

# MERCHANT MEDIA – PROGRAMMING MAP

SOFTWARE VERSION 10.5.1

## CHEAT SHEET FOR PROGRAMMING

<b>Data Recall</b>	<b>Page</b>
1. Non-Resettable Sales Data	03
1. Overall Totals	03
2. By Tray	04
3. By Product	04
4. Cash	05
5. Cashless	05
6. Bill Data	05
2. Resettable Sales Data	06
1. Overall Totals	06
2. By Tray	06
3. By Product	07
4. Cash	07
5. Cashless	08
6. Bill Data	08
7. Clear data	08
3. Events	09
1. Power Losses	09
2. Door Events History	09
3. Individual Events	10
4. Identification Numbers	10
5. Surevend Corrected	11
1. Machine / Tray Totals	11
2. By Product	11

<b>Product Configuration</b>	<b>Page</b>
1. Selection Configuration	21
1. Auto-Configuration	21
2. Set Up Selections	22
2. F.I.F.O. Set-Up	22
1. Add Groups	22
2. Delete Groups	23
3. Edit Groups	23
4. Group Mappings	24
3. Universal Product Codes	24
4. Shopping Cart Set-Up	25
1. Shopping Cart Size	25
2. Maximum Fund Amount	25
5. View Plan-O-Gram	25
6. Couple Motors	26
7. Surevend	26
1. Current State	26
2. Surevend Options	26
1. Option Surevend	26
2. Must Surevend	26
3. Anti-Jackpot Timer	27
4. Anti-Jackpot Trigger	27

<b>Diagnostics</b>	<b>Page</b>
1. Screen data	12
2. Diagnostic Errors	12-14

<b>Special Vend Modes</b>	<b>Page</b>
1. Free Vend	28
2. Winner Mode	28
1. Add A Group	28
2. Delete A Group	30
3. Edit A Group	30
4. Winner Selections	31
3. Combo Vends	31
1. Add New Group	31
2. Edit Groups	32
3. Custom Messages	32
4. Token Enable	32
5. Rapid Vend	33

<b>Test</b>	<b>Page</b>
1. Test Vend	15
2. Coin Return Motor	15
3. Surround Lighting Test	15
4. Screen Test	16
5. Mag Teck Head Test	16
6. Surevend Calibration	16
7. Motor Test Summary	17
1. Home All Motors (machine)	17
2. Home All Motors (tray)	17
8. Detailed Motor Test	18
1. Home Selected Motor	18
9. Lighting Test	19

<b>Price</b>	<b>Page</b>
1. By Tray	20
2. By Whole Machine	20
3. By Individual Selections	20

**Tech Tip**

Enable and Disable the O.K. button is now called Rapid Vend.

It is located in Special Vend Modes.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

<b>Monetary</b>	<b>Page</b>
1. Coins In And Out	34
1. Pay Out Coins	34
2. Set Up Channels	35
2. Bill Validator	35
3. Coin Mechanism	35
4. Card Reader	36
5. Bill Acceptance	36
6. Declining Balance	36
7. Change W/O Purchase	37
SECOND SCREEN	
2. Accept On Low Change	37
3. Low Change Message	38
4. Credit For Failed Vend	38
5. Card Re-Value	38

<b>System Settings</b>	<b>Page</b>
1. Machine Information	39
2. Time And Date	40
3. Language	41
4. D.T.S. (data transfer system)	42
1. DEX or DDCMP (printer)	42
2. Audit List	43
3. CA304 / CA308 Data Type	43
4. Data Reset After Transfer	43
5. Event Data Reset After Transfer	44
6. Reset Pass-code	44
5. Software Updates	44
6. Back-Up / Re-Store	45
7. Copy Configuration	45
1. Prepare Flash Drive	45
2. Create Configuration Clone	46
3. Install Configuration Clone	46
4. Remove Clone From Stick	46
8. Custom Configurations	46
9. Screen Brightness	47
SECOND SCREEN	
2. L.E.D. Color	47
3. Idle Time-Out	47
4. Advertisements	48
5. Custom Messages	48
6. Configuration Version	49
7. Refrigeration Settings	49
1. Adjust Temperature	50
2. Temperature Units	50
3. Health Controls	50
4. Diagnostics Enable	51

<b>Security Codes</b>	<b>Page</b>
1. Enter P.I.N.	52
2. Change Driver P.I.N.	52
3. Change Operator P.I.N.	52
1. Details For Driver P.I.N.	53
2. Details For Operator P.I.N.	54
3. Details For Engineers P.I.N.	54
4. Details For Manufacturers P.I.N.	55

<b>Timed Events (info button)</b>	<b>Page</b>
1. Time Of Day Events	56
1. Price Adjust	56
2. Free-Vend	58
3. Inhibit	59
2. Back Up Events	61
3. Power Saving Events	62

<b>Telemetry</b>	<b>Page</b>
1. Assign Unit	64
2. Ping Server	66
3. Get Network Status	67
4. Show Network configuration	67
5. Load Network Configuration	67
Integrated Wireless Radio Set-up	68
Telemetry – How It Works	72
Definitions Of Common Terms	74
Keypad Screens	75

<b>Firmware Information (shopping cart)</b>	<b>Page</b>
1. Screen Of Firmware Information	76

**Tech Tip**

In system Settings, the refrigeration settings will not be shown when set to ambient.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**1. DATA RECALL**.....Press key 1 to bring up a list.

Pressing the 1 key brings up a list of the groups in this function.

# Key	Functions
1.	Non-Resettable Sales Data
2.	Resettable Sales Data
3.	Events
4.	Identification Numbers
5.	Surevend Corrected

Press the numeric keys to choose a group.

Choosing a group will bring up the first screen in that group.

**1. Non-Resettable Sales Data – Press the 1 key to bring up a screen**

Pressing the 1 key will bring up a screen listing the sub-groups that contain the data in this group.

# Key	Sub-Groups
1.	Over-All Totals
2.	By Tray
3.	By Product
4.	Cash
5.	Cashless
6.	Bill Data

Press the numeric keys to choose a Sub-Group.

Choosing a Sub-Group will bring up the first screen in that Sub-Group.

**1. Overall Totals** – press key 1 to bring up a table listing data.

Type of Data	Dollar Value	# of Vends
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Test Vend	\$0.00	0
Free Vend	\$0.00	0
Token Vend	\$0.00	0

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

2. **By Tray** – press key 2 to bring up a screen listing all trays.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Press a numeric key to select a tray and bring up a table listing tray data as shown.

Type of Data	Dollar Value	# of Vends
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Test Vend	\$0.00	0
Free Vend	\$0.00	0

3. **By Product** – press key 3 to bring up a screen listing all trays

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Press a numeric key to select a tray and you will bring up a screen listing the product selections on that tray.

Press a numeric key to select an individual product selection and you will bring up a table listing dollar values and number of vends for that product.

# Key	Selection #
1.	101
2.	103
3.	105
4.	107
5.	109
6.	111
7.	###

Some lists of product selections use more than one screen. Press the top and bottom of the O.K. button to scroll to the desired product selection number.

Type of Data	Dollar Value	# of Vends
Price	\$0.00	Not Listed
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Test Vend	\$0.00	0
Free Vend	\$0.00	0

This table includes a line to include the Price of the product set in the selection.

The date and time of the last vend of the selected product is displayed below the table.

Last Vend

Date / Time

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

4. **Cash** – Press key 4 to bring up a table listing Cash Data.

Data Type	Dollar Value	# of Vends
Cash In	\$0.00	Not Listed
To Cash Box	\$0.00	Not Listed
To Tubes	\$0.00	Not Listed
Bills In	\$0.00	Not Listed
Dispensed	\$0.00	Not Listed
Manual dispensed	\$0.00	Not Listed
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Over Pay	\$0.00	0

Press top and bottom of O.K. button to scroll thru entire list. It has multiple screens.

The last line of data on the first screen is repeated as the first line of the second screen.

5. **Cashless** – Press key 5 to bring up a table listing Cashless Data.

Data Type	Dollar Value	# of Vends
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Revalue	\$0.00	0

6. **Bill Data** – Press key 6 to bring up a table listing Bill Data.

Data Type	Bills In	Bills Out
One	\$0.00	\$0.00
Two	\$0.00	Not Listed
Five	\$0.00	\$0.00
Ten	\$0.00	Not Listed
Twenty	\$0.00	Not Listed
Fifty	\$0.00	Not Listed
Hundred	\$0.00	Not Listed

The contents of the recycler unit have been listed below the table.

Recycler Contents                      \$0.00

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**2. Resettable Sales Data – Press key 2 to bring up a list**

Pressing the 2 key will bring up a list of the Sub-Groups contained within this group

# Key	Sub-Groups
1.	Over-All Totals
2.	By Tray
3.	By Product
4.	Cash
5.	Cashless
6.	Bill Data
7.	Clear Data

Press the numeric keys to choose a Sub-Group.

Choosing a Sub-Group will bring up the first screen in that Sub-Group.

**1. Overall Totals – Press key 1 to bring up a table.**

Type of Data	Dollar Value	# of Vends
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Test Vend	\$0.00	0
Free Vend	\$0.00	0
Token Vend	\$0.00	0

**2. By Tray – Press key 2 to bring up a listing all trays.**

Press a numeric key to select a tray and bring up a table listing tray data as shown.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Type of Data	Dollar Value	# of Vends
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Test Vend	\$0.00	0
Free Vend	\$0.00	0



**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

5. **Cashless** – Press key 5 to bring up a screen listing Cashless Data.

Data Type	Dollar Value	# of Vends
Sales	\$0.00	0
Discounts	\$0.00	0
Surcharge	\$0.00	0
Revalue	\$0.00	0

6. **Bill Data** – Press key 6 to bring up a screen listing Bill Data.

Data Type	Bills In	Bills Out
One	\$0.00	\$0.00
Two	\$0.00	Not Listed
Five	\$0.00	\$0.00
Ten	\$0.00	Not Listed
Twenty	\$0.00	Not Listed
Fifty	\$0.00	Not Listed
Hundred	\$0.00	Not Listed

NOTE – The recycler contents are listed in a window separately from the table. It lists only the Dollar Value.

Recycler Contents                      \$0.00

7. **Clear Data** – Press key 7 to clear resettable data.

Pressing the 7 key will bring up a screen asking you if you are sure you want to clear the resettable data. Respond by pressing a numeric key.

1. Press the 1 key for YES
3. Press the 3 key for NO

**This is also the data that is cleared each time the machine successfully transmits a DEX file.**

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**3. EVENTS – Press key 3 to bring up a screen**

Pressing the 3 key will bring up a screen listing data about recorded events

The top portion of the screen allows you to access data listing multiple events for each type of event.

# Key	Function
1.	Power Losses
2.	Door Events History

Press the numeric keys to bring up a list for each type of event.

**1. Power losses – Press the 1 key to bring up a list.**

Pressing the 1 key will bring up a screen listing data about recorded power losses.

Duration	Date	Time
00 hours 00 minutes	00 Month	00:00
00 hours 00 minutes	00 Month	00:00
00 hours 00 minutes	00 Month	00:00
00 hours 00 minutes	00 Month	00:00
00 hours 00 minutes	00 Month	00:00
00 hours 00 minutes	00 Month	00:00
00 hours 00 minutes	00 Month	00:00

The data is recorded in order of occurrence and can be a valuable diagnostic tool to determine if a power outage is the cause of a reported problem.

This is reported in the DEX as EA7 fields.

Press the top and bottom sections of the O.K. button to scroll thru multiple screens.

**2. Door Events History – Press the 2 key to bring up a list.**

Event Type	Date	Time
Door Open	00 Month	00:00
Door Closed	00 Month	00:00
Door Open	00 Month	00:00
Door Closed	00 Month	00:00
Door Open	00 Month	00:00
Door Closed	00 Month	00:00

Pressing the 2 key will bring up a screen listing data about recorded door events.

Press the top and bottom of the O.K. button to access multiple screens.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

The bottom portion of the screen lists individual events in display windows.

Title of Data	Type of Data Recorded
Last Data Clear	Date and time Performed (or not done)
Last Vend	Date, Time, Selection
Last Price Change	Date, Time
Last Price Change	Date, Time
Last Clock Set	Date and Time (or not done)

The windows use more than one screen. Use the top and bottom of the O.K. button to scroll thru the entire list.

The last window displayed on the first screen is repeated on the second screen.

The Last Data Clear data would include both a manual clear and a successful DEX read.

**4. Identification Numbers – Press the 4 key to bring up a screen.**

Pressing the 4 key will bring up a screen listing the I.D. numbers for the devices listed.

Component	Serial Number (or not connected)
Bill Validator	ABC000000
Card Reader	Not Connected
Coin Mechanism	ABC000000
I/O board Version	0222

The software version for the I/O board is also listed here.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**5. Surevend Corrected – Press key 5 to bring up a screen.**

Pressing the 5 key will bring up a screen allowing access to Sub-Groups of data.

The top portion of the screen allows you access to data within the Sub-Groups.

# Key	Function
1.	Machine/Tray Totals
2.	By Product

Press the numeric keys to choose a Sub-Group.

Choosing a Sub-Group will bring up a screen listing the data within the Sub-Group.

**1. Machine/Tray Totals – Press the 1 key to bring up a screen.**

Pressing the 1 key will bring up a screen listing the data for the whole machine as well as for each tray.

Data Type	R	NR
Machine Total	000	000
Tray 1	000	000
Tray 2	000	000
Tray 3	000	000
Tray 4	000	000
Tray 5	000	000
Tray 6	000	000
Tray 7	000	000

R stands for Resolved and NR stands for Not Resolved.

**2. By Product – Press the 2 key to bring up a screen.**

Pressing the 2 key will bring up a tray list.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Press the numeric keys to choose a tray.

Choosing a tray will bring up a screen listing all the selections possible for that tray.

Not all the selections are used on every tray.

Use the top and bottom sections of the O.K. button to scroll thru the entire list.

Selection #	R	NR
101	000	000
102	000	000
103	000	000
104	000	000
105	000	000
106	000	000
107	000	000

The bottom portion of the screen lists an individual event in a window.

Last Corrected Vend	Date, Time, Selection (or no vend performed)
---------------------	--

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**2. DIAGNOSTICS**.....Press key 2 to bring up a screen.

Pressing the 2 key will bring up a screen listing the errors along with the time and date they occurred.

Type of Error	Time	Date
Use Exact Change	00:00	00:00
Surevend Blocked – Non -	00:00	00:00
Coin Tube 1 Empty	00:00	00:00
Coin Tube 2 Empty	00:00	00:00
Coin Tube 0 Empty	00:00	00:00

If necessary, use top and bottom of O.K. button to scroll thru multiple screens.

This screen will automatically come up when the service mode is entered if errors currently exist. You may use the delete key to proceed into the service screens.

Space left blank for list of: errors / causes / solutions

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

blank for errors

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

blank for errors

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**3. TEST**.....Press key 3 to bring up a screen.

Pressing the 3 key will bring up a screen listing the functions within the group.

# Key	Test Function
1	Test Vend
2	Coin Return Motor
3	Surround Lighting Test
4	Screen Test
5	Mag Teck Head Test
6	Surevend Calibration
7	Motor Test Summary
8	Detailed Motor Test
9	Lighting Relay

Press the numeric keys to choose a function.

Choosing a function will bring up the first screen within each function.

**1. Test Vend – Pressing key 1 will bring up a screen.**

# Key	Action	Result
	Credit	\$0.00
	Credit Card	
	Token	
1.	Surevend	Enable / Disable
2.	Select Product	101
	Price	\$10.00
3.	Start Vend	

Insert coins to increase credit amount.

Pressing key 1 toggles the setting to choose Enable or Disable.

Pressing 2 opens a window allowing you to enter a selection using the numeric keys.

Press the 3 key to run the selected motor.

**2. Coin Return Motor – Press key 2 to activate the test.**

Pressing key 2 will run one cycle on the coin return motor.

**3. Surround Lighting Test – Press the 3 key to enter the function.**

Pressing the 3 key brings up a screen listing one option.

Press the 1 key to perform the test. This will cause the surround lights to flash and change color.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**4. Screen Test – Press key 4 to enter the function.**

Pressing key 4 will bring up a screen with four colored bands which get progressively brighter.

The colors from top to bottom are Red, Green, Blue and White.

**5. Mag Teck Head Test – Press key 5 to enter the function.**

Pressing the 5 key will bring up a screen and the top portion is asking you to swipe your card.

It also displays a record of , Good / Bad Swipes. 0 / 0

The bottom portion of the screen gives you “ Last Swipe Information “ listed as,

Track 1....

Track 2....

Track 3....

**6. Surevend Calibration – Press key 6 to enter the function.**

Sensor	Value	Value
1	0	1
2	0	1
3	0	1
4	0	1
5	0	1
6	0	1
7	0	1
8	0	1
9	0	1

Number 1 is the sensor closest to the trays

Number 9 is the sensor closest to the glass.

Values of 4, 5, 6 are all good.

Values going into the teens indicate a partial blockage.

A value of 0 indicates a complete blockage or a bad sensor.

Values that are changing could indicate trouble.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**7. Motor Test Summary – Press key 7 to bring up a screen.**

Pressing key 7 brings up a screen in two sections.

Motor Condition	Number
Present	0
Homed	0
Configured	0
Configured and Present	0
Configured but not Present	0
Errors	0

The top section is a list describing the current condition of all the motors in the machine.

The bottom section of the screen allows for homing the motors in two ways.

# Key	Function
1	Home all Motors
2	Home a Tray

Press the numeric keys to choose a function.

Choosing a function will cause that function to be performed.

1. Home All Motors – Pressing the 1 key will home all the motors in the machine, beginning at the top left selection.

If all motors are already homed, they will run one cycle each.

Press the 1 key to cancel the function.

2. Home A Tray – Pressing the 2 key will bring up a screen listing all the trays.

# Key	Tray #
1.	1
2.	2
3.	3
4.	4
5.	5
6.	6
7.	7

Choosing a tray by pressing a numeric key will cause the machine to home all the motors on that tray.

If all the motors on the tray are already homed, they will run one cycle each.

Press the delete key and exit the screen in order to cancel the function.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**8. Detailed Motor Test – Press the 8 key to bring up a screen.**

Pressing the 8 key will bring up a tray list.

# Key	Tray #
1.	1
2.	2
3.	3
4.	4
5.	5
6.	6
7.	7

Press a numeric key to select a tray and you will bring up a screen listing the product selections on that tray.

A code on the right side of the line will indicate some conditions involving the selection on that line.

# Key	Selection #	Status
1.	101	H
2.	103	X
3.	105	F
4.	107	C
5.	109	ERR
6.	111	W
7.	###	T

- “H” Indicates that a motor is homed.
- “X” Indicates the motor is present, but not configured.
- “F” Indicates the motor is a F.I.F.O. member.
- “C” Indicates the motor is coupled.
- “ERR” Indicates that an error is present for the motor.
- “W” Indicates the motor is a Winner Member, a Token Member or a Combo Member.
- “T” Indicates the motor is a Time Of Day Member

Some lists of product selections use more than one screen. Press the top and bottom sections of the O.K. button to scroll to the screen with the desired selection number.

Press a numeric key to select an individual product selection and you will bring up a screen detailing that selection.

The selection detail screen is divided into three sections.

# Key	Description
1.	Press 1 to home motor ###

Press the 1 key to home the selected motor.

If the motor is homed, it will run one cycle.

Existing Errors – A notice of an error that is present

None (or the error that is present for the selected motor)
--

Motor Status – A summary of the selected motor’s condition.

Present
Homed
Configured
F.I.F.O. Member (or other group member)

This is an example only.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**9. Lighting Tray – Press the 9 key to bring up a screen.**

Pressing the 9 key will bring up a screen with only one option.

1. Pressing the 1 key will cause the machine to toggle the cabinet lights on and off.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**4. PRICE ..... Press the 4 key to bring up a pricing screen.**

Pricing of selections can be accomplished in three ways with the pricing screen open.

#Key	To Select
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7
8.	Whole Machine
9.	Individual Prices

**1. BY TRAY**

Press a numeric key, (1 to 7) to select a Tray and a window will open allowing you to enter a new price.

Press the numeric keys to enter a new price for all selections on the selected tray.

Press the center section of the O.K. button to accept the new pricing.

**2. BY WHOLE MACHINE**

Press the numeric key, (8) to select Whole Machine, and a window will open allowing you to enter a new price.

Press the numeric keys to enter a new price for all the selections in the machine.

Press the center section of the O.K. button to accept the new pricing.

**3. BY INDIVIDUAL SELECTION**

Press the numeric key, (9) to select Individual Prices and a tray list will come up.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Press a numeric key to select a tray and you will bring up a screen listing the product selections on that tray.

Some lists of product selections use more than one screen.

Use the top and bottom sections of the O.K. button to scroll to the screen with the desired selection number.

# Key	Selection #
1.	101
2.	103
3.	105
4.	107
5.	109
6.	111
7.	###

Pressing a numeric key to choose a selection will open up a window allowing you to enter a new price.

Press the numeric keys to enter a new price for the chosen selection.

Press the center section of the O.K. button to accept the new price.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**5. PRODUCT CONFIGURATION ...Press key 5 to bring up a screen.**

Pressing the 5 key brings up a screen listing .

# Key	Function
1.	Selection Configuration
2.	F.I.F.O. Setup
3.	Universal Product Code
4.	Shopping Cart Setup
5.	View Plan-O-Gram
6.	Couple Motors
7.	Surevend

Pressing a numeric key will bring up the first screen in the function selected.

**1. Selection Configuration – Press key 1 to bring up a screen.**

Pressing the 1 key will bring up a screen with two options.

# Key	Function
1.	Perform auto-configuration
2.	Setup Selections

Use a numeric key to choose one of the options.

Choosing one of the selections will bring up a screen.

1. Pressing the 1 key brings up a screen prompting you to press the 1 key again to start the function.

# Key	Function
1.	Start Auto-Configuration

When the sequence is complete a screen will prompt you to View Results by pressing the 1 key.

Pressing the 1 key will bring up a tray list. Use the numeric keys to choose a tray.

Choosing a tray will bring up a screen listing all the selections for that tray.

Selections that have a check mark on the right are the ones that are currently configured.

You can manually include or remove selections from the list using the numeric keys for the selection number to check or un-check that selection.

Use the top and bottom of the O.K. button to scroll thru selection lists that use more than one screen.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

2. Pressing the 2 key will bring up a tray list allowing you to configure selections.

Use the numeric keys to choose a tray and a screen will come up listing all possible selections for that tray.

Use the numeric key by the selection number to check or un-check that selection.

Use the top and bottom sections of the O.K. button to scroll thru selection lists that use more than one screen.

### 2. F.I.F.O. Setup – Press the 2 key to bring up a screen.

# Key	Function
1.	Add Groups Menu

**This screen has only one option at this point.**

Press the 1 key bring up a screen and enter the Add Groups Menu

The numeric key 1 is used to save a group of selections that will operate in F.I.F.O. mode. Included selections will be listed on the right side of the Create Group window.

To create a group, use the numeric keys to select a tray.

Selecting a tray will bring up a screen that will allow you to choose selections that will be included in the group.

# Key	Title	Action
1.	Create Group	Nothing Selected
2.	Tray 1	>
3.	Tray 2	>
4.	Tray 3	>
5.	Tray 4	>
6.	Tray 5	>
7.	Tray 6	>
8.	Tray 7	>

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

Pressing the 1 key will include all selections on the tray in the group. A check will appear for each selection.

Pressing the 2 key will remove all selections on the tray from the group. All checks for selections will disappear.

Pressing a numeric key for an individual selection will include or remove that selections from the group. Checks will appear and disappear for the chosen selection.

Some lists use more than one screen, use the top and bottom of the O.K. button to scroll to the desired selection.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

**Once a group has been created, the original screen will be expanded to include more functions for managing the F.I.F.O. operations.**

# Key	Function
1.	Add Groups Menu
2.	Delete Group
3.	Edit Group
4.	Group Mappings

2. **Delete Group** – Press the 2 key to bring up a screen listing the existing groups.

Use the numeric keys to select the group to be deleted and a screen will come up asking if you are sure you want to delete the group.

Respond using the numeric keys      Key 1 for yes and Key 3 for No.

3. **Edit Group** – Press the 3 key to bring up a screen listing the existing groups.

Use a numeric key to choose a group to be edited and a screen will come up which will allow you to edit the group.

Use the 1 key to save the changes made to the group.

Use the numeric keys to select a tray to edit.

Once a tray is selected a screen will come up that will allow you to edit all the selections on that tray.

# Key	Title	Action
1.	Save Group	List of selections
2.	Tray 1	>
3.	Tray 2	>
4.	Tray 3	>
5.	Tray 4	>
6.	Tray 5	>
7.	Tray 6	>
8.	Tray 7	>

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

Pressing the 1 key will include all selections on the tray in the group. A check will appear for each selection.

Pressing the 2 key will remove all selections on the tray from the group. All checks for selections will disappear.

Pressing a numeric key for an individual selection will include or remove that selections from the group. Checks will appear and disappear for the chosen selection.

Some lists use more than one screen, use the top and bottom of the O.K. button to scroll to the desired selection.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

Remember to return to the screen with “SAVE GROUP” assigned to the 1 key, using the delete button, and press the 1 key to save the changes you have made to the group.

### 4. F.I.F.O. Mappings – Press the 4 key to bring up a tray list.

Use a numeric key to bring up a list of the selections on the selected tray.

The selection list will tell you what group each selection is assigned to, or that it is unassigned.

Some selection lists use more than one screen. Use the top and bottom of the O.K. button to scroll forward and backward thru the screens.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

---

### 3. Universal Product Codes – Press the 3 key to bring up a list.

Pressing the 3 key will bring up a tray list.

Press a numeric key to choose a tray. Choosing a tray will bring up a screen listing all the selections on that tray.

The “Universal Product Code” will be listed on the same line as the selection. The code is the same as the selection number.

Pressing the numeric key for a selection will open a window that will allow you to set another code number for that selection using the numeric keypad.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

You can use the “Information” button to change the group of characters entered by the keypad.

You can use the “Shopping Cart” button to delete a character.

Press the O.K. button to accept the changes to the code, or use the delete key to back out.

Some selection lists use more than one screen. Use the top and bottom of the O.K. button to scroll forward and backward thru the screens.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**4. Shopping Cart Setup – Press the 4 key to bring up a list.**

Pressing the 4 key brings up a screen listing two options for setting up the shopping cart function.

1. **Shopping Cart Size** – Pressing the 1 key opens a window allowing you to set the maximum number of items to be placed in the shopping cart so they can be purchased in one transaction.

Use the numeric keys to edit the number of items that may be placed in the cart. The maximum number of items that can be placed in the cart is eight.

Use the O.K. button to accept the change.

2. **Max Fund Amount** – Pressing the 2 key opens a window allowing you to set the maximum value of items placed into the shopping cart.

The recommended value should be calculated by multiplying the number of items allowed in the cart by the highest price set in the machine.

Use the numeric keys to edit the value of the items.

Use the O.K. button to accept the change.

**5. View Plan-O-Gram – Press the 5 key to bring up a tray list.**

Pressing the 5 key will bring up a tray list.

Use the numeric keys to choose a tray. Choosing a tray will bring up a screen showing you the selections on the tray along with product codes and prices.

Press the delete key to back out.

Custom Plan-O-Grams can be downloaded into the machine from a memory stick.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

### **6. Couple Motors – Press the 6 key to bring up a list**

Pressing the 6 key will bring up a screen that is listing pairs of selections that can be paired.

This list can use more than one screen. Use the top and bottom of the O.K. button to scroll thru the entire list.

Use the numeric keys to check or un-check the motor pairs. Pairs that are checked are paired, unchecked pairs of motors are not operating together.

### **7. Surevend – Press the 6 key to bring up a screen**

Pressing the 7 key will bring up a screen listing the four options you can set for Surevend operation.

1. **Current state** – Pressing the 1 key will allow you to toggle the current status Surevend function between ON and OFF.
2. **Surevend Options** – Pressing the 2 key will bring up a screen that allows you to select the way you want Surevend to function. There are two options.
  1. **Option Surevend** – Use the 1 and 2 keys to move the check mark to the desired option.

(With the option setting active, if Surevend stops working the machine will remain in service and the spiral will turn only once.)

2. **Must Surevend** – Use the 1 and 2 keys to move the check mark to the desired option.

(With the Must setting active, if the Surevend stops working the machine will go out of service.)

Once the desired option is checked, use center section of the O.K button to accept the option.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

3. **Anti Jackpot Timer** – Pressing the 3 key will open a window that will allow you to change the Anti-default time. The default time setting is ten minutes.

Use the numeric keys to enter a new Anti-Jackpot Time. Use the O.K. button to accept the new time.

The Anti-Jackpot Timer is activated when a selection is made and the machine has turned the spiral three times without the Surevend function detecting that a product has been dropped.

While the Anti Jackpot Timer is activated, the selection will not be available for purchase.

After the time has expired, the selection will be available for purchase and the Surevend function will be in effect as before.

4. **Anti-Jackpot Trigger** – Pressing the 4 key will open a window that will allow you to change the number of additional attempts to deliver a product will be made if the first attempt fails.

A failed attempt is determined by the Surevend function not detecting a product dropping into the delivery bin.

The default setting is two.

Use the numeric keys to enter a new number. Use the O.K. button to accept the new setting.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**6. SPECIAL VEND MODES .....Press the 6 key to bring up a screen.**

Pressing the 6 key will bring up a screen listing all of the functions that can be accessed within this group.

# Key	Functions	
1.	Free Vend	On or Off
2.	Winner Mode	
3.	Combo Vends	
4.	Token Enabled	
5.	Rapid Vend	On or Off

Use the numeric keys to choose a function.

Use the 1 key to toggle between On and Off for the Free Vend function

Choosing a function will bring up the first screen of the chosen function.

**1. Free vend – Press the 1 key.**

Pressing the 1 key will change an entry in a live window on the first screen. This will allow you to turn the free vend function on or off.

**2. Winner Mode – Press the 2 key to bring up a screen.**

Pressing the 2 key will bring up a screen that will prompt you to press the 1 key.

# Key	Function
1.	Add A Group

**This screen has only one option at this point.**

Pressing the 1 key will bring up a screen allowing you to create a group of selections to operate in the Winner Mode.

This screen is divided into three sections which are detailed next.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

### Section 1.

# Key	Functions
1.	Add New Winner Group

Pressing the 1 key will add a new group to your list once you have created it. **It is the Save button for your choices.**

### Section 2.

Parameters

# Key	Functions
2.	Mode Winner or Prize
3.	Frequency ###

Pressing the 2 key allows you to toggle the setting in a live window between Winner and Prize.

Pressing the 3 key allows you to determine how often a Winner vend happens, based on the number of times a product is purchased.

#.	Prize (Selection ###)

**This window only appears if the Prize Setting has been chosen with the 1 key.**

Pressing the numeric key displayed will open a window allowing you to use the numeric keypad to enter the selection number for the product that will be given as a Prize in a winner vend.

### Section 3.

Use a numeric key to choose a tray. The key number will vary depending on your choice of Winner or Prize.

# Key	Tray #
#.	Tray 1
#.	Tray 2
#.	Tray 3
#.	Tray 4
#.	Tray 5
#.	Tray 6
#.	Tray 7

Choosing a tray will bring up a screen that will allow you to choose the selections you wish to have in your group.

Use the 1 key to include all the selections on the tray in the group.

Use the 2 key to remove all selections on the tray from the group.

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

Use the numeric keys to choose individual selections to be included or removed from the group.

Some selection lists will use more than one screen. Use the top and bottom of the O.K. button to scroll to the desired selection.

Use the delete button to leave one tray so that you can enter another. Selections can be chosen for a group from all trays.

Once all your choices have been entered, **You MUST return to section 1 of the screen and use the 1 key to ADD A NEW WINNER GROUP.** - This will save all your choices and create a group.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

**Once a group has been created, the original screen will be expanded to include more functions for managing the Winner Mode function.**

2. **Delete Group** – Press the 2 key to bring up a screen listing the existing groups.

Use the numeric keys to select the group to be deleted and a screen will come up asking if you are sure you want to delete the group.

# Key	Function
1.	Add Group
2.	Delete Group
3.	Edit Group
4.	Winner Selections

Respond using the numeric keys – **The 1 key for YES and the 3 key for NO.**

3. **Edit Group** – Press the 3 key to bring up a screen listing the existing groups.

Use a numeric key to choose a group to be edited and a screen will come up which will allow you to edit the group.

Use the 1 key to save the changes made to the group. **It is the save button for your group.**

Use the numeric keys to select a tray to edit.

Once a tray is selected a screen will come up that will allow you to edit all the selections on that tray.

# Key	Title	Action
1.	Save Group	List of selections
2.	Tray 1	>
3.	Tray 2	>
4.	Tray 3	>
5.	Tray 4	>
6.	Tray 5	>
7.	Tray 6	>
8.	Tray 7	>

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	113

Pressing the 1 key will include all selections on the tray in the group. A check will appear for each selection.

Pressing the 2 key will remove all selections on the tray from the group. All checks for selections will disappear.

Pressing a numeric key for an individual selection will include or remove that selections from the group. Checks will appear and disappear for the chosen selection.

Some lists use more than one screen, use the top and bottom of the O.K. button to scroll to the desired selection.

**When you have finished Editing, you MUST return to the screen with “SAVE GROUP” assigned to the 1 key and press the 1 key to save the changes you have made to the group.**

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**4. Winner Selections – Press the 4 key to bring up a screen.**

Pressing the 4 key will bring up a screen listing all the trays.

# Key	Tray #	Use a numeric key to choose a tray.	# Key	Selection #	Group #
1.	Tray 1	Choosing a tray will bring up a list of the selections on that tray.	1.	101	Group # 1
2.	Tray 2		2.	102	Group # 1
3.	Tray 3	The selection list will tell you what group each selection is assigned to, or that it is unassigned.	3.	103	Group # 1
4.	Tray 4		4.	104	Group # 2
5.	Tray 5		5.	105	Group # 3
6.	Tray 6		6.	106	Group # 4
7.	Tray 7		7.	107	Not Assigned

Some selection lists use more than one screen. Use the top and bottom of the O.K. button to scroll forward and backward thru the screens.

**3. Combo Vends – Press the 3 key to bring up a screen.**

Pressing the 3 key will bring up a screen listing two options.

# Key	Function	Pressing the 1 key will toggle the setting in a live window between Value and Percent.
1.	Type Of Discount ( Value or Percent)	
2.	Add New Combo	

Pressing the 2 key will bring up a screen allowing you to create a new combo group.

# Key	Function	Use the 1 key to save the changes made to the Combo. <b>It is the save button for your Combo.</b>
1.	Add New Combo	
2.	Number Of Groups In (2 or 3)	Use the 8 key to create a custom message for the Combo. This option appears only when the Enable Custom Message option is set to Yes.
3.	Discount Percentage	
4.	Discount All (Yes Or No)	
5.	Edit Group 1 (0 Selected)	
6.	Edit Group 2 (0 Selected)	
#.	Enable Custom Message (Yes or No)	
#.	Message (appears only when enabled)	

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

1. Pressing the 1 key will add the Combo once you have created it. If you do not use this key to **SAVE YOUR WORK** after you are done with all the other keys, your work will be lost.
2. Pressing the 2 key will toggle the active setting in the window between 2 and 3. If 3 is selected, an additional line will appear in your screen. It will have the title of “Edit Group 3” and show the number selected as do the other two groups.  
The numeric key below will also shift to reflect the additional line
3. Pressing the 3 key will open a window that will allow you to enter a percentage using the numeric keys. Press the O.K. button to accept the new number.
4. Pressing the 4 key will toggle the active setting in the window between Yes and No.
5. Pressing the numeric key to Edit a group will bring up a screen that will allow you to include or remove selections from the group.
6. Pressing the numeric key for “Enable Custom Message” will toggle the setting in the live window between Yes and No. When Yes is selected, an additional line will appear at the bottom of the screen titled “Message”
7. Pressing the numeric key for “Message” will bring up a screen allowing you to enter a custom message using the numeric keypad.

**4. Token Enabled – Press the 4 key to bring up a screen.**

Pressing the 4 key will bring up a tray list.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Use a numeric key to choose a tray.

Choosing a tray will bring up a screen that will allow you to include or remove selections that will work with tokens and coupons.

Tokens must also be enabled in the Money Menu under Bill Acceptance in order to work.

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

Your coin mechanism and/or bill validator must be tuned and/or configured to accept the token or coupon you are using.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

---

**5. Rapid Vend – Press the 5 key.**

Pressing the 5 key will toggle the setting in the live window between On and Off.

1. With this set to Off, the shopping cart is active and you can use it to purchase multiple items in one transaction.

The O.K. button must be used to complete the transaction.

2. With this set to On, the shopping cart is disabled and the transaction is completed when the selection is made and delivered.

The O.K. button is not used to complete the transaction.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**7. MONETARY..... Press the 7 key to bring up a screen.**

Pressing the 7 key will bring up a screen listing all of the functions that can be accessed within this group.

# Key	Function
1.	Coins In And Out
2.	Bill Validator

Use the numeric keys to choose a function.

Choosing a function will bring up the first screen for that function or toggle choices.

Bill Validator MDB Level 1

3.	Coin Mechanism
----	----------------

MDB Levels are listed outside the table.

Coin Mechanism MDB Level 3

4.	Card Reader
5.	Bill Acceptance
6.	Declining Balance
7.	Change Without Purchase
Second Screen	
1.	Change W/O Purchase (repeated)
2.	Accept on Low Change
3.	Credit For Failed Vend
4.	Card Revalue

Use the top and bottom sections of the O.K. button to scroll to the second screen.

The last entry on the first screen is repeated on the second screen.

Current settings are listed on the right side of the line.

**1. Coins In And Out – Press the 1 key to bring up a screen.**

Pressing the 1 key will bring up a screen divided into two sections.

- The top section is a table listing the type of coin, the number of coins, and the value of the coins.

Coin	Count	Value
\$ 0.05	0	\$ 0.00
\$ 0.10	0	\$ 0.00
\$ 0.25	0	\$ 0.00
\$ 1.00	0	\$ 0.00

# Key	Coin Type
1.	\$ 0.05
2.	\$ 0.10
3.	\$ 0.25
4.	\$ 1.00
Second Screen	
1.	\$ 1.00
2.	Set Up Channels

- The bottom section of the screen allows you to pay out selected coins using the numeric keys.

The bottom section uses a second screen. Use the top and bottom of the O.K. button to scroll thru the screens.

The last entry on the first screen is repeated on the first line of the second screen.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

Pressing the 2 key from the second screen brings up another screen with only one option.

# Key	Function
1.	Auto-Detection

Pressing the 1 key will allow you to toggle the setting in the live window between On and Off.

The ON setting – Enables the Auto-detection feature for the machine.

The OFF setting – brings up a screen allowing you to use the numeric keys to check and un-check the channels.

# Key	Channel #
1.	Auto-Detection (On or Off)
2.	Channel 1
3.	Channel 2
4.	Channel 3
5.	Channel 4
6.	Channel 5
7.	Channel 6
8.	Channel 7
9.	Channel 8

Use the 1 key to toggle the Auto-Detection feature between On and Off.

Use the numeric keys to check and un-check the channels.

The checked channels are active.

The list uses more than one screen.

Use the top and bottom of the O.K. button to scroll thru the list.

**2. Bill Validator – Press the 2 key.**

Pressing the 2 key will allow you to toggle the setting in the live window between MDB and No Bill Validator. The current setting is displayed at the right.

**3. Coin Mechanism – Press the 3 key to bring up a screen.**

Pressing the 3 key will bring up a screen allowing you to choose the type of coin mechanism being used.

# Key	Device Type
1.	No Mech
2.	MDB Mech
3.	Exec Mech

Use the numeric keys to select the type of coin mechanism in the machine.

The checked option is active.

Use the center section of the O.K. button to accept any changes.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**4. Card Reader – Press the 4 key to bring up a screen.**

Pressing the 4 key will bring up a screen allowing you to choose the card reader type being used.

# Key	Device Type
1.	No Card Reader
2.	MDB Card Reader
3.	On Board Card Reader

Use the numeric keys to select the type of card reader being used in the machine.

The checked option is active.

Use the center section of the O.K. button to accept any changes.

**5. Bill Acceptance – Press the 5 key to bring up a screen.**

Pressing the 5 key will bring up a screen that allows you to select the types of bills to be accepted by the machine.

# Key	Type Of Bills
1.	\$ 1.00
2.	\$ 2.00
3.	\$ 5.00
4.	\$ 10.00
5.	\$ 20.00
6.	Token

Use the numeric keys to check and un-check the type of bills that will be accepted by the machine.

The checked bills will be accepted.

The token line here must be checked for the token enabled feature in the Special Vend Modes to work.

**6. Declining Balance – Press the 6 key.**

Pressing the 6 key will change the setting in the live window between Yes and No.

1. When the YES setting is selected, a declining balance will be allowed.

This means that when money is inserted and a purchase is made, the change will be held for a period of time so that a second purchase can be made without re-inserting the money.

2. When the NO setting is selected, a declining balance will not be allowed.

The change will be returned without delay at the end of a successful purchase.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**7. or 1. Change Without Purchase – Press the 7 or 1 key.**

Pressing the 7 key, (or the 1 key from the second screen in the function list), will open a window that allows you to enter an amount using the numeric keys.

1. This amount is the maximum amount of change that will be returned by the machine without a purchase being made.
  - A. If the amount set is \$0.00 , a Forced Vend feature will be in effect, and no change will be returned without a purchase.
  - B. The default setting is \$ 0.25 , and allows the machine to return up to that amount, so if a credit is established which is higher than \$ 0.25 , the customer would have to make a purchase.
  - C. When a bill is accepted that is under the highest price in the machine it will be stacked allowing another bill to be accepted. Change will be returned only if the amount is set higher than the value of the bill.
  - D. When a bill is accepted that is above the highest price in the machine it will be held in escrow but will be returned only if the amount is set higher than the value of the bill.

Once the amount has been entered, use the center section of the O.K. button to accept the new amount.

**2. Accept On Low Change – Press the 2 key.**

Pressing the 2 key, from the second screen of the function list, will open a window allowing you to enter an amount using the numeric keys.

1. This amount is the maximum amount of money that will be accepted by the machine when the coin mechanism is low on coins and may not be able to make change for a purchase.
2. The default setting is \$0.00 and setting an amount higher than that could cause the customer to be shortchanged.
3. Bill acceptance will not be allowed if there is less change than the value of the bill available to be returned.

Once the amount has been entered, use the center section of the O.K. button to accept the new amount.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**3. Low Change Message – Press the 3 key.**

Pressing the 3 key, from the second screen of the function list, will open a window allowing you to enter an amount using the numeric keys.

1. This amount is the amount of change, that when reached, will cause a low change message to be displayed on the screen.

Once the amount has been entered, use the center section of the O.K. button to accept the new amount.

**4. Credit For Failed Vend – Press the 4 key.**

Pressing the 4 key, from the second screen of the function list, will bring up a screen that allows you to set an option in the case of a failed vend.

# Key	Action To Be Taken
1.	Return Change
2.	Hold Credit

Use the numeric keys to choose the action that will happen in the case of a failed vend.

Return the credit to the customer.

Hold the credit to allow another vend attempt.

**5. Card Revalue – Press the 5 key.**

Pressing the 5 key, from the second screen of the function screen, will toggle the setting in a live window between On and Off.

1. With the setting in the ON position, a card can be re-valued.
2. With the setting in the OFF position, a card cannot be re-valued.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**8. SYSTEM SETTINGS.....Press the 8 key to bring up a screen.**

Pressing the 8 key will bring up a screen that will allow you access to the functions in this group.

# Keys	Functions
1.	Machine Information
2.	Time And Date
3.	Language
4.	D.T.S. (data transfer system)
5.	Software Updates
6.	Back-up / Restore
7.	Copy Configuration
8.	Custom Configurations
9.	Screen Brightness
Second Screen	
1.	Screen Brightness (repeated)
2.	L.E.D. Color
3.	Idle Time Out
4.	Advertisements
5.	Custom Messages
6.	Configuration Version

Use the numeric keys to choose a function.

Choosing a function will bring up the first screen for that function or toggle choices.

Use the top and bottom sections of the O.K. button to scroll to the second screen.

The last entry on the first screen is repeated on the second screen.

Current settings are listed on the right side of the line.

**1. Machine Information – Press the 1 key to bring up a screen.**

Pressing the 1 key will bring up a screen with the titles of two numbers.

# Key	Number
1.	Machine I.D. Number
2.	Location I.D. Number

Use a numeric key to choose a number to be entered.

Choosing a number will open a window allowing you to enter the desired number using the numeric keypad.

Once the number has been entered, use the center section of the O.K. button to accept the entry.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**2. Time and Date – Press the 2 key to bring up a screen.**

Pressing the 2 key will bring up a screen allowing you access to the various settings in the function.

# Keys	Settings
1.	Time Zones
2.	Time Format
3.	Hours And Minutes
4.	Month / Day / Year

Use the numeric keys to Choose a setting to be changed.

Choosing a setting will bring up a screen allowing the setting to be altered.

If the time or date is changed, the machine will re-boot on the next door closure.

1. Pressing the 1 key will bring up a screen listing the time zones by location.

# Key	Location
1.	Alaska
2.	Aleutian
3.	Arizona
4.	Central
5.	Dublin
6.	East Indiana
Second Screen	
1.	Eastern
2.	Hawaii
3.	Indiana – Starke
4.	London
5.	Michigan
6.	Mountain
Third Screen	
1.	Pacific
2.	Pacific – New
3.	Samoa

The list has multiple screens, use the top and bottom section of the O.K. button to scroll thru the screens.

Use the numeric keys to choose the Time Zone to be set.

Use the center of the O.K. button to accept the chosen selection.

2. Pressing the 2 key will bring up a screen allowing you to select the format for displaying the time.

# Key	Format
1.	Use 24 Hour (military)
2.	Use AM / PM

Use the numeric keys to Choose a format. The selected format will be checked.

Use the center section of the O.K. button to accept the chosen Format.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

3. Hours And Minutes – Pressing the 3 key will open a window allowing you to enter the hours and minutes using the numeric keys.

- A. If the AM /PM setting has been chosen, the Info button is used to switch between the AM and PM setting.

Once the time has been set, use the center section of the O.K. button to accept the changes.

4. Date – Pressing the 4 key will open a window allowing you to enter the month, Day, and year using the numeric keys.

Once the time has been set, use the center section of the O.K. button to accept the changes.

**3. Language – Press the 3 key to bring up a screen.**

Pressing the 3 key will bring up a screen with language options.

# Key	Functions
1.	Install Language
2.	Remove Languages
3.	Service Application
4.	User Interface

Use the numeric keys to choose a function.

Choosing a function will bring up the first screen for that function or toggle choices.

1. Pressing the 1 key brings up a screen that says – Error in directory structure. Nothing to install.
2. Pressing the 2 key brings up a screen listing the languages.

# Key	Languages
1.	English
2.	Nederlands
3.	English

Use the numeric keys to choose a language to be removed.

3. Pressing the 3 key brings up a screen listing the choices for applying languages to the service applications.

# Key	Languages
1.	English
2.	Nederlands
3.	English

Use the numeric keys to choose an option.

The chosen option will be checked.

Use the center of the O.K. button to accept the option.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

4. Pressing the 4 key will bring up a screen listing two options.

# Key	Function
1.	Enable Languages
2.	Default Language

Use the numeric keys to choose a function.

Choosing a function will bring up the first screen for that function.

1. Pressing the 1 key will bring up a screen allowing you to select the language that is to be enabled in user interface applications.
2. Pressing the 2 key will bring up a screen allowing you to select the default language using the numeric keys. The selected language will be checked.

Once the option is selected, use the center of the O.K. button to accept the changes.

**4. D.T.S. (data transfer system) – Press the 4 key.**

Pressing the 4 key will bring up a screen listing the functions in this group.

# Keys	Functions
1.	D.T.S. Standby Mode
2.	D.T.S. Audit List
3.	CA304 / CA308 Data Type
4.	Data Reset On Transfer
5.	Event Reset On Transfer
6.	Passcode Reset

Use the numeric keys to choose a function.

Choosing a function will bring up the first screen for that function, or toggle settings.

1. Pressing the 1 key will bring up a screen allowing you to choose the way the data is transferred.

# Key	Function
1.	DDCMP
2.	DEX

Use the numeric keys to choose a function. The selected option will be checked.

Once the option is selected, use the center of the O.K. button to accept the changes.

**In the U.S. the setting will most always be to DEX.**

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

2. Pressing the 2 key will bring up a screen divided into two sections

# Keys	Action
1.	Set All
2.	Clear All

Use the numeric keys to select an action.

Selecting an action will cause all the items in the audit list to change status to active or in-active depending on the numeric key used.

D.T.S. Audit List

# Key	Line Item
3.	ID 1
4.	ID 2
5.	ID 3
6.	ID 4
7.	ID 5
8.	VA 1

Use the numeric keys to change the status of individual lines.

Checked lines are active

This gives you the ability to shorten the DEX file. Do not remove items without checking with your DEX provider or manufacturer representative.

The list uses more than one screen. Use the top and bottom sections of the O.K. button to scroll thru the entire list.

3. Pressing the 3 key will bring up a screen allowing you to choose the way the data in these files will be displayed

# Keys	Displayed As
1.	Currency
2.	Numeric

Use the numeric keys to select an option.

The Currency setting will display bills as a monetary value.

The Numeric setting will display bills as the number of bills.

Once the option is selected, use the center of the O.K. button to accept the changes.

4. Pressing the 4 key will toggle the setting in a live window between RESET and NO.
- A. If the RESET setting is active, all the resettable data will be reset to zero upon successful completion of a transfer.
  - B. If the NO setting is active, the resettable data will not be reset.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

5. Pressing the 5 key will toggle the setting in a live window between RESET and NO.
  - A. If the RESET setting is active, all the event data will be reset upon successful completion of a transfer.
  - B. If the NO setting is active, the event data will not be reset.
  
6. Pressing the 6 key will bring up a screen asking if you are sure you want to reset the passcode. Respond using the numeric keys.
  - A. Use the 1 key to choose to reset. (nothing came up)
  - B. Use the 3 key to choose not to reset.

**5. Software Updates – Press the 5 key to bring up a screen.**

Pressing the 5 key will bring up a screen with only one option.

# Keys	Action
1.	Start To Update

Pressing the 1 key will choose the option.

Choosing the option will bring up a screen prompting further action.

1. – If you have no memory stick installed in USB port 3 – A screen will come up stating that the flash stick was not found, Re-Plug the Stick and Re-Boot the Machine.
2. – If a memory stick is installed in USB port 3 – A screen will come up listing the files available on that stick that can be used for an Up-Grade.

# Keys	Item / Action
1.	6wide_2619 (BIN)
2.	custom_filename (BIN)
3.	Start To Update

Use a numeric key to choose the file to be used for the Up-Date.

Use a numeric key to Start To Up-Date. This may take several minutes. When done, shut down the machine and re-start.

**It is recommended that a backup copy always be made before Up-Dating software.**

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**6. Back Up / Restore – Press the 6 key to bring up a screen.**

Pressing the 6 key will bring up a screen listing the available options for this function. This function is used to create, save and re-store configuration settings within a machine.

# Keys	Options
1.	Make New Backup
2.	Backup #1
3.	Restore Factory Backup

Use the numeric keys to choose an option.

Choosing an option will bring up a screen asking if you are sure you want to complete the action.

Press the 1 key for YES, or the 3 key for NO.

1. Use the 1 key to make a new backup. They are listed by number. The new back-up will be a copy of the currently set prices, product codes, motor pairings and any other options you have set up in the currently loaded firmware.
2. Use a numeric key to choose the stored backup copy you wish to restore to.
3. Use a numeric key to restore the factory backup

When the 1 key has been pressed to choose YES, the restore will begin. After it has been restored the lights will come back on and you are ready to test the machine to be sure it is set the way you want it. You do not have to re-boot the machine.

When the 3 key has been pressed to choose NO, nothing will be changed or re-stored.

**7. Copy Configuration – Press the 7 key to bring up a screen.**

Pressing the 7 key will bring up a screen listing the available options for this function. This function is used to load a memory stick that can be used to copy the current configuration settings from a machine to other machines, making them all identical.

If there is no USB flash drive plugged into USB port 1 on the control board, a screen will come up saying, no stick was detected, insert stick and re-boot the machine.

Before attempting to copy a configuration you must create a folder named ATLAS on a USB flash drive using a computer. The USB flash drive will then need to be inserted into USB port 1 on the control board.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

After preparing the flash stick and inserting it into USB port 1, pressing the 7 key will bring up a screen that has only one option at this point.

# key	Function
1.	Create Configuration Clone

Pressing the 1 key will bring up a screen that allows you to load the memory stick. there are two options.

# key	Function
1.	Name Clone
2.	Make Clone

Pressing the 1 key will open a window that will allow you to give the clone a name using the numeric keys. The stick can contain more than one clone.

Pressing the 2 key will save the clone to the memory stick using the name you have given it.

# key	Function
1.	Create Configuration Clone
2.	Your name from 100003557
3.	Another clone

Once the clone has been saved to the stick, the first screen will be expanded to include all the clones that are saved to the stick.

Pressing a numeric key to choose a clone will bring up a screen with two options.

# key	Function
1.	Install
2.	Remove Clone From Stick

Pressing the 1 key will bring up a screen asking if you are sure you want to install the clone.

Pressing the 2 key will bring up a screen asking if you are sure you want to remove the clone from the stick.

In both cases, respond by pressing a numeric key.

- A. Press the 1 key for YES – and the action will be carried out.
- B. Press the 3 key for NO – and the action will not be carried out. The screen will return to the previous choices.

### 8. Custom Configurations – Press 8 to bring up a screen.

Pressing the 8 key will bring up a screen that says “ Internal error. Folder not found.”

More data is needed here!!!!

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**9. Screen Brightness – Press the 9 key to bring up a screen.**

Pressing the 9 key will bring up a screen that has two options.

# key	Function
1.	Screen Brightness ( 79 )
2.	Save screen brightness

Pressing the 1 key will open a window that allows you to enter a new setting for the screen brightness. 79 is the default value.

Use the numeric keys to enter a new value.

Pressing the 2 key will save the new value and return you to the Systems Settings Menu.

**This is the last function listed on the first menu screen, it is repeated as the first listing on the second menu screen. Use the top and bottom sections of the O.K. button to scroll thru the menu screens**

**2. L.E.D. Color – Press the 2 key from the second screen.**

Pressing the 2 key, from the second menu screen, will bring up a screen listing the available options for setting the L.E.D. color.

# key	Color
1.	Blue
2.	White
3.	Red

Press the numeric key to check the desired color. The checked color will be the color used.

Press the center section of the O.K. button to lock in your choice and the color of the L.E.D. 's will change and you will be returned to the menu.

**3. Idle Time Out – Press the 3 key from the second screen.**

Pressing the 3 key, from the second menu screen, will open a window allowing you to enter a new time using the numeric keys.

Use the center of the O.K. button to lock in the new time.

30 seconds is the default time.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**4. Advertisements – Press the 4 key from the second screen.**

Pressing the 4 key will bring up a screen listing five options.

# key	Options
1.	Selection
2.	Generic
3.	Combo Vend
4.	Monetary Money
5.	Monetary Cards

Use the numeric keys to check or un-check the options.

The checked options are active.

The default setting is for all five to be checked.

More data is needed here!!!!

**5. Custom Messages – Press the 5 key from the second screen.**

Pressing the 5 key will bring up a screen listing the options for messages.

# key	Function
1.	Use Vending Screen Message
2.	Vending Screen Message ( Message not Set)
3.	Use Idle Screen Message
4.	Idle Screen Message ( Message not Set)

Press the numeric keys (1 or 3) to check or un-check the option to use the message.

Press the numeric keys (2 or 4) to open a window allowing you to create your own message using the numeric keys.

The (2 or 4) options only appear when the options to use the messages (1 or 3) are checked.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**6. Configuration Version – Press the 6 key. (second screen)**

Pressing the 6 key, from the second menu screen, will bring up a screen listing the types of machine the vendor may function as. (Refrigeration settings)

# key	Function as
1.	Ambient Merchant
2.	Refrigerated
3.	European Control
4.	Non-Perishable
5.	Chilled Merchant

Use the numeric keys to check only one of the options at a time.

The checked option will be active.

Press the center of the O.K. button to lock in the setting to be used.

1. Ambient Merchant – Is used when no refrigeration system is in operation.
2. Refrigerated – Is used when perishable food is being vended. The temperature range is 33 to 38 degrees Fahrenheit or (1 to 3 degrees Celsius). The health control features will be active.
3. European Control – Is used in Europe. Need more data here!!!
4. Non-Perishable – Is used when Non-Perishable items are being vended. The temperature range is 33 to 45 degrees Fahrenheit or (1 to 7 degrees Celsius). The health control features will not be active.
5. Chilled Merchant – Is used when the items being vended need to be protected from melting in higher temperature environments. The temperature range is 49 to 69 degrees Fahrenheit or (9 to 21 degrees Celsius). Health control features will not be active.

**7. Refrigeration settings – Press the 7 key. (second screen)**

This heading only appears when a refrigeration system is in use. It will not be available when the ambient setting is active.

Pressing the 7 key, from the second menu screen, will bring up options for controlling the temperature settings and health control settings, (when active).

When the health control features are not in use the control options will not appear.

## MERCHANT MEDIA – PROGRAMMING MAP

### SOFTWARE VERSION 10.5.1

When in a Refrigerated setting, pressing the 7 key will bring up a screen listing up to four options.

# key	Option
1.	Adjust Temperature
2.	Temperature Units
3.	Health Control Menu
4.	Diagnostics Enable

Press a numeric key to choose the desired option.

Choosing the desired option will either bring up a screen or open a window to proceed.

- Pressing the 1 key will open up a window allowing you to set a new temperature using the numeric keys. (within the allowable range)

Use the center of the O.K. button to lock in the new setting.

- Pressing the 2 key will bring up a screen with two options allowing you to choose the scale used for displaying the temperature. (Fahrenheit or Celsius)

# key	Scale
1.	Celsius
2.	Fahrenheit

Press the numeric keys to check the desired scale.

Use the center section of the O.K. button to lock in your choice.

- Pressing the 3 key will bring up a tray list. (This option only appears when the health control features are in use).

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Use the numeric keys to choose a tray.

Choosing a tray will bring up a screen allowing you to check the the selections, on that tray, that will be governed by the health control features.

You do not need to save the checked selections before moving to another tray or out of the option completely.

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

4. Pressing the 4 key will bring up a screen listing the diagnostics options.

# key	Options
1.	High Side Warnings
2.	Low Side Warnings
3.	High Side Errors
4.	Low Side Errors

Use the numeric keys to toggle the settings in a live window between ON and OFF for each option.

The default settings for these options have them set to the ON setting.

Need a fact check here!!!! Current errors will be listed in the diagnostics screen that comes up at the beginning of the service mode.

I/O version would also need to be correct for the machine to function with these modes activated.

When tested here, the whole machine shut down when set to refrigerated with only the top tray enabled under health control and the out of order message listed “Ambient I/O Version” in small print. No refrigeration errors came up on the diagnostics screen.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**9. SECURITY CODES.....Press the 9 key to bring up a screen.**

Pressing the 9 key will bring up a screen listing the following options.

# key	Action
1.	Enter P.I.N.
2.	Change driver P.I.N.
3.	Change Operator P.I.N.

Use the numeric keys to choose an action.

Choosing an action will bring up a screen or open a window that will allow you to complete the action.

1. Pressing the 1 key will bring up a screen asking you to enter the P.I.N. The default number is 3,3,3,3. This is the operator Personal Identification Number.

Entering this number will bring up the service mode menu.

2. Pressing the 2 key will open a window that will allow you to change the driver P.I.N. The default number is 1,1,1,1.

Use the numeric keys to enter a new number. Use the center section of the O.K. button to lock in the new number.

3. Pressing the 3 key will open a window that will allow you to change the operator P.I.N.

Use the numeric keys to enter a new number. Use the center section of the O.K. button to lock in the new number.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

Entering the driver P.I.N. of 1,1,1,1. will allow a driver limited access to the service mode functions.

# key	Functions
1.	Data Recall
2.	Telemetry
3.	Plan-o-Gram Management
4.	Home Un-Homed Motors

Use the numeric keys to choose an option.

Choosing an option will bring up the first screen for that option.

Pressing the 4 key will home any motors that are not currently in the home position. ( did not work for me, does an error need to be present ? )

- Pressing the 1 key will bring up a screen listing two options.

# key	Action
1.	Resettable Data
2.	Non-Resettable Data

Use the numeric keys to choose an option.

Choosing an option will bring up a screen listing data categories as described in the Data Recall section.

- Pressing the 2 key will bring up a screen stating that this unit is currently un-assigned – please log in with a higher P.I.N. to assign this unit.

More data needed here!!!!

- Pressing the 3 key will bring up a screen with two options.

# key	Options
1.	Plan-O-Gram Audit
2.	Edit Plan-O-Gram

Use the numeric keys to choose an option.

Choosing an option will bring up the first screen for that option.

- Pressing the 1 key will bring up a screen with three actions.

# key	Action
1.	Selection code
2.	Previous selection
3.	Next Selection

Use the numeric keys to choose an action.

- Opens a window to enter a selection number to view data.
- Moves back to the previous selection.
- Moves forward to the next selection.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

When a selection number is entered, a screen will come up listing data about that selection.

- A. The name of the product, if defined.
- B. The Universal Product Code.
- C. The currently set price for the product.

2. Pressing the 2 key will bring up a screen with two actions

# key	Action
1.	Selection code
2.	Universal Product Code

Pressing the 1 key will open a window allowing you to enter a selection number.

Pressing the 2 key will open a window allowing you to enter a new Universal Product Code.

4. Pressing the 4 key will home all un-homed motors. (When ?)

Entering an operator P.I.N. of 3,3,3,3. Will allow full access to all the operators functions in the service mode as detailed in these pages.

Entering an Engineering code of 4,4,4,4. will bring up a screen similar to the operator service screen.

Added options include

In the TEST functions, # 3, A reliability test was inserted, shifting the other entries down.

A keypad test function was added on the second screen.

In the Special Vend mode, #6, A function called “ Trade Show Vend Bypass “ was added in the #5 position shifting other entries down.

In the Security Codes Mode, #4, A Change Engineer P.I.N. function was added.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

Entering a manufacturing code of 5,5,5,5. will bring up a screen used in the factory for set up and testing.

# Key	Function Title
1.	Data Recall
2.	System settings
3.	Security Codes
4.	Firmware Information
5.	Factory Set Up

Use the numeric keys to choose an option.

Choosing an option will bring up the first screen for that option.

Pressing the 1 key will bring up a screen with one option.

1. Clear All Databases

Pressing the 2 key will bring up a screen with one option.

1. De-Bug Output (pressing the 1 key again will toggle the setting)

Pressing the 3 key will bring up a screen with five options. #4 and #5 are added options.

4. Change Engineer P.I.N.
5. Change Manufacturer P.I.N.

Pressing the 4 key will bring up a screen with Firm ware information. No Changes.

Pressing the 5 key will bring up a screen listing the options and functions for factory set-up and testing.

# Key	Function Title
1.	Next Step
2.	Diagnostics
	Configuration Version (machine type)
3.	Version (toggles thru test titles)

Use the numeric keys to choose an option.

Choosing an option will bring up the first screen for that option.

Pressing the 1 key will toggle forward to the next step in line 3. Use the delete key to move backwards thru the steps.

Pressing the 2 key will bring up a diagnostics screen.

Pressing the 3 key will activate the currently displayed test function.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**I (Info Button) TIMED EVENTS..Press the info button to bring up a screen.**

Pressing the information button, bottom left on the numeric keypad, will bring up a screen listing the timed events options.

# key	Options
1.	Time Of Day Events
2.	Back-Up Events
3.	Power Saving Events

Use the numeric keys to choose an option.

Choosing an option will bring up the first screen for that option.

**1. Pressing the 1 key will bring up the first screen for Time Of Day events.**

# key	Action
1.	Price Adjust
2.	Free Vend
3.	Inhibit

Use the numeric keys to choose the type of event you wish to create.

Choosing a type of event will bring up the first screen for that type of event.

**1. Pressing the 1 key will bring up a screen listing options for Price Adjust.**

# key	Entry
1.	Create Event
2.	Price Adjust #1
3.	Price Adjust #2

Pressing the 1 key here will create an event and begin a list of saved events that can be set up as needed.

Use the numeric keys to choose a created event to set up for use and another screen will come up allowing you to configure the event to fit your needs.

Press the 1 key to **SAVE your settings** or your work will be lost.

Press the 2 key to REMOVE the event from memory.

Press the 3 key to toggle the setting for the state of the event between ON and OFF.

Press the 4 key to toggle the setting for the frequency of the event between DAILY and WEEKLY.

Press the 5 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to begin.

# Key	Action
1.	Save This Event
2.	Remove This Event
3.	Enable State
4.	Frequency
5.	Event Start Time
6.	Event Stop Time
7.	Days Of Week
8.	Price Adjust Type
9.	Price Adjust Percentage
	Second Screen
1.	(repeat of line # 9)
2.	Selections For Event

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

Press the 6 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to end.

Press the 7 key to bring up a screen allowing you to choose the days of the week when the event will be active. The checked days are active.

- A. Use the top and bottom of the O.K. button to scroll thru the screens.
- B. Use the 1 key to check all the days of the week at once.
- C. Use the 2 key to un-check all the days of the week at once.
- D. You do not need to save the choices here, just return to the set up menu for the event and proceed.

# Key	Day Of Week
1.	Set All
2.	Clear All
3.	Monday
4.	Tuesday
5.	Wednesday
6.	Thursday
7.	Friday
	Second Screen
8.	Saturday
9.	Sunday

Press the 8 key to bring up a screen that allows you to choose the type of price adjustment that is happening.

Use the numeric keys to check one. Use the center of the O.K. button to lock in the choice.

# Key	Adjustment Type
1.	Discount
2.	Surcharge

Press the 9 key to open a window that will allow you to enter percentage for the price adjustment using the numeric keypad.

Use the Center section of the O.K. button to lock in the new percentage.

Press the 2 key, from the second screen, to bring up a tray list.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Use the numeric keys to choose a tray.

Choosing a tray will bring up a screen listing all the selections on that tray.

Some selection lists will use more than one screen.

Use the top and bottom of the O.K. button to scroll thru the entire list.

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

Use the numeric keys to check or un-check the selections as needed. Checked selections will be involved in the event.

**REMEMBER TO SAVE YOUR SETTINGS OR YOUR WORK WILL BE LOST !**

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

2. Pressing the 2 key will bring up a screen listing the options for Free Vend.

# key	Entry
1.	Create Event
2.	Free Vend #1
3.	Free Vend #2

Pressing the 1 key here will create an event and begin a list of saved events that can be set up as needed.

Use the numeric keys to choose a created event to set up for use and another screen will come up allowing you to configure the event to fit your needs.

Press the 1 key to **SAVE your settings** or your work will be lost.

Press the 2 key to REMOVE the event from memory.

Press the 3 key to toggle the setting for the state of the event between ON and OFF.

Press the 4 key to toggle the setting for the frequency of the event between DAILY and WEEKLY.

# Key	Action
1.	Save This Event
2.	Remove This Event
3.	Enable State
4.	Frequency
5.	Event Start Time
6.	Event Stop Time
7.	Days Of Week
8.	Selections For Event

Press the 5 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to begin.

Press the 6 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to end.

Press the 7 key to bring up a screen allowing you to choose the days of the week when the event will be active. The checked days are active.

- A. Use the top and bottom of the O.K. button to scroll thru the screens.
- B. Use the 1 key to check all the days of the week at once.
- C. Use the 2 key to un-check all the days of the week at once.
- D. You do not need to save the choices here, just return to the set up menu for the event and proceed.

# Key	Day Of Week
1.	Set All
2.	Clear All
3.	Monday
4.	Tuesday
5.	Wednesday
6.	Thursday
7.	Friday
	Second Screen
8.	Saturday
9.	Sunday

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

Press the 8 key to bring up a tray list.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

Use the numeric keys to choose a tray.

Choosing a tray will bring up a screen listing all the selections on that tray.

Some selection lists will use more than one screen.

Use the top and bottom of the O.K. button to scroll thru the entire list.

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

Use the numeric keys to check or un-check the selections as needed. Checked selections will be involved in the event.

**REMEMBER TO SAVE YOUR SETTINGS OR YOUR WORK WILL BE LOST !**

3. Pressing the 3 key will bring up a screen listing the options for Inhibit.

# key	Entry
1.	Create Event
2.	Inhibit #1
3.	Inhibit #2

Pressing the 1 key here will create an event and begin a list of saved events that can be set up as needed.

Use the numeric keys to choose a created event to set up for use and another screen will come up allowing you to configure the event to fit your needs.

Press the 1 key to **SAVE your settings** or your work will be lost.

Press the 2 key to REMOVE the event from memory.

Press the 3 key to toggle the setting for the state of the event between ON and OFF.

Press the 4 key to toggle the setting for the frequency of the event between DAILY and WEEKLY.

# Key	Action
1.	Save This Event
2.	Remove This Event
3.	Enable State
4.	Frequency
5.	Event Start Time
6.	Event Stop Time
7.	Days Of Week
8.	Selections For Event

Press the 5 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to begin.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

Press the 6 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to end.

Press the 7 key to bring up a screen allowing you to choose the days of the week when the event will be active. The checked days are active.

- A. Use the top and bottom of the O.K. button to scroll thru the screens.
- B. Use the 1 key to check all the days of the week at once.
- C. Use the 2 key to un-check all the days of the week at once.
- D. You do not need to save the choices here, just return to the set up menu for the event and proceed.

# Key	Day Of Week
1.	Set All
2.	Clear All
3.	Monday
4.	Tuesday
5.	Wednesday
6.	Thursday
7.	Friday
	Second Screen
8.	Saturday
9.	Sunday

Press the 8 key to bring up a tray list.

# Key	Tray #
1.	Tray 1
2.	Tray 2
3.	Tray 3
4.	Tray 4
5.	Tray 5
6.	Tray 6
7.	Tray 7

- Use the numeric keys to choose a tray.
- Choosing a tray will bring up a screen listing all the selections on that tray.
- Some selection lists will use more than one screen.
- Use the top and bottom of the O.K. button to scroll thru the entire list.

# Key	Selection #
1.	Set All
2.	Clear All
3.	101
4.	103
5.	105
6.	107
7.	109
8.	111
9.	###

Use the numeric keys to check or un-check the selections as needed. Checked selections will be involved in the event.

**REMEMBER TO SAVE YOUR SETTINGS OR YOUR WORK WILL BE LOST !**

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**2. Pressing the 2 key will bring up the first screen for Back-Up Events.**

Pressing the 2 key will bring up a screen allowing you to set up a timed back-up of events.

Press the 1 key to **SAVE your settings** or your work will be lost.

Press the 2 key to toggle the setting for the state of the event between ON and OFF.

Press the 3 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to begin.

# Key	Action
1.	Save This Event
2.	Enable State
3.	Event Start Time
4.	Days Of Week

Press the 4 key to bring up a screen allowing you to choose the days of the week when the event will be active. The checked days are active.

- A. Use the top and bottom of the O.K. button to scroll thru the screens.
- B. Use the 1 key to check all the days of the week at once.
- C. Use the 2 key to un-check all the days of the week at once.
- D. You do not need to save the choices here, just return to the set up menu for the event and proceed.

# Key	Day Of Week
1.	Set All
2.	Clear All
3.	Monday
4.	Tuesday
5.	Wednesday
6.	Thursday
7.	Friday
	Second Screen
8.	Saturday
9.	Sunday

**REMEMBER TO SAVE YOUR SETTINGS OR YOUR WORK WILL BE LOST !**

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**3. Pressing the 3 key will bring up the first screen for Power Saving events.**

Pressing the 3 key will bring up a screen allowing you to set up timed power saving events.

# key	Entry
1.	Create Event
2.	Power Save #1
3.	Power Save #2

Pressing the 1 key here will create an event and begin a list of saved events that can be set up as needed.

Use the numeric keys to choose a created event to set up for use and another screen will come up allowing you to configure the event to fit your needs.

Press the 1 key to **SAVE your settings** or your work will be lost.

Press the 2 key to REMOVE the event from memory.

Press the 3 key to toggle the setting for the state of the event between ON and OFF.

Press the 4 key to toggle the setting for the frequency of the event between DAILY and WEEKLY.

# Key	Action
1.	Save This Event
2.	Remove This Event
3.	Enable State
4.	Frequency
5.	Event Start Time
6.	Event Stop Time
7.	Days Of Week
8.	Inactivity Minutes

Press the 5 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to begin.

Press the 6 key to open a window allowing you to use the numeric keypad to enter a time of day for the event to end.

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

Press the 7 key to bring up a screen allowing you to choose the days of the week when the event will be active. The checked days are active.

- A. Use the top and bottom of the O.K. button to scroll thru the screens.
- B. Use the 1 key to check all the days of the week at once.
- C. Use the 2 key to un-check all the days of the week at once.
- D. You do not need to save the choices here, just return to the set up menu for the event and proceed.

# Key	Day Of Week
1.	Set All
2.	Clear All
3.	Monday
4.	Tuesday
5.	Wednesday
6.	Thursday
7.	Friday
	Second Screen
8.	Saturday
9.	Sunday

Press the 8 key to open a window allowing you to enter a number for the inactivity minutes.

The default setting is 600 minutes.

**REMEMBER TO SAVE YOUR SETTINGS OR YOUR WORK WILL BE LOST !**

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**0. TELEMETRY.....Press the 0 key to bring up the first screen.**

Pressing the zero key will bring up the first screen listing the telemetry options.

# Key	Options
1.	Assign Unit
2.	Ping Server
3.	Get Network Status
4.	Show Network Configuration
5.	Load Network Configuration

Use the numeric keys to choose an option.

Choosing an option will bring up the first screen for that option.

**1. Press the 1 key to assign a unit.**

**ASSIGNING AN ATLAS UNIT (board)**

Required items for assigning an Atlas Unit via onboard Telemetry Service Mode menu:

1. A USB flash memory stick.
2. A folder must be created on the flash memory stick and named “atlas”.
3. A file must be copied and pasted into the atlas folder. (VIXConfigData.cfg)
4. The file is received by e-mail after setting up an account with streamware.

**A DESCRIPTION OF THE PROCESS**

When the “Assign Unit” button is pressed in the service mode function named “Telemetry”, the assignment process looks for the (VIXConfigData.cfg) file in the “atlas” folder on the USB flash memory stick.

1. If the file is not present, the user is notified of this fact and the process will go no further.
2. If the file is present, it is loaded and the configuration values are compared to the currently loaded configuration values in the atlas board.

If any of the required parameters are different, the new parameters are loaded and the machine is re-booted so that the new parameters may take effect.

Once the machine has completed the re-booting process, the user will have to re-enter the service mode function named “Telemetry” to restart the Assignment process.

## **MERCHANT MEDIA – PROGRAMMING MAP**

### **SOFTWARE VERSION 10.5.1**

With the new configuration values in place, and having re-entered the “Telemetry” service mode function, pressing the Assign Unit button will display the status and direct the user to press buttons to each step of the assignment process that follows.

This will verify the customer identification and user entered fields to the server and finalize the assignment process.

The process can be halted at each step if an error is encountered. Errors will be displayed to the user with as much detail as possible.

In many cases, simply re-trying the current operation will successfully complete the operation, especially if the error was caused by a communications interruption.

In order to re-try an operation, the user must press the back button at the top of the menu structure when the error status is displayed.

Once the assignment has been completed, a “Re-boot to Complete Assignment” button will be displayed. Wait at least 2-3 minutes before continuing to be sure that the whole process is done.

Pressing the button causes the unit to re-boot and begin communicating with the DMS (Devise Management Server).

In many cases the system will re-boot again after it gets the current time from the server. It sets it, and re-boots to complete the time reset process.

### **ASSIGN STEPS - A path for success**

1. Insert a prepared USB flash memory stick into the USB port 3 on the atlas board.
2. Enter the service mode and press the button to go into the “Telemetry” menu.
3. Press the button to enter the “Assign Unit” function.
  1. If the values in the new file on the stick are different than the current values in the board, the new values will be loaded into the board and the machine will be re-booted.
  2. After the re-boot is complete, it will be necessary to re-enter the service mode, then re-enter the “Telemetry” menu.
  3. From the “Telemetry” menu press the button to re-enter the “Assign Unit” function to resume the assignment process.
4. With the new configuration successfully loaded, a screen will come up displaying a “Verify Customer I.D.” button. Press this button to verify the customer ID with the server.

## MERCHANT MEDIA – PROGRAMMING MAP

### SOFTWARE VERSION 10.5.1

5. When the customer ID is verified successfully, a screen will come up displaying a “Set User Fields” button. Press this button to display the fields that need to have data entered by the user.
6. Each user field will have a button that will allow the user to enter or edit the data in that field.  
As of now, there is only one required field that must be filled in.  
Press the button for the field “Machine I.D.”. This will allow the user to enter the machine identification number for the machine being assigned.

Note – when assigning a merchant media embedded onboard card reader for an existing Stream Ware Vend Max customer, you must use their machine/equipment asset number. Any other machine ID such as the machine serial number will cause the assign process to be invalid.

7. When the user has completed entering data into the fields, a “Validate Entries” button will appear.  
Pressing this button will send all the user fields to the server for validation.
8. When the user validation is successful, a “Finalize Assign” button will appear.  
Press this button to finalize the assignment process with the server.
9. When the finalization process is completed, a “Re-Boot To Completed Assign” button will appear.  
Press this button to re-start the machine, and the process will be complete.

#### **2. Pressing the 2 key will cause the machine to attempt to ping the server.**

If the machine is not able to do so, it will report “ failed “

More data is needed here !!!!

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**3. Press the 3 key to Get Network Status.**

NODE TYPE : CLIENT
NETWORK FLAGS : (##)
LAST ERROR : (0)
ADAPTOR TYPE : NONE
NET TYPE : NO ADAPTOR
NOT APPLICABLE
IP : NOT APPLICABLE
URL : HTTP://STREAMWAREONLINE.COM: 8081/WANSERVICESB.ASMX
ESN : NOT APPLICABLE
Second Screen
ESN : NOT APPLICABLE (repeat)
SIM ID : NOT APPLICABLE
BT :

More data is needed here !!!!!

Get Network Status Screen

**4. Press the 4 key to Show network configuration data.**

URL : HTTP://STREAMWAREONLINE.COM: 8081/WANSERVICESB.ASMX
GSM APN : ATTZ.CRANEMS.COM
GSM USER :
GSM PASSWORD :
ZIG BEE PAN ID : (0)
ZIG BEE NET KEY SEED : (0)

Show Network Configuration Screen

More data is needed here !!!!!

**5. Press the 5 key to Load Network Configuration.**

More data is needed here !!!!!

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

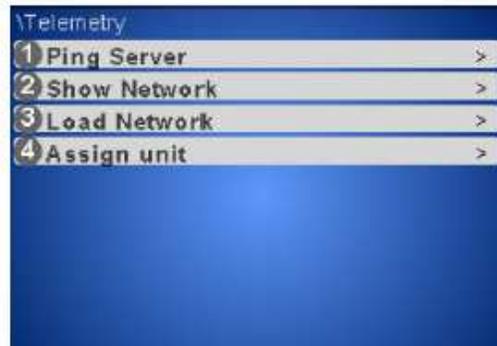
**Merchant Media**  
**Intergraded Wireless Radio Setup**  
**Cashless / Remote DEX / Alerts**

1. Heartland / Streamware Acct - Before installing the radio for intergraded wireless function, you must establish an account with Heartland Payment Systems and Crane Streamware.
  - A. When the customer account is established, Crane Streamware will email the customer a configuration file for uploading and assigning the Merchant Media (MM).
2. On the MM, check/load the Control Board software. It should be version 10.3.x or higher.
3. On the MM, check/set the current Time and Date.
4. Make sure the machine fully operates and vends product before proceeding.
5. On Control Board, make sure J27 has jumper across pins 2 &3.
6. On the MM, set cashless reader to “Onboard Reader”
  - A. In Service Mode, go into Monetary Menu.
  - B. At Cashless Reader, select “Onboard Reader”
7. Radio Installation
  - A. On the MM, turn OFF the power switch.
  - B. Connect the USB cable between the Radio and USB1 on the Control board.  
USB1 is located at top left of other two USB sockets facing the board.  
**\*\*\* Very Important \*\*\*** The Radio will only work in USB1, not USB2 or USB3.
  - C. Connect the antenna’s to the Radio
  - D. Velcro the Radio assembly against the cover panel of the control board.
  - E. On MM, turn ON the power switch.
  - F. Within a couple of minutes the LED on the radio should flash or stay lit.
  - G. Neatly route and tie wrap all the Radio cables in order to prevent from catching/pinching when closing the monetary panel.
8. Downloading the customer configuration file on the memory stick
  - A. Use a blank USB memory stick and plug it into your computer.
  - B. When account and machine information is established by Heartland and Streamware, they will email the following customer configuration file:  
“VixConfigData.cfp”.
  - C. Open up the computer drive where the USB memory stick is inserted.
  - D. Create a new folder called “**atlas**” on your blank USB stick.
  - E. Copy the emailed file “VixConfigData.cfp” and paste into the “**atlas**” folder.

## MERCHANT MEDIA – PROGRAMMING MAP

SOFTWARE VERSION 10.5.1

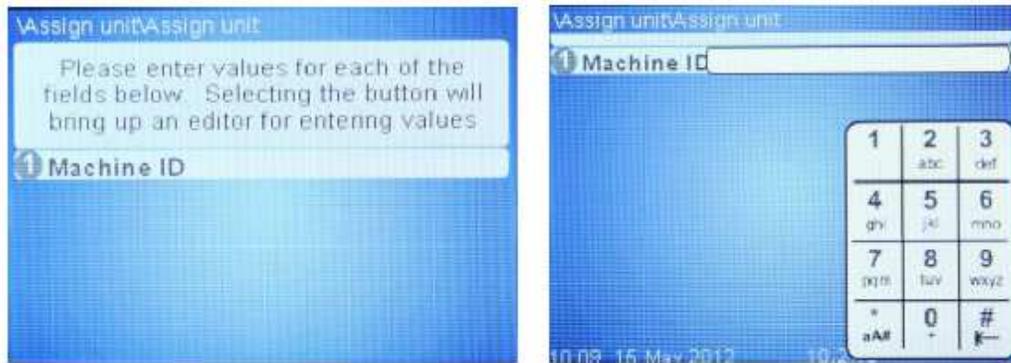
9. Check Radio signal strength –
  - A. In Service menu, press '0' for "Telemetry".
  - B. Press line number for "Show Network Status"
  - C. The first line should show **Node Type**: "Gateway". If shows "Client", radio is not communicating with board.
  - D. Check the RSSI parameter line on screen. If the signal strength is very low (above -100 DB), you might consider switching to a different radio type (i.e., GSM vs. CDMA or vice-versa).
10. Assigning Telemetry:
  - A. Depress the Monetary Panel interlock switch and wait for security pin entry to appear on display. Enter four digit pin (factory default = 3333).
  - B. Insert USB stick into any open USB port on control board.
  - C. At Service Menu screen, press the 'O' button for "Telemetry"
  - D. In Telemetry screen, press #4 for "Assign Unit"



- E. The Control Board should now update the customer information from the memory stick. Once this is complete, the Merchant Media will reboot (reboot will take 5 -7 minutes.).  
**(Note: Wait at lease 5 minutes to fully allow upload and reboot.)**
- F. The following screen should appear:
  - Press 1 and enter the machine ID

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1



The Machine ID Keypad will be similar to a text type phone that does not have a full keyboard.

Press **i** button to change the keypad character function from Numeric / Alpha: Upper Case / Lower Case.

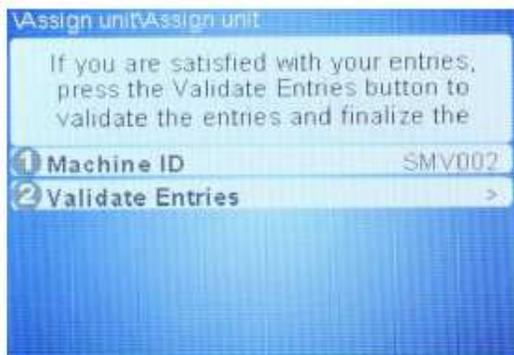
Example machine ID 34585 (p= pause for .5 seconds):

Press **i** button twice. Press 3p 4p 5p 8p 5 then **OK** on the Keypad.

Example machine ID ABC123

Press **i** button once. Press 2p 22p 222p then **i** once. Then 1p 2p 3 then **OK**

G. Press button 2 to “Validate Entries”. This step will validate the Machine ID.

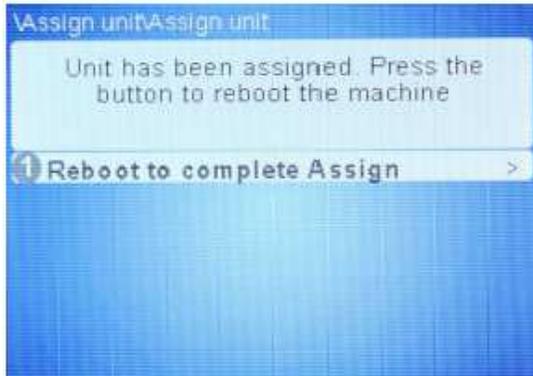


- Machine ID is validating user information
- Machine ID validated and assignment complete

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1



H. Press button 1 to reboot machine and complete assignment process.



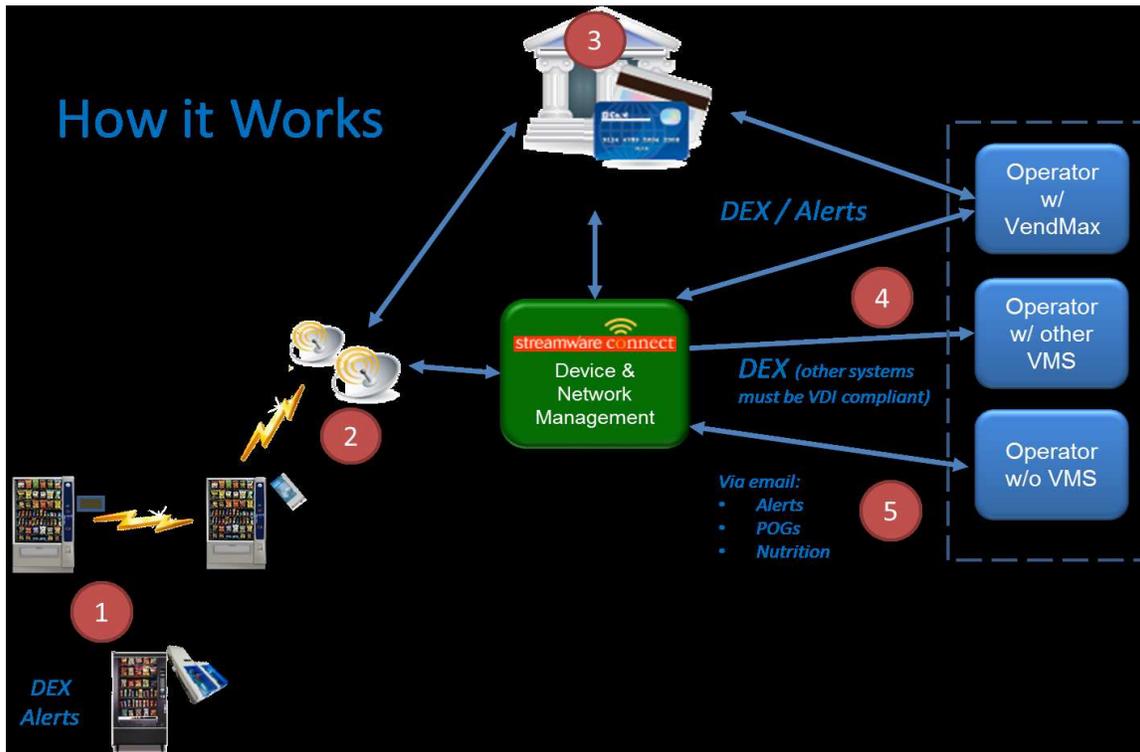
I. Upon reboot, remove USB memory stick.

J. Test machine for wireless operation.

END

MERCHANT MEDIA – PROGRAMMING MAP  
SOFTWARE VERSION 10.5.1

**TELEMETRY**



Telemetry Devices come in 3 packages

- 1) Clients – Telemetry units that only contain ZigBee chips installed to communicate to a Gateway Telemetry unit.
- 2) Gateways – Telemetry units that have both ZigBee chips for Mesh network communication and Cell Radios (GSM or CDMA) for cell network communication.
- 3) Solo – Telemetry units that only contain Cell Radios for cell network communication, no ZigBee chip for mesh communication.

**1** The Navigator or Merchant Media onboard Telemetry devices query the Vending machine for DEX file information on a pre-determined schedule. This is done 2 times per day, generally in the AM ~2am and again in the PM ~2pm.

Machine Alerts are processed upon receipt by the telemetry devices and sent to the Operators VendMAX system or by email to non-VendMAX users.

**2** The Gateway Navigator or Merchant Media Machine onboard Gateway device receives DEX, and Machine Alert information from the Client devices on its mesh network. It then transmits the information over the cell network to Streamware Connect for storage and processing.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

---

3 Credit Card Transaction, data is sent to the Credit Card Processor (Heartland) for Credit Card validation and processing. If the card is valid, an acknowledgement is returned to the Vending Machine and the product is vended. If not, a denied acknowledgement is returned to the Vending Machine and no vend takes place until a valid card is used. The same information both Denied and Validated, are sent to Streamware Connect where it is stored in the Consumer Insight report of the specific Operator. This report captures and stores all transaction data and the results of the transaction for both Credit cards and Cash transactions. The Operator receives monthly statements with detail on all transactions, Number of, Price per transaction, etc. from the Card Processing Company (Heartland). Daily Transactional data is sent from Heartland to the Operators VendMAX system for automated reconciliation.

---

4 All DEX, Machine Alerts and Transaction history is pulled from Streamware Connects server by the Operators VendMAX system and stored in the VendMAX database for processing.

Streamware Connect supports the VDI Standard which allows for operability with other VMS system that are VDI compatible. This pertains to DEX files only, VendMAX is the only VMS that performs cashless transaction reconciliation. VDI support is only available for DEX file transfers to VDI compliant VMS, NOT cashless transactions. Only VendMAX provides support for Cashless reconciliation.

---

5 For Merchant Media machines, all plan-o-gram, Nutritional information and product graphics are generated by Streamware Connect. The generated output files are sent via. Email to the Operator for inclusion on a flashdrive for upload to the Merchant Media Machine.\*\*

Alerts received from Vending Machines are routed via. email to non-VendMAX customers.

\*\*At the time of purchase, Streamware Connect sends the operator a welcome package with all templates and instructions for filling out the plan-o-gram template and where they send it once it's complete for processing.

---

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

### Definitions:

**DEX** – Stands for Data EXchange, and is uniform data standard that allows vending machines to report information to data collection systems.

**Alerts** – Provides operators with information (Machine Alerts) about the Vending Equipment's operations. Ex: Door Open, Temperature sensing, Coin Tube Empty, Inventory levels, etc. these alerts are realtime alerts separate from DEX reports.

**POG** – Plan-O-Gram, Contains Product Descriptions, UPC Codes, Prices, Spiral Locations, MAX quantity and planned Quantity for each spiral locations for the inventory being sold in each Vending Machine.

**Nutritional Info** – Calories, Carbohydrates, Protein, Sodium, total Fat, Saturated fats for each product being sold in the Vending Machine.

**GSM** – *Global System for Mobile Communications*, is used by AT&T and T-Mobile as their method for Cell communication

**CDMA** – *Code division multiple access*, is used by Verizon and Sprint as their method for Cell communication

**Zigbee** – Is a proprietary wireless network that CMS uses for Mesh communication. This network is used for Telemetry device, Client to Gateway communication, Gateway to Client communication.

**Credit Card Processing** – Payment processing to accept credit/debit card payments for product purchases. Using a Payment Processors such as Heartland provides the Operator with all the services necessary to give consumers a secondary means of payment. Merchant accounts and terminal ID's, card processing and validation and transaction processing from card Swipe to the Operators bank account.

**Credit Card Settlement** – Better known as Credit Card Reconciliation, it's the method of balancing the amount of dollars collected and balancing it against the amount of product sold. Just like balancing your check book but totally automated using VendMAX.

**Streamware Connect** – Simply stated, Streamware Connect provides telemetry devices and infrastructure to reliably pass both Transactional and Operational data about Vending Machines from one software application to another, so that multiple applications can contribute to a comprehensive, networked solution.

With or without a vending management system, Streamware Connect lets you manage your Media machine content including planograms, nutritional information, pricing, and marketing content. It also lets you receive alerts– learn if your payment system doesn't have change or your Media machine reached your cash limit (or many other potential alerts) via email.

Streamware Connect also maintains a state of the art server farm located in a remote colocation facility with redundant power, networks and on-sight support. The infrastructure serves the entire installed base of telemetry devices and the communications to and from the Operators VendMAX systems.

**Navigator** – The telemetry devices that receives information from the Vending Machine and transmits the files across the cell network and internet to Streamware Connect, The Credit Card Processor and to the Operators VendMAX or other VDI compliant VMS.

**VMS** – *Vendor Management System*. A process or system for managing vending machines such as VendMAX.

**VDI** – Vending Data Interchange. A NAMA standard Used for monitoring 2 types of data. **Transactional** data includes product selection, pricing, sales, and payments while **Operational** data involves error messages, conditional alerts, and malfunction reporting.

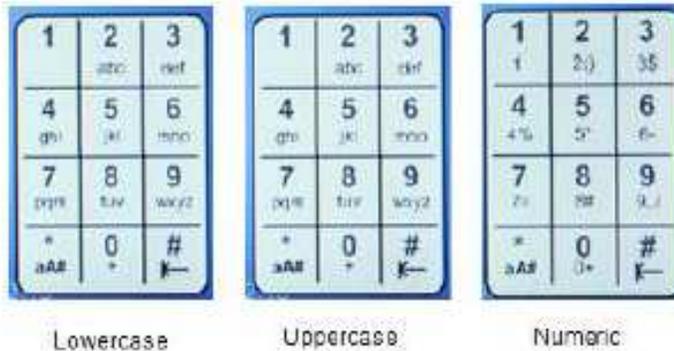
**Media** – Crane Merchandising Systems new equipment platform is the industry's most advanced vending solution. Built on NAMA Open Standards, Media integrates the following capabilities into one powerful solution: graphics, touch screens, consumer insights data, advertising and promotions, social media, networking options (including machine to machine, cellular, and Ethernet), cashless payment options including mobile wallet, USB peripherals, and much more.

**VendMAX** – Our VendMax customers can take advantage of a whole new level of business integration with Media including: route efficiency optimization, cash and cashless reconciliation, machine alert prioritization and resolution, merchandising, and many more benefits.

# MERCHANT MEDIA – PROGRAMMING MAP

## SOFTWARE VERSION 10.5.1

- a. Tap  on the Keypad to cycle between alpha and numeric characters.
  - i. The Keypad will default to lowercase alpha.
  - ii. Press  once to go the uppercase alpha.
  - iii. Press  once to go to numeric characters.



The Machine ID Keypad will be similar to a text type phone that does not have a full keyboard.

Example machine id entries (p=pause for .5 seconds):

- Machine ID 34585
    - Press  twice. Press 3p4p5p8p5 then  on the Keypad.
  - Machine ID ABC123
    - Press  once. Press 2p22p222p then  once. Then 1p2p3 then  on the Keypad.
10. Tap on #2 Validate Entries. This step will validate the Machine ID. (Figure 23)

**MERCHANT MEDIA – PROGRAMMING MAP**  
SOFTWARE VERSION 10.5.1

**( L ) FIRMWARE INFORMATION....Press the Shopping Cart Button.**

Pressing the Shopping Cart Button brings up a screen listing the firmware information.

Bill Validator		
SMV-US-MDB	CCD	0254
Card Reader		
Disconnected		
Coin Mechanism		
C2PV0-1-455	NRI	0300

LE Board	Ver.	Kernal
100003557	10.5.1	2.6.34_V7

I/O Board Version	0222
Surevend Version	103