Refreshment Center

(Expanded Can Capacity)

PROGRAMMING GUIDE

4970003

August, 1996

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

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

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SPECIFICATIONS

SPECIFICATIONS COMMON TO ALL MACHINES

DIMENSIONS	72" (183 cm) high 40" (96.8 cm) wide 35.4" (90 cm) deep
WEIGHT	757 lbs (343.4 kg)
AMBIENT TEMPERATURE	Minimum: 41° F (5° C) Maximum: 90° F (32° C)
OPERATING ENVIRONMENT	For indoor use only
CAPACITIES	E - Selections: 12 items F - Selections: 31 or 32 items Module Minimum - 215 items, Maximum - 220 items
OPTIONS AND ACCESSORIES	
Coin box lock **Base grille kit** **Flex Ace door lock & key** **Van door lock & key** **Data printer** **Debit card reader (future)**	

SPECIFICATIONS UNIQUE TO 115 VOLT MACHINES

ELECTRICAL	115 Volts AC 60 Hertz 12 Amps Single phase
REFRIGERATION	Refrigerant 134a Charge - 10.9 oz
OPTIONS AND ACCESSORIES	
COIN MECHANISM	MARS TRC-6000 COINTRON 3000 MARS MC 5000 COINCO 9300L MARS TRC-6010XV (24 V) Maka/Conlux Model USLX-00401F (24 V) Coin Acceptors Model 9302-LF (24 V)
BILL VALIDATORS	Maka NB-10-400 Mars VFM1-L1-U4C Mars VN2521-U3E

SPECIFICATIONS (continued)

SPECIFICATIONS UNIQUE TO 220 - 240 VOLT MACHINES

ELECTRICAL	220-240 Volts AC 50 Hertz 6 Amps 750 Watts
REFRIGERATION	Refrigerant 134a Charge - 290 grams
OPTIONS AND ACCESSORIES	
COIN MECHANISM	Executive coin mechanism interface

Introduction

How to program your RCX.

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

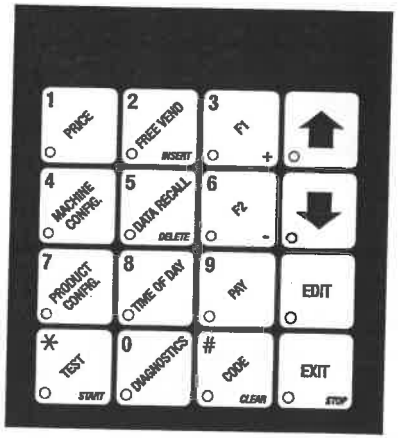


Figure 1. Control Panel

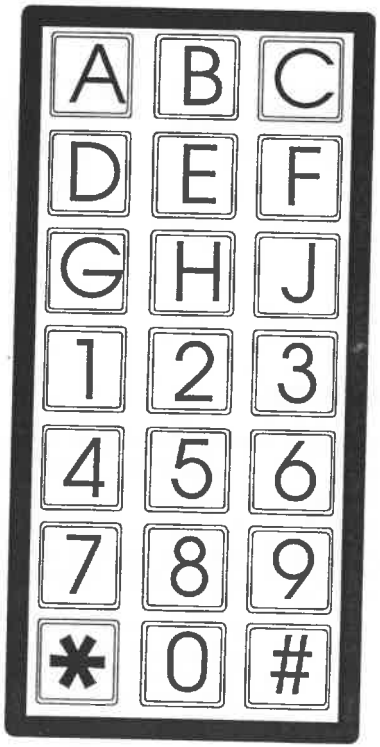


Figure 2. Selection Panel

The Displays

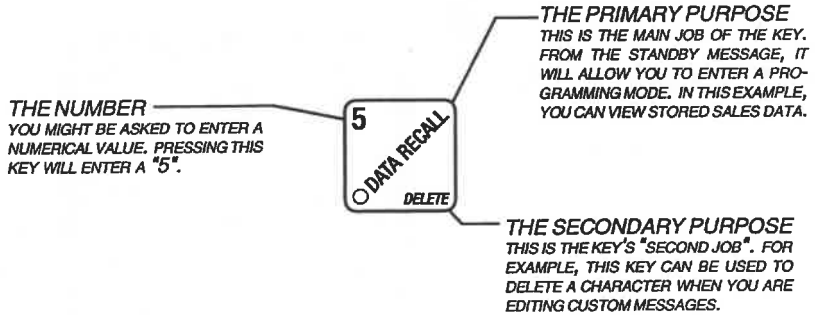
The 10-character display performs two functions, and is referred to in this book as "the display":

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

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

The Function Keys

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



Other Keys

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

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

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

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

Control Panel Switch Functions Explained

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

Press this button to set the RCX into the Price Setting mode. You can see maximum and minimum machine prices, and change prices for entire machine, entire tray, or individual selection.

Press this button to select the Free Vend mode.

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

Press this button to:

- Select display language
- Select coin mechanism and options
- Select bill validator and options
- Set winner feature

Press this button to view total sales and vends by whole machine, tray, or selection. Clear resettable data.

Press this button to:

- Download data into your portable data collection device (PDCD), **OR**
- Set printer baud rate, depending upon which device you are using

Press this button to:

- Set machine configuration
- Set which trays are active
- Couple and uncouple tray motors
- Set food or can unit temperature

Press this button to:

- Set time of day
- Set day, month, year
- Set up time of day intervals for inhibit, freevend, and discount vending
- Select display messages
- Edit messages

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

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

Press this button to:

- Perform TEST VENDS
- Test machine functions
- Test displays

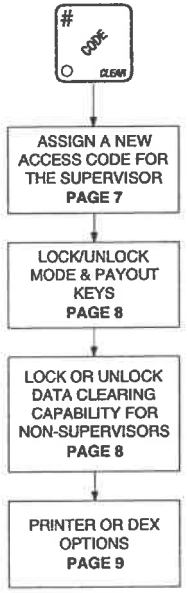
Press this button to:

- Enter the SUPERVISOR mode
- Change the SUPERVISOR access code
- Lock and unlock access to functions

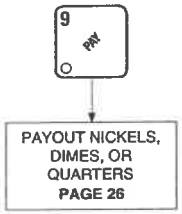
Programming Flow Charts

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

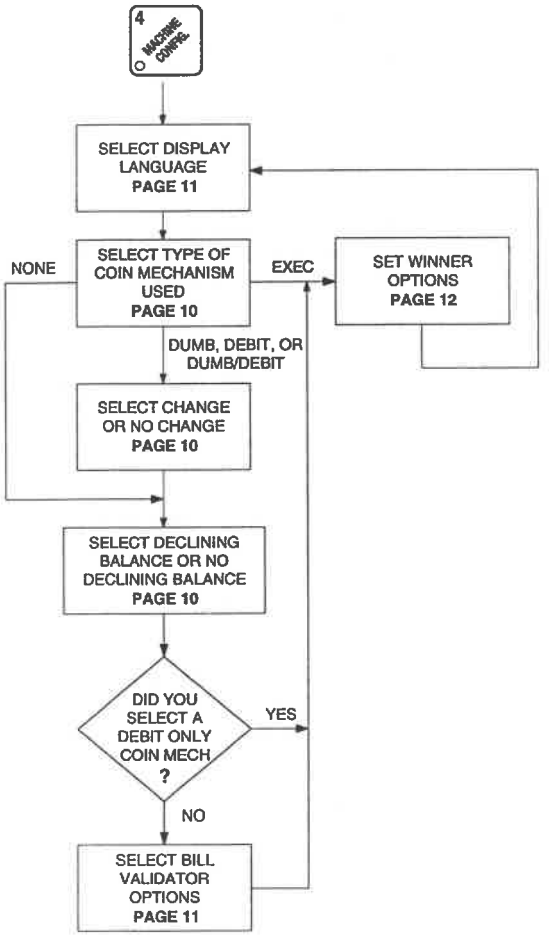
Supervisor Functions



Payout Coins



Machine Configuration Functions



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DEX — PRINTER

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GAIN ACCESS TO THE SUPERVISOR MODE

1. Press

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

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

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

2. At the standby message, press

, then
. You are now ready to perform various supervisor functions.

ENTER A NEW SUPERVISOR CODE

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE.**
2. Press until the display shows ***SUPER XXXX***. The X's represent the current supervisor code. Use the number keys to enter a new code.

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

3. Press

until you have left the function.

LOCK OR UNLOCK MODE OR PAYOUT KEYS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE.**
2. Press until the display shows either *X. LOCKED* or *X. UNLOCKED.*

   "X" refers to the number or character shown on the mode or payout key in question (1 through 9, # and *). To see if a key is locked or unlocked, press that key.
3. Press to change between locked and unlocked. When anyone other than the supervisor tries to enter a locked mode, the display shows *LOCKED.*

   NOTE

   The following mode keys cannot be locked out:

4. Press until you have left the function.

LOCK OR UNLOCK DATA CLEARING ACCESS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE.**
2. Press until the display shows either *UNLOCK CLR* or *LOCK CLR.*
3. *LOCK CLR* means that non-supervisors cannot clear resettable machine sales and vend data from the key.
4. Press to switch between *UNLOCK CLR* and *LOCK CLR.*

   NOTE

   The supervisor can clear data regardless of this setting, provided the supervisor code was correctly entered first.
5. Press until you have left the function.

SET PRINTER OR DEX OPTIONS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE.**
2. Press ▼ until the display shows **PRINTER**, **DEX ONLY**, or **DEX +CLR**.
3. **PRINTER** means that data will be sent directly to a printer.
   DEX ONLY means that data remains in memory after it is downloaded into a portable data collection device.
   DEX+CLR means that resettable data is cleared after it is downloaded into a portable data collection device.
4. Press EDIT to switch between the three choices.
5. Press EXIT until you have left the function.

SELECT PRINTER BAUD RATE (PRINTER MODE ONLY)

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

1. Press 6 . One of the following is displayed:
   BAUD 1200, **BAUD 2400**, **BAUD 4800**, **BAUD 9600**
2. Press EDIT until the correct baud rate for your printer is displayed.
3. Press EXIT until you have left the function.

SELECT COIN MECHANISM AND OPTIONS

1. Press 4 MACHINE CONFIG, then press ↓ until the current COIN MECHANISM is shown in the display. Press EDIT to choose the desired coin mechanism.

   Your choices are: *DUMB MECH*, *DUMB/DEBIT*, *DEBIT ONLY*, *NO MECH*, *EXEC MECH*, or *FAST EXEC*

   NOTE

   If you selected *EXEC MECH* you can exit the function. If you selected NO MECH, go to step 3.

   CAUTION

   ***FAST EXEC* should <u>not</u> be selected. It is designed for special circumstances in other model merchandisers.**

2. Press ↓. One of the following is displayed:

   CHANGE.$ 1.2.5 Change will be given for a $1, $2, or $5 bill without a selection.

   OR

   NO CHANGE.$ Depending upon the bill validator you have installed, one of two possibilities exist when the coin return button is pressed: 1) The customer's bill is returned, or 2) A selection <u>must</u> be made to receive change.

   Press EDIT to display the desired choice.

   If you selected *CHANGE.$ 1.2.5*, press the appropriate key(s) (1, 2, or 5) to display the bill(s) for which change will be given.

DECLINING BALANCE:	Once credit is established, multiple vends may occur until the credit is depleted below the price of the least expensive selection, or until the coin return is pressed.

3. One of the following is displayed:

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

   OR

   NO DECLINE - A declining balance is not allowed.

   Press EDIT to display the desired choice.

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

SELECT BILL VALIDATOR AND OPTIONS

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

   OK. $1.2.5.10.20 - The bill validator will accept $1, $2, $5, $10, and $20 bills.

   OR

   NO VALIDTR - NO bills will be accepted, or there is no bill validator installed. (In that case, you can exit the function.) Press [EDIT] to choose the desired option. If you selected **OK. $1.2.5.10.20**, you can press the 1, 2, 5, 6, or 7 key(s), respectively to display the bill(s) which will be accepted.

   NOTE: If the display shows that only dollar bills will be accepted, and you press the 1 key, the display changes to **NO VALIDTR**.

2. Press [↓]. One of the following is displayed (if validator is enabled):

   $ 1.ACC < 1.00 A $1 bill will be accepted when there is less than a dollar's change available. NOTE: Selecting this could cause a customer to be short-changed.

   OR

   $ 1.INH < 1.00 Bills will not be accepted when less than a dollar's change is available.

   Press [EDIT] to display the desired choice.

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

SELECT DISPLAY LANGUAGE

1. Press [4 MACHINE CONFIG.]. The current LANGUAGE is shown in the display. Press [EDIT] to choose the desired language. Your choices are: **ENGLISH**, **DEUTSCH**, **FRANCAIS**, **ESPANOL**, **PORTUGUES**, or **SWEDISH**.

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

SET UP WINNER MODE

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

NOTE

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

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

   WINNER OFF Winner function is disabled.

   OR

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

   Press EDIT to display the desired choice.

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

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

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

ADVANCED OPTIONS:

- Press

to enable all trays.
- Press

to deactivate all trays.

AN EXAMPLE . . .

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

a. Press

. The letters *A* through *J* appear in the display instead of the dashes.

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

4. Press

until you have left the function.

SET MACHINE CONFIGURATION

1. Press

. One of the following is displayed:

CNF.0 SNACK	(Machine with all trays)
CNF.1 CHLLD	(Chilled snack machine)
CNF.2 CAN	(Machine with can unit)
CNF.3 CH.CAN	(Chilled snack machine with can unit)
CNF.4 FOOD	(Any machine with refrigerated food module - includes chilled)
CNF.5 FRZN	(Any machine with frozen food module - includes chilled)

2. Press

to select the configuration appropriate to your machine.

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

3. Press

until you have left the function.

IDENTIFY THE TRAYS IN THE MERCHANDISER

1. Press 7 PRODUCT CONFIG., then press ↓ until the display shows something like this: ABCDEFGHJ. This display means that all trays (A - J) are available for vending. An unavailable tray has its letter replaced by a blank space.
2. Press the appropriate letter to toggle the display on or off.

NOTE
Unconfigured trays will not appear in the diagnostics.

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

COUPLE/UNCOUPLE TRAY MOTORS

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

1. Press 7 PRODUCT CONFIG., then press ↓ until the display shows CPL MTRS.
2. Press the letter of the tray you want to couple, or press EDIT to couple motors on tray A, then press ↓ to get to the desired tray.

COUPLE ADJACENT MOTORS:

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

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

COUPLE NON-ADJACENT MOTORS:

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

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

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

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

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

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

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

3. Press EDIT to switch between the two choices.

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

NOTE
Do NOT manually remove cans from the can unit.

VIEW AND CONTROL DEFROST MODE (FROZEN FOOD MODULE ONLY)

1. Press 7 PRODUCT CONTROL, then press ↓ until the display shows:

   DEFRST - H.MM or DEFRST + H.MM

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

3. Press * TEST START to start a manual defrost cycle.

4. Press # CODE CLEAR to end a defrost cycle in progress.

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

6. Press EXIT STOP once to return to step 1.

7. Press EXIT STOP until you have left the function.

SET TEMPERATURE (SUPERVISOR MODE ONLY)

1. If your machine is configured with a refrigerated module, press [7 PRODUCT CONFIG.], then press [↓] until the display shows +/- +38°F. This means that 38°F is the current temperature setting.
2. Press [3 ↑ +] to raise the setting; press [6 ↓ -] to lower the setting.
3. Press [EDIT] to choose between display in °F or °C.
4. Press [EXIT STOP] until you have left the function.

VIEW SOFTWARE VERSION

1. Press [3 ↑ +], and press [↓] until the display shows VER XXXXXX. "XXXXXX" represents the curent software version number.
2. Press [EXIT STOP] until you have left the function.

SET DAY OF WEEK AND TIME OF DAY

1. Press 8 TIME OF DAY. The display shows DDDDD HH.MM. "DDDDD" is the day of the week (up to 5 characters); HH.MM is the time of day in 24-hour format.
2. Press EDIT until today's day is displayed.
3. Enter the current time using the number keys.

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

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

SET MONTH, DAY, AND YEAR

1. Press 8 TIME OF DAY, and press ▼ until the display shows MM/DD YY. "MM" is the month, "DD" is the date, YY is the year.
2. Enter the current month, date, and year using the number keys.

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

0, 2, 2, 2, 9, 6

3. Press EDIT to switch between MM/DD and DD/MM formats
4. Press EXIT STOP until you have left the function.

SET TIME-OF-DAY INHIBITED VENDING

Vending can be inhibited up to four times a day.

1. Press

, then press
until the display shows INHIB - - - -.

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

SET TIME-OF-DAY FREE VENDING

Vending can be free up to four times a day.

1. Press

, then press
until the display shows FREEV - - - -.

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

SET TIME-OF-DAY DISCOUNT VENDING

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

1. Press

, then press
until the display shows DISCT - - - -.

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

TIME INTERVAL EDITING

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

NOTE

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

1. **INHIBIT**
2. **FREEVEND**
3. **DISCOUNT**

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

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

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

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

   NOTE

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

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

4. Press ↓. The display shows **1.STRT X.XX**. X.XX is the currently set start time. Enter a new start time (24-hour format) for this interval. To enter the time for 3:30 pm, enter 1530.

5. Press ↓. The display shows **1.STOP X.XX**. X.XX is the currently set stop time. Enter a new stop time (24-hour format) for this interval. To enter the time for 6:00 pm, enter 1800. You have now established a 25% discount that starts at 3:30 pm and ends at 6:00 pm.

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

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

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

   Press * TEST START to turn on all levels; press # CLEAR to turn all levels off.

8. Press ↓. The display shows **1. MESG OFF** or **1. MESG X**. "OFF" means there is no custom message selected, and "X" represents the custom message number set for this interval. Press the number key of the message (1 through 8) you want displayed, or press 0 to turn the message OFF for this time interval.

   (You can also press EDIT to scroll through the message list.)

YOU CAN SET UP THE CUSTOM MESSAGE BY FOLLOWING THE CUSTOM MESSAGE EDITING PROCEDURE.

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

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

SELECT A STANDBY MESSAGE

1. Press

, then press
until the display shows **STANDBY XX.**

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

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

   OR

   Press

to scroll through all eight messages and the factory-set message.

3. Press

until you have left the function.

SELECT AN OUT-OF-SERVICE MESSAGE

1. Press

, then press
until the display shows **SERVICE XX.**

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

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

   OR

   Press

to scroll through all eight messages and the factory-set message.

3. Press

until you have left the function.

SELECT A FREEVEND MESSAGE

1. Press

, then press until the display shows **FREEVEND XX.**

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

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

   OR

   Press

to scroll through all eight messages and the factory-set message.

3. Press

until you have left the function.

EDIT CUSTOM MESSAGES

1. Press [8 TIME OF DAY], and press [▼] until the display shows EDIT MSG'S.

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

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

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

4. When the character you want to change is flashing, either enter it directly, or use [3 F1 +] and [6 F2 -] to step through the character set until the desired character is displayed. Use the arrow keys to highlight different characters. See the section on the next page for an explanation of special keys and the character set.

SHORTCUT

Instead of stepping through the whole character set to enter a letter that is not on your keypad, enter one close to the one you want, then step to it. Example: If you want to enter an **L**, first press [1 PRICE], then press [6 F2 -] six times. Your **L** should now be displayed.

THE END OF MESSAGE CHARACTER

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

ENTERING YOUR MESSAGE

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

Inserts an **R** at the flashing character.

Inserts an **S** at the flashing character.

Inserts a **T** at the flashing character.

Repeats the letter to the left of the flashing character.

"Pages" through the message, ten characters (one screen) at a time.

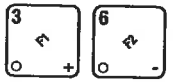
Inserts a space at the flashing character.

Deletes the current character and closes up the space.

Deletes the current character and leaves the space.

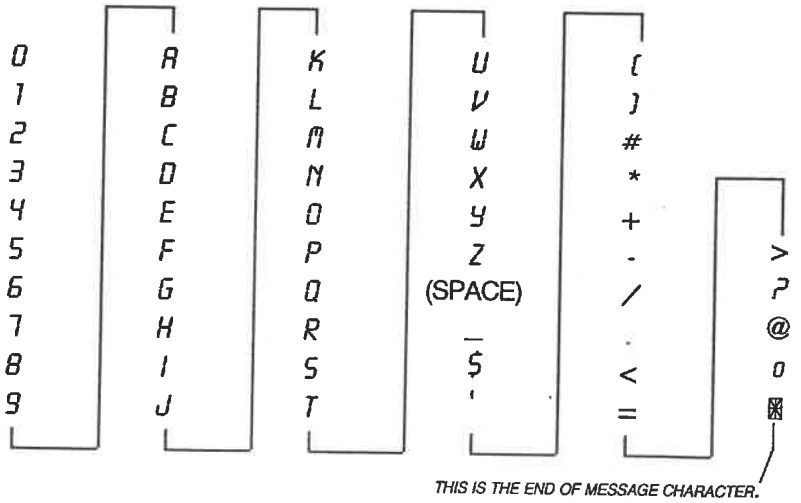
Enters the special "end of message" character, which denotes the end of the message.

Steps forward and backward through the message, one character at a time.



Steps forward and backward through the character list, one character at a time.

THE CHARACTER SET



VIEW CAN OR FOOD UNIT TEMPERATURE

1. Press [3 F1 +]. Depending on how your machine is configured, the display will show TEMP 38 ° F. This example shows that the temperature is 38 degrees Farenheit.

NOTE

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

2. To change the display units, press [EDIT]. The display now shows TEMP 6 ° C.
3. Press [EXIT STOP] until you have left the function.

PAYOUT COINS

1. Press [9 PAY]. The display shows NOQ =123.
2. Press [1 PRICE] to pay out one Nickel.
3. Press [2 FREE VEND INSERT] to pay out one Dime.
4. Press [3 F1 +] to pay out one Quarter.
5. To continuously pay out coins, hold down the appropriate key.
6. Press [EXIT STOP] until you have left the function.

SET PRICES

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

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

SET ENTIRE MACHINE TO ONE PRICE . . .

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

SET ALL SELECTIONS ON A TRAY TO ONE PRICE . . . service button only

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

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

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

SET THE PRICE OF AN INDIVIDUAL SELECTION:

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

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

VIEW NONRESETTABLE SALES AND VEND DATA

1. Press 5 DATA RECALL DELETE. The display shows NR$ XX.XX. "XX.XX" is a dollar and cents figure showing the total of all sales in the machine. This is a running total, and is not resettable.
2. Press ↓. The display shows NR X. "X" is the total number of sales made by the machine. This is a running total, and is not resettable.
3. Press EXIT STOP until you have left the function.

VIEW TOTAL PAID SALES

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows **$ XX.XX. "XX.XX" is a dollar and cents figure showing the total of all **PAID** sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.
2. Press EXIT STOP until you have left the function.

VIEW TOTAL PAID SALES BY TRAY

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows **$ XX.XX.
2. Press the letter of the tray you are interested in. The display shows L* XX.XX, where "L" is the tray number and "XX.XX" is the total for the entire tray. Press ↓ or ↑ to switch between all trays, or press another tray letter.
3. Press EXIT STOP until you have left the function.

VIEW DISCOUNT SALES BY TIME INTERVAL

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows **$ XX.XX.
2. Press EDIT. The display shows 1.DSC .00. This is the total sales for discount interval 1 (not shown if zero).
3. Press ↓ to view intervals 2 through 4.
4. Press EXIT STOP until you have left the function.

VIEW TOTAL PAID VENDS

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows ** XX. "XX" is the total number of paid vends for the entire machine.
2. Press EXIT STOP until you have left the function.

VIEW TOTAL UNPAID SALES

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

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows 00$ XX.XX. "XX.XX" is the total unpaid sales (free vends, winner vends, 100% discounts, zero price vends) for the entire machine.
2. Press EXIT STOP until you have left the function.

VIEW TOTAL UNPAID SALES BY TRAY

NOTE
This does not appear if the total is zero.

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows -0$ XX.XX.
2. Press the letter of the tray you are interested in. The display shows 0L XX.XX, where "L" is the tray number and "XX.XX" is the total for the entire tray. Press ↓ or ↑ or press another letter to switch between trays.
3. Press EXIT STOP until you have left the function.

VIEW FREE VENDS (NOT SHOWN IF ZERO)

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows -0$ XX.XX.
2. Press EDIT, then press ↓ until the display shows FRV XX.XX.
   "XX.XX" is the total machine-wide freevends, shown even if zero.
3. Press EXIT STOP until you have left the function.

VIEW WINNERS (NOT SHOWN IF ZERO)

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows -0$ XX.XX.
2. Press EDIT, then press ↓ until the display shows WIN XX.XX.
   "XX.XX" is the total machine-wide winners, shown even if zero.
3. Press EXIT STOP until you have left the function.

VIEW AMOUNT IN COIN BOX (NOT SHOWN IF ZERO)

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows CBX XX.XX.
   "XX.XX" is the dollar and cents amount in the coin box.
2. Press EXIT STOP until you have left the function.

VIEW AMOUNT IN VALIDATOR (NOT SHOWN IF ZERO)

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows DBV XX.XX.
   "XX.XX" is the dollar amount in the bill stacker.
2. Press EDIT to show the quantities of bills in the stacker. For example, the display shows $01 20, meaning that there are 20 dollar bills in the bill stacker. Press EDIT again to show the quantities of other bills, such as $5s, $10s, or $20s.
3. Press EXIT STOP until you have left the function.

VIEW NUMBER OF TEST VENDS (NOT SHOWN IF ZERO)

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows TST X.
   "X" is the number of test vends.
2. Press EXIT STOP until you have left the function.

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

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows -0$ XX.XX.
2. Press EDIT, then press ↓ until the display shows 1.FRV .00. This is the total sales for freevend interval 1, shown even if zero.
3. Press ↓ to view intervals 2 through 4.
4. Press EXIT STOP until you have left the function.

VIEW TIME DATA

1. Press 5 DATA RECALL DELETE, then press ↓ until the display shows TIME DATA.
2. Press EDIT. The following message scrolls across the display:

   MAIN.1 237M 01/30 10.13

   This example shows the latest time interval the main (machine) door was open (1). It was open for 237 minutes, and was opened on January 30 (01/30) at 10:13 am (10.13). Press ↓. If applicable, similar displays will appear for intervals 2, 3, and 4. Otherwise, go to the next step.
3. The following message scrolls across the display:

   AUX.5 33M 01/30 10.58

   This example shows the latest time interval the auxiliary (food module) door was open (5). It was open for 33 minutes, and was opened on January 30 (01/30) at 10:58 am (10.58). Press ↓. If applicable, similar displays will appear for intervals 6, 7, and 8. Otherwise, go to the next step.

4. The following message scrolls across the display:

   HEALTH OFF 01/30 14.09 MAX. 69 ° F

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

   NOTE

   The temperature display units will be in °C if you selected Celsius during the temperature display function.

5. Press . The following message scrolls across the display:

   LAST POWER 01/30 13.51 FOR 00. 0.23

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

6. Press . The following message scrolls across the display:

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

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

7. Press . The following message scrolls across the display:

   FULL CLEAR 01/30 8.58

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

8. Press . The following message scrolls across the display:

   TIME SET 01/30 9.15

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

9. Press . The following message scrolls across the display:

   PRICE SET 01/30 9.42

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

10. Press

until you have left the function.

VIEW MACHINE ID NUMBER

1. Press [5 DATA RECALL DELETE], then press [↓] or [↑] until the display shows *I.D. XXXXXX*. The X's represent the 6-digit machine ID number.
2. You can edit the machine ID number if the SUPERVISOR access code has been previously entered.
3. Press [EXIT STOP] until you have left the function.

CLEAR ALL RESETTABLE DATA

1. Press [5 DATA RECALL DELETE]. The display shows *NR$ XX.XX*. This is a running total, and is not resettable.
2. Press and hold [# CODE CLEAR]. Two beeps sound and the display shows *CLEARING* momentarily, and then changes to *FINISHED*. All data is cleared.
3. Press [EXIT STOP] until you have left the function.

CLEAR PAID SALES DATA ONLY

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows ***$ XX.XX*. "XX.XX" is a dollar and cents figure showing the total of all **PAID** sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.
2. Press and hold [# CODE CLEAR]. Two beeps sound and the display shows *CLEARING* momentarily, and then changes to *FINISHED*. All paid sales data is cleared; other data is not cleared.
3. Press [EXIT STOP] until you have left the function.

TEST VEND SELECTIONS AND VERIFY CREDIT ADDED

1. Press

. The display shows *TEST .00*. You may now test vend selections. If you insert money into the machine, the zeros in the display will be replaced with the amount of the credit. After the item vends, your money will be returned.

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

2. Press

until you have left the function.

TEST THE DISPLAY

1. Press

, then press
until the display shows *DSPLY TEST*.

2. Press

to light all display segments; press

to turn them off.

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

4. Press

until you have left the function.

TEST THE MOTORS

1. Press

, then press
until the display shows *TEST MTRS*.

2. Press

to run all snack motors one time.

- OR -

Press

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

3. Press

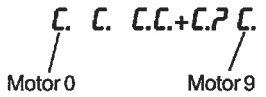
until you have left the function.

VIEW MOTOR STATUS BY TRAY

1. Press [TEST START], then press [↓] until the display shows **TST MTRS.**
2. Press [EDIT] or the letter of the tray you want to view.
3. The display will show the status of all motors on the tray:

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

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



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

- OR -

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

- OR -

Press a number key to run that motor only.

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

TEST THE FOOD DOOR (FOOD OR FROZEN ONLY)

1. Press

, then press
until the display shows FOOD 0123*.

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

   - 0 Vend door lock switch is locked
   - 1 Loading door is closed
   - 2 Food door is open
   - 3 Food door is closed
   - * Door is jammed or other error exists

2. Press

to move the vend door to a new position; vend door will lock if the door is opened.

3. Press

until you have left the function.

DOWNLOAD DATA TO A PDCD

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

2. Press

. Data is downloaded into your PDCD.

   NOTE

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

3. Press

until you have left the function.

VIEW DIAGNOSTIC MESSAGES

1. Press

. the display shows any of the following diagnostic messages, depending upon any fault(s) present:

KEYPAD XY.....	Key(s) x, y stuck.
ROM ERROR	Error in the programmingEPROM. Machine will not operate.
TEMP REF	The temperature reference on the mainPCB cannot be read.
TEMP SENSE.....	The temperature sensor cannot be read.
TEMP RANGE.....	The temperature sensor is out of range.
NO MECH	Coin mech not detected - machine will not operate if configured for coin mech.
MECH COMM.....	Incomplete coin mech communications -- check harness.
MECH.SENSOR	Coin mech reporting a bad tube sensor - replace mech.
DEBIT CARD	Card reader reporting error - machine will not operate if configured for DEBIT ONLY
CHECK DBV.....	Bill validator reporting error - machine will not operate. Empty stacker, clear jams, etc.
DBV COMM.....	Incomplete bill validator communications -- check harness.
CHK PRICE	Price error detected and changed to maximum - check prices.
CHK CONFIG	A PRODUCT CONFIG value was out of bounds and set to nominal - check all PRODUCT CONFIGs.
HEALTH OFF.....	Presently out of service because of a health control temperature error (MAX. xxoF). Machine will not operate.
NO ERRORS	None of the above errors are detected.
ERR A B C (etc)	Error exists on tray A, B, C, etc. Motor may be jammed, not home, or a couple error exists.
FOOD 01234*.....	Some errors associated with the food door exists.

SET FREEVEND OPTIONS

1. Press

until one of the following is displayed:

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

- OR -

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

NO MONEY REQUIRED

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

- OR -

FREE W/KEY - All items are freevended while there is a closure on the keyswitch input. Normal cash sales are supported when the keyswitch input is open.

- OR -

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

2. Press

until the option you want is displayed.

3. Press

until you have left the function.

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

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

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

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

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