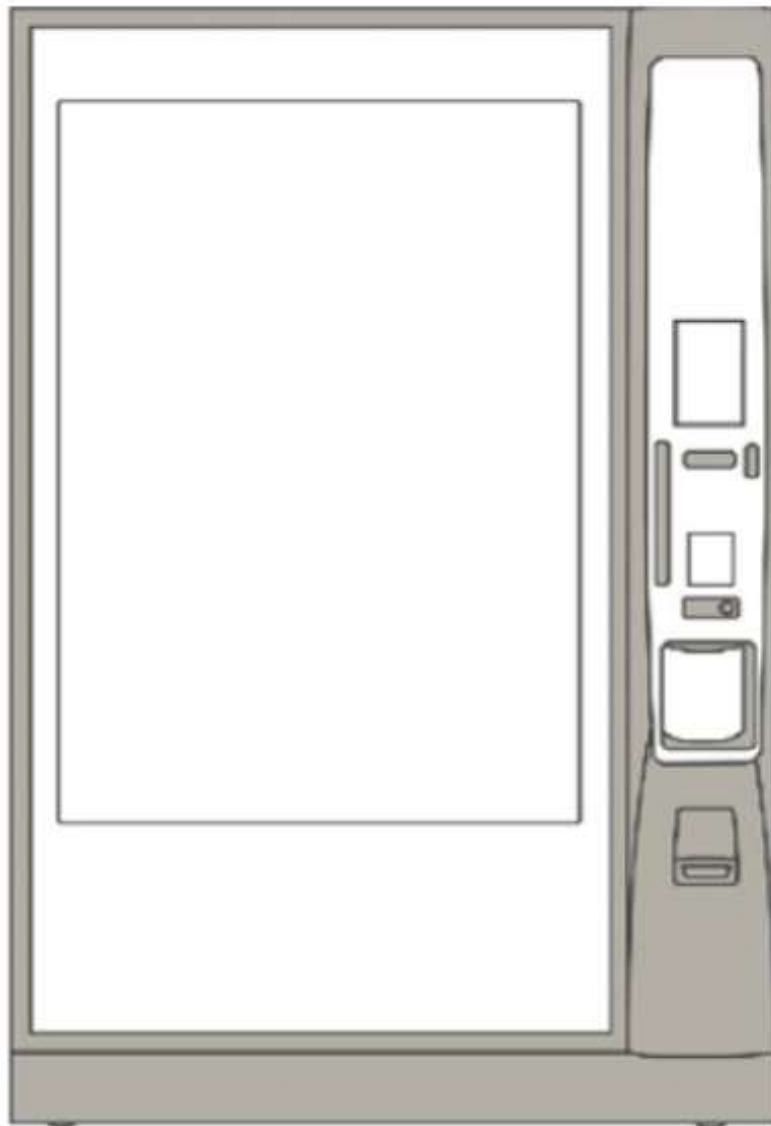


**CRANE<sup>®</sup> MERCHANDISING SYSTEMS**

# **BevMAX Refresh 6 Media - All Models**

**Programming Guide - Models 5800-6 / 3800-6**



402808 REV 00

**CRANE**



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# Cautions & Warnings



High Voltage Warning / Electrical Warning Danger electricity, electric shock.



A Generic Warning.



**Hazard Warning: Beware of moving machinery – Entanglement hazard.**  
Keep hands, loose clothing, and long hair away from moving parts.



**CAUTION:** The Machine is a heavy item. Ensure that sufficient personnel are available for moving and transporting the Machine. Use proper lifting procedures and equipment to prevent injury or damage.



**CAUTION:** This Machine is designed to dispense cold drink beverage products.



**CAUTION:** If this Machine is used to dispense perishable cold drink products, local health codes require that the Machine monitor the cabinet temperature, and prevent vending when the temperature exceeds a defined limit for a period of time, then the Health Code function must be enabled for those affected selections – see Health Code Setup.



**CAUTION:** The electronic system components in this Machine utilize static sensitive components. Precautions for handling sensitive devices should be observed when handling these items.

This guide contains programming information for the BevMax Refresh 6 Media. For detailed information surrounding the components, installation and operation of the vender, refer to the BevMax Refresh 6 Media Operations Guide.

## **Nutritional Content Information**

Crane Merchandising Systems is providing the nutritional content information, based on information provided by the product manufacturers, and Crane Merchandising Systems cannot accept responsibility for content created by others.



# THE SHOPPING EXPERIENCE

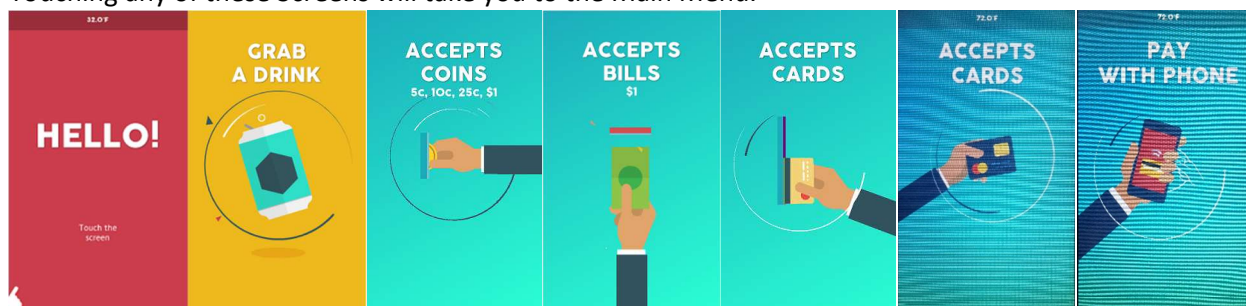
## THE TOUCH SCREEN

- BevMAX Refresh 6 Media offers the latest capacitive Touch Screen technology providing scratch resistance, high durability and a rich consumer experience.
- It is an industrial Screen that can withstand medium hard hits with a hammer similar to Gorilla Glass used in Mobile Phones.
- Has full motion Video Capability.
- Self Calibrating.
- Provides instructions and information required by the customer to make a purchase.
- Is utilized in the Service Mode to set up the Machine.









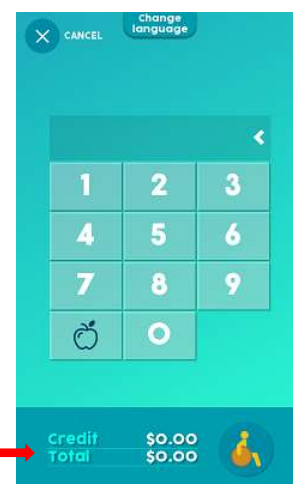
## IDLE LOOP SCREEN

When the Machine is not being used, the Touch Screen is showing the Idle loop. The Idle Loop Screens will vary depending on what peripherals you have installed and the Promotions that are enabled. To enable or disable specific Idle Screens and Credit Card logos, see System Settings > Advertisements. Touching any of these Screens will take you to the Main Menu.



## Main Menu Screen Features

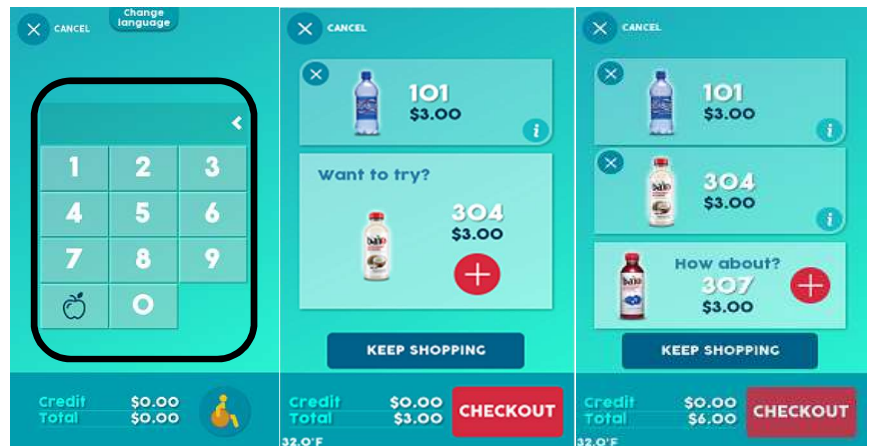
- The Main Menu allows your customer to view Promotions when enabled and view Nutritional Facts when a Product Library or Planogram is present by pressing .
- If multiple Languages are enabled a Change Language icon will be shown on the top of the Touch Screen .
- On the bottom right corner of the Screen there is a Handicap Icon . Pressing this Icon will move the Selection keypad down to the bottom of the Screen meeting the handicapped accessibility requirements.
- There is an X Icon  on the top left corner allowing you to cancel a transaction.
- The bottom of the Screen will show both the Credit and Cash Price. .
- When entering a Selection there is a backspace key  that allows you to delete one character at a time if a mistake is made entering a Selection Number.



## MAKING SELECTIONS AND NAVIGATING THE SHOPPING

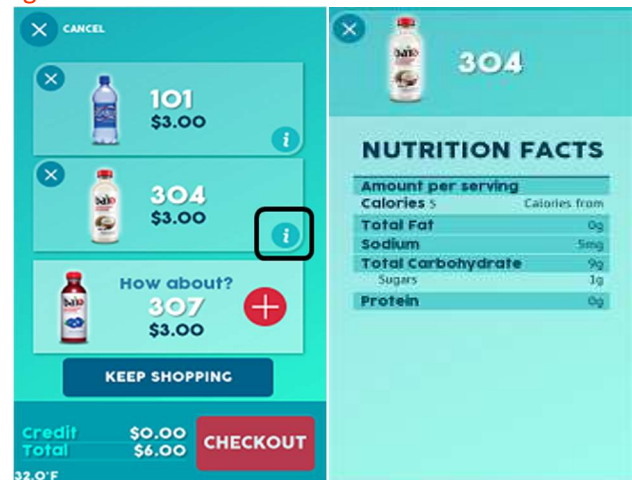
Use the keypad to make a Selection. Your Selection will be placed in a Shopping Cart. The BevMAX Refresh 6 Media will suggest another Product (programmable if desired) allowing you to select the + key to add that Selection. Choose Keep Shopping to add additional Selections (maximum 3) to your Cart. Press Checkout when finished.

**Note: The Shopping Cart can be disabled by enabling Rapid Vend under the Special Vend Modes Menu and the Machine will immediately go to Checkout after making a Selection.**

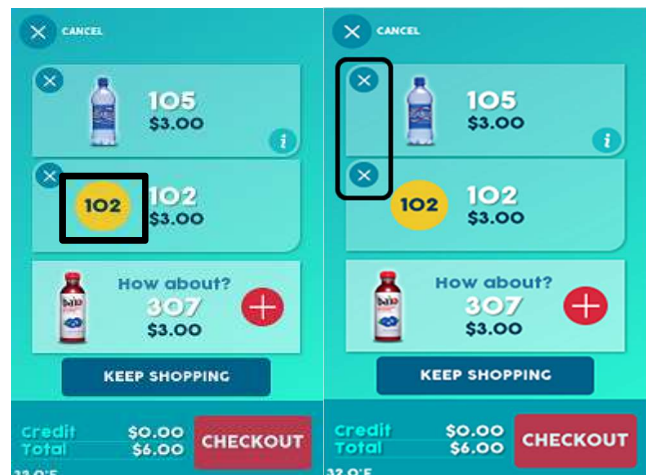


If you have a UPC Code associated with that Selection an Image of the Product will appear on the Screen.

Pressing the information Icon next to the Product Image will show a popup with Nutritional Facts for that Product.



If you do not have a Planogram installed, or a UPC Code assigned, an Image of a generic Product will appear on the Screen.



If you do not have a Planogram installed, or a UPC Code assigned, an Image of a generic Product will appear on the Screen.

Any Discounts or Surcharges will be shown to the top right of the Shopping Cart as well as the total of all Products in the Cart.

At any time you can press the Cancel Icon to cancel the entire sale. If nothing happens for 30 seconds (settable) the Machine will cancel the transaction and return to the Idle Screen.

Any type of payment, Phone, Cards, Coin or Bills may be inserted any time during the transaction. Pressing Checkout will cause the settlement Screen to appear if money has not already been inserted.

The settlement Screen(s) will communicate to the customer their Payment Options.



## **PROGRAMMING**

### **GENERAL INFORMATION**

In order to fully utilize the many features of your Vender it is important that you first understand the options available and procedures for programming the Media Atlas H Board.

All programming, testing, and service functions are accomplished by using the Touch Screen in an easy to follow, Display prompted format. Closing the Service Door or activating the Service Door Switch (on the right side of Door Switch Bracket Assembly) will exit the function you are currently in and place the Vender back in service.

### **NORMAL OPERATION MESSAGES**

At initial power-up, the program will start and the Touch Screen will display Crane Merchandising Systems. It will then show Initializing, and approximately 60 seconds later the Sales Messages and Cabinet Temperature will appear. If you do not see a Cabinet Temperature or "--.C" or "--.F", check the Encapsulated Temperature Sensor. "Out of Service" is a communication issue with one or more of the Peripheral Boards; X Motor Board, Y Motor Board, Cup Motor Board, Environmental Board and/or Port Board.

## INITIAL PROGRAMMING

1. This Programming Guide is based on Firmware Version 11.3.1.
2. The software version is shown on the bottom of the Touch Screen anytime you are in the Service Mode. The software version can also be displayed by pressing the Firmware Information Menu Bar in the Service Mode.
3. Later versions of software may not contain all the same Menus and/or Options. Some Menu Items may also be in different places within the Menus and may program differently.
4. This Programming Guide is specific about what Icons or Menu Bars to touch within the Modes. When certain Menu Items are enabled and disabled additional Menu Items may appear or disappear. Most of the time this Guide will be correct but rely on the Display for the correct Icons or Menu Bars to touch.
5. If **Active Errors Exist**, an Error list will be shown on the Display that includes the time and date of each error.
6. The Errors do not need to be cleared, once corrected the Error will be erased automatically.
7. To escape to Error list touch the Back or Home Icon at the top of the Main Menu.
8. The Last Reboot Reason and the Uptime Since Last Reboot are also shown for informational and troubleshooting purposes.

Diagnostics		
Empty		
Coin Tube 1	09:40	10/07/2020
Empty		
Coin Tube 2	09:40	10/07/2020
Empty		
Coin Tube 3	09:40	10/07/2020
Empty		
Use exact change	09:40	10/07/2020
X Board Not Tested	09:40	10/07/2020
Y Board Not Tested	09:40	10/07/2020
Port Board Not Tested	09:40	10/07/2020
Env Board Not Tested	09:40	10/07/2020

Uptime Since Last Reboot	
0 hours 1 minutes	

Last Reboot Reason	
reboot_request	

2/2	v11.3.1 b21	10/07/2020	09:41:39	71.00F
-----	-------------	------------	----------	--------

## MENUS THAT SHOULD BE SET UP BEFORE OPERATING THE MACHINE:

1. When opening the Service Door on the Machine you will be prompted for a PIN, entering 3333 on the Touch Screen keypad will place you in the Operator/Technician Main Menu.
2. To Set the Prices touch the Price Menu Bar in the Operator/Technician Main Menu.
3. Make sure the Shopping Cart Size (max 3) and Shopping Cart Max Value is set to 3 times the highest price, from Operator/Technician Main Menu touch Product Configuration > Shopping Cart Setup.
4. Verify your Coin Mechanism, Bill Validator and Card Reader are enabled, from Operator/Technician Main Menu touch Monetary Menu.
5. Enable the bills you want to accept in the Monetary Menu > Bill (Note) Acceptance.
6. To set the Time and Date, from Operator/Technician Main Menu touch System Settings > Time and Date.
7. To set Refrigeration Set Point, from Operator/Technician Main Menu touch System Settings > Refrigeration Settings > Refrigeration Set Point and adjust the Refrigeration Set Point as necessary. Touch Accept to lock in any changes or Cancel to exit without making changes.
8. Prior to placing the Machine in service, you must add an initial amount of change to the Coin Mechanism to prevent a "Use Correct Change" condition. Initial loading of coins should be performed with the steps below to ensure the Coin Mech accurately counts all

Operator/Technician Main Menu		
Monetary		
Price		
Data Recall		
System Settings		
Test		
Product Configuration		

1/2	v11.3.1 b21	10/08/2020	10:55:23	73.00F
-----	-------------	------------	----------	--------



change available for payback to the customer. *Recommended minimum amount is \$17.00 (1 roll each of 5¢; 10¢; 25¢ coins).* This minimum amount of change should remain in the Machine at all times.

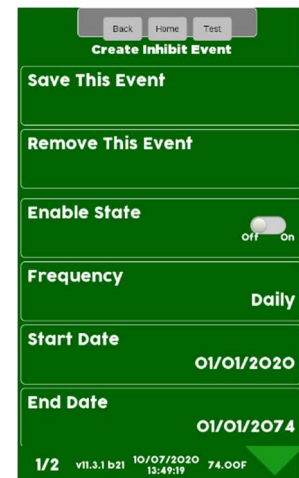
### Adding Initial Change Load

1. Enter the required PIN: 3333.
2. From the Operator/Technician Main Menu touch the Monetary Menu Bar on the Screen.
3. Touch the Coins In/Out Menu Bar.
4. Increase the amount of change available by inserting coins in the chute on the top of the Coin Mech. Total count for each coin and value of the coin accepted should increase as coins are added.
5. Press Back to exit and return to the Monetary Menu.
6. For additional information about the Coin Mechanism, refer to the manufacturer's instructions.



### SET INHIBIT TIMES

Allows the service technician to set times when sales will be inhibited. From the Operator/Technician Main Menu touch Timed Events > Time of Day Events > Inhibit. Touch Create Event, then Enable State, Start Time, Stop Time, Days of Week, Selections to be inhibited and then touch Save this Event.

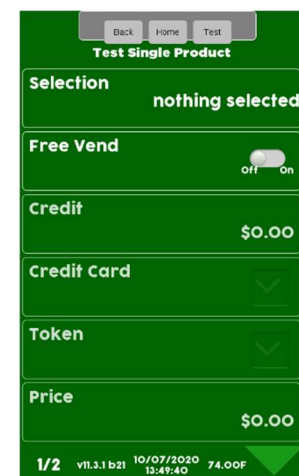


### TEST VEND

Allows the service technician to perform a complete test on a Single Product or All Products when a product is present in all selections of the vender. The Service Door must be opened all the way so the Discharge Door does not hit the Delivery Port while Test Vending. Go to Test > Test Vend > Test Single Product or Test All Products and the machine will test your selection. You will need to catch the product whenever you test with the Service Door open.

*Note: the Motor Power Interrupt Switch (left switch in bracket) must be engaged for movement to occur during test when the service door is open.*

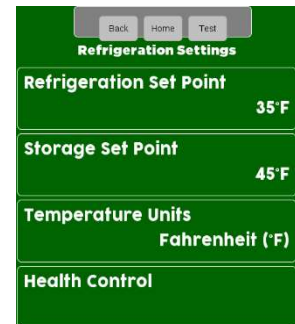
*Note: when testing with the service door open and a product is physically dispensed from the tray, you must catch the product when it goes through the Delivery Port Door and place it in the Port Assembly.*



## REFRIGERATION SET POINT

Your Machine contains a Refrigeration Unit, you must also verify/set the following:

1. Touch System Settings > The top menu is UI Theme.
2. Touch the down arrow to and touch Refrigeration Settings.
3. Touch Refrigeration Set Point, make necessary adjustments to setting, touch Accept to lock in any changes or Cancel to exit without making changes.



## THE DRIVER MENU ACCESS

If PIN **1111** was entered and **No Errors Exist**, the Driver Main Menu will appear. This Menu allows limited access to the Service Modes. Touching an Icon or Menu Bar on the Screen will provide access to that Menu.

Driver access allows you to:

1. Data Recall - View Sales Data.
2. View the Firmware Information.
3. Telemetry - Send a wireless DEX read.
4. Diagnostics Menu – View existing Errors.
5. Planogram - Manage or Audit the existing.

**For access to all other Service Modes use PIN # 3333.**



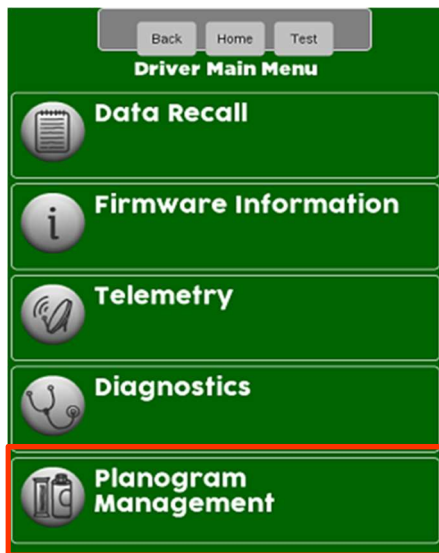
The **Data Recall, Firmware Information, Telemetry, Diagnostics, and Planogram Management Menus** are duplicated in the Service Menu. See the Index and locate the page for Operators/Technician Main Menu detailed descriptions of these Menus.

### Planogram Management

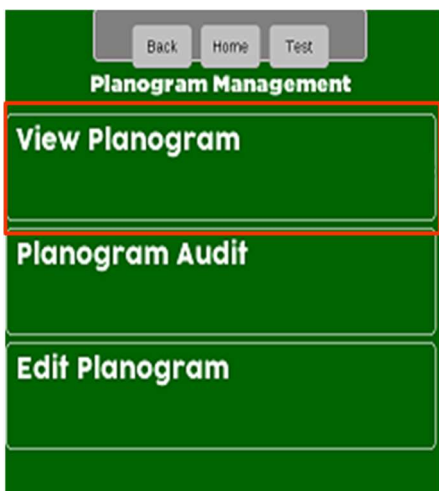
Although there are ways to manage the Planogram in the Service Menus, in the Driver Main Menu there are specific Icons that allow quick access to this Menu.

1. The Planogram Management Icon allows you to assign the UPC Code on the Product Package to a Selection.
2. Once a UPC Code is assigned to a Selection the consumer will see an Image of that Product when that Selection is made.
3. Pressing the Information Icon next to the Product Image will show the Nutritional Facts for that Product.
4. For a UPC Code to be valid, the UPC Code must be in the Library or Planogram loaded in the Machine.
5. Deleting a UPC Code will cause that Selection to show a generic picture on the Display and Information Icon will not be shown.
6. You can use the same UPC Code for multiple Selections if you have two or more Selections of the same Product.
7. Cashless customers can create and push Planograms over the air or a Planogram can be loaded onto a USB and uploaded into the Machine.

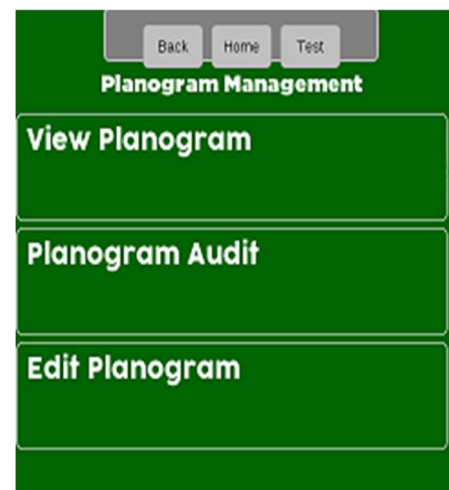




Touch Planogram Management Menu Bar to enter the Planogram Menu.



Touch View Planogram Menu Bar to View the current Planogram information.



Touch a Menu Bar to View, Audit or Edit the Planogram.



If a Planogram has been loaded into the Machine, an Image, Price and Selection Number for each Selection will be shown. If not a generic picture will be shown.



Planogram Management	Planogram Audit	Tray #2
View Planogram	Tray #1	201 076183202036 \$3.00
<b>Planogram Audit</b>	Tray #2	202 076183202036 \$3.00
Edit Planogram	Tray #3	203 076183001097 \$3.00
	Tray #4	204 076183001097 \$3.00
Touch Planogram Audit Menu Bar to enter the Planogram Menu.	Tray #5	
	1/2 VII.O.23 b174 09/25/2018 01:42:45 pm Temp: N/A	1/4 VII.2.3 b311 04/02/2020 20:12:55 32.00F
	Choose a Tray you wish to Audit.	The Screen will show the current Product and UPC assigned to the Selections on that Tray.

Planogram Management	Planogram Audit	Tray #2
View Planogram	Tray #1	201 076183202036 \$3.00
Planogram Audit	Tray #2	202 076183202036 \$3.00
<b>Edit Planogram</b>	Tray #3	203 076183001097 \$3.00
	Tray #4	204 076183001097 \$3.00
Touch Edit Planogram to make changes to the Planogram Menu.	Tray #5	
	1/2 VII.O.23 b174 09/25/2018 01:42:45 pm Temp: N/A	1/4 VII.2.3 b311 04/02/2020 20:12:55 32.00F
	Choose a Tray you wish to Edit.	Choose the Selection you wish to Edit.

Touch Product Menu Bar to enter a new UPC Code.

Back Home Test  
301

Product 028400042437

Price \$1.25

Save

Touch Edit Current Code to enter a new UPC Code or Select From The Product List.

If you choose Select From The Product List all Products will be listed and you can scroll through to choose a Product. If you choose Edit Current Code a numeric box will appear allowing you to enter a new UPC Code. This Code must be in the current Planogram or Library. You must choose Save to lock in the changes.

Back Home Test  
301

Select From The Product List

Edit Current Code 028400042437

Back Home Test  
301

Product 028400042437

Price \$1.25

Save

Touch Price Menu Bar to enter a new Price for the Selection.

Price (\$0.00-\$10000.00): \$1.50

1	2	3
4	5	6
7	8	9
C	0	⌫

Accept Cancel

A numeric keypad will appear, enter a new Price and choose Accept.

Back Home Test  
301

Product 028400042437

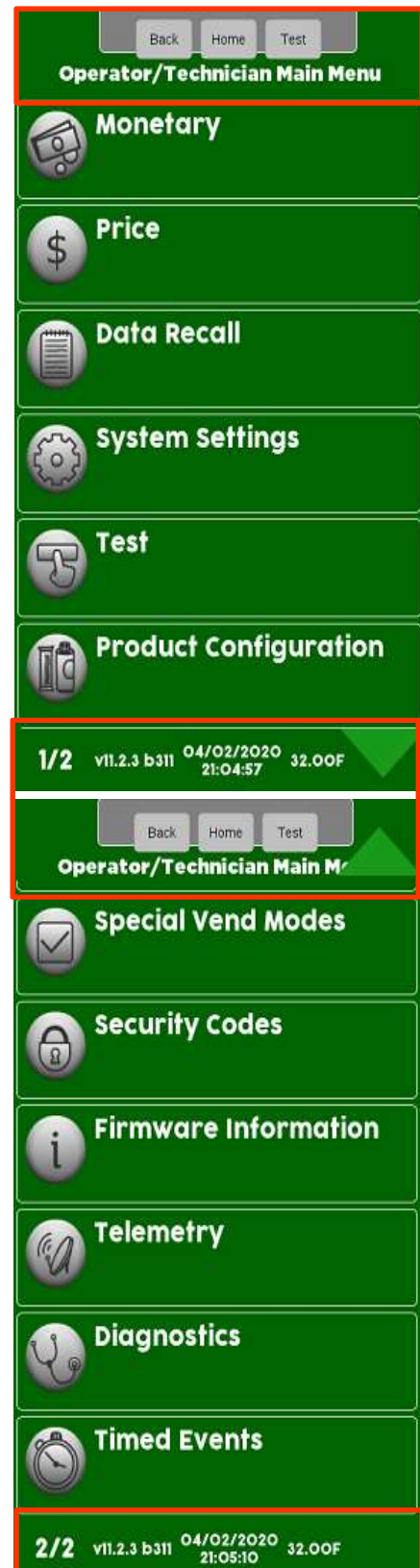
Price \$1.25

Save

The Screen will revert back to the previous Menu, you must choose Save to lock in the changes.

## Operators/Technician Main Menu

1. If PIN **3333** is entered and **No Errors Exist**, the Operators / Technician Menu appears allowing access to the Service Menu Bars.
2. Each of the Menu Bars provides access to detailed Menus under the corresponding heading.
3. Touching a Menu Item on the Screen provides access to that Menu Item.
4. Touch the arrow at the bottom or top of the Screens to toggle between the Screens shown.
5. For Programming purposes the BevMAX Refresh 6 Media platform uses a 9" LCD Touch Screen and a series of Icons and Menu Bars to access to the Service Modes.
6. Touching a Menu Bar will take you to that Menu followed by a list of related sub Menus.
7. A successful touch of an Icon or Menu Bar will sound an audible beep to acknowledge acceptance of the touch on the Screen before proceeding to the selected Menu.
8. The lighter green arrow at the top or bottom of the Screen indicates that additional Menus are available to be seen or reviewed.
9. Across the top of the Main Menu is a series of three Icons that will always be present when in the Service Menu.
  - a) The **Back** Icon returns you to the prior Menu Screen.
  - b) The **Home** Icon returns you to the Main Service Menu.
  - c) The **Test** Icon is not currently used.
10. The content of the Main Menu area will change depending what Menu you are in.
11. All the features normally associated with a Touch Screen, its Icons and Menu Bars are possible, including:
  12. Touching an Icon or Menu Bar to toggle its current state (On to Off, Yes to No, etc), or
  13. Touching a Menu item to access another level of the tiered Menu system.
  14. Alpha & numeric keypads will pop up when required for input.
  15. Confirmation Pop Up Boxes will appear to confirm an item to be added or deleted.
  16. Another feature of this screen is that it shows the current time, date, temperature and current Atlas Board Software Revision at the bottom of the Screen

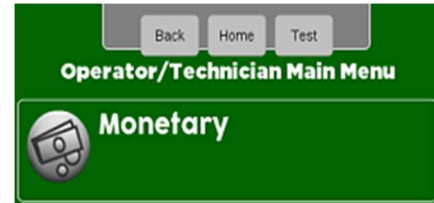


BEVMAX REFRESH 6 MEDIA – PROGRAMMING MAP					
Monetary Menu	System Settings	Test	Special Vend Modes	Firmware Information	Timed Events
MDB Level	UI Theme	Screen Test	Alternative Vending	Cashless	Time of Day Events
Bill Validator	Machine Information	Touchscreen Test	Free Vend	Machine Information	Backup Events
Stack Bills	Time and Date	Refrigeration System	Token Enable	Monetary	Power Saving Events
Bill Acceptance	Language	NFC/MagTek Head Test	Winner Mode		Refrigeration Storage Mode
Coin Mech Setting	Custom Messages	Surround Lighting Test	Combo Vends	<b>Telemetry when Unassigned</b>	Suggestion Engine Events
Coins In/Out	Idle Timeout	Test Vend	Trade Show Vend Bypass	Get Network Status	
Card Reader A	Start screen renewal(2hrs)	Cashless System Test	Rapid Vend	Ping Server	<b>Diagnostics</b>
Card Reader B	Software Updates	Coin Return Motor	Skip Main Menu	Assign Unit	Active Errors
Onboard Cashless	Backup/Restore	Platform Movement	MultiVend Discount	Load Network Config	Clear health check error
MDB Cashless Cart	Clone Configurations	Cabinet Lighting Test	Picker Cup Dance	Show Network Configuration	Uptime Since Last Reboot
MDB Cashless Postpay Only	Clone Board	Port And Cup Sensors			Last Reboot Reason
Show Currency Symbol	Cab Lights When OOS		<b>Security Codes</b>	<b>Telemetry when Assigned</b>	
Decimal Separator	Advertisements	<b>Product Configuration</b>	Enter PIN	Get Network Status	
Correct Change Parm	High Contrast Service Mode	Selection Configuration	Change Driver PIN	Ping Server	
Force Vend	Automatic Reboot Settings	Remove Product Library	Change Operator PIN	Sync Time with Server	
Declining Balance	Screen Brightness	UPC/EAN Codes	Change Engineer PIN	Send DEX	
Accept on Low Change	LED Color	Shopping Cart Setup	Change Manufacture PIN	Unassign Unit	
Low Change Message	DTS	Space to Sales (FIFO)	Route Driver Price Menu	Send Logs	
Credit For Failed Vend	Refrigeration Settings	View Planogram		Mesh Network Enable	
Allow Consumer Overpay	Cabinet Offsets	Edit Planogram		Update Configuration	
Cash Discount	Model Number	Browse Categories		Update Cashless Terminal Config	
	Encoder Resolution	Update planogram		Load Network Config	
<b>Price</b>	Enable autocal hook offset	Restore PoG from Server			
Entire Machine	EVS Compliance	Port Sensor			
By Tray		Cup Sensor			
Individual Prices					
<b>Data Recall</b>					
Non-Resettable Sales Data					
Resettable Sales Data					
Events					
ID Numbers (Boards & peripherals)					

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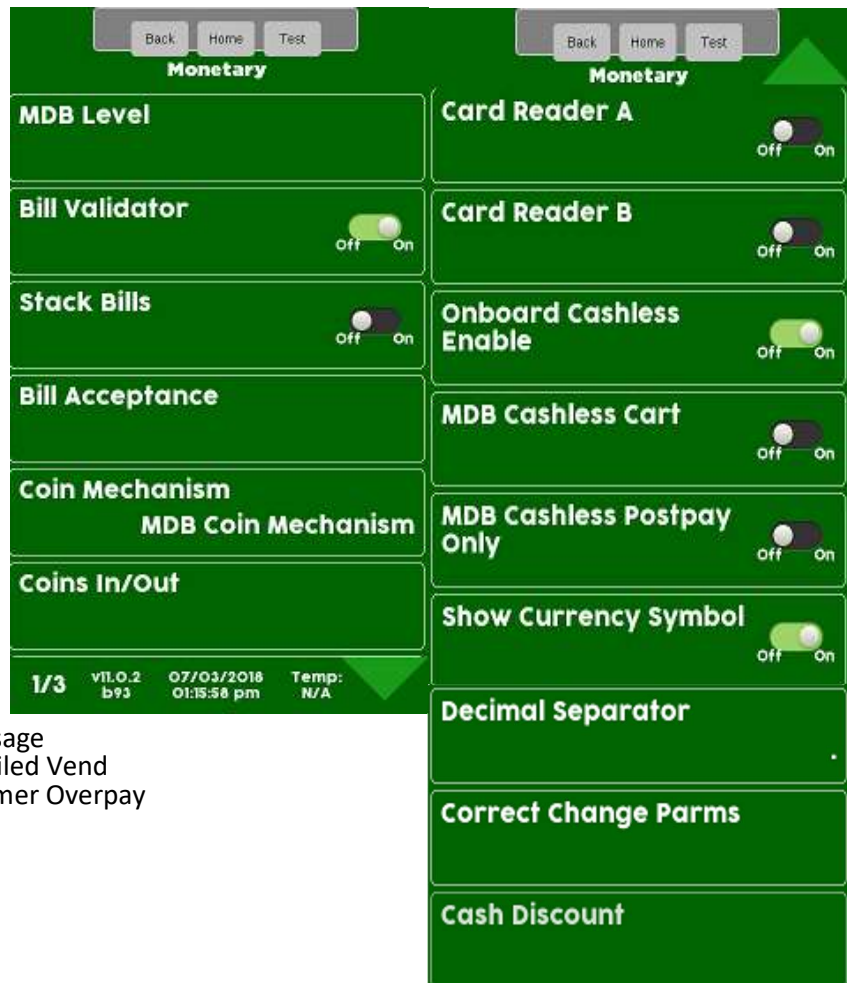
## MONETARY Icon

- Allows you to program the settings for all Credit Devices and related functions.
- Touch Monetary Menu Bar to enter the Menu.



## THE MONETARY MENU

1. MDB Level
2. Bill Validator
3. Stack Bills
4. Bill Acceptance
5. Coin Mechanism
6. Coins In/Out
7. Card Reader A
8. Card Reader B
9. Onboard Cashless
10. MDB Cashless Cart
11. MDB Cashless Postpay Only
12. Show Currency Symbol
13. Decimal Separator
14. Correct Change Parm  
a) Force Vend  
b) Declining Balance  
c) Accept on Low Change  
d) Low Change Message  
e) Credit For Failed Vend  
f) Allow Consumer Overpay
15. Cash Discount



## MDB LEVEL

Touch MDB Level Menu Bar.

The Display will show the MDB Devices currently communicating and the MDB Level they are currently communicating. **This Menu is only active when MDB Peripherals are being used.**



## **BILL VALIDATOR OPTIONS**

**Touch Bill Validator Menu Bar to toggle between Bill Validator On or Off. If no Bill Validator is installed Menu will read Bill Validator not connected.**

- When the Bill Validator is set to Off the Machine will not accept bills.
- When Bill Validator is set to On the Stack Bills and Bill Acceptance Menus will be shown allowing you additional bill handling options.

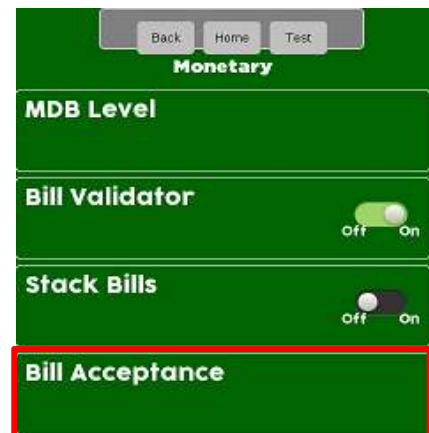
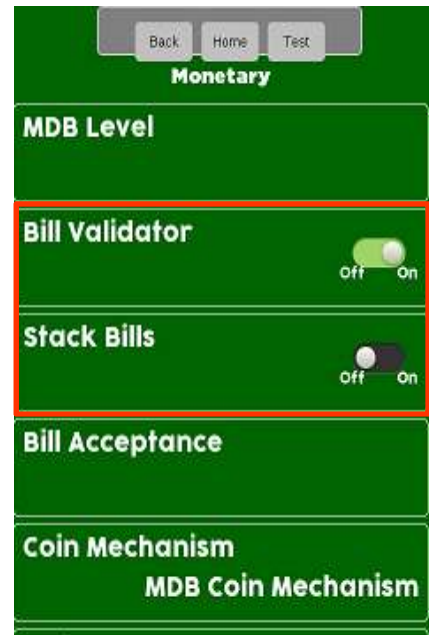
**Touch the Stack Bills Menu Bar to toggle between ON (Stacked) and Off (Not Stacked).**

- If ON (Stacked) All bills accepted will be stacked immediately. If the Coin Return is depressed, change (coins) will be paid back.
- If OFF (Not Stacked) The Machine will accept bills that meets or exceeds the highest vend price. If the Coin Return is depressed the last bill inserted will be returned and all previous bills inserted will be returned in change (coins).

**Touch Bill Acceptance Menu Bar to enter the Menu.**

All denominations the Validator is capable of accepting will be shown.

**Touch the value on the display to select or unselect the bill/note denominations you wish to accept/not accept.** The Validator must also be enabled to accept the bills. Token must be enabled to accept Tokens or Coupons. You will also need to choose what Selections work with Tokens or Coupons in the Special Vend Modes Menu.





## COIN MECHANISM OPTIONS

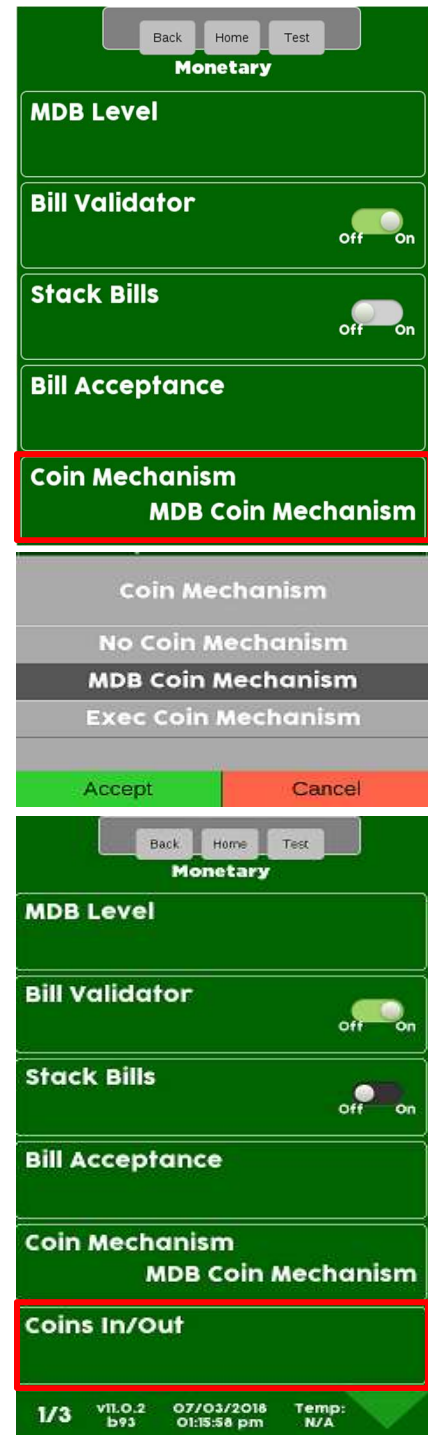
Touch the Coin Mechanism Menu Bar to set the Coin Mechanism type.

The current setting is shown without entering the Menu.

Touch the desired Coin Mechanism option Menu Bar and Accept to save.

*Note:* Executive Coin Mechanism is not used in the US. When enabled all Bill Related Menus are removed.

Touch Coins In/Out Menu Bar.





Touch OK to acknowledge the instruction on the Screen.



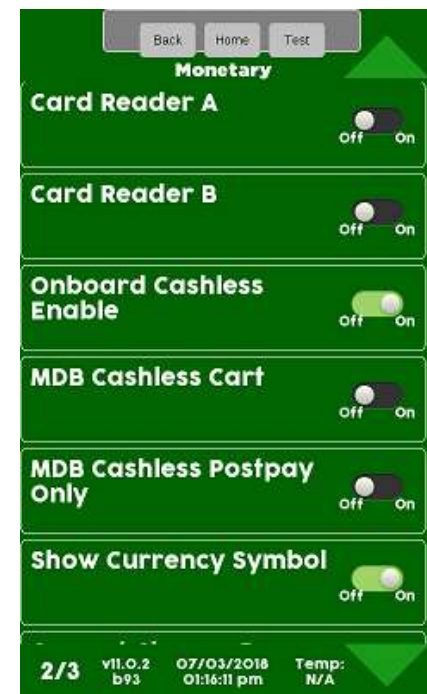
Touching the Menu Bar showing the value of each coin will cause that Tube to start dispensing coins, touch the Menu Bar again to stop dispensing coins.

Note that to the right of each denomination, it shows how many of that coin are in the Coin Mech. *If "0", touching the tube will not respond.*



## CARD READER/CASHLESS OPTIONS

- There are three Menu Bars as shown on the right for Card Reader and/or Cashless options.
- There are two Menus for MDB Card Reader and one for an Onboard Reader.
- MDB is an add on Card Reader that plugs into the MDB harness in the Machine. Your options in this Menu are MDB Card Reader or no MDB Card Reader.
- Onboard is a swipe built into the front of the Machine.
- When using Onboard Cashless, an NFC (Near Field Communication or Tap and Go) option is available.
- Crane Onboard Cashless interfaces with other online systems so in many cases we can accept Credit and other Cards, College ID Cards, work ID, etc., eliminating the need for a second Card Reader.
- It is possible to have two MDB Card Readers or one MDB and one Onboard Reader in the Machine at the same time. An example would be a College where you accept both Credit Cards and a College ID Cards that are tied to students accounts.



**Touch the Menu Bar for Card Reader A or B to turn on your MDB Card Reader option.**

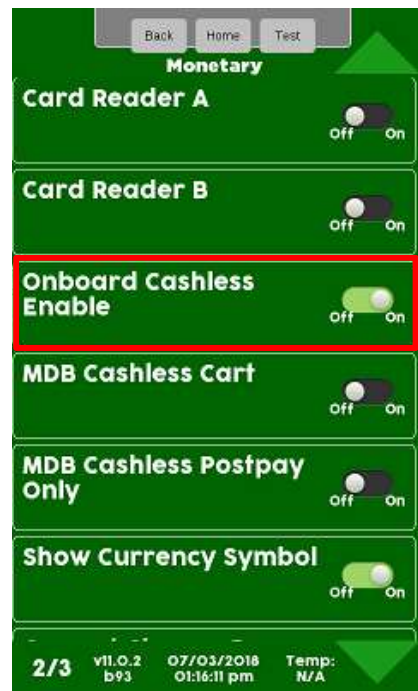
If you have one MDB Card Reader choose Card Reader A. If you have two Card Readers make sure Card Reader B is both capable of and set to communicate as Card Reader B.

Once you turn on either Card Reader A or B Card Revalue will appear allowing you to choose an option to adding value to a Card. This is seldom used and currently is only available in a closed network and not used with Credit Cards.

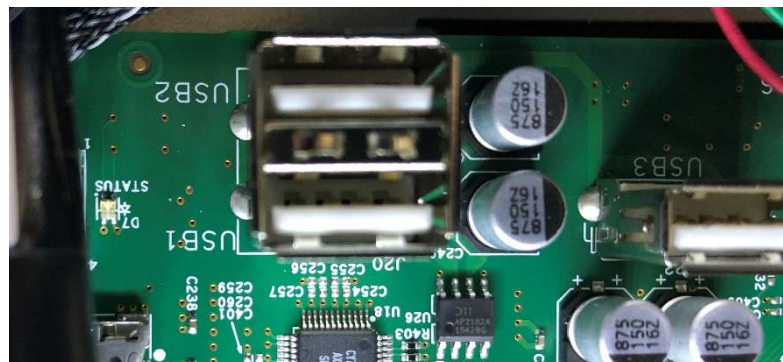


**Touch the Onboard Cashless Menu Bar Enable to toggle between Off and On.**

An Onboard Card Reader is a built in Card Swipe on the front of the Machine that plugs directly into the Atlas Controller at J42.



Crane Onboard Cashless accepts NFC (Tap and Go) transactions. If you have a separate NFC Reader installed, as long as the Onboard Card Reader is assigned and enabled and the NFC Reader Cable is connected to a USB port on the Atlas Controller the NFC Reader will work. The Radio should be plugged into USB 1. We recommend connecting the USB Cable for the NFC Reader into USB 2.



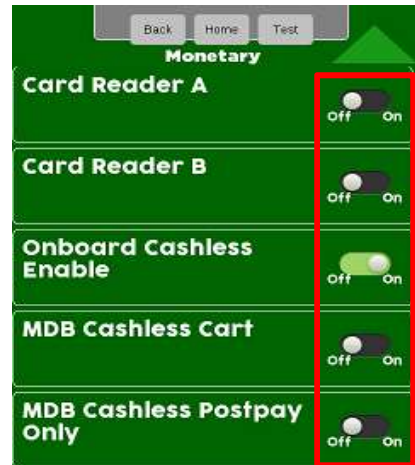
View of Atlas H Board as installed on Service Door

**Touch the Menu Bar for MDB Cashless Cart to turn it On.**

If turned On it allows MDB Card Readers to be used with the Shopping Cart.

**Touch the Menu Bar for MDB Postpay to toggle between Off and On.**

Select On only if Postpay is to be enabled.



### **CURRENCY SYMBOL OPTIONS**

**Touch the Menu Bar to toggle the Show Currency Symbol between On and Off.**

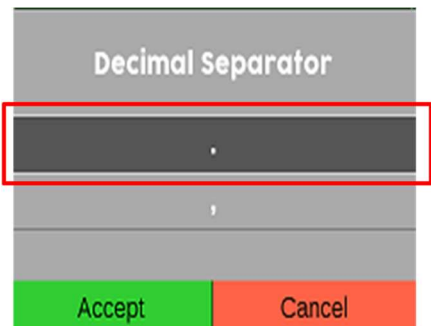
- If Turned On the Currency Symbol will be shown when applicable.
- If turned Off the Currency Symbol will not be shown in the Main Menu (with service door closed).



### **DECIMAL SEPARATOR OPTION**

Touch the Menu Bar to change the Decimal Separator

Touch your Decimal Separator option and touch Accept to change or Cancel to exit without changing.

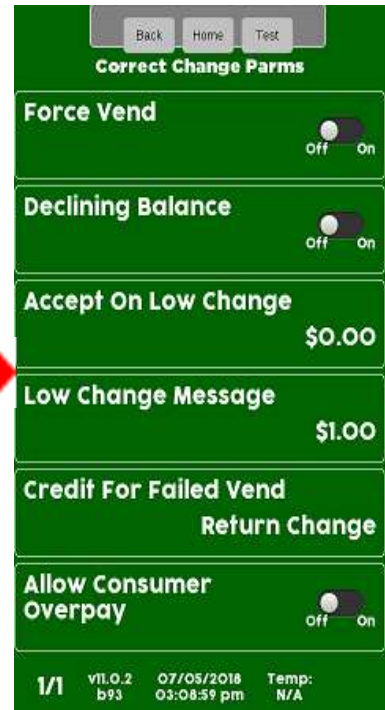


## CORRECT CHANGE PARMS OPTIONS

### Correct Change Parms (Parameters)

Touch the Correct Change Parms Menu Bar to access to the following Sub Menus that allow the operator to set the payback parameters in the Machine.

- Force Vend
- Declining Balance
- Accept on Low Change
- Low Change Message
- Credit for Failed Vend
- Allow Customer Overpay



## CORRECT CHANGE PARMS OPTIONS

### Force Vend

Touch the Force Vend Menu Bar to Toggle Between Off and On.

When Force Vend is set to **Off**:

- All money inserted can be paid back by pressing Cancel to end the transaction.

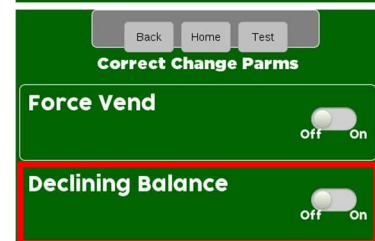
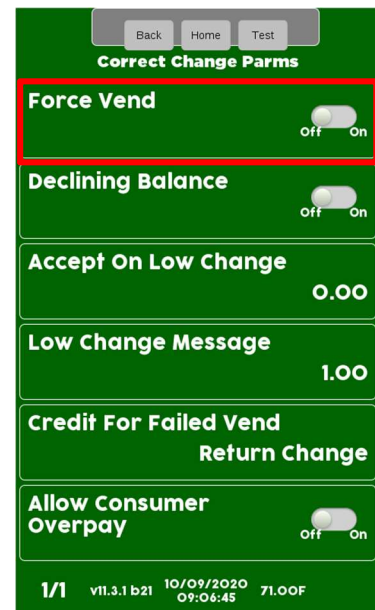
When Force Vend is set to **On**, a consumer will not be able to receive their credit back when any of the following conditions are met:

- The established credit meets or exceeds the minimum price of the Selections in the Machine.
- Any bills are stacked in establishing credit.
- Any non-tube coins are inserted in establishing credit.
- A "No Change Without Purchase" message will be displayed when a consumer attempts to return credit.

### Declining Balance

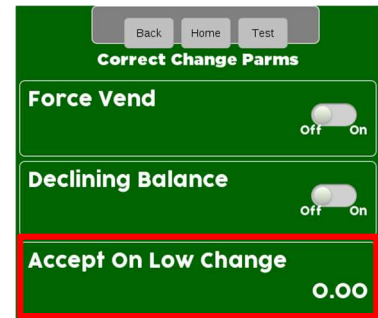
Touch Declining Balance Menu Bar to toggle between Off and On.

- If Declining Balance is set to Off, at the end of a vend, any change due back to the customer will be paid back immediately.
- If Declining Balance is set to On the change due back after a vend will remain on the Display allowing the customer to add more money to make an additional purchase. *Note: If set to On, customer may touch Cancel to return remaining credit.*



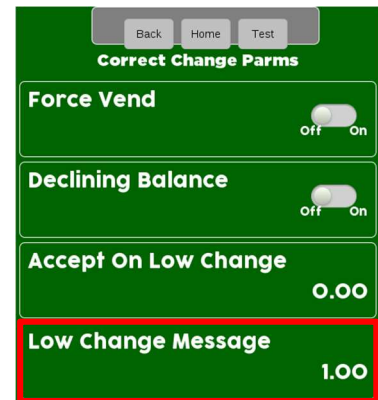
### Accept On Low Change

- Used to set acceptance of a bill depending on how much change is available in the Coin Mechanism.
  - If set to default \$0.00, the Machine will only accept a bill when the Coin Mechanism has enough change to pay back full credit.
  - If a value is set to anything other than \$0.00, bills will be accepted to the set value even though change may not be available (the customer may get short changed).
- Touch Accept On Low Change Menu Bar to bring up a Screen that allows you to set a value.
- Enter the value of money you wish to accept when no change is available. Setting this to anything other than \$0.00 may cause the customer to get short changed. Touch Accept to Save.



### Low Change Message

- Used to set the lowest amount registered in the Coin Mechanism before the Display shows "USE EXACT CHANGE"
- Touch Low Change Message to enter lowest value on corresponding line (default setting of \$1.00 recommended).
- Touch Accept to Save the setting.
- Touch Back to exit this Menu Mode.
- Touch Low Change Message Menu Bar to access a Screen that allows you to change the Value.
- Enter the lowest value of change available before the Display shows the Low Change Message (setting of \$1.00 recommended).
- Touch Accept to Save.





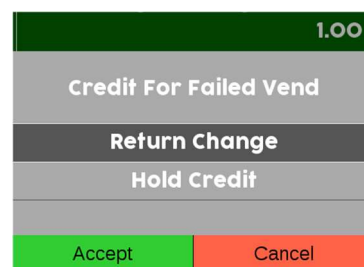
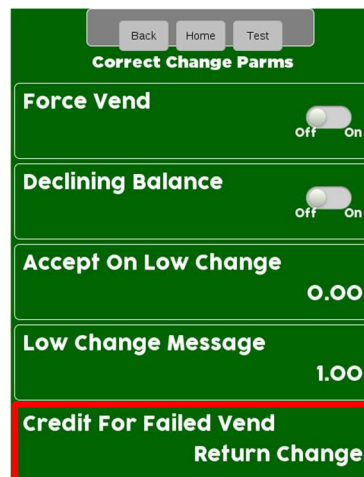
### Credit For Failed Vend

Touch Credit For Failed Vend Menu Bar to change between the two settings:

**Return Change** = In the event of a failed vend, the credit will be returned automatically.

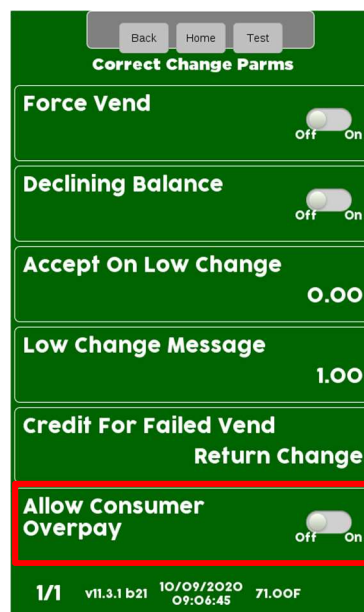
**Hold Credit** = In the event of a failed vend, the credit will remain on the Machine allowing you to purchase another Item or pressing Cancel to return the Credit shown.

- Touch Credit For Failed Vend Menu Bar to advance to the next Screen.
- Touch Return Change or Hold Credit Menu Bar to select the option for handling the remaining credit after a failed vend.
- Touch Accept to Save.



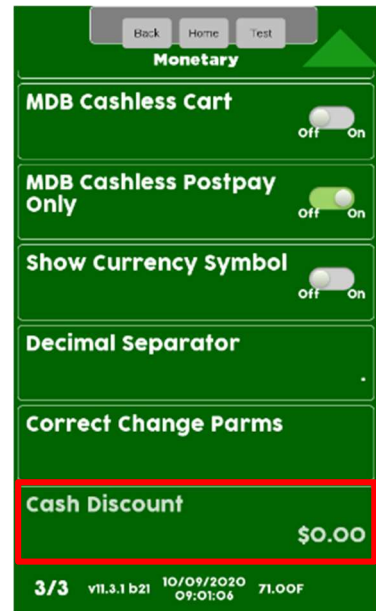
### Allow Consumer Overpay

- Touch the Allow Customer Overpay Menu Bar to toggle between Off and On.
- When Consumer Overpay set to Off, the Machine will not accept any currency for which it cannot make change, regardless of Low Change Message Setting or Accept on Low Change Setting.
- When Consumer Overpay set to On, based on other settings in the Machine the customer would be allowed to make a purchase even if change is not available. This could result in a potential situation where the consumer gets short-changed.



## CASH DISCOUNT

- This Menu shows current discount for cash payments.
- This only applies to Onboard Cashless transactions.
  - The Cash Discount can not be changed at the Machine.
  - The Cash Discount currently can only be set to 10 cents.
- For Crane Cashless, Cash Discounts can be changed by Device in your portal.
- When enabled, Cash Discount applies to all products in the Machine.
- No Discount is applied if any part of the transaction is Cashless, even in a mixed tender transaction.
- Both Cash and Credit prices are shown at bottom of the Shopping Cart Screen.
- The Prices set in the Machine and shown in the Consumer and Service Mode Screens are the cash sales Prices. In other words, the Cash Discount has already been applied.



## Price Icon

From the Main Menu Touch the Price Menu Bar to access the Price Setting Menus.

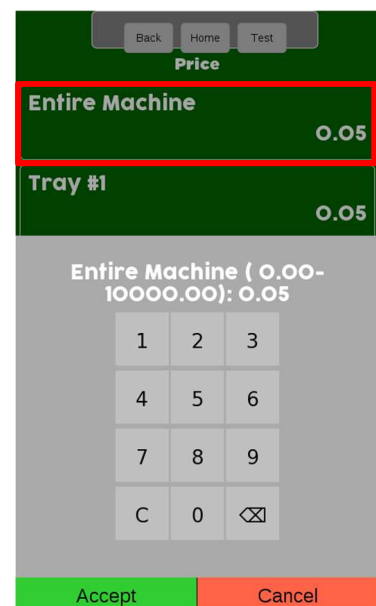
There are three options for setting prices:

- Entire Machine
- By Tray
- Individual Prices



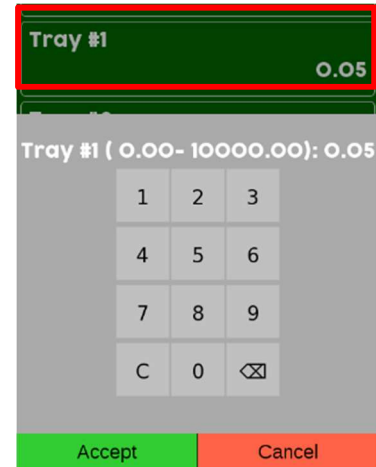
## SETTING THE PRICE FOR THE ENTIRE MACHINE

- Touch Entire Machine Menu Bar on the Display.
- A numeric keypad will appear on the Screen along with a window to enter the Price.
- Use the numeric keypad to enter the Price for the Entire Machine.
- Touch Accept to Save or Cancel to exit without changing the Price.



## SETTING PRICES BY TRAY

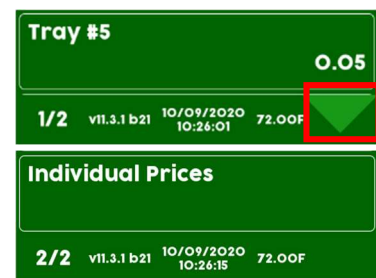
- Touch the Tray # you wish to Price.
  - For this example Tray #1.
- Touch the down arrow for additional Tray #'s.
- A numeric keypad will appear on the Screen along with a window to enter the Price.
- Use the numeric keypad to enter the Price for the Tray # being set.
- Touch Accept to Save, or Cancel to exit without changing the Price.



## SETTING INDIVIDUAL PRICES

### Step 1

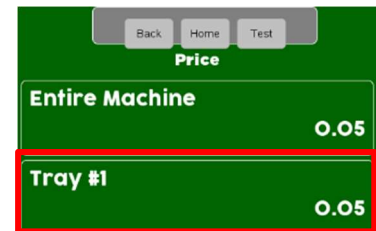
Touch the down arrow and touch Individual Prices Menu Bar.



### Step 2

Touch a Tray Menu Bar.

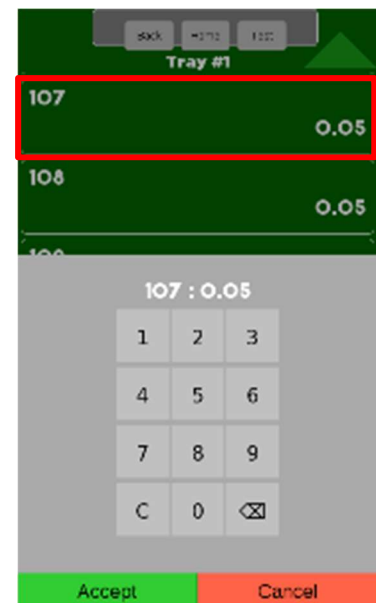
- For this example Tray #1.



### Step 3

Touch a Selection Menu Bar.

- For this example Selection 107.



A numeric keypad will appear on the Screen along with a window displaying the Selection number and the current Price.

Use the numeric keypad to enter the new Price for the Selection.

Touch Accept to Save or Cancel to exit without changing the Price.

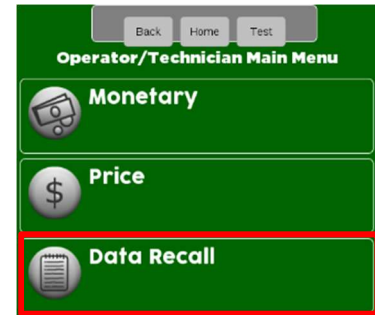


## Data Recall Icon

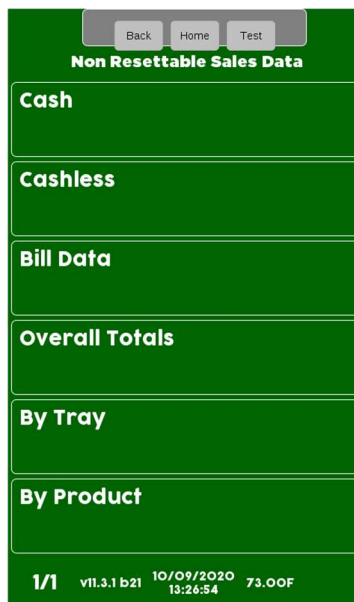
The Data Recall Menu permits the operator to review a variety of accountability and operational information including:

- Non-Resettable Sales Data
- Resettable Sales Data
- Events
- Identification Numbers (Boards & peripherals)

The Non-Resettable and Resettable Data Screens are exactly the same and therefore not duplicated in this Programming Guide. There is one additional Menu in the Resettable Menu, Clear Data. This Menu allows you to reset to zero the Resettable Data. As a default the Resettable Data is also reset each time the Machine successfully transmits a DEX file. The Non-Resettable Data cannot be reset.



### Non Resettable Data



### Resettable Data



## Cash Totals

Touch Cash Menu Bar.

The cumulative value and cumulative number of Cash Sales will be shown on the Screen shown.

The screenshot shows the 'Non Resettable Sales Data' menu with the 'Cash' option selected. Below the menu bar, there is a table titled 'Cash' showing cumulative values and counts for various cash transactions.

		#
Cash In	0.65	---
To Cashbox	0.00	---
To Tubes	0.65	---
Bills In	0.00	---
Dispensed	0.35	---
Manual Dispensed	0.00	---
Sales	0.15	8
Discounts	0.00	0
Surcharge	0.00	0
Overpay	0.00	0

## Cashless Sales Data

Touch Cashless Menu Bar.

The Screen will show the cumulative value and cumulative number of Cashless Transactions by vend type including Revalue if applicable.



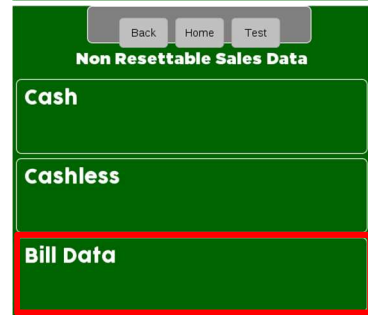
A screenshot of a mobile application interface. At the top, there are three buttons: 'Back', 'Home', and 'Test'. Below them is the title 'Non Resettable Sales Data'. There are two tables, one for 'Cashless A' and one for 'Cashless B'. Each table has four rows: Sales, Discounts, Surcharge, and Revalue. The values for Sales, Discounts, and Surcharge are 0.00, and the values for Revalue are 0.00. The cumulative number of transactions (#) is 0 for each.

Cashless A		
		#
Sales	0.00	0
Discounts	0.00	0
Surcharge	0.00	0
Revalue	0.00	0

Cashless B		
		#
Sales	0.00	0
Discounts	0.00	0
Surcharge	0.00	0
Revalue	0.00	0

## Bills Sales Data

Touch Bill Data Menu Bar.



This Screen allows you to view information about bills by denomination, both accepted and paid out when using a Validator or Recycler. Also included is the current value of bills stored in a Recycler Cassette if applicable .

A screenshot of a mobile application interface. At the top, there are three buttons: 'Back', 'Home', and 'Test'. Below them is the title 'Non Resettable Sales Data'. There is a table titled 'Bill Data' with three columns: 'In', 'Out', and 'Total'. The rows represent different denominations: one, two, five, ten, twenty, fifty, and hundred. The values for 'In' and 'Out' are 0, and the values for 'Total' are 0.

	In	Out	Total
one	0	0	0
two	0	0	0
five	0	0	0
ten	0	0	0
twenty	0	0	0
fifty	0	0	0
hundred	0	0	0

## Overall Totals

Touch Overall Totals Menu Bar.



The Screen will show a summary of the Overall Totals, by both cumulative cash and cumulative number of transactions.

Back Home Test		
<b>Overall Totals</b>		
Sales	0.15	8
Discounts	0.00	0
Surcharge	0.00	0
Test Vend	0.00	0
Free Vend	0.00	0
Cash	0.15	8
Cashless A	0.00	0
Cashless B	0.00	0
Mixed Sales	0.00	0
Token	0.00	0

## Data by Tray

Touch By Tray Menu Bar.

Back Home Test		
<b>Non Resettable Sales Data</b>		
<b>Cash</b>		
<b>Cashless</b>		
<b>Bill Data</b>		
<b>Overall Totals</b>		
<b>By Tray</b>		
Back Home Test		
<b>By Tray</b>		
<b>Tray #1</b>		

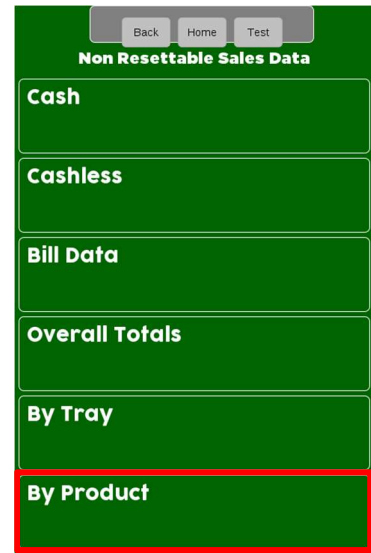
Touch a Tray Number Menu Bar to see the Sales Data for that Tray.  
 — For this example Tray #1.

Totals for the Tray selected will be shown on the Display. Touch the Back or Home Icon to exit.

Back Home Test		
<b>By Tray</b>		
<b>Tray #1</b>		
Sales	0.10	2
Discounts	0.00	0
Surcharge	0.00	0
Test Vend	0.00	0
Free Vend	0.00	0
Cash	0.10	2
Cashless A	0.00	0
Cashless B	0.00	0
Mixed Sales	0.00	0

## Data by Product

Touch By Product Menu Bar to view Sales Data by Product.



Touch any Tray # Menu Bar.

- For this example Tray #1.



Touch a Selection Number Menu Bar to view Sales Data by Product Selection #.

- For this example Selection 101.



## Clear Resettable Data Option

Totals for the Selection # chosen are shown on the Display, Touch Back or Home Icon to exit.

Price	0.05	--
Sales	0.00	0
Discounts	0.00	0
Surcharge	0.00	0
Test Vend	0.00	0
Free Vend	0.00	0
Cash	0.00	0
Cashless A	0.00	0
Cashless B	0.00	0
Mixed Sales	0.00	0

There is one additional Menu in the Resettable Menu that is not in the Non-Resettable Menu, it is Clear Data.

This Menu allows you to clear the Resettable Data. The Non-Resettable Data can not be cleared.



The Resettable Data is also cleared each time the Machine successfully transmits a DEX file.



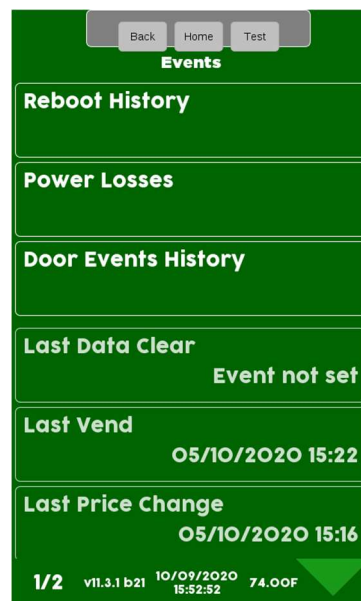
## Events

This Menu allows the operator to review the most recent times for the following Events:

Touch Reboot History, Power Losses or Door Events History Menu Bars to view a historical list of Events.

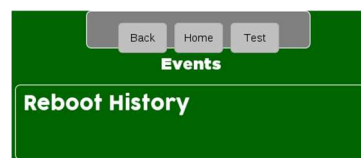
The following information will show without entering a Menu.

- Last Data Clear
- Last Vend
- Last Price Change
- Last Clock Set
- Last Health Control Event (if applicable)



### Events – Reboot History

Touch Reboot History Menu Bar.



A list of Times, beginning with the last time the Atlas Control Board was rebooted are shown on the Display including Reboot Reason, Time and Date.

Reboot Reason	time	date
reboot_requ est	11:46	09/17/2020
reboot_requ est	11:46	09/17/2020

### Events – Power Losses

A list of times, beginning with the last time the Atlas Control Board had Power Losses are shown on the Display including Duration, Time and Date. This includes turning the Machine Off, then On.

duration	time	date
0 hours 5 minutes	09:00	10/09/2020
17 hours 22 minutes	15:31	10/08/2020
15 hours 37 minutes	16:52	10/07/2020

### Events – Door Events

Touch Door Events History Menu Bar.

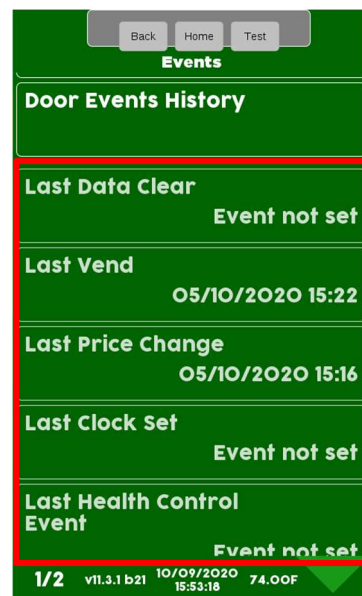
A list of Times, beginning with the last time the Atlas Control Board saw Door Open/Close Events are shown on the Display including Duration, Time, and Date.

duration	time	date
0 hours 8 minutes	15:52	10/09/2020
0 hours 46 minutes	15:05	10/09/2020
0 hours 8 minutes	14:56	10/09/2020
1 hours 16 minutes	13:40	10/09/2020

## Events

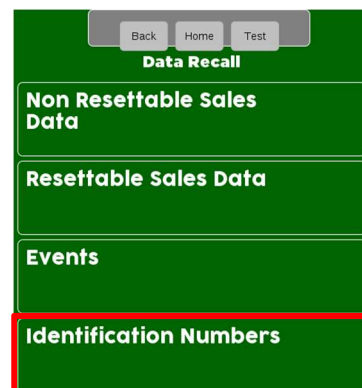
The following information will show the Date and Time of the last Event without entering a Menu.

- Last Data Clear
- Last Vend
- Last Price Change
- Last Clock Set
- Last Health Control Event (if applicable)



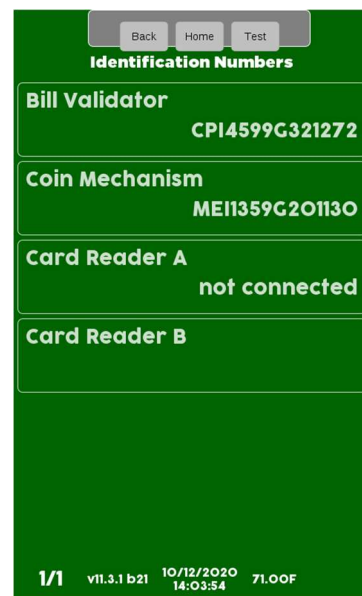
## IDENTIFICATION NUMBERS

Touch Identification Numbers Menu Bar.



All Items attached to the Atlas Controller using MDB communications will be shown.

Touch Back or Home Icon to exit.



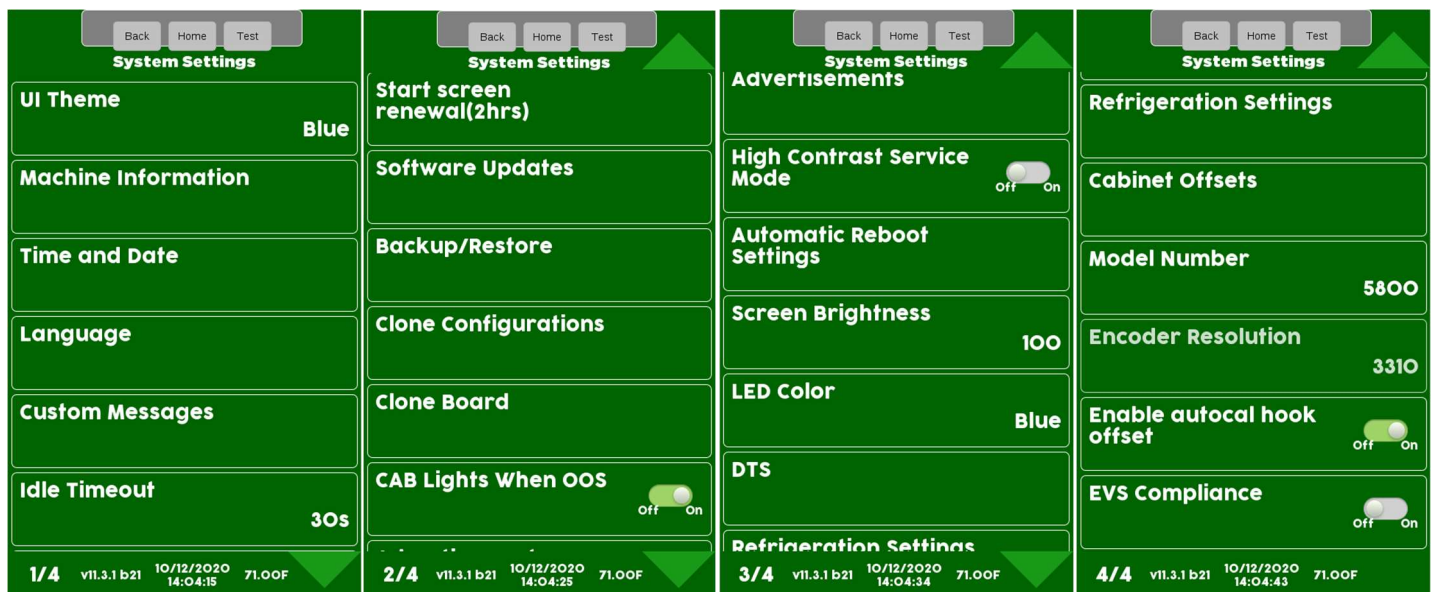
## Systems Settings Icon

- Allows you to program the overall systems functions.
- Touch System Settings Menu Bar to enter the Menu.



## SYSTEM SETTINGS

- Touching the System Settings Menu Bar from the Home Screen allows access to the System Settings Menus shown on the four Screens below.
- Touch the down arrow to scroll to the next Menu Screen.
- Touch the up arrow to return to the previous Menu Screen.
- Details for each of these Menu Items is detailed in subsequent pages in this Guide.



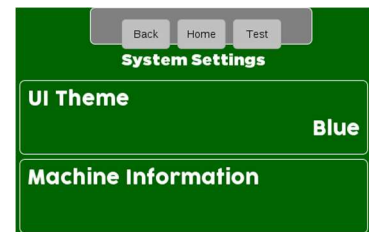
## UI (USER INTERFACE) THEME

- This Menu allows you to choose from a number of different User Interface Themes preprogrammed into the Atlas Controller.
- Touch UI Theme Menu Bar and a window will pop up with the available UI Themes (color).
- Select a New Theme by pressing the new color Menu Bar and then touch Accept to Save, or touch Cancel to exit without making a change.

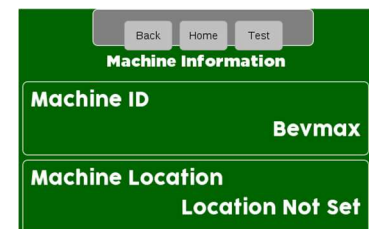







## MACHINE INFORMATION OPTIONS

Touch Machine Information Menu Bar to access and create Identification numbers used for DEX.



Touch Machine ID or Machine Location Menu Bar to assign or change the number. This ID can be text, numeric or a combination both.



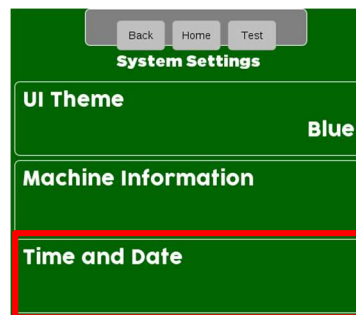
- A keypad will appear on the Screen along with a window to enter the ID or Location information.
- Use the keypad to enter the information.
- Touch Accept when finished.
-  Is your backspace key.
- Cancel allows to exit without changes.
-  switches the keypad to numeric.
-  switches the keypad to uppercase.
-  switches to lowercase.
-  switches the keypad to symbols.





## TIME AND DATE OPTIONS

Touch the Time and Date Menu Bar to access the Time and Date Menus.



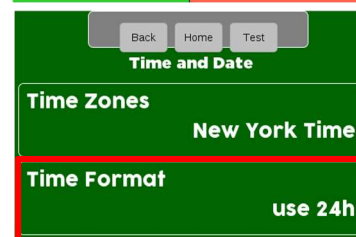
Touch Time Zones Menu Bar to change.

*Note: Warning about reboot.*

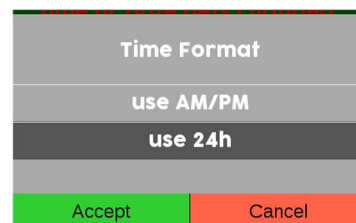
Touch your Time Zone Menu Bar followed by Accept to Save.



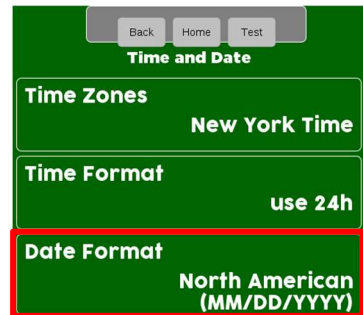
Touch Time Format Menu Bar to change the Format between 24 hours and AM/PM.



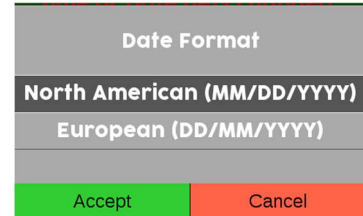
Touch your desired format use AM/PM or use 24hr clock Menu Bar. Touch Accept to Save.



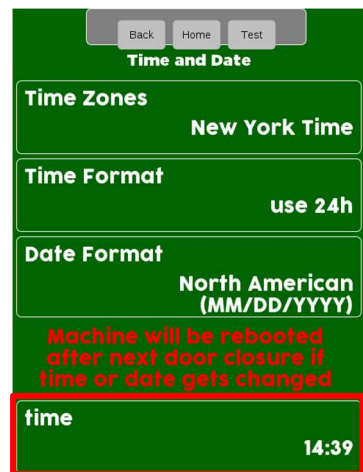
Touch Date Format Menu Bar to change the Format between MM/DD/YYYY and DD/MM/YYYY.



Touch your desired format Menu Bar. Touch Accept to Save.

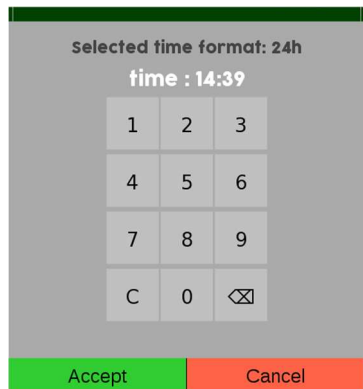


Touch the time Menu Bar to change the current Time .



Use the keypad to enter in the hours and minutes to change the Time. Touch Accept when finished.

Press the Door Switch after setting the Time and/or Date, this will cause a reboot and ensure the Time & Date are Saved.



Touch the date Menu Bar to change the current Date .

Enter in the Day, Month and Year to change the date. Touch Accept when finished.

*Note: Press the Door Switch after setting the Time and/or Date, this will cause a reboot and ensure the Time & Date are saved.*

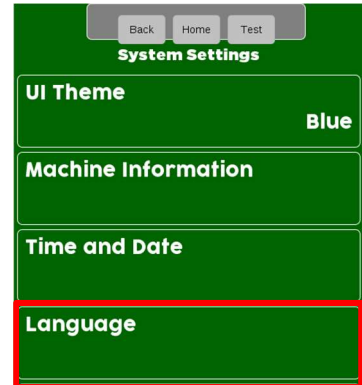
## LANGUAGE OPTIONS

**The Language Menu allows you to:**

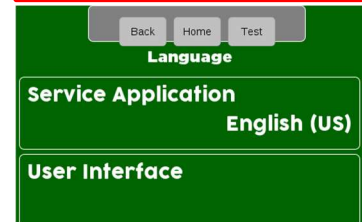
Customize the Languages available to your customer (User Interface). As shown in the picture to the left, you can enable multiple Languages at one time.

The Language used in the Service Application Menus can also be changed and is independent of the Customer (User Interface) Languages set. Additional Languages can now be uploaded without changing the software, starting with version 11.0.26.

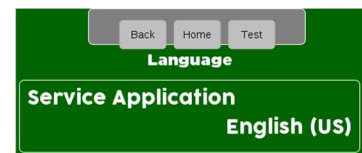
Touch Language Menu Bar to change the Language options.



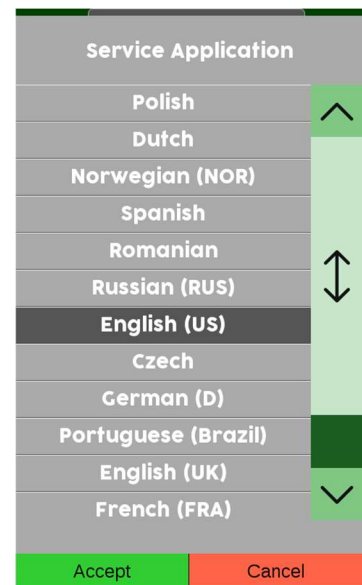
Touch Service Application or User Interface Menu Bar to change the current Language options.



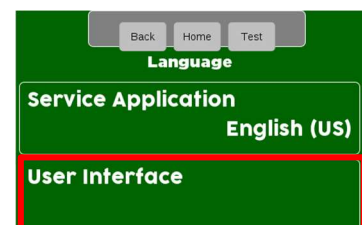
To change the Language used in the Service Application Menus Touch the Service Application Menu Bar.



Touch a Language Menu Bar and Touch Accept to apply that Language as a default for the Service Application Menus.



To change the Language options used to communicate with the Customer touch the User Interface Menu Bar.

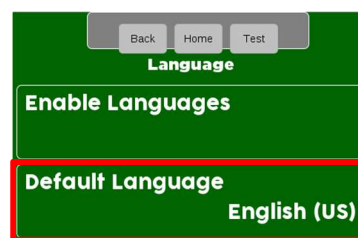
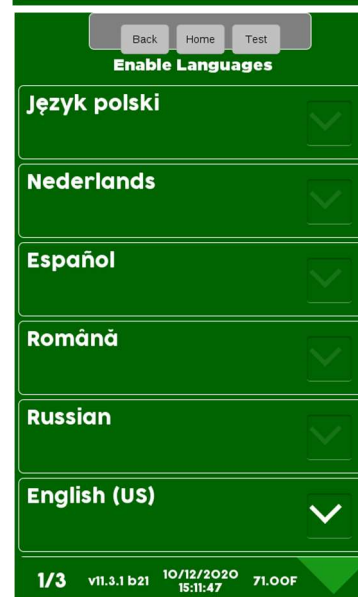
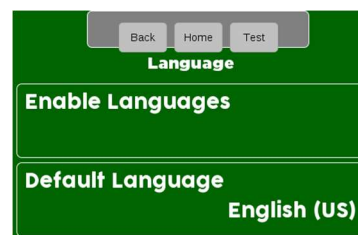


This Menu allows you to choose which Languages are available to your Customer as well as the Default Language.

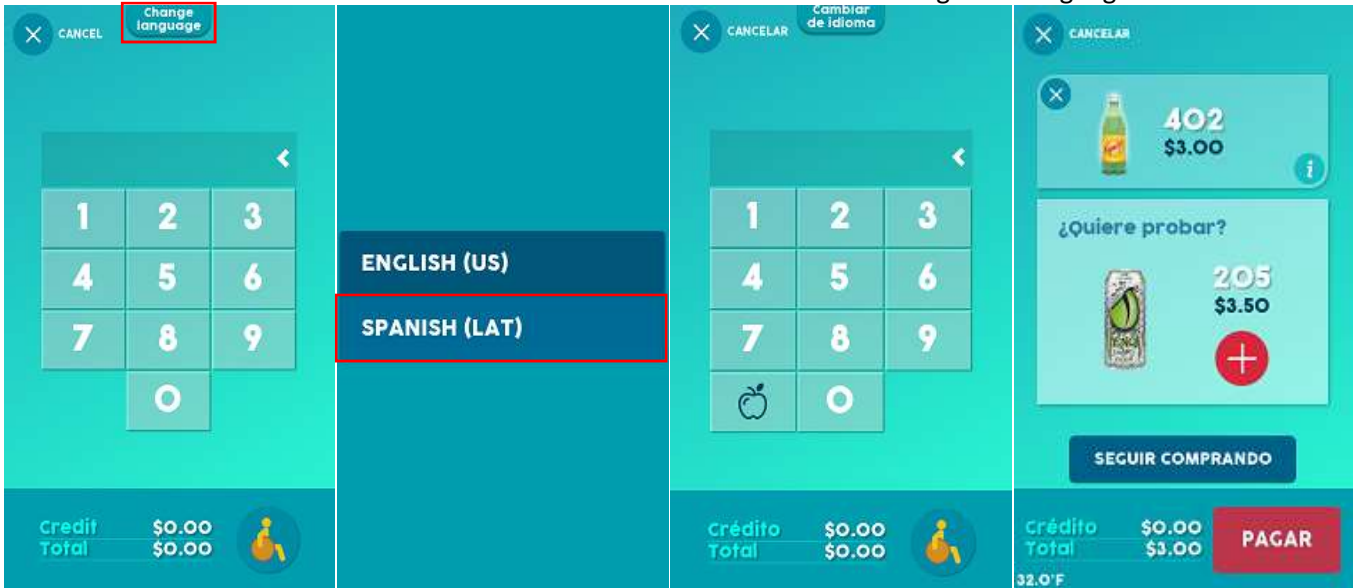
Choosing Enable Languages will bring up a list of Languages available to be used on the Screen to communicate with your Customers.

Choosing Default Language will bring up a list of Languages available to be used as a Default Language.

Choose a Default Language for your Screen. Touch Accept to change the current Default Language to the new Language selected. Once the Idle Screen Message is touched during vending you will have an option to change to one of the Enabled languages.



The screenshots below show the consumer workflow of how to change the Language on the Machine.

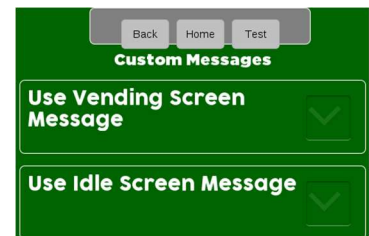








## CUSTOM MESSAGES

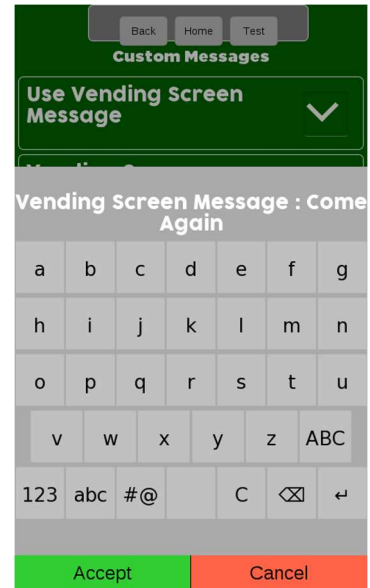
- This Menu gives the user the option to create and enable messages for both the Idle Screen and the Vending Screen independently.
- These Messages can be mixed Text and/or Numeric characters.

Touch a Menu Bar to add a checkmark to enable a Custom Message. Adding a checkmark will automatically bring up the next Screen.

Touch the Vending Screen Message or Idle Screen Message Menu Bar to create your Custom Message.



- A keypad will appear on the Screen along with a window to enter the Vending or idle Screen Message selected.
- Use the keypad to enter the information.
- Touch Accept when finished.
-  is your backspace key.
-  allows to exit without changes.
-  switches the keypad to numeric.
-  switches the keypad to uppercase.
-  switches to lowercase.
-  switches the keypad to symbols.



## IDLE TIMEOUT

- If a consumer starts a transaction on the Machine and walks away without pressing the **Cancel** Icon, the Idle Timeout is the amount of time until the Display goes back to it's standby Idle Loop Screen routine. *Note: This does not include credits inserted in the Machine.*
- The Idle Timeout is settable from 2 to 180 seconds (3 minutes).
- The factory default for the Idle Timeout is 30 seconds.
- Touch Idle Timeout and a Screen will pop up allowing you to change the Timeout period.
- Touch Accept to save the new time entered.



## START SCREEN RENEWAL (2hrs.)

The Start screen renewal Menu Item allows you to refresh the Screen if it is blurry or has become burned or you are seeing image retention from one Screen to another.

Once this Menu is enabled the Screen will go white for 2 hours and prompt Screen renewal in progress, at the end of 2 hours the Machine will go back to the normal Idle Loop Screen messages.

If you need to interrupt the Start screen renewal process once it has started turn the AC Power Distribution Box power switch on the Machine Off then back On.





## **SOFTWARE UPDATES**

- The Software Updates Menu provides a means to load updates and other files into the Machine.
- There are numerous files that can be updated through this Menu, some of the most common are:
  - **Screen Content**
  - **Custom Library files**
  - **Advertisements**

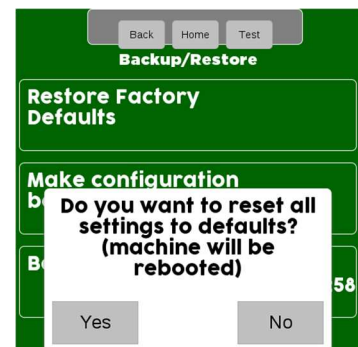


## **BACKUP/RESTORE**

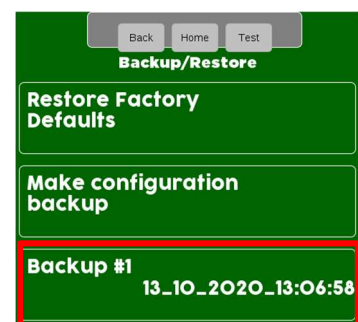
- Allows you to Backup your current Configuration for recovery later if needed.
- Allows you to Restore the Machine to factory defaults.
- Allows you to Restore the Machine to a previously saved configuration
- Backups are saved with date & time created.
- Backups are stored on the Atlas Controller, not removable Media.



If you choose Restore Factory Defaults, a conformation Screen will appear. Choose Yes to continue or No to cancel.



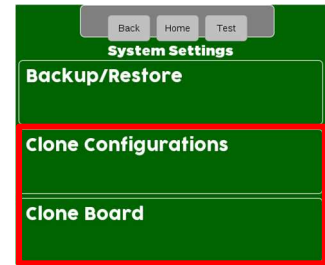
Touch Make configuration backup Menu Bar to backup your current configuration for recovery later. All previous backups will be listed. You can select any backup you want to restore.



When choosing make a new backup and it immediately creates a backup that can be installed from this Menu at a later date. This file is created with a time and Date stamp for future reference.

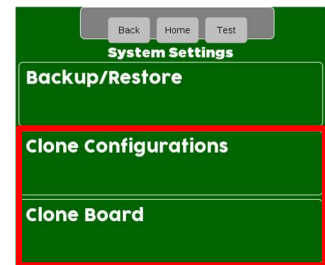
## **CLONE AN EXISTING CONFIGURATION OR BOARD**

- This Menu allows you to copy a Machine that has been previously set up and save that file on a flash (USB) drive.
- The difference between Clone Configurations and Clone Board Menu is that Clone Board also copies the meter readings, this allows you to change a Board or update software and keep the same meter readings.
- Once you have copied an existing configuration (set up) you can load it into other Machines.
- For ease of use in the future the files can be named.
- You can have unlimited Clone files in the atlas folder.



### **Preparing the Flash (USB) Drive**

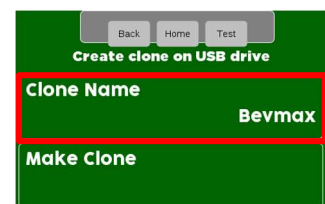
- Before attempting to Clone an existing Machine configuration you must create a folder on your USB Flash Drive named atlas (lower case text only).
  1. Insert the Flash Drive into an available USB port on the Atlas Control Board, typically USB 3.
  2. Enter PIN 3333.
  3. Touch System Settings Menu Bar, then Clone Configurations or Clone Board Menu Bar.
  4. When choosing to Clone Configurations or Clone Board the file extension is different so when choosing to install a file from a USB only the files that were created in that menu will show up respectively.



Touch Create clone on USB drive Menu Bar.



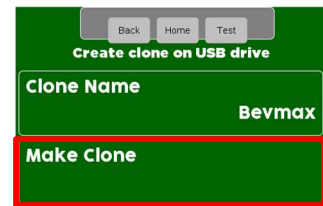
If you wish to name your Clone so you can easily identify it on the USB choose Clone Name.



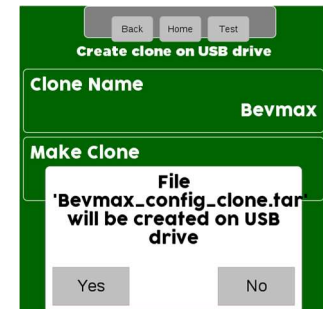
Enter a Clone Name and touch Accept to Save.



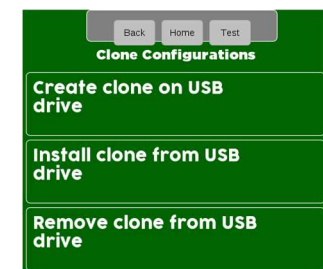
Touch the Make Clone Menu Bar to create a Clone on the USB.



A conformation box will appear, Touch Yes to continue or No to cancel.



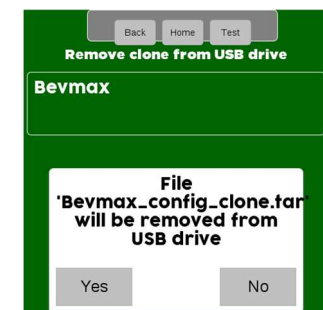
Choose Create, Install or Remove clone from USB (Flash) drive.



The Display will show the available Clones that can be copied or deleted from the Flash Drive. Touch a Clone File to upload or delete.



A confirmation box will appear verifying you want to install or remove the file, Touch Yes to continue or No cancel.

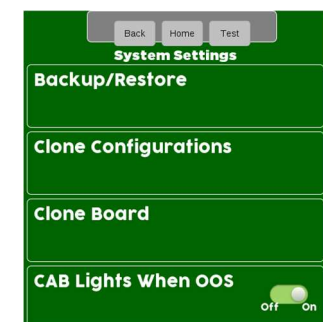


## **CABINET LIGHTS WHEN OUT OF SERVICE (OOS).**

This Menu allows you to choose if you want the cabinets vertical lights to stay on or turn off when the Machine is Out of Service.

Touch CAB Lights When OOS to toggle between Off and On. Choosing Off will cause the cabinet vertical lights to turn off anytime the Machine is Out of Service.

Note: the horizontal light at the top of the cabinet will remain on, even when option Off is selected.



## ADVERTISEMENTS

This Menu allows the user to turn On and Off messages that are shown to the consumer during the Idle Screen Loop and during the vending process.

- Advertisements can be updated from the server or via a USB Drive.
- There is an extensive list of preprogrammed Advertisements and Promotions that may be selected.
- Custom Advertisements may be loaded and enabled.

To update Advertisements touch the Update advertisements Menu Bar.

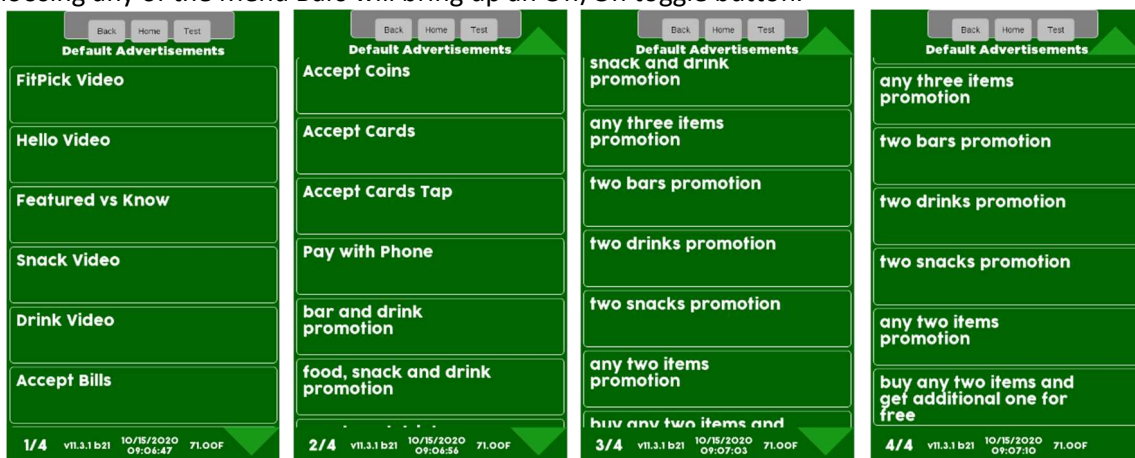
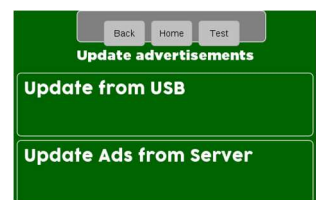
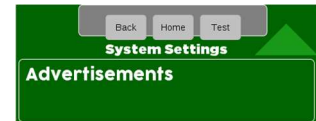
You have the option to select Update from USB device with an atlas folder that has advertisements on it or if online with Crane you may Update Ads from Server OTA (Over the Air).

### Default Advertisements

The Default Advertisements Menu contains all the Default and pre-loaded Advertisements.

- On power up the Machine will find the Coin Mechanism and Bill Acceptor, enable them, and turn on the Default Advertisements.
- The Advertisements will show the values of bills being accepted including \$1 coins.
- Attaching an MDB Card Reader or enabling an Onboard Reader will enable the Monetary Card Advertisements.
- All Custom Promotions and Combo Vend Advertisements must be enabled when you set up the promotion in their respective Menus.

The Default Advertisements Menu contains the following advertisements that can be turned Off and On. Choosing any of the Menu Bars will bring up an Off/On toggle button.



## Custom Advertisements

The Custom Advertisements Menu contains all the customer loaded Custom Advertisements.

Touch Custom Advertisements Menu Bar to show a list of custom advertisements available.

Touch the available advertisement. Touch enable to enable or disable the advertisement. Touch the advertisement to add or remove a check mark for that advertisement in that group.

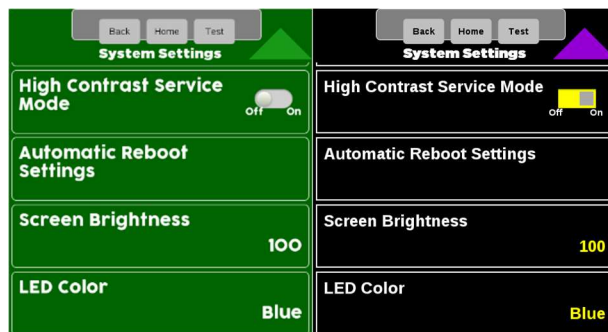


## HIGH CONTRAST SERVICE MODE

The high contrast service mode was added at the request of visually impaired operators.

When enabled all service modes are in Black, White & Yellow as pictured.

Touch the High Contrast Menu Bar to toggle between Off and On.



## AUTOMATIC REBOOT SETTINGS

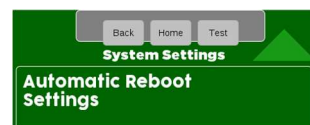
As a default the Machine is set to Reboot itself every evening at 2:00 am local time.

This Menu allows you to turn Off or change the parameter of the Nightly Reboot.

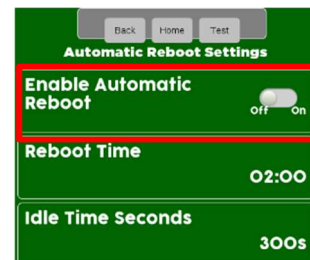
If your Machine is equipped with Cashless, this setting must be left On (On is the default setting).

If you find this setting interferes with customer activity, contact the Cashless Support Team to make adjustments to this setting.

Touch Automatic Reboot Settings Menu Bar to enter the Menu.



Touch Enable Automatic Reboot to toggle between Off and On. Any changes will cause the Machine to Reboot on Door closure.



Touch Reboot Time Menu Bar and a keypad will appear. Use the numeric keypad to change the Reboot Time. Touch Accept when finished to Save.

The Idle Time Seconds is how long since the Machine was last used by a consumer before the Reboot will occur. Use the keypad to enter a new time in seconds. Touch Accept when finished to Save.

## SCREEN BRIGHTNESS

Touch Screen Brightness Menu Bar.

Use the numeric keypad to change the Brightness (1 – 100), the higher the number the brighter the Screen. 100 is the default. Touch Accept to Save.

## LED COLOR OPTIONS

Touch LED Color Menu Bar to change the color of the Pill Surround and Onboard Payment Devices Lighting.

LED Color	
FP_blue_white	^
Blue	
HB_blue_green	↑
FP_blue_orange	↓
HB_red_orange	
HB_orange_yellow	
FP_blue_red	
FP_blue_purple	
Yellow	
white	
FP_blue_yellow	↓
FP_blue_green	
Accept Cancel	

Use the arrow keys to scroll through the color options. HB = Heart Beat, FP = Fast Pulse or solid colors. Touch a Menu Bar to select a color and Accept to Save.

selected time format: 24h

Reboot Time : 02:00

1	2	3
4	5	6
7	8	9
C	0	⌫

Accept Cancel

Idle Time Seconds (0s-600s):

300s

1	2	3
4	5	6
7	8	9
C	0	⌫

Accept Cancel

Back Home Test

System Settings

Screen Brightness

100

Screen Brightness (1-100): 100

1	2	3
4	5	6
7	8	9
C	0	⌫

Accept Cancel

Back Home Test

System Settings

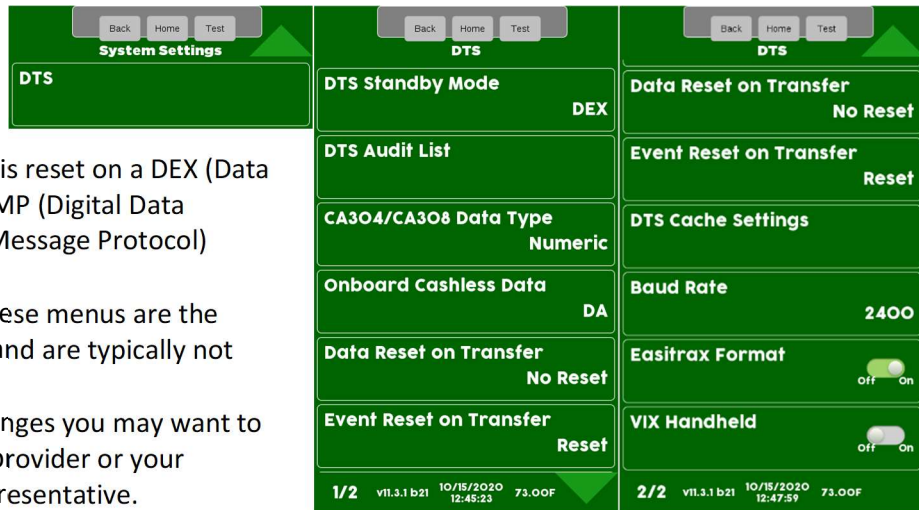
LED Color

Blue

## DTS

### DTS (Data Transfer Standard)

- This Menu allows you to change what Data is sent and control what Data is reset on a DEX (Data Exchange) or DDCMP (Digital Data Communications Message Protocol) transfer.
- The defaults for these menus are the standard settings and are typically not changed.
- Before making changes you may want to contact your DEX provider or your Manufacturer Representative.



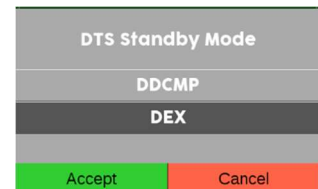
### DTS Standby Mode

Touch DTS Standby Mode Menu Bar to change the transfer type.



Touch DDCMP or DEX Menu Bar to change the transfer type. Touch Accept to Save.

**Note:** In the US you will always choose DEX!

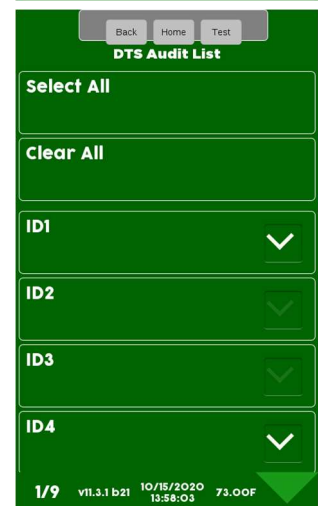


### DTS Audit List

To Modify the Audit List Touch DTS Audit List Menu Bar.



Touch a Menu Bar to add or remove items from the audit list. This Menu gives you the ability to shorten the DEX file. Do not remove items without contacting your DEX provider or your Manufacturer Representative. Touch the down arrow on the right to scroll through the 9 page Audit List.

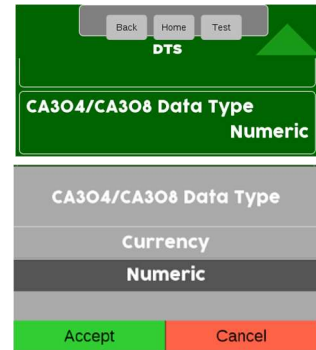




## DTS – CA304/CA308 Data Type

Touch CA304/CA308 Data Type to change how bills are reported.

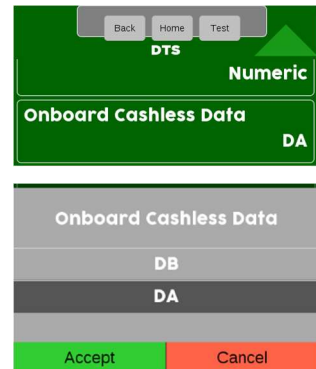
Touch Currency or Numeric Menu Bar to change how bills are reported.  
Touch Accept to Save.



## Onboard Cashless Data

Touch Onboard Cashless Data to change how this Data field is reported.

Touch DB or DA Menu Bar to change how Onboard Cashless is reported.  
Touch Accept to Save. DA/DB Setting. DA refers to the first Cashless Module in the Machine and DB refers to the second Cashless Module in the Machine (if installed).



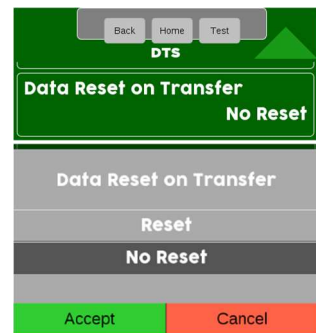
## Data Reset on Transfer

Touch the Data Reset on Transfer Menu Bar to change preference.

Touch Reset or No Reset Menu Bar. Touch Accept to Save.

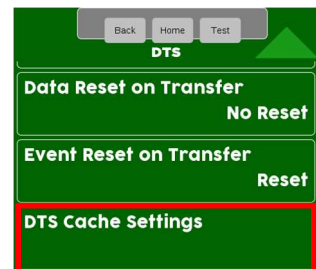
### Recommended Setting:

Data Reset on Transfer should be set to Reset. Setting this option to No Reset will result in the size of the DEX file increasing over time to unmanageable levels.

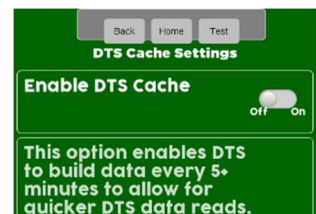


## Cache Settings

Touch the DTS Cache Settings Menu Bar to access the Menu.



The Enable DTS Cache Off/On toggle gives the ability of the Atlas Board to prepare a new DEX file every 5 minutes and have it available on demand for quicker DEX reads required for non-Crane Telemetry Devices when On.

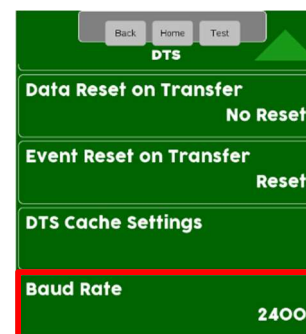


## DTS – Baud Rate

Touch the Baud Rate Menu Bar to access the Menu.

Choose the Baud Rate desired and touch Accept to Save.

The default is 2400.

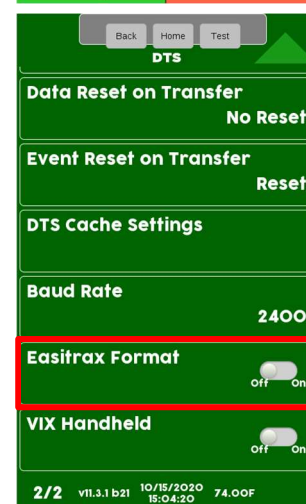


## Easitrax Format

The Easitrax menu should only be turned on if you are using the Easitrax operating system from CPI.

Enabling this Menu Item will send the DEX information as required for Easitrax.

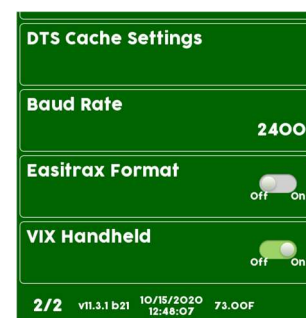
Touch the Easitrax Menu bar to toggle between Off/On.



## VIX Handheld

This switch was added to disable VIX Handheld capability to resolve a situation with some DEX downloader devices could not work properly due to ViX handheld wrongly activating.

If customer has problems with DEXing they need to disable VIX Handheld.



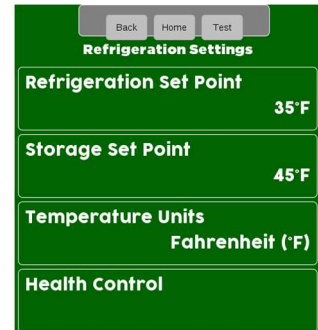
## **REFRIGERATION SETTINGS**

Touch Refrigeration Settings Menu Bar to enter the Menu.



### **Setting the Temperature Range**

Refrigerated Temperature is settable from 33°F - 70°F (1°C - 21°C) and the Health Control Menu will be available for Temperatures below 41°F, and is settable to be assigned to individual or grouped Selections. Any perishable product like milk, should be stored and transported in refrigerated conditions, and loaded to the Machine at the end of the overall reloading cycle.



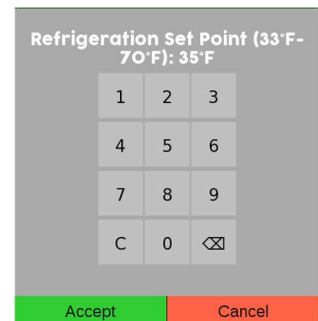
### **Refrigeration Set Point**

Touch Refrigeration Set Point Menu Bar to adjust the Temperature.



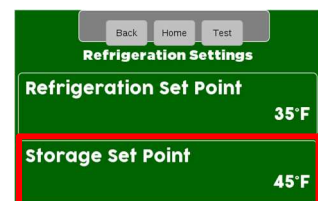
On the keypad enter the desired Temperature.

Touch Accept to Save!



### **Storage Set Point**

Touch Storage Set Point Menu Bar to enter the Menu.



Set the desired Storage Set Point target Temperature for when Refrigeration Storage Mode has been enabled.

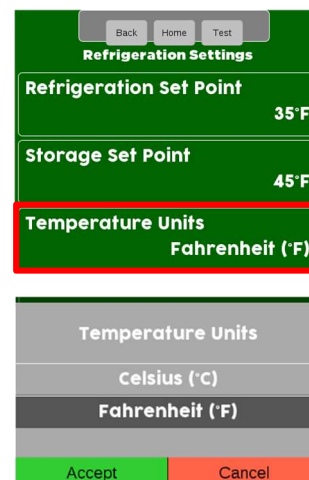
***Touch Accept to Save!***



## Temperature Units

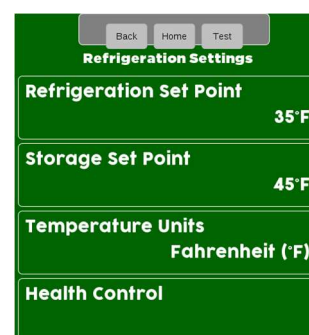
Touch Temperature Units Menu Bar to change the viewable Temperature between Fahrenheit and Celsius.

Choose Fahrenheit or Celsius Menu Bar and touch Accept to Save.



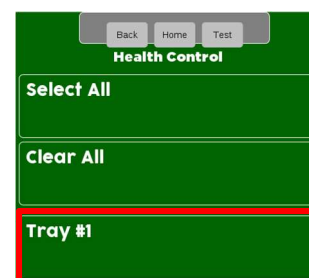
## Health Control

Touch Health Control Menu Bar to enter the Menu.



Touch Select All, Clear All, or choose a Tray # to check and/or change the current Health Control Status.

- For this example Tray #1.



All available Selections are shown. Touch Select All, Clear All, a Selection or the down arrow to add a checkmark and enable Selections for Health Control.

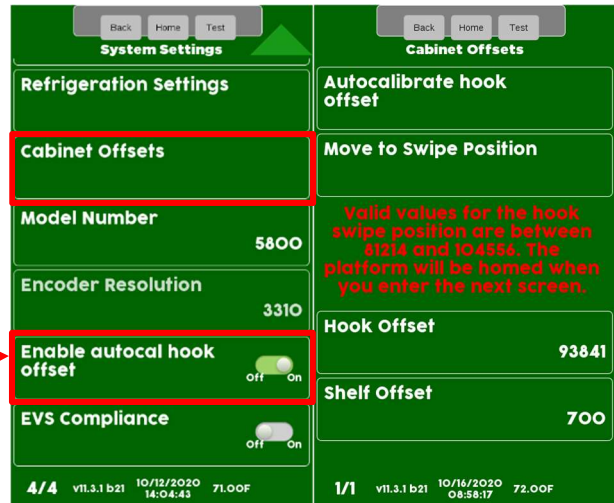
- For this example Selections 101 and 102.



## CABINET OFFSETS

This Menu allows you to check and set the Hook Swipe position as well as change the height of travel for Picker Cup.

- Auto Calibrate the Hook Offset.
- Move to the swipe position set or changed in the Hook Offset menu.
- Manually set the Hook Offset *Note: if you are manually setting the Hook Offset make sure you turn off Auto Hook Offset, otherwise the hook swipe number will be reset on the first vend every time the door is closed.*
- Change the Shelf Offset (how high the picker cup goes).



Pressing **Auto Calibrate Hook Offset** will cause the delivery cup to move to the swipe position, and automatically set the swipe position.

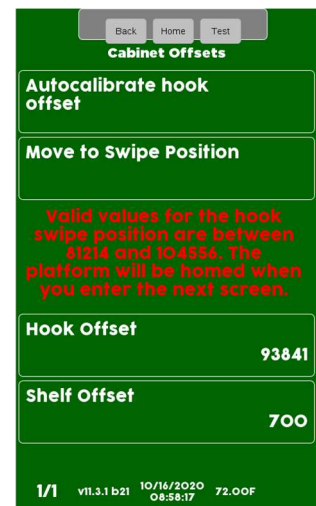
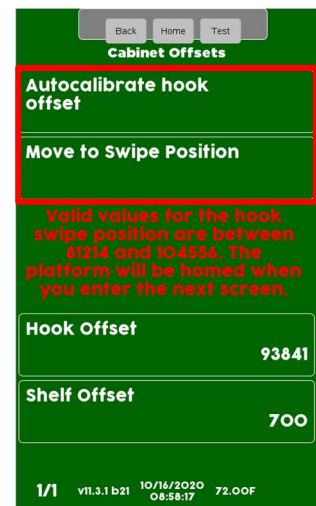
Pressing **Move to Swipe Position** will move the delivery cup to the swipe position based on the Hook Offset number set in the Hook Offset Menu.

**Note:** The Motor Power Interrupt Switch (left switch in bracket) must be engaged and the Switch Lock slid forwards for power to be applied. This will allow the Delivery Cup Assembly to move to the swipe location as if it were making a delivery.

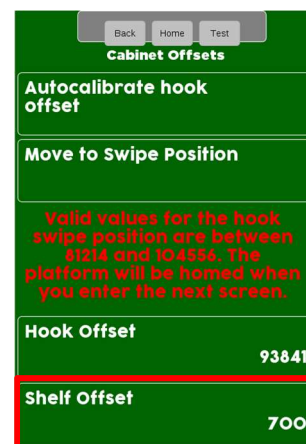
**Hook Offset** – This Menu allows you to manually set the hook offset (distance from the wall). The target swipe distance is about the thickness of two quarters from the wall. Since 3310 equals one inch, this setting is usually changed in increments of 200, 100 and maybe 50 for a minuet change. To change the Hook Offset setting touch the Hook Offset Menu Bar and a numeric screen will appear allowing you to enter a new offset number. Choose Accept to save.

**Note:** When manually entering a Hook Offset number **Enable autocal hook offset** must be **off**.

**Note:** The Motor Power Interrupt Switch (left switch in bracket) must be engaged and the Switch Lock slid forwards for power to be applied, this will allow the Delivery Cup to move to the swipe location as if it were making a delivery.



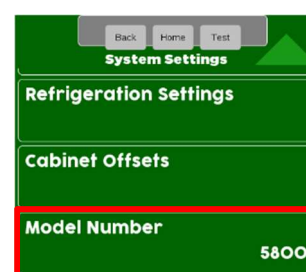
**Shelf Offset** – This Menu allows you to change the height of the picker cup. To test changes you will need to go to the Platform Movement menu item in the test Menu.



## MODEL NUMBER

This Menu allows you to choose the machine Model Number:

- BevMAX 6 - 3800 = 7 selection across the shelves.
- BevMAX 6 - 5800 = 9 selection across the shelves.
- Renaissance - 3800r = 7 selection across the shelves.
- Renaissance - 5800r = 9 selection across the shelves.

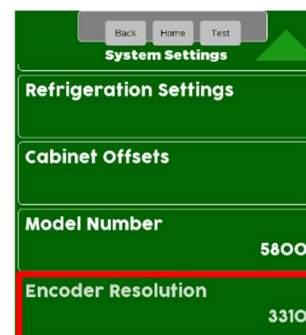


Touch the Model Number Menu Bar.

## ENCODER RESOLUTION

Pressing the Encoder Resolution icon will not change setting. This screen is view only and cannot be changed. *It is for information purposes only.*

3310 is the number of Encoder counts per inch so when making changes to the X or Y motor this is a reference. Since  $3310 = 1''$  then 331 = a tenth of an inch.



## ENABLE AUTOCAL HOOK OFFSET

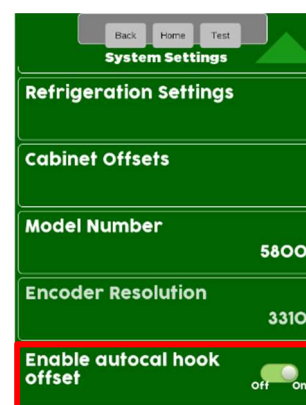
This feature is optional and may be turned off. (note: the default is on).

*Note: if set to Off you can manually set the hook offset in the System Settings/Cabinet Offsets.*

On the first vend after each door closure and on the first vend after a power cycle the Media Atlas H Board software will measure and set the hook offset. This is considered a “calibration vend”.

On a calibration vend, rather than stop at the hook offset setting, the cup will continue to move to the right until it stops moving by hitting the wall. Then a mathematical formula is used to calculate the hook offset based on the position of the cup when it stops moving. The VMC will then save this newly calculated hook offset.

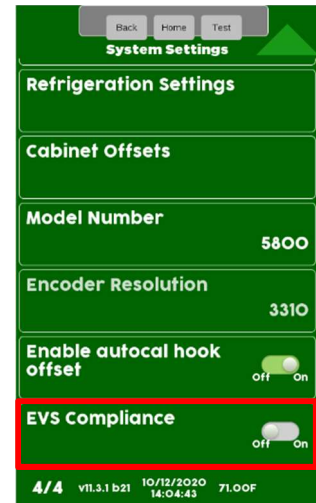
Touch Enable autocal hook offset Menu Bar to toggle On/Off.



## EVS COMPLIANCE

Touch EVS (Electronic Verification System) Compliance Menu Bar.

*Note: Pressing the EVS Compliance Menu Bar will not change the current setting. This Screen is view only and cannot be changed. It is for information only.*



## TEST

- Touch the Test Menu Bar from the Main Menu to access the Test Menu.
- Touch any of the Menu Items listed on the Test Screen to access the Test Menu for that Item.
- Touch the down arrow to the bottom right side of the Screen to scroll down to the additional Test Menu Items.



## SCREEN TEST

Touch the Screen Test Menu Bar.

The Display will illuminate sequentially, starting with White, then Yellow, then Light Blue, then Green, then Purple, then Red, then Dark Blue. *Touch the Screen to Exit.*

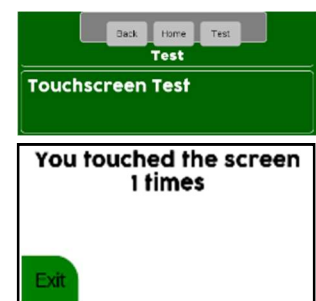


## TOUCHSCREEN TEST

Touch the Touchscreen Test Menu Bar.

Touch anywhere on the Screen and it will beep and the number of Screen touches will be updated with every touch sensed.

*Touch the Exit Icon to Exit.*





## REFRIGERATION SYSTEM

Touch Refrigeration System Menu Bar to enter Menu to perform test.

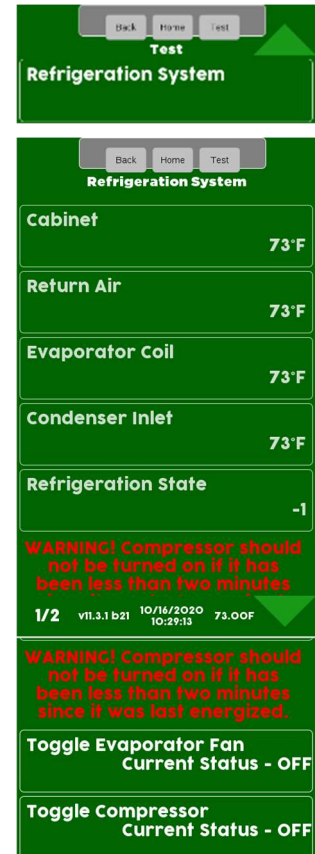
The Display will show the current Temperature for several Temperature Sensors. In a BevMax Machine only refer to the Evaporator Coil Sensor reading. Refrigeration State is an unused field and does not represent anything.

Touch Toggle Evaporator Fan or Toggle Compressor Menu Bar to toggle Off/On to perform test.

Touch Toggle Evaporator Fan to toggle Current Status between Off and On. Choosing Off will cause the fan to turn off or choose On will cause the fan to turn on and run.

Touch Toggle Compressor to toggle Current Status between Off and On.

Choosing Off will cause the Compressor to turn off or choose On will cause the Compressor to turn on



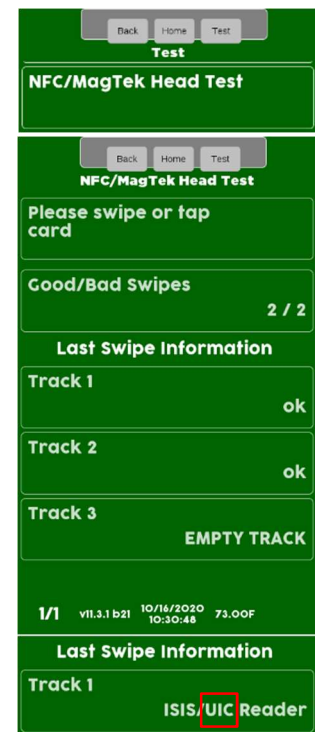
## NFC/MAGTEK HEAD TEST

Touch NFC/MagTek Head Test Menu Bar. (NFC = Near Field Communication)

Swipe or Tap a Card/Device to test. The Display will keep track of how many good swipes or taps versus bad occur, 28 out of 30 good swipes or taps is considered passing.

*Note: A Credit Card does not normally have information on Track 3.*

*Note: When testing the NFC using a device or smart card Track 1 will show the manufacture of the NFC installed device (UIC).*

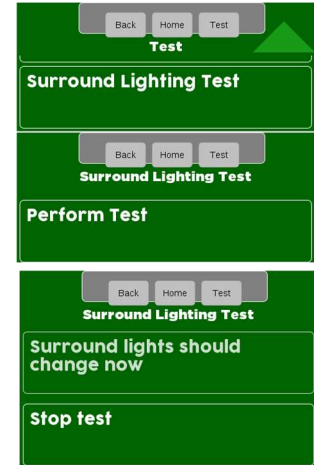


## SURROUND LIGHTING TEST

Touch Surround Lighting Test Menu Bar.

Touch Perform Test Menu Bar to confirm and start the Lighting Test.

The Surround Lights should change colors. Touch Stop Test Menu Bar to terminate Test.



## TEST VEND

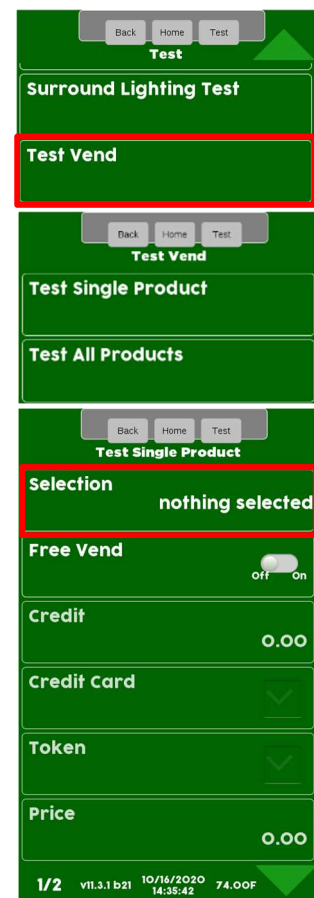
Touching Test Vend Menu Bar will allow you to perform tests on the complete vend mechanism with or without using cash. Touch Test Vend Menu Bar will bring up additional Menus.

Choose Test Single Product or Test All Products by pressing a Menu Bar.

### **Test Single Product**

Touch Test Single Product Menu Bar will bring up the Test Vend options Menu.

Touching single Product will bring up Tray Selection Menu.



Touch Selection Menu Bar.

*Note: the left Motor Power Door Switch must be engaged for movement to occur during test.*

*Note: when testing with the service door open and a product is physically dispensed from the tray, you must catch the product when it goes through the Delivery Port Door and place it in the Port Assembly.*

Touch a Tray # Menu Bar.

- For this example Tray #1.

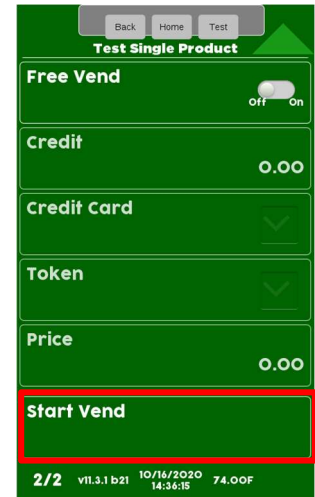
Touch a Selection # Menu Bar.

- For this example Selection 101.

The Display will return to the Test Single Product options.



Touch the down arrow and touch Start Vend Menu Bar to test the Selection entered.

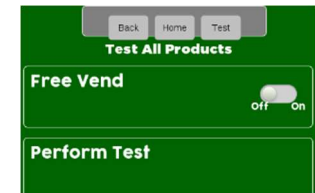


### Test All Products

Touch Test All Products Menu Bar will bring up the Test All Products options Menu.



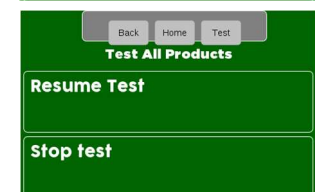
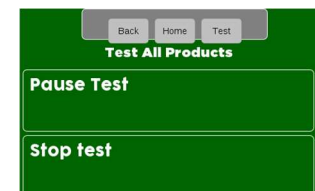
Touch Perform Test Menu Bar and the test will start.



You can Pause Test or Stop test. If you Pause, a Resume Test Menu Bar will appear as shown below.

*Note: the left Motor Power Door Switch must be engaged for movement to occur during test.*

*Note: when testing with the service door open and a product is physically dispensed from the tray, you must catch the product when it goes through the Delivery Port Door and place it in the Port Assembly.*

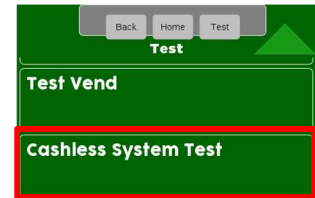


## CASHLESS SYSTEM TEST

Touch Cashless System Test Menu Bar. This menu will only show up if activated on the Atlas Control Board.

Touch Cashless System Test Menu Bar and a Screen indicates to Please swipe or tap card (or phone) Menu Bar.

Screen will provide the sequential steps, and the status of the test.

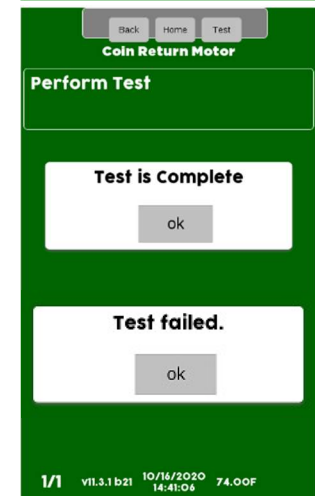
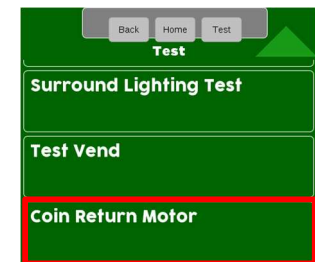


## COIN RETURN MOTOR

Touch Coin Return Motor Test Menu Bar.

Touch Perform Test Menu Bar and the Coin Return Motor will run one cycle.

The Display will show Test is Complete or Test Failed.



## PLATFORM MOVEMENT

Touching the Platform Movement Menu Bar will show a Platform Movement Switch summary list, Motor Positions Encoder Counts.

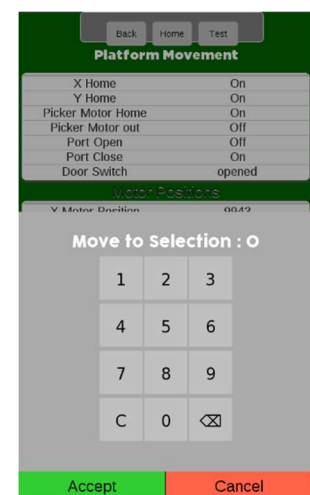
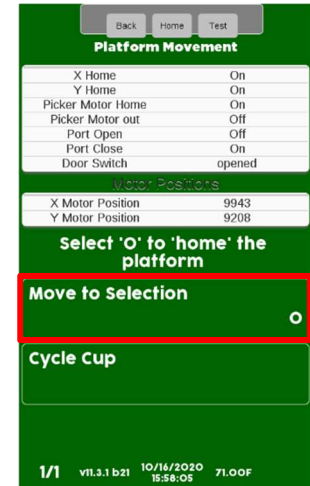
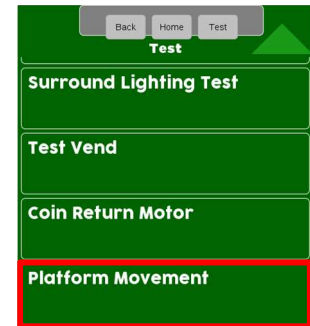
A list of switches and their current state is shown. Touch Move to Selection and Cycle Cup Plunger Menu Bars to perform Platform Movement Tests.

*Note: the Motor Power Interrupt Switch (left switch in bracket) must be engaged for movement to occur during test.* Switch states on the Screen will change as the test progresses and switch states change.

Touch Cycle Cup Menu Bar and the Delivery (Picker) Cup Plunger will cycle out and back. If positioned in front of a Selection it will press the Target and the Gate Assembly will deliver product in to the Delivery Cup. *Note: the Motor Power Interrupt Switch (left switch in bracket) must be engaged for movement to occur during test.* Switch status on the Screen will change as the test progresses and Delivery Cup Assembly position changes.

Touch Move to Selection Menu Bar and a keypad window will open to allowing you to enter the Selection Number to perform Platform Movement Test.

Enter the Selection Number and touch Accept to move Delivery Cup to the entered Selection location. Enter "0" then touch Accept will return Delivery Cup to the Home position. *Note: the Motor Power Interrupt Switch (left switch in bracket) must be engaged for movement to occur during test.* Switch states on the Screen will change as the test progresses and Delivery Cup Assembly position changes.



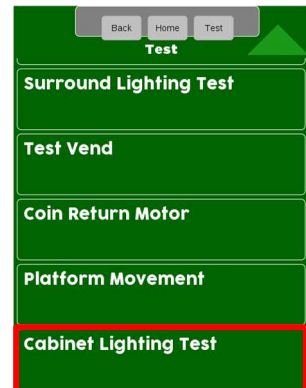
Touch Cycle Cup Menu Bar and the Delivery (Picker) Cup Plunger will cycle out and back. If positioned in front of a Selection it will press the Target and the Gate Assembly will deliver product in to the Delivery Cup. *Note: the Motor Power Interrupt Switch (left switch in bracket) must be engaged for movement to occur during test.* Switch status on the Screen will change as the test progresses and Plunger Position changes.



## CABINET LIGHTING TEST

Touch Cabinet Lighting Test Menu Bar.

*Note: This test will only toggle the 2 Vertical side Lights Off and On. The Horizontal top Light will remain on.*



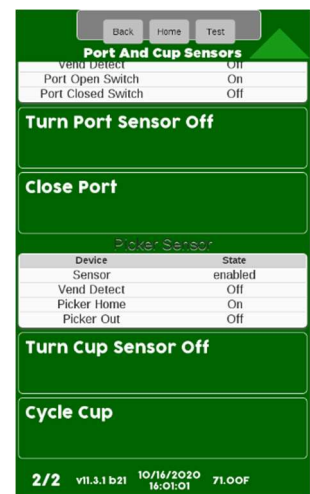
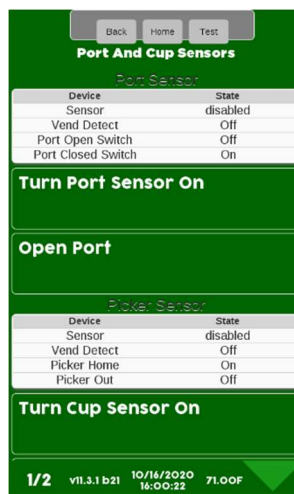
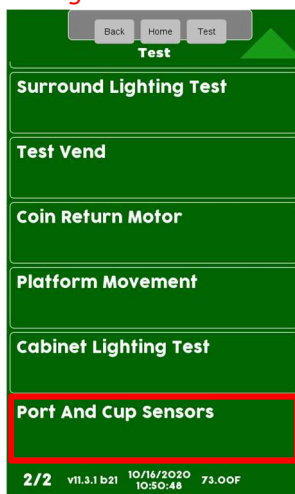
Touch Toggle Cabinet Lighting Menu Bar to toggle the Light Relay between Off and On. This will operate the 2 Vertical side Lights in the Refrigerated Cabinet area. Touch Back Icon to exit.



## PORT AND CUP SENSORS

Touching the Port and Cup Sensors Menu Bar will open a Screen that provides: the current status of each Sensor, a means to turn the Port and cup sensor on/off for testing purposes and provides a Menu Bar to Cycle Cup Plunger and/or Open the Port Door.

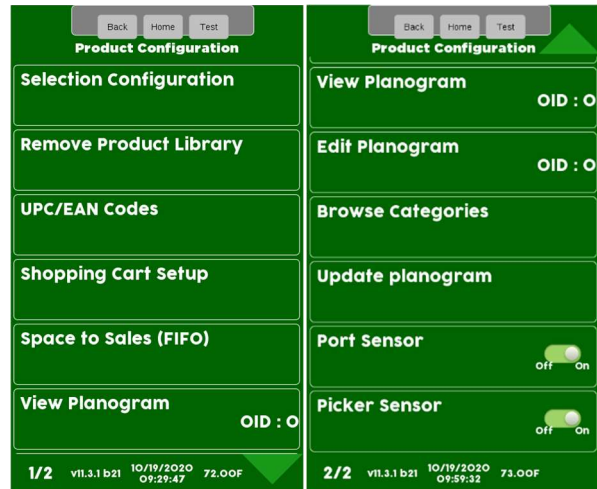
*Note: the Motor Power Interrupt Switch (left switch in bracket) must be engaged for movement to occur during test.*



## PRODUCT CONFIGURATION

The Product Configuration Menu provides access to the following Modes in the Machine:

Selection Configuration  
Remove Product Library  
UPC/EAN Codes  
Shopping Cart Setup  
Space to Sales (FIFO)  
View Planogram  
Edit Planogram  
Browse Categories  
Update Planogram  
Port Sensor  
Picker Cup Sensor



## SELECTION CONFIGURATION

To manually configure Selections. Touch the desired Tray number Menu Bar.



Touch a Selection Menu Bar to add or remove a checkmark. Selections with a checkmark are part of the configuration. Unchecking a Selection will exclude it from operating. In some cases the down arrow will be present, indicating you can scroll down for additional Selections.



## REMOVE PRODUCT LIBRARY

Touch Remove Product Library Menu Bar to remove an existing library.

A confirmation box will appear, Touch Yes to confirm or No to cancel.





## UPC (Universal Product Code)/EAN (European Article Number)

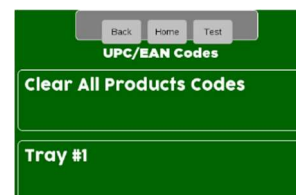
To View or change the current UPC/EAN Codes Touch the Menu Bar.

Select the Tray that the product is on that you wish to view or change.

- For this example Tray #1.

The Display shows the current UPC/EAN assigned to the Selections, choose the Selection you wish to change.

- For this example Selection 101. *Note: If no UPC Code has been assigned the selection number is the default.*
- For a UPC Code to be valid, the UPC Code must be in the Library or Planogram loaded in the Machine.
- Deleting a UPC Code will cause that Selection to show a generic picture on the Display and no nutritional information will be available for that Selection.
- You can use the same UPC Code for multiple Selections if you want two or more Selections of the same product.
- Choose a Selection and use the Numeric Keypad to enter the UPC Code you wish to add.
- Touch Accept to save and Cancel to exit without changes.
- Use the Aa key to switch to Alpha & #@ for symbols.



## SHOPPING CART SETUP

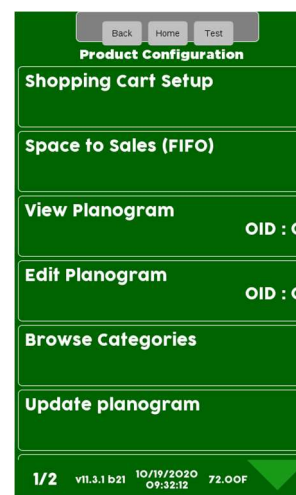
This Menu provides access to set up the Shopping Cart.

Shopping Cart permits the user to select multiple Items, and place them into a virtual "Shopping Cart" and purchase them in a single financial transaction.

Recommended Shopping Cart maximum size is 3 Items.

Max Fund amount should be calculated by multiplying the highest vend price in the Machine times the Shopping Cart size.

*Note: When Rapid Vend is turned On under the Special Vend Mode the Shopping Cart function is automatically disabled.*



Touch Shopping Cart Size Menu Bar. Use the numeric keypad to enter the quantity (1 - 3) of items allowed in the Shopping Cart. Touch Accept when finished.

Touch Max Fund Amount Menu Bar to set the maximum amount of funds in the Cart. We recommend Cart Size times the highest vend price.

Touch Accept when finished.

*Note: The Max Fund Amount Menu can also be utilized to allow the Machine to be used as a bill changer.*

For example, if you wish to allow for change of a \$10.00 bill, you can set the Shopping Cart Max Fund Amount to \$10.05, which will allow the Machine to stack a \$5 or \$10 bill. When the Coin Return is pressed, change is returned. The same idea applies to a \$5 or \$20 bill, using \$5.05 or \$20.05 respectively.

If Rapid Vend is turned On, you must turn it Off for the Shopping Cart Menu to appear, set the amount to be paid back in this Menu, then turn Rapid Vend back On if desired.

## **SPACE TO SALES (FIFO)**

### **Space to Sales (STS) or First In, First Out (FIFO)**

**FIFO** allows you to program your Machine to run multiple Selections as a Single Selection.

No matter which Selection ID of the Group is entered, the Machine will vend round-robin from the Group, skipping Selections that are Out of Service.

It also helps to prevent one Selection of duplicate Products from going empty before the other Selections of the same Product.

*Note: Ensure that all Selections chosen for each FIFO Group are the same Price. If not, the Machine will Price all Selections to the highest Price in the Group.*

The Space to Sales (FIFO) Menu allows you to:

- Set up Auto FIFO UPC (Space To Sales)
- Add a Group
- Edit a Group
- Delete a Group
- FIFO Mappings (View Existing Groups)

Touch Auto FIFO UPC Menu Bar to toggle between Off/On.

If you toggle Auto FIFO to On the Machine will look at the UPC/EAN Codes assigned to Selections and tie those Selections together.

As shown to the right, if you select 301 your product will be delivered in order so if you select 301, the product could be delivered from 301, 303, or 305.

Touch Add Group Menu Bar.

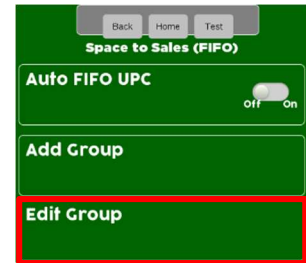
Touch the desired Tray to add Selections to the Group.

— For this example Tray #1.

- All available Selections are shown.
- Touch a Selection to add a checkmark to the Selections that will be part of the Group.
- In some cases the down arrow will be lit allowing you to scroll to additional Selections.
- Touch Back Icon to add more Selections from another Tray or to Create another Group.



Touch Edit Group Menu Bar.



Touch the desired Group # Menu Bar to Edit.

- For this example Group #1.

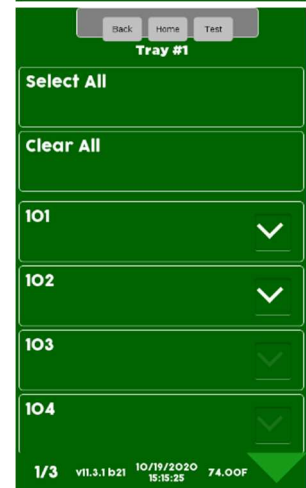


Select the Tray Number Menu Bar you wish to Edit.

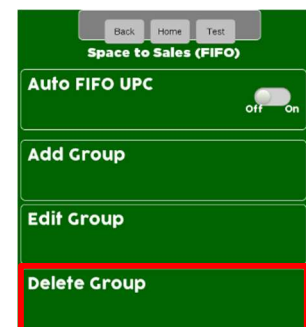
- For this example Tray #1.



Touch Selections to check or uncheck them from the Group. Use Select All to enable or Clear All to disable all Selections on the Tray. Touch Back Icon when finished to exit.



Touch Delete Group Menu Bar.

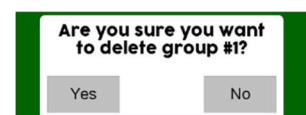


Touch the desired Group Number Menu Bar to be Deleted.

- For this example Group #1.



A confirmation box will appear, touch Yes to confirm or No to cancel.



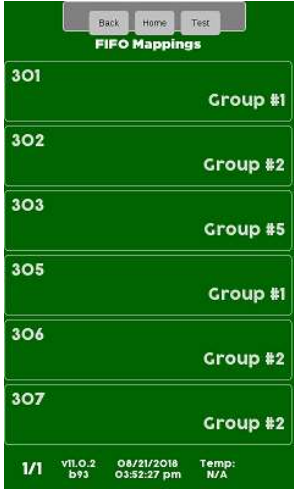
Touch FIFO Mappings Menu Bar.



Touch a Tray Number Menu Bar to view the current FIFO Mappings.

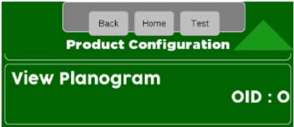


The Display will show the current Mapping for the Selection Grouping(s) on the Tray selected.



## VIEW PLANOGRAM

Touch View Planogram Menu Bar to display the existing Planogram.

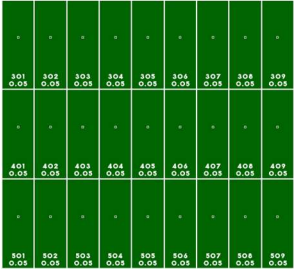


If a Planogram has been loaded into the Machine, a picture of the Product for each Selection will be shown.

- For this example Tray #1.



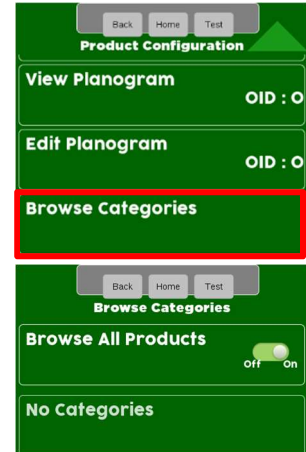
If not the Selection Number and Price will be shown.



## **BROWSE CATEGORIES**

Touch Browse Categories Menu Bar to access the Menu to enable or disable Categories.

Touch Browse All Products Menu Bar to toggle Off/On. When On this feature allows the consumer to browse the contents of a Library or Planogram by Category, Drinks, Snacks etc. The Category's must be defined when the Library or Planogram is created. Also the Skip Main Menu option must be turned off under the special vend modes menu heading.



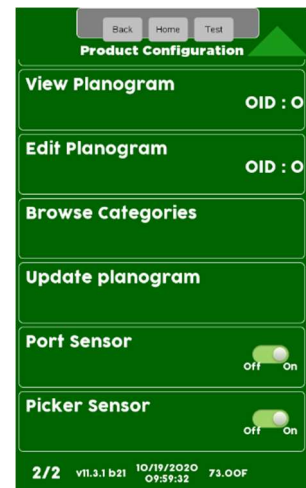
## **PORT SENSOR / PICKER SENSOR**

Touch Port Sensor or Picker Cup Sensor Menu Bar to toggle the selected Sensor Off/On.

*Note: when both are off, if a product is not dispensed, the Customer losses their credit unless a vend mech error occurs.*

The Port Sensor when On will sense product placed in the Port and/or removed from the Port.

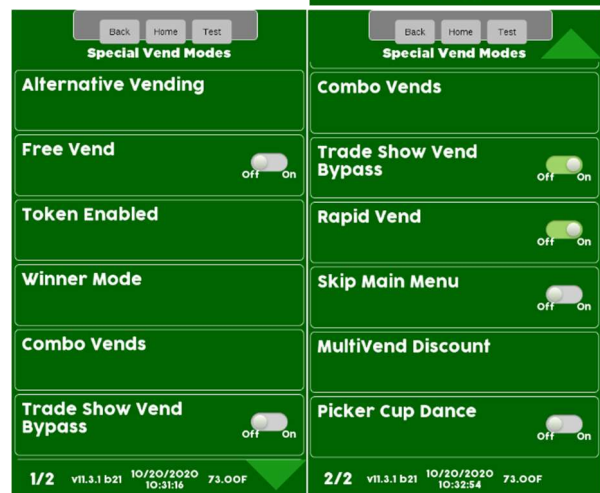
The Delivery (Picker) Cup Sensor when On will sense product placed in the Cup and/or removed from the Cup.



## **SPECIAL VEND MODES**

Special Vend Modes provides access to:

- Alternative Vending
- Free Vend
- Token Enable
- Winner Mode
- Combo Vends
- Trade Show Vend Bypass
- Rapid Vend
- Skip Main Menu
- MultiVend Discount
- Picker Cup Dance



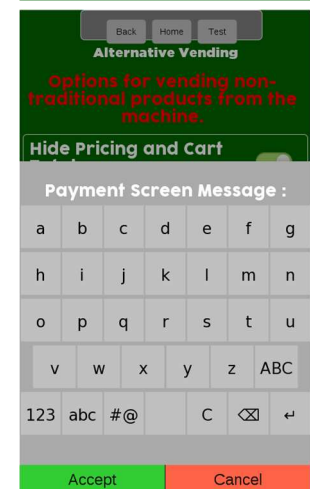
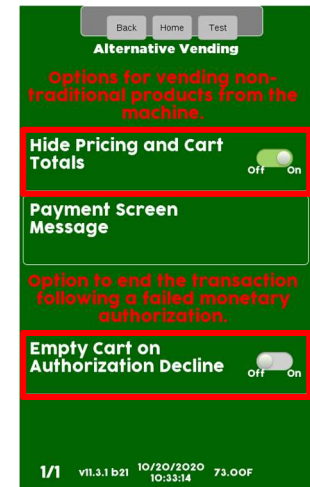
## ALTERNATIVE VENDING

Touch Alternative Vending Menu Bar to access the Alternative Vending options.

This Menu gives you the option to Hide Pricing and Cart Totals as well as to Empty Cart upon Authorization Decline (failure of a transaction). Both can be turned On or Off by touching the Menu Bar to toggle the setting.

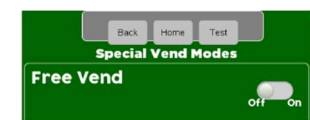
When enabling Hide Pricing and Cart Totals you can provide a Payment Screen Message.

Enter the message, touch accept or cancel.



## FREE VEND

- Touch Free Vend Menu Bar to toggle the Free Vend setting between OFF and ON.
- When set to On all Items will be free until turned Off.

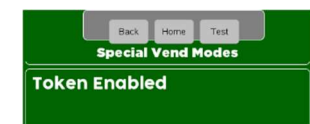


## TOKEN ENABLE

This Menu allows you to choose the Selection(s) the customer is permitted to purchase with Tokens or Coupons.

*Note: Tokens must be Enabled in the Monetary Menu under Bill Acceptance for Tokens or Coupons to work.*

Your Coin Mechanism or Bill Acceptor must be tuned and/or configured to accept your Token or Coupon.





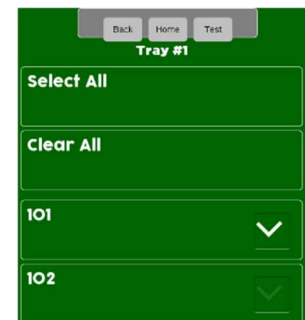
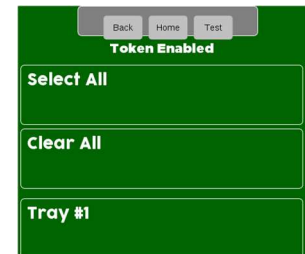
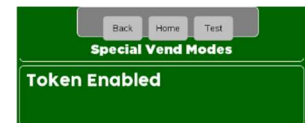
Touch Token Enabled Menu Bar to assign Selection(s) to work with Tokens/Coupons.

Select the Tray to assign Selection(s) to work with Tokens/Coupons. You can also select All (entire Machine) or Clear All Selections.

- For this example Tray #1.

Touch Select All, Clear All or individual Selections to add a checkmark to the Selections that you want to work with Token/Coupons.

- For this example Selection 101.



## **WINNER MODE**

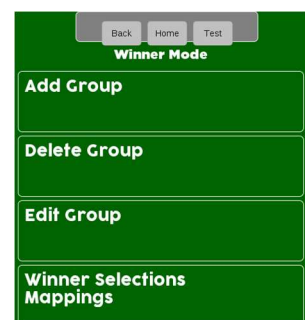
When Winner Mode is turned on:

- The customer will receive their Product and get their money back or an additional Item (programmable) at no charge.
- The Display will prompt the customer if they are a Winner.
- The frequency of a Winner is programmable.



By touching a Menu Bar on the Screen you can:

- Add Group
- Delete Group
- Edit Group
- View the current Winner Selections Mappings (Selections assigned to a Winner Group).



#### Adding a New Winner Group:

- To add a New Winner Group you must first set the Mode, Frequency, prize, By UPC, and Selections that are to be part of the Group.
- Once Selections are set, Touch Add a New Winner Group to create the Group.

**Note:** You will not be allowed to add a new Group without assigning Selections first.

Touch Mode Menu Bar to open a window to select winner or prize. Once you have selected, touch Accept to save your selection.

If set to winner the customer will receive their money back based on the frequency set. If set to prize, another Menu Item will appear on the Display. This is where you choose the Item the customer will win based on the Frequency set.

Touch Frequency Menu Bar to choose how often a customer will be a winner.

Use the keypad to enter the Frequency of a winner and touch Accept. If you set it to 50, every 50<sup>th</sup> person is a winner. If set to 1 everyone is a winner.

Back Home Test  
Add Group

Save Group

Mode prize

Frequency 0

prize 101

By UPC off on

Selections Nothing Selected

2/2 VII.3.1 B21 10/20/2020 10:34:59 73.00F

Back Home Test  
Add Group

Save Group

Mode prize

prize : 101

1	2	3
4	5	6
7	8	9
C	0	<X>

Accept Cancel

Back Home Test  
Add Group

Save Group

Mode prize

Frequency 0

Frequency : 0

1	2	3
4	5	6
7	8	9
C	0	<X>

Accept Cancel

Touch prize Menu Bar to enter the Selection Number that will contain the prize. This Menu will not be shown if winner was selected instead of prize.

Use the keypad to enter the Selection Number that will contain the prize and touch Accept to save.

Leaving the By UPC toggle in the Off position will cause the Menu Bar below it to say Selections and you can choose which Selection will be active for this winner event.

Changing the By UPC toggle to the On position will cause the Menu Bar below it to say by UPC/EAN Codes and you can choose which UPC Codes will be active for this winner event.

If using Selection Numbers for this event touch the Selections Menu Bar.

Choose a Tray for Items you want to initiate the Event.

- For this example Tray #1.

Back Home Test  
**Add Group**

Save Group

Mode prize

Frequency 0

prize 101

prize : 101

1	2	3
4	5	6
7	8	9
C	0	⌫

Accept Cancel

prize 101

By UPC Off On

Selections Nothing Selected

2/2 VII.3.1 b21 10/20/2020 10:34:39 73.00F

prize 101

By UPC Off On

UPC/EAN Codes Nothing Selected

2/2 VII.3.1 b21 10/20/2020 10:35:39 73.00F

prize 101

By UPC Off On

Selections Nothing Selected

2/2 VII.3.1 b21 10/20/2020 10:34:39 73.00F

Back Home Test  
**Selections**

Tray #1

Touch the Menu Bar to Select All, Clear All or add a checkmark to the Selections to work with Winner Mode. Touch Back to exit and choose another Tray to add additional Selections if desired.

- For this example Selection 101.

### **SAVE YOUR WORK!**

After entering your Parameters and selections for Winner Mode you must touch Add New Winner Group. If you do not touch Add New Winner Group before exiting, your settings will not be saved!

Touch Delete Group Menu Bar.

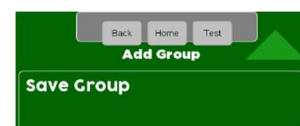
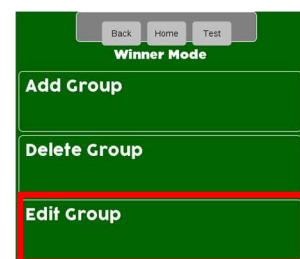
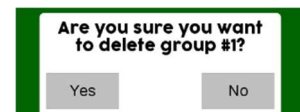
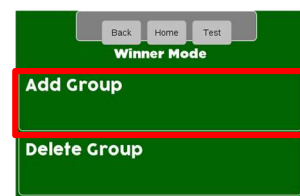
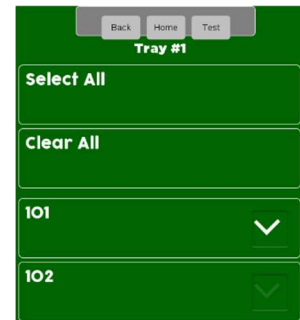
Touch Group # Menu Bar to Delete.

Touch Yes to confirm or No to cancel.

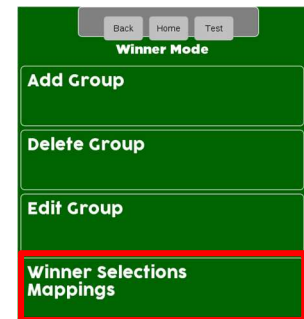
Touch Edit Group Menu Bar.

Touch Group # Menu Bar to Edit.

Touch the Item you wish to Edit. **Save the changes when you are done editing by selecting Save Group!!!**



Touch Winner Selections Mappings Menu Bar to view Selections currently assigned to Winner Groups.

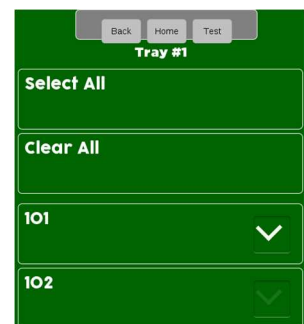


Touch the Tray # Menu Bar you wish to View.

- For this example Tray #1.

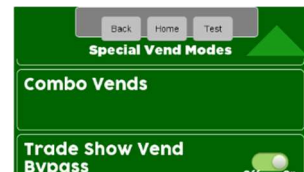


The Display will show you what Selection on each Tray is assigned (has a check mark) to a Winner group.




## **COMBO VENDS**

- The Combo Vends Menu allows you to set up a Selection to be offered in conjunction with another Selection.
- A Combo Vend can be a combination of two or three Products.
- All Products in a Combo Vend may be discounted or just the last Item.
- Items can be discounted by a Value or Percentage.
- Touch Combo Vends Menu Bar to access the Combo Vends set up Mode.



### **How Combo Vends Works**

1. Select the first Item and place it in the “Shopping Cart” by pressing the Shopping Cart Icon.
2. Select the second Item and place it in the “Shopping Cart”, if a third Item is part of the Combo Vend it must be placed in the Cart also.
3. Insert money and touch Check Out. 
4. All Items in the Cart will be delivered 1 at a time.
5. The discount will be Displayed and returned as change.

### **Rules for setting up Combo Vends**

- The Rapid Vend feature must be set to Off, so that the “Shopping Cart” function is activated.
- Both “Shopping Cart” Value & Number of Items must be set high enough to accommodate the needs of the Combo Vends Promotion.
- Two Items from the same Group will not get a discount.
- For two of the same Item to be discounted that Item must be in Group 1 & Group 2.

### The Combo Vends Menu allows you to:

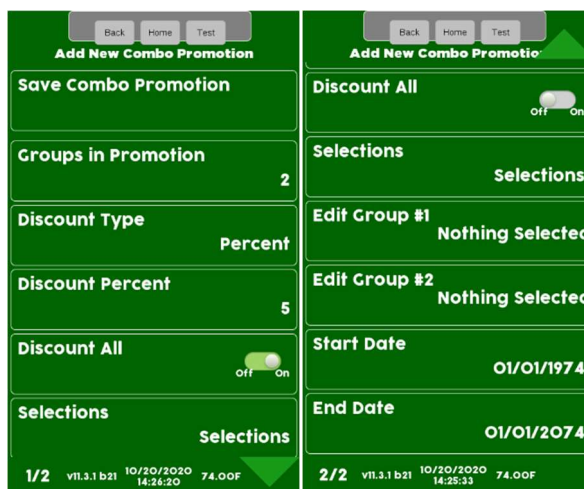
- Add a New Combo Vend Promotion.
- Delete an existing Promotion.
- Edit an existing Promotion.
- View the existing Selections set for a Combo Vend Promotion (Combo Vend Selection Mapping).



Touch Add New Combo Promotion Menu Bar.

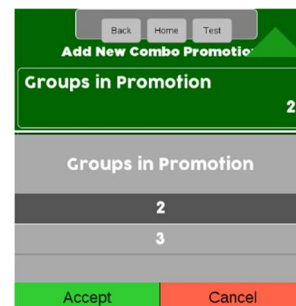


*Note: You must set up your Combo Vend options before you can save them by touching Save Combo Promotion. See step by step instructions on the following pages.*



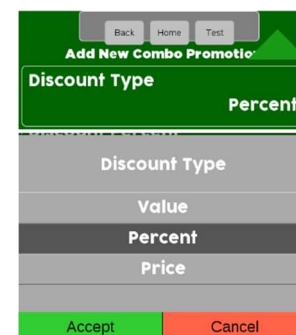
### Groups in Promotion

You can choose to have 2 or 3 Selections as part of a Combo Vend Group. Touch Menu Bar 2 or 3 to select number of Groups in Promotion. If you choose 3, the customer must buy three items that are part of the Group for the discount to apply. Touch Accept to Save.



### Discount Type

Use the keypad to enter the Discount Type by choosing Value, Percentage or Price. The Screen in the previous Menu will change to reflect choice of Discount Type. Touch Accept to Save.



## Discount Percent

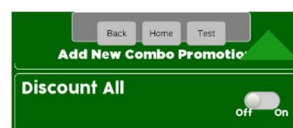
Touch the Discount Value, Percent or Price Menu Bar to set the discount amount.

Use the keypad to enter the amount of the discount by Value, Percent or Price based on what was chosen in the previous Menu. Touch Accept to Save.



## Discount All

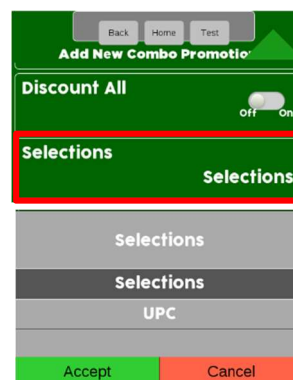
- Touch Discount All Menu Bar to toggle between Off and On.
- If you choose On, all Items that are part of a Combo Vend Group will all be discounted by the amount set.
- If you choose Off, only the last Item in the Discount Group will be discounted.



## Selections

Combo Vends can be set up by Selections (default) or UPC Codes. Choose the Selections Menu Bar to change between Selections and UPC Code. The current choice is shown on the bottom right of the Menu Bar.

Touch the Menu Bar on the Screen to choose Selections or UPC. Touch Accept to Save.



## Edit Groups

Touch the Menu Bar to set Selections for Group #1, Group #2 or Group #3. Group #3 will only appear if the number of Groups is set to 3.



Choose the Tray # or Tray #'s that contain Selections to be added to the Group # selected.

- For this example Tray #1.



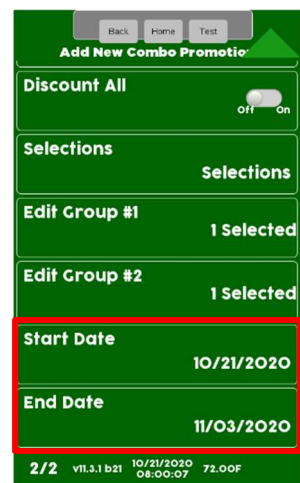


- To add all Selections on the Tray to the Group Touch Select All Menu Bar.
- To remove all Selections on the Tray from the Group Touch Clear All Menu Bar.
- Touch any Selection Number Menu Bar to add or remove a checkmark from that Selection. A checkmark means that Selection will be active for the Combo Vend Group.
- In some cases there will be a down arrow on the right side of the Screen, touching it will allow you to scroll down to additional Selections on the Tray that do not fit on the Screen.
- Touch the Back Icon to exit and choose another Tray to add additional Selections if desired.

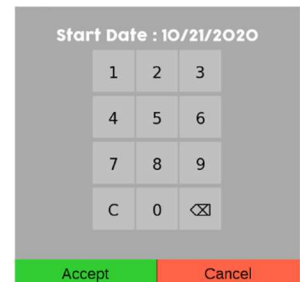


### Start / End Date

Touch the Menu Bar to enter a Start Date and End Date for the Combo Vend. A Start Date must be entered. If no End Date is entered the Combo Vend Promotion will not end.



Enter the Start Date or End Date as selected on the Menu Bar pictured to the right. The date should be entered as selected in the Time Date Menu. In the US that is MM/DD/YYYY.



After entering all options & times for all Groups touch the Up Arrow Icon to go back to the Screen on the right.

If you are setting a Custom Message for Combo Vends continue to the next Screen.

**Important:** If you are not setting a Custom Message, be sure to save your Combo Vend settings by touching Save Combo Promotion. If you fail to do so your settings will not be saved! You must have Selections added into all Groups before you can save by touching Save Combo Promotion.



## Delete Promotion

Touch Delete Promotion Menu Bar to delete an existing Promotion.

Select the Promotion # to Delete.

Touch YES to confirm or NO to cancel.

## Edit Promotion

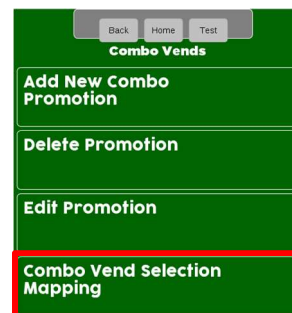
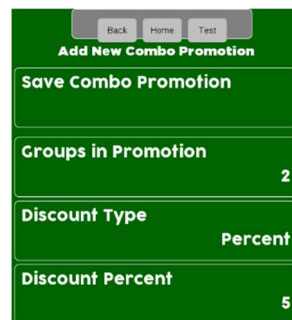
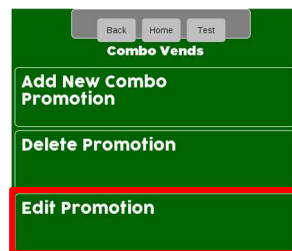
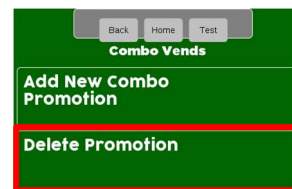
Touch Edit Promotion Menu Bar to Edit an existing Promotion.

Select the Promotion # you want to Edit.

Select the Item you wish to Edit. **Save the changes when you are done Editing by touching Save Combo Promotion.**

## Combo Vend Selection Mapping

Touch Combo Vend Selection Mapping Menu Bar to view Selections currently assigned to a Combo Vend.

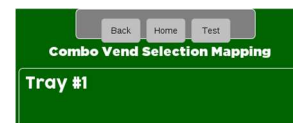


Touch the Tray # Menu Bar you wish to View.

- For this example Tray #1.

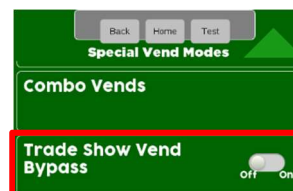
The Display shows each Selection/UPC on the Tray and the Promo # it is assigned to or unassigned.

- When no UPC Code is available, the default is the selection#.



## TRADE SHOW VEND BYPASS

- The Trade Show Vend Bypass Menu Bar is used to toggle between Off and On.
- This function is for Factory Engineering use only and should not be used in the field.



## RAPID VEND

- When Rapid Vend Mode is set to On the Machine will work as a single Vend only merchandiser.
- The Product will vend as soon as a Selection is made without touching Check Out.
- Touch Rapid Vend to toggle between Off and On.
- **Note: The Shopping Cart is automatically disabled when Rapid Vend is turned On, and will prevent consumers from making multiple Selections during a single transaction.**



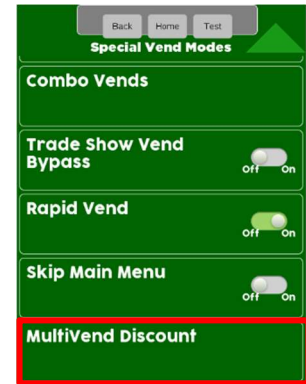
## SKIP MAIN MENU

- When Skip Main Menu is set to On and the Idle Loop (standby screens) Screen is touched the Screen will immediately transition to the Numeric Keypad Screen bypassing the Main Menu Screen with options to Make a Selection, View Promotions, & Nutrition Facts. When Planogram Libraries or multiple Promotions are not used this is an extra Screen that is not necessary and eliminating it speeds up the vend process.
- The default for Skip Main Menu is Off, meaning the Main Menu Screen will be displayed when the Idle Loop (standby screens) Screen is touched the screen will immediately transition to the Main Menu Screen with options to Make a Selection, View Promotions, & Nutrition Facts.



## MULTIVEND DISCOUNT

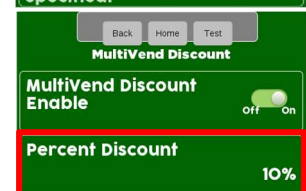
- When MultiVend Discount is set to On all Selections in the Shopping Cart with 2 or more Items are discounted by the percentage specified.
- When set to On, the Display will show the message “All selections in a cart with two or more items will be discounted by the percent amount specified.”
- This discount applies to all Selections and is not settable by specific Selections.
- This discount when On, will be On until it is turned Off, it is not settable by time of day or days of week.
- If you want to set specific Selection combinations to be discounted or discounts by time of day see the Combo Vends or Timed Events Menu instructions.



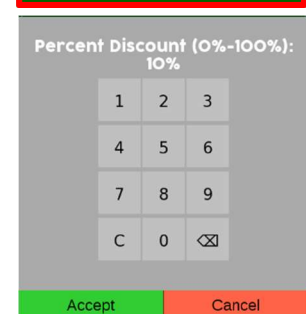
Touch the MultiVend Discount Enable Menu Bar to toggle to On.



A Percent Discount Menu Bar will appear. Touch the Menu Bar to change the Percentage of the Discount.

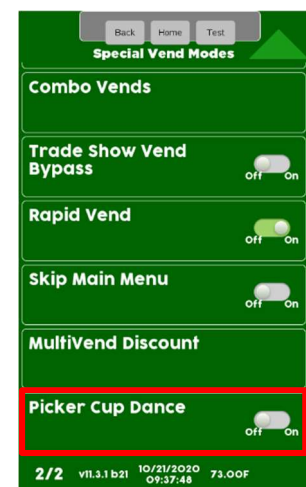


Use the keypad to enter a new Discount Percentage. Touch Accept when finished.



## PICKER CUP DANCE

- Touch the Picker Cup Dance Menu Bar to toggle this function On.
- This feature can help hard to vend products seat better in the cup during the vend process.
- When set to On the Picker Cup Dance will cause the Picker Cup to move down and up during the delivery cycle to insure the Product is seated in the Picker Cup, and reduces the possibility of the Product contacting other Products on the way to the Delivery Port.



## SECURITY CODES

- The first Menu, Enter PIN allows you to enter an existing PIN number to access other Menus.
- The second, third, fourth, and fifth Menus allow you to change the existing PIN numbers for accessing the different Menus.
- The Route Driver Price Menu allows price changing using the Driver PIN.
- **Warning: If you change the PIN, don't forget it, you won't be able to access the Service Mode without it.**

### ENTER PIN

Touch Enter PIN Menu Bar.

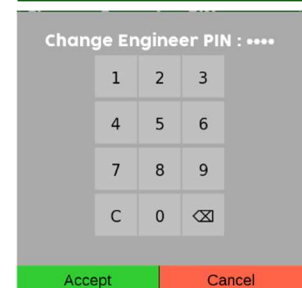
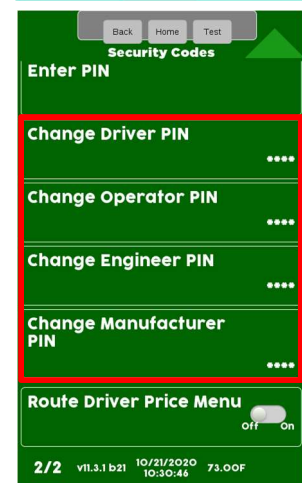
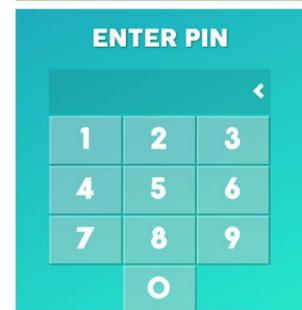
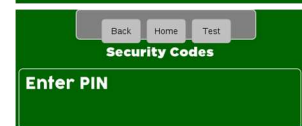
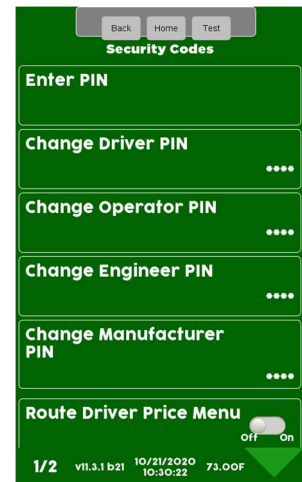
A window with keypad will appear, enter your existing PIN.

### CHANGE DRIVER, OPERATOR, ENGINEER OR MANUFACTURE PIN

Touch a Menu Bar to change the existing Driver, Operator, Engineer, or Manufacturer PIN number.

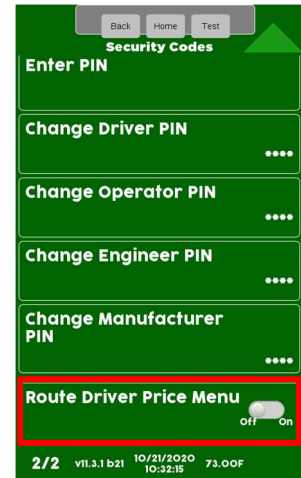
Enter your new PIN Number for the Selected Menu PIN using the keypad.  
Touch Accept when finished!

**Warning: If you change the PIN, don't forget it, you won't be able to access the Service Mode without it.**



## ROUTE DRIVER PRICE MENU

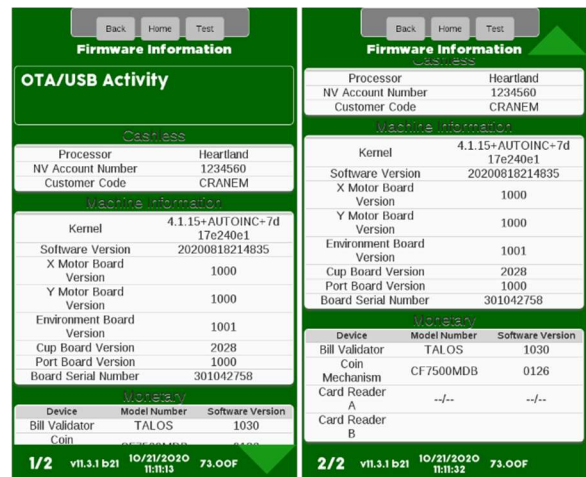
Touch the Route Driver Price Menu Bar to toggle between Off and ON. The Route Driver Price Menu when set to On allows price changing using the Driver PIN number.



## FIRMWARE INFORMATION

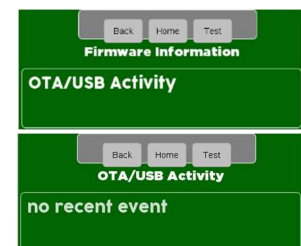
Touching Firmware on the keypad brings up an information Screen that displays the following information:

- All the Monetary peripherals in the Machine including Model Number and Software Version.
- The Software Version of the X Motor Board, Y Motor Board, Environment Board, Cup Board and Port Board.
- The Serial Number of the Atlas Control Board, along with the Software Version, and Kernel file Version.
- If Crane Cashless is used it will also show the Processor, Customer Account Number and Customer Code.



## OTA/USB ACTIVITY

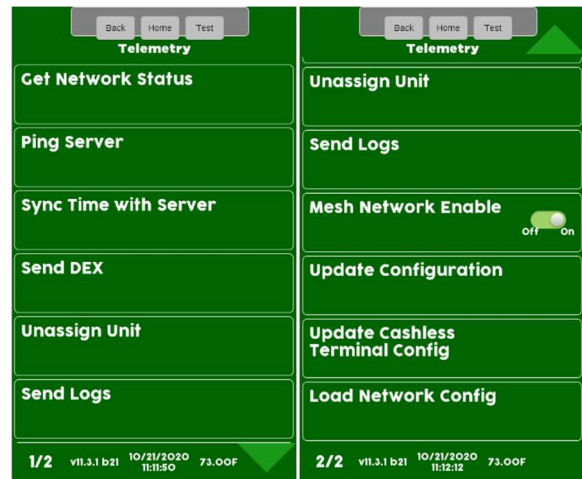
This feature is used to view any OTA (over the air) activity or USB Activity when updating planograms, advertising.



## TELEMETRY

The Telemetry Menu is used to set up your:

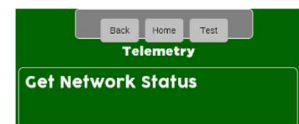
- Integrated Wireless Radio
- Cashless
- Remote DEX Alerts
- The Telemetry Menu also allows you to send a DEX file on demand in addition to the scheduled times.
- **Driver Cards are available to send a DEX read when servicing the Machine, or you can send a DEX from this menu or the Driver Menu (PIN 1111) has a Send DEX Icon.**



## GET NETWORK STATUS

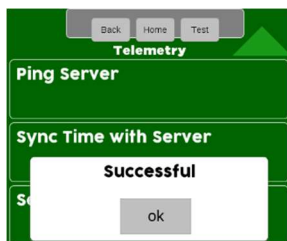
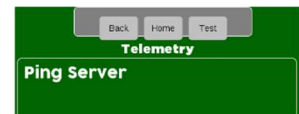
To view the current Network Status touch Get Network Status Menu Bar.

The Screen will open a window that shows the current Network Status.

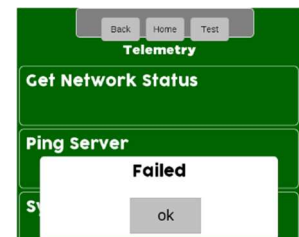


## PING SERVER

Touch Ping Server Menu Bar to Ping the Server.



If the Pinging the Server is unsuccessful, then perform Radio Diagnostics to determine the issue. Resolve before continuing.



## SYNC TIME WITH SERVER *(only present when assigned)*

Touch Sync Time with Server to sync the time of the vender to the network.

The display will respond with the status of the vender and the network.





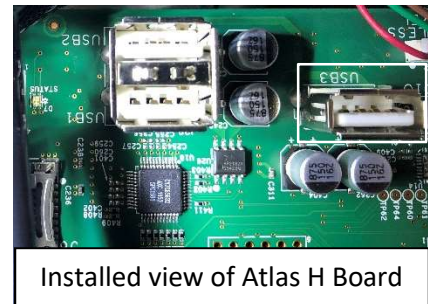
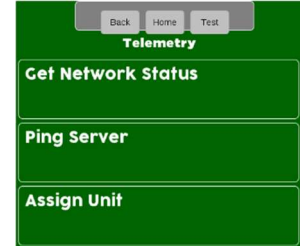
## ASSIGNING UNIT

Before assigning the Unit, you must establish an account with the Card Processor and Crane Streamware. If you have any questions, contact your Crane Distributor or the Crane Sales Representative in your area.

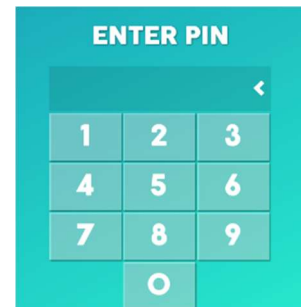
- When the customer account is established, Crane Streamware will email the customer a configuration *digitally signed* (VIX) file to upload and assign the Vender. *Note: You can not use your Media 1 (VIX) file.*
- Create a folder on your USB Flash Drive named “atlas”. Copy your VixConfigData.cfg file to this folder.

Verify the Radio is connected to USB 1 port on the Atlas Board. USB 1 is the high-power USB port.

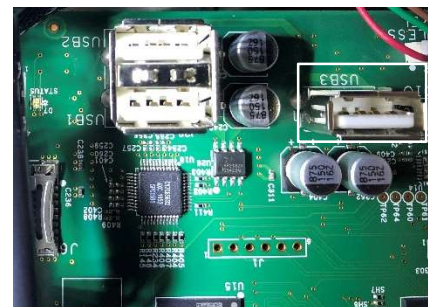
All Refresh 6 Media Models require a digitally signed VIX file. Contact CMS Service at [service@cranems.com](mailto:service@cranems.com) and provide your current VIX file, or provide your account number and SW Code. A file will be prepared and then digitally signed, and returned to you. This file will be required to assign Machines to your account.



Access the Service Mode by entering PIN 3333.



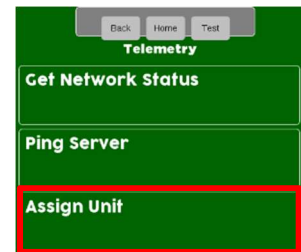
Insert the Flash Drive with the digitally signed VixConfigData.cfg file into USB 3 on the Atlas Control Board.



Touch Telemetry Menu Bar on the Screen.



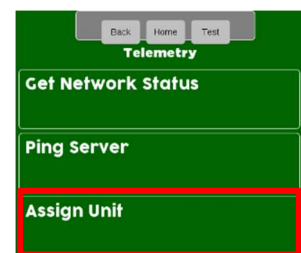
Touch Assign Unit Menu Bar, the Display will show you the available VIX file(s) (accounts information) on the Flash Drive and prompt you to choose a file.



The Machine will prompt you to identify the Machine by entering a Machine ID using the keypad below and touch Accept to Save.



Touch Assign Unit Menu Bar, the Display will show you the available digitally signed VIX file(s) (accounts information) on the Flash Drive and prompt you to choose a file.



All Refresh 6 Media Models will require a digitally signed VIXConfigData.cfg file to assign the Machine. Also the Machine Atlas Board Number must be correctly associated with the assigned Customer Number to permit assignment to complete. Contact [support@craneconnectivity.com](mailto:support@craneconnectivity.com) to insure your Machine is properly associated before proceeding.

Contact your local FSE for assistance in obtaining a digitally signed VIX file used during assignment.

If a non-digitally signed VIX file is attempted to be used, you will receive error messages.



A digitally signed VIX file will result in a message similar to one shown.

Also you will be asked to confirm this is the file you want to use.



Once a digitally signed VIX file is used, AND the Atlas Board serial number is found on DMS, and is correctly associated with the correct matching Customer, the Machine will be assigned. DMS will ask for a specific alphanumeric identification for this Machine. Simplest would be to use the Machine serial number, or a location specific name. Repeating location specific names is not permitted.

## **SEND DEX**

Touch Send DEX will cause the machine to send a DEX report to Streamware Connect Server. This option is only seen in Assigned Unit Menu.

The Display will respond with results of the request.

## **UNASSIGN UNIT**

Touch Unassign Unit to unassign a unit that is currently assigned.

This option is only seen in Telemetry Assigned Unit Menu.

## **SEND LOGS**

Touch Send Logs to send log files information to Streamware Connect Server. This option is only seen in Telemetry Assigned Unit Menu.

## **LOAD NETWORK CONFIG**

This option is seen in both Telemetry Assigned and UnAssigned Unit Menus. If the "Flash stick not found" message is displayed, the system cannot detect that a USB stick has been inserted into the Atlas board. Make sure the USB stick is properly formatted and contains an atlas folder.

## **SHOW NETWORK CONFIGURATION (AVAILABLE PRIOR TO ASSIGNING)**

Touch Show Network Configuration Menu Bar. This option is only seen in Telemetry UnAssigned Unit Menu.

The Current Network Configuration will be shown on the Display.

## DIAGNOSTICS

Touching the Diagnostics Icon will cause the Diagnostics Screen to appear. This Screen will show any existing Active Errors along with time and date the Errors occurred.

- The Icon will be Red (shown) when there are Active Errors, otherwise it will be gray.
- The Diagnostics Screen automatically appears when entering the Service Mode if Errors exist.
- The Errors do not need to be cleared from Active Errors, when an Error is corrected it will automatically be deleted from the Active Error list.
- If a selection/s has been enabled in Health Control and has not met the health standards for perishable products, a health error will be reported. Touch Clear health check error to reset the health timer.
- Last Reboot Reason and the Uptime Since Last Reboot are also shown for informational and troubleshooting purposes.
- If the Error Screen is full, a down arrow will appear on the bottom right side of the Screen allowing the user to scroll down to a second Screen of Errors.

Diagnostics		
Active Errors		
EventID	time	date
Coin Tube 3 Empty	15:28	10/21/2020
Coin Tube 2 Empty	15:28	10/21/2020
Coin Tube 1 Empty	15:28	10/21/2020
Coin Tube 0 Empty	15:28	10/21/2020
Use exact change	15:28	10/21/2020
Port Board Not Tested	15:18	10/21/2020
X Board Not Tested	15:18	10/21/2020
Y Board Not Tested	15:18	10/21/2020
Env Board Not Tested	15:18	10/21/2020
Uptime Since Last Reboot		
0 hours 12 minutes		
1/2	v11.3.1 b21	10/21/2020 15:30:33 74.00F

Clear health check error	
Uptime Since Last Reboot	
0 hours 52 minutes	
Last Reboot Reason	
application_crashed	
2/2	v11.3.1 b21 10/21/2020 15:18:02 74.00F

**NONE** - No errors have occurred.

### Selection Error

**Selection ###** - Sold Out

### VEND MECH ERROR

**Horiz** – Horizontal Drive System issue.

**Vert** – Vertical Drive System issue.

**X Motor Home** – X Motor Board has tried to home the mechanism but has failed.

**Y Motor home** – Y Motor Board has tried to home the mechanism but has failed.

**Picker Home Failure** – Picker In sensor error issue.

**Pick 0** – Picker Out sensor error issue.

**Cup Return Spring** – Picker Return Spring issue.

**Port Close Failure** – Port Door failed to close.

**Port Open Failure** – Port Door failed to open.

**VS** – Port Vend Sensor issue.

**X Motor Failure** – X Motor has not been Home since power on.

**Y Motor Failure** – Y Motor has not been Home since power on.

**XSWITCH** – X Board reporting X Home Switch stuck open or closed.

**YSWITCH** – Y Board reporting Y Home Switch stuck open or closed.

### ATLAS ERRORS

**FRAM** – Memory module read/write error.

**RTC** – RTC read/write error, clock error.

**SF** – Decimal error.

**RCRC** – software not loaded properly.  
**LB** – Low Battery.  
**DS** – Door Switch has been open for more than 1 hour.  
**PWR OUT** – Power has been off since the last time errors were cleared.  
**CTRL FCTRY TST** – factory test not completed (does not always cause an issue).  
**No Monetary** – The coin mech or bill validator is not connected

#### **COIN MECH ERROR**

**CM No Comms** – Coin Mech disconnected.  
**CM Ts** – Tube Sensor defective.  
**CM Ic** – No coin accepted for 96 hours (4 days).  
**CM TjXX** – Tube Jam.  
**CM Crch** – Check sum.  
**CM EE** – Excessive Escrow pressed (255 times between coin arrivals).  
**CM La** – Low Acceptance count.  
**CM Dis** – Acceptor unplugged (disconnected).  
**CM Rout** – Coin Routing error.  
**CRM Failure** - Coin Return Motor Drive Failure  
**CM acceptor** - Acceptor Jam (CM Acceptor Jammed)  
**CM all tube error** - Coin Mech All Tubes Error (CM All Tubes Error)  
**CM Tube Error** - Coin Mech Tube Error  
**Coin Tube # Empty** – Coin Tube # needs coins  
**CM Sensor Error** - Coin Mech Sensor Error

#### **NOTE ACCEPTOR ERROR**

**BV no com** – Note Acceptor disconnected.  
**BV stacker error** – Stacker Full.  
**BV Bill** – Defective Motor.  
**Recycler Jam** – Validator Bill Jam.  
**BV Brch** – ROM Checksum error.  
**BV recycler cassette** – Stacker out of position (Open).  
**BV sensor Error** – Bill Sensor problem.

**CARD READER ERROR** – these errors are reported by the card readers and should be addressed through the card reader manufactures.

**CR Comms Error**  
**CR Manuf Trans Error**  
**CR Service Error**  
**CR Manufact Error**  
**CR Failed OOS Error**  
**CR Comms OOS Error**  
**CR Manufact OOS Error**  
**CR Jam OOS Error**  
**CR Manufact OOS Error**

#### **REFRIG ERROR**

**Temperature sensor** – Temperature Sensor issue.  
**Cabinet Too Cold** – Temperature Too Cold.  
**Cabinet Too Hot** – Temperature Too Hot.

**Cabinet not cooling** – Compressor not cooling.

**Health control** – Health Guard error.

### **CABINET CONTROL ERRORS**

**CC Power** – Power Error.

**Cup Board Not Tested** – Cup Board factory test not completed. (does not always cause an issue)

**Env Board Not Tested** – Environmental Board factory test not completed. (does not always cause an issue)

**Port Board Not Tested** – Port Board factory test not completed. (does not always cause an issue)

**X Board Not Tested** – X Motor Board factory test not completed. (does not always cause an issue)

**Y Board Not Tested** – Y Motor Board factory test not completed. (does not always cause an issue)

**Cup Board No Comm** – Cup Board Communication issue.

**Env Board No Comm** – Environmental Board Communication issue.

**Port Board No Comm** – Port Board Communication issue.

**X Board No Comm** – X Motor Board Communication issue.

**Y Board No Comm** – Y Motor Board Communication issue.

**C Reset** – Cup Board reset unexpectedly.

**E Reset** – Environmental Board reset unexpectedly.

**P Reset** – Port Board reset unexpectedly.

**X Reset** – X Motor Board reset unexpectedly.

**Y Reset** – Y Motor Board reset unexpectedly.

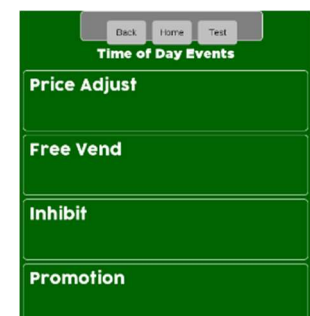
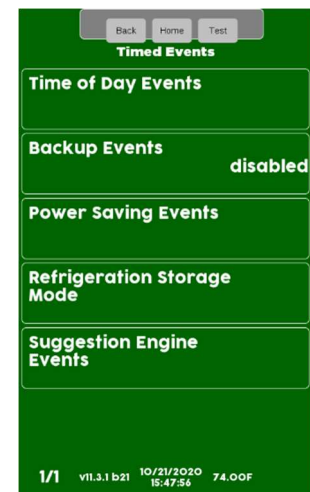
### **TIMED EVENTS**

Timed Events Menu allows you to:

- Create Time of Day Events including Promotions.
- Backup your Current Events.
- Create Power Saving Events.
- Refrigeration Storage Mode.
- Create Suggestion Engine Events.

When you choose Time of Day Events the following four options will appear on the screen.

- Price Adjust
- Free Vend
- Inhibit
- Promotion



Time of Day Events are arranged in an order of precedence. In other words, one has priority over another.

The hierarchy of Time of Day Events is:

1. Inhibit
2. Free Vend
3. Promotion

This means that if an Inhibit Event affecting all Selections is active, and a Free Vend Event or a Promotion Event are scheduled, when the Inhibit Event is scheduled, the Free Vend and the Promotion Event(s) are temporarily disabled until the end of the Inhibit Event.

There are other settings within the Machine that could affect the value of the discount provided. If you find that the discount amount appears incorrect, check these settings.

- Multi-Vend Discount is located in the Special Vend Mode Menu, and is a percentage discount provided to a customer for purchasing multiple Items in a single transaction.
- Cash Discount is located in the Monetary Menu, and provides a defined cash discount to a customer who purchases a Selection using cash (coins, bills or stored value Card) instead of a Credit Card.

### Helpful Tips

- All Events will not have the same Menus. As an example, a Price Adjust Event will have a discount feature that a Power or Backup Event would not have.
- In some cases some Menus will not be present until another Menu is enabled.
- Events are settable daily or weekly. When daily is chosen you choose the days of the week so the Event **does not cross over midnight**. As an example, if you were to set a Power Event from 10:00 PM to 6:00 AM that would be two separate Events. The first from 10:00 PM to 11:59 PM and the second from 12:00 AM to 06:00 AM.
- All Events will have a Save This Event Menu Bar. This is used to save the Event after you have set all the other Menus in an Event. Save your changes frequently.
- If your Event has a large Menu that continues on to a second Screen, **use the up and down arrow key to scroll back up to the first Screen to Save**. If you touch the Exit or Back Icon you will loose any changes and be starting over.

### Price Adjust

- The Price Adjust Menu allows you to set times and/or day(s) when the Prices will adjust automatically.
- The Menu Bars on the right contain all the options that need to be set and may change depending on your Selections.
- Price adjustments can be set by Value or Discount by changing the Price Adjust Type.

The image displays two screenshots of the 'Create Price Adjust Event' interface. The left screenshot shows the initial setup options: 'Save This Event', 'Remove This Event', 'Enable State' (Off), 'Price Adjust Type' (Discount Percent), 'Discount Percent' (0%), 'Frequency' (Daily), and a bottom status bar. The right screenshot shows the configuration details: 'Start Date' (01/01/2020), 'End Date' (01/01/2074), 'Start Time' (00:00), 'Stop Time' (00:00), 'Days of Week', 'By UPC' (Off), and a 'Selections' section at the bottom showing 'nothing selected'.



## Price Adjust (continued)

- Price Adjust has one Menu that is not used in any other Event, that Menu is:
  - Price Adjust Type – This Menu allows you to set either Discount %, Surcharge %, Discount Value, Surcharge Value, or Price for the Event.
- Save your changes often by choosing Accept then Save This Event. If you exit without choosing Save This Event your changes will be lost!

Price Adjust Type
Discount Percent
Surcharge Percent
Discount Value
Surcharge Value
Price
Accept
Cancel

## Free Vend

- The Free Vend Menu allows you to set a time and/or day(s) when the Machine will go on Free Vend automatically.
- The Menu Bars on the right contain all the options that need to be set up for your Event and may change depending on your Selections.
- You can choose the Selections for your Free Vend Event.
- This Menu is different from Winner Mode and all Selections chosen will be Free for the times and days set.
- Save your changes often by choosing Accept then Save This Event. If you exit without choosing Save This Event your changes will be lost!

Back	Home	Test
Create Free Vend Event		
Save This Event		
Remove This Event		
Enable State <input type="checkbox"/>		
Frequency Daily		
Start Date 01/01/2020		
End Date 01/01/2074		
1/2 v11.3.1 b21 10/22/2020 09:11:12 73.00F		
End Date 01/01/2074		
Start Time 00:00		
Stop Time 00:00		
Days of Week		
By UPC <input type="checkbox"/>		
Selections nothing selected		
2/2 v11.3.1 b21 10/22/2020 09:11:19 73.00F		

## Inhibit

- The Inhibit Menu allows you to set times and/or day(s) when specific Selections or all Selections in the Machine are not available for purchase.
- You can set multiple Inhibit Events per day if necessary.
- The Menu Bars on the right contain all the options that need to be set up for your Event and may change depending on your Selections.
- Save your changes often by choosing Accept then Save This Event. If you exit without choosing Save This Event your changes will be lost!

Back	Home	Test
Create Inhibit Event		
Save This Event		
Remove This Event		
Enable State <input type="checkbox"/>		
Frequency Daily		
Start Date 01/01/2020		
End Date 01/01/2074		
1/2 v11.3.1 b21 10/22/2020 09:12:45 73.00F		
End Date 01/01/2074		
Start Time 00:01		
Stop Time 11:59		
Days of Week		
By UPC <input type="checkbox"/>		
Selections 9 Selected		
2/2 v11.3.1 b21 10/22/2020 09:14:04 73.00F		

## Promotion

- Promotion allows you to choose one or more pre-defined Promotions to offer the customer a discount for purchasing multiple Items during a single transaction.
- Each Promotion has a pre-programmed advertisement that advises the customer that the Promotion(s) are available.
- The recommended maximum number of Promotions stored is six.

### Available Pre-Defined Promotions

The screenshot shows the 'Create Promotion Event' screen with a list of promotion types. At the top are 'Back', 'Home', and 'Test' buttons. The title is 'Create Promotion Event'. Below it is a 'Promotion type' section with a 'Choose a Type' button. The list of types includes: Any Two Items, Any Snack And Drink, Any Bar And Drink, Any Two Snacks, Any Two Bars, Any Two Drinks, Any Two One Free, Any Three Items, and Food Snack Drink. At the bottom are 'Accept' and 'Cancel' buttons.

The screenshot shows the 'Create Promotion Event' screen with configuration options. At the top are 'Back', 'Home', and 'Test' buttons. The title is 'Create Promotion Event'. Below it are buttons for 'Save This Event' and 'Remove This Event'. There is an 'Enable State' toggle switch set to 'On'. Below that is a 'Promotion type' section with a 'Choose a Type' button. Then a 'Price Adjust Type' section with a 'Discount Value' button. Below that is a 'Discount Amount' section showing '\$0.05'. At the bottom is a status bar with '1/2', 'v11.3.1 b21', '10/22/2020 09:14:49', and '73.00F'.

## Backup Events

The Backup Events Menu allows you to create a backup of the Events you have created.

This Menu also allows you to program the time and day or days you wish to Backup the Events.

The image shows two screenshots of the 'Backup Events' menu. The left screenshot shows the 'Timed Events' section with options for 'Time of Day Events', 'Backup Events' (disabled), 'Power Saving Events', 'Refrigeration Storage Mode', and 'Suggestion Engine Events'. The right screenshot shows the 'Backup Events' section with options for 'Save This Event', 'Enable State' (toggle switch set to 'On'), 'Start Time' (00:01), and 'Days of Week'. Both screenshots have a status bar at the bottom with '1/1', 'v11.3.1 b21', '10/21/2020 15:47:56', and '74.00F' on the left, and '1/1', 'v11.3.1 b21', '10/22/2020 09:17:43', and '73.00F' on the right.

## Power Saving Events

- The Power Saving Events Menu allows you to create Events where the 2 Light Assemblies in the right wall of the refrigerated compartment will turn off to save energy.
- This Menu allows you to program the time and day or days you wish the Power Saving Events to be active.
- There is one additional feature that is only in the Power Saving Events Menu. This feature allows you to set the number of minutes of inactivity (Inactivity Minutes) before the Machine goes into Power Saving Mode.
- Inactivity Minutes are settable from 1 to 600.
- **Save your changes often by choosing Accept then Save This Event. If you exit without choosing Save This Event your changes will be lost!**

## To Create New Event

Touch the type of Event you wish to Create Menu Bar.

If you choose Time of Day Events you will need to choose the Event Type, all other choices will take you to the next Screen.

Touch Create Event Menu Bar.

## To Create/Remove Event

Program all options for an Event before saving. **Once the Event details are programmed Touch Save This Event to save or your changes will be lost!**

Touch Remove This Event to delete the Event you are working on. **Be aware if you remove Event 1 and you have multiple Events, what was Event 2, now will become Event 1. Also there is no confirmation Screen for removing an Event so be careful!**

### Enabling & Frequency of the Event

Touch Enable State to toggle the state of the Event between Off and On. Choosing Off allows an Event to remain stored in the Machine for future use – it is not necessary to remove the Event.

In Time of Day Events if the Event involves changing Prices touch Price Adjust Type and a Screen will pop up with the type of price adjustment options to choose from. Touch Accept to Save.

Touch the Discount Percent, Value or Price depending on what you set the in the last Menu to set the Discount amount. If the Event does not involve money this Menu will not appear.

Touch the Display to toggle the Frequency of the Event between Daily and Weekly.

*Note: When you choose Daily you have a choice of a Start Date, End Date, Start Time, Stop Time and Days of Week.*

*Note: When you choose Weekly you have a choice of a Start Day and End Day also.*

The top screenshot shows the 'Create Price Adjust Event' screen with the following fields: 'Save This Event', 'Remove This Event', 'Enable State' (toggle), 'Price Adjust Type' (Discount Percent), 'Discount Percent' (0%), 'Frequency' (Daily), 'Start Date' (01/01/2020), 'End Date' (01/01/2024), 'Start Time' (00:00), 'Stop Time' (00:00), and 'Days of Week'. The bottom screenshot shows the same screen with 'Frequency' set to 'Weekly', and additional fields for 'Start Day' (monday) and 'End Day' (sunday).

### Setting Start/Stop Time & Date

- The Start Date is the Date the Event will start.
- The End Date is the Date the Event will stop and no longer be active. If no End Date is set the Event will not end. The Event will continue as long as the Enable State for the Event is On.
- Touch Start Time on the Display to enter the time you want the Event to start. As an example, if this is an Inhibit Event set for all Selections, this is the time the Machine will stop accepting money.
- The Stop Time is when the Inhibit Event is to stop and the Machine will start taking money again.

The screenshot shows the 'Create Price Adjust Event' screen with the following fields: 'Start Date' (01/01/2020), 'End Date' (01/01/2024), 'Start Time' (00:00), 'Stop Time' (00:00), 'Days of Week', 'By UPC' (toggle), and a status bar at the bottom showing '2/3', 'v11.3.1 b21', '10/21/2020 15:50:39', and '74.00F'.

## Setting up Selections for the Event

In Price Adjust, if you touch Create Event, then Create Price Adjust Event, leaving the By UPC toggle in the Off position will cause the Menu Bar below it to say Selections and you can choose which Selection/s will be active for this Timed Event.

Back Home Test

Create Price Adjust Event

End Date 10/22/2022

Start Time 00:00

Stop Time 00:00

Days of Week

By UPC Off On

Selections nothing selected

3/3 v11.3.1 b21 10/21/2020 15:21:45 74.00F

Changing the By UPC toggle to the On position will cause the Menu Bar below it to say by UPC/EAN Codes and you can choose which UPC Codes will be active for this Timed Event.

Back Home Test

Edit Price Adjust Event #7

End Date 10/22/2022

Start Time 00:01

Stop Time 11:59

Days of Week

By UPC Off On

UPC/EAN Codes nothing selected

3/3 v11.3.1 b21 10/27/2020 13:48:33 73.00F

## Setting up Selections for the Event

If using Selection numbers for this Event touch the Selections Menu Bar.

Back Home Test

Create Price Adjust Event

End Date 10/22/2022

Start Time 00:00

Stop Time 00:00

Days of Week

By UPC Off On

Selections nothing selected

3/3 v11.3.1 b21 10/21/2020 15:21:45 74.00F

Back Home Test

Selection

Tray #1

Choose a Tray for Items you want to initiate the Event.

- For this example Tray #1.

Touch the Menu Bar to Select All, Clear All or add a checkmark to the Selections to be affected by the Event Settings. Touch Back Icon to exit and choose another Tray to add Selections to if desired.

- For this example Selection 101.

## **REFRIGERATION STORAGE MODE**

Touch Refrigeration Storage Mode Menu Bar.

Touch the Create Event Menu Bar.

This will open Create Refrigeration Storage Event page 1 of 2.

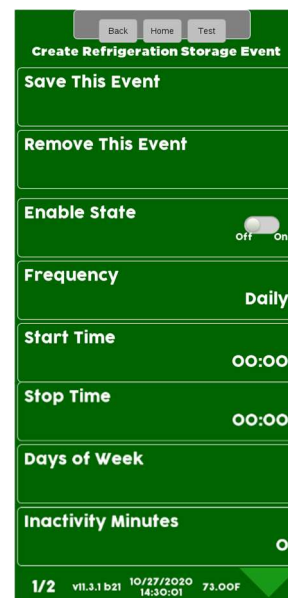
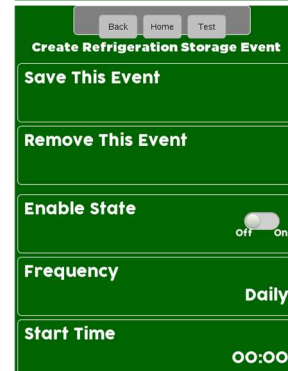
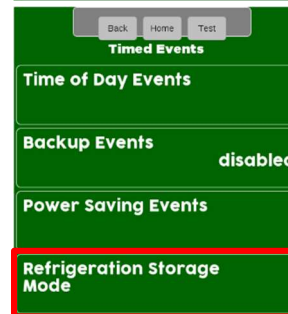
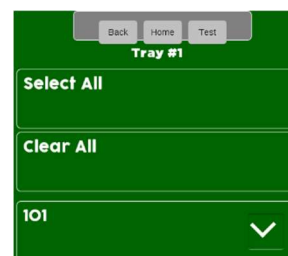
Touch a Menu Bar to set Frequency, Start Time, Stop Time, Days of Week, or Inactivity Minutes.

You can set multiple Events per day if necessary.

The Menu Bars on the right contain all the options that need to be set up for your Refrigeration Storage Mode Event and may change depending on your Selections.

Save your changes often by choosing Accept then Save This Event. If you exit without choosing Save This Event your changes will be lost!

To program the Refrigeration Storage Set Point, advance to System Settings>Refrigeration Settings>Storage Set Point.





## SUGGESTIVE ENGINE EVENTS

Touch Suggestion Engine Events Menu Bar.

This will open options to select Featured product suggestion or Shopping cart suggestion Menu Bars. Select one.

Touch the Create Event Menu Bar. From there you choose times, days of the week and the suggestion type.

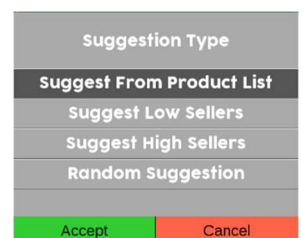
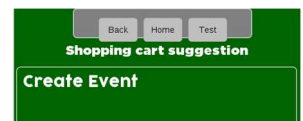
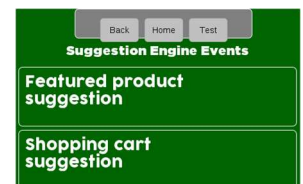
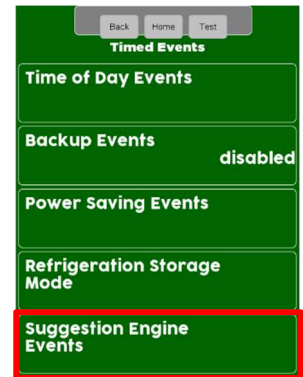
Touch a Menu Bar to Enable Event, Set Start Time, Stop Time, Days of Week, Suggestion Type, or Products.

You can set multiple Events per day if necessary.

The Menu Bars on the right contain all the options that need to be set up for your Suggestion Engine Event and may change depending on your Selections.

Save your changes often by choosing Accept then Save This Event. If you exit without choosing Save This Event your changes will be lost!

Suggestion Type Menu shown on the right. Press option required, then Accept or Cancel.



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[illegible]