

# *SnackCenter* and *RefreshmentCenter* **Programming Guide**



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1470066



**CRANE- National Vendors**

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 and Service Manual**. Your investment in this equipment will be protected by using this Operator's Guide and the Parts and Service Manual in your operation, service and maintenance work. By following prescribed procedures, machine performance and safety will be preserved.



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## NOTE

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

Mechanical Set-Up, Operation, and Maintenance Manual  
Part Number 1470058

Programming Guide  
Part Number 1470066

DETAILED PART INFORMATION IS CONTAINED IN THE FOLLOWING MANUAL:

Parts Manual  
Part Number 1470060

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

<b>If the language on your screen is:</b>	<b>Your software version is:</b>
English	RCE-4
German	RCG-5
French	RCF-3
Mexican Spanish	RCM-4
European Spanish	RCS-4

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

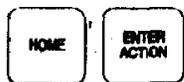
The version number/numbers in the display should be the same as the version number listed above.

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.

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# 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



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.

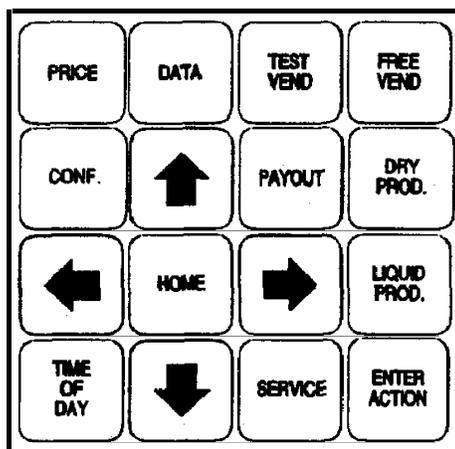


Figure 1. Maintenance Keypad

## 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 PI-2. Do what it says in the ENTER THIS KEYSTROKE... column. Once you do that, the display should look just like 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 . 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 down arrow. 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 column, 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 . 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

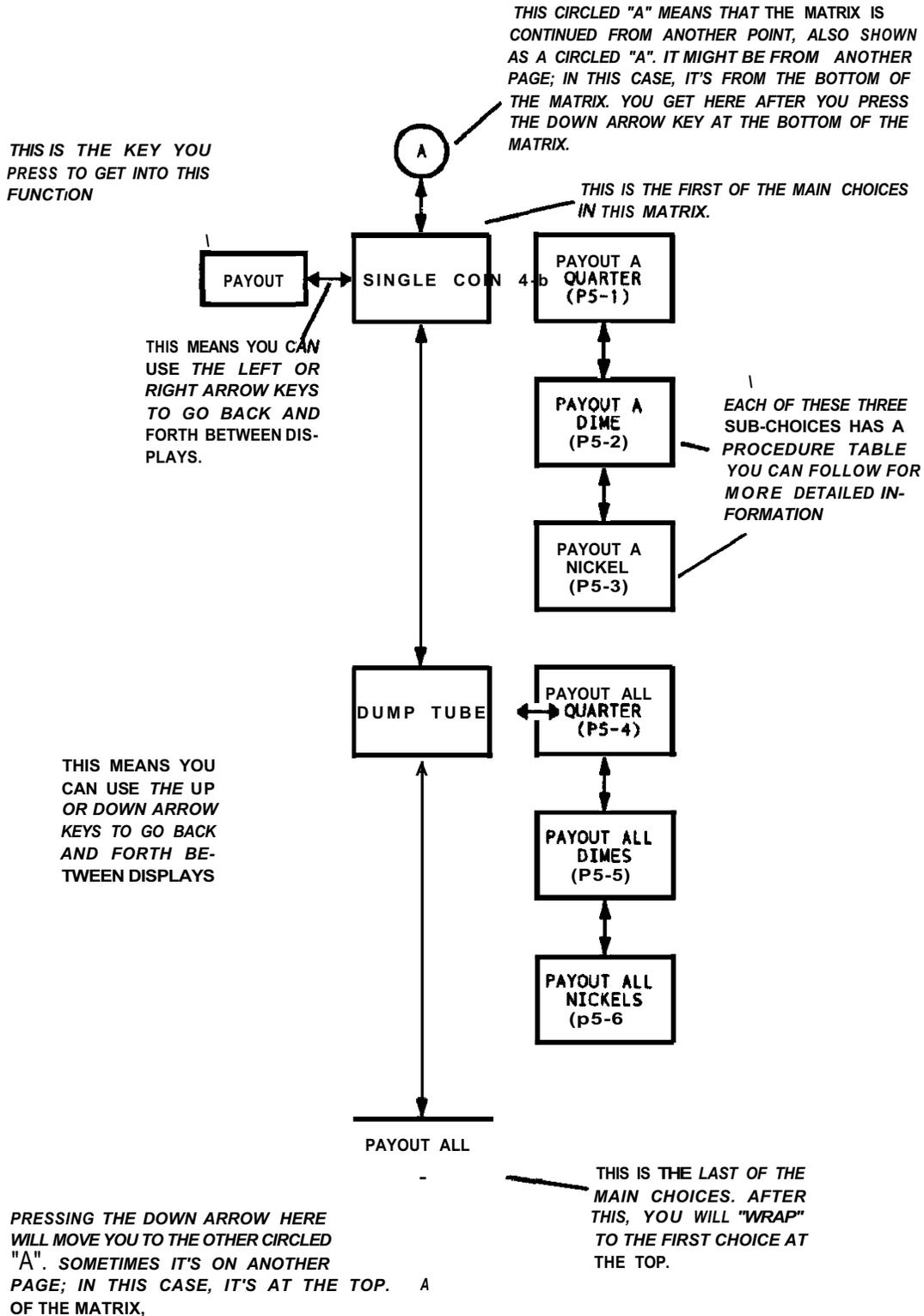
As mentioned before, the function keys allow access to the ten functions. The arrow and HOME keys are used to move around between and within the functions. No matter where you are inside a function, pressing home one time brings you to the beginning of that

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.  is the key you press when you want to initiate an action or step through lists of choices.

# 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. Lets take a look at the PAYOUT matrix and find out what it's all about.



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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 prepress 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.

<b>FUNCTION</b>	<b>IF YOU WANT TO...</b>		<b>COMPLETE THIS PROCEDURE</b>	<b>ON THIS PAGE</b>	
<b>CODE</b>	Access all functions		P0-1	25	
	Assign a new master user code		P0-3	28	
<b>PRINTER</b>	Set up the optional printer		P0-2	28	
	Print the data list or the price list		P0-2	27	
<b>LIQUID PRODUCT</b>	Set water time and test throwing		P0-4	23	
<b>DRY PRODUCT</b>	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	
<b>PRICE</b>	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	
<b>DATA</b>	<b>COUNTS (Volume)</b>	<b>TOTAL VENDS</b>	For the machine	P2-1	38
			For a tray	P2-1	38
			For a selection	P2-1	38
		<b>FREE VENDS</b>	For the machine	P2-2	40
			For a tray	P2-2	40
			For a selection	P2-2	40
		<b>TEST VENDS</b>	For the machine	P2-3	42
			For a tray	P2-3	42
			For a selection	P2-3	42
		<b>WIN VENDS</b>	For the machine	P2-4	44
			For a tray	P2-4	44
			For a selection	P2-4	44
		<b>DIS-COUNT VENDS</b>	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	56
	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

**Continued on Next Page...**

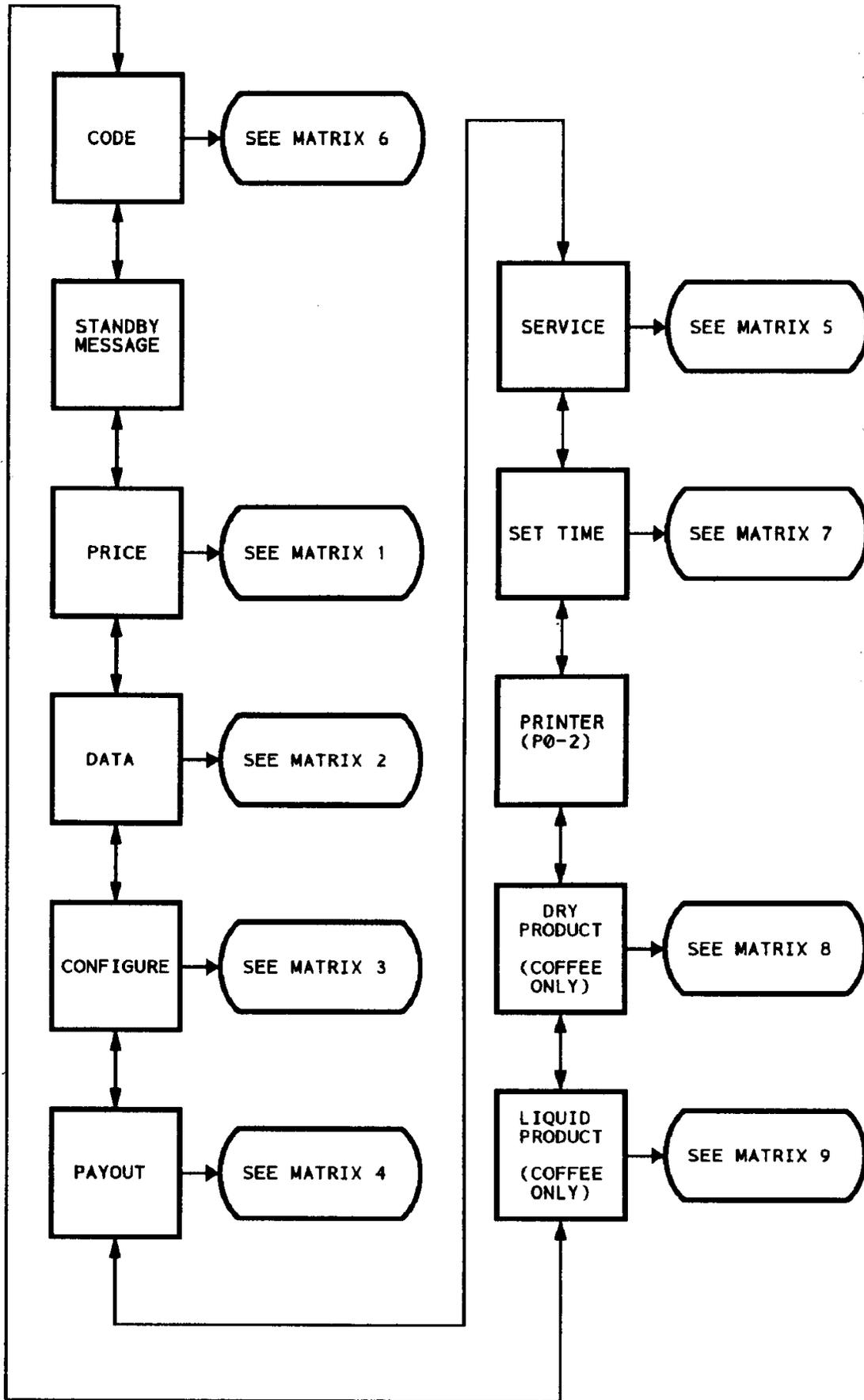
<b>FUNCTION</b>	<b>IF YOU WANT TO...</b>	<b>COMPLETE THIS PROCEDURE</b>	<b>ON THIS PAGE</b>	
<b>CONFIGURE</b>	Lock or unlock functions	P4-1	64	
	Clear data from resettable counters	P4-2	66	
	Define the coin mechanism being used	P4-3	67	
	Clear data from the displayed category	P4-4	68	
	Define the language used in the display	P4-5	70	
	Set the message scrolling speed	P4-6	71	
	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	
	Set DECLINING BALANCE feature on/off	P4-12	80	
	Set the WINNER feature on/off	P4-13	82	
	Set the basic configuration	P4-14	84	
	Define the validator	P4-15	87	
	Set the compressor cycle temperature (can unit)	P4-16	88	
	Select the cup size in the hot drink unit	P4-17	90	
	Set the rinse cycle frequency	P4-18	91	
	Set ratio of chocolate for cappuccino	P4-19	92	
	Set default setting for whipped coffee	P4-20	93	
<b>PAYOUT</b>	A single coin	Quarter	P5-1	94
		Dime	P5-2	95
		Nickel	P5-3	96
	Inventory of an entire tube	Quarter	P5-4	97
		Dime	P5-5	98
		Nickel	P5-6	99
	All coins in all tubes	P5-7	100	

**Continued on Next Page...**

FUNCTION	IF YOU WANT TO...	COMPLETE THIS PROCEDURE	ON THIS PAGE
TIME OF DAY	Set or review internal clock day and time	P6-1	102
	Set or review internal clock month, day, and year	P6-2	104
	Set time of day inhibiting	P6-3	106
	Set time of day free vending	P6-4	107
	Set time of day discounted vending	P6-5	108
	Set time of day custom messages	P6-6	109
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
	Check communications with the bill validator	P7-7	122
	Test the operation of the cup mechanism	P7-8	124
	Test the operation of the whipper motor	P7-9	125
	Test the operation of the air compressor	P7-10	126
	Test the operation of the brewer mechanism	P7-11	127
	Test the operation of the brewer rinse system	P7-12	128
	Test the operation of the bowl rinse system	P7-13	129
	Test the operation of the food door	P7-14	130
	Test the operation of the delivery door lock solenoid	P7-15	131
	View the food module temperature	P7-16	132
	Perform a manual defrost	P7-17	133
TEST VEND	Test vend - NO credit	P8-1	134
	Test vend - EXACT credit	P8-2	135
	Test vend - EXCESS credit	P8-3	136
	Test vend - INSUFFICIENT credit	P8-4	137

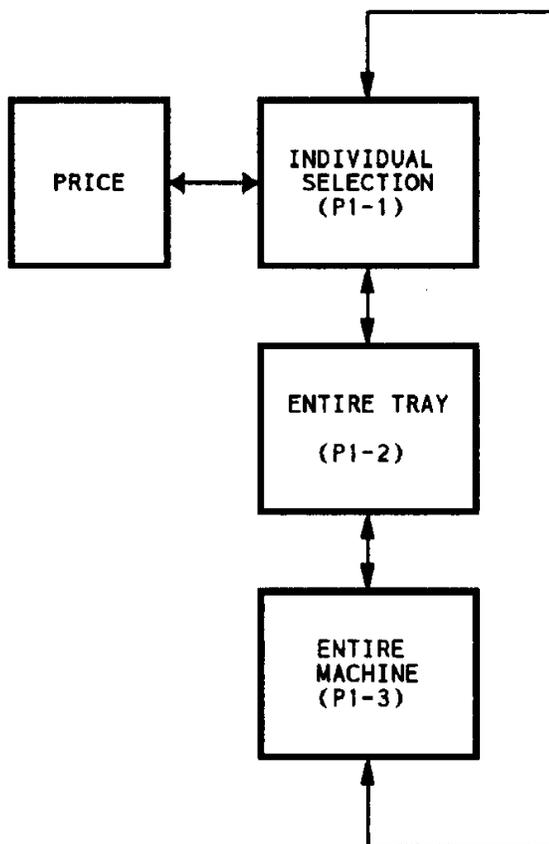
Overall Programming Matrix

OVERALL PROGRAMMING MATRIX



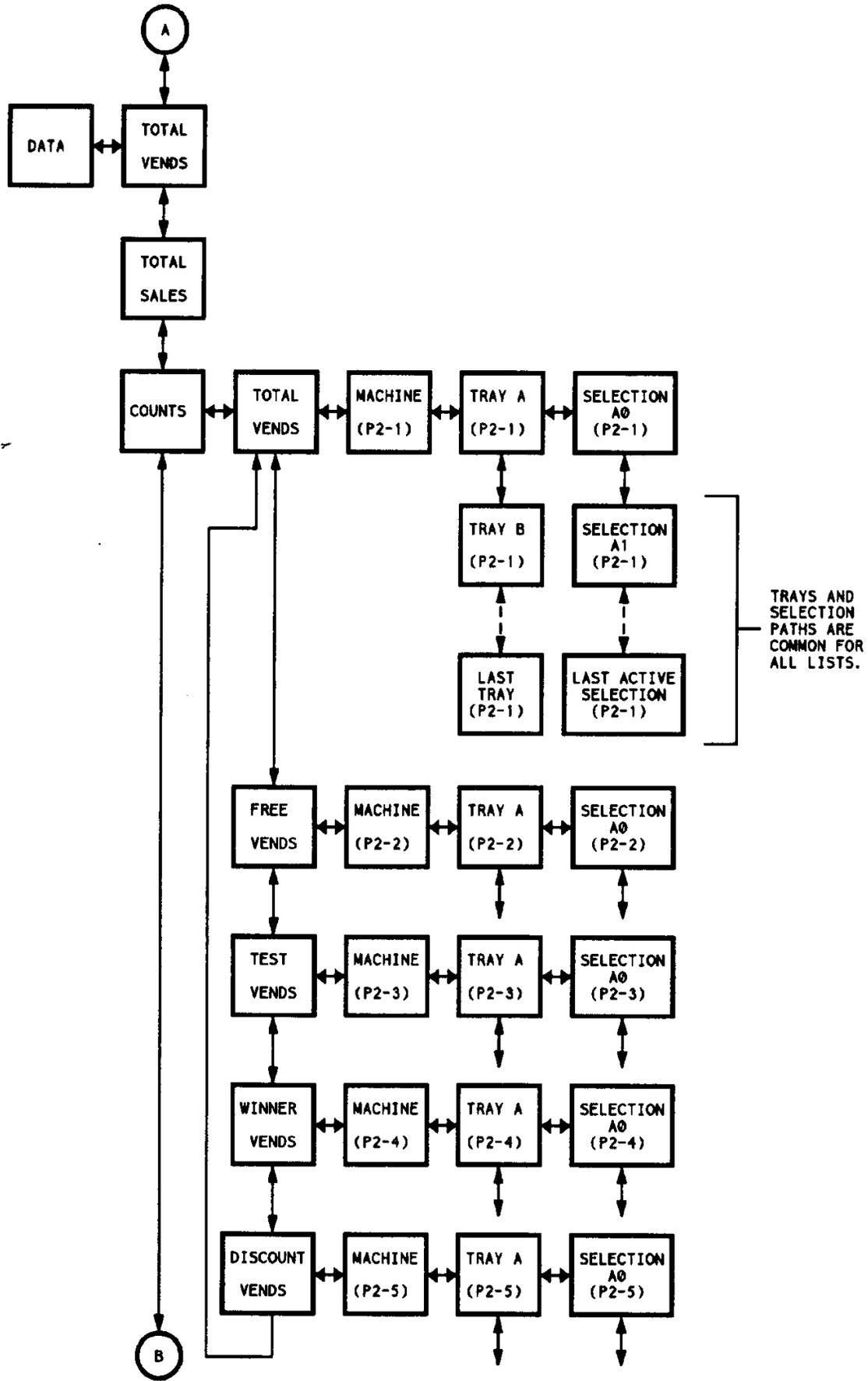
# PRICE PROGRAMMING MATRIX

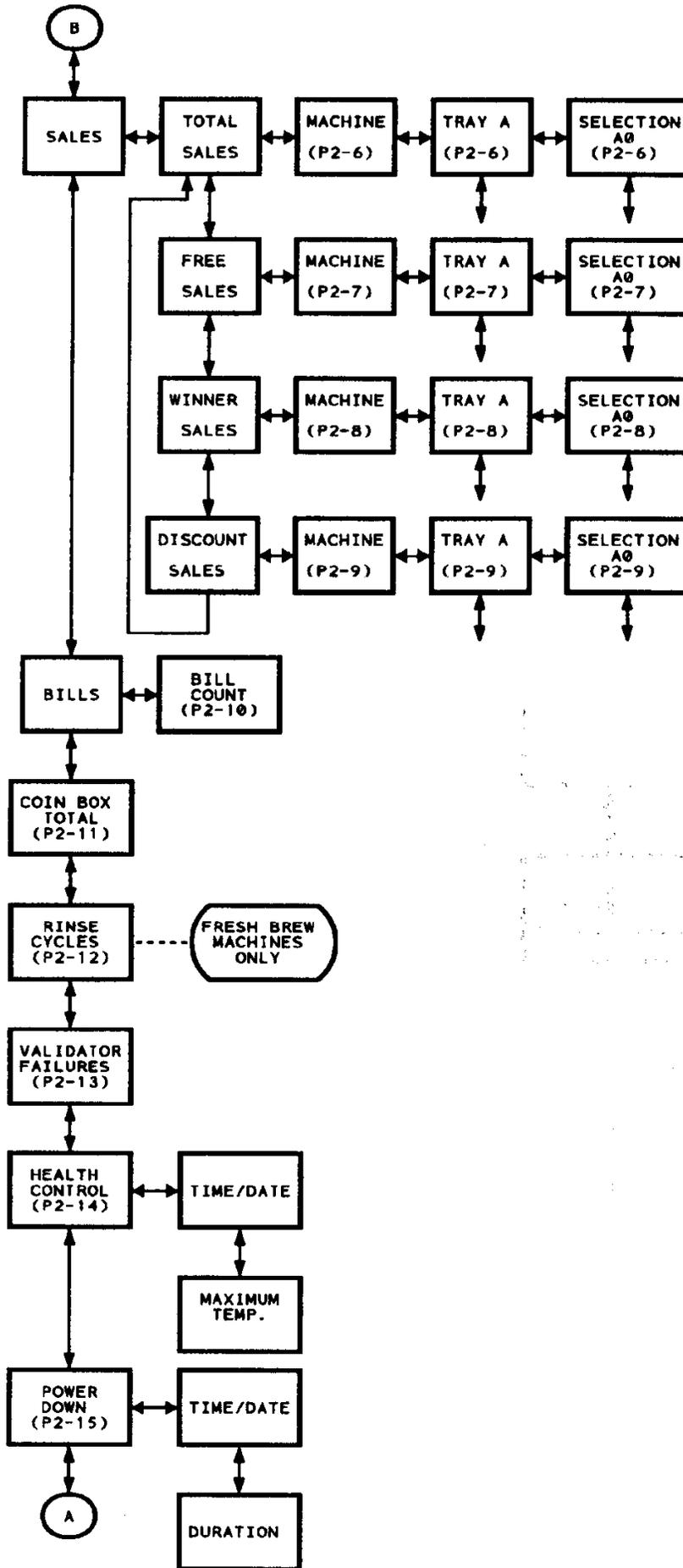
Matrix 1 - Price



Matrix 2 - Data

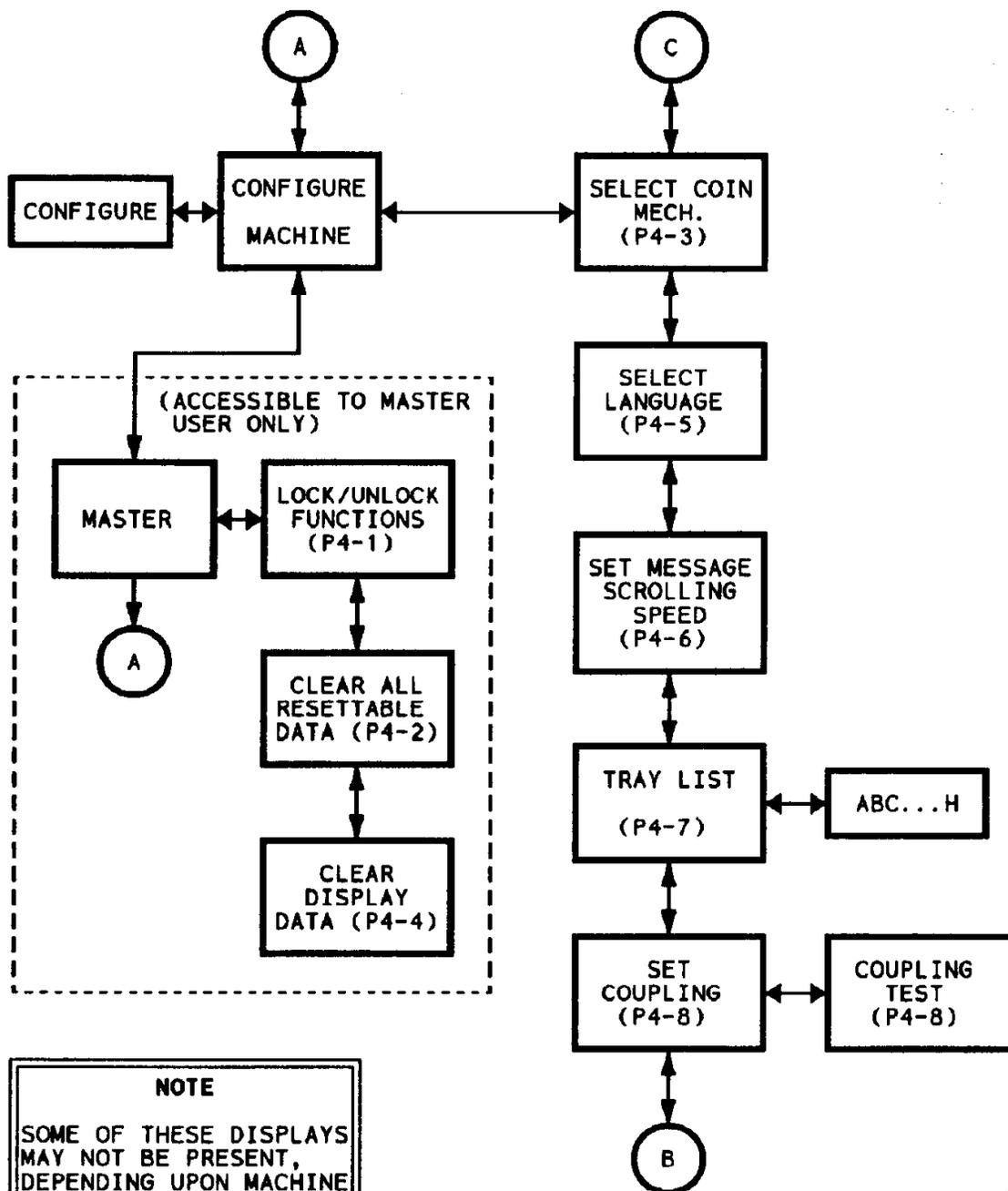
DATA PROGRAMMING MATRIX



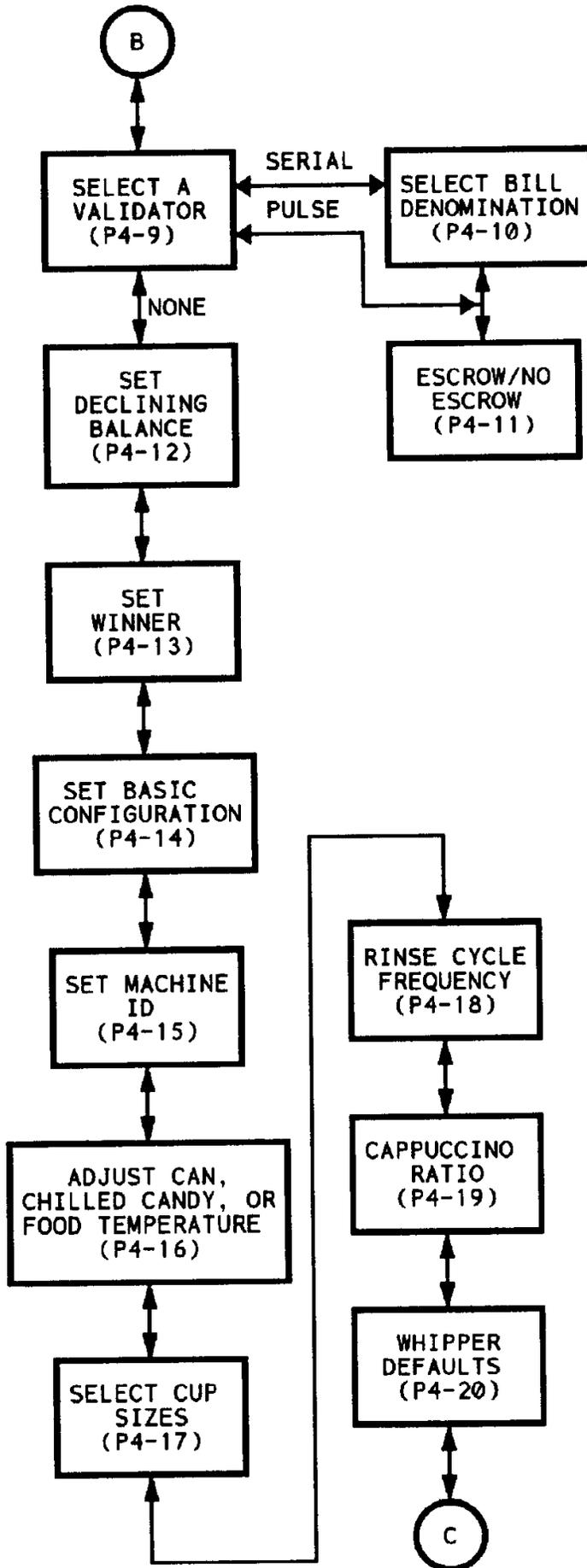


Matrix 3 -  
Configure

# CONFIGURE PROGRAMMING MATRIX

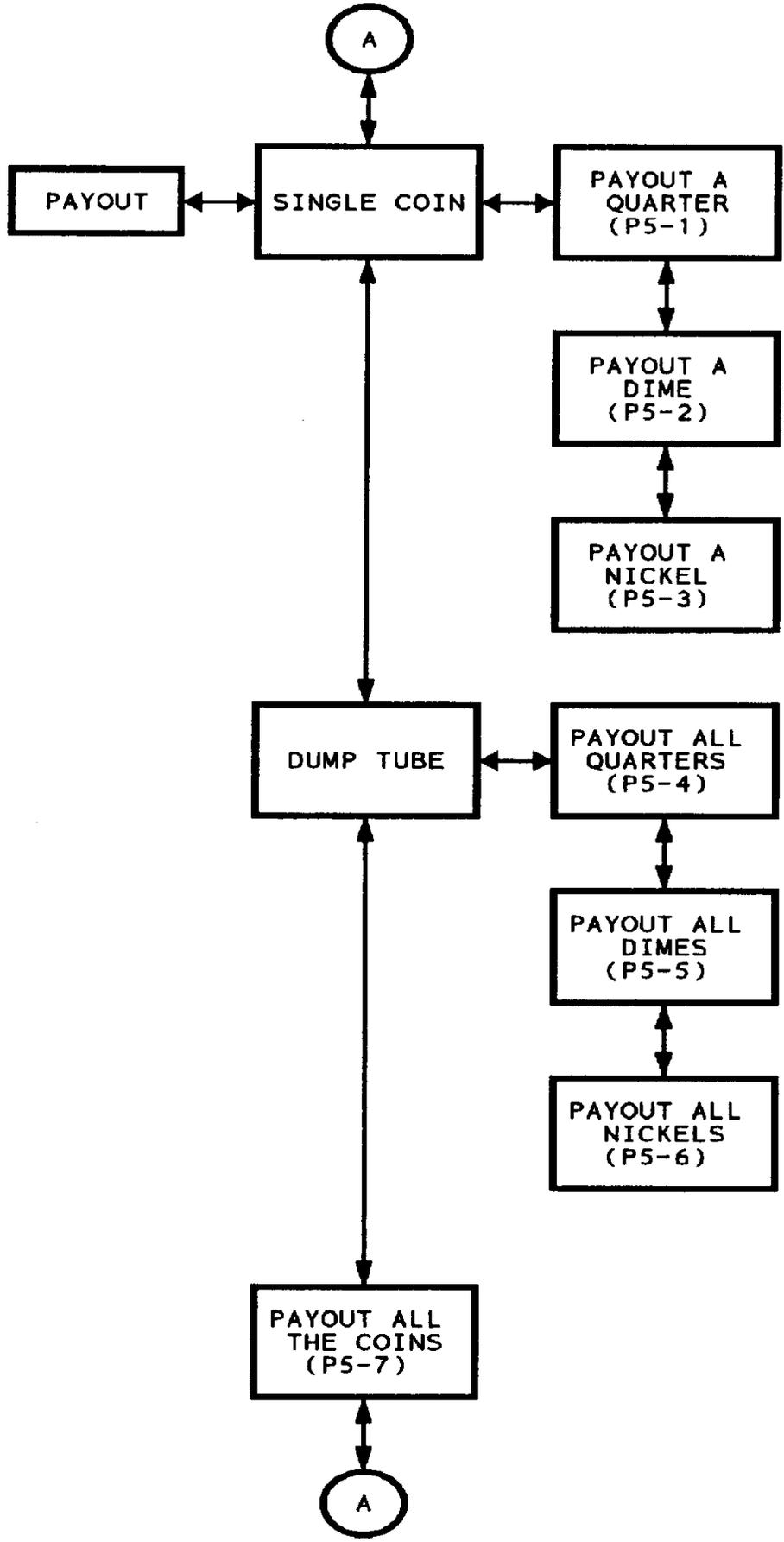


**NOTE**  
SOME OF THESE DISPLAYS  
MAY NOT BE PRESENT,  
DEPENDING UPON MACHINE  
CONFIGURATION.



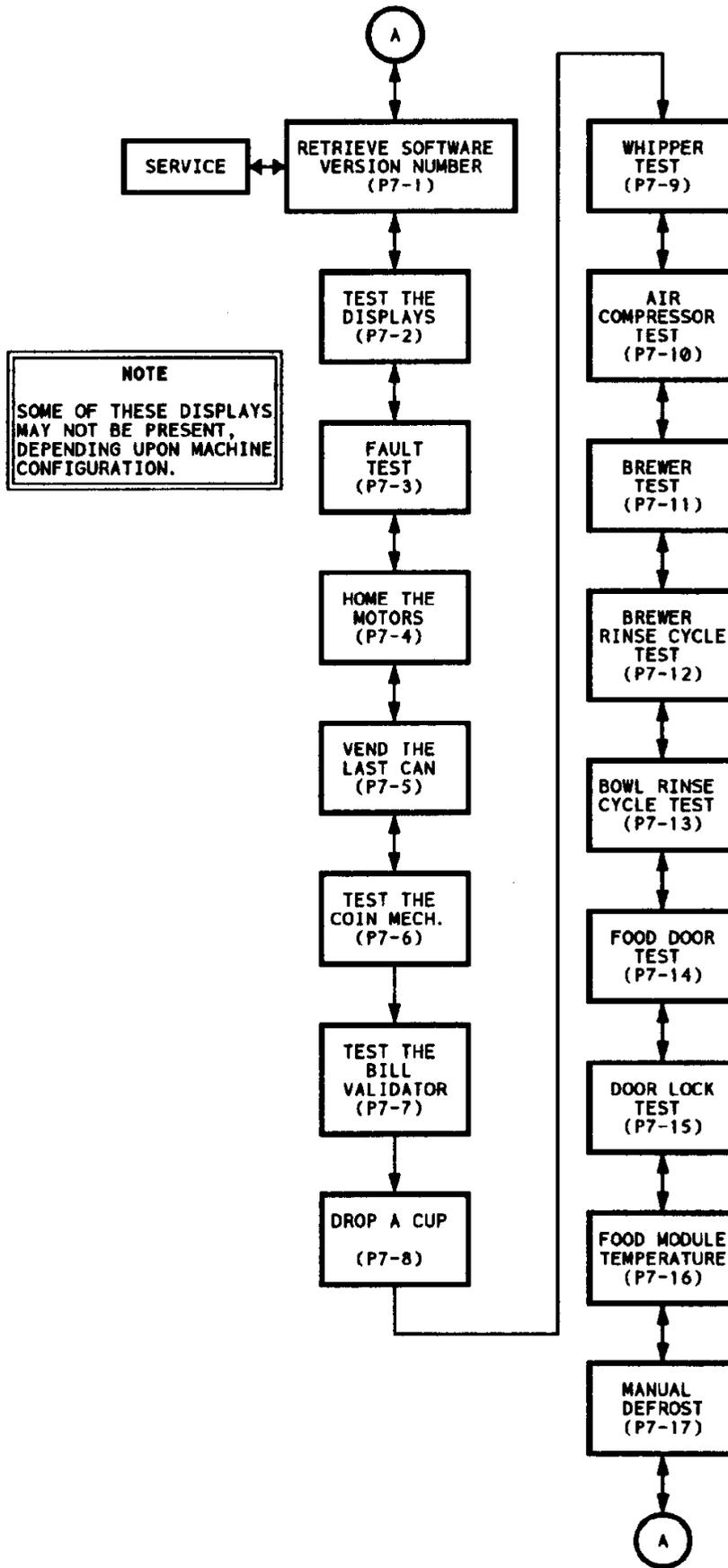
Matrix 4 - Payout

PAYOUT PROGRAMMING MATRIX



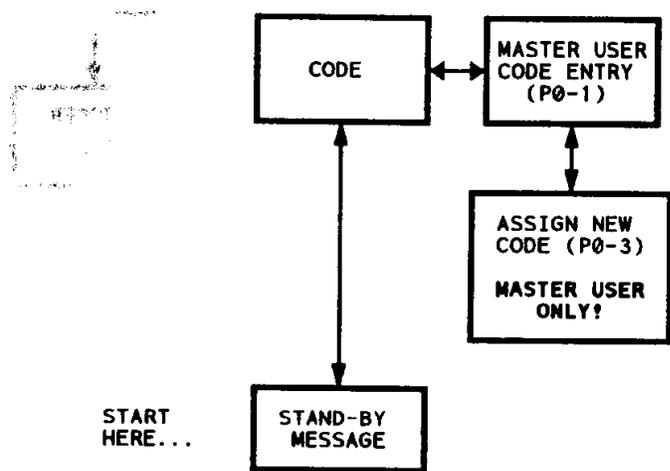
# SERVICE PROGRAMMING MATRIX

Matrix 5 - Service



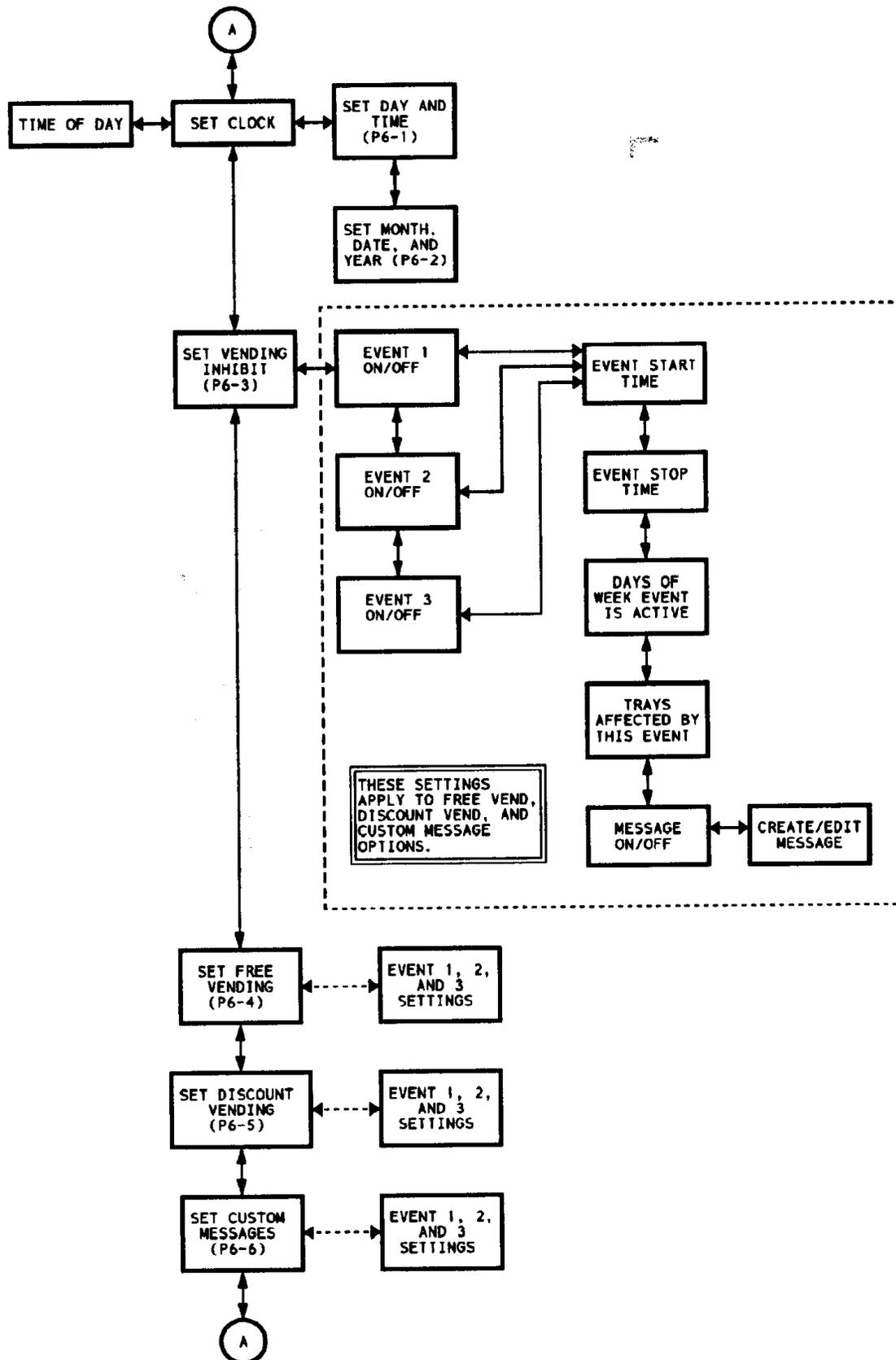
Matrix 6 - Code

# CODE PROGRAMMING MATRIX



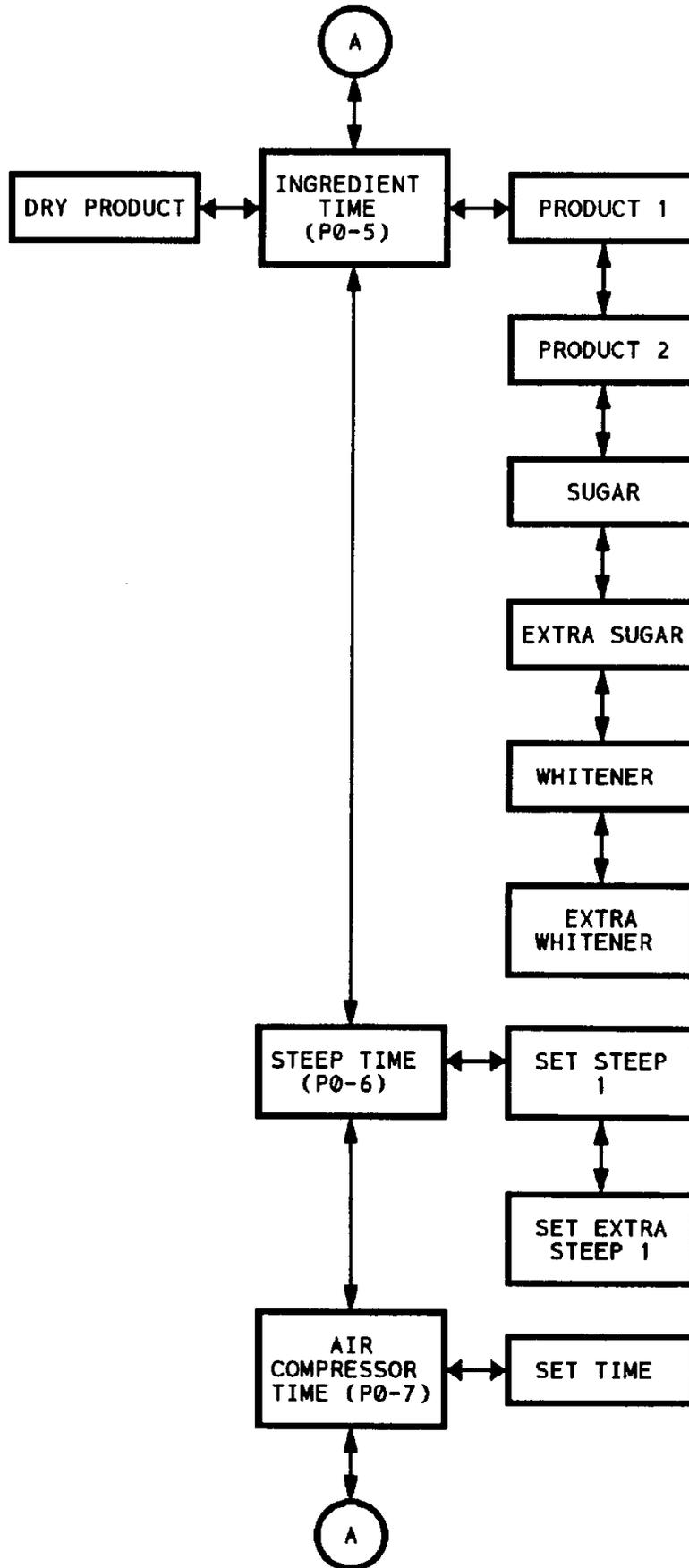
# TIME OF DAY PROGRAMMING MATRIX

Matrix 7 - Time Of Day



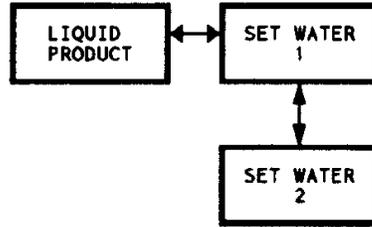
Matrix 8 - Dry Product

DRY PRODUCT PROGRAMMING MATRIX



# LIQUID PRODUCT PROGRAMMING MATRIX

Matrix 9 - Liquid Product



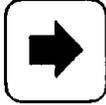
Notes

# Notes



A series of horizontal lines for writing notes, spanning the width of the page. There are approximately 20 lines in total, providing a structured area for text entry.

## Access All Functions, Including Those Reserved For The Supervisor

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1			
2		<i>CODE</i>	
3		<i>ENTER CODE</i>	
4	Enter your four-digit Master User Code.	<i>XXXX</i>	The master code you have just entered is displayed.
5		<i>UNLOCKED</i> Is shown briefly, and then <i>CODE</i> 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.

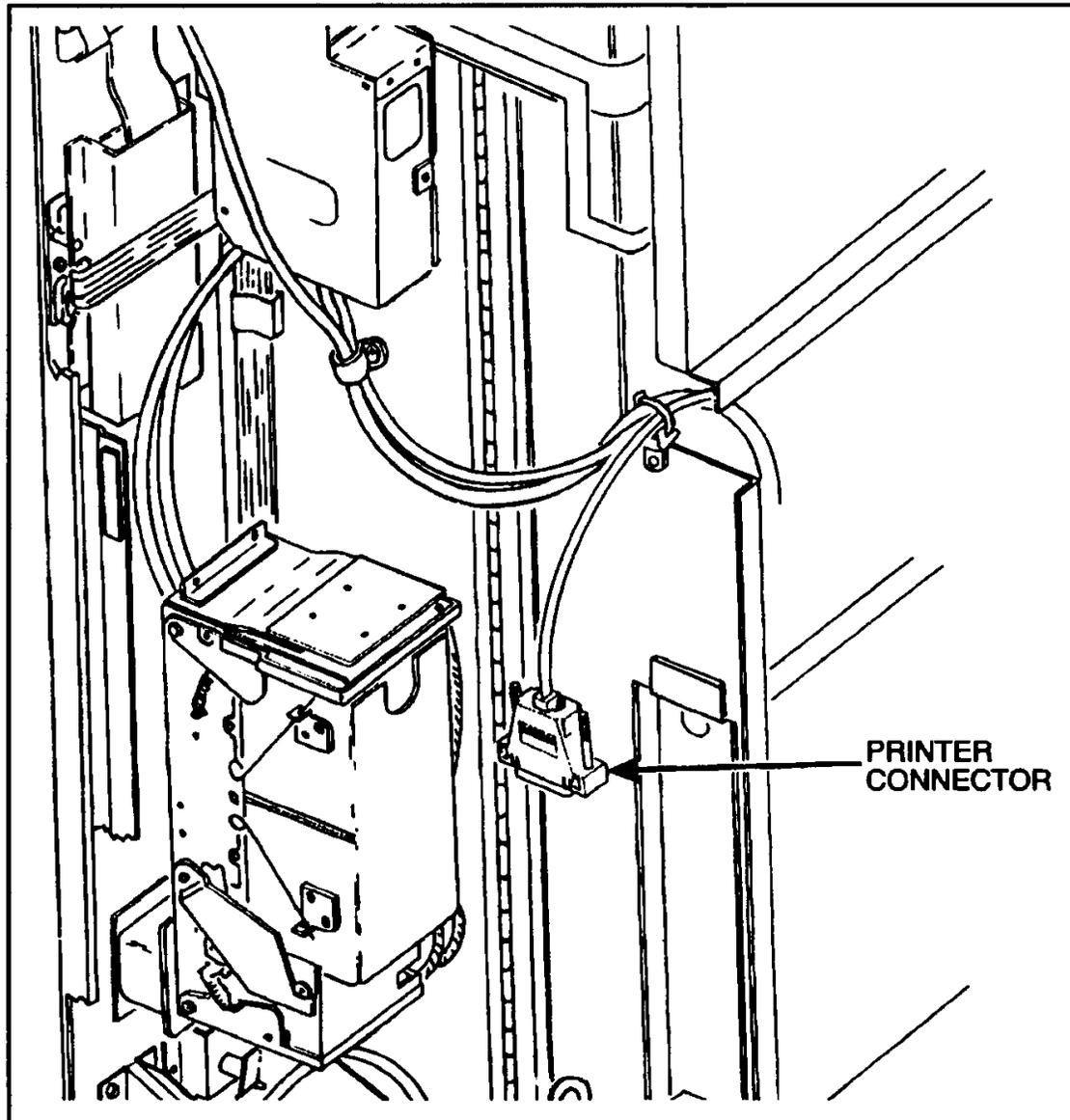


Figure P0-2

Print The Data List Or The Price List

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		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	OPT I O N S		The data list will print on the printer and be displayed on the screen at the same time. See note 2.
			The price list will print on the printer and be displayed on the screen at the same time. See note 2.

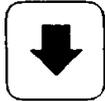
Note 1 Step 3 only works while PRINTER X is displayed. If printer mode is not selected, normal data and price lists will show on the display.

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			
2		<i>CODE</i>	
3		<i>ENTER CODE</i>	
4	Enter your four-digit Master User Code	<i>XXXX</i>	The master code you have just entered is displayed.
5		<i>UNLOCKED</i> is shown briefly, and then <i>CODE</i> is shown in the display.	You may now access all of the programming functions included in the software for this merchandiser.
6		<i>ENTER CODE</i>	
7		<i>NEW CODE</i>	
8	Enter a new four-digit code	<i>XXXX</i>	<i>XXXX</i> is the code you wish to use in the future.
9		<i>CODE</i>	The new code is in effect.
10	CONTINUE		Follow the procedures in the Programming section of this manual.

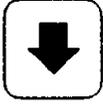
Setting Water Time And Test Throwing

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<p><i>WATER</i></p>	<p>The water timing procedures can now be accessed.</p>
2		<p><i>WTR1 XX.XX</i></p>	<p>XX.XX = the water time for the brewed selection. The brewed selection could be COFFEE, DECAF, or TEA.</p>
3	 To display the water time for the next selection.	<p>O P T I O N S</p> <p>ADDITIONAL SELECTIONS: <i>WTR2 XX.XX</i></p>	<p>XX.XX Water time for the non-brewed selection in a Fresh Brew machine.</p>
4	<p>O P T I O N S</p> <p>Enter a new water time for the selection using the selection switch panel.</p>		
	 To initiate a water test throw for this selection. Go to step 5.		
5	<p>O P T I O N S</p> <p>Repeat step 3 and step 4 to set or test another water time.</p>		
	<p>CONTINUE</p>	<p><i>READY</i></p>	<p>Options:</p> <ol style="list-style-type: none"> <li>1. Close monetary door.</li> <li>2. Press another function switch.</li> <li>3. See advanced programming section for other options.</li> </ol>

**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	O P T I O N S	Enter a new ingredient time for the product. Use the selection switch panel.	
		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.	ADDITIONAL SELECTIONS: *PRD1 XX.XX PROD2 XX.XX  SELECTIONAD-DITIVES: SUG XX.XX XSUG XX.XX WTNR XX.XX XWTNR XX.XX	XX.XX = ingredient time, where: *PRD1 = Strong FD XPRD1 = 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	O P T I O N S Enter a new ingredient time for the product. Use the selection switch panel.  Press ENTER/ACTION to initiate a test throw for this ingredient. Go to step 9.		
9	O P T I O N S Repeat step 7 and step 8 for another dry ingredient.  CONTINUE	READY	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

Steep Time Setting (Machines Configured With Brewers Only)

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

**Air Compressor Time Setting (Machines Configured With Brewers Only)**

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

Price An Individual Selection

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PRICE</i>	Price setting mode entered.
2		<i>SELECT LVL</i>	Allows pricing for an individual selection.
3		<i>TC PR XX.XX</i>	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
	OPT I O N S Proceed to the next step if you want to price this selection.		
	Enter the ID for another selection that you want to price.		Use the selection switch panel to make the entry.
7	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

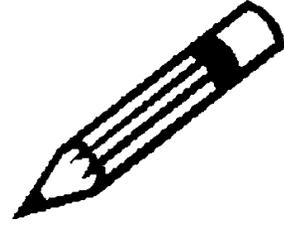
**Set A Tray To One Price**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		PRICE	Price 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
	<p><b>O P T I O N S</b></p> <p>Proceed to the next step if you want to price this tray.</p> <p>Enter the ID for another tray that you want to price.</p>		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		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!
	<b>O P T I O N S</b>  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 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	O P T I O N S		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!
		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



A series of horizontal lines for writing notes, starting from the top line below the title and extending down to the bottom of the page.

Retrieve Total Vends

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
			DATA	<i>DATA</i>	Data mode entered.
				<b>**CT XXXXX</b>	XXXXX is the non-resettable total machine VEND COUNT.
				<b>**\$ XXXXX</b>	XXXXX is the non-resettable total machine SALES COUNT.
				<i>COUNTERS</i>	Allows retrieval of count data.
				<i>TOT VENDS</i>	Allows retrieval of total vend counts.
				<b>**CT XXXXX</b>	XXXXX is the resettable total vend count for the machine.  NOTE CT is a reminder that you are looking at Counts.
				<b>T*CT XXXXX</b>	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.			
				<i>TZCT XXXXX</i>	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	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

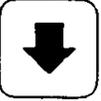
Retrieve Total Free Vends

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>DATA</i>	Data mode entered.
				<i>**CT XXXXX</i>	XXXXX is the non-resettable total machine VEND COUNT.
				<i>**\$ XXXXX</i>	XXXXX is the non-resettable total machine SALES COUNT.
				<i>COUNTERS</i>	Allows retrieval of count data.
				<i>TOT VENDS</i>	
				<i>FREE CNT</i>	Allows retrieval of free vend counts.
				<i>**FV XXXXX</i>	XXXXX is the resettable free vend count for the machine.  NOTE FV is a reminder that you are looking at Free Vends.
				<i>T*FV XXXXX</i>	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.			
				<i>TZFU XXXX</i>	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 function switch. 2. See advanced programming section for other options. 3.

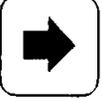
Retrieve Test Vends

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

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BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>TZTV XXXXX</i>	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	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

Retrieve Winner Vends

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

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BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				TZU 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 function switch. 2. See advanced programming section for other options. 3.

Retrieve Discount Vends

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

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BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>TZDC XXXXX</i>	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	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. See advanced programming section for other options.

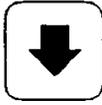
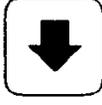
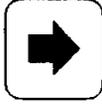
Retrieve Total Sales

BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>DATA</i>	Data mode entered.
				<i>**CT XXXXX</i>	XXXXXX is the non-resettable total machine VEND COUNT.
			 Until the following display shows:	<i>SALES</i>	Allows retrieval of total sales data.
				<i>TOT SALES</i>	Allows retrieval of total sales data.
				<i>**\$ XXXXX</i>	XXXXXX is the resettable total sales count for the machine.  NOTE \$ is a reminder that you are looking at sales.
				<i>T*\$ XXXXX</i>	T = Tray ID (options: A B C D E F G H J) XXXXXX 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			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				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 function switch. See advanced programming section for other options.

Retrieve Free Vend Sales

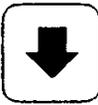
BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>DATA</i>	Data mode entered.
				<i>**CT XXXXX</i>	XXXXX is the non-resettable total machine VEND COUNT.
			 Until the following display shows:	<i>SALES</i>	Allows retrieval of total sales data.
				<i>TOT SALES</i>	Allows retrieval of total sales data.
				<i>FREE SLS</i>	Allows retrieval of free vend sales data.
				<i>**F\$ XXXXX</i>	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.
				<i>T*F\$ XXXXX</i>	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.

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BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>TZF\$ XXXX</i>	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	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

P2-7 (Continued)

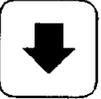
Retrieve Winner Vend Sales

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

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BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>TZWS XXXX</i>	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	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

Retrieve Discount Vend Sales

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

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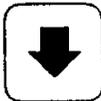
BY			ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
SEL.	TRAY	MACH.			
				<i>TZD\$ XXXXX</i>	T = Tray ID (options: A B C D E F G H J) Z = Column ID (options: 0 1 2 3 4 5 6 7 8 9) XXXXX is the total discount vend sales count for the tray.
			Enter the ID for the selection you want to see.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

P2-9 (Continued)

View The Total Value Of Bills In The Bill Stacker

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

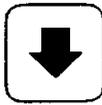
**View The Total Value Of Coins In The Coin Box**

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

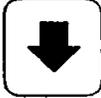
**View The Number Of Rinse Cycles Completed Since The Counters Were Last Cleared (Fresh Brew Configuration Only)**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>DATA</i>	Data mode entered.
2		<i>**CT XXXX</i>	
3	 Until the following display shows:	<i>RINSE XX</i>	XX The number of times a rinse cycle was initiated since the last time this category was cleared.
4	CONTINUE	<i>READY</i>	Options: <ol style="list-style-type: none"> <li>1. Close monetary door. Press another function switch.</li> <li>2. See advanced programming section for other options.</li> <li>3.</li> </ol>

**View The Number Of Failure Messages From The Serial Validator**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		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 switch. 2. See advanced programming section for other options. 3.

View Last Time And Date Of Health Control

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		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		<sup>0</sup> F MAX ZZ or <sup>0</sup> 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 switch. 2. See advanced programming section for other options. 3.

**View The Last Time And Date The Machine Was Powered Down**

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

## Put The Merchandiser On Free Vend

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>NO MONEY REQUIRED</i>	Free vend mode entered.
2	CONTINUE	<i>READY</i>	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.

**Take The Merchandiser Off Free Vend**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>READY</i>	Free vend mode exited.
2	CONTINUE	<i>READY</i>	Options: Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

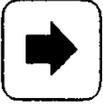
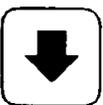
Lock Or Unlock Functions To Control User Access

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS	
1		<i>CODE</i>		
2		<i>ENTER CODE</i>	You are being asked to enter the Supervisor Access Code.	
3	Use the selection switch panel to enter the Supervisor Code, then press 	<i>UNLOCKED</i> then changes to ... <i>CODE</i>	You now have access to the Supervisor procedures.	
			You may now access any of the functions or procedures.	
4		<i>CONFIGURE</i>	You may now access the CONFIGURE function.	
5		<i>CNFG MACH</i>		
6		<i>MASTER</i>	You may now access the procedures available only to the supervisor.	
7		<i>SET HIDE</i>	You may now lock and unlock functions.	
8		O P T I O N S	<i>FUNCTION ... LOCKED</i>	Users must have the Supervisor code to access this function.
			<i>FUNCTION ... UNLOCKED</i>	All users have access to this function.

Continued on Next Page...

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS	
9	 To change from LOCK to UNLOCK for this function.	FUNCTION ... UNLOCK		
	 To change from LOCK to UNLOCK for this function.	FUNCTION ... LOCK		
	 To LOCK or UNLOCK other functions.	O P T I O N S	FUNCTION ... LOCKED	
			FUNCTION ... UNLOCKED	
10	Repeat step 9 for another function.			
	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		<i>CODE</i>	
2		<i>ENTER CODE</i>	You are being asked to enter the Supervisor access code.
3	Enter the supervisor code, and then press 	<i>UNLOCKED</i>	You now have access to the supervisor procedures.
		then changes to ... <i>CODE</i>	You may now access any of the functions or procedures.
4		<i>CONFIGURE</i>	You may access the CONFIGURE function.
5		<i>CNFG MACH</i>	
6		<i>MASTER</i>	You may now access the procedures available only to the supervisor.
7		<i>SET HIDE</i>	
8		<i>RAM CLEAR</i>	You may now clear all of the resettable data counters. The perpetual sales and vend counters for the machine will NOT be cleared.
9		(Data is shown briefly as it is being read and cleared.)	
10	CONTINUE	<i>READY</i>	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		<i>CONFIGURE</i>	The CONFIGURE mode is entered.	
2		<i>CMFG MACH</i>		
3		(The current coin mechanism option is displayed)	Option	Use
			DUMB MECH DUMB/DEBIT EXEC MECH NO COIN MK	US + Canada US + Canada Europe
4			Scroll through the list of coin mech options until the type you want to use is displayed.	
5	CONTINUE	<i>READY</i>	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		<i>CODE</i>	
2		<i>ENTER CODE</i>	You are being asked to enter the Supervisor access code.
3	Enter the supervisor code, and then press 	<i>UNLOCKED then changes to ...</i>	You now have access to the supervisor procedures.
		<i>CODE</i>	You may now access any of the functions or procedures.
4		<i>CONFIGURE</i>	You may access the CONFIGURE function.
5		<i>CMFG MACH</i>	
6		<i>MASTER</i>	You may now access the procedures available only to the supervisor.
7		<i>SET HIDE</i>	
8	 Until the following display is shown:	<i>DISPL CLEAR</i>	You may now access procedures for clearing the data counters of your choice.
9		<i>COUNTERS</i>	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	 Four times.		The data is cleared for the category in the display.
12	CONTINUE	<i>READY</i>	Options: <ol style="list-style-type: none"> <li>1. Close monetary door. Press another function switch.</li> <li>2. See advanced programming section for other options.</li> <li>3.</li> </ol>

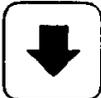
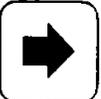
Define The Language Used In The Customer Displays

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4		The defined language is displayed:	Options: ENGLISH GERMAN FRENCH SPANISH (Mexican) SPANISH 2 (European)
5			
6	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

**Set The Message Scrolling Speed**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>MSG SPEED</i>	
5		(The alphabet scrolls across the display.)	
6	O P T I O N S	 To decrease the speed.	(The alphabet scrolls at a reduced 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	<i>READY</i>	Options: <ol style="list-style-type: none"> <li>1. Close monetary door. Press another function switch.</li> <li>2. See advanced programming section for other options.</li> <li>3.</li> </ol>

Identify The Trays That Are In The Merchandiser

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>TRAY LIST</i>	With this procedure, you can tell the controller what trays to look for when you close the door.
5		<i>ABCDEFGH</i>	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	O P T I O N S	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	O P T I O N S	Repeat step 6.	
		CONTINUE	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

**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		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>SET COUPLE</i>	Allows coupling and uncoupling of adjacent positions.
5		<i>CPLT 02468</i>	T = Tray ID Options: A B C D E F G H
	Use the selection switch panel to select a tray. Enter the tray ID.		

**Continued on Next Page...**

P4-8 (Continued)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES		COMMENTS
6	<p><b>COUPLE OR UNCOUPLE ADJACENT MOTORS:</b></p> <p>Enter the column ID for the left-most column of the pair to toggle between COUPLE and UNCOUPLE.</p>	<p><b>FOR ADJACENT MOTORS</b></p> <p>When this is displayed:</p>		<p><b>FOR ADJACENT MOTORS:</b></p> <p>The left-most column ID is shown for a COUPLED pair.</p>
		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		11101111	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
6 cont.	O P T I O N S	<p><b>COUPLE OR UNCOUPLE NON-ADJACENT MOTORS:</b></p>	<p>FOR NON-ADJACENT MOTORS</p>		<p><b><u>FOR NON-ADJACENT MOTORS:</u></b></p>
		<p>Disconnect the tray harness from motors between motors to be COUPLED.</p>	<p>When this is displayed:</p>	<p>This pair is coupled:</p>	<p>The left column of a COUPLED pair must have an even column ID.</p>
		<p>- OR -</p>	<p>0.3</p>	<p>0 and 3</p>	<p>The right column of a COUPLED pair must have an odd column ID.</p>
		<p>Reconnect the tray harness to the motors between motors to be UNCOUPLED.</p>	<p>0.5</p>	<p>0 and 5</p>	<p><b><u>IMPORTANT</u></b></p>
		<p></p>	<p>0.7*</p>	<p>0 and 7</p>	<p>It may be difficult or impossible to successfully retrieve a long product after it has been dispensed.</p>
		<p></p>	<p>0.9*</p>	<p>0 and 9</p>	<p></p>
		<p></p>	<p>2.5</p>	<p>2 and 5</p>	<p></p>
		<p></p>	<p>2.7</p>	<p>2 and 7</p>	<p></p>
		<p></p>	<p>2.9*</p>	<p>2 and 9</p>	<p></p>
		<p></p>	<p>4.7</p>	<p>4 and 7</p>	<p></p>
		<p></p>	<p>4.9*</p>	<p>4 and 9</p>	<p></p>
		<p></p>	<p>5.9</p>	<p>6 and 9</p>	<p></p>
		<p></p>	<p>* These combinations are NOT recommended.</p>		<p></p>
		<p>Make no changes.</p>			
7		<p>CONTINUE</p>		<p>Options:</p> <ol style="list-style-type: none"> <li>1. Close monetary door. Press another function switch.</li> <li>2. See advanced programming section for other options.</li> <li>3.</li> </ol>	

Define The Validator

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>NO VALDTR PULSE \$1 SERIAL VAL</i>	One of the three possible bill validator options is displayed.
5			Scroll through the list of validator options until the type you want to use is displayed.
	<b>O P T I O N S</b>  CONTINUE	<i>READY</i>	Options:  1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

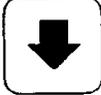
Select Denomination Of Bills To Be Accepted

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>SERIAL VAL</i>	One of the three possible bill validator options is displayed.
5		<i>1-2-5</i>	The denomination will be accepted when the value is displayed.
6	O P T I O N S  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.		<b>BUTTON</b> <b>DENOMINATION</b>
			1            \$1 Bill
			2            \$2 Bill
			5            \$5 Bill
7	CONTINUE	<i>READY</i>	Options:  1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

Set The Validator For ESCROW Or For NO ESCROW

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
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.)	O P T I O N S	<i>NO ESCROW</i> Forces a purchase and returns change due at the end of the vend.
	 (Pulse validator only.)		<i>ESCROW</i> 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	 To change from ESCROW to NO ESCROW.	NO ESCROW	Skip to step 12.
	 To change from NO ESCROW to ESCROW.	ESCROW	Continue to step 8 for serial validator; step 10 for pulse validator.
	Do nothing to select the displayed option.		
8		- - - PRY	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 - - PRY	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	 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		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CNFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	  Until one of the following displays are shown:	<i>DECLINE OFF</i>	The normal change return rules are in effect.
		<i>DECLINE ON</i>	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	O P T I O N S	 To change from DECLINE ON to DECLINE OFF.	<i>DECLINE OFF</i>	
		 To change from DECLINE OFF to DECLINE ON.	<i>DECLINE ON</i>	
6	O P T I O N S	Repeat step 5.		
		CONTINUE	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. See advanced programming section for other options.

Set The WINNER Feature ON Or OFF

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	  Until one of the following displays are shown:	<i>WINNER OFF</i>	The WINNER feature is currently turned OFF.
		<i>WIN XXXX</i>	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	 To change from WINNER OFF to WIN XXXX.	WIN XXXX	
	 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	Repeat step 5.		
	CONTINUE	READY	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

**Set The Basic Configuration**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CNFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>CNFIG XXXX</i>	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.)	<b>CAUTION</b> Do not enter a configuration code that differs from the machine's true configuration. Unreliable machine operation will result.
6	CONTINUE	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 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	Snacks over Cans
1022	Snacks over Cans/ Fresh Brew Coffee
1023	Snacks over Cans/ Fresh Brew Coffee, Espresso
1024	Snacks over Cans/ Fresh Brew Coffee, Espresso, Cappuccino
1025	Snacks over Cans/ Freeze Dry Coffee
1026	Snacks over Cans/ Freeze Dry Coffee, Espresso
1027	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

**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.

Define The Validator

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>ID XXXXXX</i>	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	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

Set The Compressor Cycle Temperature (Can Unit)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS												
1		CONFIGURE	Configure mode entered.												
2		CNFG MACH													
3		(Current coin mech option is displayed.)													
4	Until the following display is shown:	<table border="0"> <tr> <td style="text-align: center; vertical-align: middle;">O P T I O N S</td> <td style="padding-left: 10px;">[-----W</td> </tr> <tr> <td></td> <td>[----- W</td> </tr> <tr> <td></td> <td>[---- W</td> </tr> <tr> <td></td> <td>[--- W</td> </tr> <tr> <td></td> <td>[-- W</td> </tr> <tr> <td></td> <td>[ W</td> </tr> </table>	O P T I O N S	[-----W		[----- W		[---- W		[--- W		[-- W		[ W	<p>The display shows the steps between colder and warmer. (The closer the dashes are to W, the warmer the temperature.)</p> <p>You can:</p> <p>Set the temperature at which the cold can unit turns OFF (the temperature at which the unit turns ON is fixed).</p> <p style="text-align: center;">- OR -</p> <p>Set the cabinet air temperature which the chilled candy unit will try to maintain.</p>
O P T I O N S	[-----W														
	[----- W														
	[---- W														
	[--- W														
	[-- W														
	[ W														

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

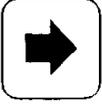
**NOTE 1** If power to the compressor is interrupt by software, three minutes must pass before the compressor will power up again. This applies whenever you are switching from one basic configuration to another. Power-up due to power line drop or main power switch will not cause the 3-minute delay.

**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		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CMFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until one of the following displays is shown:	<i>O P T I O N S</i> <i>5 OZ CUP</i>	
		<i>7 OZ CUP</i>	
		<i>8 OZ CUP</i>	
		<i>9 OZ CUP</i>	
5	<i>O P T I O N S</i>  To scroll through the various cup sizes.		
		Go to step 6 to keep the cup size shown in the display.	
6	Repeat step 5 if necessary.		
	 To choose the default product times for this size cup.	The beeper sounds and the display flashes: <i>PRESET ... TIME ...</i> <i>USED</i> <i>- THEN -</i> The current cup size returns to the display.	The individual default times can be overridden, if desired.
		<i>READY</i>	Options: 1. Close monetary door. Press another function switch. 2. See advanced programming section for other options. 3.

**Set The Rinse Cycle Frequency**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CNFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>RINSE XX</i>	XX The number of hours between the most recent vend and the next rinse cycle. Rang 2-10 hours in 1 hour increments
5	O P T I O N S	Enter a new frequency using the selection switch panel.	
			<i>READY</i> 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		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CNFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>RATIO XX</i>	XX Percent of chocolate in the cappuccino dry ingredients Range 0-50% in 1 percent increments
5	O P T I O N S	Enter a new ratio using the selection switch panel.	
		CONTINUE	<i>READY</i> 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		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CNFG MACH</i>	
3		(Current coin mech option is displayed.)	
4		O P T I O N S	<i>WHIP NONE</i> No coffee drinks will be whipped unless the customer presses "J" after making a selection.
			<i>WHIP LONG</i> Only the fresh brew or freeze dry full size drinks will be whipped unless the customer presses "J" after making a selection.
			<i>WHIP SHORT</i> Only the espresso or "SHT" drinks will be whipped unless the customer presses "J" after making a selection.
			<i>WHIP ALL</i> All coffee drinks will be whipped unless the customer presses "J" after making a selection.
5	O P T I O N S	To scroll through the whipping options.	
			CONTINUE

PAYOUT A Single Quarter

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

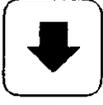
PAYOUT A Single Dime

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	Enters individual coin payout sequence.
3		<i>QUARTER</i>	
4		<i>DIME</i>	
5	O P T I O N S Quickly press and release:  OR  Press and hold:  OR 	<i>DIME</i>	A single dime is paid out.
		<i>DIME</i>	Dimes are paid out until key is released.
6	CONTINUE	<i>READY</i>	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		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	Enters individual coin payout sequence.
3		<i>QUARTER</i>	
4	 Until the following display is shown:	<i>NICKEL</i>	
5	O P T I O N S	Quickly press and release:  OR 	<i>NICKEL</i>  A single nickel is paid out.
		Press and hold:  OR 	<i>NICKEL</i>  Nickels are paid out until key is released.
6	CONTINUE	<i>READY</i>	Options: <ol style="list-style-type: none"><li>1. Close monetary door.</li><li>2. Press another function switch.</li><li>3. See advanced programming section for other options.</li></ol>

**PAYOUT All Of The Quarters In Tube Inventory**

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

**PAYOUT All Of The Dimes In Tube Inventory**

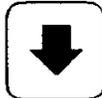
STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	
3		<i>DUMP TUBE</i>	Allows unloading of entire tube inventory.
4		<i>QUARTER</i>	
5		<i>DIME</i>	Allows unloading of dime tube.
6		<i>DIME</i>	Controller pays out all dimes that it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

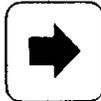
P5-7

**PAYOUT All Of The Nickels In Tube Inventory**

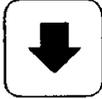
STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>PAYOUT</i>	Payout mode entered.
2		<i>SGL COIN</i>	
3		<i>DUMP TUBE</i>	
4		<i>DUMP ALL</i>	Allows unloading of entire tube inventory.
5		<i>DUMP ALL</i>	Controller pays out all quarters, dimes, and nickels that it has in its tube inventory.
6	CONTINUE	<i>READY</i>	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		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	OPT I O N S  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	 <p>To advance through all possible values for the flashing segment.</p>		
	 <p>To back through all possible values for the flashing segment.</p>		
7	<p>Go to step 5 to edit another segment.</p>		
	<p>CONTINUE</p>	<p><i>READY</i></p>	<p>Options:</p> <ol style="list-style-type: none"> <li>1. Close monetary door.</li> <li>2. Press another function switch.</li> <li>3. See advanced programming section for other options.</li> </ol>

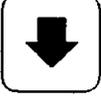
Set Or Review Internal Clock Month, Day, And Year

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		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	<p style="text-align: center;">O P T I O N S</p>  To edit the month, date, or year. Go to step 6. 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	O P T I O N S	 To advance through all possible values for the flashing segment.		
		 To back through all possible values for the flashing segment.		
8	O P T I O N S	Go to step 6 to edit another segment.		
		CONTINUE	<i>READY</i>	Options: 1. Close monetary door. Press another function switch. See advanced programming section for other options. 2. 3.

Set Time Of Day Inhibiting

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS	
1		SET TIME		
2		SET CLOCK		
3		INHIB LIST		
4		O P T I O N S	EVNT 1 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.
			EVNT 2 XX	
			EVNT 3 XX	
5	 To scroll to the event you wish to edit.	(Desired Event is displayed)		
6	 To switch between ON and OFF.		The event can be edited when it is either ON or OFF.	
	 To enter the event editing procedure (page 110).	START XXXX	XXXX is the time the event will begin if it has been turned ON.	

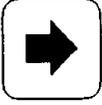
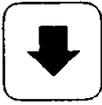
Set Time Of Day Free Vending

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		SET TIME	
2		SET CLOCK	
3	 Until the following display is shown:	FREE LIST	
4		O P T I O N S	EVNT 1 XX
			EVNT 2 XX
			EVNT 3 XX
5	 To scroll to the event you wish to edit.	(Desired Event is displayed)	
6	 To switch between ON and OFF.		The event can be edited when it is either ON or OFF.
	 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		SET TIME	
2		SET CLOCK	
3	 Until the following display is shown:	DISC LIST	
4		O P T I O N S  EVNT 1 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.
		EVNT 2 XX	
		EVNT 3 XX	
5	 To scroll to the event you wish to edit.	(Desired Event is displayed)	
6	 To switch between ON and OFF.		The event can be edited when it is either ON or OFF.
	 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

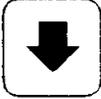
STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		SET TIME	
2		SET CLOCK	
3	 Until the following display is shown:	MSSG LIST	
4		O P T I O N S	These EVENTS are three different times when vending can be inhibited, where XX is either ON or OFF, depending upon the status of the event.
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

**Event Editing Procedure**

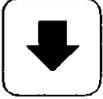
Use the steps in this procedure to edit the events and messages for:

- 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.

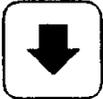
STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	Enter a new start time for the event.	<i>START XXXX</i>	XXXX is the new time the event will begin if it has been turned ON.
	<div style="text-align: center;"></div> To keep the displayed start time.	<i>STOP XXXX</i>	XXXX is the time the event will end if it has been turned ON.
2	Enter a new stop time for the event.	<i>STOP XXXX</i>	XXXX is the new time the event will begin if it has been turned ON.
	<div style="text-align: center;"></div> To keep the displayed stop time.	<i>SMTWTFS</i>	The event is active on the days that are displayed.
3	Enter the days of the week when the event will be active when it is turned ON.	<i>SMTWTFS</i>	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
	<div style="text-align: center;"></div> To keep the displayed day list.	<i>ABCDEFGHIJ</i>	

**Continued on Next Page...**

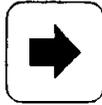
STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS	
4	Skip to step 5 if you are editing TIME OF DAY CUSTOM MESSAGES.			
	Enter the trays which will be affected by this event.	<i>ABCDEFGHIJ</i>	Enter the tray ID letter to switch between shown and not shown.	
		O P T I O N S	<i>MSSG ON</i>	The message for this event will be shown when the event is ON and activated.
	To keep the displayed tray list.		<i>MSSG OFF</i>	The normal standby message will be shown when the event is ON and activated.
5	 <p>To switch from MSSG ON to MSSG OFF.</p>	<i>MSSG OFF</i>		
	 <p>To switch from MSSG OFF to MSSG ON.</p>	<i>MSSG ON</i>		
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...

Event Editing Procedure (Continued)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS																																																			
7	 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:  																																																			
	Go to step 13 if you do not want to edit this message.																																																					
8	 To back through the character list (see comments) until the desired character shows on the display.	(The first character stops flashing.)	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>A</td> <td>R</td> <td>7</td> </tr> <tr> <td>B</td> <td>S</td> <td>8</td> </tr> <tr> <td>C</td> <td>T</td> <td>9</td> </tr> <tr> <td>D</td> <td>U</td> <td>.</td> </tr> <tr> <td>E</td> <td>V</td> <td>.</td> </tr> <tr> <td>F</td> <td>W</td> <td>+</td> </tr> <tr> <td>G</td> <td>X</td> <td>/</td> </tr> <tr> <td>H</td> <td>Y</td> <td>&lt;</td> </tr> <tr> <td>I</td> <td>Z</td> <td>&gt;</td> </tr> <tr> <td>J</td> <td>blank</td> <td>=</td> </tr> <tr> <td>K</td> <td>0</td> <td>?</td> </tr> <tr> <td>L</td> <td>1</td> <td>\$</td> </tr> <tr> <td>M</td> <td>2</td> <td>*</td> </tr> <tr> <td>N</td> <td>3</td> <td></td> </tr> <tr> <td>O</td> <td>4</td> <td></td> </tr> <tr> <td>P</td> <td>5</td> <td></td> </tr> <tr> <td>Q</td> <td>6</td> <td></td> </tr> </table>	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	
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Q	6																																																					
	 To advance through the character list until the desired character shows on the display.																																																					
9	If you have entered the last letter, go to step 12.		A "BLANK" can also be inserted by pressing    Press    to delete a character.																																																			
	If you have not entered the last letter, go to step 10.																																																					

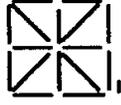
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STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
10	 To move to the next character space.	(The next character begins flashing.)	
11	Go to step 8.		
12			The END OF MESSAGE character is placed at the end of the message.
13	O P T I O N S	 To create or edit another event. Go to step 4.	
		CONTINUE	<i>READY</i>

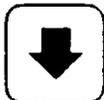
Retrieve The Software Version Number

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>SERVICE</i>	The Service mode is entered.
2		<i>VR XXXXX</i>	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	 On a coffee-equipped 475 merchandiser only	<i>CAB XXXXX</i> is displayed, then <i>VERS XXXXX</i> returns to the display.	CAB XXXXX is the version of software installed in the hot drink module of a 475 merchandiser.
4	CONTINUE	<i>READY</i>	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		<i>SERVICE</i>	Service mode entered.
2		<i>VR XXXXX</i>	The software version number is displayed.
3		<i>DISPL TEST</i>	Allows testing the displays to verify that all segments will light.
4			All segments in all of the displays should light.
5	O P T I O N S	Repeat step 4 to retest the displays.	Segments will remain lit for a short time, then the prior display will return.
		CONTINUE	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.
		<i>READY</i>	

Test For Fault Conditions

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS	
1		<i>SERVICE</i>	Service mode is entered.	
2		<i>VR XXXX</i>		
3	 Until the following display is shown:	<i>FAULT TST</i>	You may now retrieve a list of detected faults.	
4		O P T I O N S	The display goes blank, then returns to  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	Repeat step 4			<i>FAULT TST</i>  Three "beeps" are sounded and one or more of the fault message is displayed.
6	CONTINUE			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:

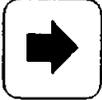
STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>CONFIGURE</i>	Configure mode entered.
2		<i>CNFG MACH</i>	
3		(Current coin mech option is displayed.)	
4	 Until the following display is shown:	<i>SET COUPLE</i>	Allows coupling and uncoupling of adjacent positions.
5		<i>CPLR 02468</i>	
6		<i>CPLR</i>	Everything is uncoupled.
7	O P T I O N S	Go to procedure P4-8 to reset coupling.	
		Do nothing and leave all positions uncoupled.	
		CONTINUE	<i>READY</i>  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		<i>SERVICE</i>	Service mode is entered.	
2		<i>VR XXXXX</i>		
3	 Until the following display is shown:	<i>HOME MTRS</i>	Allows setting all of the motors to the home position.	
4			All motors are put in the home position if not already there.	
5	O P T I O N S	Repeat step 4.		
			(Various messages are rapidly displayed.)	Each selection runs for one vend.
		CONTINUE	<i>READY</i>	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		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>MT CAN OFF</i>	
4		<i>MT CAN ON</i>	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	O P T I O N S	Repeat step 5.	
		CONTINUE	<i>READY</i>  Options:  1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

Check Communications With The Coin Mechanism

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>COIN TEST</i>	
4		<b>O P T I O N S</b> <i>ACCEPT ON</i>	The coin mechanism will accept coins while in the coin test mode.
		<i>ACCEPT OFF</i>	The coin mechanism will not accept coins while in the coin test mode.
5	<b>O P T I O N S</b>  To switch between ACCEPT ON and ACCEPT OFF.		
		 The last message received from the coin mechanism is displayed. EXAMPLE: <i>XQT 444 TB</i>	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	<p style="text-align: center;">O P T I O N S</p> <p>Repeat step 6 with another coin.</p>	<p><i>XTT NDQ MM</i></p>	<p>Coins are accepted in ACCEPT ON mode.</p>
			<p>X = Status of quarter switch</p> <p>1. H = High quarter sensor</p> <p>2. L = Low quarter sensor</p> <p>TT = Type of coin seen by the coin mechanism</p> <p>1. NI = Nickel</p> <p>2. DI = Dime</p> <p>3. QT = Quarter</p> <p>4. DO = Dollar (Mars TRC)</p> <p>NDQ = Tube inventory options</p> <p>1. N = Nickel tube at or above sensor</p> <p>2. D = Dime tube at or above sensor</p> <p>3. Q = Quarter tube at or above sensor</p> <p>4. The letters N, D, or Q are not displayed when inventory in the respective tube is below the sensor.</p> <p>MM = Messages</p> <p>1. TB = The coin went to the tube</p> <p>2. CB = The coin went to the coin box</p>
	<p>CONTINUE</p>	<p><i>READY</i></p>	<p>Options:</p> <p>1. Close monetary door.</p> <p>2. Press another function switch.</p> <p>3. See advanced programming section for other options.</p>

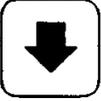
Check Communications With The Bill Validator

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

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STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES		COMMENTS
6	Insert a bill.		<i>COINS ONLY</i>	Bills are rejected if in ACCEPT OFF mode.
		O P T I O N S	<i>BILLS XX</i>	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	O P T I O N S	Repeat step 6 with another bill.	<i>READY</i>	Options:  1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.
CONTINUE				

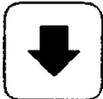
**Test The Operation Of The Cup Mechanism**

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		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	 To drop one cup.		
5	O P T I O N S	Repeat step 4.	
		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		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>WHIPPER</i>	Allows you to test the operation of the whipper motor.
4	 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	O P T I O N S	Repeat step 4.	
		CONTINUE	<i>READY</i>

Test The Operation Of The Air Compressor

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>AIR COMPR</i>	Allows you to test the operation of the air compressor.
4	 To operate the air compressor.		The air compressor operates for one cycle.
5	O P T I O N S	Repeat step 4.	
		CONTINUE	<i>READY</i>

Test The Operation Of The Brewer Mechanism

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>BREWER</i>	Allows you to test the operation of the brewer mechanism.
4	 To operate the brewer.		The brewer mechanism operates for one cycle (if closed, will open; if open, will close).
5	O P T I O N S	Repeat step 4.	
		CONTINUE	<i>READY</i>

Test The Operation Of The Brewer Rinse System

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

Test The Operation Of The Food Door

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>FOOD DOOR</i>	Allows you to test the operation of the food door.
4	 To operate the food door.		The food door opens (if closed), or closes (if open).
5	O P T I O N S	Repeat step 4.	Make sure the food door is closed before you leave this test.
		CONTINUE	<i>READY</i>  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		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>DOOR LOCK</i>	Allows you to test the operation of the delivery door lock solenoid.
4	 To test the operation of the delivery door lock solenoid.		The delivery door lock solenoid energizes (if deenergized), or deenergizes (if energized).
5	O P T I O N S	Repeat step 4.	
		CONTINUE	<i>READY</i>

View The Food Module Temperature

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS						
1		SERVICE	Service mode is entered.						
2		VR XXXXX							
3	 <p>Until the following display is shown:</p>	°F XX YY	<table border="0"> <tr> <td data-bbox="959 569 1016 684">F or C</td> <td data-bbox="1024 569 1320 684">Temperature units (depending on configuration)</td> </tr> <tr> <td data-bbox="959 695 1016 726">XX</td> <td data-bbox="1024 695 1320 957">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.</td> </tr> <tr> <td data-bbox="959 989 1016 1020">YY</td> <td data-bbox="1024 989 1320 1157">Temperature, in degrees Fahrenheit or Celsius (Depending upon configuration)</td> </tr> </table>	F or C	Temperature units (depending 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)
F or C	Temperature units (depending 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	<p>Options:</p> <ol style="list-style-type: none"> <li>1. Close monetary door.</li> <li>2. Press another function switch.</li> <li>3. See advanced programming section for other options.</li> </ol>						

Perform A Manual Defrost (Frozen Food Machines Only)

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1		<i>SERVICE</i>	Service mode is entered.
2		<i>VR XXXXX</i>	
3	 Until the following display is shown:	<i>DEFROST 00</i>	Allows defrosting the frozen food section or testing the operation of the defrost heaters.
4		<i>DEFROST 10</i>	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	O P T I O N S	Repeat step 4.	
		CONTINUE	<i>READY</i>  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		<i>TEST .00</i>	Test vend mode entered.
2	Use the selection switch panel to enter the selection number you want to vend.	<i>TEST .00</i>	The selection is vended.
3	CONTINUE	<i>READY</i>	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		<i>TEST .00</i>	Test vend mode entered.
2	Deposit coins and/or currency to establish a credit.	<i>TEST .XX</i>	XX is the amount of credit established.
3	Use the selection switch panel to enter the selection number you want to vend.	<i>TEST .XX</i>	The selection is vended and the credit is returned.
4	CONTINUE	<i>READY</i>	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		<i>TEST .00</i>	Test vend mode entered.
2	Deposit coins and/or currency to establish credit higher than the price of the selection.	<i>TEST .XX</i>	XX is the amount of credit established.
3	Use the selection switch panel to enter the selection number you want to vend.	<i>PRICE .XX</i>	XX is the price of the selection. The selection is vended, then correct change and the credit are returned.
4	CONTINUE	<i>READY</i>	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 .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 switch. 2. See advanced programming section for other options. 3.

The EURODRINK Merchandiser is warranted for one (1) year against defective parts and workmanship. Any part or parts which are proven to be defective within one (1) year of the date of shipment will be repaired or replaced free of charge when the defective part is returned, with transportation charges prepaid, to the destination designated by the National Vendors Warranty Department.

This warranty applies only to the original purchaser of the Merchandiser and is null and void if the Merchandiser is sold during the period of warranty.

This warranty does not apply to a) electrical components, wiring, or circuits and/or for all mechanical parts or assemblies damaged as a result of operating the Merchandiser at other than the design voltage and frequency specified on the Electrical Rating Tag, or b) in event of vandalism, fire or negligence, or c) incandescent lamps, neon lamps, fluorescent lamps, ballasts, starters or other expendable items or d) when other manufactured components are installed in National Vendors Merchandisers.

National Vendors is not responsible for any cost of service rendered or repairs made by customer or its agents on Merchandiser or parts unless authorization to incur such expense has been given in writing by National Vendors prior to incurring such expense.

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