Snack/Refreshment Center

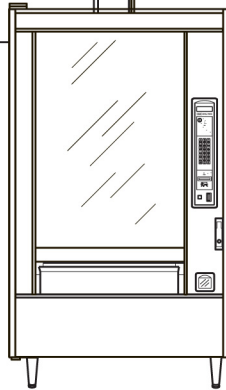785, 786, 788, 789   784, 787   797, 798
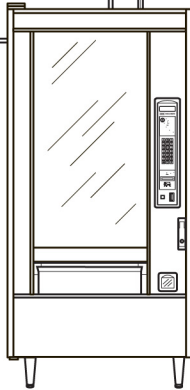
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Programming Guide

REFLECTING SOFTWARE VER 158.17R   1670024

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

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

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Introduction

How to program your Snack or Refreshment Center.

Some setup, test, and maintenance operations are computer controlled. The control panel switches and the selection panel switches regulate these operations.
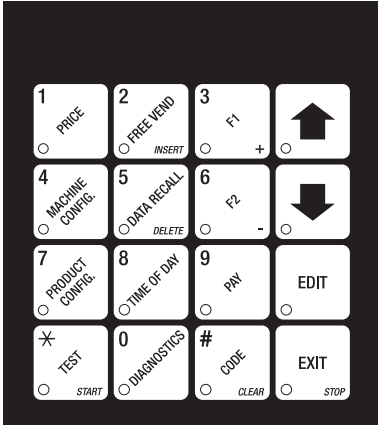
Control Panel
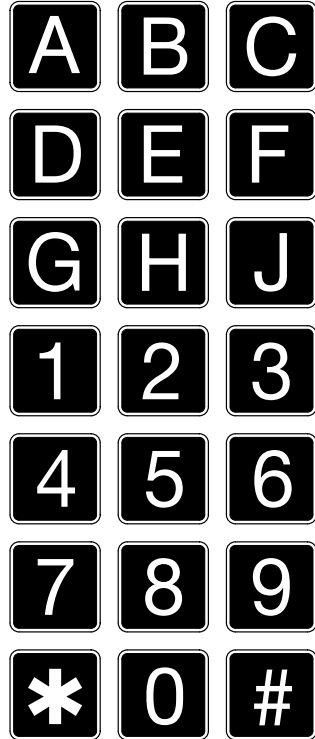
Selection Panel

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

5
DATA RECALL
DELETE

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.

One Last Thing:

When you see the word CONTINUE at the end of a function, it means to press **EXIT** *STOP*

until you return to the standby message.

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Control Panel Switches 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 modes.

3 F1 +
Press this button to view the temperature of a cold unit, or software version number.

4 MACHINE CONFIG.
Press this button to:
- Select display language
- Select coin mechanism bill valida-tor, 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 can unit options
- Set up hot drinks
- Couple/uncouple tray motors
- Set cold unit temperature
- Set up bowl rinse times
- Set up SureVend™ options

8 TIME OF DAY
Press this button to:
- Set time of day and date
- 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 various 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

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☞ **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 per-

    form 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. CONTINUE.

☞ **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. This code is used with the **FREE WITH KEY** freevend mode. If the code is anything other than "0000", it must be entered after the key lock is turned in order to enable <u>one</u> free vend.

3. CONTINUE.

👉 **ASSIGN A CODE TO VIEW DATA WITHOUT OPENING THE DOOR**

If the proper non-zero code is entered, sales data can be viewed by machine, tray, or selection without opening the machine's door.

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

2. Press [⬇] until the display shows *NR XXXX*. The X's represent the currently entered code. Use the number keys to enter a new code, if desired.

3. CONTINUE.

👉 **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 *#.LOCKED* or *#.UNLOCKED*. The pound sign (#) is the first mode key that can be locked or unlocked. To see if another 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*.

NOTE

The following mode keys cannot be locked out:

[F1]   [0 DIAGNOSTICS]

4. CONTINUE.

☞ **SET DEX OPTIONS
(DEX MODE ONLY)**

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE,** page 4**.**

2. Press [⬇]. The display shows one of two resettable bill validator totals trans-

mitted to the DEX device:

CA 304 $= N.C.$ - the value of bills in the stacker will be transmitted in a cash for-
mat. For example: **200** for two dollars. (This is the default setting.)

- OR -

CA 304 $= N.O.$ - the value of bills in the stacker will be transmitted in a dollar
count format. For example: **2** for two dollars.

3. Press [EDIT] to switch between the two choices. Consult your DEX handheld sup-

plier for the proper settings for your machine.

NOTE

If your bill count is incorrect, the CA304 setting may be wrong. Try
using the other setting.

4. Press [⬇] until the display shows one of the following two date/time options:

$LAST.VND.ON$ - the DEX device will transmit the date and time of the last vend
for each selection.

- OR -

$LAST.VND.OFF$ - the DEX device will **NOT** transmit the date and time of the last
vend for each selection. (This is the default setting)

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

6. CONTINUE.

☞　**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 printer what that rate is.

1.　Press │ **F2** │. 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.　CONTINUE.

☞　**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*, *NEDERLANDS*, or *FINNISH*.

2.　CONTINUE.

SELECT COIN MECHANISM

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

    shown in the display. Press [EDIT] to choose the desired coin mechanism. Your

    choices are:
    DUMB MECH, MDB MECH, EXEC MECH, or NO MECH

2. Proceed to **SELECT MONETARY OPTIONS,** page 11, to customize your coin
    mechanism choice.

NOTE

Depending upon your choice of coin mechanisms, some displays may
not appear.

3. CONTINUE.

SELECT BILL VALIDATOR

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

NO OBV - 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 that 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. Perform BILL SELECTION METHOD below to change the bills that 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 that accepts non-standard bills (bills of denominations of 100, 200, 500, 1000, or 2000) or tokens is connected and operating. Press [✳ TEST START] to enter list of bills. See

  BILL LIST OPERATION. See **INITIAL SETUP OF NON-STANDARD BILL VALIDATOR**.

  #### 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 STOP]. Bill

  information is now collected from the validator. Re-enter the bill validator selection screen and

  the non-standard screen "*MDB. <*>*" will dis-

  play.

1. 1.00 ON   -   BILL LIST OPERATION:

If the binary switch settings for the validator are set for $1, $2, $5, $10, and $20 bills, you will be able to set the acceptance options for each denomination.

Press [⬇] and [⬆] to scroll through the list of bills your validator accepts.

Press [EDIT] to toggle the bill acceptance for each denomination ON or OFF.

Press [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)

Example: To set a non-standard MDB bill validator to NOT accept $2 bills:

Press [⬇] until *1. 2.00 ON* displays.

Press [EDIT] so that the display reads *1. 2.00 OFF*.

Repeat the two steps above to configure the acceptance options for the other denominations.

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

2.   Press [EDIT] to choose the desired option.

3.   Proceed to **SELECT MONETARY OPTIONS,** page 11, to customize your bill validator choice.

NOTE

4.   Depending upon your choice of bill validator, some displays may not appear.

5.   CONTINUE.

SELECT CARD READER

1. Press [4 MACHINE CONFIG.], then press [↓] until the current card reader is shown in the display. Press [EDIT] to choose the desired card reader.

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

3. Proceed to **SELECT MONETARY OPTIONS,** page 11, to customize your card reader choice.

NOTE

Depending upon your choice of card reader, some displays may not appear.

4. CONTINUE.

SELECT MONETARY OPTIONS

Certain options can be selected, depending upon which monetary devices you have selected.

This function lets you:

- **Set change returning criteria**   • **Set overbuy options**
- **Set declining balance**   • **Set last bill stacking options**
- **Set currency acceptance on low change** • **Set card reader revalue options**

1. Press [4 MACHINE CONFIG.], then press [↓] until the display shows *CHANGE X.XX*.

    X.XX represents the largest denomination coin or bill that can be changed without a purcahse.

    Examples:

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

    CHANGE .25 - Returns change without a purchase if nickels, dimes, or quarters are inserted.

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

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

3. *ACC<$$ X.XX* -Accept any bill of value $X.XX or less. Hold the last bill which meets or exceeds maximum price in escrow. (This is the normal setting.)

- OR -

4. *ACC.STK X.XX* -Accept any bill of value $X.XX or less. Immediately stack the last bill.

---

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

6. Press [EDIT] to display the desired choice.

7. 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 pay-backs.
        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).

8. Press [⬇] 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.

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

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

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

    - OR -

11. *DECLINE.OFF* - A declining balance is not allowed.

12. Press [EDIT] to display the desired choice.

13. Press ⬇ until one of the following is displayed:

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

15. *REVALUE.OFF* - Credit cannot be transferred to the card

16. Press [EDIT] to display the desired choice.

17. CONTINUE.

☞ **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.

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

2. *WINNER OFF* Winner function is disabled.

- OR -

3. *WIN XXX* Winners are allowed at certain intervals, represented by "XXX".

4. Press [EDIT] to display the desired choice.

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

6. 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.

7. 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 F 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.

☞ **VIEW OR SET MACHINE CONFIGURATION**

(This function can be viewed at any time, but can only be set while in supervisor mode.)

1. Be sure you have correctly entered the supervisor code. Press [7 PRODUCT CONFIG.]. One of the following is displayed:

$CNF.0\ SNRCK$(Machine with all trays)

$CNF.1\ CHLLD$(Chilled snack machine)

$CNF.2\ CRN$(Machine with can unit)

$CNF.3\ CH.CRN$(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)

$7.\ OUTDOOR$(Outdoor snack machine only)

2. Press [EDIT] until the appropriate configuration is displayed.

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

3. CONTINUE.

☞ **IDENTIFY THE SELECTIONS IN THE MERCHANDISER**

1. Press $\boxed{7 \text{ PRODUCT CONFIG.}}$, then press $\boxed{\blacktriangledown}$ until the display shows something like this:

   A.B.C.D.E.F.G.H.J.. This display means that all selections (A - J) are available for vending. An unavailable selection has its letter replaced by a blank space.
2. Press the appropriate letter to toggle the display on or off.

NOTE
Unconfigured selections will not appear in the diagnostics.

3. CONTINUE.

☞ **SET TEMPERATURE (SUPERVISOR MODE ONLY)**

1. If your machine is equipped (and properly configured) with a refrigerated module,

   press $\boxed{7 \text{ PRODUCT CONFIG.}}$, then press $\boxed{\blacktriangledown}$ until the display shows *+/- +66°F*. This

   means that 66°F is the current temperature setting.

2. Press $\boxed{\text{F1}}$ to raise the setting; press $\boxed{\text{F2}}$ to lower the setting.

3. Press $\boxed{\text{EDIT}}$ to choose between display in °F or °C.

4. CONTINUE.

☞ 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 MTRS*.

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 *+.A.+.A.+.A.+.A.+.A.*. 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 *A.A.+.A.+.A.+.A.+.A.*.

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 *A.A.+. A.+.A.+.A.*. 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. CONTINUE.

☞ 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 PRODUCT CONFIG.⎥ , then press ⎢⬇⎥ until the display shows *CPL MTRS*.

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.*

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.* Selections E0 and E1 are coupled together.
    b. Press **1**. The display shows *+.+.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.

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

$$E + FOFF@0 \text{ OR } E + FOFF@1$$

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. CONTINUE.

NOTE

Do **NOT** manually remove cans from the can unit.

☞ **SELECT 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 -

$$J = FD, 0,4,6,8,9$$

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

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

3. CONTINUE.

SET UP CUP SIZES

1. Press [7 PRODUCT CONFIG.], then press [⬇] 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 load 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. CONTINUE.

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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* on page 19 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 CONFIG.], then press [↓] until the display shows $J = FB. \, 0.4.6.8.9.$

2. Press **0. T**he display shows $0 = ON$. 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 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. Examples: A freeze dry machine will not have any steep settings, 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 [TEST/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. CONTINUE.

👉 **SET UP RINSE TIME**

1. Press [7 PRODUCT CONFIG.], then press [↓] 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. CONTINUE.

☞ **VIEW AND CONTROL DEFROST MODE (FROZEN FOOD MODULE ONLY)**

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

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

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.

2. Press [✷ TEST START] to start a manual defrost cycle.

3. Press [# CODE CLEAR] to end a defrost cycle in progress.

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

5. Press [EXIT STOP] once to return to step 1.

6. CONTINUE.

☞ **SET UP BASIC SUREVEND™ OPTIONS**

1. Press [7 PRODUCT CONFIG.], then press [↓] until the display shows one of the following:

$SURE.V OFF$. Choose this option if you do not want to use the SureVend™ feature.
$SURE.V ON$. The SureVend™ option is activated.

Press [EDIT] to choose between these options. If you chose $SURE.V OFF$, you are finished with all SureVend™ functions. Otherwise, continue to the next step.

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

$OPT'N SURE.V$. If the SureVend™ system has any kind of a failure, the machine will revert to its normal operating mode, bypassing the SureVend™ feature.
$MUST SURE.V$. If the SureVend™ system has any kind of failure in the main delivery area (not the gum & mint unit), the machine will go temporarily out-of-service until the fault is corrected.

3. CONTINUE.

☞ ### SET UP THE SUREVEND™ ANTI-JACKPOT FEATURE

The programmable anti-jackpot mode protects against unforseeable cheating of the SureVend™ system by certain forms of tampering. A SureVend™ empty condition occurs when delivery of the product is not detected, and the customer's money is restored or returned. If a certain (user programmable) number of empty conditions occur, the machine will either revert to normal vending or go out of service (depending upon what you selected during **SET UP BASIC SUREVEND™ OPTIONS,** page 23. This condition will remain for a set number of minutes to discourage a possible thief from remaining near the machine.

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows ⸿NTI.JP@ XX. XX represents the number of empty conditions that will occur before the SureVend™ system is disabled for a certain number of minutes.

2. Enter the number of empty conditions using the number keys. (Entering **00** disables this feature.)

3. Press [⬇]. The display shows ⸿JP.TⴏR XXⴏ. XX represents the number of minutes the SureVend™ system remains disabled after an anti-jackpot occurence.

4. Enter the number of minutes using the number keys. (Entering **99** causes the SureVend™ system to remain disabled until the main door is closed after the next service call.)

5. CONTINUE.

☞ ## SET REFUND OPTION

If a failed vend occurs, the customer's money may be returned, or the customer's credit could be restored to the machine for another selection.

1. Press ⬛(4 MACHINE CONFIG.), then press ⬛(⬇) until the display shows one of the following:

    FAIL = CASH. This means that the customer will automatically receive a refund if the vend fails.

    FAIL = CRDT. This means that the customer's credit is restored to the machine if the vend fails, allowing another selection to be made. Additionally, the customer can press the coin return to receive a cash refund.

2. Press ⬛(EDIT) to choose between these options.

3. CONTINUE.

☞ ## VIEW SOFTWARE VERSION

1. Press ⬛(F1), and press ⬛(⬇) until the display shows *VER XXXXXX*.

    "XXXXXX" represents the curent software version number.

2. CONTINUE..

☞ ## 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. CONTINUE.

👉 **SET THE DATE**

1. Press [8 TIME OF DAY], and press [⬇] until the display shows $MM/DD/YY\ X$. "MM" is the month, "DD" is the date, "YY" is the year, and "X" is the numbered day of the week.

2. Enter the current month, date, and year using the number keys. The day of the week number will be calculated for you based on the date you enter. For example, press the following keys to enter June 22, 2001: **0, 6, 2, 2, 0, 1**. While you are doing this, the "X" character becomes a dash (-) until you have finished entering the month, date, and year. **Don't enter that day of the week number yourself!**

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

4. CONTINUE.

👉 **SET TIME-OF-DAY INHIBITED VENDING**

1. Press [8 TIME OF DAY], then press [⬇] until the display shows $INHIB\ \text{-}\ \text{-}\ \text{-}\ \text{-}$.

2. Go to the **TIME INTERVAL EDITING** procedure (page 27) 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 $FREEV\ \text{-}\ \text{-}\ \text{-}\ \text{-}$.

2. Go to the **TIME INTERVAL EDITING** procedure (page 27) 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 $DISCT\ \text{-}\ \text{-}\ \text{-}\ \text{-}$.

2. Go to the **TIME INTERVAL EDITING** procedure (page 27) for an example of how to set up time-of-day discount vending

<table>
<tr><td>

8

TIME OF DAY
○
</td><td>

TIME INTERVAL EDITING
</td></tr>
</table>

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:

> > **INHIBIT**
> > **FREEVEND**
> > **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 represent 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 dis-

   played. To edit this message, press [EDIT] and follow the procedure given in

   EDIT CUSTOM MESSAGES (page 31). Press 0 to turn the message OFF for this
   time interval.

9. CONTINUE.

.

> **STANDBY MESSAGES** The message that is displayed during normal vending periods where 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 CUSTOM MESSAGES** (page 31).

4. CONTINUE..

☞ ## 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 CUSTOM MESSAGES** (page 31)**.**

4. CONTINUE..

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 CUSTOM MESSAGES**

    (page 31)**.**

4. CONTINUE..

EDIT CUSTOM MESSAGES

1. Press $\boxed{\begin{smallmatrix}8\\ \text{TIME OF DAY}\end{smallmatrix}}$, and press $\boxed{\blacktriangledown}$ 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 $\boxed{\text{EDIT}}$. The message text is displayed with the first character flashing.

3. To view the message, press $\boxed{\begin{smallmatrix}*\\ \text{TEST}\\ \text{START}\end{smallmatrix}}$. The message scrolls across the display. To

    stop the scrolling, press $\boxed{\text{EDIT}}$.

4. When the character you want to change is flashing, either enter it directly, or use

    $\boxed{\begin{smallmatrix}3\\ \text{↰}\\ +\end{smallmatrix}}$ and $\boxed{\begin{smallmatrix}6\\ \text{↱}\\ -\end{smallmatrix}}$ 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. Exam-
>
> ple: If you want to enter an **L**, first press $\boxed{\begin{smallmatrix}1\\ \text{PRICE}\end{smallmatrix}}$, then press $\boxed{\begin{smallmatrix}6\\ \text{↱}\\ -\end{smallmatrix}}$ 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..

ENTERING YOUR MESSAGE

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

1 PRICE	Inserts an **R** at the flashing character.
2 FREE VEND INSERT	Inserts a space at the flashing character.
4 MACHINE CONFIG.	Inserts an **S** at the flashing character.
5 DATA RECALL DELETE	Deletes the current character and closes up the space.
7 PRODUCT CONFIG.	Inserts a **T** at the flashing character.
# CODE CLEAR	Deletes the current character and leaves the space.
8 TIME OF DAY	Repeats the letter to the left of the flashing character.
9 PAY	Enters the special "end of message" character, which denotes the end of the message.
EDIT	"Pages" through the message, ten characters (one screen) at a time.
⬇ ⬆	Steps forward and backward through the message, one character at a time.
3 F1 +	6 F2 -	Steps forward and backward through the character list, one character at a time. See the character list on the next page.

0	A	J	U	(	
1	B	L	V	)	
2	C	M	W	#	
3	D	N	X	P	
4	E	O	Y	+	
5	F	P	Z	-	>
6	G	Q	(SPACE)	/	?
7	H	R	_	.	@
8	I	S	$	<	O
9	J	T	'	/	▧

☞ **VIEW COLD UNIT TEMPERATURE**

1. Press [3 ↻ ○ +]. Depending on how your machine is configured, the display will

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

   NOTE
   If a 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 the heater is on defrost. A decimal point
   following the **F** or **C** means the compressor is running. An **I** in the display means
   the displayed temperature is invalid.

   NOTE
   When the machine door is closed, you can view the temperature by
   pressing **#** on the selection panel.

3. CONTINUE.

PAYOUT COINS

1. Press [9 PAY]. If a dumb mech was selected, the display shows $NDQ = 123$; if an

    MDB mech was selcted the display shows $PAY\ 123$.

2. Press [1 PRICE]. A dumb mech pays out one Nickel; an MDB mech pays a coin from

    tube 1. Press [2 FREE VEND INSERT]. A dumb mech pays out one Dime; an MDB mech pays a

    coin from tube 2. Press [3 ↤ +]. A dumb mech pays out one Quarter; an MDB

    mech pays a coin from tube 3.

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

4. CONTINUE.

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.

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

☞ **VIEW NONRESETTABLE SALES AND VEND DATA**

1. Press ⬚. 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. CONTINUE.

☞ **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 ⬚ to view the date and time of the
  last vend of that selection.

☞ **VIEW TOTAL PAID SALES**

1. Press ⬚, 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. CONTINUE.

VIEW CARD READER PAID SALES

1. Press [5 DATA RECALL DELETE], then press [↓], until the display shows $**\text{\textbf{\$}}$ XX.XX. (Not shown if total is zero.)

2. Press [EDIT], then press [↓], until the display shows *DBT XX.XX*. "XX.XX" is the amount of money collected from card reader sales. Also, see **VIEW DIS-COUNT SALES BY TIME INTERVAL,** page 39.

3. CONTINUE.

VIEW COUPON SALES

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows $**\text{\textbf{\$}}$ XX.XX. (Not shown if total is zero.)

2. Press [EDIT], then press [↓] until the display shows *TKN XX.XX*. "XX.XX" is the amount of money collected from card reader sales. Also, see **VIEW DIS-COUNT SALES BY TIME INTERVAL,** page 39.

3. CONTINUE.

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. CONTINUE.

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

3. CONTINUE.

☞ ### CLEAR PAID SALES DATA ONLY

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. 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. CONTINUE.

☞ ### VIEW AMOUNT IN COIN BOX

1. Press [5 DATA RECALL / DELETE], then press [⬇] until the display shows *CBX XX.XX*. (Will only display if the total is not zero.)
2. "XX.XX" is the dollar and cents amount in the coin box.

3. CONTINUE.

☞ ### VIEW AMOUNT IN VALIDATOR

1. Press [5 DATA RECALL / DELETE], then press [⬇] until the display shows *DBV XX.XX*. (Will only display if the total is not zero.)
   "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 *$01 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. CONTINUE.

👉 **VIEW FREEVEND SALES BY TIME INTERVAL**

1. Press $\boxed{\substack{5 \\ \text{DATA RECALL} \\ \text{DELETE}}}$, then press $\boxed{\blacktriangledown}$ until the display shows ⁻*0$ XX.XX*. (This is the total value of unpaid vends and is only shown if not zero.)

2. Press $\boxed{\text{EDIT}}$, then press $\boxed{\blacktriangledown}$ until the display shows *1.FRV .00*. This is the total sales for freevend interval 1, shown even if zero.

3. Press $\boxed{\blacktriangledown}$ to view intervals 2 through 4.

4. CONTINUE.

👉 **VIEW DISCOUNT SALES BY TIME INTERVAL**

1. Press $\boxed{\substack{5 \\ \text{DATA RECALL} \\ \text{DELETE}}}$, then press $\boxed{\blacktriangledown}$ until the display shows **✱✱$ *XX.XX*.

2. Press $\boxed{\text{EDIT}}$, then press $\boxed{\blacktriangledown}$ until the display shows *1.DSC .00*. This is the total sales for discount interval 1 (not shown if zero). Also, see **VIEW CARD READER PAID SALES,** page 37.

3. Press $\boxed{\blacktriangledown}$ to view intervals 2 through 4.

4. CONTINUE.

👉 **VIEW FREE VENDS**

1. Press $\boxed{\substack{5 \\ \text{DATA RECALL} \\ \text{DELETE}}}$, then press $\boxed{\blacktriangledown}$ until the display shows ⁻*0$ XX.XX* (provided the total is not zero).

2. Press $\boxed{\text{EDIT}}$, then press $\boxed{\blacktriangledown}$ until the display shows *FRV XX.XX*. "XX.XX" is the total machine-wide freevends, shown even if zero.

3. CONTINUE.

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☞ **VIEW WINNERS**

1. Press ⌷, then press ⬇ until the display shows `-0$ XX.XX` (provided the total is not zero).

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. CONTINUE.

☞ **VIEW TIME DATA**

1. Press ⌷, 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 interior 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.

---

5. The following message scrolls across the display:

    LAST POWER 01/30 13.51 FOR 00. 0.23

6. 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**).

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

    LONG S.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**).

8. 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**).

9. 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**).

10. 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**).

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

    LAST.VND C1 06/02 9.42

    This example shows that the last selection vended was C1 (**C1**) on June 2 (**06/02**) at 9:42 am (**9.42**).

12. CONTINUE.

NOTE

Refer to **VIEW DATA THREE DIFFERENT WAYS** (page 36) to view the date and time of the last vend of that selection.

☞ **VIEW TOTAL UNPAID SALES**

1. Press ⌢5 DATA RECALL DELETE⌣, then press ⬇ until the display shows _$$\underline{0}\mathsf{5}\ \mathsf{XX.XX}$$ (provided the total is not zero). "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. CONTINUE.

☞ **VIEW TOTAL UNPAID VENDS**

1. Press ⌢5 DATA RECALL DELETE⌣, then press ⬇ until the display shows _$$\underline{0}\ \mathsf{XX}$$. "XX" is the total number of unpaid vends for the entire machine.

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

3. CONTINUE.

☞ **VIEW NUMBER OF TEST VENDS**

1. Press ⌢5 DATA RECALL DELETE⌣, then press ⬇ until the display shows $$\mathsf{TST\ X}$$ (provided the total is not zero). "X" is the number of test vends.

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

3. CONTINUE.

☞ **VIEW MACHINE ID NUMBER**

1. Press ⌢5 DATA RECALL DELETE⌣, then press ⬆ or ⬇ until the display shows $$\mathsf{I.D.\ XXXXXX}$$. The X's represent the 8-digit machine ID number.

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

3. CONTINUE.

VIEW SUREVEND™ DATA

Certain SureVend™ data can be viewed if the values are not zero.

1. Press [DATA RECALL 5 / DELETE], then press [↓] until the display shows $SV.EMPT\ XXXX$.

    XXXX represents the number of times credit was restored or returned because of

    SureVend™. Press [# CODE / CLEAR] to reset this count.

2. Press [↓]. The display shows $**.SV\ XXXX$. XXXX represents the total

    number of SureVend™ corrected vends, viewable by selection. These are vends
    which normally would not have delivered product if SureVend™ was not in use.

    Press and hold [# CODE / CLEAR] to reset this count.

    a. Enter a selection letter/number to view the count for that selection.

    b. Either enter another selection letter/number, or press [↓] to scroll through

        all selections.

3. Press [↓]. The display shows $WO.SV\ XXXX$. XXXX represents the total num-

    ber of vends, viewable by selection, made while SureVend™ was not in use. Press

    and hold [# CODE / CLEAR] to reset this count.

    a. Enter a selection letter/number to view the count for that selection.

    b. Either enter another selection letter/number, or press [↓] to scroll through

        all selections.

4. CONTINUE.

☞ **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. CONTINUE.

☞ **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. CONTINUE.

☞ **TEST THE MOTORS**

1. Press ⊛ TEST START , then press ⬇ until the display shows *TESTMTRS*.

2. Press 0 DIAGNOSTICS to interrogate all motors. The display stops at the first motor with a known error, or will show the total number of homed motors and the total of empty can motors.

3. Press ⊛ TEST START to run all snack motors one time. The display stops at any motor showing an error.

- OR -

Press # CODE CLEAR 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.

Error Messages

Display	Probable Cause
QUK.CYCL.id	The motor (designated by its id number) cycles through its positions too quickly; it is probably shorted.
CPL.ERR.id	An unresolved electronically coupled motor (designated by its id number).
TEST id	The motor failed (designated by its id number), test it individually.
TIMEOUT id	The motor (designated by its id number) did not leave home or reach home in the expected time; possibly jammed.

4. CONTINUE.

👉 VIEW MOTOR STATUS BY TRAY

1. Press [✳ TEST START], 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)

   $?$ ....(If motor is coupled but not present)

   . ...(If the motor is home)

   ' ....(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:

$$C.\ C.\ C.C.+C.?C.$$

Motor 0   Motor 9
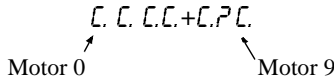
4. Press [✳ TEST START] to run all motors on this tray.

- OR -

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

- OR -

Press a number key to run that motor only.

5. CONTINUE.

☞ **TEST THE FOOD MODULE DOOR (FOOD, FROZEN, OR OUTDOOR SNACK 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 (retractable door on the outdoor snack) is open

       3 Food door (retractable door on the outdoor snack) 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. To test the inner door on the outdoor snack, manually open and close the door while watching the display.

3. CONTINUE.

☞ **TEST THE COFFEE AIR COMPRESSOR**

1. Press ✳TEST START, then press ⬇ until the display shows $AIR\ TEST$.

2. Press to run the air compressor.

3. CONTINUE.

☞ **RINSE THE MIXING BOWLS**

1. Press ✳TEST START, then press ⬇ until the display shows $RINSE *9$.

2. Press ✳TEST START to rinse the coffee mixing bowl; press 9 PAY to rinse the chocolate bowl.

3. CONTINUE.

👉 **TEST DROP A CUP AND TEST SWITCHES**

1. Press ⬜, then press ⬜ until the display shows $CUP\ T.P.P.M.$

    T = Tank error (low water)

    P = Waste pail full

    P = Cup turret empty

    M = Mug switch actuated

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

2. Press ⬜ to drop a cup.

3. CONTINUE.

👉 **TEST THE BREWER**

1. Press ⬜, then press ⬜ until the display shows $BREWER\ 1.$ The 1 in the display means the brewer is in the "home" position.

2. 2. Press ⬜ once. The brewer moves to the next position. Continue to press

    ⬜ until the **1** is displayed again, meaning the brewer is "home".

3. CONTINUE.

👉 **TEST THE WHIPPER(S)**

1. Press ⬜, then press ⬜ until the display shows $WHIP.$

2. Press ⬜. The whipper runs for one cycle. If more than one whipper is installed, each will run for one cycle.

3. CONTINUE.

TEST THE SUREVEND™ SYSTEM

1. Press [⚹ TEST START], then press [⬇] until the display shows one of the following:

   SV.TST OK   This means the SureVend™ system is operating properly.

   SV.TST XX   XX represents the location of a blockage. The sensing zone numbers 1 - 9 may appear (1 being closest to the glass), or the letter H, designating a blockage in the gum & mint unit. This display changes as the location of the blockage changes, accompanied by a beep. You may use this screen to test the product coverage of the SureVend™ sensors, but the accuracy may be somewhat lower than in actual vend situations.

   SV.TST CAL   This means that calibration values are high. Press [EDIT] to view the calibration values. This condition may be caused by dirt, misalignment of the SureVend™ sensors, or a partial blockage of a sensor.

- From any of the previous displays, press [EDIT] to view the real-time calibration

  values. Press [EXIT STOP] to return to the *SV.TST* screen.

  - A calibration value of **0** indicates a shorted detector. This will normally require replacing the hinge-side PC assembly.
  - A calibration value of **1** means that the zone could not be calibrated, indicating a blocked or damaged sensor.
  - Calibration values above **A** are abnormal and may require adjusting the alignment or cleaning the sensors.

   SV.TST COMM   This indicates a loss of communication with the SureVend™ system. Check all harness connections between the main controller and the SureVend™ controller.

2. CONTINUE.

☞ ## DOWNLOAD DATA TO A PDCD

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

2. If data does not download into your PDCD upon connection, press │ **F2** │ . Data is

   downloaded into your PDCD.

NOTE
Depending upon the setting selected in **SET PRINTER OR DEX OPTIONS** (page 6), data may be cleared after the download is complete.

3. CONTINUE.

☞ ## SET FREEVEND OPTIONS

1. Press │ 2 FREE VEND INSERT │ 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 ON - 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 W/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 (see **ENTER A FREEVEND CODE,** page 4) is not **0000**, the code must be entered first.

   Press │ ⬇ │ to allow free vending of specific selections. Press the letter of the

   selection you want to vend. For example, the display shows **.AC------* . Selections A and C will allow free vends.

   - OR -

   FREE ONCE - A closure on the door switch input causes only the next item to be freevended. Coin mechanism errors are ignored. Normal cash sales are also supported.

2. Press │ EDIT │ until the option you want is displayed.

3. CONTINUE.

☞ **VIEW DIAGNOSTIC MESSAGES**

1. Press [0 DIAGNOSTICS]. the display shows any of the following diagnostic messages,

depending upon any fault(s) present:

Error Messages

NO ERRORS	None of the following errors are detected:
KEYPAD XY	Key(s) x, y stuck.
ROM ERROR	Error in the programming EPROM. MACHINE WILL NOT OPERATE.
RAM ERROR	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. Be sure you have written this information down before continuing.

Press **AND HOLD** [# CODE CLEAR] until you hear two beeps and

the display shows *FINISHED*.

TEMP REF	The temperature reference on the main PCB CANNOT BE READ.
TEMP SNSR	The primary temperature sensor cannot be read.
TEMP RANGE	The primary temperature sensor is out of range.
TEMP2 SNSR	The secondary temperature sensor cannot be read.
TEMP 2.RANGE	The secondary temperature sensor is out of range.
CHK PRICE	Price error detected and changed to maximum - check prices.
CHK CONFIG	A PRODUCT CONFIG value was out of bounds and set to nominal - check all PRODUCT CONFIGs.
HEALTH OFF	Presently out of service because of a health control temperature error (MAX. xxoF). Machine will not operate.
ERR A B C (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.
*FOOD 01234**	Some errors associated with the food door exists.
*FOOD 1.2. * TIMEOUT*	(The * is flashing.) Jammed door.
FOOD 1.2.3. BOTH SW.2 +3.	(The 2 is flashing.) Door seen as open and closed.
FOOD 1.2. NO SHUT SW.3	(The 3 position is flashing.) Could not find the closed position.

Error Messages (Continued)

FOOD 1. 3. NO OPEN SW.2	(The 2 position is flashing.) Could not find the open position.
FOOD _ 3. AUX.DR OPEN	(The 1 position is flashing.) The loading door is open.
FOOD 1. _ NOT SHUT	(The 3 position is flashing.) Not in the shut position.
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.ROM	Replace the coin mechanism.
MECH.JAM	One or more coin tubes are jammed. Pay a coin from each tube until the jam is cleared.

- OR -

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.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.

- OR -

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.

- OR -

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.

Error Messages (Continued)

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.
SV.EMPTY NN	Selection NN was marked as empty by the SureVend™ system because a product delivery was not detected. This error is cleared upon closure of the main service door.
SV.TST XX	This diagnostic automatically enters the appropriate SureVend™ test screen. See **TEST THE SUREVEND™ SYSTEM,** page 49.
AJP.TMR XX.XM	This appears if the SureVend™ anti-jackpot timer is active, showing the time remaining on the timer. This timer is cleared upon closure of the main service door.
AJP XXX MN/DY HR.MN	This shows the total number of times the SureVend™ anti-jackpot feature occurred plus the date and time of the last occurrence. Press [# CODE CLEAR] to reset this count.
HOME.SNS XX	One of the motor sensor lines is idling in an incorrect state. This error could indicate a bad interface board or a bad or pinched harness. Disconnect the harness and see if the error disappears. If so, the harness is to blame. If not, suspect the interface board.

0X - indicates an error in the snack matrix (section)

    01 - indicates an error in the even home line

    02 - indicates an error in the odd home line

    03 - indicates an error in both odd and even home lines

X0 - indicates an error in the can unit (if available)

    10 - indicates can row E not home

    20 - indicates can row E empty

    40 - indicates can row F not home

    80 - indicates can row F empty

Notes . . .

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