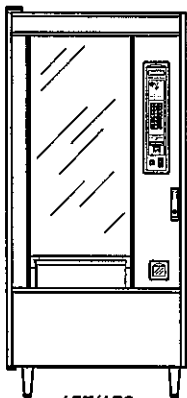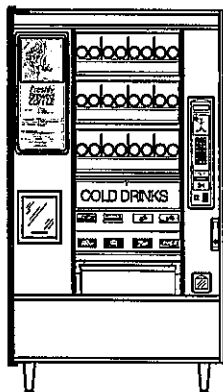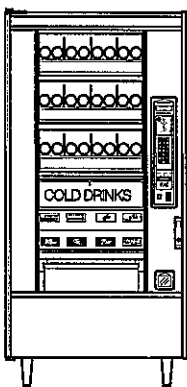# *SnackCenter*

and

RefreshmentCenter

Programming Guide

157/158
257/258
464/465

485/486
488/489

484/487

497/498

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CRANE- National Vendors

1570122

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

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

Why do I need this book?

First of all, don't let the word "programming" in the title scare you off! You're probably thinking that since your machine is already set up and making money for you, why should you PROGRAM it now? This merchandiser has some great features to attract customers, change the recipes of hot drinks, and help you keep track of sales. Unfortunately, these features won't work by themselves. YOU have to tell the machine which features you want, and how you want them to work. This book will help you take full advantage of the features and show you how you can make the machine do what YOU want. Look over the PROGRAMMING TASK DIRECTORY below, find what you want to do and read about it. You will be directed to some simple step-by-step instructions that will tell you how to operate the feature.

PROGRAMMING TASK DIRECTORY

Introduction

How to program your Snack or Refreshment Center.

Some setup, test, and maintenance operations are computer controlled. The control panel switches (see figure 1) and the selection panel switches (see figure 2) regulate these operations.
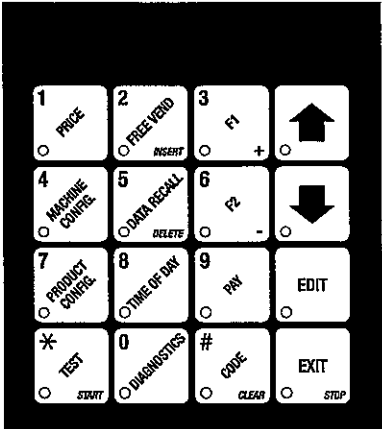
Figure 1. Control Panel
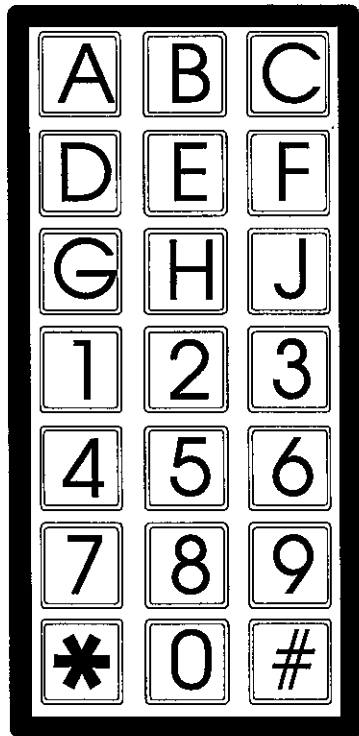
Figure 2. Selection Panel

The Displays

The 10-character display performs two functions, and is referred to in this book as "the display":

1. It shows the customer's selection and how much credit is in the machine, as well as the ready, service, and time of day messages.

2. It provides information and feedback to the service person during maintenance.

```
DISPLAY
```

The Function Keys

The keys on the control panel can be used for up to three things:

THE NUMBER
YOU MIGHT BE ASKED TO ENTER A
NUMERICAL VALUE. PRESSING THIS
KEY WILL ENTER A "5".

THE PRIMARY PURPOSE
THIS IS THE MAIN JOB OF THE KEY. FROM
THE STANDBY MESSAGE, IT WILL ALLOW
YOU TO ENTER A PROGRAMMING MODE.
IN THIS EXAMPLE, YOU CAN VIEW STORED
SALES DATA.

THE SECONDARY PURPOSE
THIS IS THE KEY'S "SECOND JOB". FOR
EXAMPLE, THIS KEY CAN BE USED TO DELETE
A CHARACTER WHEN YOU ARE EDITING
CUSTOM MESSAGES.

Other Keys

The MOVEMENT keys on the control panel let you move inside a mode, and back and forth between modes. To see how these keys let you move around, study the flow diagram on the next page.

The up and down arrow keys are your "legs", which let you move up and down the list of tasks. These keys are what let you continue from one step to the next in programming procedures.

EDIT

This is your "activate" or "choose" key. It "opens a door" to additional information and lets you begin a programming task once you are inside of a mode. Sometimes, it is used as a toggle switch to show you your choices during a programming task.

EXIT
STOP

This is your "end" key. Pressing it one or more times will move you back to the start of the mode, or all the way back to the standby message.

Control Panel Switch Functions Explained

Each of the control panel switches has one or more jobs to do. This list will give you a short overview of those jobs.

1 PRICE — Press this button to put your machine into the Price Setting mode. You can see maximum and minimum machine prices, and change prices for entire machine, entire tray, or individual selection.

2 FREE VEND / INSERT — Press this button to select the Free Vend mode.

3 F1 + — Press this button to view the temperature of a can, frozen, or refrigerated food unit, or software version number.

4 MACHINE CONFIG. — Press this button to:
- Select display language
- Select coin mechanism and options
- Select bill validator and options
- Select card reader and options
- Select monetary options
- Set winner feature

5 DATA RECALL / DELETE — Press this button to view total sales and vends by whole machine, tray, or selection. Clear resettable data.

6 F2 - — Press this button to:
- Download data into your portable data collection device (PDCD), **OR**
- Set printer baud rate, depending upon which device you are using

7 PRODUCT CONFIG. — Press this button to:
- Set machine configuration
- Set which trays are active
- Set up hot drinks
- Couple and uncouple tray motors
- Set food or can unit temperature

8 TIME OF DAY — Press this button to:
- Set time of day
- Set day, month, year
- Set up time of day intervals for inhibit, freevend, and discount vending
- Select display messages
- Edit messages

9 PAY — Press this button to pay one or more coins from the coin mechanism.

0 DIAGNOSTICS —
- Allows you to see any fault or condition that may place the machine out of service

✱ TEST / START — Press this button to:
- Perform TEST VENDS
- Test machine functions
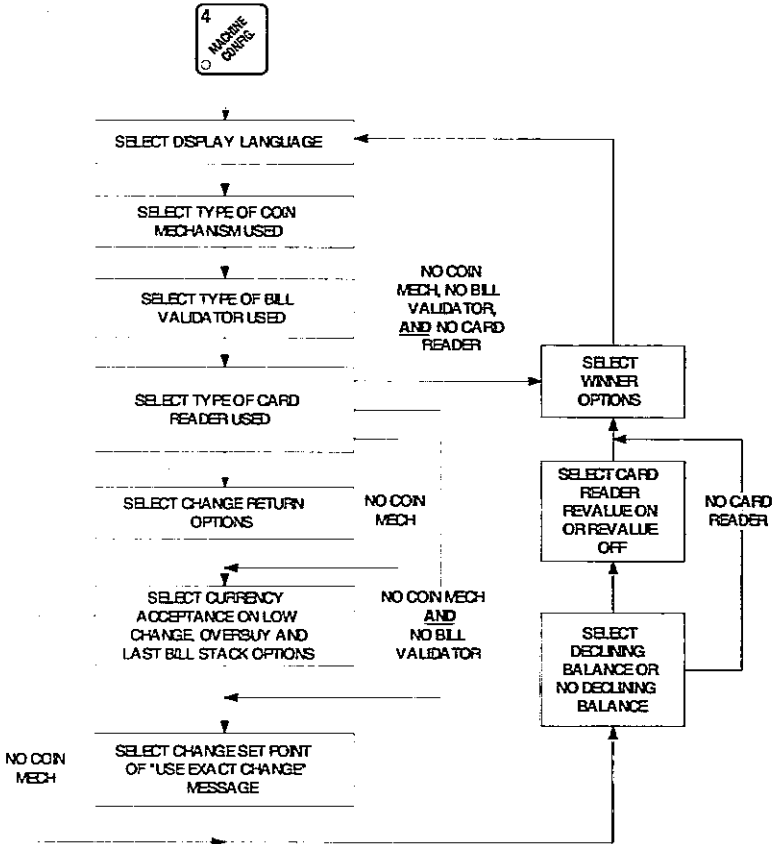- Test displays

 # CODE / CLEAR — Press this button to:
- Enter the SUPERVISOR mode
- Change the SUPERVISOR access code
- Lock and unlock access to functions

Control Panel Switch Functions Explained

Programming Flow Charts

After you become familiar with the programming functions, you will be able to perform them without using the detailed, step-by-step tables. The following group of flow charts will give you a quick reference to the functions each key performs. If you need additional information, just refer to the page shown in the chart.

Machine Configuration Functions

```
            ┌──────────┐
            │ 4        │
            │   MACHINE│
            │   CONFIG │
            │ O        │
            └────┬─────┘
                 ▼
    ┌─────────────────────────────┐
    │ SELECT DISPLAY LANGUAGE      │◄──────────────────────┐
    └──────────────┬──────────────┘                        │
                   ▼                                        │
    ┌─────────────────────────────┐                        │
    │ SELECT TYPE OF COIN          │                        │
    │ MECHANISM USED               │                        │
    └──────────────┬──────────────┘                        │
                   ▼                    ┌──────────────┐    │
    ┌─────────────────────────────┐     │  NO COIN     │    │
    │ SELECT TYPE OF BILL          │     │ MECH, NO BILL│    │
    │ VALIDATOR USED               │     │ VALIDATOR,   │    │
    └──────────────┬──────────────┘     │ AND NO CARD  │    │
                   ▼                     │  READER      │    │
    ┌─────────────────────────────┐     └──────┬───────┘    │
    │ SELECT TYPE OF CARD          │      ┌─────▼──────┐     │
    │ READER USED                  │──────│  SELECT    │     │
    └──────────────┬──────────────┘      │  WINNER    │     │
                   ▼                      │  OPTIONS   │     │
    ┌─────────────────────────────┐      └─────▲──────┘     │
    │ SELECT CHANGE RETURN  NO COIN│      ┌─────┴──────┐     │
    │ OPTIONS               MECH   │      │SELECT CARD │ NO  │
    └──────────────┬──────────────┘      │ READER     │CARD │
                   ▼                      │ REVALUE ON │READER
    ┌─────────────────────────────┐      │ OR REVALUE │     │
    │ SELECT CURRENCY    NO COIN MECH     │    OFF     │     │
    │ ACCEPTANCE ON LOW      AND    │      └─────▲──────┘     │
    │ CHANGE, OVERBUY AND  NO BILL  │      ┌─────┴──────┐     │
    │ LAST BILL STACK OPTIONS VALIDATOR   │  SELECT    │     │
    └──────────────┬──────────────┘      │ DECLINING  │     │
         NO COIN   ▼                      │ BALANCE OR │     │
         MECH  ┌──────────────────┐       │NO DECLINING│     │
    ┌────────│SELECT CHANGE SET PT│      │  BALANCE   │     │
    │        │OF "USE EXACT CHANGE"│      └─────▲──────┘     │
    │        │   MESSAGE          │            │            │
    │        └─────────┬──────────┘            │            │
    │                  └──────────────────────────────────┘
```

Payout Coins

```
┌──────────┐
│ 9        │
│      PAY │
│ O        │
└────┬─────┘
     ▼
PAYOUT NICKELS,
  DIMES, OR
  QUARTERS
   PAGE 30
```

Free Vend

```
┌──────────┐
│ 2        │
│  FREE VEND│
│ O   RESET│
└────┬─────┘
     ▼
┌──────────────┐
│ SELECT FREE  │
│ VEND OPTIONS │
│   PAGE 46    │
└──────────────┘
```

Time of Day

```
[8] TIME OF DAY ○
```

```
SET DAY, TIME,
DATE
PAGES 22, 23
```
↓
```
SET TIME OF DAY
INTERVALS
(INHIBIT,
FREEVEND,
DISCOUNT)
PAGE 23
```
↓
```
SELECT CUSTOM
MESSAGES
PAGES 26, 27
```
↓
```
EDIT CUSTOM
MESSAGES
PAGE 28
```

Pricing

```
[1] PRICE ○
```

```
VIEW MAXIMUM
AND MINIMUM
PRICES
PAGE 30
```
↓
```
SET PRICE FOR
ENTIRE MACHINE
PAGE 30
```
↓
```
SET PRICE FOR
ENTIRE TRAY
PAGE 30
```
↓
```
SET INDIVIDUAL
SELECTION PRICES
PAGE 30
```
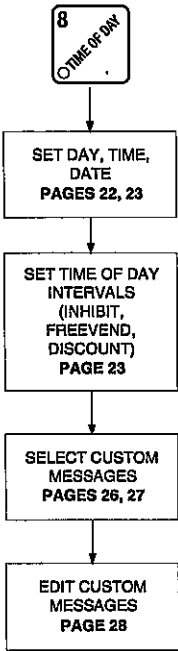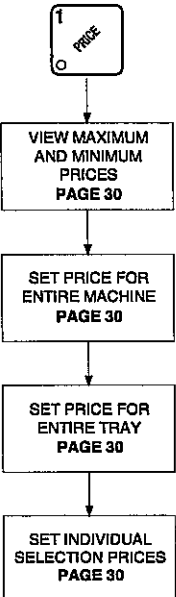
Product Configuration Functions

```
[7] PRODUCT CONFIG. ○
```

```
SET MACHINE
CONFIGURATION
PAGE 13
```
↓
```
SET ACTIVE TRAYS
PAGE 14
```
↓
```
SET WHEN CAN UNIT
GOES OUT OF SERVICE (8
CAN ONLY)
PAGE 15
```
↓
```
COUPLE/UNCOUPLE
ADJACENT MOTORS
PAGE 14
```
↓
```
CONTROL DEFROST
MODE
PAGE 20
```
↓
```
COUPLE/UNCOUPLE
NON-ADJACENT MOTORS
PAGE 15
```
↓
```
SET TEMPERATURE OF
CAN OR FOOD UNIT
SUPERVISOR ONLY
PAGE 21
```

```
SET MACHINE AS FRESH
BREW OR FREEZE DRY
PAGE 16
```
↓
```
SET UP HOT DRINKS
PAGE 18
```
↓
```
SELECT CUP SIZE
PAGE 16
```
↓
```
SET UP RINSE INTERVAL
PAGE 19
```

View Diagnostics

```
[0] DIAGNOSTICS ○
```

```
VIEW ACTIVE
DIAGNOSTIC
MESSAGES
PAGES 44, 45
```

DEX/Printer

```
[6] ○
```

— DEX ——————— PRINTER —

```
DOWNLOAD DATA
INTO PDCD.
PAGE 43
```

```
SELECT PRINTER
BAUD RATE.
PAGE 9
```

Tests

```
 *
   TEST
 ○  STAT
```

↓

MAKE A TEST VEND
PAGE 39

→

RINSE THE MIXING
BOWLS
PAGE 42

↓

↓

TEST THE MOTORS
PAGE 39

TEST DROP A CUP
PAGE 41

↓

↓

VIEW MOTOR
STATUS
PAGE 40

TEST THE BREWER
PAGE 41

↓

↓

TEST THE FOOD
DOOR
PAGE 41

TEST THE
WHIPPER(S)
PAGE 43

↓

↓

TEST THE COFFEE
AIR COMPRESSOR
PAGE 41

TEST THE
DISPLAYS
PAGE 39

Supervisor Functions

```
 #
   CODE
 ○  CLEAR
```

↓

ASSIGN A NEW
ACCESS CODE FOR
THE SUPERVISOR
PAGE 7

↓

LOCK/UNLOCK
MODE & PAYOUT
KEYS
PAGE 8

↓

LOCK OR UNLOCK
DATA CLEARING
CAPABILITY FOR
NON-SUPERVISORS
PAGE 9

↓

PRINTER OR DEX
OPTIONS
PAGE 8

View and/or Clear Data

```
 5
   DATA RECALL
 ○  DELETE
```

↓

VIEW SALES AND VEND
DATA, BILL AND COIN
ACCEPTANCE DATA, HEALTH
CONTROL DATA, PRICE/TIME
SET DATA, AND DOOR
OPENING DATA
PAGES 32 - 38

↓

CLEAR PAID SALES
DATA ONLY
PAGE 33

↓

CLEAR
RESETTABLE DATA
PAGE 33

↓

VIEW MACHINE ID
NUMBER
PAGE 38

Misc.

```
 3
   ○  +
```

↓

VIEW
TEMPERATURE OF
CHILLER, CAN, OR
FOOD UNIT
PAGE 30

↓

VIEW SOFTWARE
VERSION
PAGE 21

☞ GAIN ACCESS TO THE SUPERVISOR MODE

1. Press ⬚. The display shows: *ENTER CODE*. You must enter the four-digit supervisor code within 6 seconds to gain access.

NOTE
A new machine has a factory-set supervisor code of 0000.

When you have entered the right code, you will hear two beeps and see *UNLOCKED* in the display. After a few moments, the standby message returns.

2. At the standby message, press ⬚, then ⬇. You are now ready to perform various supervisor functions.

☞ ENTER A NEW SUPERVISOR CODE

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.

2. Press ⬇ until the display shows *SUPER XXXX*. The X's represent the current supervisor code. Use the number keys to enter a new code.

IMPORTANT!
If you enter a new code, be sure to keep a written record of it. There is no other way to access the SUPERVISOR mode.

3. Press ⬚ until you have left the function.

☞ ENTER A FREEVEND CODE

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.

2. Press ⬇ until the display shows *FREE XXXX*. The X's represent the current freevend code. Use the number keys to enter a new code. If the code is anything other than "0000", it must be entered after the key lock is turned in order to enable free vends.

3. Press ⬚ until you have left the function.

🔑 LOCK OR UNLOCK MODE OR PAYOUT KEYS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE.**

2. Press [⬇] until the display shows either *X. LOCKED* or *X. UN-*

   LOCKED. "X" refers to the number or character shown on the mode or payout key in question (1 through 9, # and *). To see if a key is locked or unlocked, press that key.

3. Press [EDIT] to change between locked and unlocked. When anyone other than the supervisor tries to enter a locked mode, the display shows *LOCKED*.

<div align="center">

NOTE

The following mode keys cannot be locked out:

[3 ↰ C +]   [0 ⊙ DIAGNOSTICS]

</div>

4. Press [EXIT STOP] until you have left the function.

🔑 SET PRINTER OR DEX OPTIONS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE.**

2. Press [⬇] until the display shows one of the following:

   PRINTER means that data will be sent directly to a printer,

<div align="center">OR</div>

   DEX ONLY means that data remains in memory after it is downloaded into a portable data collection device,

<div align="center">OR</div>

   DEX +CLR means that resettable data is cleared after it is downloaded into a portable data collection device.

3. Press [EDIT] to switch between the three choices.

---

4. Press [EXIT / STOP] until you have left the function.

☞ LOCK OR UNLOCK DATA CLEARING ACCESS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE.**

2. Press [⬇] until the display shows either **#. LOCKED** or

    #. UNLOCKED. LOCKED means that non-supervisors cannot clear

    resettable machine sales and vend data from the [5 / DATA RECALL / DELETE] key.

3. Press [# / CODE / CLEAR] to switch between **#. LOCKED** and **#. UNLOCKED.**

    NOTE
    The supervisor can clear data regardless of this setting,
    provided the supervisor code was correctly entered first.

4. Press [EXIT / STOP] until you have left the function.

☞ SELECT PRINTER BAUD RATE (PRINTER MODE ONLY)

BAUD RATE:	The speed of data transfer, expressed in bytes per second. Your printer can receive data at a certain rate, and you must tell the machine what that rate is.

1. Press [6 / ↵ / -]. One of the following is displayed:

    BAUD 1200, BAUD 2400, BAUD 4800, BAUD 9600

2. Press [EDIT] until the correct baud rate for your printer is displayed.

3. Press [EXIT / STOP] until you have left the function.

SELECT COIN MECHANISM AND OPTIONS

1. Press [4 MACHINE CONFIG], then press [⬇ c] until the current COIN MECHANISM is

    shown in the display. Press [EDIT] to choose the desired coin mecha-

    nism. Your choices are: *DUMB MECH, MDB MECH, EXEC MECH,* or *NO MECH*

2. Press [⬇ c] until the display shows *CHANGE X.XX*.

    Coins and bills which are less than or equal to this value will be returned without a purchase being made.
    Examples:

    CHANGE 0.00 - Forced vend; NO change returned without a purchase.

    CHANGE .25 - Nickels, dimes, and quarters returned without purchase.

    CHANGE 1.00 - $1 bills and SBAs will be returned as change without purchase. Nickels, dimes, and quarters are also returned.

3. Press [⬇ c] until the display shows: *LOW.MSG X.XX.* The display will

    show *USE EXACT CHANGE* when the amount of available change in the coin mechanism falls below the value of "X.XX". Enter a value with the number keys. For example, if *LOW.MSG 1.00* is displayed, the *USE EXACT CHANGE* message is displayed when less than a dollar's worth of change is in the coin mechanism.

4. Press [EXIT STOP] until you have left the function.

SELECT BILL VALIDATOR AND OPTIONS

1. Press [4 MACHINE CONTROL], then press [↓] until one of the following is displayed:

NO DBV -   No bills will be accepted or there is no bill validator installed (you can exit the function).

SER.1.2.5.10.20 -   The serial bill validator is selected and will accept $1, $2, $5, $10, and $20 bills. Use BILL SELECTION METHOD below to change the bills which will be accepted.

MDB.1.2.5.10.20 -   A standard MDB bill validator is selected. It will accept $1, $2, $5, $10 and $20 bills. Use BILL SELECTION METHOD below to change the bills which will be accepted.

BILL SELECTION METHOD:
The standard $1, $2, $5, $10 and $20 bills are enabled by pressing the **1, 2, 5, 6,** or **7** key(s), respectively, to display which bill(s) will be accepted.

MDB. <✱> -   An MDB bill validator which accepts non-standard bills or tokens is connected and operating. Press

[✱ LIST START] to enter list of bills. (See **INITIAL SETUP OF NON-STANDARD BILL VALIDATOR** on the following page.)

BILL LIST OPERATION:

Use [↑] and [↓] to scroll through the list of bills.

Use [EDIT] to turn the bill acceptance ON or OFF.

Use [EXIT STOP] to move up to the top level screen.

1. 1.00 ON -   1. = Bill validator channel 1, each bill has its own channel
1.00 = Bill value
ON = $1.00 bill will be accepted

---

1. 1.00 OFF - OFF = $1.00 bill will not be
accepted

TKN - Token bills (same as coupon bills)

**INITIAL SETUP OF NON-STANDARD BILL
VALIDATOR:**
Connect the bill validator, select MDB in the bill
validator selection screens. The standard
·MDB.1.2.5.10.20· screen will appear first. Exit

the bill validator setup by pressing [EXIT]. Bill

information is now collected from the validator. Re-
enter the bill validator selection screen and the
non-standard screen *·MDB. <*>·* will appear.

PULSE DBV - The pulse bill validator will accept $1 bills.

Press [EDIT] to choose the desired option.

2. Press [EXIT] until you have left the function.

SELECT DISPLAY LANGUAGE

1. Press [4 MACHINE CONFIG]. The current LANGUAGE is shown in the display. Press

[EDIT] to choose the desired language. Your choices are: *ENGLISH,*

*DEUTSCH, FRANCAIS, ESPANOL, PORTUGUES, SWEDISH,*or
NEDERLANDS.

2. Press [EXIT] until you have left the function.

☞ SELECT CARD READER AND OPTIONS

1. Press [4 MACHINE CONTROL], then press [⬇], until the current card reader is shown in

    the display. Press [EDIT] to choose the desired card reader.

    Your choices are: *NO CARD, DUMB CARD,* or *MDB CARD.*

    NOTE

    If you selected *NO CARD* you can exit the function.

2. Press [⬇] until one of the following is displayed:

    REVALUE.ON - Allows credit to be transferred onto the card

    REVALUE.OFF - Credit cannot be transferred to the card

    Press [EDIT] to display the desired choice.

3. Press [EXIT STOP] until you have left the function.

☞ SELECT MONETARY OPTIONS

This function lets you:
*   Set declining balance,
*   Set currency acceptance on low change,
*   Set overbuy options,
*   Set last bill stacking options

> **DECLINING**   Once credit is established, multiple vends
> **BALANCE:**   may occur until the coin return is pressed.

1. Press [4 MACHINE CONTROL], then press [⬇] until one of the following is displayed:

    DECLINE.ON - More than one vend is allowed, with a declining balance.

    OR

    DECLINE.OFF - A declining balance is not allowed.

    Press [EDIT] to display the desired choice.

---

2. Press [↓] until one of the following is displayed:

RCC <$$ X.XX - The last bill which meets or exceeds maximum price will be held in escrow.

OR

RCC.5TK X.XX - The last bill which meets or exceeds maximum price and MDB coupon bills (token bills) will be immediately stacked.

Example: If setting is *RCC.5TK 1.00* and maximum price is $1.50. This setting will immediately stack the second $1.00 bill inserted.

Press [EDIT] to display the desired choice.

The value of "X.XX" has two purposes:

a. The value of "X.XX" tells the machine how big a bill or coin to accept even though there is not enough change in the coin mech to cover all possible paybacks.

- For example, enter **1.00**. Therefore, the machine will take a dollar bill or coin even though there is less than $1.00's worth of change. Entering **5.00** tells the machine to take a five even though there is less than $5.00's worth of change, and so forth.

    NOTE: This could cause a customer to be short-changed.

- Entering **0.00** means that bills or coins will only be accepted if there is enough change to cover them.

b. The value of "X.XX" tells the machine how much the customer is allowed to overbuy a product. The customer will be short-changed when an overbuy occurs.

    Example:
    For a value of $0.25: if there is no change in the machine and the customer insers a $1.00 bill. The customer can purchase a product for $0.75 even though the change cannot be paid back. The customer will be short-changed. Normally a purchase will not be approved unless all change can be paid.

    Entering 0.00 means that the vend will only be approved when the correct change can be returned (overbuy disabled).

3. Press [EXIT] until you have left the function.

SET UP WINNER MODE

> *WINNER:* At preselected intervals, a customer may receive a refund for a selection. You can select the intervals and qualifying selections.

NOTE
For simplicity, all grouped selections will be referred to as being on "trays". So, even though the cans are in a can module, these instructions will treat them as if they were on trays.

1. Press [4], then press [↓] until one of the following is displayed:

WINNER OFF Winner function is disabled.

OR

WIN XXX Winners are allowed at certain intervals, represented by "XXX". Press [EDIT] to display the desired choice.

If you selected *WINNER OFF*, you can exit the function.

2. The display shows *WIN XXX*. XXX represents the number of vends which must occur per each winner vend. For example, an interval number of 50 means that a winner can happen any one time during the next 50 vends. Using the number keys, enter an interval number between 10 and 9999.

3. Press [↓]. The display shows *✱ - - - - - - - - - -*. The dashes in the display represent which trays are allowed winners. Press the appropriate letter key to enable a tray, press the key again to disable it. For example, pressing A, C, and E will cause the display to look like this: *A - C - E - - - -* _, meaning that all A, C, and E selections can have a winner.

ADVANCED OPTIONS:

*   Press [✱ TEST START] to enable all trays.

*   Press [# CODE CLEAR] to deactivate all trays.

AN EXAMPLE . . .

You want to enable winners on all trays except E and F. Do the following:

a. Press [⁎ TEST START]. The letters *R* through *J* appear in the display instead of the dashes.

b. Press "E" and "F". The letters *E* and *F* in the display are replaced by dashes.

4. Press [EXIT] until you have left the function.

SET MACHINE CONFIGURATION

1. Press [7 PRODUCT CONFIG]. One of the following is displayed:

CNF.0 SNACK   (Machine with all trays)

CNF.1 CHLLD   (Chilled snack machine)

CNF.2 CAN   (Machine with can unit)

CNF.3 CH.CAN   (Chilled snack machine with can unit)

CNF.4 FOOD   (Any machine with refrigerated food module - includes chilled)

CNF.5 FRZN   (Any machine with frozen food module - includes chilled)

CNF.6 NDL   (Model 451 noodle machine only)

2. Press [EDIT] to select the configuration appropriate to your machine.

    BE CAREFUL to select the right configuration, because selecting the wrong one will affect other choices later on, and could cause problems.

3. Press [EXIT] until you have left the function.

☞ IDENTIFY THE TRAYS IN THE MERCHANDISER

1. Press [7 PRODUCT CONFIG], then press [⬇] until the display shows something like this:

   $RBCDEFGHJ$. This display means that all trays (A - J) are available for vending. An unavailable tray has its letter replaced by a blank space.

2. Press the appropriate letter to toggle the display on or off.

   NOTE
   Unconfigured trays will not appear in the diagnostics.

3. Press [EXIT STOP] until you have left the function.

☞ COUPLE/UNCOUPLE TRAY MOTORS

Two motors may be electronically coupled to turn together to vend a wide product. In some cases, you may need to connect or disconnect the wire harness from a specific motor. See your Setup Guide for more information.
NOTE: An even numbered motor (0, 2, 4, etc.) may only be coupled to an odd numbered motor (1, 3, 5, etc.)

1. Press [7 PRODUCT CONFIG], then press [⬇] until the display shows $CPL\ nTRS$.

2. Press the letter of the tray you want to couple, or press [EDIT] to couple motors on tray A, then press [⬇] to get to the desired tray.

COUPLE ADJACENT MOTORS:

A. The display shows $+.R.+.R.+.R.+.R.+.R.$. This display means that on the A tray, all adjacent motors (0 and 1, 2 and 3, etc.) are coupled. **NOTE:** The +s and As represent motor positions 0 through 9.

B. On the **CONTROL PANEL**, press the EVEN motor number of the pair you wish to couple or uncouple. In our example, to uncouple motors 0 and 1, press **0**. The display will now show $R.R.+.R.+.R.+.R.+.R.$.

COUPLE NON-ADJACENT MOTORS:

A. Disconnect the motor(s) between the two you want to couple. Consult your Setup Guide for information on how to do this. The display shows $R.R.+.$ $R.+.R.+.R..$ This display means that on the A tray, adjacent motors 0 and 1 are NOT coupled, 2 is coupled to 5, 6 is coupled to 7, and 8 is coupled to 9. **NOTE:** The +s and As represent motor positions 0 through 9. If a motor is disconnected or not present (motors 3 and 4 in this example), its position is replaced by an empty space.

B. On the **CONTROL PANEL,** press the motor number of the even motor of the motor pair you wish to couple or uncouple. For example, to uncouple motors 2 and 5, press 2. The + representing motor number 2 changes to a **C.** Please note that the left motor of a coupled pair **MUST** be an even-numbered motor.

3. Press [EXIT ○ ⬛] until you have left the function.

⟨⟩ COUPLE/UNCOUPLE CAN SELECTIONS

Adjacent can columns can be electronically coupled together to act as a single selection. You can load two or more can columns with the same product, and the coupled columns will alternatively vend as any of the individual columns are selected for sale. Empty or jammed columns are automatically skipped. Sales data is kept under the original selection.

1. Press [7 ⬛] , then press [⬇ ○] until the display shows CPL $\eta TRS.$

2. Press **E** or **F** as appropriate, to couple columns in the E or F can row. For example, Press E. The display shows $E.E.E.E.E.$

3. Continue by pressing the selection **number** of the leftmost of the columns you want to couple. Follow this example:

    a. Press **0.** The display shows $+.E.E.E.E.$ Selections E0 and E1 are coupled together.

    b. Press **1.** The display shows $+.+.E.E.E.$ Now, E0, E1, and E2 are coupled together.

    c. Press **3.** The display shows $+.+.E.+.E.$ Now, E0, E1, and E2 are coupled together, and E3 and E4 are coupled.

    In the above example, the E0, E1, and E2 selections are selling one product, and the E3 and E4 selections are selling another.

Continued on the next page...

SPECIAL DISPLAY CHARACTERS

Under certain circumstances, the letters in the display will be replaced by these special characters:

Tray letter (E or F)	=	Column not empty; not coupled
-	=	Empty switch ON, 1 can left, not coupled (8 select can only)
+	=	Not empty, coupled to the selection on the right
#	=	Empty switch ON, 1 can left, coupled (8 select can only)
(blank)	=	Empty, not coupled
?	=	Empty, coupled
(trailing decimal point)	=	Motor is home
(leading apostrophe)	=	Motor is jammed

SOME FINAL NOTES:

Make sure the coupled selections are set to the same price.
You cannot couple between rows E and F. Coupling is disabled in TEST mode and defaults to direct selection.

SELECT WHEN THE CAN UNIT GOES OUT OF SERVICE (8 SELECT CAN UNIT ONLY)

1. Press [7 PRODUCT CONFIG], then press [↓] until the display shows either

    E +F OFF@0 OR *E +F OFF@1*

2. **OFF @ 0** means that each can selection will go out of service when the last can is vended. **OFF @1** means that one can is left when the unit goes out of service.

3. Press [EDIT] to switch between the two choices.

4. Press [EXIT STOP] until you have left the function.

NOTE

Do NOT manually remove cans from the can unit.

✍ SET WHETHER YOUR MACHINE IS FRESH BREW OR FREEZE DRY

1. Press [7 PRODUCT CONFIG], then press [⬇], until the display shows either

$$J = FB.\ 0.4.6.8.9$$

OR

$$J = FD.\ 0.4.6.8.9$$

2. **FB** means that the machine is fresh brew, **FD** means the machine is freeze dry.

3. Press [EDIT] to switch between the two choices. **Be sure you have** selected the right configuration for your machine.

4. Press [EXIT STOP] until you have left the function.

🍵 SET UP CUP SIZES

1. Press [7 PRODUCT CONFIG] then [⬇] until the display shows $CUP = X\ OZ$. "X" is the currently selected cup, and all throw times are set for that size.

2. Press [EDIT] to choose between 5, 7, 8, and 9 ounce cups. When you switch between cup sizes, the display shows $CUP\ ?\ X\ OZ$. The question mark means that you have the option of setting the factory default throw times for the new size ("X") cups, or you may reload the defaults for the present cup size. To do this, press and hold [# CODE CLEAR]. The display momentarily shows $CLEARING$, then two beeps sound and $FINISHED$ is displayed. See the tables on the next page for the factory default times.

3. Press [EXIT STOP] until you have left the function.

Factory Default Throw Times (Fresh Brew Machine)

Selections	Throw times (in seconds) per size cup			
	5 oz	7 oz	8 oz	9 oz
Coffee	2.60	2.70	2.90	3.40
Extra Coffee (add to above time)	0.25	0.30	0.30	0.20
Water for coffee	4.30	5.00	5.90	6.40
Steep time	3.00	3.00	3.00	3.00
Extra steep time (add to above time)	2.00	2.00	2.00	2.00
Air compressor run time	8.00	9.00	10.00	11.00
Sugar	1.70	1.60	1.80	2.10
Extra sugar (add to above time)	0.35	0.60	0.60	0.60
Lightener	0.35	0.40	0.55	0.65
Extra lightener (add to above time)	0.15	0.15	0.10	0.15
Chocolate	2.60	2.90	3.40	3.80
Extra chocolate (add to above time)	0.30	0.35	0.65	0.65
Water for chocolate	8.65	10.20	12.00	13.00

Factory Default Throw Times (Freeze Dry Machine)

Selections	Throw times (in seconds) per size cup			
	5 oz	7 oz	8 oz	9 oz
Coffee	1.00	1.10	1.50	1.90
Extra Coffee (add to above time)	0.25	0.30	0.30	0.35
Water for coffee	6.80	8.00	9.45	10.25
Sugar	1.70	1.60	1.80	2.10
Extra sugar (add to above time)	0.35	0.60	0.60	0.60
Lightener	0.35	0.40	0.55	0.65
Extra lightener (add to above time)	0.15	0.15	0.10	0.15
Chocolate	2.60	2.90	3.40	3.80
Extra chocolate (add to above time)	0.30	0.35	0.65	0.65
Water for chocolate	8.65	10.20	12.00	13.00

✒ SET UP A HOT DRINK

Be sure that the cup sizes you set in SET UP CUP SIZES agree with the cup sizes actually in your machine.

Programming hot drinks in the Refreshment Center is based on a "family" concept. Your menu lists the coffee selections as **J0** (black coffee), **J1** (coffee with sugar), and so forth. All selections in the coffee "family" are grouped under **0**. Likewise, the espresso selections are grouped under **4**, and cappuccino selections under **6**.

All procedures for setting up the hot drinks are similar, so this example will demonstrate how to set up fresh brew coffee, selection **0**.

1. Press [7 PRODUCT CONTROL] then [⬇] until the display shows $J = FB. \; 0.4.6.8.9$.

2. Press **0**. The display shows $0 = 0N$. This verifies that the 0 selection is turned on.

3. Press [⬇]. The display shows $0.PROD \; 2.70$. This means that the current selection 0 dry product throw time is 2.70 seconds. For another selection, the **0** would be replaced by that selection number. Enter a new time if desired.

4. Pressing [⬇] after each display will cause the following screens to appear:

$0.PROD+$	View and change the settings for an extra strong drink
$0.WTR$	View and change the settings for the water throw time
$0.STP$	View and change the steep time
$0.STP+$	View and change the steep time for an extra strong drink
$0.AIR$	View and change the air compressor running time
$0.SUG$	View and change the settings for sugar throw time
$0.SUG+$	View and change the settings for extra sugar throw time
$0.LTR$	View and change the settings for the lightener throw time
$0.LTR+$	View and change the settings for extra lightener throw time

CONTINUED . . .

0.WHP XXX Press [EDIT] to view and change the whipper settings as follows:

ON The drink is whipped unless **J** is pressed
OFF The drink is not whipped unless **J** is pressed

DIFFERENCES:

Some selections will not show all of these items. For example, selection **8** (cup only) has no settings available. Selection **9** (chocolate) has only the product and water throw times displayed. In addition to the whipper option, selection **6** (cappuccino) only shows the following:

6.RATIO 14 View and set the ratio of chocolate to coffee. The default ratio is 14, meaning that 14% of the drink is chocolate; 86% is coffee.

OPTIONS:

a. At any of the preceding displays, you can press [START] to test throw that item.

b. At any of the preceding displays, you can press * or # (on the selection switch panel) to step through a list of that item's throw times for other selections where that item is active. For example, pressing # at the *0WTR* display will show the throw time for *4WTR*. This is a handy way to move from one selection to another without going to the *J = F8. 0.4.6.8.9* screen first.

5. Press [EXIT] until you have left the function.

☞ SET UP RINSE TIME

1. Press [PRODUCT CONFIG] then [↓] until the display shows *RINSE XX*. "XX" is the currently selected time (in hours) that the bowls will be rinsed after the last hot drink vend.

2. Press [EDIT] to select the number of hours you want to wait until rinsing takes place.

3. Press [EXIT] until you have left the function.

VIEW AND CONTROL DEFROST MODE (FROZEN FOOD MODULE ONLY)

1. Press [7], then press [↓] until the display shows:

$$DEFRST - H.\Pi\Pi \text{ or } DEFRST + H.\Pi\Pi$$

2. If a minus (-) sign is displayed, H.MM shows the hours and minutes until the next defrost cycle. If a plus (+) sign is displayed, H.MM shows how long the unit has been defrosting.

3. Press [*] to start a manual defrost cycle.

4. Press [#] to end a defrost cycle in progress.

5. Press [EDIT]. The display shows $DEFRST X/DY$. "X" indicates the number of defrost cycles per day (DY). Press [EDIT] again to change the value of X.

6. Press [EXIT] once to return to step 1.

7. Press [EXIT] until you have left the function.

☞ SET TEMPERATURE (SUPERVISOR MODE ONLY)

1. If your machine is configured with a refrigerated module, press [7 PRODUCT CONFIG],

    then press [↓] until the display shows **+/- +38°F**. This means that **38°F** is the current temperature setting.

2. Press [3 ↩ +] to raise the setting; press [6 ↩ -] to lower the setting.

3. Press [EDIT] to choose between display in °F or °C.

4. Press [EXIT STOP] until you have left the function.

☞ VIEW SOFTWARE VERSION

1. Press [3 ↩ +], and press [↓] until the display shows **VER XXXXXX**. "XXXXXX" represents the curent software version number.

2. Press [EXIT STOP] until you have left the function.

⟨⟩ SET THE TIME OF DAY

1. Press [8 ⟨TIME OF DAY⟩]. The display shows *TIME HH.MM*. "HH.MM" is the time of

    day in 24-hour format.

2. Enter the current time using the number keys.

    NOTE
    9:00 am is entered with a leading zero, like this: 0900; 9:00
    pm is entered as 2100.

3. Press [EXIT STOP] until you have left the function.

⟨⟩ SET THE DAY OF THE WEEK

1. Press [8 ⟨TIME OF DAY⟩], and press [⬇] until the display shows @ *SMTUTFS*.

    The letter representing the currently set day of the week will be flashing.

2. Press [EDIT] until the correct day of the week is flashing.

3. Press [EXIT STOP] until you have left the function.

SET MONTH, DAY, AND YEAR

1. Press [8 TIME OF DAY], and press [⬇] until the display shows *MM/DD YY*.

   "MM" is the month, "DD" is the date, YY is the year.

2. Enter the current month, date, and year using the number keys.

   For example, press the following keys to enter February 22, 1996:

   0, 2, 2, 2, 9, 6

3. Press [EDIT] to switch between MM/DD and DD/MM formats

4. Press [EXIT STOP] until you have left the function.

SET TIME-OF-DAY INHIBITED VENDING

Vending can be inhibited up to four times a day.

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *INHIB - - - -*.

2. Go to the TIME INTERVAL EDITING procedure for an example of how to set up time-of-day inhibited vending.

SET TIME-OF-DAY FREE VENDING

Vending can be free up to four times a day.

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *FREEV - - - -*.

2. Go to the TIME INTERVAL EDITING procedure for an example of how to set up time-of-day free vending.

SET TIME-OF-DAY DISCOUNT VENDING

Vending can be discounted up to four times a day. For example, this can be used to favor early-arriving employees.

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *DISCT - - - -*.

2. Go to the TIME INTERVAL EDITING procedure for an example of how to set up time-of-day discount vending.

TIME INTERVAL EDITING

8 — TIME OF DAY

You can select up to four times of day for each special vending period.

NOTE
If two or more of these time periods overlap, the interval with the highest priority will overrule the other(s). This order of precedence is:

1. INHIBIT
2. FREEVEND
3. DISCOUNT

For example, if a DISCOUNT time period is scheduled for a certain area before the end of an INHIBIT time period, DISCOUNT does not begin until the INHIBIT interval has ended for that area.

The time interval editing procedure is almost the same for the INHIBIT, FREEVEND, and DISCOUNT intervals. There is one difference for the DISCOUNT time interval, so we will use it in our example. Assume you just finished the SET TIME-OF-DAY DISCOUNT VENDING procedure. Step 1 picks up where you left off . . .

1. The display shows *DISCT - - - -* . Press the number of the time interval you want to edit, or [EDIT] to edit time interval 1 (we'll use interval 1 for this example).

2. The display shows *1.DISCT ON* or *1.DISCT OFF* This display tells you whether your time interval (represented by **1**) is on or off. Press [EDIT] to change the condition of the time interval.

NOTE
If you turn an interval ON, it must be edited. You can edit a time interval now, then turn it OFF until another time.

3. Press [↓]. The display shows *1.DSCT X* . "X" represents the discount percentage for this period. Enter a discount percentage of 25 with the number keys. (Discount percentages of from 0 to 99 are permitted.) The machine will apply a 25% discount to each price, rounding up to the nearest nickel (or whatever is the smallest coin accepted by the coin mechanism).

4. Press [↓]. The display shows *1.STRT X.XX.* "X.XX is the currently

    set start time. Enter a new start time (24-hour format) for this interval. To enter the time for 3:30 pm, enter 1530.

5. Press [↓]. The display shows *1.STOP X.XX.* "X.XX is the currently

    set stop time. Enter a new stop time (24-hour format) for this interval. To enter the time for 6:00 pm, enter 1800. You have now established a 25% discount that starts at 3:30 pm and ends at 6:00 pm.

6. Press [↓]. The display shows *1.@ - - - - - - -* . The dashes represent

    the days that this time interval is active. Pressing number keys 1 through 7 switches the days on/off. For example, press "2", "4", and "6". The display now shows

    1.@ - M - W - F -. This discount interval is only active on Monday, Wednesday, and Friday.

7. Press [↓]. The display shows *✱ - - - - - - - - -* . The dashes repre-

    sent the trays affected by this time interval. Press the appropriate letter key to enable a tray, press the key again to disable it. For example, pressing A, C, and E will cause the display to look like this: *A - C - E - - - - _*, meaning that all A, C, and E selections are affected by this interval.

    Press [✱ TEST START] to turn on all levels; press [# CODE CLEAR] to turn all levels off.

8. Press [↓]. The display shows *1. MESG OFF* or *1. MESG X.* "OFF"

    means there is no custom message selected, and "X" represents the custom message number set for this interval. Press the number key of the message (1 through 8) you want displayed. To edit this message,

    press [EDIT] and follow the procedure given in **EDIT CUSTOM MES-**

    SAGES. Press **0** to turn the message OFF for this time interval.

9. Press [EXIT STOP] until you have left the function.

SNACK/REFRESHMENT CENTER PROGRAMMING GUIDE

> **STANDBY MESSAGE:** The message that is displayed during normal vending periods when there are no out-of-service faults on the machine.

SELECT A STANDBY MESSAGE

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *STANDBY XX*.

   "XX" represents the current message number selected for the standby message. Two dashes mean that the factory-set message is selected.

2. To select a message, just press the corresponding number (1 through 8). To display the factory-set message, press **0**.

3. The selected message (except the factory-set message) can be edited.

   To do this, press [EDIT] and follow the procedure given in **EDIT CUS-TOM MESSAGES**.

4. Press [EXIT STOP] until you have left the function.

SELECT AN OUT-OF-SERVICE MESSAGE

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *SERVICE XX*.

   "XX" represents the current message number selected to display when the machine is out-of-service. Two dashes mean that the factory-set message is selected.

2. To select a message, just press the corresponding number (1 through 8). To display the factory-set message, press **0**.

3. The selected message (except the factory-set message) can be edited.

   To do this, press [EDIT] and follow the procedure given in **EDIT CUS-TOM MESSAGES**.

4. Press [EXIT STOP] until you have left the function.

SELECT A FREEVEND MESSAGE

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *FREEVEND*

   XX. "XX" represents the current message number selected for the message that displays when the machine is in the freevend mode. Two dashes mean that the factory-set message is selected.

2. To select a message, just press the corresponding number (**1** through **8**). To display the factory-set message, press **0**.

3. The selected message (except the factory-set message) can be edited.

   To do this, press [EDIT] and follow the procedure given in **EDIT CUS-TOM MESSAGES**.

4. Press [EXIT STOP] until you have left the function.

☞ EDIT CUSTOM MESSAGES

1. Press [8], and press [↓] until the display shows *EDIT MSG'S*.

    Press the number of the message you want to edit. *MESSAGE X* is displayed (X represents the message number you pressed).

2. Press [EDIT]. The message text is displayed with the first character flashing.

3. To view the message, press [*]. The message scrolls across the display. To stop the scrolling, press [EDIT].

4. When the character you want to change is flashing, either enter it directly, or use [3] and [6] to step through the character set until the desired character is displayed. Use the arrow keys to highlight different characters. See the section on the next page for an explanation of special keys and the character set.

SHORTCUT

Instead of stepping through the whole character set to enter a letter that is not on your keypad, enter one close to the one you want, then step to it. Example: If you want to enter an **L**, first press [1], then press [6] six times. Your **L** should now be displayed.

THE END OF MESSAGE CHARACTER

This is the most important character in your message, because it tells the machine when the message is ended. If you don't use this character, your message will be followed by a bunch of zeros. This character can be selected either from the character set or by a direct key entry (see the next page).

ENTERING YOUR MESSAGE

Most of the keys on the control panel have a special purpose to help you create and edit your messages:

Key	Function
1 PRICE	Inserts an **R** at the flashing character.
4 MACHINE CONTROL	Inserts an **S** at the flashing character.
7 PRODUCT CONTROL	Inserts a **T** at the flashing character.
8 TIME OF DAY	Repeats the letter to the left of the flashing character.
EDIT	"Pages" through the message, ten characters (one screen) at a time.

Key	Function
2 FREE VEND INSERT	Inserts a space at the flashing character.
5 DATA RECALL DELETE	Deletes the current character and closes up the space.
# CODE CLEAR	Deletes the current character and leaves the space.
9 PAY	Enters the special "end of message" character, which denotes the end of the message.

Steps forward and backward through the message, one character at a time. (↓ ↑)

Steps forward and backward through the character list, one character at a time. (**3** ↑ **6** ↓)

THE CHARACTER SET

```
0    A    K    U    [
1    B    L    V    ]
2    C    M    W    #
3    D    N    X    *
4    E    O    Y    +
5    F    P    Z    -        >
6    G    Q    (SPACE)  /    ?
7    H    R    _        .    @
8    I    S    $        <
9    J    T    I        =    ▨
```
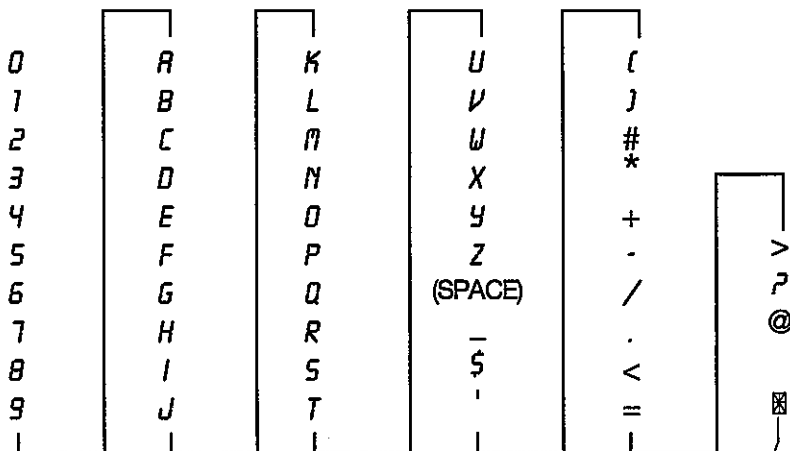
THIS IS THE END OF MESSAGE CHARACTER.

VIEW CAN OR FOOD UNIT TEMPERATURE

1. Press [3 ↰]. Depending on how your machine is configured, the

    display will show *TEMP 38° F.* This example shows that the temperature
    is 38 degrees Farenheit.

    NOTE

    If the food module door has been opened recently, the above
    display will include a numerical value indicating how many
    minutes remain in the health control grace period.

2. To change the display units, press [EDIT]. The display now shows

TEMP 6° C.

*   An apostrophe preceding the **F** or **C** means a sensor error exists and the
    displayed temperature is invalid. A decimal point following the **F** or **C**
    means the compressor is running.

    NOTE

    When the machine door is closed, you can view the

    temperature of a food unit by pressing [#] on the

    selection panel.

3. Press [EXIT] until you have left the function.

PAYOUT COINS

1. Press [9 ↰]. If a dumb mech was selected, the display shows

MDO =123; if an MDB mech was selcted the display shows *PAY 123.*

2. Press [1 ↰]. A dumb mech pays out one *N*ickel; an MDB mech pays a

    coin from tube 1. Press [2 ↰]. A dumb mech pays out one *D*ime; an

    MDB mech pays a coin from tube 2. Press [3 ↰]. A dumb mech pays

    out one *Q*uarter; an MDB mech pays a coin from tube 3.

3. To continuously pay out coins, hold down the appropriate key.

4. Press [EXIT] until you have left the function.

SET PRICES

1. Press [1 PRICE] . The display shows **✱✱ 2.50 .25.** This display shows
    the maximum and minimum prices set in the machine. In this example, the
    maximum price is $2.50 and the minimum is $0.25.

2. Enter prices as using one of the following methods:

SET ENTIRE MACHINE TO ONE PRICE . . .

a. Press [EDIT] . The display shows **✱✱ X.XX.** Enter a price using
    the number keys. All selections in the machine are now set to this
    price.

SET ALL SELECTIONS ON A TRAY TO ONE PRICE . . .

a. Press the letter key (A - J) corresponding to the tray you want to
    price. The display shows **B✱ X.XX .YY.** This display shows the
    maximum (X.XX) and minimum (.YY) prices set for the B tray.

b. Press [EDIT] . The display shows **B✱ X.XX.** Enter a price using
    the number keys. All selections on this tray are now set to this price.

c. Press another letter key, or [↓] to price another tray.

SET THE PRICE OF AN INDIVIDUAL SELECTION:

a. Press the number of the selection to be priced. (Example: B1.) The
    display shows **B1 X.XX.** Enter a price using the number keys. The
    selection is now priced.

b. Press another letter key, or [↓] to price another selection.

VIEW NONRESETTABLE SALES AND VEND DATA

1. Press [5 DATA RECALL DELETE]. The display shows *NR$ XX.XX.* "XX.XX" is a dollar and

cents figure showing the total of all sales in the machine. This is a running total, and is not resettable.

2. Press [↓]. The display shows *NR X.* "X" is the total number of

vends made by the machine. This is a running total, and is not resettable.

3. Press [EXIT STOP] until you have left the function.

VIEW DATA THREE DIFFERENT WAYS

Paid sales and vends can be viewed three different ways: By whole machine, by tray, and by individual selection. The first screen of the data item shows its machine total.

- To view the data by tray, press the letter of the tray you want to see. You

  can then press [↑] and [↓] to see data for all the active trays.

- To view the data by individual selection, press the letter and number of

  the selection you want to see. You can then press [↑] and [↓] to

  see data for all the active selections.

- If viewing data by individual selection, press [8 TIME OF DAY] to view the date and

  time of the last vend of that selection.

VIEW TOTAL PAID SALES

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows **$ XX.XX.**

"XX.XX" is a dollar and cents figure showing the total of all PAID sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.

2. If desired, view this data by tray and individual selection.

3. Press [EXIT STOP] until you have left the function.

VIEW CARD READER PAID SALES (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL/DELETE], then press [↓] until the display shows ****$ XX.XX**.

2. Press [EDIT]. The display shows *DBT XX.XX.* "XX.XX" is the amount of money collected from card reader sales.

3. Press [EXIT STOP] until you have left the function.

VIEW TOTAL PAID VENDS

1. Press [5 DATA RECALL/DELETE], then press [↓] until the display shows **** XX.** "XX" is the total number of paid vends for the entire machine.

2. If desired, view this data by tray and individual selection.

3. Press [EXIT STOP] until you have left the function.

CLEAR ALL RESETTABLE DATA

1. Press [5 DATA RECALL/DELETE]. The display shows *NR$ XX.XX.* This is a running total, and is not resettable.

2. Press and hold [# MODE/CLEAR]. Two beeps sound and the display shows *CLEARING* momentarily, and then changes to *FINISHED.* All data is cleared.

3. Press [EXIT STOP] until you have left the function.

⚡ CLEAR PAID SALES DATA ONLY

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows ****5 XX.XX**.

    "XX.XX" is a dollar and cents figure showing the total of all **PAID** sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.

2. Press and hold [# CODE CLEAR]. Two beeps sound and the display shows

    CLEARING momentarily, and then changes to **FINISHED**. All paid sales data is cleared; other data is not cleared.

3. Press [EXIT STOP] until you have left the function.

⚡ VIEW AMOUNT IN COIN BOX (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows **CBX XX.XX**.

    "XX.XX" is the dollar and cents amount in the coin box.

2. Press [EXIT STOP] until you have left the function.

⚡ VIEW AMOUNT IN VALIDATOR (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows **DBV XX.XX**.

    "XX.XX" is the dollar amount in the bill stacker.

2. Press [EDIT] to show the quantities of bills in the stacker. For example,

    the display shows **501 20**, meaning that there are 20 dollar bills in the bill

    stacker. Press [EDIT] again to show the quantities of other bills, such as

    $5s, $10s, or $20s.

3. Press [EXIT STOP] until you have left the function.

☞ VIEW FREEVEND SALES BY TIME INTERVAL (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows *-0$ XX.XX*.

2. Press [EDIT], then press [↓] until the display shows *1.FRV .00*.

   This is the total sales for freevend interval 1, shown even if zero.

3. Press [↓] to view intervals 2 through 4.

4. Press [EXIT STOP] until you have left the function.

☞ VIEW DISCOUNT SALES BY TIME INTERVAL

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows *✱✱$ XX.XX*.

2. Press [EDIT]. The display shows *1.DSC .00*. This is the total sales for discount interval 1 (not shown if zero).

3. Press [↓] to view intervals 2 through 4.

4. Press [EXIT STOP] until you have left the function.

☞ VIEW FREE VENDS (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows *-0$ XX.XX*.

2. Press [EDIT], then press [↓] until the display shows *FRV XX.XX*.

   "XX.XX" is the total machine-wide freevends, shown even if zero.

3. Press [EXIT STOP] until you have left the function.

⟡ VIEW WINNERS (NOT SHOWN IF ZERO)

1. Press ⬚ [5 DATA RECALL DELETE], then press ⬇ until the display shows *-05 XX.XX*.

2. Press ⬚ [EDIT], then press ⬇ until the display shows *WIN XX.XX*.

   "XX.XX" is the total machine-wide winners, shown even if zero.

3. Press ⬚ [EXIT STOP] until you have left the function.

⟡ VIEW TIME DATA

1. Press ⬚ [5 DATA RECALL DELETE], then press ⬇ until the display shows *TIME DATA*.

2. Press ⬚ [EDIT]. The following message scrolls across the display:

   MAIN.1 237M 01/30 10.13

   This example shows the latest time interval the main (machine) door was open (1). It was open for 237 minutes, and was opened on January 30

   (01/30) at 10:13 am (10.13). Press ⬇. If applicable, similar displays

   will appear for intervals 2, 3, and 4. Otherwise, go to the next step.

3. The following message scrolls across the display:

   AUX.5 33M 01/30 10.58

   This example shows the latest time interval the auxiliary (food module) door was open (5). It was open for 33 minutes, and was opened on

   January 30 (01/30) at 10:58 am (10.58). Press ⬇. If applicable,

   similar displays will appear for intervals 6, 7, and 8. Otherwise, go to the next step.

4. The following message scrolls across the display:

   HEALTH OFF 01/30 14.09 MAX. 69°F

   This example shows that the health control timer turned off on January 30 (01/30) at 2:09 pm (14.09), and the maximum temperature reached was 69°F.

NOTE

The temperature display units will be in °C if you selected

Celsius during the temperature display function.

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5.   Press [↓].   The following message scrolls across the display:

LAST POWER 01/30 13.51 FOR 00. 0.23

This example shows that the last time the machine lost power was on January 30 (01/30) at 1:51pm (13.51) for zero days, zero hours, and 23 minutes (00. 0.23).

6.   Press [↓].   The following message scrolls across the display:

LONGS.T POWER 01/30 10.58 FOR 00. 2.47

This example shows that the longest time the machine was without power was on January 30 (01/30) at 10:58am (10.58) for zero days, 2 hours and 47 minutes (00. 2.47).

7.   Press [↓].   The following message scrolls across the display:

FULL CLEAR 01/30 8.58

This example shows that the last time resettable sales was fully cleared was on January 30 (01/30) at 8:58am (8.58).

8.   Press [↓].   The following message scrolls across the display:

TIME SET 01/30 9.15

This example shows that the last time the time or date was set was on January 30 (01/30) at 9:15 am (9.15).

9.   Press [↓].   The following message scrolls across the display:

PRICE SET 01/30 9.42

This example shows that the last time prices were set was on January 30 (01/30) at 9:42 am (9.42).

10.   Press [EXIT / STOP] until you have left the function.

NOTE
Refer to VIEW DATA THREE DIFFERENT WAYS to view the date and time of the lthe last vend of that selection.

VIEW TOTAL UNPAID SALES

NOTE

This does not appear if the total of unpaid sales is zero.

1. Press [5 DATA RECALL/DELETE], then press [⬇] until the display shows _$\_05$ XX.XX.

   "XX.XX" is the total unpaid sales (free vends, winner vends, 100% discounts, zero price vends) for the entire machine.

2. If desired, view this data by tray and individual selection.

3. Press [EXIT STOP] until you have left the function.

VIEW TOTAL UNPAID VENDS

1. Press [5 DATA RECALL/DELETE], then press [⬇] until the display shows _$\_0$ XX. "XX"

   is the total number of unpaid vends for the entire machine.

2. If desired, view this data by tray and individual selection.

3. Press [EXIT STOP] until you have left the function.

VIEW NUMBER OF TEST VENDS (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL/DELETE], then press [⬇] until the display shows *TST* X.

   "X" is the number of test vends.

2. If desired, view this data by tray and individual selection.

3. Press [EXIT STOP] until you have left the function.

VIEW MACHINE ID NUMBER

1. Press [5 DATA RECALL/DELETE], then press [⬇] or [⬆] until the display shows

   I.D. XXXXXX . The X's represent the 6-digit machine ID number.

2. You can edit the machine ID number if the SUPERVISOR access code has been previously entered.

3. Press [EXIT STOP] until you have left the function.

TEST VEND SELECTIONS AND VERIFY CREDIT ADDED

1. Press [* TEST START]. The display shows *TEST .00.* You may now test vend

   selections. If you insert money into the machine, the zeros in the display will be replaced with the amount of the credit. After the item vends, your money will be returned.

   NOTE

   You may make one more test vend if you close the door while still in TEST VEND mode.

2. Press [EXIT STOP] until you have left the function.

TEST THE DISPLAY

1. Press [* TEST START], then press [⬇] until the display shows *DSPLY TEST.*

2. Press [* TEST START] to light all display segments; press [# CODE CLEAR] to turn them off.

3. Pressing a **NUMBER KEY** on the control panel causes all segments to display that character.

4. Press [EXIT STOP] until you have left the function.

TEST THE MOTORS

1. Press [✱ ⬅] , then press [⬇] until the display shows *TEST MTRS*.

2. Press [✱ ⬅] to run all snack motors one time.

- OR -

Press [# ⬆] to run only those motors not home or jammed. After motor is run, an error message will show if any motors are still jammed or not home.

3. Press [EXIT] until you have left the function.

VIEW MOTOR STATUS BY TRAY

1. Press [✱ ⬅] , then press [⬇] until the display shows *TST MTRS*.

2. Press [EDIT] or the letter of the tray you want to view.

3. The display will show the status of all motors on the tray:

(Tray letter)	(If motor is present)
+	(If motor is present and coupled to the next odd motor)
(blank)	(If motor is not present and not coupled)
P	(If motor is coupled but not present)
.	(If the motor is home)
I	(If there is a motor error such as jammed, tray not detected
or	missing)

The following example is for tray C with 7 motors present and home with none jammed. Motors 1 and 3 are not present, 6 and 7 are coupled, and 8 is coupled to 9 but is not present nor home:

C. C. C.C.+C.P C.

Motor 0	Motor 9

4. Press [✻ TEST START] to run all motors on this tray.

- OR -

Press [# CODE CLEAR] to run only those motors in error.

- OR -
Press a number key to run that motor only.

5. Press [EXIT STOP] until you have left the function.

☞ TEST THE FOOD DOOR (FOOD OR FROZEN ONLY)

1. Press [✻ TEST START], then press [⬇] until the display shows *FOOD 0123✻*.

    The display represents the states of various switches and display under the following conditions:

    0 Vend door lock switch is locked

    1 Loading door is closed

    2 Food door is open

    3 Food door is closed

    ✻ Door is jammed or other error exists

2. Press [✻ TEST START] to move the vend door to a new position; vend door will

    lock if the door is opened.

3. Press [EXIT STOP] until you have left the function.

TEST THE COFFEE AIR COMPRESSOR

1. Press [✱ ☞ START], then press [⬇] until the display shows *AIR TEST*.

2. Press [✱ ☞ START] to run the air compressor.

3. Press [EXIT STOP] until you have left the function.

RINSE THE MIXING BOWLS

1. Press [✱ ☞ START], then press [⬇] until the display shows *RINSE ✱9*.

2. Press [✱ ☞ START] to rinse the coffee mixing bowl; press [9 ☜] to rinse the chocolate bowl.

3. Press [EXIT STOP] until you have left the function.

TEST DROP A CUP AND TEST SWITCHES

1. Press [✱ ☞ START], then press [⬇] until the display shows *CUP T.P.?.M*.

   T = Tank error (low water)
   P = Waste pail full
   ? = Cup turret empty
   M = Mug switch actuated

   Actuate these switches to cause these codes to go on and off in the display.

2. Press [✱ ☞ START] to drop a cup.

3. Press [EXIT STOP] until you have left the function.

👉 TEST THE BREWER

1. Press [✳ ☜ START], then press [⬇] until the display shows *BREWER 1*.

   The **1** in the display means the brewer is in the "home" position.

2. Press [✳ ☜ START] once. The brewer moves to the next position. Continue to

   press [✳ ☜ START] until the **1** is displayed again, meaning the brewer is

   "home".

3. Press [EXIT STOP] until you have left the function.

👉 TEST THE WHIPPER(S)

1. Press [✳ ☜ START], then press [⬇] until the display shows *WHIP*.

2. Press [✳ ☜ START]. The whipper runs for one cycle. If more than one whipper

   is installed, each will run for one cycle.

3. Press [EXIT STOP] until you have left the function.

👉 DOWNLOAD DATA TO A PDCD

1. Connect your portable data collection device (PDCD) per its operating instructions.

2. Press [6 ⤶]. Data is downloaded into your PDCD.

   NOTE
   Depending upon the setting selected in set PRINTER OR DEX OPTIONS, data may be cleared after the download is complete.

3. Press [EXIT STOP] until you have left the function.

SET FREEVEND OPTIONS

1. Press [2 FREEVEND MODE] until one of the following is displayed:

FREE OFF - Normal vending mode. No items are on freevend. A closure on the keyswitch input causes the machine to go out of service.

- OR -

FREE ALL - All items are on freevend. The credit display shows

NO MONEY REQUIRED

A closure on the keyswitch causes the machine to go out of service.

- OR -

FREE U/KEY - All items are freevended while there is a closure on the keyswitch input. Normal cash sales are supported when the keyswitch input is open. If the free vend code (selected under SUPERVISOR MODE) is not 0000, the code must be entered first.

- OR -

FREE ONCE - A closure on the keyswitch input causes only the next item to be freevended. Coin mechanism errors are ignored. this state is designed for card or token systems where one item is vended per token. Normal cash sales are also supported.

2. Press [EDIT] until the option you want is displayed.

3. Press [EXIT STP] until you have left the function.

☞ VIEW DIAGNOSTIC MESSAGES

1. Press ⎡0 DIAGNOSTICS⎤. the display shows any of the following diagnostic messages, depending upon any fault(s) present:

NOERRORS .... None of the following errors are detected:

KEYPADXY .... Key(s) x, y stuck.

ROMERROR .... Error in the programming EPROM. Machine will not operate.

RAMERROR .... RAM is not initialized or is not compatible with the currently loaded software. If this message appears, initialize your RAM by performing the following procedure:
NOTE: Initializing RAM will erase all your data and drink settings. Be sure you have written this information down before continuing.

Press **AND HOLD** ⎡# CODE CLEAR⎤ until two beeps are heard, and the display shows *FINISHED*.

TEMPREF .... The temperature reference on the main PCB cannot be read.

TEMPSENSE .... The temperature sensor cannot be read.

TEMPRANGE .... The temperature sensor is out of range.

CHKPRICE .... Price error detected and changed to maximum - check prices.

CHKCONFIG .... A PRODUCT CONFIG value was out of bounds and set to nominal - check all PRODUCT CONFIGs.

HEALTHOFF .... Presently out of service because of a health control temperature error (MAX. xxoF). Machine will not operate.

ERRABC (etc) .... Error exists on tray A, B, C, etc. Motor may be jammed, not home, or a couple error exists.

NONE READY .... No selection is ready to vend. Check that no time-of-day inihibits are active.

CUP T.P.? .... Errors: T = tank (low water); P = waste pail; ? = no cups.

JCOMM ERR .... Cannot talk to RC3 coffee section.

BREW ERR★★ .... Brewer jammed or open.

FOOD01234★ .... Some errors associated with the food door exists.

NO MECH . . . . Coin mech not detected - machine will not operate if configured for coin mech.

MECH.COMM . . . . Incomplete coin mech communications -- check harness.

MECH.SENSOR . . . . Coin mech reporting a bad tube sensor - replace mech.

MECH.JAM . . . . One or more coin tubes are jammed. Pay a coin from each tube until the jam is cleared.

<p style="text-align:center">OR</p>

Coin is jammed in the acceptor section. Check the coin mechanism for a jam in this position. Insert coins and cycle machine power OFF and then ON.

MECH.ROM . . . . Replace the coin mechanism.

MECH.ACCEPT . . . . Coin mechanism acceptor section is unplugged from the main body of the coin mech. Connect the cable and cycle machine power OFF and then ON.

<p style="text-align:center">OR</p>

The vending machine is telling the coin mech not to accept any coins.

DBV.COMM . . . . Incomplete bill validator communications -- check harness.

DBV.SENSOR . . . . One of the sensors in the bill validator has failed. The unit will disable itself until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.

DBV.ROM . . . . ROM checksum failure. The unit will disable itself until the error is corrected. Replace the validator.

DBV.JAM . . . . A bill is jammed in the acceptance path. The unit will disable itself until the error is corrected. Remove bill stuck in the acceptance path. Cycle machine power OFF and then ON.

DBV.MOTOR . . . . One of the motors has failed. The unit will disable itself until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.

DBV.STACKR . . . . The stacker is open or removed. The unit will disable itself until the error is corrected. Install the stacker correctly.

<p style="text-align:center">OR</p>

The stacker is full of bills. Remove bills from the stacker.

DBV.ACCEPT . . . . The vending machine is telling the bill validator not to accept any bills. Check the enabled channels of the bill validator.

CARD.F.COMM . . . . Incomplete card reader communications - check cables. The card reader is not operational.

CARD.COMM . . . . Incomplete card reader communications. Check cables or replace unit.

CARD.ERR . . . . Card reader is indicating it has a problem.

CARD.F.ERR . . . . Card reader is indicating it has failed. Replace unit.

CARD.ERRXX . . . . Card reader has an error and indicates code XX. The code is defined by the card reader manufacturer. To correct, contact card reader manufacturer. The unit is still operational.

CARD.F.ERRXX . . . . Card reader has failed and indicates code XX. The code is defined by the card reader manufacturer. To correct, contact card reader manufacturer.

CARD.F.JAM . . . . Card reader has failed because card is jammed in the unit. Remove the jammed card.

CARD.SERV . . . . Card reader requires service. The unit is still operational.