CRANE MERCHANDISING SYSTEMS
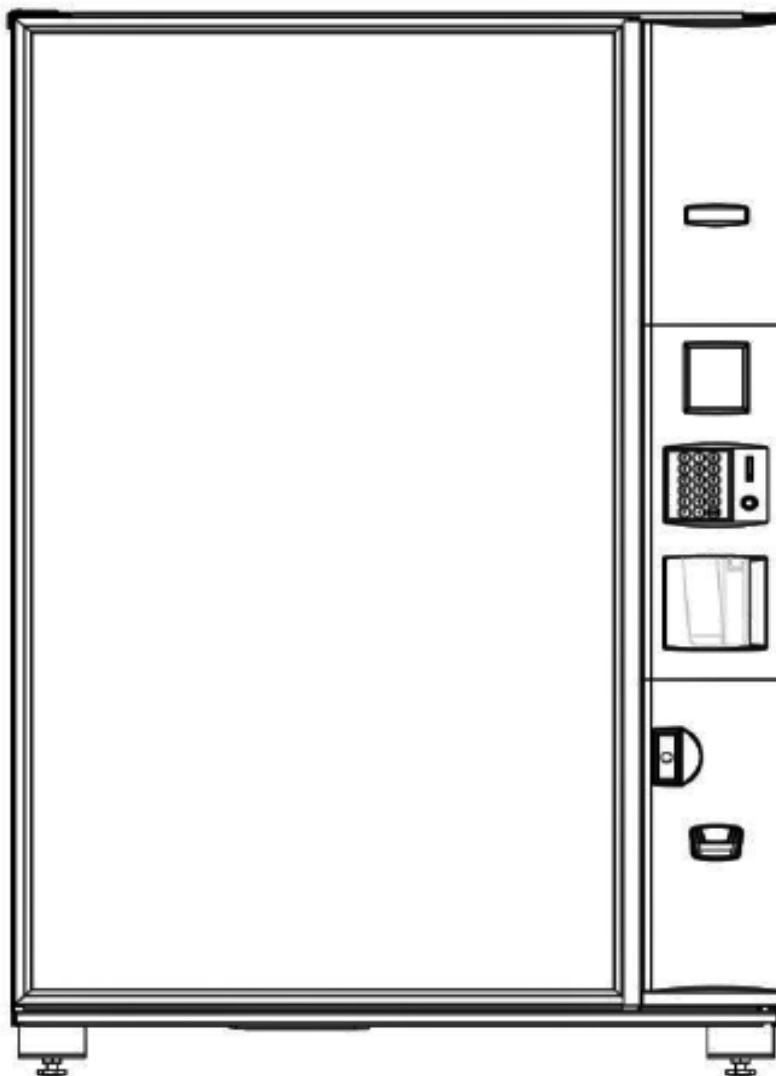
BevMAX Refresh   Coca-Cola

Programming Guide   Models 5800-4 / 3800-4

402691 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.

COCA-COLA 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 VMC (Vending Machine Controller).

All programming, testing, and service functions are accomplished by using the Keypad in an easy to follow, Display prompted format. In standalone operation there are three modes of operation for Normal Mode for operating Vender, Service Mode for servicing, testing, and setting up your Vender, and External Menu Mode to access available information with the Service Door closed.

NORMAL MODE

At initial power-up with Service Door closed, the program will start and the Display will briefly show the VMC software version in use as "Software ###.,r## CRC OK" (i.e. 006r00), followed by Model 5800-4 (or model that is set) followed by the POS idle message, "ICE COLD COCA COLA". Note: With Service Door closed, if the VMC has detected certain errors, the display will show "No Sales available". With the Service Door Open, the display will show Error Codes or a List of Error Codes. "Unavailable" is a Comms error issue with one or more of the following Cabinet Control Boards; X Motor Board, Y Motor Board, Cup Board, and/or Port Board.

SERVICE MODE:

In programming if Configuration Switch 4 is set to "Config 4 0", when the Service Door is opened, "No Error Codes" or a list of Error Codes will show on the Display. If Configuration Switch 4 is set to "Config 4 1", when the Service Door is opened, "Cash - ####-##.##", "Card - ######.##", "Sale - ####-####", " Error Codes", or "No Errors" will show on the Display. NOTE: Card is only shown if a Card Reader is present. The Service Mode is entered when the Service Door is open and the Service Switch on the VMC is pressed. The operator can now use the Keypad to move through the Main Routine Menu.

Key number 1: **Abort/Cancel** - will return to previous Menu prompt.

Key number 2: **Scroll Up** - forward in Menu.

Key number 3: **Scroll Down** - backward in Menu.

Key number 4: **Enter/Save/Clear** - Allows you to enter a specific routine, save what you have programmed, or clear the Error prompts.

Note: Routines with "❋" are password protected. They can only be viewed and entered after the password is entered at the "Password Entry" prompt.

EXTERNAL MENU MODE:

The information available in this Mode is obtainable with the Service Door closed or open as long as the Vender is in Normal Mode, by entering the password which is set at 4, 2, 3, 1. Note: 4231 is the factory default and can be programmed to any four digit combination. Information available is Historical Cash counted, Interval Cash counted for each selection, Historical Sale (total number of vends), Interval Vends counted for each selection, Error Codes, and Return. Refer to the "Cash Counters", "Sales Counters", and "Error Codes" routines for instructions to move through the Menus.

Coca-Cola BevMax 4 Programming Method Quick Reference Prompts

Select Button 1: Abort/Cancel (will return to previous menu prompt or to normal door open mode).								
Select Button 2: Scroll Up (forward in menu).								
Select Button 3: Scroll down (backward in menu).								
Select Button 4: Enter/Save/Clear (allows you to enter a specific prompt, save what you have programmed, or clear the error).								

Basic Programming

Error Codes	Vend Mechanism	HORZ	Errors con't.	Cab Control Cont.	P Reset	Coin Payout	5¢, 10 ¢, 25¢, etc	
		VERT			X Reset	Tube Fill	5¢, 10 ¢, 25¢, etc	
		PICKI			Y Reset	Test Modes	Test Vend	Colums A1,etc.
		PICKO			CC Power		Test Sel Switch	Selections 4, etc.
		PORT		Changer	Changer Comm		Test Display	a thru t & A thru T
		VS			Tube Sense		Test Relays	Compressor #
		XHOME			Changer Inlet			Fan #
		YHOME			Tube Jam			Light #
		MOTOR			Changer ROM	Password Entry	4,2,3,1,4	
		PICKRS			Excessive Escrow	Cash Counters	Cash Tot/###.##	
		X LOST			Coin Jam		Card Tot/###.##	
		Y LOST			Low Acceptance		Cash Sel A1 ###.##	
		X SWITCH			Acceptor Disconnected	Sales Counters	Sales Tot/###	
		Y SWITCH			Coin Routing Err		Drink Sales #	(if Snack Vender used)
	Control System	Door Switch		Bill Validator	Bill Val Comm		Snack Sales #	(if Snack Vender used)
		RAM Checksum			Bill Stack Full			
		Scale Factor			Bill Motor Error	*Price Program	All Selections	##.##
		FRAM			Bill Jam			
		RTC			Bill Stack Open		**Continued on next Page**	
		Low Battery			Bill Sense Err			
		PWROUT						
		FCTRY TST		Card Reader	Card Reader Comm			
	Cab Control	C Test			Card Reader #			
		E Test		OLM (On line module)	On line network			
		P Test			On line internal			
		X Test		Remote Vend Mech	Remote Vend Comm #			
		Y Test			Remote Vend #			
		C Comms		Select/Display	Select/Display Comm			
		E Comms		Refrigeration	Temp Sense Err			
		P comms			Temp Too Cold			
		X Comms			Temp Too Hot			
		Y Comms			Not Cooling			
		C Reset			Health Code			
		E Reset			Recheck Failed			

Select Button 1: Abort/Cancel (will return to previous menu prompt or to normal door open mode).

Select Button 2: Scroll Up (forward in menu).

Select Button 3: Scroll down (backward in menu).

Select Button 4: Enter/Save/Clear (allows you to enter a specific prompt, save what you have programmed, or clear the error).

Basic Programming

Sts Programming	Option 1	1 to 1	NOTES:
	Option 2	Tray	
	Option 3	Half Tray	
	Option 4	Groups of 3	
	Option 5	1,2; 3,4; 5,6; 7,8,9	
	Option 6	1,2,3; 4,5; 6,7; 8,9	
	Custom StS		
*Config Switches	Config 1	Multi Price	
	Config 2	Optional features	
	Config 3	POS Message	
	Config 4	Auto View Counts	
	Config 5	Dr Sw Reset	
	Config 6	Not Used	
	Config 7	Save Credit	
	Config 8	Force Vend	
	Config 9	Multi Vend	
	Config 10	Bill Escrow	
*Correct Change	Consumer Overpay #		
	Corr Chg Value	##.##	
	Uncond Accept	##.##	
*Preview Password			
*Language Select			
*Time Programming			
*Lighting Control			
*Refrigeration			
*Select Block 1			
*Select Block 2			
*Select Discount			
Health Safety			
Over-ride Switch			
Remote Vend Mech			
Return to Sales			
* require password to enter			

Coca-Cola BevMax 4 (xxx.xx Software)
BevMax Setup Programming Method Quick Reference Menu Prompts

BevMax Setup	Coke Factory Setup			Coke Factory Setup $ Enable	
	Set Model Number			Coke Factory Setup Product Recovery	
	Coke Factory Setup Set Prc/Tmpr 4 Test	Factory Testing Only		Coke Factory Setup Light Timer	
	Coke Factory Setup Set Prc/Tmpr Dfault	Factory Testing Only		Coke Factory Setup Bottle Drop Test	
	Coke Factory Setup Set Shelf Offset			Coke Factory Setup Hide Cashless Credit	
	Coke Factory Setup Position Test			Coke Factory Setup Auto Cal Hook Swipe	
	Coke Factory Setup Set Hook Offset			Coke Factory Setup Find Hook Swipe	
	Coke Factory Setup Cup Sensor On/Off?			Coke Factory Setup Mixed Credit	
	Coke Factory Setup Cup Test				
	Coke Factory Setup Port Test				
	Coke Factory Setup Set Shelf Config				
	Coke Factory Setup Master Reset			Test Modes	Test Vend
	Coke Factory Setup Update Software				Test Sel Switch
	Coke Factory Setup Double Talk				Test Display
	Coke Factory Setup Build Number ###				Test Relay
	Coke Factory Setup Port Sensor Enable		Return To Sales		

PROGRAMMING MENU

"Error Codes" - ERROR ROUTINE
This function allows you to enter the error readout routine. "Error Codes" will appear when you press the service button on the control board. Press key number 4, if there have been no Error Codes since the last reset, the display will read "No Errors". If one or more Error Codes have occurred, the display will show the first error code that occurred. The following are error codes that may be displayed and detailed information accessed: "No Errors", "Vend Mechanism", "Control System", "Cab Control", "Selection Switch", "Changer", "Bill Validator", "Card Reader", "Remote Vend Mech", "Selection/Display", "Refrigeration", "Health Timer".

Press key number 2 or 3 to scroll through any error codes that are present.

Important: If there is only one problem, it will be the only error code shown when you enter the error code submenus.

With an error code showing on the display, press key number 4 to access detailed information.
After making repairs with an error code showing on the display, press and hold key number 4 for 2 seconds will clear the error.
Press key number 1 to return to "Error Codes".

"Vend Mechanism" - Vend Mechanism Summary Error Codes
Press key number 4 and the display will show the following:
- "HORIZ", X (horizontal) motor issue.
- "VERT", Y (vertical) motor issue.
- "PICKI", picker home switch issue.
- "PICKO", picker out switch issue.
- "PICKRS", picker return spring issue.
- "PORT", port door switch/board issue.
- "VS", port vend sensor board issue.
- "XHOME", X (horizontal), can't go home.
- "YHOME", Y (vertical), can't go home.
- "MOTOR", port/delivery cup motor issue, can't go home.
- "X LOST" , X (horizontal) needs to go home
- "Y LOST" , Y (vertical) needs to go home
- "X SWITCH" , indicates a possible problem with the X home switch
- "Y SWITCH" , Indicates a possible problem with the Y home switch

Press key number 1 will return to "Vend Mechanism" if all vend mech Error Codes have not been cleared. If all vend mech Error Codes have been cleared the next error mode will be displayed, or "No Error Codes" if there are no Error Codes. Press key number 1 will return to "Error Codes".

"Control System" - Control System Summary Error Codes
Press key number 4 and the display will show one of the following:
- "Door Switch", indicating a door switch in the open position for more than 1 hour.
- "RAM Checksum", indicating the check sum for service mode settings memory has been corrupted.
- "Scale Factor", indicating a peripheral has introduced a scaling factor that is incompatible with current setting.
- "FRAM", memory module read/write error.
- "RTC", RTC read/write error, real time clock issue.
- 'Low Battery", low battery issue.
- "PWROUT", power lost.
- "FCTRY TST", VMC was not tested at the manufacturer

"Cab Control" – Cabinet Controller Summary Error Codes

Press key number 4 and the display will show one of the following:

- C Test – Cup Board factory test not completed.
- E Test – Environmental Board factory test not completed
- P Test – Port Board factory test not completed.
- X Test – X Motor Board factory test not completed.
- Y Test – Y Motor Board factory test not completed.
- C Comms – Cup Board Communication issue.
- E Comms – Environmental Board Communication issue.
- P Comms – Port Board Communication issue.
- X Comms – X Motor Board Communication issue.
- Y Comms – 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
- CC Power – Cabinet Controller Power issues. – Usually means none of the cabinet controllers have power.

Press key number 1 will return to "Control System" if all control system Error Codes have not been cleared. If all control system Error Codes have been cleared the next error code will be displayed, or "No Error Codes" if there are no Error Codes. Press key number 1 will return to "Error Codes".

"CHANGER" - Changer Summary Error Codes

Press key number 4 and the display will show one of the following:

- "Changer Comm", indicating a changer communication error (No communication for more than 2 seconds).
- "Tube Sense", indicating a tube sensor error.
- "Changer Inlet", indicating an inlet chute blocked error (no coins sensed in acceptor for 96 hours).
- "Tube Jam #", indicating a tube jam error.
- "Changer ROM", indicating a changer ROM check sum error (failed changer).
- "Excessive Escrow", indicating excessive escrow attempts (more than 255 since last coin sensed).
- "Coin Jam", indicating a coin jam reported by coin mech.
- "Low Acceptance", indicating a low coin acceptance rate (less than 80%).
- "Acceptor Disconnected", indicating an acceptor is unplugged.
- "Coin Routing Err", indicating a coin was miss-routed.

Press key number 1 will return to "CHANGER" if all changer Error Codes have not been cleared.
If all changer Error Codes have been cleared the next error code will be displayed or "No Error Codes" if there are no Error Codes. Press key number 1 will return to "Error Codes".

"Bill Validator" - Bill Validator Summary Error Codes

Press key number 4 and the display will show one of the following:

- "Bill Val Comm" indicating a bill validator communication error (No communication for more than 5 seconds).
- "Bill Stack Full" indicating the bill stacker is full.
- "Bill Motor Error" indicating a defective motor in the validator.
- "Bill Jam " indicating a bill jam in the validator.
- "Bill Val ROM" indicating a check sum error.
- "Bill Stack Open" indicating an open stacker.
- "Bill Sense Err" indicating a bill validator sensor error.

Press key number 1 will return to "Bill Validator" if all changer Error Codes have not been cleared.
If all validator Error Codes have been cleared the next error code will be displayed or "No Error Codes" if there are no Error Codes.
Press key number 1 will return to "Error Codes".

"Card Reader" - Card Reader Summary Error Codes

Press key number 4 and the display will show one of the following:
- "Card Reader Comm", indicating no card reader communication for 5 seconds.
- "Card Reader #", indicating the most recent "non-transient error" from the card reader (failed card reader).

Press key number 1 will return to "Card Reader" if all changer Error have not been cleared. If all card reader Error Codes have been cleared the next error code will be displayed or "No Error Codes" if there are no Error Codes. Press key number 1 will return to "Error Codes". Press key number 2 will scroll to the next routine.

"OLM" – On Line Module Summary Error Codes

Press key number 4 and the display will show one of the following:
- "On Line Network", error reported by the OLM.
- "On Line Internal", error reported by the OLM.

Press key number 1 will return to "OLM" if all OLM Errors have not been cleared. If all OLM Error Codes have been cleared the next error code will be displayed or "No Error Codes" if there are no Error Codes. Press key number 1 will return to "Error Codes". Press key number 2 will scroll to the next routine.

"Remote Vend Mech" - Remote Vend Mechanism (USD) Error.

Press key number 4 and the display shows one of the following.
- "Remote Vend Comm #", indicates no communication for 5 seconds with remote vend mech at address "#".
- "Remote Vend #", indicates error code number "#" from the remote vend mech at address "a".

Press key number 1 will return to "Remote Vend Mech" if all remote vend mechanism Error Codes have not been cleared. If all remote vend mechanism Error Codes have been cleared the next error code will be displayed, or "No Error Codes" if there are no Error Codes. Press key number 1 will return to "Error Codes". Press key number 2 will scroll to the next routine.

"Select/Display" - Selection / Display Device (ASD) Error

Press key number 4 and the display shows:
- "Select/Display Comm", indicating no communication to selection / display device for five seconds.

Press key number 1 will return to "Select/Display" if all selection / display device Error Codes have not been cleared. If all selection / display device error have been cleared the next error code will be displayed or "No Error Codes" if there are no Error Codes.

Press key number 1 will return to "Error Codes".

Press key number 2 will scroll to the next routine.

"Refrigeration" - Refrigeration Summary Error Codes

Press key number 4 and the display shows one of the following:
- "Temp Sense Err", indicating the temperature sensor is defective or unplugged.
- "Temp Too Cold", indicating the cabinet temperature is 3^0F below lower limit.
- "Temp Too Hot", indicating the cabinet temperature is 3^0F above upper limit.
- "Not Cooling", indicating the cooling system has failed to decrease temperature 1^0F per hour while the compressor is running.
- "Health Timer" – Health Timer Error

    The initial pull down time has not met the health timer constraints. Refer to "Health Timer" section for details. Press and hold key number 4 for 2 seconds will clear the error and the display will show "No Error Codes".
- "Health Code" – Health Code Error

    The health code cooling constraints have not been met. Refer to "Health Timer" section for details. Press and hold key number 4 for 2 seconds will clear the error and the display will show "No Error Codes".

Press key number 1 will return to "Refrigeration" if all refrigeration summary errors have not been cleared.

If all refrigeration summary Error Codes have been cleared the next error code will be displayed, or "No Error Codes" if there are no Error Codes. Press key number 1 will return to "Error Codes". Press key number 2 will scroll to the next routine.

"Coin Pay Out" - COIN PAYOUT ROUTINE

This function allows you to dump coins from the coin mechanism. Note: If a coin mech is not installed, you will not be able to enter the program to display information. Press key number 4 to enter mode and the lowest coin value dispensable will show on the display. Press key number 2 or 3 to scroll through the different coin values available. Press and hold key number 4 to dump the coins whose value is shown on the display. Press key number 1 will return to "Coin Pay Out". Press key number 2 to scroll to the next routine.

"Tube Fill" - TUBE FILL ROUTINE

This function allows you to count the coins loaded in the top (separator) of the coin mech that will be routed to an inventory tube. Note: If a coin mech is not installed, you will not be able to enter the program to display information. Press key number 4 to enter mode and the total number of the coin type being loaded will be displayed and counted in the vender controller as they are accepted. The controller will inhibit the acceptance of any coin which does not go to a tube during this procedure. If a tube full status is detected, that coin type will be inhibited. When you finish loading all coins press key number 1 to return to "Tube Fill". Press key number 2 to scroll to the next routine.

"Test Modes" - TEST ROUTINE

This function allows you to diagnose different functions of the vender. Press key number 4 and the display will show "Test vend". For additional Dixie-Narco Factory Diagnostics refer to page 23. Press key number 2 or 3 to scroll through the test routines available. Press key number 1 to return to "Test Modes".

"Test Vend" - Vend Testing

This function allows you to test vend each column.

Press key number 4 and the display will show "Column A1". Press key numbers 2 or 3 to scroll through the columns available to run in motor test. Press and hold the Power Interrupt (PI) switch. Press key number 4 to vend from the column displayed. Press key number 1 will return to "Test Vend". Press key number 2 to scroll to next test mode.

"Test Sel Switch" - Select Switch Test

This function allows you to test each selection.

Press key number 4 and the display will show "Selection 4". Then press any key and the display will show the last key number pressed.

Press and hold key number 1 for approximately 5 seconds will return to "Test Sel Switch". Press key number 2 to scroll to the next test mode.

"Test Display" - Display Test

This function allows you to test all segments in the display. Press key number 4 and a lower case alphabet will display, then turn off , then an upper case alphabet will display alternating until key number 1 has been pressed to return to "Test Display". Press key number 2 to scroll to next test mode.

"Test Relays" - RELAY TEST

This function allows you to test the relay electronic control of the compressor ("Compressor #"), the evaporator fan(s) ("Fan #"), and the sign front light ("Light#").

CAUTION: Disconnect power to the compressor before testing the compressor relay. Failure to disconnect power to the compressor before testing the relay could result in damaging the compressor.

Press key number 4 and the display will show "Compressor #", where # is the state of the relay - 0 = not activated or off; 1 = activated or on. Press key number 4 to toggle the relay on and off. Press key number 2 to scroll to "Fan #", where # is the state of the relay - 0 = not activated or off, 1 = activated or on. Press key number 4 to toggle the fan(s) on and off. Press key number 2 to scroll to "Light #", where # is the state of the relay - 0 = not activated or off; 1 = activated or on. Press key number 4 to toggle the lights on and off. Press key number 1 to return to "Test Modes".

Press key number 2 to scroll to "Password Entry".

* "Password Entry" - PASSWORD ROUTINE

This function allows you to enter the following routines which are not accessible until the operator enters a password, which is set as 4-2-3-1. To enter the password, press key number 4 until the display goes blank. Then press key number 2, then 3, then 1, and then 4, and "Cash Counters" should appear on the display. If not entered properly, the display will return to "Password Entry" after approximately 16 seconds. If entered correctly, the display will go to the next function "Cash".

* "Cash Counters" - CASH COUNTER ROUTINE

This function will show the user the vender historical total cash counted and the interval cash counted for each selection for the vender. Press key number 4 and "Cash Tot"/"######.##" will show on the display where the 8"#" characters are the historical total cash counters that have been recorded. Note: Leading zeros are not displayed. Example: Display flashes "Cash Tot", then "262500". This is $2625.00 historical total cash. Press key number 2 to scroll to "Card Tot"/"######.##", where the 8# characters are the historical card reader cash counters. Note: Leading zeros are not displayed.
Press key number 2 or 3 to display "Cash Sel A1"/"######.##" where the 8"#" characters are the interval cash counters for that selection. Note: Leading zeros are not displayed. Pressing key number 2 or 3 at this time will scroll through the available selection cash counters. Example: Display flashes "Cash Sel A1", then "520.50". This is $520.50 interval cash for selection A1. Press key number 1 to return to "Cash Tot"/"######.##". Press key number 1 to return to "Cash Counters". Press key number 2 to scroll to the next routine.

* "Sales Counters" - SALES COUNTER ROUTINE

This function will show the user the vender historical total number of vends and the interval vends counted for each selection for the vender. Press key number 4 and "Sales Tot"/"########" will show on the display where the 8"#" characters are the historical total vend counters that have been recorded. Note: Leading zeros are not displayed. Example: Display flashes "Sales Tot", then "1325". This is 1325 historical vends. If in a BevMax 4 with a Snack Vender attached you will also have available Drink Sales # & Snack Sales #. Press key number 2 to display Drink Sales # (if Snack Vender attached). Press key number 2 to display Snack Sales # (if Snack Vender attached).
Press key number 2 to display "Sales Sel A2"/"########", where the 8"#" characters are the interval vend counters for that selection. Note: Leading zeros are not displayed. Pressing key number 2 or 3 at this time will scroll through the available selection vend counters. Example: Display flashes "Sales Sel A1" then "145". This is 145 interval vends counted for selection A1. Pressing key number 1 will return to "Sales Tot"/"########". Press key number 1 to return to "Sales Counter". Press key number 2 to scroll to the next routine.

"Price Program" - PRICE SETTING ROUTINE

This function allows the user to set pricing. When Configuration Code 1 is programmed to "Config 1 0" the vender is set for single price vending. When Configure Code 1 is set to "Config 1 1", the vender is set for multi-pricing (or a price for each selection needs to be set). Note: This routine is lockable when using a data collection device.
Single Price setting:
Press key number 4 "Single Price" will show on display. Press the "4" key and "Price Sel #.## will show on display. Press key "2" to increase the vend price or key "3" to decrease the vend price. With the display showing the vend price you require, press key "4" to save. All selections will be set to vend at the saved vend price.
Multiprice price setting:
Press key 4 and display will show "All Selections". Press key 2 to scroll from "All Selections" to individual tray selections "A, B, C, D, E". With the display showing the All settings of the tray you wish to set price in press the key 4 to enter. At "All Selections" when you press 4 and enter the display will show "#.##" or current price set. Press key "2" to increase the vend price or key "3" to decrease the vend price. With the display showing the vend price you require, press key "4" to save. If you select an individual tray letter to set price in, when you press 4 and enter the display will show "All Selections (for tray A only)". Press key 2 to scroll to A1 thru A9 then back to All Selections (for A tray only)". At the position you wish to set price when you press 4 and enter the display will show "#.##" or current price set. Press key "2" to increase the vend price or key "3" to decrease the vend price. With the display showing the vend price you require, press key "4" to save.

Factory default setting is "Single Price". Press key number 1 to return to "Price Program". Press key number 2 to scroll to the next routine.

"StS Programming" – SPACE TO SALES ROUTINE

This function allows you to change the space to sale settings. Press key number 4 and "Option #" or "Custom StS" will show on the display, which indicates the current space to sales option. For the 7 options available, see list below. Press key number 2 to scroll through the options. Press key number 4 with the desired option showing on the display to save that option and return to "StS Programming".

Space to Sales Options:

"Option 1"   1 to 1 = Columns are assigned to selections with the same number.

"Option 2"   Tray = Full tray assigned. Example: selections A1 thru A9 vend from columns A1 thru A9 sequentially.

"Option 3"   Half Tray = Half tray assigned. Example: selections A1 thru A5 vend from columns A1 thru A5 sequentially and selections A6 thru A9 vend from columns A6 thru A9 sequentially.

"Option 4"   Groups of 3 = Groups of 3 columns are assigned sequentially to work with associated selections. Example: selections A1 thru A3 vend from columns A1 thru A3 sequentially.

"Option 5"   Combined groups of 2 & 3 = Selection grouping per tray will be assigned columns 1 & 2; 3 & 4; 5 & 6; 7, 8, & 9 working with associated selections.

"Option 6"   Combined groups of 3 = Selection grouping per tray will be assigned columns 1, 2, & 3; 4 & 5; 6 & 7; 8 & 9 working with associated selections.

"Custom StS"   Custom space to sales = Allows you to assign columns in blocks working with associated selections.

With "Custom StS" showing, press key number 4 and "Clear Settings?" will show on display. Press key number 4 and wait a few seconds will clear the current space to sale settings. Press key number 1 will return to "Custom StS". Press key number 4 and wait a few seconds will show "Selection A1" alternating with columns assigned to blocks. Press key number 4 will show "First?A1" or the individual selection to start a block. Press key number 3 to scroll to "First?E9" or the largest selection available.

Press key number 4 will show "Last?A1" or the last column for custom space to sales blocks. Press key number 2 will show "Last?A1" or the largest column for custom space to sales blocks available. Press key number 4 will show "Save Setting?" Press key number 4 will save the new settings.

* "Config Switches" - MACHINE CONFIGURATION

This function allows the user to access and change the programming of the following machine configuration settings. Note: This routine is lockable when using a data collection device. If you press key number 4 and the display shows "Locked Menu", this means configuration setting changes will not be allowed. If "Config 1" is displayed, then configuration setting changes will be allowed. "Locked Menu" can only be enabled or disabled through DEX interrogation. If "Config 1" is displayed, the listed settings are available. Note: You must press key number 4 with the configuration code displayed if you wish to enter the edit mode. The "0" or "1" will be flashing to acknowledge you are in the edit mode.

IMPORTANT: All machine configuration codes are disabled coming from the factory (Config # 0).

Config 1 - Configuration Switch 1 - Multi-Price Setting Mode
This code is used to enable the single price mode "Config 1 0" or multi-price mode "Config 1 1". Press key number 4 and "Config 1 #" will be displayed, with the "#" flashing. Press key numbers 2 or 3 to scroll between "Config 1 0" and "Config 1 1". Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 1". Press key number 2 to scroll to "Config 2".

Config 2 - Configuration Switch 2 - Optional Features Enable
This code is used to allow (Config 2 1) the following optional features to be displayed and enabled: "Lighting Control", "Select Discount", "Over-ride Switch", "Select Block 1", and "Select Block 2". Press key number 4 and "Config 2 #" will be displayed with the # flashing. Press key numbers 2 or 3 to scroll between "Config 2 0" and "Config 2 1". Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 2". Press key number 2 to scroll to "Config 3".

Config 3 - Configuration Switch 3 - POS Message

This code is used to disable the point of sale message. Config 3 0 = enabled, Config 3 1 = disabled. Press key number 4 and "Config 3 #" will be displayed, with the "#" flashing. Press key numbers 2 or 3 to scroll between "Config 3 0" and "Config 3 1". Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 3". Press key number 2 to scroll to "Config 4".

Config 4 - Configuration Switch 4 - Automatic Viewing of Historical Sales and Cash Accounting, Error Codes or No Error Codes

This code is used to enable viewing of historical sales, historical cash, Error Codes or No Errors automatically when the door is opened. To enable automatic viewing option enter "Config 1"; to disable enter "Config 4 At "Config 4 0" Error Codes or No Errors automatically displays when the door is open. Press key number 4 and "Config 4 #" will be displayed, with the "#" flashing. Press key number 2 or 3 to scroll between "Config 4 0" and "Config 4 1". Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 4". Press key number 2 to scroll to "Config 5".

Config 5 - Configuration Switch 5 – Door

Switch Reset Status

This code is used to reset all interval data when the door switch is cycled and at least one data register is read via the display when set at "Config 5 1" or to reset all interval data only when the "RESET" command is received via handheld or portable computer when set at "Config 5 0". Press key number 4 and "Config 5 #" will be displayed, with the "#" flashing. Press key numbers 2 or 3 to scroll between "Config 5 0" and "Config 5 1". Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 5". Press key number 2 to scroll to "Config 6".

Config 6 - Configuration Switch 6 – Reserved, this code is reserved for future use. Press key number 2 to scroll to "Config 7".

Config 7 - Configuration Switch 7 - Save Credit

This code is used to determine how long a credit will be saved. C7 0 will save the credit for five minutes. Config 7 1 will save the credit indefinitely. Press key number 4 and "Config 7 #" will be displayed, with the "#" flashing. Press key number 2 or 3 to scroll between Config 7 0 and Config 7 1. Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 7". Press key number 2 to scroll to "Config 8".

Config 8 - Configuration Switch 8 - Force Vend

This code is used to determine escrow to select or escrow to price. Config 8 0 will set vender to escrow to select and Config 8 1 will set vender to escrow to price. Press key number 4 and "Config 8 #" will be displayed, with the "#" flashing. Press key number 2 or 3 to scroll between Config 8 0 and Config 8 1. Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 8". Press key number 2 to scroll to "Config 9".

Config 9 - Configuration Switch 9 - Multi Vend

This code is used to allow multiple vends without re-depositing funds. Config 9 0 will not allow multiple vends and Config 9 1 will allow multiple vends. Press key number 4 and "Config 9 #" will be displayed, with the "#" flashing. Press key number 2 or 3 to scroll between Config 9 0 and Config 9 1. Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 9". Press key number 2 to scroll to "Config 10".

Config 10 - Configuration Switch 10 - Bill Escrow Inhibit

This code is used to allow last bill that meets or exceeds maximum vend price to be held in escrow. Config 10 0 will escrow bill and Config 10 1 will not escrow bill (or stack the bill). Press key number 4 and "Config 10 #" will be displayed, with the "#" flashing. Press key number 2 or 3 to scroll between Config 10 0 and Config 10 1.

Press key number 4 with the display flashing the setting you wish to use. Press key number 1 to return to "Config 1 0". Press key number 2 to scroll to the next configuration code. Press key number 1 to return to "Config Switches". Press key number 2 will scroll to next routine.

*"Correct Change" - CORRECT CHANGE ONLY CONTROL ROUTINE
This function is used to allow consumer overpay, set a correct change value, and set an unconditional acceptance value. Press key number 4 will enter "ConsumerOverpay#".

"ConsumerOverpay #" - Allow Consumer Overpay
This function allows the vender to vend with the risk of not being able to return the full amount of change. This function has to be turned on to be able to allow consumer overpay. Press key number 4 and display will show "ConsumerOverpay #", where "#" is flashing. "ConsumerOverpay1" will allow consumer overpay (customer could potentially be shortchanged) and "ConsumerOverpay0" will not allow consumer overpay (will not allow customer to be shortchanged). Press key number 2 or 3 to scroll between " ConsumerOverpay0" and "ConsumerOverpay1". Press key number 4 with the display blinking the setting you wish to use. Display will return to "ConsumerOverpay#".
 Press key number 2 to scroll to "Corr Chg value".

"Corr Chg Value" - Correct Change Value
This is the function that the control board will use to set a value which will turn on the correct change indicator. Note: If "Uncond Accept" is set, the "Corr Chg Value" should be equal to or less than the "Uncond Accept". Note: If the value set is 00.00, the correct change indicator will never come on.
 If the controller determines that it cannot return the exact amount of the correct change value or any value less than it, then the indicator will be turned on. Press key number 4 and the display will show "##.##". Press key number 2 or 3 to scroll from 00.00 to 99.99. Press key number 4 with the display showing the value you wish to use. Display will return to "Corr Chg Value". Press key number 2 to scroll to "Uncond Accept".

"Uncond Accept" - Unconditional Acceptance Value
 This is the function that the control board will use to set the largest value of any single form or currency (coin or bill) that can be accepted without having enough change to pay back the full amount. Press key number 4 and the display will show "##.##". Press key number 2 or 3 to scroll from 00.00 to 99.95. Press key number 4 with the display showing the value you wish to use. Display will return to "Uncond Accept". Press key number 1 to return to "CorrectChange". Press key number 2 to scroll to next routine.

*"Preview Password" - PREVIEW DATA PASSWORD ROUTINE
This function is used to enable viewing of cash collected, product sales, and error codes without opening the door. To view the data the 4 digit password (4-2-3-1) must be entered. Once entered the "Cash Counters", "Sales Counters", "Error Codes", and "Return to Sales" menus are available from the front of the vender. To view, follow instructions for cash counter routine, sales counter routines, error routine and return.
To change "Preview Password" password:
At "Preview Password" press key number 4, "####" (representing current four digit password) will show on display with the far left digit blinking. Press key number 2 to scroll to number desired for password. Press key number 4. The next digit will start blinking, press key number 2 to scroll to number desired for password. Press key number 4. Continue this process until all 4 digits are set. Then press key number 4 and the display will return to "Preview Password" and the new password has been saved. Pressing key number 1 at any time during this routine will return to "Preview Password" with no changes to password occurring. Press key number 2 to scroll to next routine.

*"Language Select" - LANGUAGE ROUTINE
This function is used to set the language that will be used for display messages. Note: This does not change the menu prompts. Press key number 4 and the display will show the language currently set in the controller. Press key number 2 or 3 to scroll through the languages available.

English	Spanish	Indonesia	Slovensky
French	Italian	Turkce	Portugues
German	Русский (Russian)	Cesky jazyk	

With the language you wish to enter showing on the display, press key number 4. The display will return to "Language Select". Press key number 2 to scroll to next routine.

*"Time Programming" – TIME AND DATE ROUTINE
This function is used to set the year, month, date, and hour (military 24 hour clock). Press key number 4 and "Enable #" will show on display.

"Enable #" - Time and Date Enable Routine
Press key number 4 and Enable 0 = disabled or Enable1 = enabled will show on display. Press key number 2 to scroll between Enable 0 and Enable 1. Press key number 4 with the display showing the setting you wish to use and display will return to "Enable #". Press key number 2 to scroll to "Year".

"Year" - Year Setting (00 to 99)
Press key number 4 and the current year setting will show on display. Press key number 2 or 3 to change the last 2 digits of the year (00 to 99). Press key number 4 with the display showing the year you wish to use and display will return to "Year". Press key number 2 to scroll to "Month".

"Month" - Month Setting (01 to 12)
Press key number 4 and the current 2 digit month setting will show on display. Press key number 2 or 3 to change the month (01 to 12).
Press key number 4 with the display showing the month you wish to use and display will return to "Month". Press key number 2 to scroll to "Day".

"Day" - Day of Month Setting (1 to 31)
Press key number 4 and the current 2 digit day of month setting will show on display. Press key number 2 or 3 to change the day of month (1 to 31). Press key number 4 with the display showing the day you wish to use and display will return to "Day". Press key number 2 to scroll to "Hour".

"Hour" - Hour and Minute Setting (0000 to 2359)
Press key number 4 and the current 4 digit hour and minute setting will be displayed (24 hour). The hour setting will be blinking to indicate it can be changed. Press key number 2 or 3 to change the hour setting. Press key number 4 to save and the minute setting will start blinking to indicate it can be changed. Press key number 2 or 3 to change the minute setting. Press key number 4 will save and return display to "Hour". Press key number 2 to scroll to "Daylight Savings".

"Daylight Savings" - Daylight Saving Time Setting
This function is used to set the preferred daylight savings time setting. Press key number 4 will display the current setting. Press key number 2 or 3 to scroll through the "Daylight savings" options listed:
- "OFF", no daylight savings time changes made.
- "Australia", Australian rules - Set forward 1 hour at 1:00 am on the first Sunday in October; Set backward 1 hour at 1:00 am on the last Sunday in March.
- "Europe", European rules - Set forward 1 hour at 1:00 am on the last Sunday in March; Set backward 1 hour at 1:00 am on the last Sunday in October.
- "North America", North American rules - Set forward 1 hour at 2:00 am on the second Sunday in March; Set backward 1 hour at 2:00 am on the first Sunday in November.

Press key number 4 with the display showing the setting you wish to use and display will return to "Daylight Savings". Press key number 1 to return to "Time Programming". Press key number 2 to scroll to next routine.

*"Lighting Control" - LIGHTING CONSERVATION CONTROL ROUTINE (Config 2 Must Be Enabled – Config 2 1)

This function is used to turn the lights off and on during certain periods of the day. Press key number 4 will enter "Enable #".

"Enable #" - Lighting Conservation Control Enable Routine

This function is used to disable Lighting Conservation Control "Enable 0" (lights will be on at all times) or enable Lighting Conservation Control "Enable 1" (lights can be set to turn off). Press key number 4 and the current "Enable #" setting will be displayed. Press key number 2 or 3 to scroll between "Enable 0" and "Enable 1". Press key number 4 with the display showing the setting you wish to use. Press key number 2 to scroll to "Start Time".

"Start Time" - Start Lighting Conservation Setting (lights off)

This function is used to set the days and time to start light conservation when "Enable 1" is selected. Press key number 4 and "Start Day" will show on the display.

"Start Day" - Day to Start Setting

This function is used to set the days of the week to start light conservation. Press key number 4 and "XXXXXX#" will show on the display, where XXXXXX will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day) and # is 0 = disable, 1 = enable. With the display showing the day you wish to set press key number 4. The # will start blinking. Press key number 2 or 3 to scroll between "XXXXXX0" and "XXXXXX1". Press key number 4 with the display showing the setting you wish to use. Display will return to "XXXXXX#". Press key number 2 to scroll to the next day to set or press key number 1 to return to "Start Day". Press key number 2 to scroll to "Start Hour".

"Start Hour" - Start Hour and Minute Setting

This function is used to set the hours to start light conservation (lamps off). Press key number 4 and "hhmm" will show on the display, where "hh" is the hour (military time) and "mm" is the minute. "hh" will be blinking, indicating the hour setting may be changed. Press key number 2 to scroll from 00 to 23. With the display showing the hour you wish to start light conservation, press key number 4. "mm" will start blinking, indicating the minute setting may be changed. Press key number 2 to scroll from 00 to 59. With the display showing the minute you wish to start light conservation, press key number 4. The display will return to "Start Hour". Press key number 1 to return to "Start Time". Press key number 2 to scroll to "Stop Time".

"Stop Time" - Stop Light Conservation Setting (lights on)

This function is used to set the days and time to stop light conservation. Press key number 4 and "Stop Day" will show on the display.

"Stop Day" - Day to Stop Setting

This function is used to set the days of the week to stop light conservation and can be set in the same manner as Day to Start Setting.

"Stop Hour" - Stop Hour and Minute Setting

This function is used to set the hours and minutes to stop light conservation and can be set in the same manner as Start Hour and Minute Setting. Press key number 1 to return to "Stop Time". Press key number 1 to return to "Lighting Control". Press key number 2 to scroll to next routine.

*"Refrigeration" - REFRIGERATION ROUTINE

This function is used to electronically control the refrigeration operations of the vender. Press key number 4 will enter "Enable #".

"Enable #" - Energy Conservation Enable Routine

This function is used to disable Energy Conservation "Enable 0" or enable Energy Conservation "Enable 1". When enabled the cabinet temperature will be allowed to rise to the programmed storage level ("Storage") during the following programmed time blocks. Press key number 4 and the current "Enable X" setting will be displayed. Press key number 2 or 3 to scroll between "Enable 0" and "Enable 1". Press key number 4 with the display showing the setting you wish to use. Press key number 2 to scroll to "Start".

"Start Time" - Start Energy Conservation

This function is used to set the days and time to start Energy Conservation when "Enable 1" is selected. Press key number 4 and "Start Day" will show on the display.

"Start Day" - Day to Start Setting

This function is used to set the days of the week to start Energy Conservation.

Press key number 4 and "XXXXXX#: will show on the display, where XXXXXX will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day) and # is 0 = disable, 1 = enable. With the display showing the day you wish to set press key number 4. The # will start blinking. Press key number 2 or 3 to scroll between "XXXXXX0" and "XXXXXX1". Press key number 4 with the display showing the setting you wish to use. Display will return to "XXXXXX#". Press key number 2 to scroll to the next day to set or press key number 1 to return to "Start Day". Press key number 2 to scroll to "Start Hour".

"Start Hour" - Start Hour and Minute Setting

This function is used to set the hours to start Energy Conservation. Press key number 4 and "hhmm" will show on the display, where "hh" is the hour (military time) and "mm" is the minute. "hh" will be you wish to start Energy Conservation, press key number 4. The display will return to "Start Hour". Press key number 1 to return to "Start Time". Press key number 2 to scroll to "Stop Time".

"Stop Time" - Stop Energy Conservation

This function is used to set the days and time to stop energy conservation when "Enable 1" is selected. Press key number 4 and "Stop Day" will show on the display.

"Stop Day" - Day to Stop Setting

This function is used to set the days of the week to stop energy conservation and can be set in the same manner as "Start Day" and "Start Hour".

"Start Hour" - Stop Hour and Minute Settings

This function is used to set the hours and minutes to stop energy conservation and can be set in the same manner as "Start Hour".

Press key number 1 to return to "Stop Time".

Press key number 2 to scroll to "Degrees".

"Degrees F(C)" - Degree Fahrenheit / Celsius Setting Routine

This function is used to set the degree reading to Fahrenheit (Degrees F) or Celsius (Degrees C). Press key number 4 and "Degrees X", where the current setting (X) will be blinking. Press key number 2 or 3 to scroll between Degrees F and Degrees C. Press key number 4 with the display blinking the setting you wish to use. Press key number 1 to return to "Degrees".

Press key number 2 to scroll to "Setpoint".

"Setpoint" - Set Point Control Routine (Default Temperature 35.0^0 F)

This function is used to set the average product temperature for initial pull down and reload recovery. Press key number 4 and "tt.tx" will show on the display where x is F (Fahrenheit) or C (Celsius) and tt.t is the degrees. Press key number 2 to increase or 3 to decrease the number by 1^0 F or 0.5^0 C. With the display showing the set point temperature you wish to use, press key number 4.

Press key number 2 to scroll to "Storage".

"Storage" - Storage Setting Routine (Default Temperature 60.0^0 F / 15.5^0 C)

This function is used to set the temperature for product storage and is used when Energy Conservation is enabled. Press key number 4 and "tt.tx" will show on display when X is F (Fahrenheit) or C (Celsius) and tt.t is the degrees. Press key number 2 to increase and 3 to decrease the number by 1^0 F or 0.5^0 C. With the display showing the storage setting you wish to use, press key number 4. Press key number 2 to scroll to "Display X".

"Display #" - POS Temperature Display Enable Routine

This function is used to enable the POS Temperature to be displayed following the "Ice Cold COCA-COLA" POS message.

Press key number 4 and " Display X" will show on the display where x is the current setting. With "X" blinking, press key number 2 or 3 to scroll between "Display 0" disabled or not displayed and " Display 1" enabled or displayed. With the display showing the setting you wish to use, press key number 4. Press key number 1 to return to "Refrigeration". Press key number 2 to scroll to next routine.

*"Select Block 1" - BLOCK SELECTION BANK 1 ROUTINE (Config 2 must be enabled – Config 2 1)
This function is used to set selections which will be blocked during certain periods of the day. Press key number 4 will enter "Enable X".

"Enable X" - Blocking Enable Routine

This function is used to disable blocking "Enable 0" or enable blocking "Enable 1". When enabled, active selections will not be allowed to vend on the days and times programmed. Press key number 4 and the current "Enable" setting will be displayed. Press key number 2 or 3 to scroll between "Enable 0" and "Enable 1". Press key number 4 with the display blinking the setting you wish to use. Display will return to "Enable X". Press key number 2 to scroll to "Start Time".

"Start Time" - Start Selection Blocking Routine

This function is used to set the day(s) and time to start selection blocking. Press key number 4 and "Start Day" will show on the display.

"Start Day" - Day of Week Start Setting

This function is used to set the day(s) of the week to start selection blocking. Press key number 4 and "XXXXXX#" will show on the display, where XXXXXX will be the day of the week (i.e. Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, Every day) and # is 0 = disable, 1 = enable. With the display showing the day you wish to set press key number 4. The # will start blinking. Press key number 2 or 3 to scroll between "XXXXXX0" and "XXXXXX1." Press key number 4 with the display showing the setting you wish to use. Display will return to "XXXXXX#'. Press key number 2 to scroll to the next day to set or press key number 1 to return to "Start Day". Press key number 2 to scroll to "Start Hour".

"Start Hour" - Start Hour and Minute Setting

This function is used to set the hours and minutes to start selection blocking. Press key number 4 and "hhmm" will show on the display, where hh is the hour (military time) and mm is the minute. "hh" will be blinking, indicating the hour setting may be changed. Press key number 2 to scroll from 00 to 23. With the display showing the hour you wish to start selection blocking, press key number 4. "mm" will then start blinking, indicating the minute setting may be changed. Press key number 2 to scroll from 00 to 59. With the display showing the minute you wish to start selection blocking, press key number 4. The display will return to "Hour". Press key number 1 to return to "Start Time". Press key number 2 to scroll to "Stop Time".

"Stop Time" - Stop Selection Blocking Routine

This function is used to set the day(s) and times to stop selection blocking. Press key number 4 and "Stop Day" will show on the display.

"Stop Day" - Day of Week Stop Setting

This function is used to set the days of the week to stop selection blocking and can be set in the same manner as Day of Week Start Setting.

"Stop Hour" - Stop Hour and Minute Setting

This function is used to set the hours and minutes to stop selection blocking and can be set in the same manner as Start Hour and Minute Setting.

Press key number 1 to return to "Stop Time".

Press key number 2 to scroll to "Selection".

"Selection" - Selection to Be Affected By Blocking

This function is used to set selection(s) which will be blocked during certain periods of the day. Press key number 4 and "Select A1 #" will be displayed, where # is the current setting for the selection number displayed. 0 = disabled; 1 = enabled. Press key number 2 to scroll to the key number setting you desire to change. Press key number 4 with the key number showing you wish to change (i.e. Select A1 #) and the # will start blinking. Press key number 2 or 3 to scroll between Select A1 0 and Select A1 1. Press key number 4 with the display showing the setting you wish to use. Display will return to Select A1 #. Press key number 1 to return to "Selection". Press key number 2 to scroll to "Lighting #".

"Lighting #" - Lighting / P.O.S. Display Control

This function is used to turn the lights (if supported) and P.O.S. Display Message off during selection blocking period 1. 0 = disable or on; 1 = enable or off.

Press key number 4 and the "#" will start flashing.

Press key number 2 or 3 to scroll between "Lighting 0" and "Lighting 1". Press key number 4 with the display showing the setting you wish to use. Display will return to "Lighting X". Press key number 1 to return to "Select Block 1". Press key number 2 to scroll to "Select Block 2".

*"Select Block 2" - BLOCK SELECTION BANK 2 ROUTINE

This function is a second set used to set selection(s) which will be blocked during certain periods of the day. Press key number 4 will enter "Enable X".

> **"Enable X"** - Blocking Enable Routine.
>
> Set this function using instruction for "Enable X" in "Select Block 1".
>
> **"Start Time"** - Start Selection Blocking Routine
>
> This function is used to set the day(s) and times to start selection blocking. Press selection button 4 and "Start Day" will show on the display.
>
> > **"Start Day"** - Day of Week Start Setting
> >
> > Set this feature using instructions for "Select Block 1", "Start Time", "Start Day".
> >
> > **"Start Hour"** - Start Hour and Minute Setting
> >
> > Set this function using instructions for "Select Block 1", "Start Time", "Start Hour".
>
> **"Stop Time"** - Stop Selection Blocking Routine.
>
> This function is used to set the day(s) and times to stop selection blocking. Press key number 4 and "Day" will show on the display.
>
> > **"Day"** - Day of Week Stop Setting
> >
> > Set this function using instructions for "Select Block 1", "Stop Time", "Stop Day".
> >
> > **"Hour"** - Stop Hour and Minute Setting
> >
> > Set this function using instructions for "Select Block 1", "Stop Time", "Stop Hour". Press key number 1 to return to "Stop Time".
> >
> > Press key number 2 to scroll to "Selection".
>
> **"Selection"** - Selection to Be Affected By Blocking
>
> This function is used to set selection(s) which will be blocked during certain periods of the day. Set this function using instructions for "Select Block 1", "Selection". Press key number 1 to return to "Selection".
>
> Press key number 2 to scroll to "Lighting #".
>
> **"Lighting #"** - Lighting / P.O.S. Display Control
>
> This function is used to turn the lights (if supported) and P.O.S. Display Message off during selection blocking period 2. Set this function using instructions for "Select Block 1", "Lighting". Press key number 1 to return to "Select Block 2". Press key number 2 to scroll to "Select Discount".

*"Select Discount" - DISCOUNT SETTING ROUTINE

This function is used to set the day(s) and times to allow discount prices. Press key number 4 and Enable # will show on the display.

> **"Enable #"** - Discount Setting Enable Routine
>
> This function is used to disable discounting "Enable 0" or enable discounting "Enable 1". Press key number 4 and the current "Enable X" setting will be displayed. Press key number 2 or 3 to scroll between "Enable 0" and "Enable 1". Press key number 4 with the display blinking the setting you wish to use. Display will return to "Enable X". Press key number 2 to scroll to "Start Time".
>
> **"Start Time"** - Start Discount Pricing
>
> This function is used to set the day(s) and times to start discount prices. Press key number 4 and "Start Day" will show on the display.
>
> **"Start Day"** - Day of the Week Start Setting
>
> Set this feature using instructions for "Select Block 1", "Start Time", "Start Day".
>
> **"Start Hour"** - Start Hour and Minute Settings
>
> Set this feature using instructions for "Select Block 1, "Start" Time, "Start Hour".

"Stop Time" - Stop Discount Pricing

This function is used to set the day(s) and times to stop discount prices. Press key number 4 and "Stop Day" will show on the display.

"Stop Day" - Day to Stop Setting

Set this feature using instructions for "Select Block 1", "Stop Time", "Stop Day".

"Hour" - Stop Hour and Minute Setting

Set this function using instructions for "Select Block 1", "Stop Time", "Stop Hour".

"Selection" - Selection Affected by Discount Pricing

This function is used to set selection(s) which will be affected by discount prices. Press key number 4 and "Select A1 #" will be displayed, where # is the current setting for the selection number displayed. 0 = disabled, 1 = enabled. Press key number 2 to scroll to the key number you desire to change.

Press key number 4 with the key number showing you wish to change (i.e. Select A1 #) and the # will start blinking. Press key number 2 or 3 to scroll between "Select A1 0" and "Select A1 1". Press key number 4 with the display showing the setting you wish to use. Display will return to "Select A1 1". Press key number 1 to return to "Selection". Press key number 2 to scroll to "Less Amount".

"Less Amount" - Discount Amount (Price)

This function is used to set the discount amount (price) for selection(s) and times set. Press key number 4 and "##.##" will be displayed, where "##.##" is the current discount price that is set. Press key number 2 or 3 to change the price (00.00 to 99.99). Press key number 4 with the display showing the price setting you wish to use. Display will show price. Press key number 1 to return to "Less Amount". Press key number 1 to return to "Select Discount". Press key number 2 to scroll to "Health Setting".

Health Safety" – HEALTH SETTING ROUTINE

This function is used to enable the health protection feature for product when needed. When enabled it operates as follows:

1. Cabinet temperature must be maintained at 41º F (5º C) or below for product to be vended while in normal operation. If the cabinet temperature exceeds 41º F, and fails to return to 41º F or below for 15 minutes the controller will issue a "Health Code" error and disable vending of health protected products.
2. After door closure, (refill or service) the machine has 30 minutes to pull down to 45º F (7º C). If the machine has not reached 45º F (7º C) after 30 minutes the controller will issue a "Health Timer" error. Once a health time error is activated the controller will not allow product to be delivered. After 30 minutes if the temperature is 45º F or less, but not 41º F the controller will set a 15 minute timer. During this time, if the cabinet temperature falls below 41º F (5º C) the controller will allow health guarded product to be delivered. If the temperature doesn't fall below 41º F (5º C) the controller will issue a "Health Code" error and disable vending of health protected products.
3. Power loss for 30 minutes or longer will result in automatic "Health Code" error activation and disable vending of health protected products upon power up.
4. Power loss less than 30 minutes. Once the machine regains power, if the cabinet temperature is 45º F (7º C) or less the controller will allow product to be dispensed. The controller will allow an additional 15 minutes for the temperature to pull down to 41º F (5º C). If the temperature doesn't reach 41º F (5º C) or less after the 15 minute period the controller will issue a "Health Code" error and disable vending of health protected products. If the temperature is greater than 45º F (7º C) on power up the controller will automatically set a "Health Code" error and disable vending of health protected products.
5. Power loss less than 15 minutes. On power up the controller will allow vending. If the cabinet temperature doesn't reach 41º F (5º C) or less in 15 minutes the controller will issue a "Health Code" error and disable vending of health protected products.

To enable, with "Health Setting" on display press key number 4 will enter "Enable #".

"Enable #" – Health Enable Routine

This function is used to enable the Health Protection feature. When enabled, protected selections will only be allowed to vend if health constraints listed above are met. Press key number 4 and the current "Enable" setting will be displayed. Press key number 2 or 3 to scroll between "Enable 0" and "Enable 1". Press key number 4 with the display blinking the setting you wish to use. Display will return to "Enable #". Press key number 2 to scroll to "SELECT".

"Selection" – Selection(s) To Be Affected By Health Protection

This function is used to set selection(s) which will be protected by the Health Protection constraints. Press key number 4 and "All Selections" will be displayed. Press key number 2 to scroll through "All Selections, A, B, C, D, and E". Press key number 4 with the setting you wish to enter. Selecting "A, B, C, D, or E" will allow you to choose settings for that tray. Example: With "A" showing on display press key number 4. Display will show "All Selections #", press key number 2 to scroll through "A All Selections #, Select A1 #, Select A2 #, Select A3 #, etc... With the setting you wish to change press key number 4 and the # will start blinking. Press key number 2 to scroll between "0" disabled and "1" enabled. With the setting you wish to use showing on the display press key number 4. Display will return to "A All Selections # or Select A# #". Press key number 1 to return to "Selection". Press key number 1 to return to "Health Safety". Press key number 2 to scroll to "Over-ride Switch"

"Over-ride Switch" - **MANUAL SWITCH OVERRIDE ROUTINE**

This function is used to allow a key switch to override some of the settings stored for normal operations. This function can be programmed to control one or several of the following features: Free Vend Enable, Selection Blocking, Discount Pricing, and Lighting Control. Press key number 4 and the display will show "Free Vend #". Press key number 2 or 3 to scroll through the override routines available. Press key number 1 to return to "Over-ride Switch".

    "Free Vend #" - Free Vend Enable Routine

    This function is used to set the vender to free vend. 0 = disable, 1 = enable. Press key number 4 and "#" will start flashing. Press key number 2 or 3 to scroll between "Free Vend 0" and "Free Vend 1". Press key number 4 with the display blinking the setting you wish to use. Display will return to "Free Vend #". Press key number 2 to scroll to "No Vend #".

    "No Vend #" - No Vend (Vend Override) Enable Routing

    This function is used to set vender selections to not be allowed to vend and a "No sales available" message to be displayed. 0 = disable, 1 = enable. Press key number 4 and "#" will start flashing. Press key number 2 or 3 to scroll between No Vend 0 and No Vend 1. Press key number 4 with the display showing the setting you wish to use. Display will return to "No Vend #". Press key number 2 to scroll to "Sales Block #".

    "Sales Block #" - Selection Blocking Override Routine

    This function is used to override "Select Block 1" and "Select Block 2" if they are being used. "Sales Block 0" is disabled, "Sales Block 1" is enabled. Press key number 4 and "#" will start flashing. Press key number 2 or 3 to scroll between "Sales Block 0" and "Sales Block 1". Press key number 4 with the display blinking the setting you wish to use. Display will return to "Sales Block #". Press key number 2 to scroll to "Discount #".

    "Discount #" - Discounting Override Routine

    This function is used to override "Select Discount" if it is being used. "Discount 0" is disabled and "Discount 1" is enabled.

    Press key number 4 and "#" will start flashing.

    Press key number 2 or 3 to scroll between "Discount 0" and "Discount 1". Press key number 4 with the display showing the setting you wish to use. Display will return to "Discount #". Press key number 2 to scroll to "Lighting #".

    "Lighting #" - Lighting Control Override Routine

    This function is used to override "Lighting Control" if it is being used. "Lighting 0" is disabled and "Lighting 1" is enabled.

    Press key number 4 and "#" will start flashing.

    Press key number 2 or 3 to scroll between "Lighting 0" and "Lighting 1". Press key number 4 with the display blinking the setting you wish to use. Display will return to "Lighting #". Press key number 2 to scroll to "Refrigeration #".

    "Refrigeration #" - Refrigeration Control Override Routine

    This function is used to override "Refrigeration", if it is being used. "Refrigeration 0" = disabled and "Refrigeration 1" = enabled. Press key number 4 and "#" will start flashing. Press key number 2 or 3 to scroll between "Refrigeration 0" and "Refrigeration 1". Press key number 4 with the display showing the setting you wish to use. Display will return to "Refrigeration #". Press key number 1 to return to "Over-ride Switch". Press key number 2 to scroll to "Remote Vend Mech".

"Remote Vend Mech" - REMOTE VEND MECHANISM ROUTINE

This function is used to activate the Universal Satellite Device Control routine. Press key number 4 to enter routine. If the controller detects a device responding to the remote vend mechanism address (USD address #3,50H), the vend request commands for this device will be controlled by the following parameters.

> **"Start Time"** - Start Time Setting Routine
> This function is used to set the day(s) and time to start the routine. Press key number 4 and "Star Day" will show on the display.
>> **"Start Day"** - Day of week to start setting
>> Set this feature using instructions for "Select Block 1", "Start Time", "Start Day".
>> **"Start Hour"** - Start hour and minute settings
>> Set this feature using instructions for "Select Block 1", "Start Time", "Start Hour".
>
> **"Stop Time"** - Stop Time Setting Routine
> This function is used to set the day(s) and time to stop the routine. Press key number 4 and "Stop Day" will show on the display.
>> **"Stop Day"** - Day of week to stop setting
>> Set this feature using instructions for "Select Block 1", "Stop Time", "Stop Day".
>> **"Stop Hour"** - Stop hour and minute settings
>> Set this feature using instructions for "Select Block 1", "Stop Time", "Stop Hour".
>
> **"Selection"** - Selection Setting Routine
> This feature is used to set the selection(s) which will be affected by the Remote Vend Mechanism routine. Press key number 4 and "Select A1 #" will be displayed, where # is the current setting for the selection number displayed. 0 = disabled, 1 = enabled. Press key number 2 to scroll to the select button number you desire to change. Press key number 4 with the select button number showing you wish to change (i.e. Select A1 #) and the # will start blinking. Press key number 2 or 3 to scroll between "Select A1 0" and "Select A1 1". Press key number 4 with the display showing the setting you wish to use. Display will return to "Select ## #". Press key number 1 to return to "Selection". Press key number 2 to scroll to "Vend Rate".
> **"Vend Rate"** - Universal Satellite Device (USD) Vend Rate Routine This function is used to set the vend rate (0-255). Press key number 4 and the current vend rate (0-255) will show on the display. Press key number 2 to increase, or 3 to decrease the number in single digit increments. NOTE: A rate of "0" disables the USD. All other rates, #, will cause a vend command every #'th local vend. Press key number 4 with the display showing the vend rate you wish to use and the display will return to "Vend Rate". Press key number 1 to return to "Remote Vend Mech".

"Return to Sales Mode" - RETURN TO SALES MODE

Press key number 4 will exit Service Mode and return to Sales Mode.

Dixie-Narco Factory Setup Menus - BevMax Setup/Test Modes

The below diagnostic features are used for aligning the XY assembly and providing pertinent information that is unique to the Coca-Cola BevMax 4 Vender and is not found in the standard programming of the vender. These include menus for "BevMax Setup", Test Modes". The menus include the following sub-menus. In BevMax Setup you have "Set Price/Temperature 4 Test", "Set Price/Temperature Default", "Set Shelf Offset", "Position Test", "Set Hook Offset", "Cup Sensor On/Off", "Cup Test", "Port Test", "Set Shelf Configuration", "Master Reset", "Update Software", "Double Talk", and "Build Number ###". In Test Modes you have "Test Vend", "Test Sel Switch", "Test Display", and "Test Relays".

To enter "BevMax Setup" sub menus:

Press the service switch on the controller (Blue button on the control board). When the display reads "Error Codes" press and let go of the following keys in order; "1" "5" "1" "5" "1". If the keys were actuated correctly, the VMC will enter the factory diagnostic mode and the display will read "BevMax Setup". Press the number 2 key to scroll to Test Modes or press the number "4" key one time will cause the VMC to enter the BevMax Setup sub menu or press and hold the number "1" key for 1 second to exit the "BevMax Setup" submenu and return to the "Error Codes" service menu prompt. Once you enter the "BevMax Setup" mode press key 4 to enter submenu and Coke Factory Setup Set Prc/Tmpr 4 Test will show on display, press and hold the number "2" key and the VMC will begin to cycle forward through the available options or press and hold the number "3" key to cycle backwards through the available options. Press key 4 one time at any option for the VMC to enter that option.

BevMax Setup
Coke Factory Setup
Set Model Number
This sub menu will be used to set the model number of the vender in the control board so it knows the vender configuration. Press key number "4" to enter the menu and the display will show "Reset Model? Continue? 4 = Y (yes) 1 = N (no). If you select 4 (yes) the display will show a model number (example 5800-4) Save? A = ^, ☀ = Y (yes), CLR = N (no). Press the key "A" to scroll through all the available models 5800-4, 3800-4, 5800-E4, 3800-E4. With the display showing the vender model number you wish to save press the ☀ key. Note: program model number 5800-4 for all BevMax 3/2 venders with 9 columns on each tray. There is not a 5800 model number available for the Bevmax 3/2 Venders.

Coke Factory Setup
Set Prc/Tmpr 4 Test – (DO NOT USE IN THE FIELD)
This sub menu will be used to set the vend price and temperature during our factory testing and should not be used in the field.

Coke Factory Setup
Set Prc/Tmpr Default – (DO NOT USE IN THE FIELD)
This sub menu will be used to set the vend price and temperature back to factory default settings during our factory testing and should not be used in the field. Press key 4 and display will show "Set To Default? Continue? 4=Y 1=N. Press key 4 to set price and temperature settings to factory default settings.

Coke Factory Setup
Set Shelf Offset – Test Delivery Cup to Shelf Alignment:
This sub menu will be used to set the XY to the proper shelf height. Press key number "4" one time at the "Shelf Offset" prompt. The VMC will enter the shelf adjust option and display the current shelf offset position as "Shelf Offset: 900 3310 counts = 1 inch". To adjust Shelf (Y) Offset (up and down), enter a new number and press the

"☀" key to save and display will show "#### Offset recorded. Then press "CLR to go back to "Shelf Offset". Go to Position Test and check the plunger is contacting the targets correctly.

Coke Factory Setup

Position Test –Test Delivery Cup to column selected:

This sub menu will be used to test the vend mechanism alignment to specific columns confirming the proper X belt tension. Note: The left door switch must be pulled to the out position to perform this test. **Caution: XY needs to be in the home position before performing this test.** If you look at the control board the green, amber (yellow), and red lights should be on at this time. If not please check the following: Green light is for home switch on bottom of port cup, amber (yellow) light is for home switch on left side of Y motor assembly, red light is for home switch for picker cup plunger. Press the number 4 key and the display will show a set of numbers (i.e. ###### # ###### #). To position test press the following:

  a. Shelf letter (A,B,C,D,E) to travel to selected shelf.
  b. Column number (1,2,3,4,5,6,7,8, & 9) to travel to selected column.
  c. Key "0" to cycle cup plunger to hit column target.
  d. Key "F" to return cup to home position.
  e. Key "☀"is all stop.
  f. Press "CLR" key to return to "Position Test".

Coke Factory Setup

Set Hook Offset – Test Delivery Cup to Port Alignment:

This sub menu will be used to test the vend mechanism alignment to the port area confirming the proper X belt tension. Adjust Hook Swipe "X" Offset (left to right). Press the number "4" key and the display will show "Hook Swipe ####, 3310 counts = 1 inch". For factory default setting see born on label settings listed on service door. To change the off set, pull the top left (white) door switch in the out position to power the XY motors. Press the "☀" key once will automatically run the Delivery Cup Assembly to the swipe position and allow specific vender coordinates to be changed and saved in the control board memory. Use the numbers on the key pad to change the coordinates. Press the "☀" key to save the new setting and the Delivery Cup Assy. will automatically go to the "Home" position, then move back to the swipe position again. Press the "☀" key to send the Delivery Cup Assy. back to the "Home" position and the programming will return to "Set Hook Offset". Press key 2 to go to next menu item.

Coke Factory Setup

Cup Sensor On/Off – Turns Delivery Cup Sensor On & Off:

This sub menu will be used to set the Cup Sensor On or Off. Press key 4 and the display will show "Cup Sensor On". Press the "4" key to toggle the Extended Cup to the On setting. Factory default setting beginning with software revision 700.21 is on. If there is a problem in the cup the sensor can be turned off. Press key 1 to return to "Cup Sensor On/Off".

Coke Factory Setup

Cup Test – Turns Delivery Cup Sensor On & Off**:**

This sub menu will be used to test the operation of the Delivery (Picker) Cup Assy and Sensor. Press key 4 and the display will show "Cup Test". Press key 4 and the display will show "On:0 In:0 Out:0 Hm:1". Note: The left door switch must be pulled to the out position to perform this test. **Caution: XY needs to be in the home position before performing this test.** Press the "☀" key and the display will show "Cup Sensor On/Off On:0 In:0 Out:0 Hm:1". Press the "☀" key to toggle the Cup Sensor to the Off setting. To test the Cup with the Cup Sensor On, press the "☀" key and Display will show "Cup Sensor On - On:1 In:0 Out:0 Hm:1". To perform tests press the following:

    a. Shelf letter (A,B,C,D,E) to travel to selected shelf.
    b. Column number (1,2,3,4,5,6,7,8, & 9) to travel to selected column.
    c. Key "0" to cycle cup plunger to hit column target. The Out:0 will change to 1 momentarily and back to 0 and the Hm:1 will change to 0 momentarily and back to 1.
    d. Key "F" to return cup to home position.
    e. If the delivery cup has a cup sensor in it, place a package in the delivery cup and the In:0 will change to In:1, remove package and it will change to In:0.

    There are 4 pieces of data shown on the display labeled as "On", "In", "Out", and "Hm".

    "On" indicates whether the delivery cup sensor if present is turned on or off. A "1" indicates it is on and a "0" indicates it is off.

    "In" indicates whether the delivery cup sensor detects product in the cup. In order to be detected the product must be placed in the cup after the sensor was turned on. If a product is in the cup when the sensor is turned on, the sensor will not detect it. A "1" indicates product is detected and a "0" indicates it is not. When the sensor is turned off, there will be a "0" regardless of whether product is in the cup or not. The Yellow LED on the controller also will be on when a "1" is displayed.

    "Out" indicates whether the picker out switch is closed. A "1" indicates that the picker out switch is closed and a "0" indicates it is opened (plunger at home position). Please note that the switch is moved by the cam, not the picker. Pulling the picker out by hand will not activate the switch. The cam position is what activates the switch. The motor must actually drive the picker out and it must be all the way out in order for the switch to detect it is out. The Green LED on the controller also will be on when a "1" is displayed.

    "Hm" indicates whether the picker home switch is closed. A "1" indicates that the picker home switch is closed (plunger at home position) and a "0" indicates it is opened. This switch is moved by the plunger, pulling the plunger out by hand will turn the switch off. The Red LED on the controller will also be on when a "1" is displayed.

Coke Factory Setup

Port Test – Test the operation of the Port **:**

This sub menu will be used to test the operation of the Port Cup Assy and Port Sensor. Press the number 4 key and the display will show four numbers "####". The 1st # is Port Open switch and 0 = Port not open or 1 = Port opened. The 2nd # is Port Closed switch and 0 = Port not closed or 1 Port closed. The 3rd # is Sensor and 1 = Sensor on or 0 = Sensor off. The 4th # is Vend detect (only if Sensor is on) 0 = No product in port or 1 Product in port. To test the port press the following:

   a. Key "A" to open port. Display 1###.
   b. Key "B" to close port. Display 0###
   c. Key "C" to turn sensor on. When turned on and something is placed in the port a red LED will light on the board. Display ##1#.
   d. Key "D" to turn sensor off. Display ##0#.
   e. Key "☀" All Stop on any of these tests.
   f. Key "CLR" to return to "Port Test".

Coke Factory Setup

Set Shelf Config – Allows for shelf configuration to be set**:**

This submenu allows the service technician to program the electronics to match the different settings available for the shelves. These settings are available to vend different package heights. The factory default setting is Shelf Setting D2. Press the number "4" on the keypad and display will show "Set Shelf Config".   Press the "4" key and display will show current setting. To change the setting press key 2 to scroll through the following: D2 setting, E3 setting, E4 setting, E5 Setting E6 setting & D8. Shelf settings D2 is setting used in all domestic BevMax 4 5800-4 venders and E3 (5 shelf Export) & E4 (4 shelf Export) are used in export BevMax 4 5800-E4 venders 8900-0001BH and higher. Once the desired setting is showing on the display press the "4" key to save the setting. Note: all shelf settings have to be physically set to match the programmed setting. You cannot set the physical shelf settings differently. Press the "1" key to return to "Set Shelf Location". Press the "2" key to scroll to the next menu item below.

Coke Factory Setup

Master Reset – Allows for Vender settings to be changed to factory default setting**:**

This submenu allows the service technician to restore factory defaults to the machine or reset the Controller Board's memory after installing a new EPROM. Since this feature resets interval sales data, care should be taken prior to using. Press key "4" on the keypad and "MASTER RESET" will show on the display. Press the "4" key and the display will read "Master Reset Continue? 4 = Y 1 = N. To reset press the "4" Key and display will show "Resetting" then show software version and then the idle message will scroll. Press the 1 Key to return to "Master Reset".

Please see table below for programming options effected by MASTER RESET. NOTE: A power out error message will be generated when a master reset is performed. The table outlines the results of using MASTER RESET.

ITEM	RESET TO
Tube Fill	Cleared
Cash Counters each select	$0.00
Sales Counters each select	0
Price Program	99.95
StS Programming	Option 1
Config 1	0 (single price)
Config 2	0 (disabled or off)
Config 3	0 (enabled or on)
Config 4	0 (disabled or off)
Config 5	0 (disabled or off)
Config 6	Not used
Config 7	0 (disabled or off)
Config 8	0 (disabled or off)
Config 9	0 (disabled or off)
Config 10	0 (escrow bill)
Correct Change	0 (disabled or off)
Preview Password	Reset to 4231
Language	English
Tim Programming	0 (disabled or off)
Lighting Control	0 (disabled or off)
Refrigeration	Set point 35°F
Select Block 1	0 (disabled or off)
Select Block 2	0 (disabled or off)
Select Discount	0 (disabled or off)
Health Safety	0 (disabled or off)
Over-ride Switch	0 (disabled or off)
Remote Vend Mech	0 (disabled or off)
Combo Vend Discount	0 (disabled or off)

Coke Factory Setup

Update Software – Allows for software loading to individual motor controllers as needed:
Contact the Factory Technician for instructions on how this feature is used.

Coke Factory Setup

Double Talk – Turns Double Talk feature On & Off
The function is used to turn on or turn off the "Double Talk" feature. Press the number "4" key and "Double Talk" will show on display. Press the "4" Key and display will show current state "On" or "Off". Press "2" to toggle from On to Off. With the display showing the state you wish the mode to be in, press the "4" key. Press key 1 to return "Double Talk".

Coke Factory Setup
Build Number ### – Displays current software build numbers
This sub menu will be used to show the current software build number being used in the VMC and all peripheral boards. Press key 4 and the display will show "Build Number ####". Where #### is the software build number significant to Crane engineering. Press the "1" Key to return to "BevMax Setup".

Coke Factory Setup
Port Sensor Enable
Pres Key 4 to enter menu, Use Port Sensor: "ON" or "OFF" will display. Press key 4 and current setting will flash. Press Key 2 to change the setting. Press key 4 and the setting will stop flashing, it will be set. Press Key 1 to exit the menu.

Coke Factory Setup
$ Enable
Press Key 4 to enter menu. Use Dollar sign "ON" or "OFF" will display. Press key 4 and current setting will flash. Press key 2 to change setting. Press button 1 to exit menu.

Coke Factory Setup
Product Recover
This feature turns on the "Dance" that the product delivery cup preform after getting the drink off of the tray. Press button 4 to go to Recovery and current state. Press button 2 to change between ON and OFF.

Coke Factory Setup
Light Timer
Lights in the machine will turn off after a period of time that the machine has no activity, (button presses). The default time is set to 10 hours of no activity, this menu allows you to adjust that time from 1 – 10 hours. Press button 1 to view the current setting. Press any key 1-9 to set to that hour. Press the "❋" key to save, press button 1 to return to Light Timer

Coke Factory Setup
Bottle Drop Test – (DO NOT USE IN THE FIELD, FACTORY USE ONLY)
This function will initiate an automatic vend cycle. Pressing button 4 at this prompt will start the cycle beginning with selection A1 – E9. To stop the automatic cycle press the "❋" key.

Coke Factory Setup
Hide Cashless Credit
This function prevents the machine from displaying balance available on the card when using a debit/credit card. With this option selected, the machine will display "VEND NOW" when a card is used. Press button 4 to see Cashless: On or Off. Press button two to change, press button 1 to exit back to Hide Cashless Credit.

Coke Factory Setup
Auto Cal Hook Swipe
This function enables or disables the VMC's ability to automatically detect the hook swipe position. Press button 4 to see the current state, press button 2 to change between ON and OFF.

Coke Factory Setup
Find Hook Swipe
This function enables the machine to run the vend mechanism to automatically find the hook swipe position. Press button 4 and the vend mechanism will run to the delivery port to set the hook offset.

Coke Factory Setup
Mixed Credit
This function can be used to enable the consumer to use a combination of cash and card to make a purchase. Press button 4 to view the current state. Press button 2 to change between ON and OFF. Press Key 1 to exit the menu.

Test Modes
Test Vend – Vend Testing**:**
This function allows you to test vend each column.
Press key number 4 and the display will show "Column A1". Note: The left door switch must be pulled to the out position to perform this test. Press key numbers 2 or 3 to scroll through the columns available to run in motor test. Press and hold the Power Interrupt (PI) switch.   Press key number 4 to vend from the column displayed. Press key number 1 will return to "Test Vend". Press key number 2 to scroll to next test mode.

Test Sel Switch – Select Switch Test**:**
This function allows you to test each selection.
Press key number 4 and the display will show "Selection 4". Then press any key and the display will show the last key number pressed. Press and hold key number 1 for approximately 5 seconds will return to "Test Sel Switch".   Press key number 2 to scroll to the next test mode.

Test Display – Display Test**:**
This function allows you to test all segments in the display. Press key number 4 and a row of lower case letters "a" through "t" will display, then turn off , then a row of upper case letters "A" through "T" will display alternating until key number 1 has been pressed.   Press key number 1 to return to "Test Display". Press key number 2 to scroll to next test mode.

Test Relays – Relay Test**:**
This function allows you to test the relay electronic control of the compressor ("Compressor #"), the evaporator fan(s) ("Fan #"), and the sign front light ("Light#").

CAUTION: Disconnect power to the compressor before testing the compressor relay. Failure to disconnect power to the compressor before testing the relay could result in damaging the compressor.

Press key number 4 and the display will show "Compressor #", where # is the state of the relay - 0 = not activated or off; 1 = activated or on. Press key number 4 to toggle the relay on and off. Press key number 2 to scroll to "Fan #", where # is the state of the relay - 0 = not activated or off, 1 = activated or on. Press key number 4 to toggle the fan(s) on and off. Press key number 2 to scroll to "Light #", where # is the state of the relay - 0 = not activated or off; 1 = activated or on. Press key number 4 to toggle the lights on and off.
Press key number 1 to return to "Test Modes".
Press key number 2 to scroll to "Return to Sales".
Press button 4 to exit BevMax Setup.