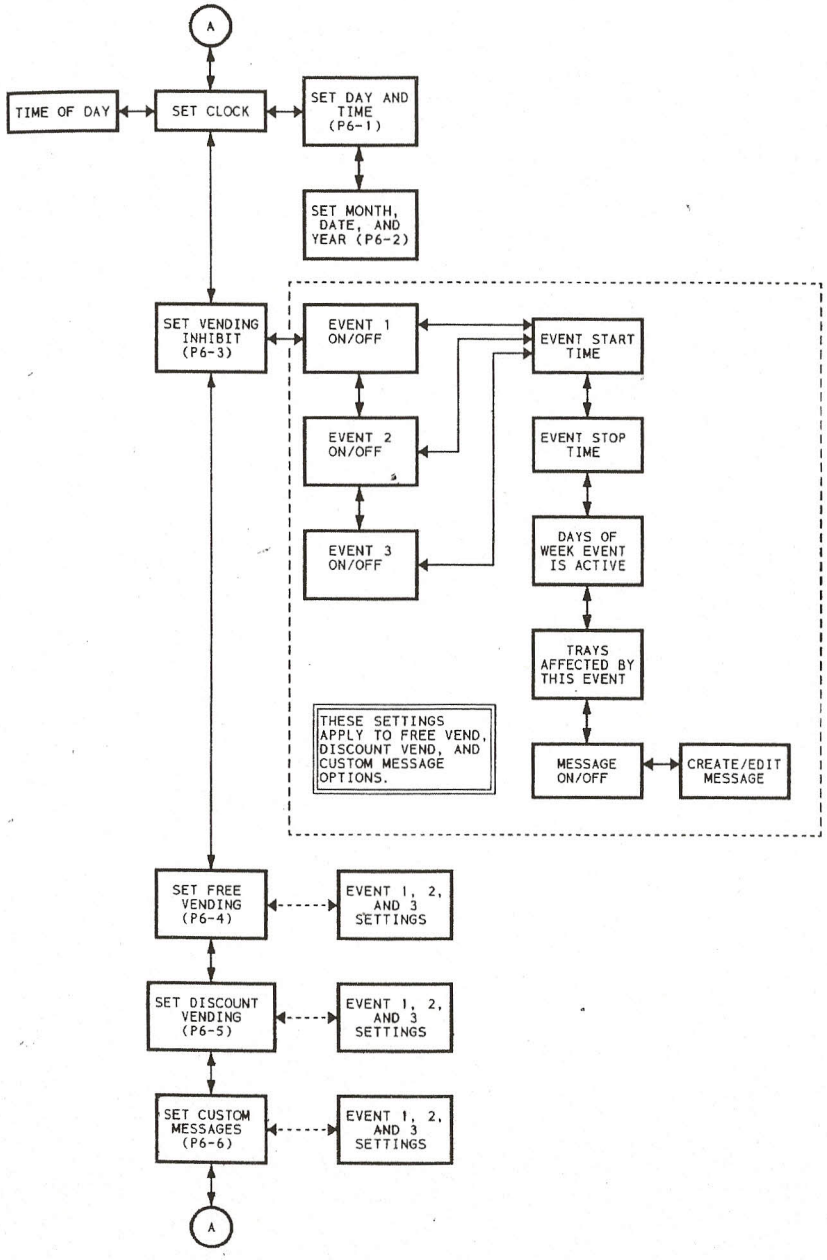
NOTE

SOME OF THESE DISPLAYS MAY NOT BE PRESENT, DEPENDING UPON MACHINE CONFIGURATION.

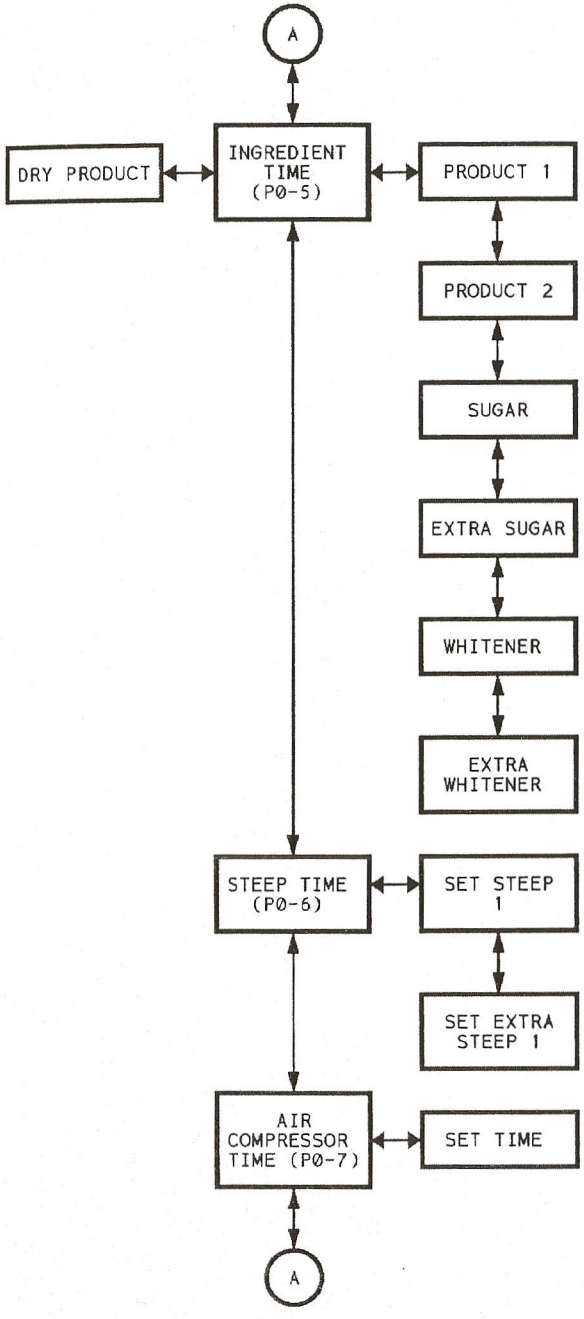
CODE PROGRAMMING MATRIX



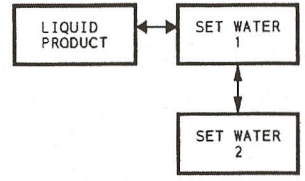
TIME OF DAY PROGRAMMING MATRIX



DRY PRODUCT PROGRAMMING MATRIX



LIQUID PRODUCT PROGRAMMING MATRIX



Notes

RAM Clear

↑ code

→ Enter Code

A C G J

Enter Action

↓ To dumb Mech

Home x 4 (Times)

power off 10 second

Access All Functions, Including Those Reserved For The Supervisor

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	HOME		
2	↑	CODE	
3	→	ENTER CODE	
4	Enter your four-digit Master User Code.	XXXX	The master code you have just entered is displayed.
5	ENTER ACTION	UNLOCKED Is shown briefly, and then CODE is shown in the display	You may now access all of the programming functions included in the software for this merchandiser.
6	CONTINUE		Follow the procedures in the Programming section of this manual.

P0-2 - Connecting The Optional Printer

An optional printer is available for recording price and data information, as shown in the display.

1. Locate the printer connector inside the machine.
2. Plug the connector into the receptacle in the front of your printer.
3. Turn the printer ON.
4. Follow the steps in the table on the next page.

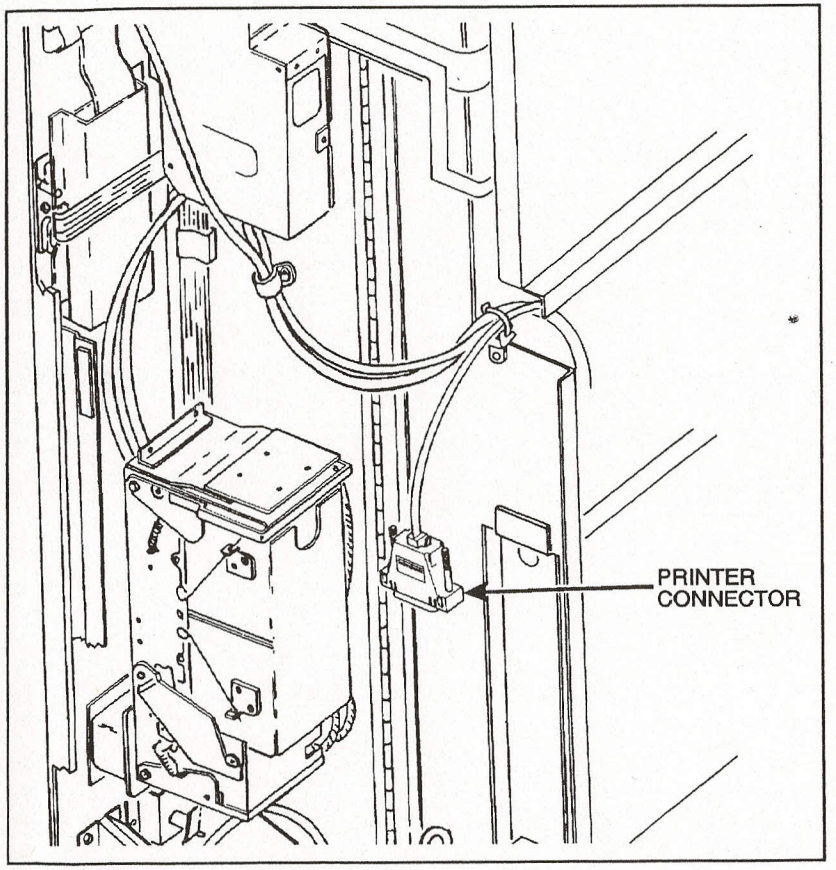


Figure P0-2

P0-2 (Continued)

Print The Data List Or The Price List

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TIME OF DAY	SET TIME	
2	⬇	PRINTER XXYZ	Where XX = baud rate: 12 = 1200 baud 24 = 2400 baud 48 = 4800 baud 96 = 9600 baud Y = Printer busy: 0 = 0 signal 1 = + signal Z = Which level of data to print: 0 = Tray level 1 = Selection level
3	Appropriate selection switch panel keys	The display changes	See note 1.
4	OPTIONS: DATA		The data list will print on the printer and be displayed on the screen at the same time. See note 2.
	OPTIONS: PRICE		The price list will print on the printer and be displayed on the screen at the same time. See note 2.

Note 1 Step 3 only works while PRINTER X is displayed. If printer mode is not selected, normal data and price lists will show on the display.

Note 2 If the machine "locks up", interrupt machine power and change the printer busy code (step 2).

Assign A New Code For Identifying The Master User

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	HOME		
2	⬆	CODE	
3	➡	ENTER CODE	
4	Enter your four-digit Master User Code	XXXX	The master code you have just entered is displayed.
5	ENTER ACTION	UNLOCKED is shown briefly, and then CODE is shown in the display.	You may now access all of the programming functions included in the software for this merchandiser.
6	➡	ENTER CODE	
7	⬇	NEW CODE	
8	Enter a new four-digit code	XXXX	XXXX is the code you wish to use in the future.
9	ENTER ACTION	CODE	The new code is in effect.
10	CONTINUE		Follow the procedures in the Programming section of this manual.

Setting Water Time And Test Throwing

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES		COMMENTS
1	LIQUID PROD.		WATER		The water timing procedures can now be accessed.
2	➡		WTR1 XX.XX		XX.XX = the water time for the brewed selection. The brewed selection could be COFFEE, DECAF, or TEA.
3	⬇ To display the water time for the next selection.		OPTIONS	ADDITIONAL SELECTIONS: WTR2 XX.XX	XX.XX Water time for the non-brewed selection in a Fresh Brew machine.
4		OPTIONS Enter a new water time for the selection using the selection switch panel.			
		ENTER ACTION To initiate a water test throw for this selection.			
		Go to step 5.			
5		OPTIONS Repeat step 3 and step 4 to set or test another water time.			
		OPTIONS CONTINUE	READY		Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Dry Ingredient Time Setting and Test Throwing

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	⬆	CODE	
2	⬆	WATER	
3	⬆	DRY PROD	
4	➡	INGREDIENT	Dry ingredient timing procedures can now be accessed.
5	➡	PROD1 XX.XX	XX.XX = The dry ingredient time for the brewed selection. The brewed selection could be COFFEE, DECAF, or TEA.
6	OPTIONS: Enter a new ingredient time for the product. Use the selection switch panel.		
	OPTIONS: Press ENTER/ACTION to initiate a test throw for this ingredient.		

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
7	To display the time for the next dry ingredient. ⬇	OPTIONS: ADDITIONAL SELECTIONS: *PROD1 XX.XX PROD2 XX.XX SELECTION ADDITIVES: SUG XX.XX XSUG XX.XX WTNR XX.XX XWTNR XX.XX	XX.XX = ingredient time, where: *PROD1 = Strong FD XPROD1 = Extra strong FD PROD2 = Non-brewed selection SUG = Sugar XSUG = Added time for extra sugar WTNR = Whitener time XWTNR = Added time for extra whitener Additional selections will be displayed if they are part of the product mix selected with procedure P4-14 in this manual.
8	OPTIONS: Enter a new ingredient time for the product. Use the selection switch panel.		
	OPTIONS: Press ENTER/ACTION to initiate a test throw for this ingredient. Go to step 9.		
9	OPTIONS: Repeat step 7 and step 8 for another dry ingredient.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Steep Time Setting (Machines Configured With Brewers Only)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DRY PROD.	DRY PROD	
2	➡	INGREDIENT	
3	⬇	STEEP TMRS	Brewer steep timing procedures can now be accessed.
4	➡		
6	OPTIONS: Enter a new steep time for this selection using the selection switch panel. Go to step 7.	Brewed Selection: STP1 XX.XX	XX.XX = the steeping time Where, STP1 = Brewed selection
7	OPTIONS: ⬇ To display the next steep time. Go to step 8.	XSTP1 XX.XX	XSTP1 = Strong brewed selection
8	OPTIONS: Enter a steep time for this selection using the selection switch panel. Go to step 9.		
9	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Air Compressor Time Setting (Machines Configured With Brewers Only)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DRY PROD.	DRY PROD	
2	➡	INGREDIENT	
3	⬇ Until the following display is shown:	AIR COMPR	Air compressor timing procedures can now be accessed.
4	➡	CMP1 XX.XX	XX.XX = the compressor operating time Where, CMP1 = Brewed selection
5	OPTIONS: Enter a new compressor time for this selection using the selection switch panel. Go to step 6.		
6	OPTIONS: Enter a steep time for this selection using the selection switch panel. Go to step 9.		
7	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Price An Individual Selection

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PRICE	PRICE	Price setting mode entered.
2	→	SELECT LVL	Allows pricing for an individual selection.
3	→	TC PR XX.XX	TC Selection ID T Tray ID (options: A B C D E F G H J) C Column position (options: 0 1 2 3 4 5 6 7 8 9) XX.XX Currently set price
	OPTIONS: Proceed to the next step if you want to price this selection.		
	OPTIONS: Enter the ID for another selection that you want to price.		Use the selection switch panel to make the entry.
7	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

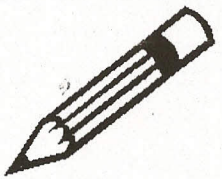
Set A Tray To One Price

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PRICE	PRICE	Price setting mode entered.
2	→	SELECT LVL	
3	↓	TRAY LVL	Allows pricing for the whole tray.
4	→	T* PR XX.XX	T Tray ID (options: A B C D E F G H J) XX.XX Currently set price
	OPTIONS: Proceed to the next step if you want to price this tray.		
	OPTIONS: Enter the ID for another tray that you want to price.		Use the selection switch panel to make the entry.
5	Use the selection switch panel to enter a new price for the tray.		The new price is displayed.
6	OPTIONS: ENTER ACTION	TRAY LVL	The amount you entered is now in effect for that tray. ALL PRIOR PRICES FOR SELECTIONS IN THIS TRAY HAVE BEEN REPLACED BY THE NEW PRICE!
	OPTIONS: CONTINUE	READY	The previous price that was shown in step 4 is still in effect. Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set The Entire Machine To One Price

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PRICE	PRICE	Price setting mode entered.
2	→	SELECT LVL	
3	↓ Until the display shows:	MACH LVL	Allows pricing for the whole machine.
4	→	** PR XX.XX	XX.XX Currently set price
5	Use the selection switch panel to enter a new price for the machine.		The new price is displayed.
6	OPTIONS: ENTER ACTION	MACH LVL	The amount you entered is now in effect for the whole machine. ALL PRIOR PRICES FOR SELECTIONS OR TRAYS HAVE BEEN REPLACED BY THE NEW PRICE!
	OPTIONS: CONTINUE	READY	The previous price that was shown in step 4 is still in effect.
			Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Notes



MERCHANDISER DOCUMENTATION

NOTE

THE INSTRUCTIONS FOR INSTALLING AND OPERATING THIS MERCHANDISER ARE CONTAINED IN THE FOLLOWING MANUALS:

Mechanical Set-Up, Operation, and Maintenance Manual
Part Number 1570002

Programming Guide
Part Number 1570003

DETAILED PART INFORMATION IS CONTAINED IN THE FOLLOWING MANUAL:

Parts Manual
Part Number 1570000

SOFTWARE COVERED BY THIS PROGRAMMING GUIDE

THE PROCEDURES IN THIS PROGRAMMING GUIDE ARE FOR USE WITH THE FOLLOWING SOFTWARE VERSION:

157.01

Complete the Software version retrieval procedure on page 114 of this PROGRAMMING GUIDE.

The version number/numbers in the display should be the same as the version number listed above.

If the version number in the display is NOT the same as the version number listed above, contact National Vendors' Service Department at 1-800-325-8811.

Retrieve Total Vends

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			→	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			↓	**$ XXXXX	XXXXX is the non-resettable total machine SALES COUNT.
			↓	COUNTERS	Allows retrieval of count data.
			→	TOT VENDS	Allows retrieval of total vend counts.
			→	**CT XXXXX	XXXXX is the resettable total vend count for the machine. NOTE CT is a reminder that you are looking at CounTs.
			→	T*CT XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the total vend count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			→	TZCT XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total vend count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

Retrieve Total Free Vends

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			→	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			↓	**$ XXXXX	XXXXX is the non-resettable total machine SALES COUNT.
			↓	COUNTERS	Allows retrievel of count data.
			→	TOT VENDS	
			→	FREE CNT	Allows retrieval of free vend counts.
			→	**FV XXXXX	XXXXX is the resettable free vend count for the machine. NOTE FV is a reminder that you are looking at Free Vends.
			→	T*FV XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the free vend count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			→	TZFV XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total free vend count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Retrieve Test Vends

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			➡	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			⬇	**$ XXXXX	XXXXX is the non-resettable total machine SALES COUNT.
			⬇	COUNTERS	Allows retrievel of count data.
			➡ Until the following display shows:	TEST VENDS	Allows retrieval of test vend counts.
			➡	**TV XXXXX	XXXXX is the resettable test vend count for the machine. NOTE FV is a reminder that you are looking at Free Vends.
			➡	T*TV XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the test vend count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			➡	TZTV XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total test vend count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Retrieve Winner Vends

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			→	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			↓	**$ XXXXX	XXXXX is the non-resettable total machine SALES COUNT.
			↓	COUNTERS	Allows retrieval of count data.
			→ Until the following display shows:	WIN CNT	Allows retrieval of winner counts.
			→	**W XXXXX	XXXXX is the resettable winner count for the machine. NOTE W is a reminder that you are looking at Winner vends.
			→	T*W XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the winner count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			→	TZW XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total winner count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Retrieve Discount Vends

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			➡	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			⬇	**$ XXXXX	XXXXX is the non-resettable total machine SALES COUNT.
			⬇	COUNTERS	Allows retrievel of count data.
			➡ Until the following display shows:	DISC COUNT	Allows retrieval of discount vend counts.
			➡	**DC XXXXX	XXXXX is the resettable total discount vend count for the machine. NOTE W is a reminder that you are looking at Winner vends.
			➡	T*DC XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the total discount vend count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			➡	TZDC XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total discount vend count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Retrieve Total Sales

BY SEL.	BY TRAY	BY MACH.	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
			DATA	DATA	Data mode entered.
			→	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			↓ Until the following display shows:	SALES	Allows retrieval of total sales data.
			→	TOT SALES	Allows retrieval of total sales data.
			→	**$ XXXXX	XXXXX is the resettable total sales count for the machine. NOTE $ is a reminder that you are looking at sales.
			→	T*$ XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the total sales count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY SEL.	BY TRAY	BY MACH.	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
			→	TZ$ XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total sales count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Retrieve Free Vend Sales

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			→	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			↓ Until the following display shows:	SALES	Allows retrieval of total sales data.
			→	TOT SALES	Allows retrieval of total sales data.
			↓	FREE SLS	Allows retrieval of free vend sales data.
			→	**F$ XXXXX	XXXXX is the resettable total free vend sales count for the machine. NOTE F$ is a reminder that you are looking at Free vend sales.
			→	T*F$ XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the total free vend sales count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			→	TZF$ XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total free vend sales count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Retrieve Winner Vend Sales

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			→	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			↓ Until the following display shows:	SALES	Allows retrieval of total sales data.
			→	TOT SALES	Allows retrieval of total sales data.
			↓ Until the following display shows:	WIN SLS	Allows retrieval of winner vend sales data.
			→	**W$ XXXXX	XXXXX is the resettable total winner vend sales count for the machine. NOTE W$ is a reminder that you are looking at Winner vend sales.
			→	T*W$ XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the total winner vend sales count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			→	TZW$ XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total winner vend sales count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Retrieve Discount Vend Sales

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	DATA	Data mode entered.
			→	**CT XXXXX	XXXXX is the non-resettable total machine VEND COUNT.
			↓ Until the following display shows:	SALES	Allows retrieval of total sales data.
			→	TOT SALES	Allows retrieval of total sales data.
			↓ Until the following display shows:	DISC SLS	Allows retrieval of discount vend sales data.
			→	**D$ XXXXX	XXXXX is the resettable total discount vend sales count for the machine. NOTE W$ is a reminder that you are looking at Discount vend sales.
			→	T*D$ XXXXX	T = Tray ID (options: A B C D E F G H J) XXXXX is the total discount vend sales count for the tray.
			Enter the ID for the tray you want to see.		Use the selection switch panel to make the entry.

Continued on Next Page...

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			→	TZD$ XXXXX	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total discount vend sales count for the tray.
			Enter the ID for the selection you want to see.		
			CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

View The Total Value Of Bills In The Bill Stacker

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DATA	DATA	Data mode entered.
2	→	**CT XXXX	
3	↓ Until the following display shows:	BIL$ XX	XX is the value of all the bills in the bill stacker.
4	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

View The Total Value Of Coins In The Coin Box

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DATA	DATA	Data mode entered.
2	→	**CT XXXX	
3	↓ Until the following display shows:	CBX XX.XX	XX.XX is the value of all the coins in the coin box.
4	CONTINUE	*READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

PROGRAMMING THE SNACK CENTER

The programming procedures are divided up between ten FUNCTIONS which correspond to the function keys on the maintenance keypad (see figure 1). The function keys are all the keys except [HOME], [ENTER ACTION], and the arrow keys.

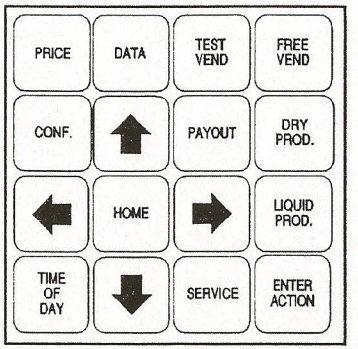


Figure 1. Maintenance Keypad

The PROGRAMMING DIRECTORY lists those functions, along with all of the procedures you can do by pressing the appropriate key. Each procedure has a number that directs you to a specific table. Once you find the exact task you need to do, go to that table. Each table is a step-by-step guide which tells you which keys to press, what the displays look like, and what they mean.

AN EXAMPLE:

Let's say you want to set prices. Looking in the programming directory under PRICE, you will see several choices. If you're going to set all of the selections in one tray to one price, perform procedure P1-2. Do what it says in the **ENTER THIS KEYSTROKE...** column. Once you do that, the display should look just like the the one in the **AND THE DISPLAY INDICATES** column. If there is some information you need to know, you can find it in the **COMMENTS** column. So now we'll take you through it step by step.

1. Press [PRICE]. The display shows *PRICE*, meaning that you have entered the price-setting mode.
2. Press [→]. The display shows *SELECT LVL*, meaning that you can now select which level of pricing you want to do.
3. Press [↓]. The display shows *TRAY LVL*. (This just happens to be the level you want, so you don't have to press the key any more.)
4. Press [→]. The display looks something like the one shown in the colum, except the T is replaced by a tray ID, and the X's are replaced by the currently set price for that tray. The **COMMENTS** column tells you all you need to know about these codes. Step 4 gives you a couple of options. If you want to price the tray shown in the display, go ahead to step 5. If you want to price another tray, press its ID letter on the selection switch panel, then go to step 5. For our example, push **C**.
5. Enter the price for this tray. If you want all the selections in tray C to be $0.55, push **55** on the selection switch panel.

6. Now you have two more **OPTIONS**. If you are happy with the price you have selected for tray C, press [ENTER ACTION]. That price is now locked in, and replaces all other prices.

The other option you have is to CONTINUE, which opens up a few more choices. You can quit and go home by closing the monetary door. Or, you can do something else. There are plenty of other things to do, and they are all covered in the programming tables. The **AND THE DISPLAY INDICATES** column in the programming tables shows that the display *READY* appears after you exit a programming procedure. Your machine probably won't actually say READY! This is just a way to indicate the standby, custom, or other messages that normally occur when the machine is in the vending mode.

Special Keys and Shortcuts

As mentioned before, the function keys allow access to the ten functions. The arrow and **HOME** keys are used to move around between and within the functions. No matter where you are inside a function, pressing [HOME] one time brings you to the beginning of that function. Pressing [HOME] a second time takes you back to the standby message. This is a good "escape button" in case you can't find your way back out of a function. The arrow keys will let you move around inside a function. You will find out more about this when we talk about **MATRIXES**. [ENTER ACTION] is the key you press when you want to initiate an action or step through lists of choices.

View The Number Of Rinse Cycles Completed Since The Counters Were Last Cleared (Fresh Brew Configuration Only)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DATA	DATA	Data mode entered.
2	→	**CT XXXX	
3	↓ Until the following display shows:	RINSE XX	XX The number of times a rinse cycle was initiated since the last time this category was cleared.
4	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

View The Number Of Failure Messages From The Serial Validator

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DATA	DATA	Data mode entered.
2	→	**CT XXXX	
3	↓ Until the following display shows:	VAL FL XX	XX The number of failure messages from the serial validator.
4	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

View Last Time And Date Of Health Control

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DATA	DATA	Data mode entered.
2	→	**CT XXXX	
3	↓ Until the following display shows:	HEALTH CTL	The health control mode is entered.
4	→	MM/DD HH.MM	If the temperature in the food module rises above a preset limit, all vending from the food module is inhibited until the machine is serviced again. The date and time of that occurrence is shown here. Where: MM = month DD = day HH = hour MM = minute
5	↓	°F MAX ZZ or °C MAX ZZ	ZZ The maximum temperature inside the food module since the health control was set in degrees Fahrenheit or Celsius.
6	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

View The Last Time And Date The Machine Was Powered Down

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	DATA	DATA	Data mode entered.
2	→	**CT XXXX	
3	↓ Until the following display shows:	POWER DOWN	
4	→	MM/DD HH.MM	The date and time of the last power down is displayed. Where: MM = month DD = day HH = hour MM = minute
5	↓	FOR DD.HH.MM	The duration of the power down is displayed. Where: DD = day HH = hour MM = minute
6	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

Put The Merchandiser On Free Vend

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
	FREE VEND	FREE ON and then NO MONEY REQUIRED	Free vend mode entered.
2	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

NOTE The machine is shipped from the factory with the Free Vend function locked. If you are setting up the machine for the first time, you must unlock Free Vend using the Supervisor function.

Put The Merchandiser On Free Vend

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
	FREE VEND	FREE OFF and then NO MONEY REQUIRED	Free vend mode exited.
2	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Lock Or Unlock Functions To Control User Access

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	⬆	CODE	
2	➡	ENTER CODE	You are being asked to enter the Supervisor Access Code.
3	Use the selection switch panel to enter the Supervisor Code, then press ENTER ACTION	UNLOCKED **then changes to ...** CODE	You now have access to the Supervisor procedures. You may now access any of the functions or procedures.
4	CONF.	CONFIGURE	You may now access the CONFIGURE function.
5	➡	CNFG MACH	
6	⬇	MASTER	You may now access the procedures available only to the supervisor.
7	➡	SET HIDE	You may now lock and unlock functions.
8	➡	OPTIONS: FUNCTION ... LOCKED	Users must have the Supervisor code to access this function.
		OPTIONS: FUNCTION ... UNLOCKED	All users have access to this function.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
9	OPTIONS: ENTER ACTION — To change from LOCK to UNLOCK for this function.	FUNCTION ... UNLOCK	
	OPTIONS: ENTER ACTION — To change from LOCK to UNLOCK for this function.	FUNCTION ... LOCK	
	OPTIONS: ⬇ — To LOCK or UNLOCK other functions.	OPTIONS: FUNCTION ... LOCKED	
		OPTIONS: FUNCTION ... UNLOCKED	
10	OPTIONS: Repeat step 9 for another function.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Clear Data From All Resettable Counters *

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	↑	CODE	
2	→	ENTER CODE	You are being asked to enter the Supervisor access code.
3	Enter the supervisor code, and then press ENTER ACTION	UNLOCKED then changes to ... CODE	You now have access to the supervisor procedures. You may now access any of the functions or procedures.
4	CONF.	CONFIGURE	You may access the CONFIGURE function.
5	→	CNFG MACH	
6	↓	MASTER	You may now access the procedures available only to the supervisor.
7	→	SET HIDE	
8	↓	RAM CLEAR	You may now clear all of the resettable data counters. The perpetual sales and vend counters for the machine will NOT be cleared.
9	ENTER ACTION	(Data is shown briefly as it is being read and cleared.)	
10	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

***NOTE** The first time this procedure is used with an EPROM, the non-resettable counters will also be cleared to zero.

Define The Coin Mechanism Being Used

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS	
1	CONF.	CONFIGURE	The CONFIGURE mode is entered.	
2	→	CNFG MACH		
3	→	(The current coin mechanism option is displayed)	Option	Use
			DUMB MECH	US + Canada
			DUMB/DEBIT	US + Canada
			EXEC MECH	Europe
			NO COIN MK	
4	ENTER ACTION		Scroll through the list of coin mech options until the type you want to use is displayed.	
5	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.	

Clear Data From The Category Shown In The Display

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	↑	CODE	
2	→	ENTER CODE	You are being asked to enter the Supervisor access code.
3	Enter the supervisor code, and then press ENTER ACTION	UNLOCKED then changes to ... CODE	You now have access to the supervisor procedures. You may now access any of the functions or procedures.
4	CONF.	CONFIGURE	You may access the CONFIGURE function.
5	→	CNFG MACH	
6	↓	MASTER	You may now access the procedures available only to the supervisor.
7	→	SET HIDE	
8	↓ Until the following display is shown:	DISPL CLEAR	You may now access procedures for clearing the data counters of your choice.
9	ENTER ACTION	COUNTERS	You may now bring any resettable data category to the display.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
10	Follow the appropriate parts of the data recall procedure for the desired data category to bring that category to the display.		Use the PROGRAMMING DIRECTORY to locate the desired data category.
11	ENTER ACTION Four times.		The data is cleared for the category in the display.
12	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

Define The Language Used In The Customer Displays

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	→	CNFG MACH	
3	→	(Current coin mech option is displayed.)	
4	↓	The defined language is displayed:	Options: ENGLISH GERMAN FRENCH MEXICO (Mexican Spanish) SPAIN (European Spanish) PORTUGAL (European Portugese BRAZIL (Brazilian Portugese)
5	ENTER ACTION	Toggles through the available languages	When the desired language is displayed, go to step 6.
6	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced programming 3. section for other options.

Set The Message Scrolling Speed

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES	COMMENTS
1	CONF.		CONFIGURE	Configure mode entered.
2	→		CNFG MACH	
3	→		(Current coin mech option is displayed.)	
4	↓ Until the following display is shown:		MSG SPEED	
5	→		(The alphabet scrolls across the display.	
6	↓	OPTIONS: To decrease the speed.	(The alphabet scrolls at a reduced speed.)	All messages will scroll at the new speed.
	↑	To increase the speed.	(The alphabet scrolls at an increased speed.)	
		Do nothing and the present speed is kept.	(The scrolling speed is not changed.)	
7	CONTINUE		READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

Identify The Trays That Are In The Merchandiser

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES	COMMENTS
1	CONF.		CONFIGURE	Configure mode entered.
2	→		CNFG MACH	
3	→		(Current coin mech option is displayed.)	
4	↓ Until the following display is shown:		TRAY LIST	With this procedure, you can tell the controller what trays to look for when you close the door.
5	→		ABCDEFGH	ABCDEFGH are tray IDs. If the ID is shown in this list, the controller will check to see if the tray is inserted completely and is locked in place.
6	OPTIONS	Add a tray to the list of trays in use.		Press the ID letter of the tray to be added.
		Remove a tray from the list of trays in use.		Press the ID letter of the tray to be removed.
		Do nothing if the tray list is correct.		
7	OPTIONS	Repeat step 6.		
		CONTINUE		Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

NOTE Do not put "F" selections on this list if your machine has a can module. When a can module is COMPLETELY empty, an F tray will have an "UNLATCHED" indication when the door is closed.

Couple Or Uncouple Two Positions Of A CANDY TRAY Only

IMPORTANT

The following should be completed before starting the programming sequence for coupling or uncoupling tray positions:

1. Unplug the tray harness from the motors in between the two motors being coupled, OR reconnect the tray harness to the motors between the two motors being coupled.
2. Return the tray to the vending position.
3. Push and release the door interlock switch.

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	→	CNFG MACH	
3	→	(Current coin mech option is displayed.)	
4	↓ Until the following display is shown:	SET COUPLE	Allows coupling and uncoupling of adjacent positions.
5	→ Use the selection switch panel to select a tray. Enter the tray ID.	CPLT 02468	T = Tray ID Options: A B C D E F G H

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES		COMMENTS
	COUPLE OR UNCOUPLE ADJACENT MOTORS:		FOR ADJACENT MOTORS		FOR ADJACENT MOTORS:
6	OPTIONS	Enter the column ID for the left-most column of the pair to toggle between COUPLE and UNCOUPLE.	When this is displayed:	This pair is coupled:	The left-most column ID is shown for a COUPLED pair.
			0	0 and 1	
			2	2 and 3	
			4	4 and 5	
			6	6 and 7	
			8	8 and 9	

Continued on Next Page...

If You Have Difficulty:

A diagnostic is provided to help you solve problems that may arise while coupling or uncoupling the currently selected tray. Perform the following steps to see which motors are present or absent:

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		CPLT XXXX	Start with this display (follow the instructions above). (T = tray ID, and XXXX = COUPLED pairs.)
2		111011111	You will see a series of 1s and/or 0s. Each 1 represents a location where a motor is present and connected. Each 0 represents a location where a motor is missing or disconnected. In this example, motor #4 is missing or disconnected.

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES		COMMENTS
	COUPLE OR UNCOUPLE NON-ADJACENT MOTORS:		FOR NON-ADJACENT MOTORS		FOR NON-ADJACENT MOTORS:
6 cont.	OPTIONS	Disconnect the tray harness from motors between motors to be COUPLED. - OR - Reconnect the tray harness to the motors between motors to be UNCOUPLED.	When this is displayed:	This pair is coupled:	The left column of a COUPLED pair must have an even column ID. The right column of a COUPLED pair must have an odd column ID.
			0.3	0 and 3	
			0.5	0 and 5	
			0.7*	0 and 7	IMPORTANT It may be difficult or impossible to successfully retrieve a long product after it has been dispensed.
			0.9*	0 and 9	
			2.5	2 and 5	
			2.7	2 and 7	
			2.9*	2 and 9	
			4.7	4 and 7	
			4.9*	4 and 9	
			6.9	6 and 9	
			* These combinations are NOT recommended.		
		Make no changes.			
7		CONTINUE			Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

Define The Validator

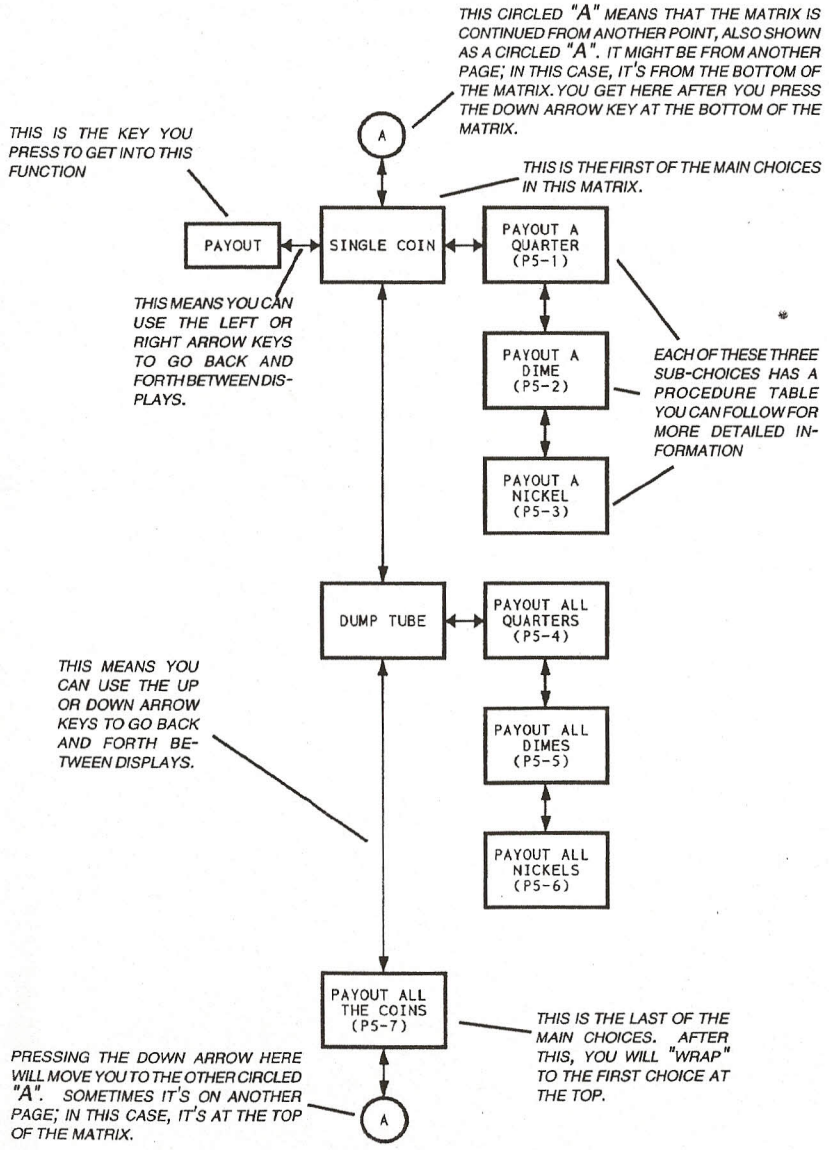
STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	→	CNFG MACH	
3	→	(Current coin mech option is displayed.)	
4	↓ Until the following display is shown:	NO VALDTR PULSE $1 SERIAL VAL	One of the three possible bill validator options is displayed.
5	OPTIONS: ENTER ACTION		Scroll through the list of validator options until the type you want to use is displayed.
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

Select Denomination Of Bills To Be Accepted

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	→	CNFG MACH	
3	→	(Current coin mech option is displayed.)	
4	↓ Until the following display is shown:	SERIAL VAL	One of the three possible bill validator options is displayed.
5	→	1-2-5	The denomination will be accepted when the value is displayed.
6	OPTIONS: Go to the next step and the validator will accept the denomination of bills shown in the display.		BUTTON / DENOMINATION: 1 — $1 Bill 2 — $2 Bill 5 — $5 Bill
	OPTIONS: Press the buttons as shown in the list to the right to switch between accept and not accept for each of the denominations. The denomination is accepted if it is shown in the display.		
7	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

THE MATRIX

We can start putting together all the things you've learned into a method to get around the programming procedures a little easier. You know how to find the detailed procedures in the tables, and how to start into and end them. After you get more familiar with some of the functions you might not want to work through those tables all the time, because you pretty well know what to do. This is when you can use the **MATRIXES**. Each matrix is a picture of the various tasks you can do within a function. Let's take a look at the **PAYOUT** matrix and find out what it's all about.



Think of a matrix as a house with a lot of rooms, each represented by a box. The double arrows between the boxes are like the hallways in the house. You know you can go back and forth between two rooms in a house by using the hallways. Likewise, you can go back and forth between the boxes by using the up, down, left, and right arrow keys. As we said earlier, if you get lost in the house, you can get to the "front door" by pressing HOME. If you're really lost, or want to get out fast, press HOME twice. This will take you directly to the standby message. To access a function directly, even from the middle of another function, press the appropriate key. Once you had finished setting tray prices in the earlier example, you could go directly to the CONFIGURE or TIME OF DAY function just by pressing that key.

Set The Validator For ESCROW Or For NO ESCROW

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES		COMMENTS
1	CONF.	CONFIGURE		Configure mode entered.
2	→	CNFG MACH		
3	→	(Current coin mech option is displayed.)		
4	↓ Until the following display shows:	(Current bill validator option is displayed.)		
5	→ (Serial validator only.)			
6	↓ (Serial validator only.)	OPTIONS	NO ESCROW	Forces a purchase and returns change due at the end of the vend.
	→ (Pulse validator only.)	OPTIONS	ESCROW	Pressing coin return button will allow a full refund of the credit when no purchase is made.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
7	OPTIONS: ENTER ACTION — To change from ESCROW to NO ESCROW.	NO ESCROW	Skip to step 12.
	OPTIONS: ENTER ACTION — To change from NO ESCROW to ESCROW.	ESCROW	Continue to step 8 for serial validator; step 10 for pulse validator.
	OPTIONS: Do nothing to select the displayed option.		
8	↓	- - - PAY	Allows returning a bill in escrow or giving change when the coin return button is pressed.
9	Press the 1, 2, or 5 keys on the selection switch panel - OR - Do nothing and all bills in escrow will be returned when the coin return button is pressed.	1 - - PAY	In this example, the merchandiser will give change for a $1 bill only. All other bills will be returned.
10	↓ One of the following displays is shown:	$INH 1.00	Rejects dollar bills when less than a dollar's worth of change is in the coin tubes.
		$ACC 1.00	Accepts dollar bills when less than a dollar's worth of change is in the coin tubes. NOTE The customer may be short-changed in this case.
11	ENTER ACTION — To switch between $INH<1.00 and $ACC<1.00.	(Your choice is displayed.)	
12	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set The DECLINING BALANCE Feature ON Or OFF

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES		COMMENTS
1	CONF.	CONFIGURE		Configure mode entered.
2	→	CNFG MACH		
3	→	(Current coin mech option is displayed.)		
4	↓ Until one of the following displays are shown:	OPTIONS	DECLINE OFF	The normal change return rules are in effect.
			DECLINE ON	The following happens: 1. Selection is made 2. Product delivered 3. Price of vended selection is subtracted from initial credit 4. Remaining credit is displayed 5. Customer can enter another selection OR Customer can press coin return to retrieve change. ESCROW RULES ARE IN EFFECT.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES	COMMENTS
5	OPTIONS	ENTER ACTION To change from DECLINE ON to DECLINE OFF.	DECLINE OFF	
		ENTER ACTION To change from DECLINE OFF to DECLINE ON.	DECLINE ON	
6	OPTIONS	Repeat step 5.		
		CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

Set The WINNER Feature ON Or OFF

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES		COMMENTS
1	CONF.	CONFIGURE		Configure mode entered.
2	➡	CNFG MACH		
3	➡	(Current coin mech option is displayed.)		
4	⬇ Until one of the following displays are shown:	OPTIONS	WINNER OFF	The WINNER feature is currently turned OFF.
			WIN XXXX	The WINNER feature is currently turned ON. XXXX is the number of vends that must be completed before a winner takes place. Use the selection switch panel to enter a new winner number if desired. Range: 5 - 9999

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES	COMMENTS
5	OPTIONS	ENTER ACTION To change from WINNER OFF to WIN XXXX.	WIN XXXX	
		ENTER ACTION To change from WIN XXXX to WINNER OFF.	WINNER OFF	
		➡ To select the trays from which WINNER selections can come. - THEN - Press the tray ID letter to switch between ON and OFF.	(The ID letters from which WINNER selections can come are displayed.)	When a tray ID is displayed, a winner will come from that tray.
6	OPTIONS	Repeat step 5.		
		CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set The Basic Configuration

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	➡	CNFG MACH	
3	➡	(Current coin mech option is displayed.)	
4	⬇ Until the following display is shown:	CNFIG XXXX	The current configuration is displayed. See the table on the next two pages.
5	Use the selection switch panel to enter the desired configuration.	(The new configuration is displayed.)	CAUTION Do not enter a configuration code that differs from the machine's true configuration. Unreliable machine operation will result.
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Configuration Codes And Descriptions

CODE	DESCRIPTION
1000	Snacks
1001	Snacks/Fresh Brew Coffee
1002	Snacks/Fresh Brew Coffee, Espresso
1003	Snacks/Fresh Brew Coffee, Espresso, Cappuccino
1004	Snacks/Freeze Dry Coffee
1005	Snacks/Freeze Dry Coffee, Espresso
1006	Snacks/Freeze Dry Coffee, Espresso, Cappuccino
1007	Snacks/Cans
1008	Snacks/Cans/Fresh Brew Coffee
1009	Snacks/Cans/Fresh Brew Coffee, Espresso
1010	Snacks/Cans/Fresh Brew Coffee, Espresso, Cappuccino
1011	Snacks/Cans/Freeze Dry Coffee
1012	Snacks/Cans/Freeze Dry Coffee, Espresso
1013	Snacks/Cans/Freeze Dry Coffee, Espresso, Cappuccino
1014	Chilled Snacks
1015	Chilled Snacks/Fresh Brew Coffee
1016	Chilled Snacks/Fresh Brew Coffee, Espresso
1017	Chilled Snacks/Fresh Brew Coffee, Espresso, Cappuccino
1018	Chilled Snacks/Freeze Dry Coffee

NOTE Placing a "1" in the second digit position will cause all temperature displays to show in degrees Celsius.
Example: Configuration 1008 displays temperature in degrees Fahrenheit.
Configuration 1108 will display temperatures in degrees Celsius.

Continued on Next Page...

Configuration Codes And Descriptions (Continued)

CODE	DESCRIPTION
1019	Chilled Snacks/Freeze Dry Coffee, Espresso
1020	Chilled Snacks/Freeze Dry Coffee, Espresso, Cappuccino
1021	Chilled Snacks over Cans or Snacks over Bottles
1022	Chilled Snacks over Cans/ Fresh Brew Coffee
1023	Chilled Snacks over Cans/ Fresh Brew Coffee, Espresso
1024	Chilled Snacks over Cans/ Fresh Brew Coffee, Espresso, Cappuccino
1025	Chilled Snacks over Cans/ Freeze Dry Coffee
1026	Chilled Snacks over Cans/ Freeze Dry Coffee, Espresso
1027	Chilled Snacks over Cans/ Freeze Dry Coffee, Espresso, Cappuccino
1028	Snacks/Fresh Food
1029	Snacks/Fresh Food/Fresh Brew Coffee
1030	Snacks/Fresh Food/Fresh Brew Coffee, Espresso
1031	Snacks/Fresh Food/Fresh Brew Coffee, Espresso, Cappuccino
1032	Snacks/Fresh Food/Freeze Dry Coffee
1033	Snacks/Fresh Food/Freeze Dry Coffee, Espresso
1034	Snacks/Fresh Food/Freeze Dry Coffee, Espresso, Cappuccino
1035	Snack/Frozen
1036	Snack/Frozen/Fresh Brew Coffee
1037	Snack/Frozen/Fresh Brew Coffee, Espresso
1038	Snack/Frozen/Fresh Brew Coffee, Espresso, Cappuccino
1039	Snack/Frozen/Freeze Dry Coffee
1040	Snack/Frozen/Freeze Dry Coffee, Espresso
1041	Snack/Frozen/Freeze Dry Coffee, Espresso, Cappuccino

NOTES Placing a "1" in the second digit position will cause all temperature displays to show in degrees Celsius.
Example: Configuration 1008 displays temperature in degrees Fahrenheit.
Configuration 1108 will display temperatures in degrees Celsius.
Placing a "2" in the first digit position configures the machine with a gum and mint unit.

Set Machine ID

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	→	CNFG MACH	
3	→	(Current coin mech option is displayed.)	
4	↓ Until the following display is shown:	ID XXXXXX	The current machine ID number is displayed.
5	Use the selection switch panel to enter the desired machine ID number.	(The new ID number is displayed.)	Options: 1. Numbers only 2. Up to six digits
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set The Compressor Cycle Temperature (Can Unit Only)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	➡	CNFG MACH	
3	➡	(Current coin mech option is displayed.)	
4	⬇ Until the following display is shown:	OPTIONS C---------W C------- W C----- W C---- W C--- W C-- W C W	The display shows the steps between colder and warmer. (The closer the dashes are to W, the warmer the temperature.) You can: Set the temperature at which the cold can unit turns OFF (the temperature at which the unit turns ON is fixed). - OR - Set the cabinet air temperature which the chilled candy unit will try to maintain.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
5	OPTIONS: To lower the shut-off temperature. / To raise the shut-off temperature / Keep the current temperature.		
6	CONTINUE	READY	Options: 1. Close monetary door. Press another function 2. switch. See advanced 3. programming section for other options.

NOTE 1 If power to the compressor is interrupt by software, three minutes must pass before the compressor will power up again. This applies whenever you are switching from one basic configuration to another. Power-up due to power line drop or main power switch will not cause the 3-minute delay.

NOTE 2 If configured as food, a 3-minute delay starts upon closure of the loading door. While the loading door is open, the compressor should remain off.

Select The Cup Size Loaded In The Hot Drink Unit

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	→	CNFG MACH	
3	→	(Current coin mech option is displayed.)	
4	↓ Until one of the following displays is shown:	OPTIONS: 5 OZ CUP / 7 OZ CUP / 8 OZ CUP / 9 OZ CUP	
5	OPTIONS: ENTER ACTION — To scroll through the various cup sizes.		
	OPTIONS: Go to step 6 to keep the cup size shown in the display.		
6	OPTIONS: Repeat step 5 if necessary.		
	OPTIONS: → To choose the default product times for this size cup.	The beeper sounds and the display flashes: PRESET ... TIME ... USED - THEN - The current cup size returns to the display.	The individual default times can be overriden, if desired.
	OPTIONS:	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set The Rinse Cycle Frequency

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	→	CNFG MACH	
3	→	(Current coin mech option is displayed.)	
4	↓ Until the following display is shown:	RINSE XX	XX The number of hours between the most recent vend and the next rinse cycle. Rang 2-10 hours in 1 hour increments
5	OPTIONS: Enter a new frequency using the selection switch panel.		
	OPTIONS:	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set The Ratio Of Chocolate For Cappuccino Drinks

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	➡	CNFG MACH	
3	➡	(Current coin mech option is displayed.)	
4	⬇ Until the following display is shown:	RATIO XX	XX Percent of chocolate in the cappuccino dry ingredients Range 0-50% in 1 percent increments
5	OPTIONS: Enter a new ratio using the selection switch panel.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set The Default Setting For Whipped Coffee Drinks

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	➡	CNFG MACH	
3	➡	(Current coin mech option is displayed.)	
4	⬇ Until one of the following displays is shown:	OPTIONS: WHIP NONE	No coffee drinks will be whipped unless the customer presses "J" after making a selection.
		OPTIONS: WHIP LONG	Only the fresh brew or freeze dry full size drinks will be whipped unless the customer presses "J" after making a selection.
		OPTIONS: WHIP SHORT	Only the expresso or "SHT" drinks will be whipped unless the customer presses "J" after making a selection.
		OPTIONS: WHIP ALL	All coffee drinks will be whipped unless the customer presses "J" after making a selection.
5	OPTIONS: To scroll through the whipping options.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

PAYOUT A Single Quarter

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	→	SGL COIN	Enters individual coin payout sequence.
3	→	QUARTER	
4	OPTIONS: Quickly press and release: ENTER ACTION OR TEST VEND	QUARTER	A single quarter is paid out.
	OPTIONS: Press and hold: ENTER ACTION OR TEST VEND	QUARTER	Quarters are paid out until key is released.
	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

PAYOUT A Single Dime

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	→	SGL COIN	Enters individual coin payout sequence.
3	→	QUARTER	
4	↓	DIME	
5	OPTIONS: Quickly press and release: ENTER ACTION OR DATA	DIME	A single dime is paid out.
	OPTIONS: Press and hold: ENTER ACTION OR DATA	DIME	Dimes are paid out until key is released.
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

PAYOUT A Single Nickel

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	→	SGL COIN	Enters individual coin payout sequence.
3	→	QUARTER	
4	↓ Until the following display is shown:	NICKEL	
5	OPTIONS: Quickly press and release: ENTER ACTION OR TEST VEND	NICKEL	A single nickel is paid out.
	OPTIONS: Press and hold: ENTER ACTION OR TEST VEND	NICKEL	Nickels are paid out until key is released.
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

PAYOUT All Of The Quarters In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	→	SGL COIN	
3	↓	DUMP TUBE	Allows unloading of entire tube inventory.
4	→	QUARTER	Allows unloading of quarter tube.
5	ENTER ACTION	QUARTER	Controller pays out all quarters that it has in its tube inventory.
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

FUNCTION	IF YOU WANT TO...			COMPLETE THIS PROCEDURE	ON THIS PAGE
CODE	Access all functions			P0-1	25
	Assign a new master user code			P0-3	28
PRINTER	Set up the optional printer			P0-2	26
	Print the data list or the price list			P0-2	27
LIQUID PRODUCT	Set water time and test throwing			P0-4	29
DRY PRODUCT	Set dry ingredient time and test throwing			P0-5	30
	Set steep time (brewers only)			P0-6	32
	Set air compressor time (brewers only)			P0-7	33
PRICE	Price an individual selection			P1-1	34
	Set a tray to one price			P1-2	35
	Set the entire machine to one price			P1-3	36
DATA	COUNTS (Volume)	TOTAL VENDS	For the machine	P2-1	38
			For a tray	P2-1	38
			For a selection	P2-1	38
		FREE VENDS	For the machine	P2-2	40
			For a tray	P2-2	40
			For a selection	P2-2	40
		TEST VENDS	For the machine	P2-3	42
			For a tray	P2-3	42
			For a selection	P2-3	42
		WIN VENDS	For the machine	P2-4	44
			For a tray	P2-4	44
			For a selection	P2-4	44
		DIS-COUNT VENDS	For the machine	P2-5	46
			For a tray	P2-5	46
			For a selection	P2-5	46

Continued on Next Page...

FUNCTION	IF YOU WANT TO...			COMPLETE THIS PROCEDURE	ON THIS PAGE
DATA (Continued)	SALES (Value)	TOTAL SALES	For the machine	P2-6	48
			For the tray	P2-6	48
			For a selection	P2-6	48
		FREE VEND SALES	For the machine	P2-7	50
			For the tray	P2-7	50
			For a selection	P2-7	50
		WIN SALES	For the machine	P2-8	52
			For the tray	P2-8	52
			For a selection	P2-8	52
		DIS-COUNT SALES	For the machine	P2-9	54
			For the tray	P2-9	54
			For a selection	P2-9	54
	View the bill stacker inventory			P2-10	56
	View the coin mechanism inventory			P2-11	57
	View number of rinse cycles since category was last cleared (fresh brew only)			P2-12	58
	View number of serial validator failure messages			P2-13	59
	View last time and date of health control			P2-14	60
	View last time and date machine was powered down			P2-15	61
FREE VEND	Put the merchandiser on free vend			P3-1	62
	Take the merchandiser off free vend			P3-2	63

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PAYOUT All Of The Dimes In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	→	SGL COIN	
3	↓	DUMP TUBE	Allows unloading of entire tube inventory.
4	→	QUARTER	
5	↓	DIME	Allows unloading of dime tube.
6	ENTER ACTION	DIME	Controller pays out all dimes that it has in its tube inventory.
7	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

PAYOUT All Of The Nickels In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	→	SGL COIN	
3	↓	DUMP TUBE	Allows unloading of entire tube inventory.
4	→	QUARTER	
5	↓ Until the following display shows:	NICKEL	Allows unloading of nickel tube.
6	ENTER ACTION	NICKEL	Controller pays out all nickels that it has in its tube inventory.
7	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set Or Review Internal Clock Day And Time

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TIME OF DAY	SET TIME	
2	→	SET CLOCK	
3	→	DDD HHMM	DDD Day (MON - SUN) HH Hour MM Minute (Time is based on a 24-hour clock.)
4	OPTIONS → To edit the day or time. Go to step 5. Go to step 7.	DDD HHMM	Initially, DDD will be flashing.
5	→ OR ← So the segment to be edited is flashing.		

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
6	OPTIONS ↑ To advance through all possible values for the flashing segment. ↓ To back through all possible values for the flashing segment.		
7	OPTIONS Go to step 5 to edit another segment. CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set Or Review Internal Clock Month, Day, And Year

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TIME OF DAY	SET TIME	
2	→	SET CLOCK	
3	→	(Current day and time are shown.)	
4	↓	MM DD YY	MM Month (JAN - DEC) DD Date (0 - 31) YY Year (00 - 99)
5	OPTIONS: → To edit the month, date, or year. Go to step 6.		
	OPTIONS: Go to step 8.		
6	→ OR ← So the segment to be edited is flashing.		Initially, MMM will be flashing.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
7	OPTIONS: ↑ To advance through all possible values for the flashing segment.		
	OPTIONS: ↓ To back through all possible values for the flashing segment.		
8	OPTIONS: Go to step 6 to edit another segment.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Set Time Of Day Inhibiting

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TIME OF DAY	SET TIME	
2	→	SET CLOCK	
3	↓	INHIB LIST	
4	→	OPTIONS: EVNT 1 XX / EVNT 2 XX / EVNT 3 XX	These EVENTS are three different times when vending can be inhibited, where XX is either ON or OFF, depending upon the status of the event.
5	↓ To scroll to the event you wish to edit.	(Desired Event is displayed)	
6	OPTIONS: ENTER ACTION — To switch between ON and OFF.		The event can be edited when it is either ON or OFF.
	OPTIONS: → To enter the event editing procedure (page 110).	START XXXX	XXXX is the time the event will begin if it has been turned ON.

Set Time Of Day Free Vending

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TIME OF DAY	SET TIME	
2	→	SET CLOCK	
3	↓ Until the following display is shown:	FREE LIST	
4	→	OPTIONS: EVNT 1 XX / EVNT 2 XX / EVNT 3 XX	These EVENTS are three different times when vending can be inhibited, where XX is either ON or OFF, depending upon the status of the event.
5	↓ To scroll to the event you wish to edit.	(Desired Event is displayed)	
6	OPTIONS: ENTER ACTION — To switch between ON and OFF.		The event can be edited when it is either ON or OFF.
	OPTIONS: → To enter the event editing procedure (page 110).	START XXXX	XXXX is the time the event will begin if it has been turned ON.

Set Time Of Day Discounted Vending

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TIME OF DAY	SET TIME	
2	→	SET CLOCK	
3	↓ Until the following display is shown:	DISC LIST	
4	→	OPTIONS: EVNT 1 XX / EVNT 2 XX / EVNT 3 XX	These EVENTS are three different times when vending can be inhibited, where XX is either ON or OFF, depending upon the status of the event.
5	↓ To scroll to the event you wish to edit.	(Desired Event is displayed)	
6	OPTIONS: ENTER ACTION — To switch between ON and OFF.		The event can be edited when it is either ON or OFF.
	OPTIONS: → To enter the event editing procedure (page 110).	START XXXX	XXXX is the time the event will begin if it has been turned ON.

Set Time Of Day Custom Messages

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TIME OF DAY	SET TIME	
2	→	SET CLOCK	
3	↓ Until the following display is shown:	MSSG LIST	
4	→	OPTIONS: EVNT 1 XX / EVNT 2 XX / EVNT 3 XX	These EVENTS are three different times when vending can be inhibited, where XX is either ON or OFF, depending upon the status of the event.
5	↓ To scroll to the event you wish to edit.	(Desired Event is displayed)	
6	OPTIONS: ENTER ACTION — To switch between ON and OFF.		The event can be edited when it is either ON or OFF.
	OPTIONS: → To enter the event editing procedure (page 110).	START XXXX	XXXX is the time the event will begin if it has been turned ON.

Use the steps in this procedure to edit the events and messages for:
TIME OF DAY INHIBITING
TIME OF DAY FREE VENDING
TIME OF DAY DISCOUNT VENDING
TIME OF DAY CUSTOM MESSAGES

NOTE: Make all time entries with the selection switch panel.

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES	COMMENTS
1	OPTIONS	Enter a new start time for the event.	START XXXX	XXXX is the new time the event will begin if it has been turned ON.
		↓ To keep the displayed start time.	STOP XXXX	XXXX is the time the event will end if it has been turned ON.
2	OPTIONS	Enter a new stop time for the event.	STOP XXXX	XXXX is the new time the event will begin if it has been turned ON.
		↓ To keep the displayed stop time.	SMTWTFS	The event is active on the days that are displayed.
3	OPTIONS	Enter the days of the week when the event will be active when it is turned ON.	SMTWTFS	To switch between shown and not shown, enter the number next to the day in the following list: 1 Sunday 2 Monday 3 Tuesday 4 Wednesday 5 Thursday 6 Friday 7 Saturday
		↓ To keep the displayed day list.	ABCDEFGHJ	

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES		COMMENTS
4	OPTIONS	Skip to step 5 if you are editing TIME OF DAY CUSTOM MESSAGES.			
		Enter the trays which will be affected by this event.	ABCDEFGHJ		Enter the tray ID letter to switch between shown and not shown.
		↓ To keep the displayed tray list.	OPTIONS	MSSG ON	The message for this event will be shown when the event is ON and activated.
				MSSG OFF	The normal standby message will be shown when the event is ON and activated.
5	OPTIONS	ENTER ACTION To switch from MSSG ON to MSSG OFF.	MSSG OFF		
		ENTER ACTION To switch from MSSG OFF to MSSG ON.	MSSG ON		
6		→	(The first 10 characters of the message are displayed.)		You can create or edit a message that will be shown between the start and stop times. The message must be set for ON and the event must be active.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
7	OPTIONS: [ENTER ACTION] To edit the message.	(The first character begins flashing.)	The maximum message length is 63 characters plus the EOF character. NOTE EOF is a special character that marks the end of the message. It is inserted when you press: [LIQUID PROD.]
	OPTIONS: Go to step 13 if you do not want to edit this message.		
8	OPTIONS: [↓] To back through the character list (see comments) until the desired character shows on the display.	(The first character stops flashing.)	A R 7 B S 8 C T 9 D U - E V . F W + G X / H Y < I Z > J blank = K 0 ? L 1 $ M 2 * N 3 O 4 P 5 Q 6
	OPTIONS: [↑] To advance through the character list until the desired character shows on the display.		
9	OPTIONS: If you have entered the last letter, go to step 12.		A "BLANK" can also be inserted by pressing [SERVICE] Press [TIME OF DAY] to delete a character.
	OPTIONS: If you have not entered the last letter, go to step 10.		

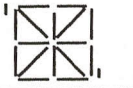
Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
10	[→] To move to the next character space.	(The next character begins flashing.)	
11	Go to step 8.		
12	[LIQUID PROD.]		The END OF MESSAGE character is placed at the end of the message.
13	OPTIONS: [HOME] To create or edit another event. Go to step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Retrieve The Software Version Number

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	The Service mode is entered.
2	→	VR XXXXX	XXXXX is the version of software currently installed in the controller. This is the version of software installed in the main controller of a 475 merchandiser.
3	ENTER ACTION On a coffee-equipped 475 merchandiser only	CAB XXXXX is displayed, then VERS XXXXX returns to the display.	CAB XXXXX is the version of software installed in the hot drink module of a 475 merchandiser.
4	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Displays

STEP		ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		SERVICE	SERVICE	Service mode entered.
2		→	VR XXXXX	The software version number is displayed.
3		↓	DISPL TEST	Allows testing the displays to verify that all segments will light.
4		ENTER ACTION		All segments in all of the displays should light.
5	OPTIONS	Repeat step 4 to retest the displays.	DISPL TEST	Segments will remain lit for a short time, then the prior display will return.
		CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test For Fault Conditions

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	➡	VR XXXX	
3	⬇ Until the following display is shown:	FAULT TST	You may now retrieve a list of detected faults.
4	ENTER ACTION	OPTIONS: The display goes blank, then returns to FAULT TST	Fault messages: COM LINK WASTE PAIL LOW WATER NO CUPS TEMP FAULT CPL ERROR* TC ERROR** FOOD DOOR HEALTH CTL SERIAL VAL * TC = Selection ID Where: T = Tray ID C = Column ID ** See uncoupling procedure on the next page.
5	OPTIONS: Repeat step 4	OPTIONS: Three "beeps" are sounded and one or more of the fault message is displayed.	
6	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

To uncouple all positions on all trays, complete the following procedure when CPL ERROR is shown as a fault message:

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	CONF.	CONFIGURE	Configure mode entered.
2	➡	CNFG MACH	
3	➡	(Current coin mech option is displayed.)	
4	⬇ Until the following display is shown:	SET COUPLE	Allows coupling and uncoupling of adjacent positions.
5	➡	CPLR 02468	
6	ENTER ACTION	CPLR	Everything is uncoupled.
7	OPTIONS: Go to procedure P4-8 to reset coupling.		
	OPTIONS: Do nothing and leave all positions uncoupled.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Place All Motors In The HOME Position

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	➡	VR XXXXX	
3	⬇ Until the following display is shown:	HOME MTRS	Allows setting all of the motors to the home position.
4	ENTER ACTION		All motors are put in the home position if not already there.
5	OPTIONS: Repeat step 4.		
	➡	(Various messages are rapidly displayed.)	Each selection runs for one vend.
	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Vend The Last Can From A Selection While Servicing A Merchandiser Equipped As A Cold Can Vendor

NOTE The selection sold out signal is ignored.

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	➡	VR XXXXX	
3	⬇ Until the following display is shown:	MT CAN OFF	
4	ENTER ACTION	MT CAN ON	The merchandiser will now allow vending the last can in a selection.
5	Enter the selection ID to vend the last can from that selection.		
6	OPTIONS: Repeat step 5.		
	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

FUNCTION	IF YOU WANT TO...		COMPLETE THIS PROCEDURE	ON THIS PAGE
CONFIGURE	Lock or unlock functions		P4-1	64
	Clear data from resettable counters		P4-2	66
	Define the coin mechanism being used		P4-3	67
	Clear data from the displayed category		P4-4	68
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	Identify the trays in the merchandiser		P4-7	72
	Couple/uncouple two tray positions (CANDY tray only)		P4-8	73
	Define the validator		P4-9	76
	Select denomination of bills to be accepted		P4-10	77*
	Set the validator for ESCROW or NO ESCROW		P4-11	78
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	Set the basic configuration		P4-14	84
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	Set ratio of chocolate for cappuccino		P4-19	92
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PAYOUT	A single coin	Quarter	P5-1	94
		Dime	P5-2	95
		Nickel	P5-3	96
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		Dime	P5-5	98
		Nickel	P5-6	99
	All coins in all tubes		P5-7	100

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FUNCTION	IF YOU WANT TO...	COMPLETE THIS PROCEDURE	ON THIS PAGE
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	Set time of day inhibiting	P6-3	106
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SERVICE	Retrieve the software version number	P7-1	114
	Test the displays	P7-2	115
	Test for fault conditions	P7-3	116
	Place all motors in the HOME position	P7-4	118
	Vend the last can from a selection	P7-5	119
	Check communications with the coin mech	P7-6	120
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	Test the operation of the cup mechanism	P7-8	124
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	Perform a manual defrost	P7-17	133
TEST VEND	Test vend - NO credit	P8-1	134
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	Test vend - INSUFFICIENT credit	P8-4	137

Check Communications With The Coin Mechanism

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	→	VR XXXXX	
3	↓ Until the following display is shown:	COIN TEST	
4	→	OPTIONS: ACCEPT ON	The coin mechanism will accept coins while in the coin test mode.
		OPTIONS: ACCEPT OFF	The coin mechanism will not accept coins while in the coin test mode.
5	OPTIONS: ENTER ACTION To switch between ACCEPT ON and ACCEPT OFF.		
	OPTIONS: ↓	The last message received from the coin mechanism is displayed. EXAMPLE: XQT YYY TB	Keeps current ACCEPT option in effect while in coin test mode.
			See next page for an explanation of the codes.
6	Deposit a coin		Coins are rejected in ACCEPT OFF mode.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
7	OPTIONS: Repeat step 6 with another coin.	XTT NDQ MM	Coins are accepted in ACCEPT ON mode.
			X = Status of quarter switch 1. H = High quarter sensor 2. L = Low quarter sensor
			TT = Type of coin seen by the coin mechanism 1. NI = Nickel 2. DI = Dime 3. QT = Quarter 4. DO = Dollar (Mars TRC)
			NDQ = Tube inventory options 1. N = Nickel tube at or above sensor 2. D = Dime tube at or above sensor 3. Q = Quarter tube at or above sensor 4. The letters N, D, or Q are not displayed when inventory in the respective tube is below the sensor.
			MM = Messages 1. TB = The coin went to the tube 2. CB = The coin went to the coin box
	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Check Communications With The Bill Validator

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES		COMMENTS
1	SERVICE	SERVICE		Service mode is entered.
2	→	VR XXXXX		
3	↓ Until the following display is shown:	VALDTR TEST		
4	→	OPTIONS	ACCEPT ON	The bill validator will accept bills while in the validator test mode.
		OPTIONS	ACCEPT OFF	The bill validator will not accept bills while in the validator test mode.
5	OPTIONS: ENTER ACTION To switch between ACCEPT ON and ACCEPT OFF.			
	↓	OPTIONS	COINS ONLY	If validator test is set to ACCEPT OFF.
		OPTIONS	BILLS 00	If validator test is set to ACCEPT ON.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES		COMMENTS
				COINS ONLY	Bills are rejected if in ACCEPT OFF mode.
6	Insert a bill.		OPTIONS	BILLS XX	Bills are accepted if in ACCEPT ON mode. XX = Total number of bills you have inserted XX is increased by one each time a bill is accepted. Bills are accepted as long as change can be made. This applies when escrow has been enabled. This test does not change the bill count data.
7	OPTIONS	Repeat step 6 with another bill.			
	OPTIONS	CONTINUE	READY		Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Cup Mechanism

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	
2	→	VR XXXXX	
3	↓ Until the following display is shown:	CUP DROP	Allows you to test the cup mechanism by dropping a cup.
4	ENTER ACTION To drop one cup.		
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Whipper Motor

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	→	VR XXXXX	
3	↓ Until the following display is shown:	WHIPPER	Allows you to test the operation of the whipper motor.
4	ENTER ACTION To operate the whipper motor for one cycle.		The whipper motor operates for one cycle. If machine is equipped with more one whipper (i.e. chocolate and coffee), each will run for one cycle.
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Air Compressor

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	➡	VR XXXXX	
3	⬇ Until the following display is shown:	AIR COMPR	Allows you to test the operation of the air compressor.
4	ENTER ACTION To operate the air compressor.		The air compressor operates for one cycle.
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Brewer Mechanism

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	➡	VR XXXXX	
3	⬇ Until the following display is shown:	BREWER	Allows you to test the operation of the brewer mechanism.
4	ENTER ACTION To operate the brewer.		The brewer mechanism operates for one cycle (if closed, will open; if open, will close).
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Brewer Rinse System

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	→	VR XXXXX	
3	↓ Until the following display is shown:	BREW RINSE	Allows you to test the operation of the brewer rinse system.
4	ENTER ACTION To operate the brewer rinse system.		The brewer rinse system operates for one cycle.
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Bowl Rinse System

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	→	VR XXXXX	
3	↓ Until the following display is shown:	BOWL RINSE	Allows you to test the operation of the bowl rinse system.
4	ENTER ACTION To operate the bowl rinse system.		The bowl rinse system operates for one cycle.
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Food Door

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	→	VR XXXXX	
3	↓ Until the following display is shown:	FOOD DOOR	Allows you to test the operation of the food door.
4	ENTER ACTION To operate the food door.		The food door opens (if closed), or closes (if open).
5	OPTIONS: Repeat step 4.		Make sure the food door is closed before you leave this test.
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test The Operation Of The Delivery Door Lock Solenoid

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	→	VR XXXXX	
3	↓ Until the following display is shown:	DOOR LOCK	Allows you to test the operation of the delivery door lock solenoid.
4	ENTER ACTION To test the operation of the delivery door lock solenoid.		The delivery door lock solenoid energizes (if deenergized), or deenergizes (if energized).
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

View The Food Module Temperature

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	➡	VR XXXXX	
3	⬇ Until the following display is shown:	°F XX YY	F or C — Temperature units (depeding on configuration) XX — Time remaining (if any) on 30-minute timer after loading (if no time is left, space is blank). If food unit is inhibited because of health control, HC appears here. YY — Temperature, in degrees Fahrenheit or Celsius (Depending upon configuration)
	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Perform A Manual Defrost (Frozen Food Machines Only)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	SERVICE	SERVICE	Service mode is entered.
2	➡	VR XXXXX	
3	⬇ Until the following display is shown:	DEFROST 00	Allows defrosting the frozen food section or testing the operation of the defrost heaters.
4	ENTER ACTION	DEFROST 10	The ten-minute defrost cycle begins. The numeral 10 in the display counts down the minutes to zero. The defrost cycle can be stopped at any point by cycling the power switch OFF, then ON. The compressor waits 3 minutes before restarting.
5	OPTIONS: Repeat step 4.		
	OPTIONS: CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test Vend A Single Selection Without Using Money To Establish Credit

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TEST VEND	TEST .00	Test vend mode entered.
2	Use the selection switch panel to enter the selection number you want to vend.	TEST .00	The selection is vended.
3	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Test Vend A Single Selection Using Money To Establish EXACT Credit

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TEST VEND	TEST .00	Test vend mode entered.
2	Deposit coins and/or currency to establish a credit.	TEST .XX	XX is the amount of credit established.
3	Use the selection switch panel to enter the selection number you want to vend.	TEST .XX	The selection is vended and the credit is returned.
4	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

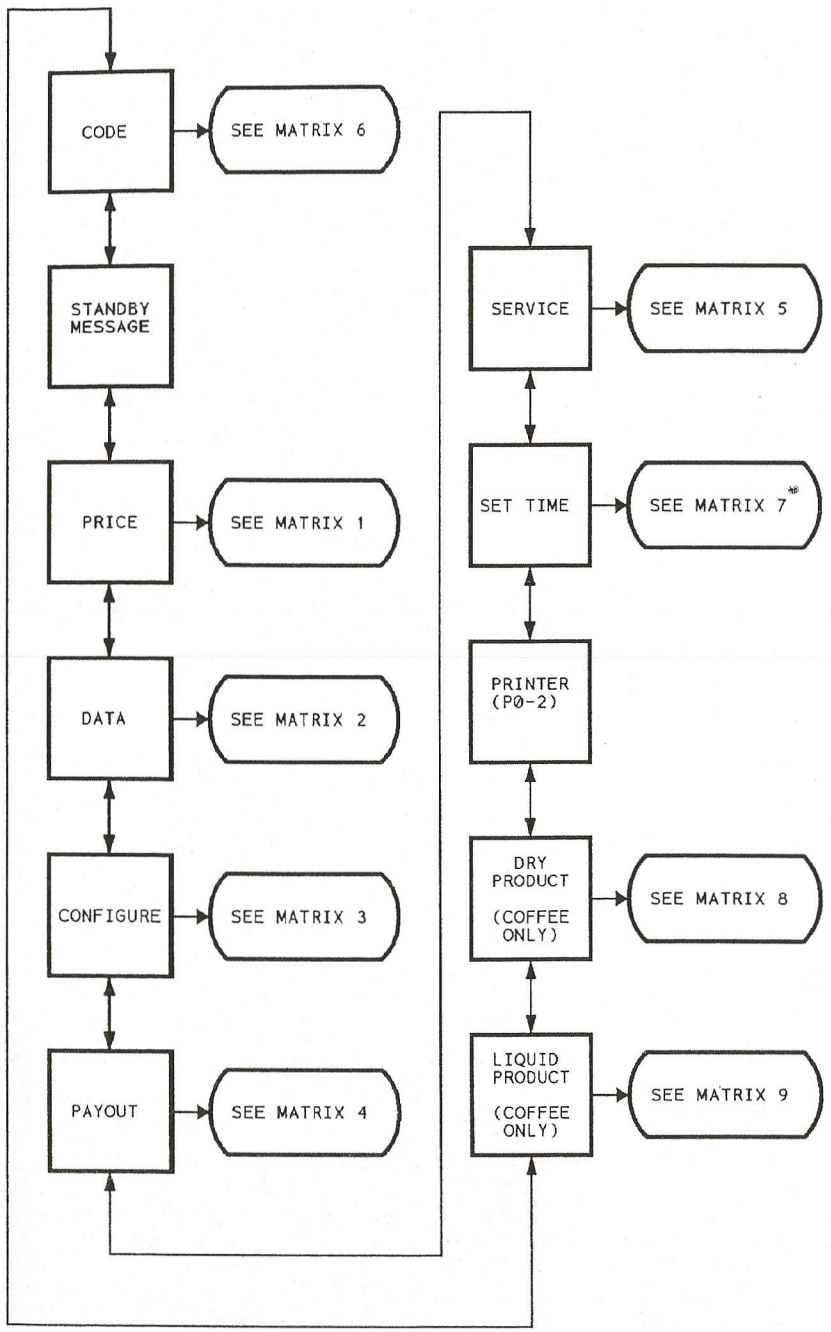
Test Vend A Single Selection Using Money To Establish EXCESS Credit

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TEST VEND	TEST .00	Test vend mode entered.
2	Deposit coins and/or currency to establish credit higher than the price of the selection.	TEST .XX	XX is the amount of credit established.
3	Use the selection switch panel to enter the selection number you want to vend.	PRICE .XX	XX is the price of the selection. The selection is vended, then correct change and the credit are returned.
4	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

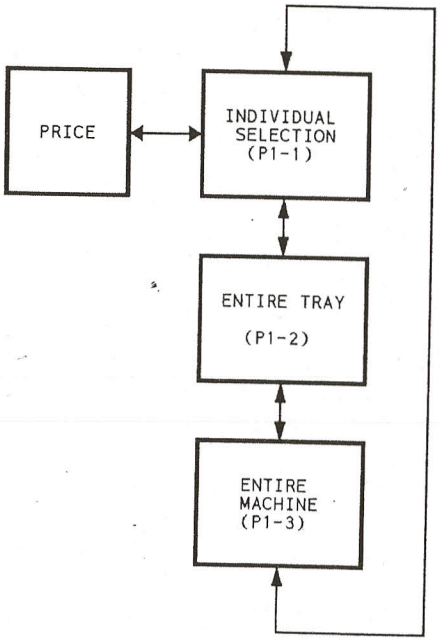
Test Vend A Single Selection Using Money To Establish INSUFFICIENT Credit

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	TEST VEND	TEST .00	Test vend mode entered.
2	Deposit coins and/or currency to establish credit lower than the price of the selection.	TEST .XX	XX is the amount of credit established.
3	Use the selection switch panel to enter the selection number you want to vend.	PRICE .XX	XX is the price of the selection. The selection is vended, then correct change and the credit are returned.
4		PRICE .XX	The price of the selection is repeated. You must deposit more money to make your total credit equal to or greater than the price in the display.
5	Deposit additional coins and/or currency to establish at least the correct amount of credit.	CREDIT .XX	XX is the total credit established. The selection is vended, change due is returned, and credit is returned.
6	CONTINUE	READY	Options: Close monetary door. 1. Press another function 2. switch. See advanced 3. programming section for other options.

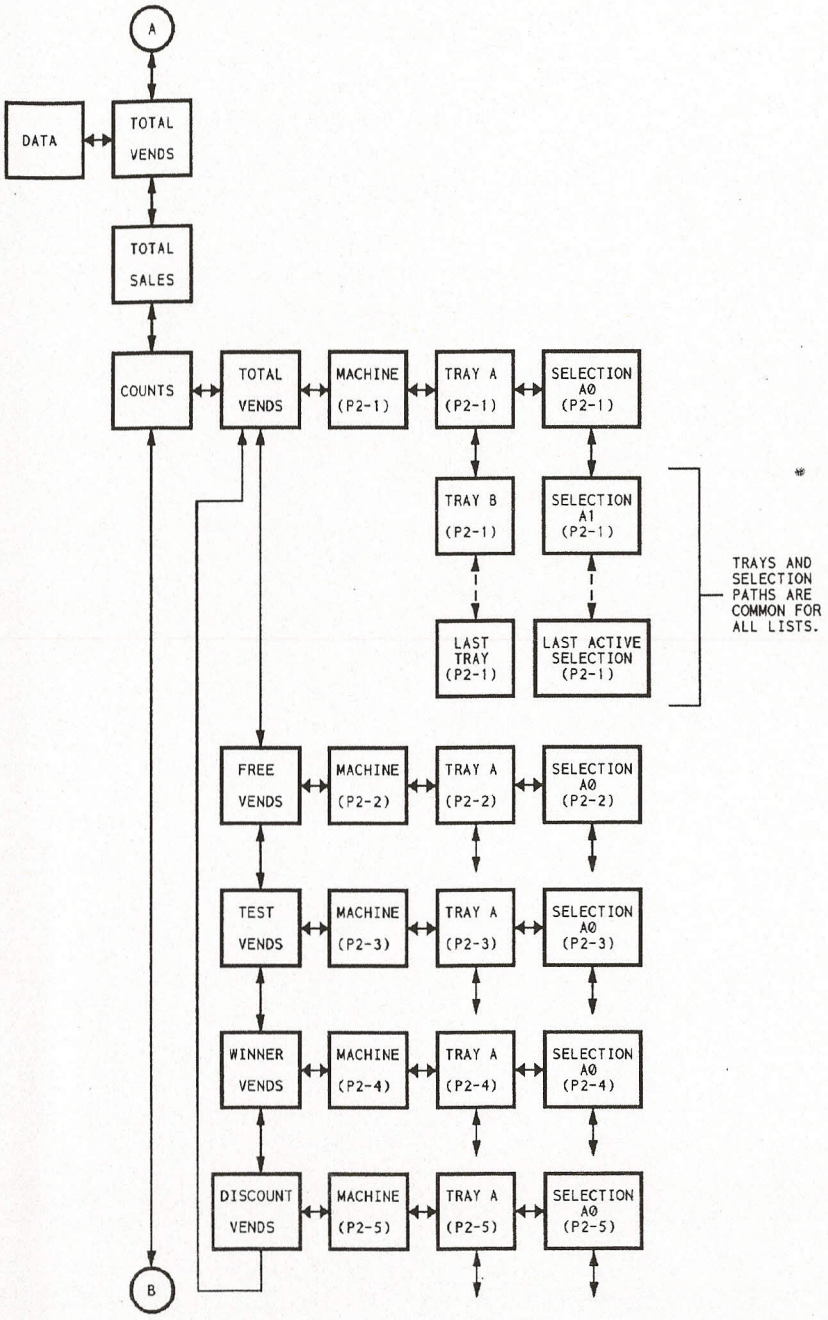
OVERALL PROGRAMMING MATRIX

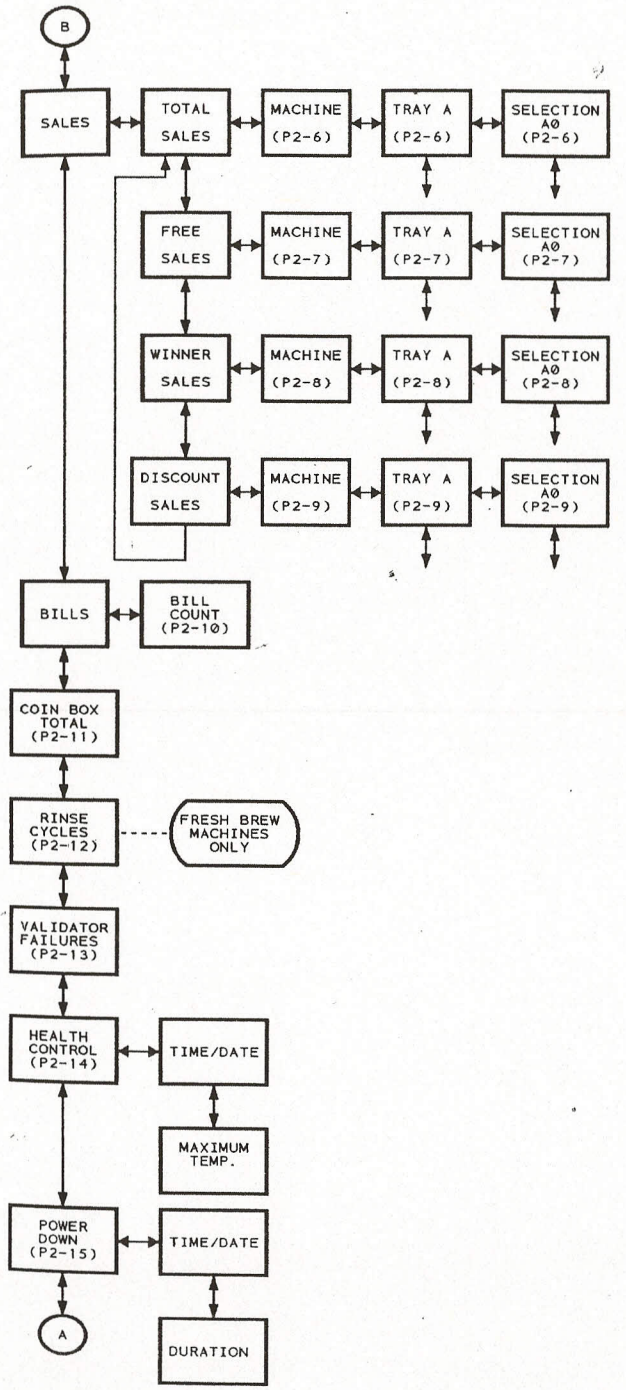


PRICE PROGRAMMING MATRIX



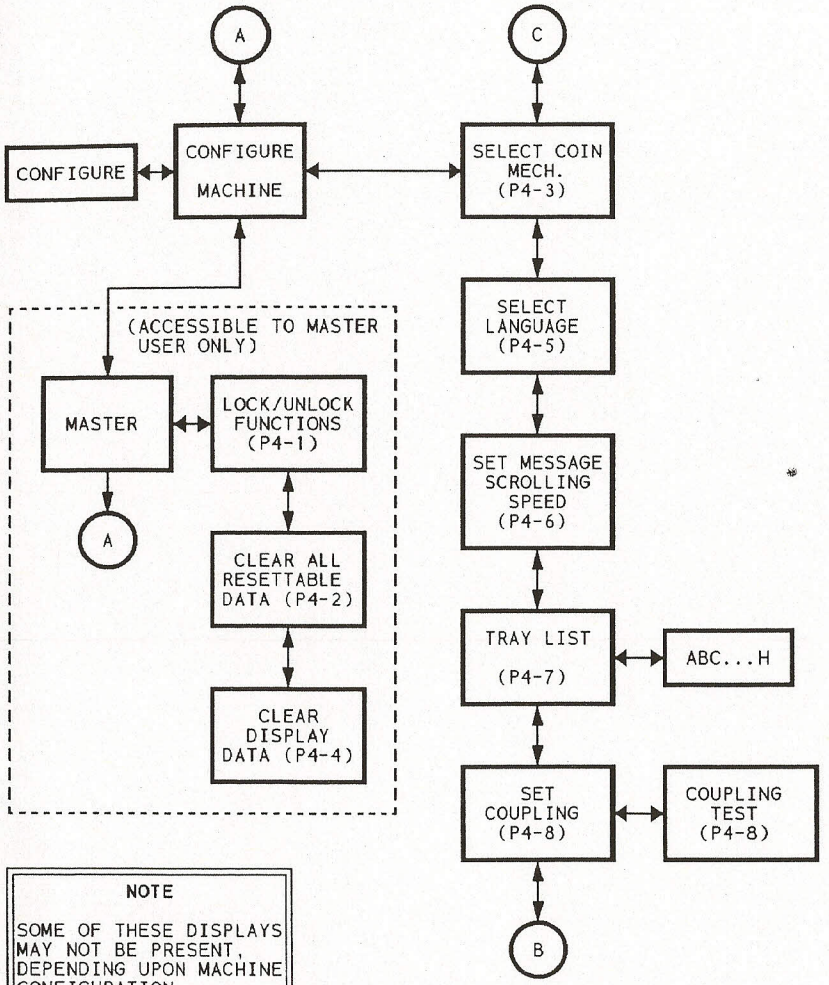
DATA PROGRAMMING MATRIX



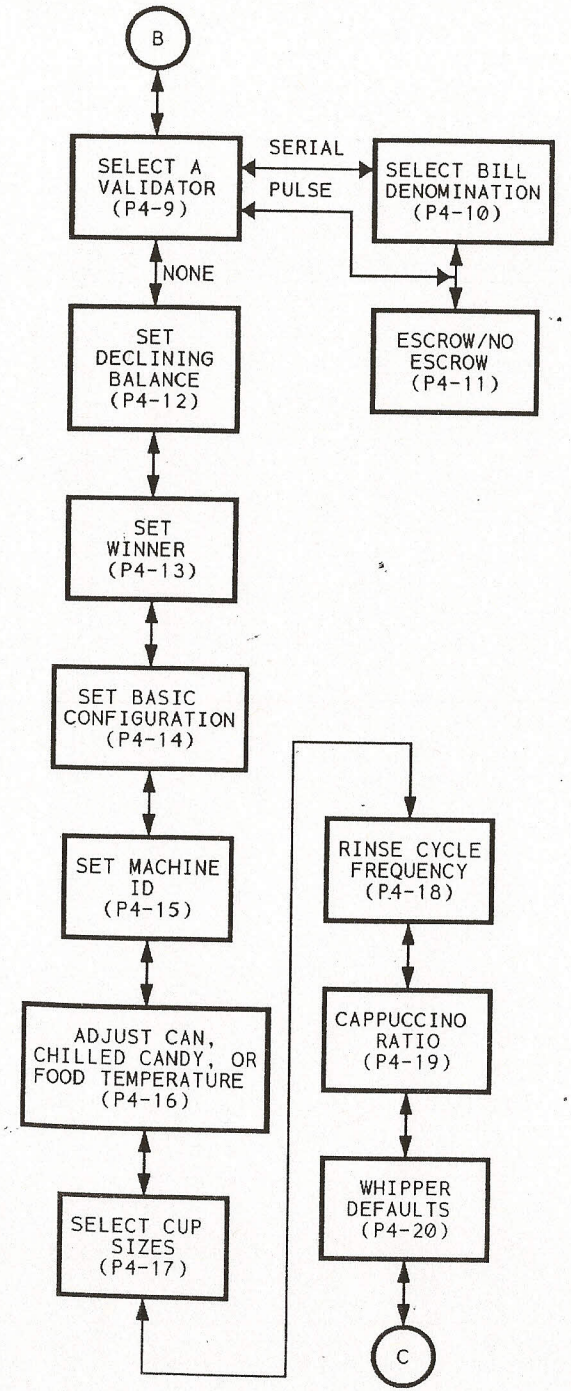


Matrix 3 - Configure

CONFIGURE PROGRAMMING MATRIX



NOTE

SOME OF THESE DISPLAYS MAY NOT BE PRESENT, DEPENDING UPON MACHINE CONFIGURATION.

Matrix 3 - Configure (Continued)