6360052   *Model 636*

EuroDrink
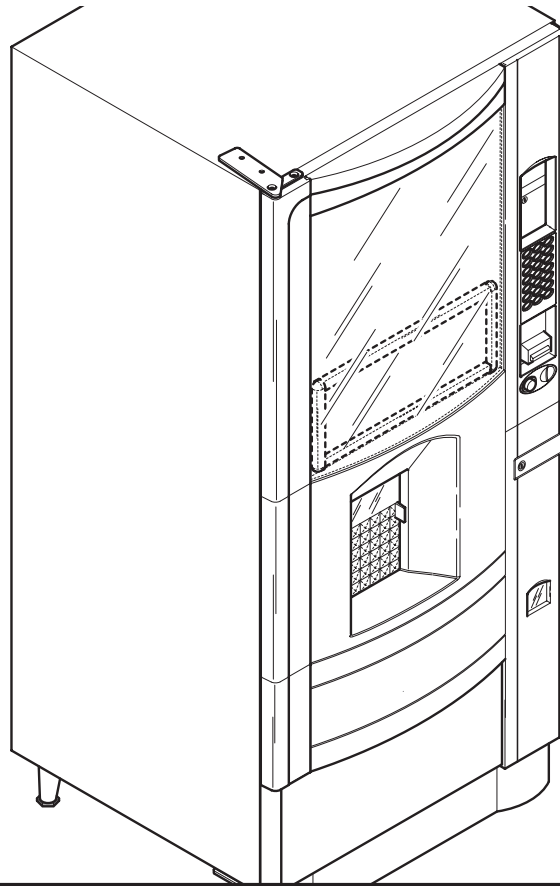
Operators' Guide

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

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

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TABLE OF CONTENTS

EURODRINK OPERATOR'S GUIDE

SPECIFICATIONS COMMON TO ALL MACHINES

DIMENSIONS	72" (183 cm) high 32" (81 cm) wide 28.5" (72 cm) deep
WEIGHT	475 lbs (215.5 kg)
WATER REQUIREMENTS	Minimum: 20 psi (137.8 kPa) Maximum: 80 psi (551.2 kPa)
AMBIENT TEMPERATURE	Minimum: 41° F (5° C) Maximum: 90° F (32° C)
OPERATING ENVIRONMENT	For indoor use only
CUP CAPACITIES (APPROXIMATE)	5 oz cups - 840 7 oz cups (squat) - 700 8.25 oz cups - 640 9 oz cups (squat) - 670 10 oz cups - 600 12 oz cups - 575
CANISTER CAPACITIES (APPROXIMATE)	Fresh brew coffee - 13 lbs (Model 634 only) Freeze dry coffee - 2 lbs Fresh brew decaf - 9 lbs (Model 634 only) Freeze dry decaf - 2 lbs Tea (freeze dry) 1.5 lbs Chocolate - 10 lbs Soup (or sugar substitute) - 6.7 lbs (4 lbs) Sugar - 11 lbs Lightener - 4.5 lbs

PRODUCT OPTIONS

Model 634 Fresh Brew	Standard Configuration:
	   Fresh brew coffee (pre-ground)
	   Fresh brew OR freeze dry decaf
	   Freeze dry tea
	   Espresso, cappuccino, hot chocolate, and "cup only"
	   selections
	Optional Configurations:
	   Hot water selection
	   Soup selection
	         OR
	   Sugar substitute condiment

Model 636 Freeze Dried	Standard Configuration:
	   Freeze dry coffee
	   Freeze dry decaf
	   Freeze dry tea
	   Espresso, cappuccino, hot chocolate, and "cup only"
	   selections
	Optional Configurations:
	   Hot water selection
	   Soup selection
	         OR
	   Sugar substitute condiment

SPECIFICATIONS COMMON TO ALL MACHINES (continued)

OPTIONS	Automatic delivery door
	Base grille kit (1 sided)
	Base grille kit (3 sided)
	Coin box lock
	Data printer kit
	Debit card reader
	Door striping kit
	Everpure water filter kit
	Cuno water filter kit
	Hydro-Life water filter kit
	Soup whipper kit
	Flex Ace door lock and key
	Van door lock and key
	Free vend keyswitch
	Snap-on ingredient canister extension sleeves (4" tall)
	Soup or sugar substitute kit
	Ingredient rinse tray
	Cup/mug electronic sensor (cup hold switch kit)
	Hot water selection kit
	Filter paper kit (5000 vends per roll) for brewer
	  (Model 634 only)
	Choice of "Textured white" or "Textured gray" paint
	    for cabinet door

SPECIFICATIONS UNIQUE TO 115 VOLT MACHINES

ELECTRICAL	115 Volts AC 60 Hertz 12 Amps Single phase

OPTIONS AND ACCESSORIES

COIN MECHANISM	MARS TRC-6000 COINTRON 3000 MARS TRC-6010XV (24 V) Maka/Conlux Model USPX-004 (24 V) Coin Acceptors Model 9302-LF (24 V)
BILL VALIDATORS	MARS VFM1 pulse MARS VFM3 serial MAKA pulse COINCO MDB

SPECIFICATIONS UNIQUE TO 220 - 240 VOLT MACHINES

ELECTRICAL	220 - 240 Volts AC 50 Hertz 10 Amps 2 kW Single phase

OPTIONS AND ACCESSORIES

COIN MECHANISM	Executive coin mechanism interface

MAJOR PARTS *(vertical, left margin)*

MAJOR PARTS

The diagrams on the following pages will acquaint you with the major parts of the EuroDrink merchandiser. For more detailed information, please consult your PARTS MANUAL. If you do not have a PARTS MANUAL, contact National Vendors Parts Department.

POINT OF
PURCHASE
PHOTO

EXTERIOR
DOOR
ASSEMBLY

MENU
ASSEMBLY

LOCK

FRONT OF MERCHANDISER

CUP MECHANISM
TURRET ASSEMBLY
AND MOTOR AND PCB
ASSEMBLY

DELIVERY DOOR

LOCK BAR
ASSEMBLY
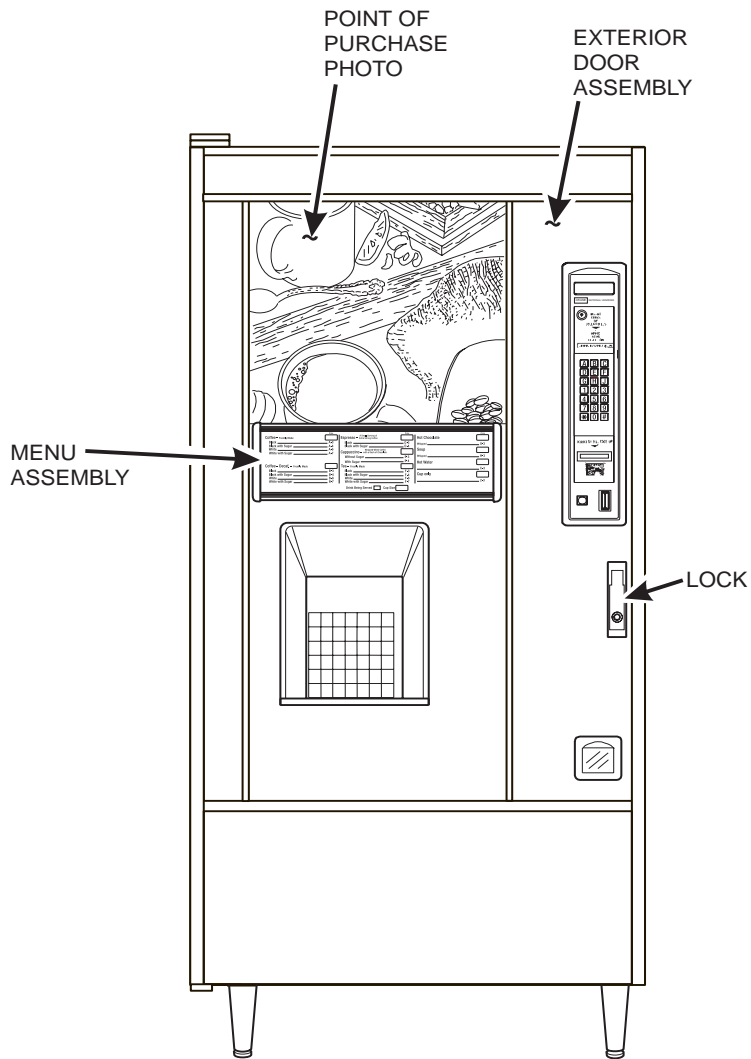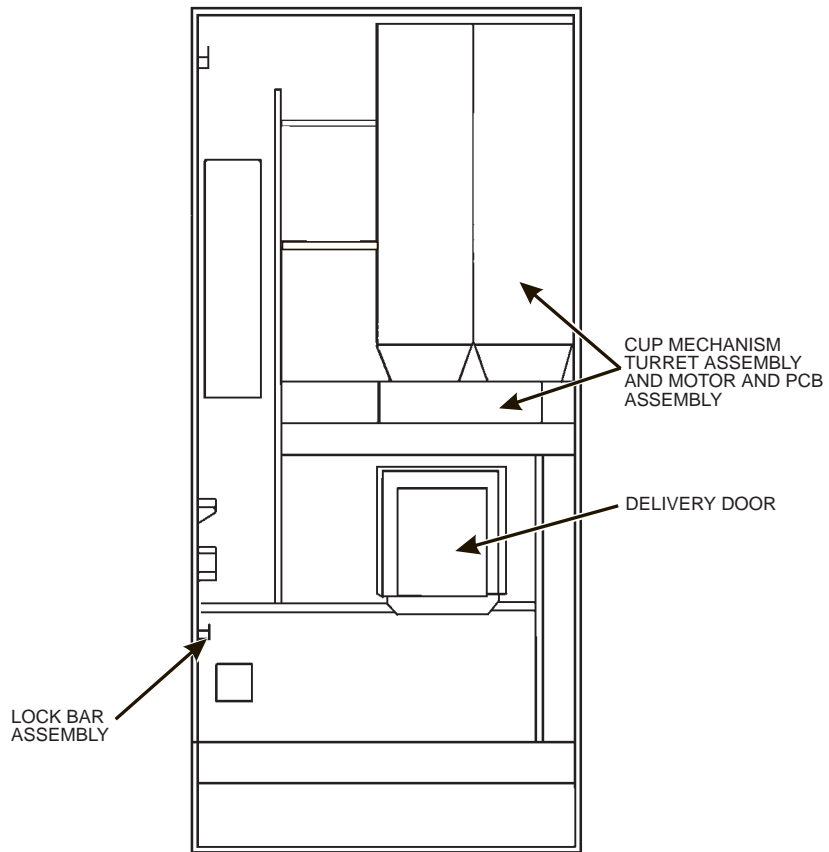
BACK SIDE OF MERCHANDISER DOOR

SERVICE LIGHT ASSEMBLY

(OPTIONAL)

F.B. DECAF CANISTER   F.B. COFFEE CANISTER

WATER TANK ASSEMBLY

F.D. TEA CANISTER

MONETARY PANEL ASSEMBLY

RINSE HOSE ASSEMBLY

CABINET

SUGAR CANISTER

LIGHTENER CANISTER

(OPTIONAL) F.D. CANISTERS

TWO INGREDIENT CHUTE

DECAF   COFFEE

CHOCOLATE CANISTER

SOUP OR SUGAR SUBSTITUTE CANISTER

DRINK WHIPPER ASSEMBLY

BILL ACCEPTOR (OPTIONAL)

FILTER & VALVE HEAD ASSEMBLY

BREWER (OPTIONAL)

WATER FILTER CARTRIDGE

COIN MECHANISM

CUP DELIVERY ASSEMBLY

GROUNDS PAIL

LIQUID WASTE PAIL

POWER CORD & PLATE ASSEMBLY

LEG, HINGE, & LEVELER ASSEMBLY

COIN BOX ASSEMBLY

LEG & LEVELER ASSEMBLY

MERCHANDISER CABINET INTERIOR

MAIN
CONTROLLER
PCB ASSEMBLY

INTERFACE
BOARD

EXHAUST
FAN
BRACKET
ASSEMBLY

OVERFLOW
SWITCH
ASSEMBLY

POWER
PANEL
ASSEMBLY

OPTIONAL INFRARED
CUP/MUG SENSOR

MERCHANDISER CABINET INTERIOR

CONTROLS AND INDICATORS (vertical, left margin)

CONTROLS AND INDICATORS

POWER PANEL. You may have one of three power panels, depending upon where you live. The controls are fundamentally the same, however.

<u>Circuit Breakers</u>. Circuit breakers protect the merchandiser against failures in the power supply or any of the electrical components. If a circuit breaker trips and cannot be reset, consult your troubleshooting manual.

<u>Back Side of U.S./ Canada Power Control Panel</u>. The circuit board mounted on the rear of the U.S. and Canadian power control panel is a dc power supply for the coin mechanism. A fuse protects the board circuitry in the event of a coin mechanism solenoid failure. If the coin mechanism is not working, check this fuse. If the fuse is blown, a bad coin mechanism solenoid could be at fault.

<u>Main Power Switch</u>. This is the main ON/OFF switch for the merchandiser.

<div align="center">

WARNING
*To protect against electrical shocks and possible damage to the
machine, turn this switch OFF when performing any mainte-
nance on the merchandiser.*

</div>

626P0005

MAIN
POWER
SWITCH

LABEL

MAIN
CIRCUIT
BREAKER

LOW VOLTAGE
CIRCUIT BREAKER
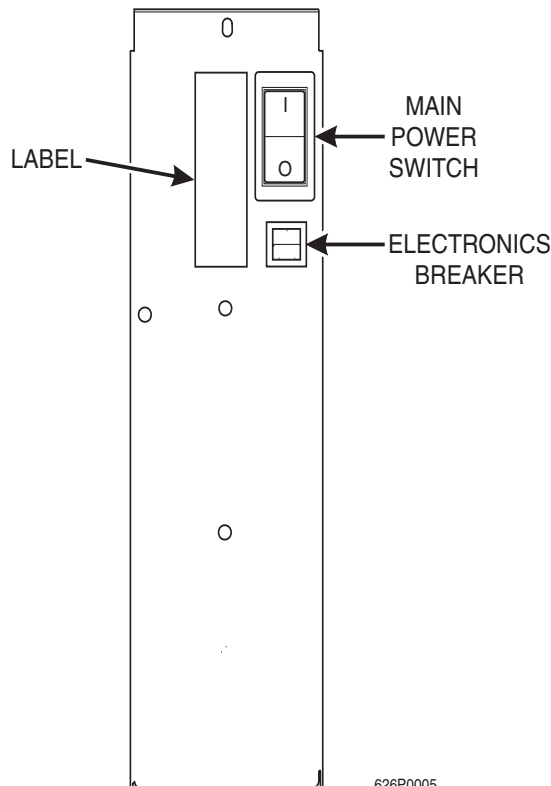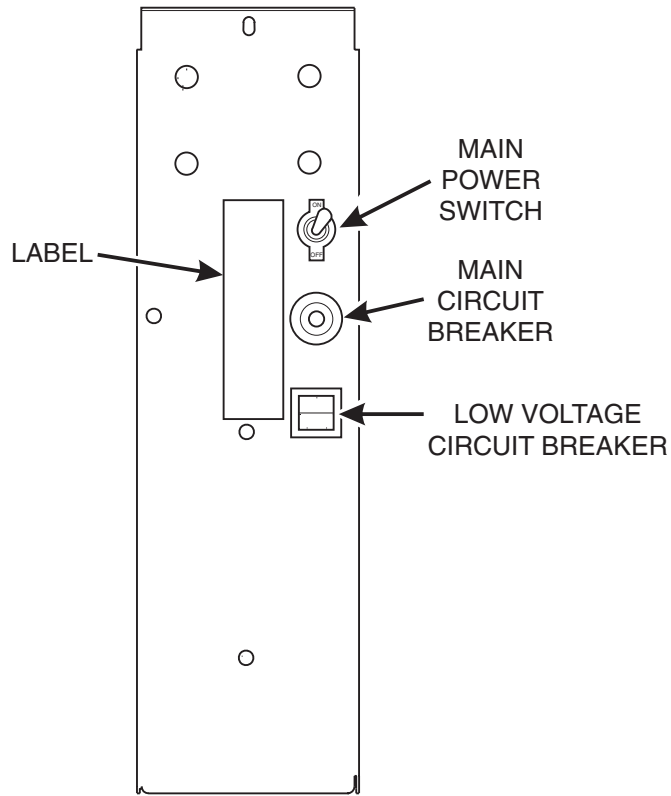
626P0006

**POWER CONTROL PANEL
(U.S./CANADA)**

TOP

DC POWER
SUPPLY PCB
FOR 110V COIN MECH

AGC 1
FUSE
1 AMP

BACK SIDE OF U.S./CANADA POWER CONTROL PANEL

LABEL

MAIN POWER
SWITCH

ELECTRONICS
CIRCUIT BREAKER

MOUNTING STUDS
FOR MEXICO ONLY
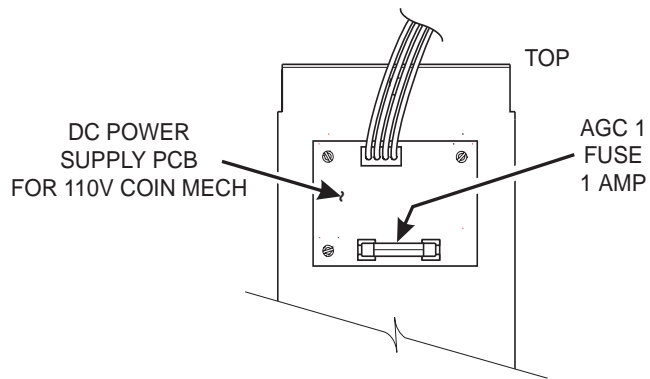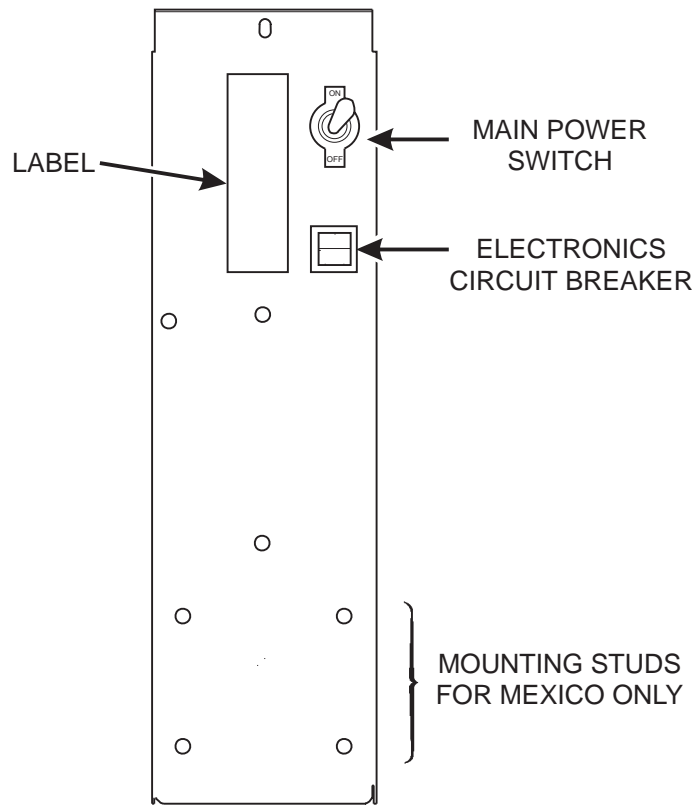
POWER CONTROL PANEL
(U.K. / MEXICO)

MAIN CONTROLLER
PCB ASSEMBLY

POWER ON
(LED 1)

FLASHING
HEARTBEAT
(LED 2)
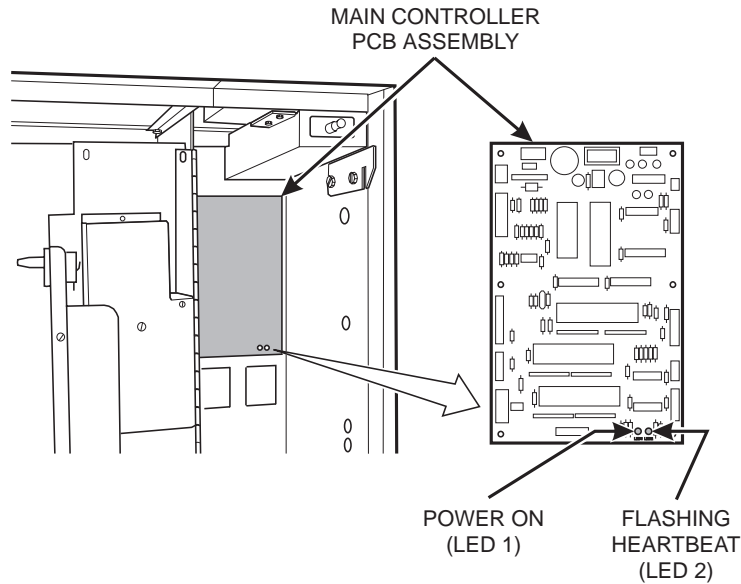
MAIN CONTROLLER PCB DISPLAY

<u>**Main Controller PCB Display**</u>. This display consists of two light emitting diodes (LED) mounted on the controller PCB.

POWER ON   When lit, this red LED indicates electrical power is applied to
(LED 1)   the controller PCB.

HEARTBEAT   When flashing, this red LED indicates that the controller PCB is
(LED 2)   active, and the software is operating.

NORMAL CONDITIONS:
When the merchandiser is operating normally, you should see a steady red **POWER ON** indicator. The red **HEARTBEAT** indicator should be flashing with a balanced on/off pattern (on for the same length of time that it is off).

ERROR CONDITIONS:
If an error is present, the red **HEARTBEAT** indicator will flash with an unbalanced on/off pattern (on longer than it is off). The error(s) can be viewed under the DIAGNOSTICS mode.

HIGH VOLTAGE
INTERLOCK
SWITCH

LOW VOLTAGE
DOOR SWITCH

MESSAGE
DISPLAY

SERVICE
KEYPAD

FREE VEND
KEYSWITCH
(OPTIONAL)

CRANE NATIONAL VENDORS

CABINET

INSERT
COINS
OR
DOLLAR BILLS

MAKE
YOUR
SELECTION

INSTRUCTION
PLATE

CHANGE RETURNED BELOW

LETTERS
A-H,J

A B C
D E F
G H J

SELECTION
SWITCH

NUMERALS
1-9, *,0, #

1 2 3
4 5 6
7 8 9
✱ 0 #

MONETARY
PANEL

BILL
ACCEPTOR
(OPTIONAL)

COIN
RETURN
BUTTON

COIN
INSERT
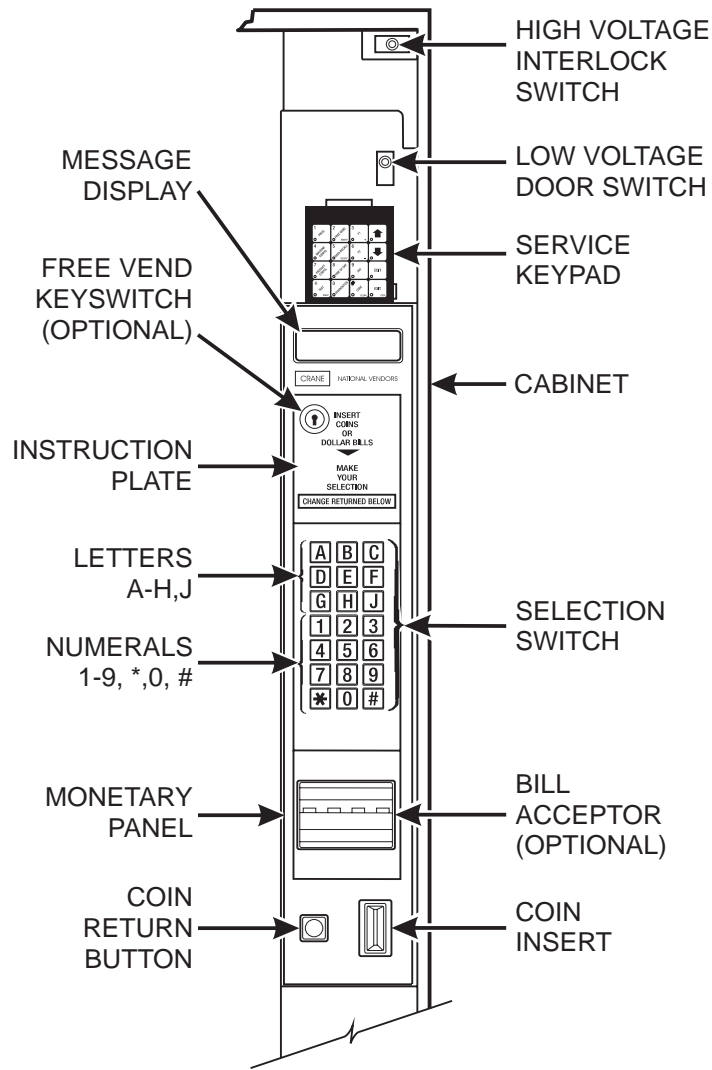
MONETARY PANEL

High Voltage Interlock Switch (U.S./ Canada). When the cabinet door is open, this switch turns off the optional fan and bean light (if equipped), and turns on the service light.

High Voltage Interlock Switch (International). When the cabinet door is open, this switch turns off all high voltage to the cabinet. Pulling the switch out restores high voltage for maintenance purposes.

Low Voltage Door Switch. Informs the controller software of the main door open or closed status.

Message Display. This is how the merchandiser communicates with the outside world. Customers can see messages about how much money they have put into the merchandiser. The message display also tells customers when a selection is sold out and when vending is free, inhibited, or discounted. The message display shows you what you are doing when you program the merchandiser, and can show you what is wrong if there is a failure.

Free Vend Keyswitch. This allows someone (other than maintenance people) to set the merchandiser to free vend without opening the door.

Selection Switch Panel. The customer uses these switches to make selections. Also, maintenance people may use this switch panel during programming and other support modes.

Coin Return Button. Pressing this button returns any coins that have been paid into the merchandiser prior to a vend.

Bill Acceptor (Optional). Accepts bills in various denominations, depending upon the type of bill validator, and how the machine is configured.

Service Keypad. The service keypad is located at the top of the monetary panel. It gives service personnel the means to program, retrieve data from, and view diagnostic information about, the merchandiser.
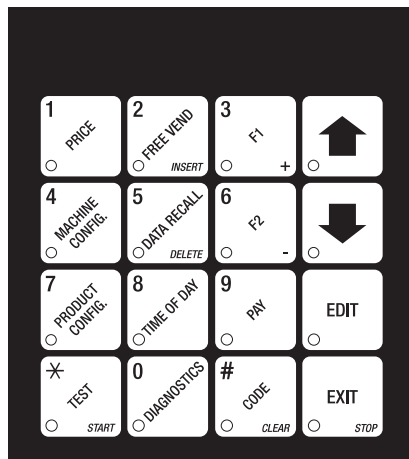
SERVICE KEYPAD

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INITIAL SET-UP

I. LOCATION PREPARATION

After your machine is unpacked and placed near its permanent location, you need to make sure you have the proper electrical and water service.

ELECTRICAL POWER REQUIREMENTS

This merchandiser needs electrical power as shown in the following table. NOTE: Each merchandiser should have its own electrical circuit.

Power Requirements

Country	Volts	Frequency (Hz)	Current (Amps)
Canada	115	60	15
France	230	50	10
Germany	230	50	10
United Kingdom	230	50	10
United States	115	60	15

1. Check the Power Outlet

This merchandiser is supplied with a service cord for the country of use and is terminated in a grounding type plug. The wall receptacle used for this merchandiser must be properly polarized, grounded, and of the correct voltage. Operating the merchandiser from a source of low voltage will **VOID YOUR WARRANTY**. Each merchandiser should have its own electrical circuit and that circuit should be protected with a circuit breaker or fuse conforming to local regulations.

> **Voltage Check -** Place the leads of a voltmeter across the LINE (LIVE) and NEUTRAL terminals of the wall receptacle. The voltmeter should indicate 110-130 volts ac for 120 volt, 60 Hz locations, or 220-240 volts ac for 230 volt, 50 Hz locations.

> **Polarity Check -** Place the leads of a voltmeter across the LINE (LIVE) and GROUND terminals of the wall receptacle. The voltmeter should indicate 110-130 volts ac for 120 volt, 60 Hz locations, or 220-240 volts ac for 230 volt, 50 Hz locations.

> **Noise Potential Check -** Place the leads of a voltmeter across the NEUTRAL and GROUND terminals of the wall receptacle. The voltmeter should indicate 0 volts ac. A measurement greater than 1.5-2.0 volts ac could result in problems for the merchandiser's electronic circuitry caused by electrical noise.

Any deviation from these requirements could result in unreliable performance from your merchandiser.

WATER REQUIREMENTS

The best type of water for coffee brewing is normal hard (tap) water. If your location has chemically softened water, you should do one of the following things:

• Have a non-softened supply line run to the merchandiser
• Contact your local water filter supplier for information and suggestions

Well water can also be used in the EuroDrink Machine. However, you should have it checked for levels of carbonates and alkalies. Contact your water filter supplier if these values are relatively high.

What is the Water Pressure at Your Location?

It should be no less than:	10 psi (69.0 KPa) at 1/2 gallon/minute
And no more than:	80 psi (522.0 KPa) at 1/2 gallon/minute

If you're not sure about the pressure and flow rate, check with your water company.

What to do With the Water Supply Line:

Locate the supply line at the rear of your merchandiser.
Equip the line with a shut-off valve.

Flush the water supply line before connecting it to the merchandiser. A minimum of five gallons is usually required before connecting the merchandiser to the supply line. **DO NOT** flush the merchandiser water system. If you do, you might introduce water line contaminants into the merchandiser.

II. POSITIONING THE MERCHANDISER

You can position this merchandiser anywhere in a bank of machines. It can even be placed on the end flush against a side wall. Be sure you leave enough room in front of the merchandiser for the door to move freely.

BE SURE THE REAR OF THE MERCHANDISER IS AT LEAST 6" AWAY FROM THE WALL. THIS WILL ALLOW WARM MOIST AIR TO BE VENTED OUT OF THE MACHINE'S INTERIOR.

WARNING:
THIS MACHINE IS ONLY RATED FOR INSTALLATION IN AN INDOOR LOCATION.

III. CONNECTING EVERYTHING

1. Connect the Merchandiser to the Water Supply:

    a.   You will need the following:

- A coil of copper tubing with outside diameter of 3/8 inch (9.5 mm) or greater. The appropriate plastic tubing may be substituted. The tubing must be long enough to reach from the water source to your machine with enough left over to form a loop about 2 feet (60 cm) in diameter. This will allow you to move the machine without straining the water line.

- A 3/8 inch (9.5 mm) flare fitting.

    b.   Connect the merchandiser to your water supply.

2. Connect the Merchandiser to the Electrical Power Supply:

Power inside the merchandiser is controlled by the main power switch, located on the power panel.

    a.   Make sure the main power switch is OFF.

    b.   Connect the merchandiser's power cord to your wall outlet.

IV. FINAL MECHANICAL PREPARATION

1. Level the Merchandiser:

a. Place a spirit level on the top front edge of the cabinet with the door fully closed. Adjust the front legs only until the cabinet is reasonably level.

b. Hold the door open about 4 inches.

WARNING
HAVE AN ASSISTANT HOLD THE MERCHANDISER WHILE YOU ADJUST THE LEG LEVELERS.

c. Adjust the back legs so that the back leg leveler on the hinge side is off the floor just enough so a piece of paper can slide under it with only a bit of resistance.

d. For proper weight distribution on all four legs, raise the back leg on the hinge side by unscrewing the leveler 1½ turns.

NOTE
You may need to use pliers or channel locks to loosen the leg levelers.

SPIRIT LEVEL

FRONT

LEG

LEG LEVELER

LEFT REAR LEG

1-1/2 TURNS
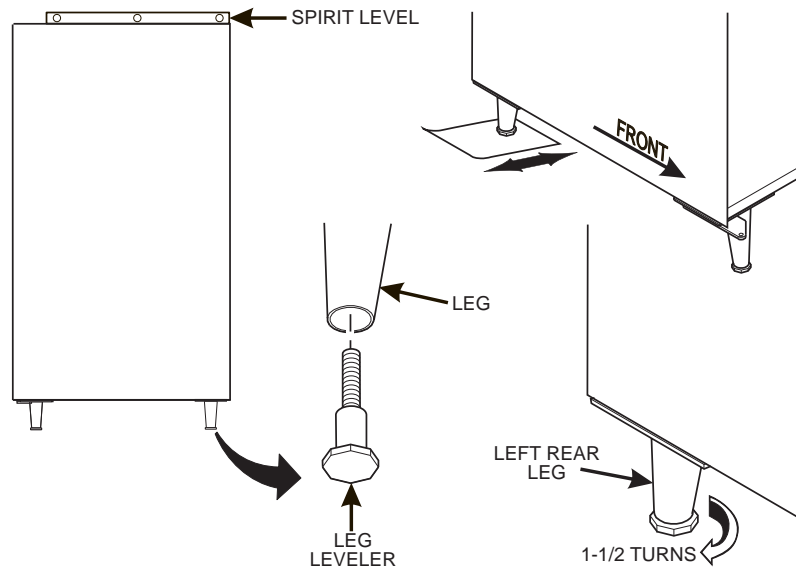
2. Mount the Base Plate:

WARNING
DO NOT MOVE THE CABINET WHILE HEX HEAD SCREWS AND/OR CARRIAGE BOLTS ARE LOOSENED. THE CABINET WOULD BECOME UNSTABLE AND LIKE-LY TO TIP AND CAUSE INJURY.

a.   Remove the pail(s) from the inside of the merchandiser.
b.   Remove the floor liner from the inside of the merchandiser.
c.   Remove the two caps as shown.
d.   Loosen the left leg assembly carriage bolts and nuts to allow mounting a base plate bracket.
e.   Secure one of the base plate brackets to the leg assembly using the two carriage bolt. Tighten the carriage bolts and nuts.
f.   Loosen the right leg assembly hex head screws to allow mounting the other base plate bracket.
g.   Secure the other base plate bracket to the right leg assembly using the two hex head screws. Tighten the hex head screws.
h.   Insert the short arms of the slides into the hinged tabs of the base plate. Position the slide so the notch near the short arm is on the bottom side.
i.   Insert the long arms of the slides into the base plate brackets.
j.   Insert and secure a cotter pin through the hole in the back of each of the slides.
k.   Push the base plate toward the merchandiser cabinet. The front tabs of the base plate brackets should seat in the notches in the long arms of the slides.
l.   Replace the caps, liner, and pail(s) removed previously.

CAPS

SLIDE - L.H.

BASE PLATE BRACKET

COTTER PIN
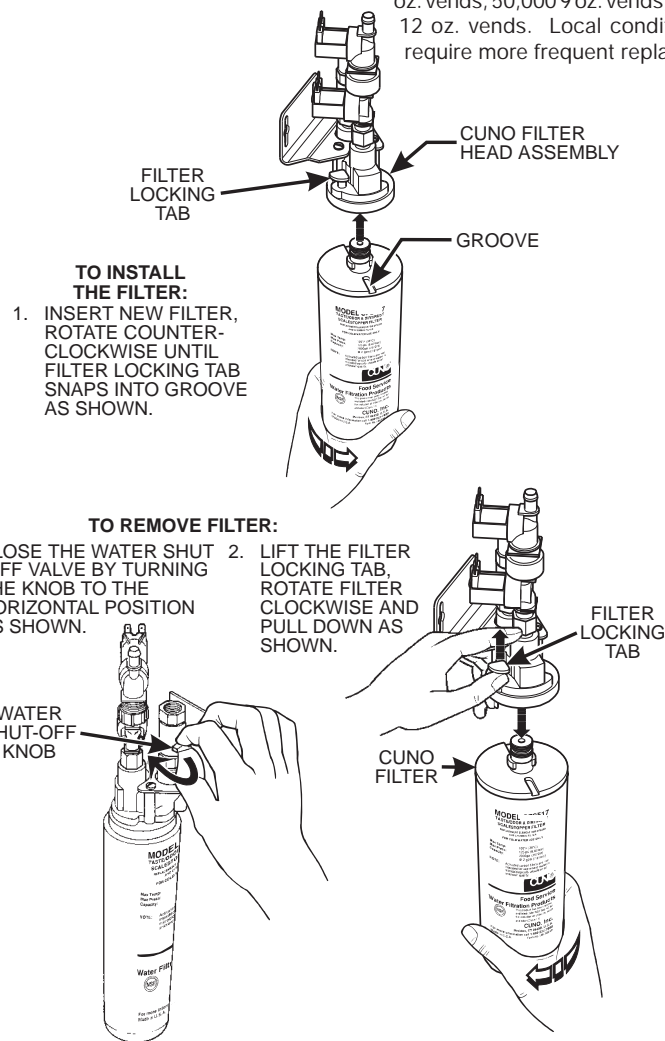
BASE PLATE
ASSEMBLY

SLIDE - R.H.
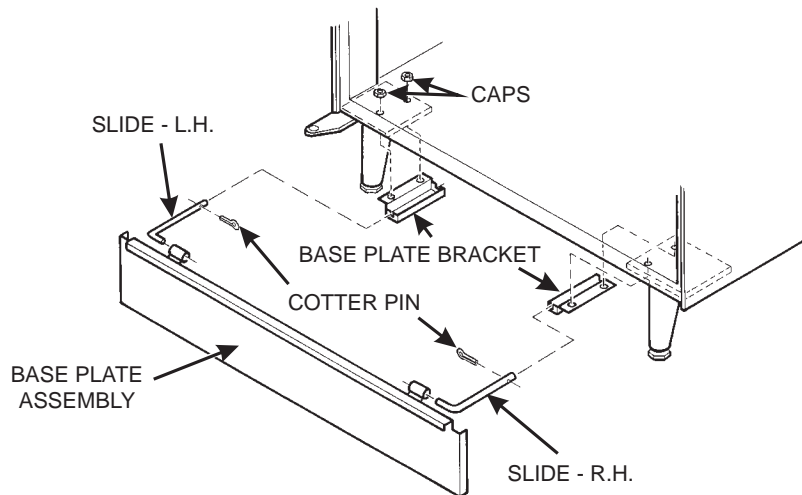
3. Install the Water Filter Cartridge:

> *IF YOUR MERCHANDISER HAS THE WATER FILTER OPTION,
> IT CANNOT BE OPERATED WITHOUT A PROPERLY IN-
> STALLED WATER FILTER CARTRIDGE. If you do not have the
> water filter option, continue with "Fill the Tank".*

CUNO BRAND ...

NOTE
Check the water filter installation record. There is a place to write the vend number on the cartridge. The cartridge is effective for a maximum of 64,000 7 oz. vends, 56,000 8 oz. vends, 50,000 9 oz. vends, or 37,000 12 oz. vends. Local conditions may require more frequent replacement.

CUNO FILTER
HEAD ASSEMBLY

FILTER
LOCKING
TAB

GROOVE

**TO INSTALL
THE FILTER:**
1. INSERT NEW FILTER, ROTATE COUNTER-CLOCKWISE UNTIL FILTER LOCKING TAB SNAPS INTO GROOVE AS SHOWN.

TO REMOVE FILTER:

1. CLOSE THE WATER SHUT -OFF VALVE BY TURNING THE KNOB TO THE HORIZONTAL POSITION AS SHOWN.

2. LIFT THE FILTER LOCKING TAB, ROTATE FILTER CLOCKWISE AND PULL DOWN AS SHOWN.

FILTER
LOCKING
TAB

WATER
SHUT-OFF
KNOB

CUNO
FILTER

EVERPURE BRAND ...

NOTE

Check the water filter installation record. There is a place to write the vend number on the cartridge. The cartridge is effective for a maximum of 26,000 7 oz. vends, 22,000 8 oz. vends, 20,000 9 oz. vends, or 15,000 12 oz. vends. Local conditions may require more frequent replacement.

National Vendors recommends that you do the following procedure the **first time** you fill the tank in your EuroDrink merchandiser:

a.   Remove the small inner "O" ring from the filter cartridge.
b.   Install the filter cartridge.
c.   Turn on the water at its source, and perform the tank filling procedure.
d.   Turn off the water at its source, remove the filter cartridge, and replace the "O" ring.
e.   Install the filter cartridge.

TO INSTALL FILTER:

1. ALIGN RAISED RIB ON FILTER CARTRIDGE WITH MATING SLOT IN HEAD ASSEMBLY.

2. FIRMLY INSERT FILTER CARTRIDGE INTO HEAD ASSEMBLY AND ROTATE COUNTER-CLOCKWISE 1/4 TURN TO THE STOP.

3. OPEN THE WATER SHUT-OFF VALVE BY PUSHING THE HANDLE TO THE HORIZONTICAL POSITION AS SHOWN BELOW.

TO REMOVE FILTER:

1. CLOSE THE WATER SHUT-OFF VALVE BY LIFTING THE HANDLE TO THE VERTICAL POSITION AS SHOWN BELOW.

2. ROTATE THE FILTER CLOCKWISE AND PULL DOWN AS SHOWN.

WATER SHUT-OFF VALVE HANDLE

WATER SHUT-OFF VALVE HANDLE

EVERPURE FILTER HEAD ASSEMBLY

EVERPURE FILTER HEAD ASSEMBLY

RAISED RIB
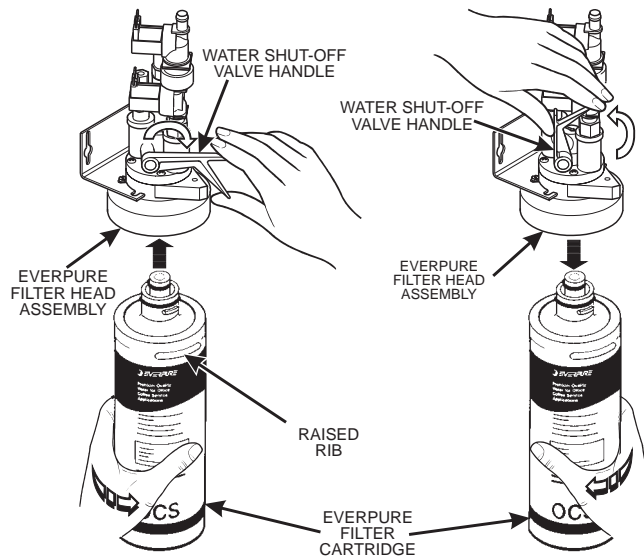
EVERPURE FILTER CARTRIDGE

HYDROLIFE BRAND

INSTALLATION:

1. Place the filter inside the canister. Be sure the o-ring is seated in the canister just below the threads.
2. Screw the canister and filter assembly onto the filter head until it comes to a stop.
3. Open the water valve on the inlet line by rotating the handle to the vertical position as shown.

REMOVAL

1. Close the valve on the inlet line by rotating the handle into the horizontal position as shown.
2. Relieve water pressure by performing two or three water throws (see the programming section).
3. Unscrew the filter and canister assembly from the filter head. Remove the filter from the canister.
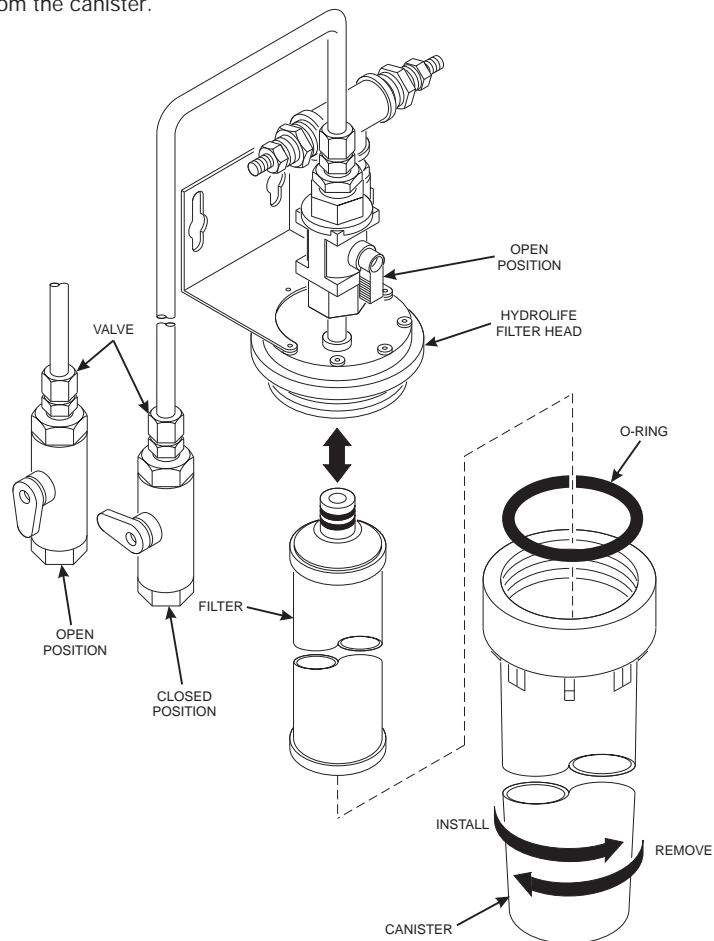
<u>**4. Load the Optional Filter Paper:**</u>

a. Be sure the main power switch is in the *OFF* position.
b. Remove the cup station and grounds bucket.
c. Remove the paper holder cover by turning the fastener a quarter turn to the left.
d. Insert a roll of paper into the paper holder. Route the free end of the paper to the brewer as shown.
e. Replace the cover on the paper holder. Secure it by turning the fastener a quarter turn to the right.
f. Feed paper over swing arm assembly and underneath pinion gear shaft.
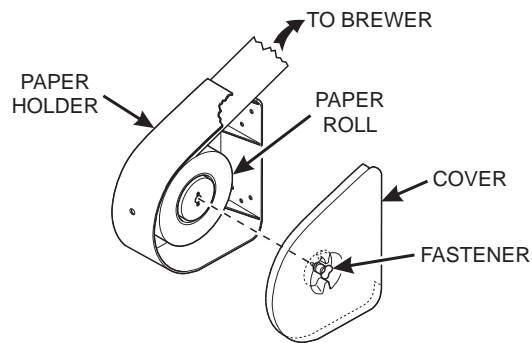
g. Feed paper through the paper guides.
h. Raise the basket housing assembly and feed paper over the lip of the paper mechanism housing.
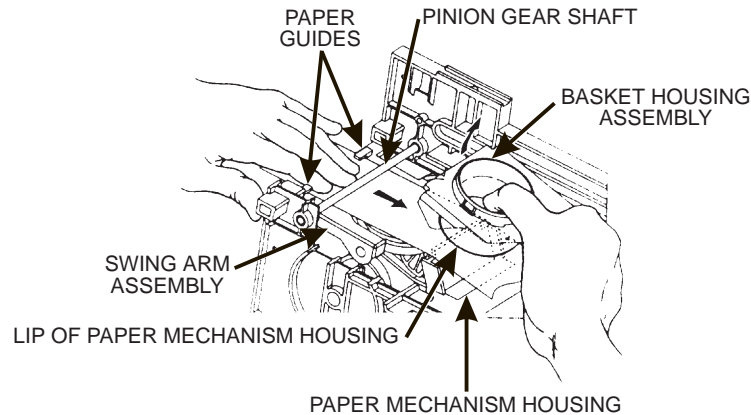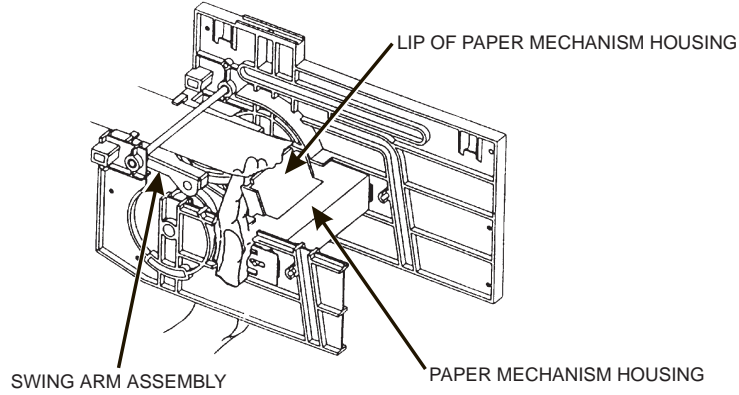

NOTE
It may be necessary to reach underneath the brewer between the paper mechanism housing and swing arm assembly to push paper over the lip of the paper mechanism housing.

CONTINUED . . .

LIP OF PAPER MECHANISM HOUSING

SWING ARM ASSEMBLY   PAPER MECHANISM HOUSING

i.   Reach underneath the brewer between the paper mechanism housing and basket housing assembly and push paper into the top of the paper mechanism housing between paper rollers.

BASKET HOUSING ASSEMBLY

PAPER MECHANISM HOUSING
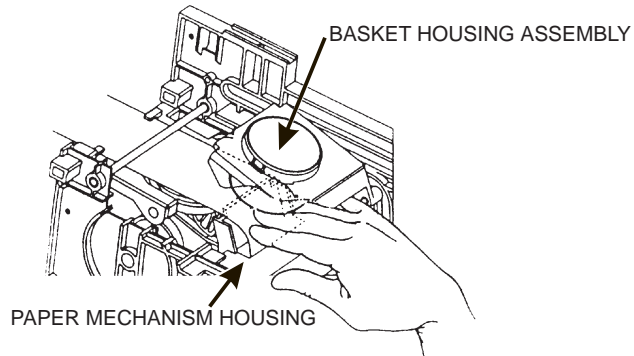
j.   Reach underneath the brewer and pull paper roller to the right.
k.   Pull paper down between the paper rollers.
l.   Release the paper roller.

PAPER ROLLER
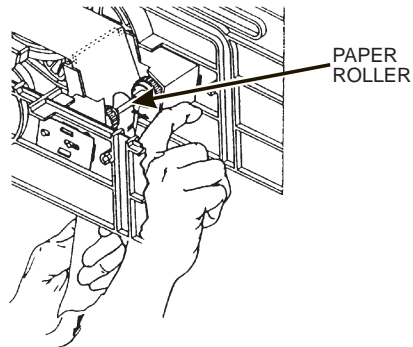
m. Place the main power switch in the *ON* position.

n. Test the brewer to be sure the paper feeds properly:

    1. On the maintenance keypad, press [⚹ TEST START], then press [⬇ ○] until the display shows *BREW TEST*.

    2. Press [⚹ TEST START] to test each brewer position:

WARNING

Keep away from the brewer mechanism while it is operating. Coming into contact with moving parts could injure you.

*BREW 'R BREW* The brewer is in the BREW position.

BREW 'R FLIP The brewer is in the FLIP position.

BREW 'R HOME The brewer is in the HOME position.

    3. Make sure the filter paper feeds properly without jamming.

o. Replace the cup station and grounds bucket.

5. Install the Optional Coin Box Lock

a. Install the lock cylinder, washer, and nut in the order shown.

b. Tighten the nut.

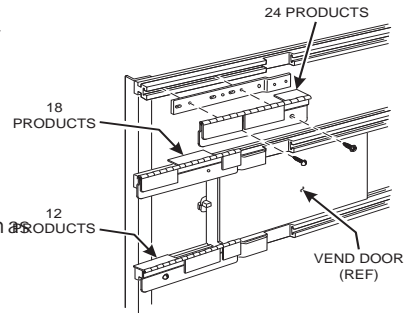c. Install the lock bar as shown, and secure with the screw.
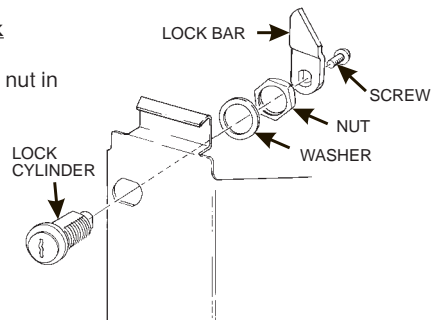
6. Set Up and Load the Coin Mechanism

Standard Coin Mechanism

Setting the Quarter Switch. If your coin mechanism is not a MARS TRC 6000, skip this procedure and begin LOADING THE COIN MECHANISM.
a.   Flip down the front of the coin mechanism as shown, and set the quarter switch.

Load the Coin Mechanism.
a.   Open the cabinet door and the monetary door.
b.   Insert coins into their respective tubes until each tube has been filled.
c.   Inspect the tubes for shingled coins and correct if necessary.

MDB Coin Mechanism

Install the coin mechanism as follows:

WARNING
Make sure the main power switch is turned OFF before you work on the merchandiser. Failure to do so could result in death or injury.

a.   Turn OFF the main power switch. Refer to the instructions provided with the coin mechanism and remove the coin validator assembly.
b.   Loosen the coin mechanism mounting screws on the merchandiser so they stand off about 1/8" (0.3 cm).
c.   Position the coin mechanism so the three keyed holes fit over the mounting screws. Pull down on the coin mechanism to seat the screws in the keyways.
d.   Tighten the mounting screws and reinstall the coin validator assembly.
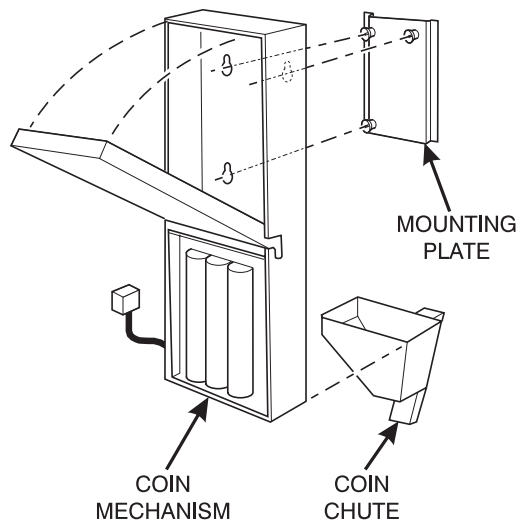
e. The following figure shows a coin mechanism, bill validator, and card reader connected to one another via an MDB. Some monetary configurations may not include all of these devices. Connect your coin mechanism as shown:
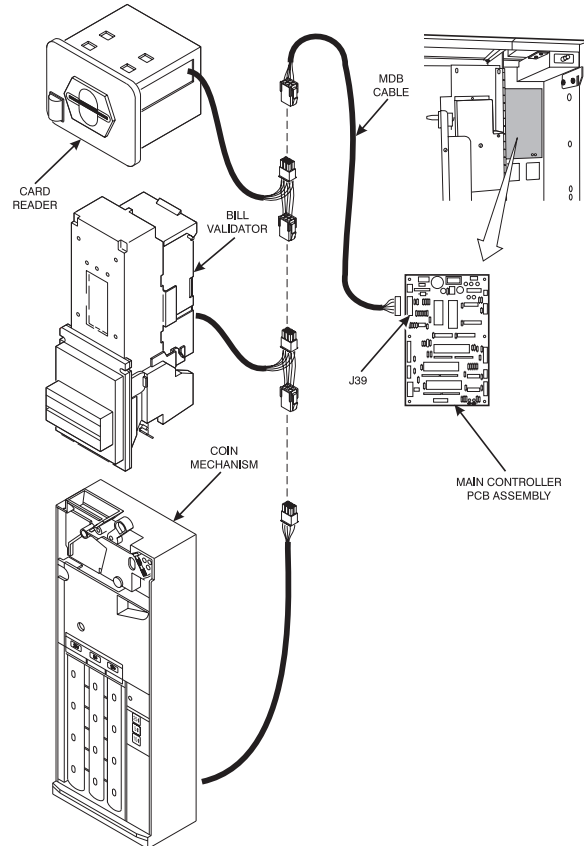
f. Turn ON the main power switch. Select 𝖬𝖣𝖡 𝖬𝖤𝖢𝖧 in the **SELECT COIN**

MECHANISM AND OPTIONS procedure on page 2-11. Press ⌷EXIT STOP⌷ until the

standby message is displayed, then press ⌷TEST START⌷. Insert enough coins through the coin slot into the coin tubes to more than cover the empty sensor. Insert coins one at a time and ensure they lay flat in the tubes. The amount of coins you insert is internally recorded.

g. Payout about 6 coins to ensure proper loading.
h. Finish inserting coins through the coin slot to fill all the tubes with coins.
i. Visually check the coin tubes to make sure coins are not shingled.

7. Fill the Tank:

a. Make sure the main power switch is ON.
b. Turn on the water at its source.

c. On the maintenance keypad, press ⬡ (TEST/START), then press ⬇ until the display shows *TANK.FILL*.

d. Press ⬡ (TEST/START). You should hear water running into the tank, and the display will show *FILLING*. The water will run until either the tank is full or 12 minutes go by, whichever happens first.

> **NOTE**
> The inlet water valve only stays open for 12 minutes at a time. This is a safety feature to prevent water from running into a leaky system and making a mess. It is possible for your tank to take longer than 12 minutes to fill if your location has low water pressure. To be on the safe side, check for leaks if the water runs a long time. If you find none, everything is normal; you just have low water pressure.

e. When you hear the water stop running, repeat steps 3 and 4. Under normal circumstances, nothing will happen. If water starts running and the display shows *FILLING* again, your pressure is low and it is just taking a long time to fill the tank. Repeat this step if necessary to be sure your water tank is full.

8. Fill the Canisters:

Open the lid as shown, and carefully pour the appropriate product into the canister. Repeat for all canisters in the machine.

FILL
CANISTER
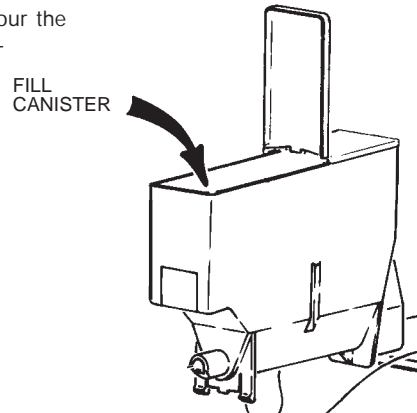
9. Load Cups:

CAUTION
Use only cups which have been designed for use in a hot beverage vending machine.

a. Support the cup mechanism in the upright position.
b. Push the latch forward to release the cup mechanism. Continue to support the cup mechanism while you lower it into the loading position.
c. Remove the turret cover.

OBSERVE PROPER HYGIENE - DO NOT TOUCH THE CUPS!

d. Open the bottom of the wrapper on a stack of cups.
e. Insert the wrapped cups into the turret and pull the wrapper out.

> DO NOT FILL CUPS ABOVE THE LEVEL MARKED ON THE OUTSIDE OF THE CUP TURRETS OR ABOVE THE "FILL LINE" LABEL INSIDE EACH TURRET, OR MOTOR JAMS WILL OCCUR.
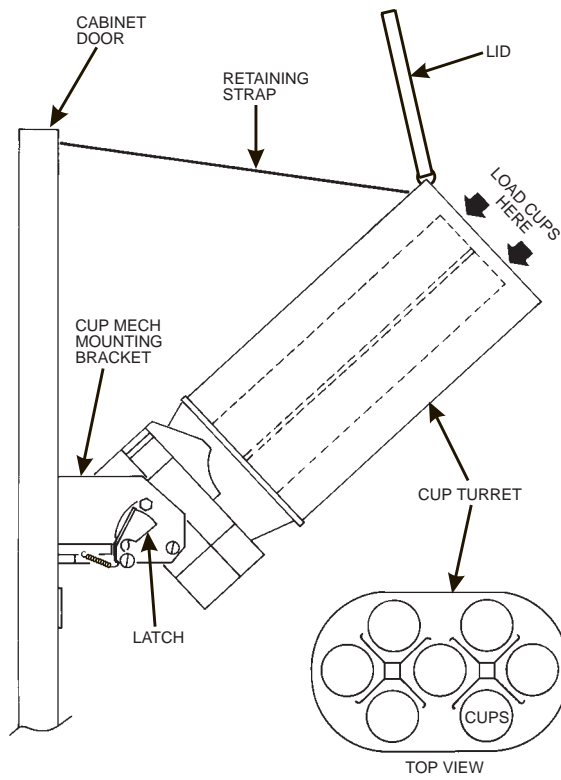> USE ONLY THE SAME SIZE AND BRAND OF HOT DRINK CUPS IN EACH TURRET; DO NOT INTERMIX!

f. Replace the turret cover after the turrets have been loaded.
g. Be sure the cup mechanism is locked into the upright position.

10. Tell the Machine About the Cup Size(s):

Your Eurodrink merchandiser can vend two drink sizes, but it can only handle one actual cup size at a time. Therefore, the cups you loaded must be able to contain both drink sizes. You will need to "tell" the merchandiser which cup you have loaded into it, plus what size you want for the smaller size drink.

a. Press [7 PRODUCT CONFIG.], then press [↓] until the display shows *CUP X OZ* .

b. Press [EDIT] until the size of the regular drink is displayed. **NOTE: The size must be the same as or smaller than the cups you loaded.**

c. Press [↓], and the display shows *CUP.1 X OZ*.

d. Press [EDIT] until the size of the large drink is displayed. This size **MUST BE THE SAME AS** than the cups you loaded!

TURRET DESIGNATIONS

DOOR

CUP STACK ROTATION

1B   1A

TOP VIEW

CUP
MECHANISM

CABINET
DOOR

LID

RETAINING
STRAP

LOAD CUPS
HERE

CUP MECH
MOUNTING
BRACKET

CUP TURRET

LATCH

CUPS

TOP VIEW
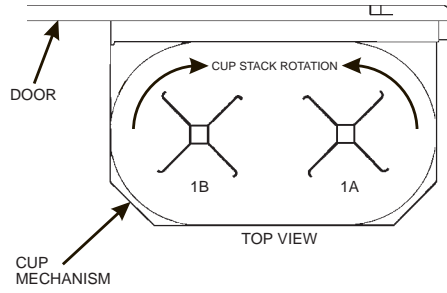
11. Test the Machine:

Your EuroDrink merchandiser is now ready to vend coffee, just as soon as the water

in the tank reaches its operating temperature. Press ⬛, and a reading of the tank

temperature is displayed. When the display shows 94° C (202° F), it is ready for vending.

a. Close the door, make a selection, and enjoy your cup of coffee!
b. You will now need to do the following before your machine is ready to start earning money:

- Set prices
- Set up the menu
- Establish time of day vending periods (if desired)
- Customize the drink recipes (if desired)
- Set up custom messages (if desired)

Refer to the Programming section for details on these and other procedures.

V. ADJUSTMENTS AND MINOR MAINTENANCE

1. Empty the Bill Stacker

1. PUSH UP LATCH

2. PULL DOWN BILL STACKER

3. REMOVE DOLLAR BILLS

430P0017
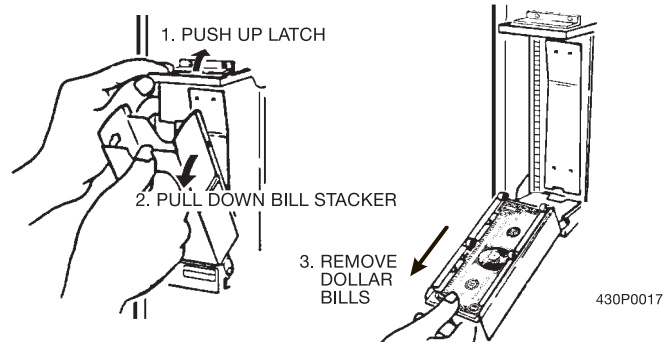
2. Adjust the Water Valves

Water valves do not usually require adjustment, but in some cases adequate water volume cannot be achieved by the throw time setting alone (see the programming section). **IF ABSOLUTELY NECESSARY**, adjust the valves in conjunction with setting the factory default timers during the Product Configuration programming mode.

1. Using a slotted screwdriver, turn the adjustment screw clockwise to decrease the water flow rate.
2. Turn the adjustment screw counterclockwise to increase the water flow rate.

WATER TANK

WATER 6

+   -

WATER VALVE

WATER VALVE ADJUSTMENT SCREW
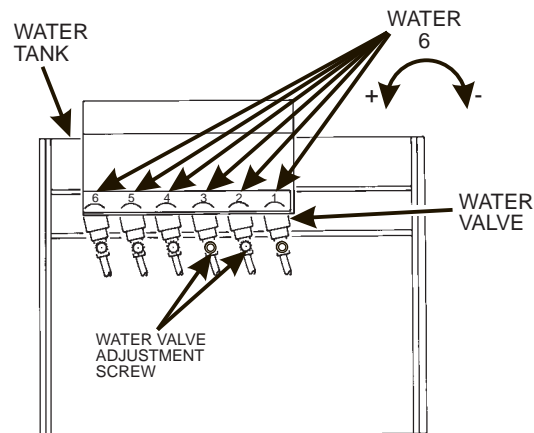
3. Adjust the Air Pressure.

This control determines the system pressure provided by the air compressor. Adjust as follows:

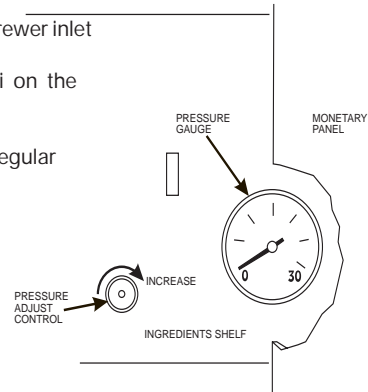a.   With the compressor running, pinch the brewer inlet air tube.

b.   Adjust the pressure to read 10 - 12 psi on the gauge.

This will produce a pressure of 3 - 6 psi using regular coffee and 8¼ oz cups. No further air pressure adjustments should be necessary.

PRESSURE GAUGE

MONETARY PANEL

INCREASE

PRESSURE ADJUST CONTROL

INGREDIENTS SHELF

4. Install Canisters.

1.   Place the canister in position as shown.
2.   Engage the pins on the motor shaft with the slots in the canister coupler.
3.   Fit tabs on canister into the slots on the canister shelf.
4.   To ensure canister is correctly engaged with the rear mounting bracket, gently push down on the front edge of the canister lid.

FILL CANISTER

PINS ON MOTOR SHAFT MUST ENGAGE SLOTS IN CANISTER COUPLER

626P0017

CANISTER SHELF
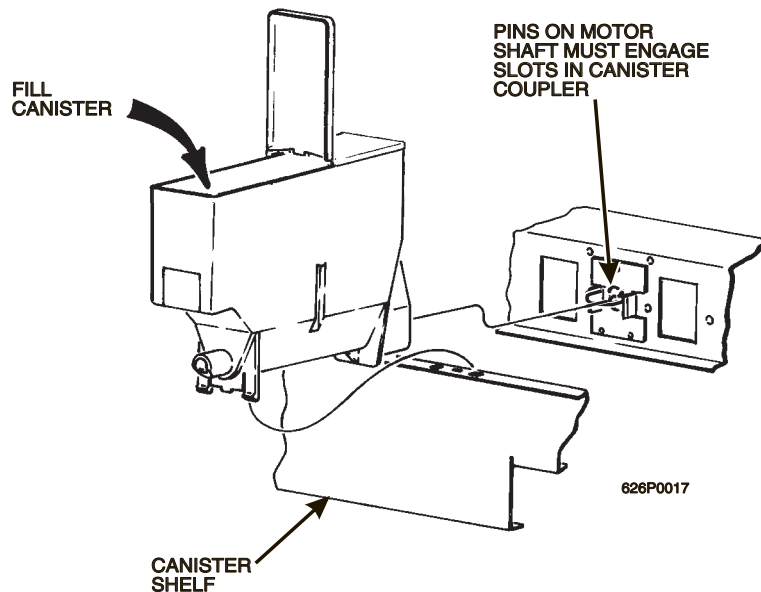
5. Adjust the Cup Mechanism.

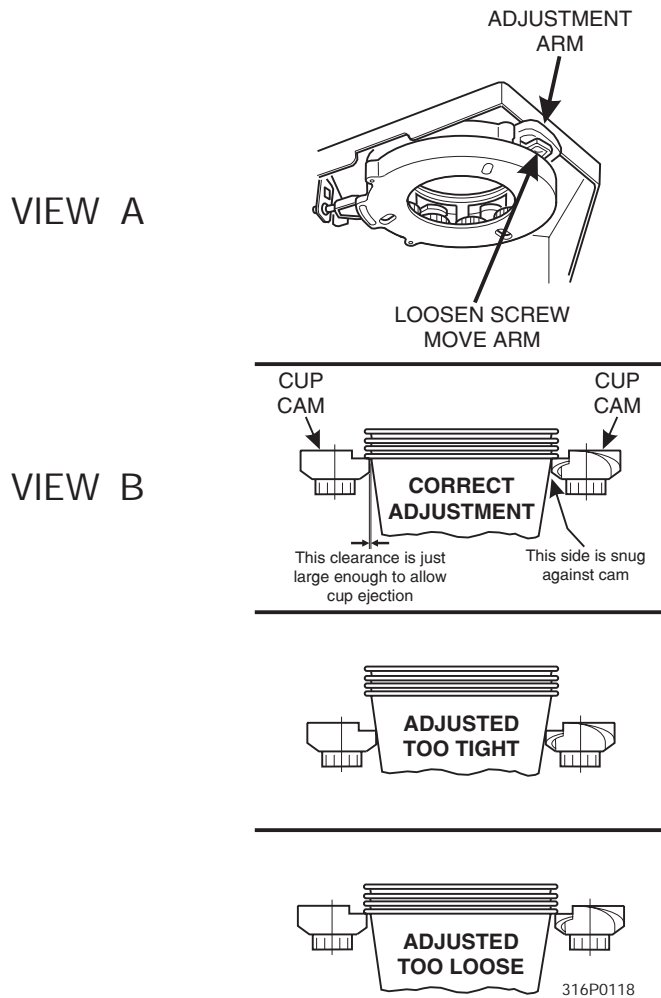1. Place seven cups in the cup ring.
2. Observe the clearance as shown in view B.
3. If necessary adjust by first loosening the adjustment arm screw (view A).
4. Move adjustment arm until correct clearance is achieved.
5. Hold adjustment arm in place and tighten adjustment arm screw.

ADJUSTMENT
ARM

VIEW A

LOOSEN SCREW
MOVE ARM

CUP
CAM

CUP
CAM

VIEW B

CORRECT
ADJUSTMENT

This clearance is just
large enough to allow
cup ejection

This side is snug
against cam

ADJUSTED
TOO TIGHT

ADJUSTED
TOO LOOSE

316P0118

6. Set Up the Menu Assembly.

1. From the inside of the door, remove the two screws as indicated, and remove the end cap as shown.
2. Loosen the remaining 10 screws as indicated 1/2 turn. **Do not loosen the screws any more than necessary to avoid stripping out the menu frame.**
3. Remove the menu board. If it is still held too tightly, repeat step 2.
4. Set up the menu board as desired and reinstall it in the reverse order of disassembly.
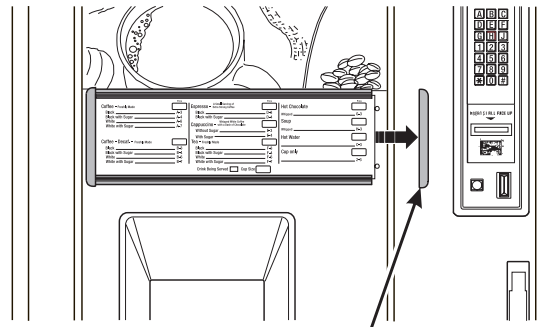
REMOVE THE MENU BOARD
END CAP AND SLIDE OUT THE
MENU BOARD.

LOOSEN
THESE
SCREWS

LOOSEN
THESE
SCREWS

REMOVE
THESE
SCREWS
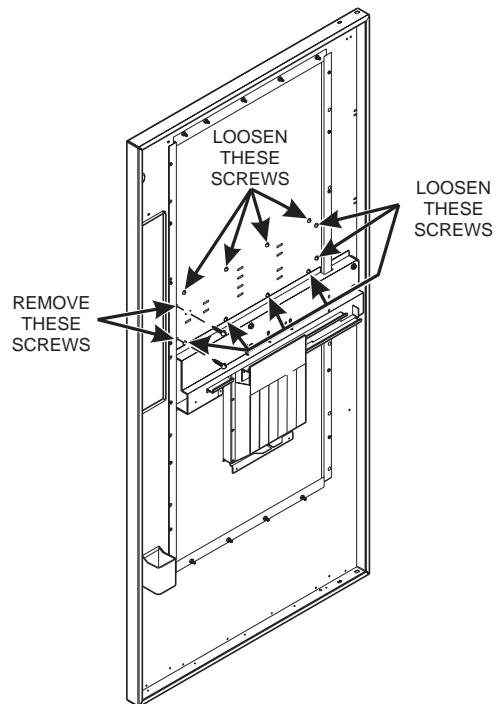
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PROGRAMMING THE EURODRINK

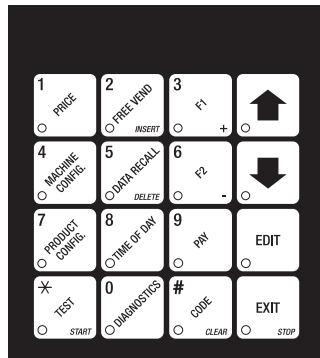## Getting Around

Getting around the Eurodrink software is pretty easy once you know the features that are available to you, and how to use them. The three main parts you will use are the SERVICE KEYPAD, the SELECTION SWITCH PANEL, and the DISPLAY.

The Service Keypad

For most of your programming jobs, you will be using the service keypad, conveniently located on the monetary panel. The service keypad has 16 keys. The three columns on the left are the **MODE** keys. The right hand column contains the **MOVEMENT** keys.

The Selection Switch Panel
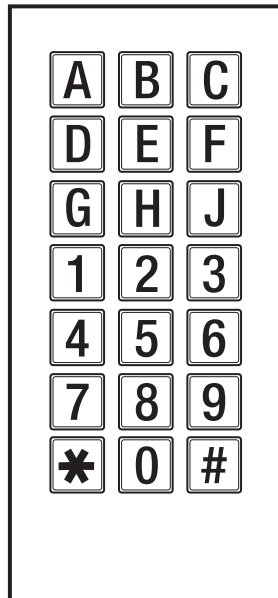
The selection switch panel is also located on the monetary panel. Unlike the service keypad, it is accessible when the cabinet door is closed. These are the keys the customer will use to make selections. You can also use these keys during programming procedures.

<div style="text-align:right">PROGRAMMING THE EURODRINK</div>

(To/From Previous Display)

PRODUCT — EDIT

⬇️

⬆️

EXIT
STOP → DRY. A X.XX

⬆️ ⬇️

EXIT
STOP

EXIT
STOP → DRY. A+ X.XX

⬆️ ⬇️

STANDBY
MESSAGE

EXIT
STOP → DRY. B X.XX

⬆️ ⬇️

EXIT
STOP

⬆️

EXIT
STOP → DRY. G X.XX

⬇️

SUGAR

(To/From Next
Display)
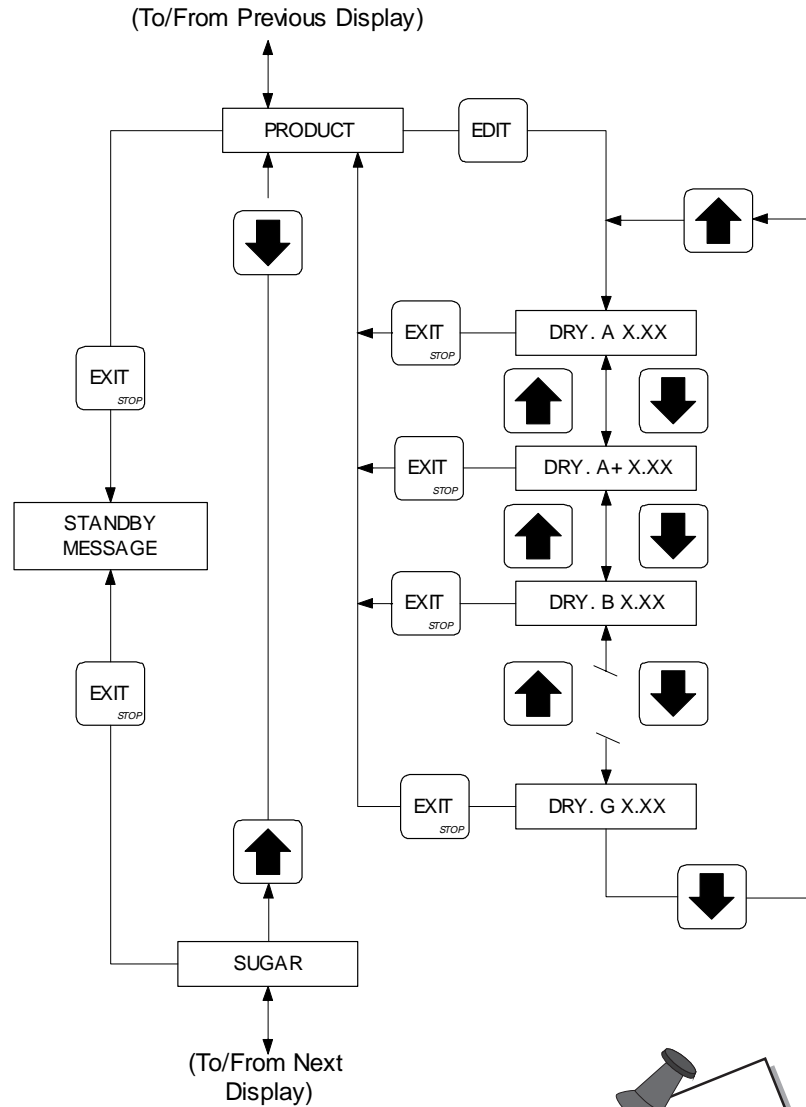
NOTE
Any place you can press the down
arrow to move forward, you can
press the up arrow to go backward!

The diagram on the left is a picture of your path through a single task within the PRODUCT CONFIGURATION programming mode. Think of the diagram as if it were a house, with each display representing a room in the house. The EDIT key is a one-way front door, and the EXIT key is just that - a one-way exit. The arrow keys are doorways between the rooms, and you can go either way between them.

Look at the example. From the *PRODUCT* display, you can press the down arrow key and set up the sugar throw. If you wanted to set up dry products, press the EDIT key. The first screen you see will let you adjust the throw time for the selection A dry product. Pressing the down arrow key takes you to the extra strong selection A dry product. Pressing the down arrow again takes you to the selection B product; pressing the up arrow key returns you to the previous display, and so forth. When you get to the last dry selection (in this case, it's I), pressing the down arrow moves you back to the top of the list. At any point, you can press the EXIT key and return to the *PRODUCT* display. Pressing the down arrow there takes you to the *SUGAR* display. From either *PRODUCT* or *SUGAR*, pressing EXIT gets you back to the standby message.

SHORTCUT:

When setting up selections, you can go directly to the selection you are interested in simply by pressing the appropriate letter key. Let's say you wanted to set up the throw time for the D selection dry product. Instead of repeatedly pressing the down arrow, you can press **D**, and you will immediately get the display for that selection.
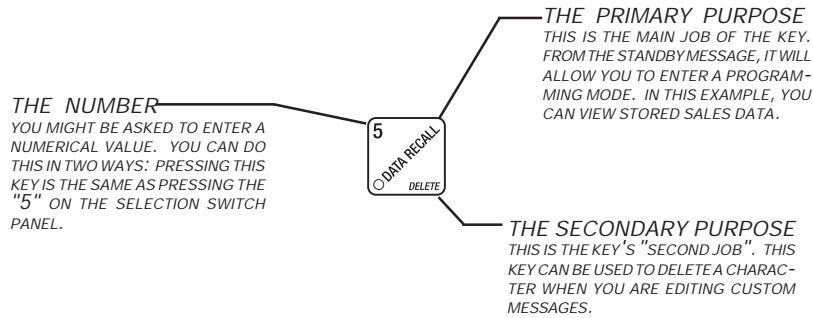
The Displays

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

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

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

```
┌─────────────────┐
│    DISPLAY      │
└─────────────────┘
```

The Function Keys

The FUNCTION keys on the service keypad can be used for up to three things:

THE PRIMARY PURPOSE
THIS IS THE MAIN JOB OF THE KEY. FROM THE STANDBY MESSAGE, IT WILL ALLOW YOU TO ENTER A PROGRAMMING MODE. IN THIS EXAMPLE, YOU CAN VIEW STORED SALES DATA.

THE NUMBER
YOU MIGHT BE ASKED TO ENTER A NUMERICAL VALUE. YOU CAN DO THIS IN TWO WAYS: PRESSING THIS KEY IS THE SAME AS PRESSING THE "5" ON THE SELECTION SWITCH PANEL.

THE SECONDARY PURPOSE
THIS IS THE KEY'S "SECOND JOB". THIS KEY CAN BE USED TO DELETE A CHARACTER WHEN YOU ARE EDITING CUSTOM MESSAGES.

Other Keys

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

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

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

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

TEST START This key lets you start an action, such as a test.

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

1 PRICE
Press this button to put your machine into the Price Setting mode. You can see maximum and minimum machine prices, and change prices for entire machine or individual selection.

2 FREE VEND / INSERT
Press this button to set up how the Free Vend mode will operate.

3 F1 / +
Press this button to view the water tank temperature, software version number, machine and accessory configuration, and active selection status.

4 MACHINE CONFIG.
Press this button to:
- Select display language
- Select coin mechanism and options
- Select bill validator and options
- Select card reader and options
- Select monetary options
- Set winner feature

5 DATA RECALL / DELETE
Press this button to:
- View total sales and vends by whole machine, selection, or drink size
- Clear resettable data
- View or set machine ID

6 F2 / -
Press this button to:
- Download data into your portable data collection device (PDCD),
OR
- Set printer baud rate, depending upon which device you are using

7 PRODUCT CONFIG.
Press this button to:
- Set machine configuration
- Set up drinks
- Set which selections are active
- Set temperature display units (°F or °C)
- Set drink size and options
- Select sanitation and rinse times
- Set tank temperature
- Set delivery door options
- Set whipper options

8 TIME OF DAY
Press this button to:
- Set time of day
- Set day, month, year
- Set up time of day intervals for inhibit, freevend, and discount vending
- Select display messages
- Edit messages
- Set message scrolling speed

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

0 DIAGNOSTICS
- Allows you to see any fault or condition that has placed the machine out of service

✳ TEST / START
Press this button to:
- Perform TEST VENDS
- Test machine functions
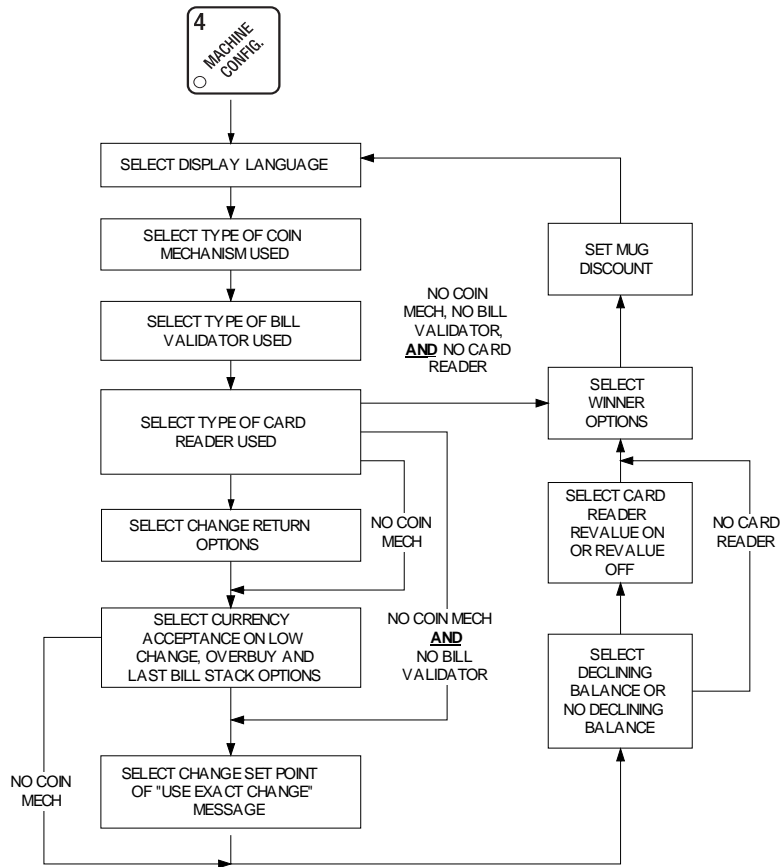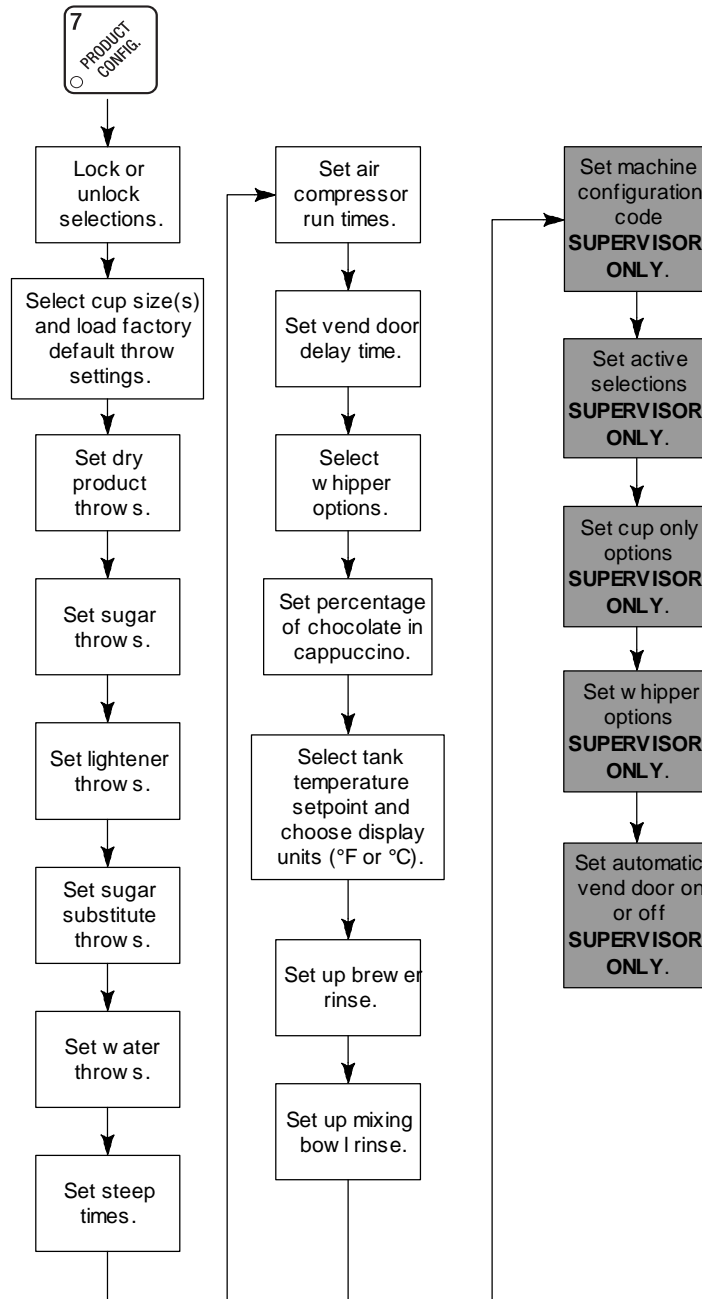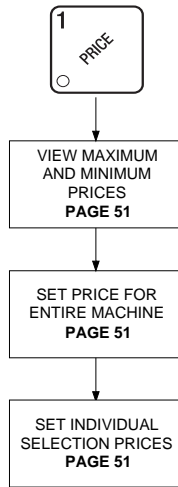- Test displays
- Fill the water tank

 # CODE / CLEAR
Press this button to:
- Enter the SUPERVISOR mode
- Change the SUPERVISOR access code
- Lock and unlock access to functions
- Set free vend code

CONTROL PANEL SWITCH FUNCTIONS EXPLAINED
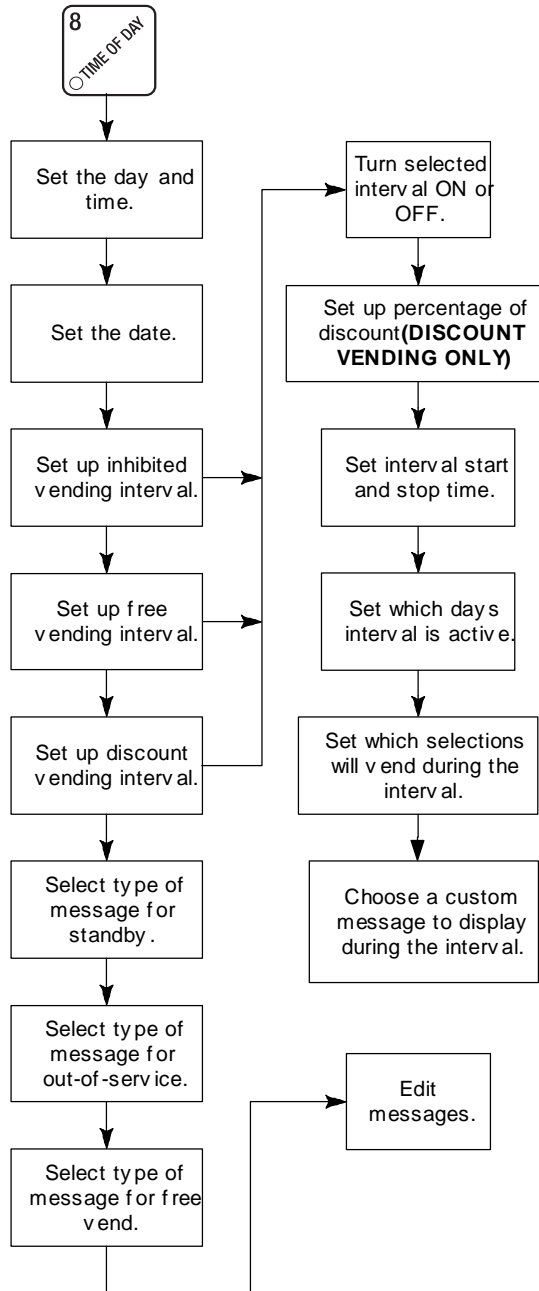
EURODRINK OPERATOR'S GUIDE
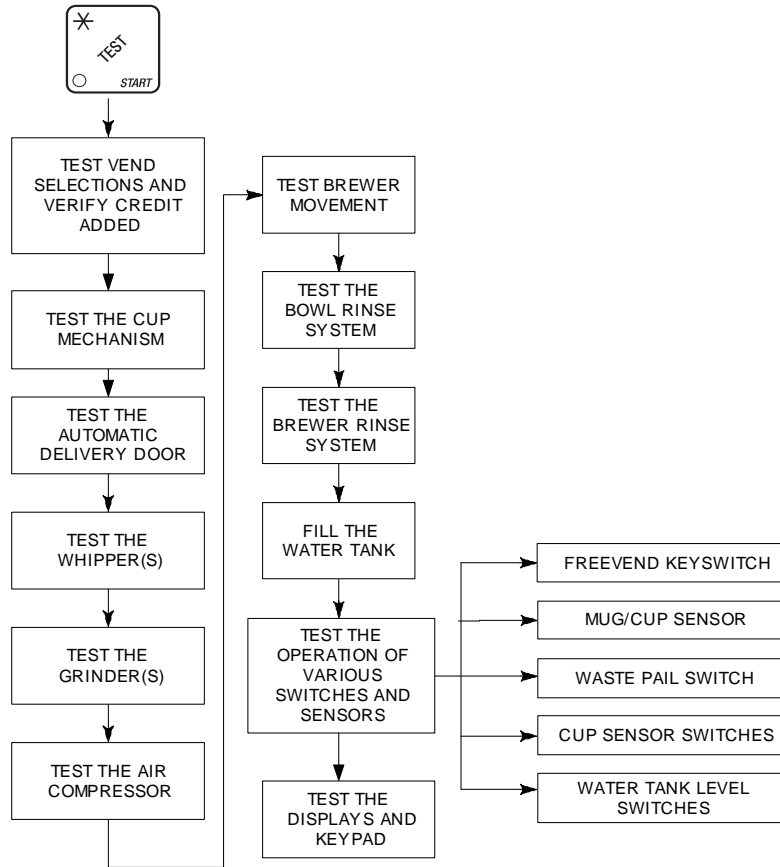
Programming Flowcharts

The flowcharts on the following pages will provide you with a "map" to the different programming features of your machine. Once you are familiar with the detailed programming steps given later in this section, you can use the flowcharts as a shortcut. Each chart begins with the key you will use to access those steps. Follow the lines and arrows from one step to another. A rectangular box contains the functions or tasks you will perform at that point. A diamond shaped box is a decision statement. For example, look at the MACHINE CONFIGURATION chart, below. At one point, you are asked to choose between an EXEC coin mechanism and all others. Depending upon your decision, you will take a different path. Note that choosing any mechanism except an EXEC gives you several more steps to perform before you get to the WINNER option.
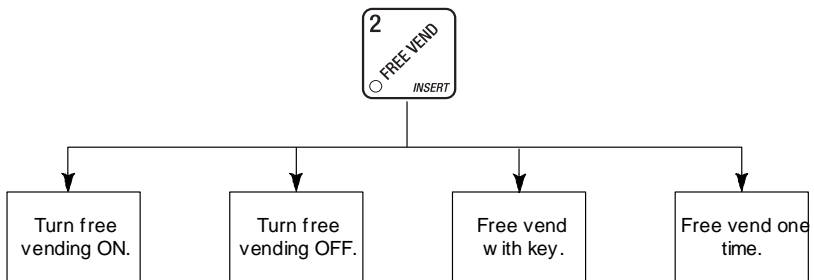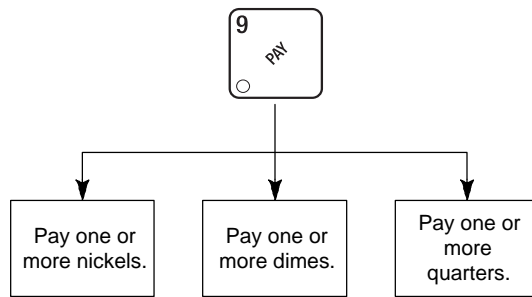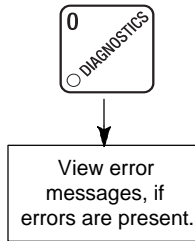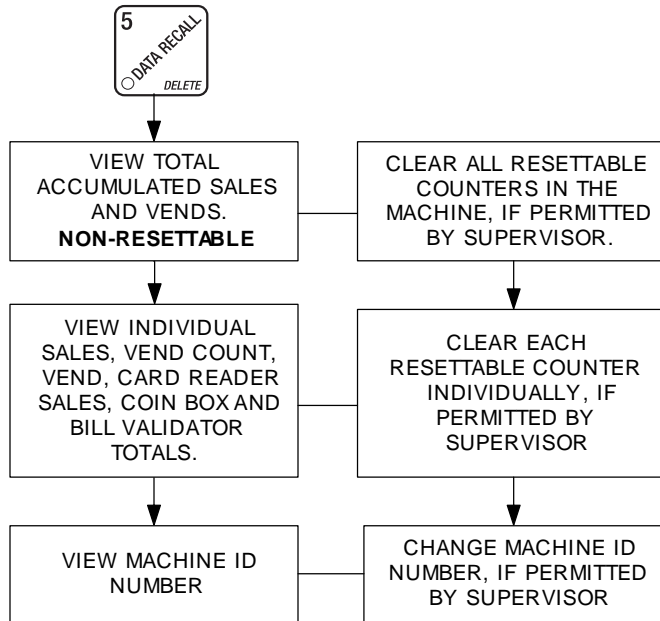
```
┌─────────┐
│ 7  PRODUCT │
│    CONFIG. │
│ ○        │
└─────────┘
```

Column 1:

Lock or unlock selections.

↓

Select cup size(s) and load factory default throw settings.

↓

Set dry product throws.

↓

Set sugar throws.

↓

Set lightener throws.

↓

Set sugar substitute throws.

↓

Set water throws.

↓

Set steep times.

Column 2:

Set air compressor run times.

↓

Set vend door delay time.

↓

Select whipper options.

↓

Set percentage of chocolate in cappuccino.

↓

Select tank temperature setpoint and choose display units (°F or °C).

↓

Set up brewer rinse.

↓

Set up mixing bowl rinse.

Column 3:

Set machine configuration code **SUPERVISOR ONLY**.

↓

Set active selections **SUPERVISOR ONLY**.

↓

Set cup only options **SUPERVISOR ONLY**.

↓

Set whipper options **SUPERVISOR ONLY**.

↓

Set automatic vend door on or off **SUPERVISOR ONLY**.

```
        ┌─────────┐
        │ 1       │
        │   PRICE │
        │ ○       │
        └────┬────┘
             │
             ▼
    ┌──────────────────┐
    │ VIEW MAXIMUM     │
    │ AND MINIMUM      │
    │ PRICES          │
    │ PAGE 51         │
    └────────┬─────────┘
             │
             ▼
    ┌──────────────────┐
    │ SET PRICE FOR    │
    │ ENTIRE MACHINE   │
    │ PAGE 51         │
    └────────┬─────────┘
             │
             ▼
    ┌──────────────────┐
    │ SET INDIVIDUAL   │
    │ SELECTION PRICES │
    │ PAGE 51         │
    └──────────────────┘
```

```
┌─────────────┐
│ 8           │
│  TIME OF DAY│
│ ○           │
└─────────────┘
```

8 TIME OF DAY

Set the day and time.		Turn selected interval ON or OFF.
Set the date.		Set up percentage of discount **(DISCOUNT VENDING ONLY)**
Set up inhibited vending interval.		Set interval start and stop time.
Set up free vending interval.		Set which days interval is active.
Set up discount vending interval.		Set which selections will vend during the interval.
Select type of message for standby.		Choose a custom message to display during the interval.
Select type of message for out-of-service.		Edit messages.
Select type of message for free vend.		

```
        ┌─────────┐
        │ ✳  TEST │
        │○   START│
        └────┬────┘
             │
             ▼
  ┌──────────────┐        ┌──────────────┐
  │ TEST VEND    │        │ TEST BREWER  │
  │ SELECTIONS   │───────▶│ MOVEMENT     │
  │ AND VERIFY   │        │              │
  │ CREDIT ADDED │        └──────┬───────┘
  └──────┬───────┘               │
         │                       ▼
         ▼                ┌──────────────┐
  ┌──────────────┐        │ TEST THE     │
  │ TEST THE CUP │        │ BOWL RINSE   │
  │ MECHANISM    │        │ SYSTEM       │
  └──────┬───────┘        └──────┬───────┘
         │                       │
         ▼                       ▼
  ┌──────────────┐        ┌──────────────┐
  │ TEST THE     │        │ TEST THE     │
  │ AUTOMATIC    │        │ BREWER RINSE │
  │ DELIVERY DOOR│        │ SYSTEM       │
  └──────┬───────┘        └──────┬───────┘
         │                       │
         ▼                       ▼
  ┌──────────────┐        ┌──────────────┐
  │ TEST THE     │        │ FILL THE     │
  │ WHIPPER(S)   │        │ WATER TANK   │
  └──────┬───────┘        └──────┬───────┘
         │                       │
         ▼                       ▼
  ┌──────────────┐        ┌──────────────┐
  │ TEST THE     │        │ TEST THE     │
  │ GRINDER(S)   │        │ OPERATION OF │
  └──────┬───────┘        │ VARIOUS      │
         │                │ SWITCHES AND │
         ▼                │ SENSORS      │
  ┌──────────────┐        └──────┬───────┘
  │ TEST THE AIR │               │
  │ COMPRESSOR   │               ▼
  └──────────────┘        ┌──────────────┐
                          │ TEST THE     │
                          │ DISPLAYS AND │
                          │ KEYPAD       │
                          └──────────────┘
```

- FREEVEND KEYSWITCH
- MUG/CUP SENSOR
- WASTE PAIL SWITCH
- CUP SENSOR SWITCHES
- WATER TANK LEVEL SWITCHES

```
                                    ┌─────────┐
                                    │ 9       │
                                    │    PAY  │
                                    │ ○       │
                                    └────┬────┘
                   ┌─────────────────────┼─────────────────────┐
                   ▼                     ▼                     ▼
           ┌──────────────┐     ┌──────────────┐     ┌──────────────┐
           │ Pay one or   │     │ Pay one or   │     │ Pay one or   │
           │ more nickels.│     │ more dimes.  │     │    more      │
           │              │     │              │     │  quarters.   │
           └──────────────┘     └──────────────┘     └──────────────┘
```

```
                                    ┌─────────────┐
                                    │ 2           │
                                    │   FREE VEND │
                                    │ ○    INSERT │
                                    └──────┬──────┘
            ┌──────────────────┬───────────┼───────────┬──────────────────┐
            ▼                  ▼                        ▼                  ▼
    ┌──────────────┐   ┌──────────────┐         ┌──────────────┐   ┌──────────────┐
    │ Turn free    │   │ Turn free    │         │ Free vend    │   │ Free vend one│
    │ vending ON.  │   │ vending OFF. │         │ w ith key.   │   │ time.        │
    └──────────────┘   └──────────────┘         └──────────────┘   └──────────────┘
```

5 DATA RECALL
○ DELETE

VIEW TOTAL ACCUMULATED SALES AND VENDS. **NON-RESETTABLE**	CLEAR ALL RESETTABLE COUNTERS IN THE MACHINE, IF PERMITTED BY SUPERVISOR.
VIEW INDIVIDUAL SALES, VEND COUNT, VEND, CARD READER SALES, COIN BOX AND BILL VALIDATOR TOTALS.	CLEAR EACH RESETTABLE COUNTER INDIVIDUALLY, IF PERMITTED BY SUPERVISOR
VIEW MACHINE ID NUMBER	CHANGE MACHINE ID NUMBER, IF PERMITTED BY SUPERVISOR

0 DIAGNOSTICS
○

View error messages, if errors are present.

#	3
CODE	F1
○ CLEAR	○ +

Enter **SUPERVISOR** code. Upon successful entry, the following can be accomplished:

↓

Change the supervisor code.

↓

Lock or unlock mode keys.

↓

Select printer, DEX, or DEX with clearing.

View water tank temperature.

↓

View machine configuration code.

↓

View which selections are active.

↓

View cup only vending status.

↓

View whip / no whip option.

↓

View whether automatic delivery door is enabled.

↓

View software version number.

PROGRAMMING PROCEDURES

Programming Procedures

SOME CONVENTIONS:

The pages that follow contain all the programming procedures for the Eurodrink. If you need to do a specific task, you can find it immediately by using the Programming Index. Most of the procedures have things in common, and here is a short guide to help you through these conventional presentations:

All programming procedures assume that you are starting with the standby

message showing in the display. If not, just press [EXIT / STOP] until you get there.

Each programming procedure is highlighted by a pointing hand: 👉 so it will stand out.

To exit a mode (CONTINUE) at any time, press [EXIT / STOP]. Sometimes you may have to press the key more than once in order to exit all the way to the standby message.

Text that looks like this: $DISPLAY$ represents what you will see in the display on the monetary panel.

Definitions and helpful information will appear in shadow boxes:

> *HELPFUL HINT*

THE SUPERVISOR MODE

The supervisor is allowed to do things that a normal user cannot, like controlling access to certain modes. The supervisor can lock out any of the programming modes to anyone who does not have the right "key". Once a supervisor enters the proper code, he or she will be able to:

- Change the supervisor access code
- Lock out any or all of the service keypad modes
- Select whether price lines are used
- Set whether data is cleared after being downloaded into a portable data collection device
- Grant or deny access to data items during **DATA RECALL**
- Modify the machine configuration

👉 GAIN ACCESS TO THE SUPERVISOR MODE

1. Press [# CODE CLEAR key]. The display shows: $ENTER\ CODE$. You must enter the four-

    digit supervisor code within 6 seconds to gain access.

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

When you have entered the right code, you will hear two beeps and see
$UNLOCKED$ in the display.

👉 ENTER A NEW SUPERVISOR CODE

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

2. Press [# CODE CLEAR key], then [↓ key] until the display shows $SUPER\ XXXX$. The X's

    represent the current supervisor code. Use the number keys to enter a new
    code.

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

3. CONTINUE.

👉 ENTER A FREEVEND CODE

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

2. Press [↓ key] until the display shows $FREE\ XXXX$. The X's represent the

    current freevend code. Use the number keys to enter a new code. If the
    code is anything other than "0000", it must be entered after the key lock is
    turned in order to enable free vends.

3. CONTINUE

THE SUPERVISOR MODE

👉 LOCK OR UNLOCK MODE OR PAYOUT KEYS

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

2. Press [⬇] until the display shows either **X. LOCKED** or **X. UNLOCKED**.

   "X" refers to the number or character shown on the mode or payout key in question (1 through 9, # and *). To see if a key is locked or unlocked, press that key.

3. Press [EDIT] to change between locked and unlocked. When anyone other than the supervisor tries to enter a locked mode, the display shows **LOCKED**.

   NOTE
   The following mode keys cannot be locked out:

   [3 F1 +]   [0 DIAGNOSTICS]

4. CONTINUE.

👉 SET PRINTER OR DEX OPTIONS

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

2. Press [⬇] until the display shows:

   PRINTER means that data will be sent directly to a printer,
   OR
   DEX ONLY means that data remains in memory after it is downloaded into a portable data collection device (PDCD),
   OR
   DEX +CLR means that resettable data is cleared after it is downloaded into a PDCD.

3. Press [EDIT] to change between the three choices.

4. CONTINUE.

👉 LOCK OR UNLOCK DATA CLEARING ACCESS

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

2. Press [⬇] until the display shows either *#. LOCKED* or

   #. UNLOCKED. **LOCKED** means that non-supervisors cannot clear resetta-

   ble machine sales and vend data from the [5 DATA RECALL / DELETE] key.

3. Press [# CODE / CLEAR] to switch between *#. LOCKED* and *#. UNLOCKED*.

   NOTE
   **The supervisor can clear data regardless of this setting,
   provided the supervisor code was correctly entered first.**

4. CONTINUE

👉 SELECT DISPLAY LANGUAGE

1. Press [4 MACHINE CONFIG.]. The current LANGUAGE is shown in the display. Press

   [EDIT] to choose the desired language. Your choices are: *ENGLISH*,

   DEUTSCH, *FRANCAIS*, *ESPANOL*, *PORTUGUES*, *SWEDISH*, or
   NEDERLANDS.

2. CONTINUE

SELECT COIN MECHANISM AND OPTIONS

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

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

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

   NOTE
   If you selected *EXEC MECH* you can exit the function.

2. Press [↓] until the display shows *CHANGE X.XX*.

   Coins and bills which are less than or equal to this value will be returned without a purchase being made.
   Examples:

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

   CHANGE 25 - Nickels, dimes, and quarters returned without purchase.

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

3. Press [↓] until the display shows: *LOW.MSG X.XX*. The display will

   show *USE EXACT CHANGE* when the amount of available change in the coin mechanism falls below the value of "X.XX". Enter a value with the number keys. For example, if *LOW.MSG 1.00* is displayed, the *USE EXACT CHANGE* message is displayed when less than a dollar's worth of change is in the coin mechanism.

4. CONTINUE.

SELECT BILL VALIDATOR AND OPTIONS

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

   NO DBV - No bills will be accepted or there is no bill validator installed (you can exit the function).

   SER.125.1020 - The serial bill validator is selected and will accept $1, $2, $5, $10, and $20 bills. Use BILL SELECTION METHOD below to change the bills which will be accepted.

MDB.125.1020 - A standard MDB bill validator is selected. It will accept $1, $2, $5, $10 and $20 bills. Use BILL SELECTION METHOD below to change the bills which will be accepted.

BILL SELECTION METHOD:
The standard $1, $2, $5, $10 and $20 bills are enabled by pressing the **1**, **2**, **5**, **6**, or **7** key(s), respectively, to display which bill(s) will be accepted.

MDB. <✱> - An MDB bill validator which accepts non-standard bills or tokens is connected and operating. Press

[✱ TEST START key] to enter list of bills. (See **INITIAL SETUP OF NON-STANDARD BILL VALIDATOR** on the following page.)

BILL LIST OPERATION:

Use [↑ key] and [↓ key] to scroll through the list of bills.

Use [EDIT key] to turn the bill acceptance ON or OFF.

Use [EXIT STOP key] to move up to the top level screen.

1.1.00ON - 1. = Bill validator channel 1, each bill has its own channel
1.00 = Bill value
ON = $1.00 bill will be accepted

1.1.00OFF - OFF = $1.00 bill will not be accepted

TKN - Token bills (same as coupon bills)

INITIAL SETUP OF NON-STANDARD BILL VALI-DATOR:

Connect the bill validator, select MDB in the bill validator selection screens. The standard "*MDB.1.2.5.10.20*" screen will appear first. Exit the bill validator setup by pressing | EXIT / STOP |. Bill information is now collected from the validator. Re-enter the bill validator selection screen and the non-standard screen "*MDB. <*>*" will appear.

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

Press | EDIT | to choose the desired option.

2. CONTINUE.

SELECT MONETARY OPTIONS

This function lets you:
- **Set declining balance,**
- **Set currency acceptance on low change,**
- **Set overbuy options,**
- **Set last bill stacking options**

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

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

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

OR

DECLINE.OFF - A declining balance is not allowed.

Press | EDIT | to display the desired choice.

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

ACC <$$X.XX - The last bill which meets or exceeds maximum price will be held in escrow.

OR

ACC.STK X.XX - The last bill which meets or exceeds maximum price and MDB coupon bills (token bills) will be immediately stacked.

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

Press **EDIT** to display the desired choice.

The value of "X.XX" has two purposes:

a. The value of "X.XX" tells the machine how big a bill or coin to accept even though there is not enough change in the coin mech to cover all possible paybacks.

• For example, enter **1.00**. Therefore, the machine will take a dollar bill or coin even though there is less than $1.00's worth of change. Entering **5.00** tells the machine to take a five even though there is less than $5.00's worth of change, and so forth.

NOTE: This could cause a customer to be short-changed.

• Entering **0.00** means that bills or coins will only be accepted if there is enough change to cover them.

b. The value of "X.XX" tells the machine how much the customer is allowed to overbuy a product. The customer will be short-changed when an overbuy occurs.

Example:
For a value of $0.25: if there is no change in the machine and the customer inserts a $1.00 bill. The customer can purchase a product for $0.75 even though the change cannot be paid back. The customer will be short-changed. Normally a purchase will not be approved unless all change can be paid.

Entering 0.00 means that the vend will only be approved when the correct change can be returned (overbuy disabled).

3. CONTINUE

👉 SELECT CARD READER AND OPTIONS

1. Press [4 MACHINE CONFIG.], then press [⬇] until the current card reader is shown in

   the display. Press [EDIT] to choose the desired card reader.

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

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

   REVALUE.ON - Allows credit to be transferred onto the card
   REVALUE.OFF - Credit cannot be transferred to the card

   Press [EDIT] to display the desired choice.

3. CONTINUE

👉 **SET UP WINNER MODE**

> *WINNER***:** At pre-selected intervals, a customer may receive a refund for a selection. You can select the intervals and qualifying selections.

1. Press ⌈**4** MACHINE CONFIG.⌋ , then press ⌈⬇⌋ until one of the following is displayed:

WINNER OFF Winner function is disabled.

OR

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

Press ⌈EDIT⌋ to display the desired choice.

If you selected *WINNER OFF*, you can CONTINUE. Otherwise, go to the next step.

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

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

ADVANCED OPTIONS:

*   Press ⌈***** TEST START⌋ to enable all selections; press ⌈**#** CODE CLEAR⌋ to disable all selections.
*   Press **0** or **1** to enable winners by cup size.

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

a. Press ⌈***** TEST START⌋. The letters *A* through *J* appear in the display instead of the dashes.
b. Press **E** and **F**. The letters *E* and *F* in the display are replaced by dashes.

4. CONTINUE.

👉 SET UP THE MUG DISCOUNT

1. Press [4 MACHINE CONFIG.], then press [⬇] until the display shows **MUG DSC XX**. XX represents the value of the discount customers will receive for using their own mugs or cups. Enter the amount with the number keys. Enter **0** for no discount.

2. CONTINUE.

👉 SET THE PRINTER BAUD RATE

1. Press [6 ↲ -]. The display will show one of the following rates:

    BAUD 1200, **BAUD 2400**, **BAUD 4800**, or **BAUD 9600**.

2. Press [EDIT] until the desired baud rate is displayed. **NOTE:** This baud rate must match that of your printer, or it won't work properly.

3. CONTINUE.

👉 LOCK OR UNLOCK SELECTIONS

> Selections can be LOCKED OUT (made unavailable for vending). You may want to do this if there is a problem with that selection, such as no product in the canister.

1. Press [7 PRODUCT CONFIG.]. The display shows **LK. - - - - - - -** . This shows a list of selections which are locked. Here, all selections are unlocked because they show up as dashes (-). Press the appropriate selection letter to switch from locked to unlocked and back again. For example, to lock out the "A" and "C" selections, press those letter keys on the selection switch panel. For this example, the display will show **LK. A - C - - - -** .

    You can lock all selections at once by pressing [✳ TEST START].

    Unlock them all at once by pressing [# CODE CLEAR].

2. CONTINUE.

👉 SET DRINK SIZES

Your Eurodrink is capable of vending two different size drinks, using one size cup. ***Be sure that the drink sizes you select are the same or smaller than the cup size you actually load in the machine.***

1. Press [7 PRODUCT CONFIG.]. The display shows *CUP X OZ*.

   This is for the regular size drink. The display indicates that the drink size is X ounces.

2. Press [EDIT] until the desired drink size is displayed.

3. Press [⬇]. The display shows *CUP.1 Y OZ*.

   This display indicates that the large drink size is Y ounces.

4. Press [EDIT] until the desired drink size is displayed.

> **TO LOAD THE FACTORY DEFAULT TIME SETTINGS . . .**
>
> for your cup size, press [✱ TEST START]. *CLEARING* is displayed; keep holding the key until you see *FINISHED* in the display.

5. CONTINUE.

VIEW LOOKING DOWN
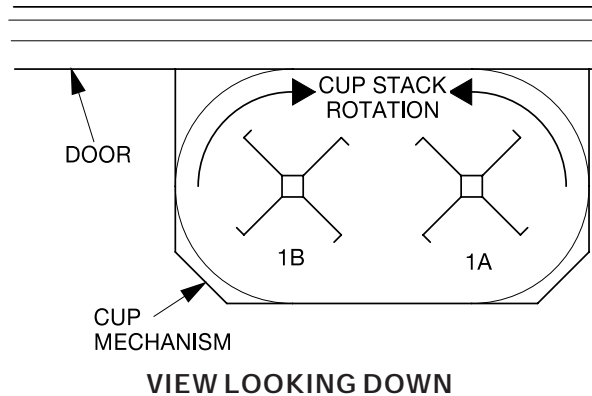
👉 SET THE DRY PRODUCT THROW TIMES

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows **PRODUCT** .

2. Press [EDIT]. The display shows **DRY. A .XX**. "XX" represents the throw time of the product for selection A. See "**SETTING THROWS**" for instructions on how to change the time for this and all other selections.

3. CONTINUE.

👉 SET THE SUGAR THROW TIMES

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows **SUGAR**.

2. Press [EDIT]. The display shows **SUG. A .XX**. "XX" represents the sugar throw time for selection A. See "**SETTING THROWS**" for instructions on how to change the time for this and all other selections.

3. CONTINUE.

👉 SET THE LIGHTENER THROW TIMES

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows **LIGHTENER**.

2. Press [EDIT]. The display shows **LIT. A .XX**. "XX" represents the lightener throw time for selection A. See "**SETTING THROWS**" for instructions on how to change the time for this and all other selections.

3. CONTINUE.

👉 **SET THE SUGAR SUBSTITUTE THROW TIMES (IF PRESENT)**

1. Press ⬚⁷ PRODUCT CONFIG. , then press ⬇ until the display shows *SUGAR SUB*.

2. Press ⬚ EDIT . The display shows *SUB. A .XX*. "XX" represents the sugar substitute throw time for selection A. See "**SETTING THROWS**" for instructions on how to change the time for this and all other selections.

3. CONTINUE.

👉 **SET THE WATER THROW TIMES**

1. Press ⬚⁷ PRODUCT CONFIG. , then press ⬇ until the display shows *WATER*.

2. Press ⬚ EDIT . The display shows *WAT. A .XX*. "XX" represents the water throw time for selection A. See "**SETTING THROWS**" for instructions on how to change the time for this and all other selections.

3. CONTINUE.

👉 **SET THE STEEP TIMES**

1. Press ⬚⁷ PRODUCT CONFIG. , then press ⬇ until the display shows *STEEP*.

2. Press ⬚ EDIT . The display shows *STP. A .XX*. "XX" represents the steep time for selection A. See "**SETTING THROWS**" for instructions on how to change the time for this and all other selections.

3. CONTINUE.

👉 SET THE AIR COMPRESSOR RUNNING TIMES

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows *AIR*.

2. Press [EDIT]. The display shows *AIR. A .XX*. "XX" represents the air compressor running time for selection A. See "**SETTING THROWS**" for instructions on how to change the time for this and all other selections.

3. CONTINUE.

👉 SET END-OF-VEND DELAY TIME

> This setting can delay the end of the vend (*THANK YOU* message and delivery door opening) to compensate for increased liquid flow times inside the machine.

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows *DELAY*.

2. Press [EDIT]. The display shows *DLY.A X*. "X" is the delay time (in seconds) for the **A** selection.

3. Enter a new value, if desired, between 1 and 99.

4. Repeatedly pressing [⬇] will display the delay times for all selections. At each display, change the delay time if desired.

5. CONTINUE.

👉 SET WHIPPER OPTIONS

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows *WHIPPERS*.

2. Press [EDIT]. The display shows *WHP.A XXX*. "XXX" represents the whipper options for selection A as listed below.

3. Press [EDIT] to change:

   ON- The last 3 seconds of the drink is always whipped
   ON+ The whole drink is always whipped
   OFF The drink is never whipped
   If J WHIP is selected (see VIEW MACHINE OPTIONS):
   OPT- The last 3 seconds of the drink is whipped only when the **J** key is pressed
   OPT+ The whole drink is whipped only when the **J** key is pressed
   If J NO WHIP is selected (see VIEW MACHINE OPTIONS):
   OPT- The last 3 seconds of the drink is whipped unless the **J** key is pressed
   OPT+ The whole drink is whipped unless the **J** key is pressed.

4. Repeatedly pressing [⬇] will display the whipper options for all selections. At each display, change the option if desired.

5. CONTINUE.

👉 ADJUST THE WATER TANK TEMPERATURE SETPOINT

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows *SET XXX °F*. XXX represents the water tank temperature setpoint in degrees Fahrenheit. If a decimal point appears next to the "F", the heater is on.

2. If desired, enter a new setpoint. Accepted range: 149° - 205° F (65° - 96° C). The lower limit for vending is 10° below setpoint, up to a maximum of 180° F (82° C).

3. To change units (replace the "F" with a "C" for Celsius), press [EDIT].

4. CONTINUE.

👉 SET THE RATIO OF CHOCOLATE IN CAPPUCCINO

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

   RATIO XX "XX" is the percentage of chocolate contained in a cappuccino drink.

   OR

   RATIO OFF No ratio is selected.

2. Press [EDIT] to switch between these two displays. To change the value of

   RATIO XX, enter the numbers directly. This is a quick way to set up your cappuccino drinks. See table D2 to see the actual throw times/amounts for certain preset ratios. You can set a ratio close to your taste, turn ratio OFF, then alter the product throw.

   NOTE

   Leaving this step with *RATIO OFF* displayed does not alter any previous settings for **E** and **I** selections. Leaving this step with a ratio set <u>will</u> alter those settings. The ratio automatically selects the times for water and dry product throw. The **E** and **I** selections no longer appear in the displays for those steps. If you desire greater control over your cappuccino drinks, leave ratio OFF.

3. CONTINUE.

👉 SET THE BREWER RINSE TIME INTERVAL

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows *SAN.TIM X.X*.

   "X.X" represents the time of day (in hours and tenths of hours) the machine rinses the brewer. For example, *SAN.TIM 4.5* means that brewer rinse takes place at 4:30 am. Use the number keys to enter a new time, if desired. Range: 0.0 - 23.9 in .1 hour (6 minutes) increments.

2. Press [EDIT]. The display shows *SAN.HRS X.X*. "X.X" represents how

   soon the machine rinses the brewer after the last brewed selection. For example, *SAN.HRS 2.5* means brewer rinse takes place 2.5 hours after the last vend. Use the number keys to enter a new time, if desired. Range: 2.0 - 12.5 hours, in .1 hour (6 minutes) increments.

3. CONTINUE.

👉 SET THE MIXING BOWL RINSE TIME AND INTERVAL

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

RIN.TIM X.X "X.X" represents the time of day (in hours and tenths of hours) the machine rinses the bowls. For example, **RIN.TIM 4.5** means that the bowl rinse takes place at 4:30 am. Range: 0.0 - 23.9 in .1 hour (six minute) increments.

OR

RINSE OFF No bowl rinse takes place.

OR

RIN.HRS X.X "X.X" represents how soon (in hours and half hours) the machine rinses the bowls after a vend. For example, **RIN.HRS 2.5** means that the bowl rinse takes place 2 and a half hours after the last vend. Range: 2.0 - 12.5 in .1 hour (six minute) increments.

2. Press [EDIT] to switch between these options, and the number keys to enter new values.

3. CONTINUE.

NOTE
If 24 hours passes without a vend, no rinsing will take place. This eliminates unnecessary rinsing over a weekend or holiday.

☞ SET THE MACHINE CONFIGURATION CODE (Supervisor Mode Only)

1. Press [7 PRODUCT CONFIG.], then press [⬇], until the display shows $CONFIGURE$.

2. Press [EDIT]. The display shows $CONF\ WXYZ$ "WXYZ" is the machine configuration code. W represents the machine type, X is the soup and sugar substitute configuration, Y is the brewer configuration, and Z is canister mapping. The following tables give the possible values for each of the four numbers. Enter the appropriate configuration code for your machine.

3. CONTINUE.

Machine Type Configuration

Enter for (W)	Definition
1	Reserved for alternate use.
2	Eurodrink

Soup and Sugar Substitute Configuration

Enter for (X)	Definition
1	Canister 5 is not used.
2	Canister 5 contains sugar substitute.
3	Canister 5 contains soup.

SINGLE BREW   A machine with only one brewed selection (the second selection is freeze dried). Uses a single barrel brewer.

DUAL BREW   A machine with two brewed selections. Uses a single barrel brewer.

Brewer Configuration

Enter for (Y)	Definition
1	Single Brew - Coffee or leaf tea (Model 634)
2	Dual Brew - Coffee and decaf coffee (Model 634)
3	Freeze Dry only - no brewer (Model 636)

Canister Mapping (See Figure Below)

Enter for (Z)	Menu Selection Letters for Canister Numbers		
	3	2	1
1	F	B	A
2	F	A	B
3	B	F	A
4	B	A	F
5	A	F	B
6	A	B	F

Index:　　　　A = Coffee　　　　　　　　B= Decaf　　　　　　　　F = Tea
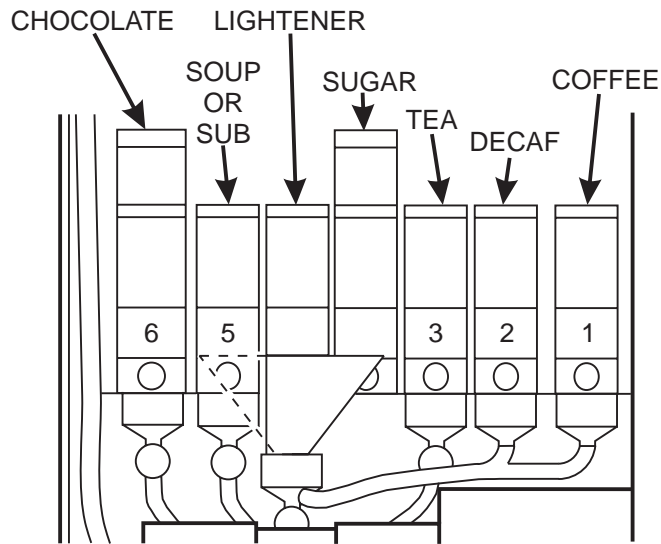
👉 **SET UP ACTIVE SELECTIONS (Supervisor mode only)**

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows *0. ABCDEFGH*.

   These are the selections that are active for drink 0, the regular size cup. In this display, all selections are active. Press the appropriate letter to turn selection availability ON or OFF.

2. Press [⬇] until the display shows *1. ABCDEFGH*. These are the selec-

   tions that are active for drink 1, the large size cup. In this display, all selections are active. Press the appropriate letter to turn selection availability ON or OFF.

   • Press [✳ TEST START] to turn on all selections,

   • Press [# CODE CLEAR] to turn off all selections.

   NOTES
   Any selection not shown will not appear in any other configuration step, and will return a *MAKE ANOTHER SELECTION* message if selected by a customer. Press the appropriate letter to turn selection availability ON or OFF.

   Selections not available because of machine configuration will not be shown in this list.

3. CONTINUE.

👉 **SET UP THE CUP ONLY OPTION (Supervisor mode only)**

1. Press [7 PRODUCT CONFIG.], then press [⬇] until the display shows *CUPVND X/Y*.

   This allows you to set whether a customer can buy a cup only (no drink), and which types of cups will be vended.
   "X/Y" represents the cup only vend configuration.

2. Press [EDIT] to switch between the following configurations:

   -/- = Cup only not allowed
   0/- = Regular cup only vended
   -/1 = Large cup only vended
   0/1 = Both cup sizes vended

3. CONTINUE.

☞ **SET UP WHIP OPTIONS (Supervisor mode only)**

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

    J WHIP This means that optionally whipped selections will be whipped when **J** is pressed.

    OR

    J NO WHIP Optionally whipped selections will be whipped *unless* **J** is pressed.

2. Press [EDIT] to switch between these two displays.

3. CONTINUE.

☞ **SET UP DELIVERY DOOR OPTIONS (Supervisor mode only)**

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

    DOOR ON The automatic delivery door (if so equipped) is enabled.

    OR

    DOOR OFF The automatic delivery door (if so equipped) is disabled.

2. Press [EDIT] to switch between these two choices.

    NOTE

    DOOR OFF must be selected if your machine does not have an automatic delivery door.

3. CONTINUE.

SETTING THROWS

<div style="sideways">SETTING THROWS</div>

7 PRODUCT CONFIG.

SETTING THROWS

Except for where indicated, the procedures for setting dry product, sugar, lightener, sugar substitute, and water throws are identical. This example will take you through setting the throw for a dry product. The illustration shows a typical display with all possible elements present:

THE "1" MEANS THAT THIS SELECTION IS IN THE ALTERNATE SIZE CUP (CUP 1) FROM STEP 2 OF THE PRODUCT CONFIGURATION PROCEDURE. REMEMBER WHAT YOU SE-LECTED IN STEP 2 OF PRODUCT CONFIGURATION. IF BOTH CUP SIZES ARE THE SAME, THIS "1" WILL NEVER APPEAR.

THE PLUS SIGN SHOWS THAT THIS IS FOR A STRONG DRINK.

DRY.1B+ 1.75

THIS INDICATES WHICH ITEM IS BEING EDITED. THE CHOICES ARE: DRY, SUG, LIT, SUB, OR WAT.

THIS IS THE SELECTION LETTER.

THIS IS THE ACTUAL THROW TIME, SHOWN IN SECONDS AND 100THS OF A SECOND.

1. DRY. A X.XX Enter a new throw time (represented by XXX) for the dry se-lection **A** product.

2. Subsequent displays will contain the various elements as shown above, de-pending upon your machine configuration.

SOME DIFFERENCES . . .

• Sugar, lightener, and sugar substitute will be used for both **A** and **B** (coffee) selections. Therefore, the **A** and **B** will not appear in the displays. The coffee selections are represented by ✳.

• Subsequent displays will show selection letters for all the remaining selections containing those items.

• All timers except DELAY timers are entered in .05 second increments. DELAY timers are entered in whole second increments.

COLLECTING DRY PRODUCT GRAM THROWS

Measuring the gram throw allows you to get the right amount of dry product or condiment into your hot drink. To do this, you need a container to catch the product throw and an accurate gram scale to measure its weight.

1. Make a measuring container by cutting down a paper cup until it fits under the canister spout as shown.
2. Weigh the measuring cup and zero the gram scale accordingly.
3. Make 5 test throws as instructed in the programming steps, then average the results.
4. Weigh the test throw.
5. Repeat steps 3 and 4 until you get the correct product or condiment weight.

Tables D1 and D2 show the factory default settings for the various dry products sold by the merchandiser. They are good starting points for you to use in setting up your machine. In the end, the amount of dry product or condiments you use in your drinks depends upon taste and manufacturers' recommendations. Recommended weights and times are for guidance only, and you do not have to adhere to them.
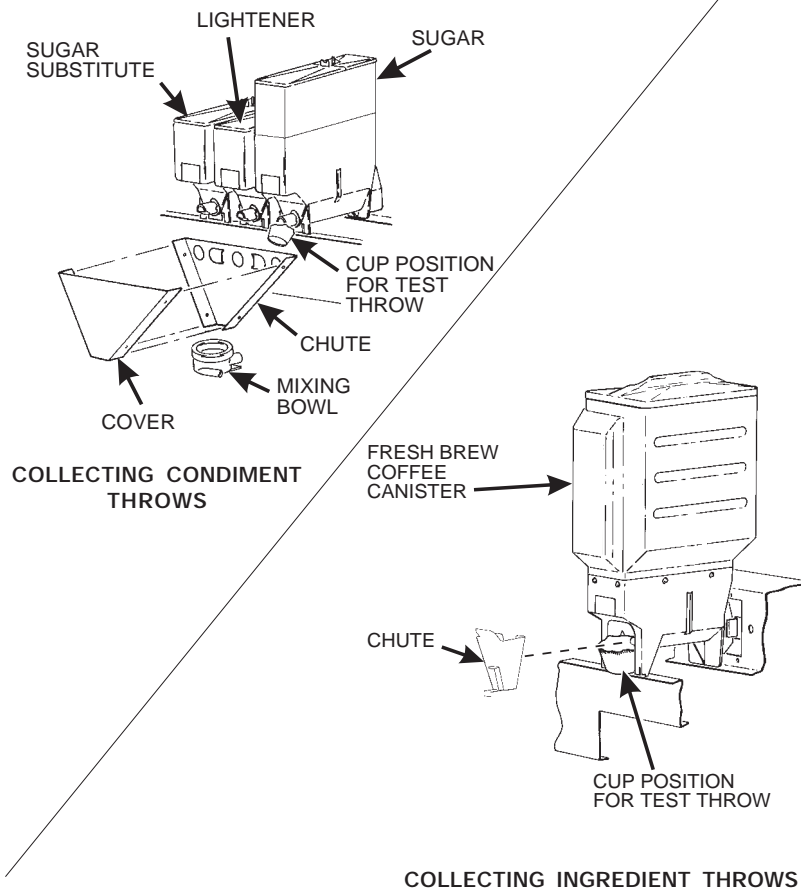
COLLECTING CONDIMENT THROWS

COLLECTING INGREDIENT THROWS

COLLECTING DRY PRODUCT GRAM THROWS

DRY PRODUCT WEIGHT AND THROW TIME FACTORY DEFAULT SETTINGS

Table D1. Dry Product Weight and Throw Time Factory Default Settings

Selection		Weight (in grams) per size cup / Throw times (in seconds) per size cup					
		5 oz	7 oz	8 oz	9 oz	10 oz	12 oz
A	Fresh brew coffee	5.70 / 1.60	8.00 / 2.20	9.00 / 2.50	10.00 / 2.80	11.00 / 3.10	13.00 / 3.65
A	Freeze dry coffee	0.90 / 0.35	1.20 / 0.50	1.50 / 0.60	1.60 / 0.65	1.80 / 0.70	2.20 / 0.90
A	Strong freeze dry coffee	1.10 / 0.65	1.50 / 0.90	1.80 / 1.10	2.00 / 1.20	2.20 / 1.35	2.60 / 1.60
B	Fresh brew decaf	5.70 / 1.60	8.00 / 2.20	9.00 / 2.50	10.00 / 2.80	11.00 / 3.10	13.00 / 3.65
B	Freeze dry decaf	0.90 / 0.35	1.20 / 0.50	1.50 / 0.60	1.60 / 0.65	1.80 / 0.70	2.20 / 0.90
B	Strong freeze dry decaf	1.10 / 0.65	1.50 / 0.90	1.80 / 1.10	2.00 / 1.20	2.20 / 1.35	2.60 / 1.60
D	Fresh brew coffee ESPRESSO	5.70 / 1.60	8.00 / 2.20	9.00 / 2.50	10.00 / 2.80	11.00 / 3.10	13.00 / 3.65
D	Freeze dry coffee ESPRESSO	0.90 / 0.35	1.20 / 0.50	1.50 / 0.60	1.60 / 0.65	1.80 / 0.70	2.20 / 0.90
D	Strong freeze dry coffee ESPRESSO	1.10 / 0.65	1.50 / 0.90	1.80 / 1.10	2.00 / 1.20	2.20 / 1.35	2.60 / 1.60
E	Fresh brew coffee CAPPUCCINO	5.70 / 1.60	8.00 / 2.20	9.00 / 2.50	10.00 / 2.80	11.00 / 3.10	13.00 / 3.65
E	Freeze dry coffee CAPPUCCINO	0.90 / 0.35	1.20 / 0.50	1.50 / 0.60	1.60 / 0.65	1.80 / 0.70	2.20 / 0.90
E	Strong freeze dry coffee CAPPUCCINO	1.10 / 0.65	1.50 / 0.90	1.80 / 1.10	2.00 / 1.20	2.20 / 1.35	2.60 / 1.60
F	Instant tea	0.90 / 0.70	1.20 / 1.00	1.50 / 1.25	1.60 / 1.30	1.80 / 1.60	2.20 / 1.85
F	Strong instant tea	1.10 / 0.90	1.50 / 1.25	1.80 / 1.60	2.00 / 1.75	2.20 / 1.85	2.60 / 2.10
G	Chocolate	17.00 / 2.80	24.00 / 4.00	28.00 / 4.65	31.00 / 5.15	34.00 / 5.65	41.00 / 6.80
H	Soup	4.30 / 0.70	6.00 / 1.00	7.00 / 1.15	7.60 / 1.25	8.50 / 1.35	10.20 / 1.65
H	Soluble Product	10.0 / 2.45	13.5 / 3.35	16.2 / 4.00	17.8 / 4.35	19.7 / 4.85	23.7 / 5.80

Table D1. Dry Product Weight and Throw Time Factory Default Settings (Continued)

	Selection	Weight (in grams) per size cup*					
		Throw times (in seconds) per size cup					
		5 oz	7 oz	8 oz	9 oz	10 oz	12 oz
I	Chocolate used in cappuccino	3.10 0.55	4.50 0.75	5.00 0.85	5.80 1.00	6.20 1.05	7.60 1.30
D	Sugar used in espresso	2.10 0.35	3.00 0.45	3.50 0.55	4.00 0.60	4.50 0.65	5.50 0.80
D	Extra sugar used in espresso	3.00 0.50	4.35 0.65	4.80 0.75	5.35 0.80	6.25 0.90	7.20 1.05
E	Sugar used in cappuccino	3.50 0.45	5.10 0.65	6.00 0.75	6.80 0.85	7.70 0.95	9.40 1.20
E	Extra sugar used in cappuccino	4.60 0.60	6.80 0.90	7.70 1.00	8.50 1.10	9.40 1.20	11.00 1.45
F	Sugar used in tea	4.20 0.55	6.00 0.75	7.00 0.90	8.00 1.00	9.00 1.15	11.00 1.40
F	Extra sugar used in tea	5.50 0.70	8.00 1.00	9.00 1.15	10.00 1.25	11.00 1.40	13.00 1.65
F	Lightener used in tea	1.20 0.70	1.50 0.85	2.00 1.15	2.50 1.45	3.00 1.70	4.00 2.25
F	Extra lightener used in tea	1.50 0.85	2.00 1.15	2.50 1.45	3.00 1.70	3.50 2.00	4.50 2.60
F	Sugar substitute used in tea	0.60 0.75	0.85 1.05	1.00 1.25	1.10 1.35	1.30 1.60	1.50 1.90
F	Extra sugar substitute used in tea	0.80 1.00	1.10 1.35	1.30 1.60	1.40 1.75	1.60 2.00	1.90 2.40
-	Sugar	4.20 0.55	6.00 0.75	7.00 0.90	8.00 1.00	9.00 1.15	11.00 1.40
-	Extra sugar	5.50 0.70	8.00 1.00	9.00 1.15	10.00 1.25	11.00 1.40	13.00 1.65
-	Lightener	1.20 0.70	1.50 0.85	2.00 1.15	2.50 1.45	3.00 1.70	4.00 2.25
-	Extra lightener	1.50 0.85	2.00 1.15	2.50 1.45	3.00 1.70	3.50 2.00	4.50 2.60
-	Sugar substitute	0.60 0.75	0.85 1.05	1.00 1.25	1.10 1.35	1.30 1.60	1.50 1.90
-	Extra sugar substitute	0.80 1.00	1.10 1.35	1.30 1.60	1.40 1.75	1.60 2.00	1.90 2.40

D = Espresso   I = Chocolate times for cappuccino
E = Cappuccino

*   The actual gram weight of a product or condiment throw will vary depending upon the type of product or condiment used. The weights given are approximate based upon factory testing.

*-   Separate sugar, lightener, and sugar substitute timers are available for selections A/B/C, D, E, and F.
*

☞ CAPPUCCINO

Cappuccino is made with various ratios of chocolate to coffee, according to taste. Lightener (E timer) is also used for cappuccino. Table D2 shows numerous different ways to make cappuccino for each size of cup in your machine. For example, the default chocolate-to-coffee ratio of 15 - 85 in a 7 oz. cup consists of the following:

- A chocolate throw (product I) lasting 0.55 seconds, providing 15% of the normal chocolate throw (approximately 4.5 grams*).
- A water throw for the chocolate (water I) lasting 2.55 seconds (chocolate product throw plus 2 seconds to ensure the mixing bowl is fully rinsed). The volume is about 56 ml, depending upon how the flow rate is adjusted.
- A throw for cappuccino coffee (product E) equal to a normal coffee (product A) throw.

- A water throw for the freeze dry coffee selection (water E) lasting for 4.35 seconds (101 ml).

OR

- A water throw for the fresh brew coffee selection (water E) lasting for 4.00 seconds (115 ml). **In either case the water volume is enough to fill the remainder of the cup.**

The actual mixing sequence is as follows:
1. The coffee portion of cappuccino is made using the same canister/valve combination as the normal (A) coffee.
2. After the coffee is completely in the cup, the chocolate portion is made with the selection G canister/valve combination. This gives the drink its traditional "layering".

> * Chocolate weights will vary with different products.

FRESH BREW CANISTERS 200 RPM

200 RPM, SOUP 60 RPM, SUGAR SUB.

200 RPM

200 RPM

60 RPM

200 RPM

CHOCOLATE SOUP OR SUB LIGHTENER SUGAR TEA DECAF COFFEE
6 5 3 2 1
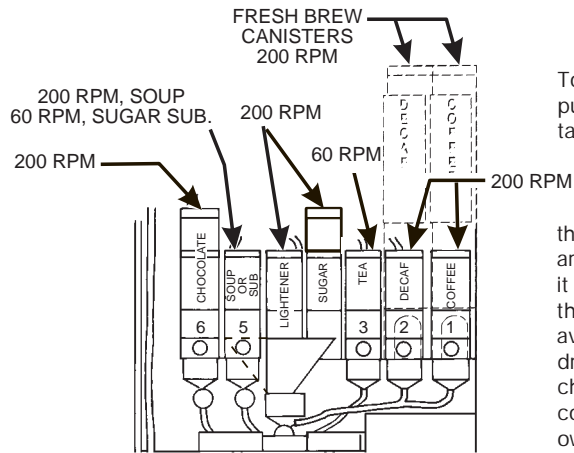
HINTS:
To "fine tune" your Cappuccino drink to your exact taste, set a ratio close to what you like (between 15% and 50%), then turn ratio OFF. Adjust the individual timers until you are satisfied. You may find it necessary to cut down on the amount of sweetener available to a cappuccino drink with a high ratio of chocolate, as the chocolate contains sweetener of its own.

MOTOR SPEED BY LOCATION

Table D2. Dry Product Settings for Cappuccino (5 oz. cup)

	CHOCOLATE				FREEZE DRY COFFEE			FRESH BREW COFFEE		
Percent	Weight (gm)	Timing (sec)	Water Settings Volume (ml)	Water Settings Timing (sec)	Percent	Water Settings Volume (ml)	Water Settings Timing (sec)	Percent	Water Settings Volume (ml)	Water Settings Timing (sec)
15 (default)	3.10	0.40	52	2.50	85 (default)	57	2.50	85 (default)	58	2.25
20	4.10	0.55	54	2.60	80	54	2.35	80	55	2.15
25	5.00	0.65	56	2.70	75	52	2.25	75	53	2.05
30	5.80	0.75	59	2.85	70	49	2.10	70	49	1.90
35	6.70	0.85	61	2.95	65	47	2.00	65	47	1.80
40	7.60	0.95	63	3.05	60	44	1.85	60	45	1.70
45	8.40	1.05	66	3.20	55	41	1.70	55	41	1.55
50	9.30	1.15	68	3.30	50	38	1.60	50	38	1.45

Table D2. Dry Product Settings for Cappuccino (7 oz. cup)

	CHOCOLATE				FREEZE DRY COFFEE			FRESH BREW COFFEE		
Percent	Weight (gm)	Timing (sec)	Water Settings Volume (ml)	Water Settings Timing (sec)	Percent	Water Settings Volume (ml)	Water Settings Timing (sec)	Percent	Water Settings Volume (ml)	Water Settings Timing (sec)
15 (default)	4.50	0.55	56	2.55	85 (default)	101	4.35	85 (default)	115	4.00
20	5.80	0.70	59	2.70	80	97	4.20	80	110	4.85
25	7.10	0.85	63	2.90	75	92	4.00	75	104	3.65
30	8.00	0.95	65	3.00	70	90	3.90	70	102	3.60
35	9.30	1.10	69	3.20	65	86	3.75	65	96	3.40
40	10.50	1.25	72	3.35	60	81	3.55	60	92	3.25
45	11.80	1.40	76	3.55	55	77	3.35	55	87	3.05
50	13.10	1.55	79	3.70	50	72	3.15	50	83	2.90

Table D2. Dry Product Settings for Cappuccino (8 oz. cup)

	CHOCOLATE				FREEZE DRY COFFEE			FRESH BREW COFFEE		
Percent	Weight (gm)	Timing (sec)	Water Settings		Percent	Water Settings		Percent	Water Settings	
			Volume (ml)	Timing (sec)		Volume (ml)	Timing (sec)		Volume (ml)	Timing (sec)
15 (default)	5.40	0.65	59	2.65	85 (default)	132	5.55	85 (default)	153	5.05
20	6.80	0.80	62	2.80	80	128	5.40	80	150	4.95
25	8.00	0.95	66	3.00	75	122	5.15	75	144	4.75
30	9.30	1.10	69	3.15	70	117	4.95	70	137	4.50
35	11.00	1.30	73	3.35	65	112	4.75	65	131	4.30
40	12.70	1.50	78	3.60	60	108	4.60	60	124	4.05
45	14.00	1.65	82	3.80	55	105	4.45	55	118	3.85
50	15.65	1.85	85	3.95	50	91	3.85	50	112	3.65

Table D2. Dry Product Settings for Cappuccino (9 oz. cup)

	CHOCOLATE				FREEZE DRY COFFEE			FRESH BREW COFFEE		
Percent	Weight (gm)	Timing (sec)	Water Settings		Percent	Water Settings		Percent	Water Settings	
			Volume (ml)	Timing (sec)		Volume (ml)	Timing (sec)		Volume (ml)	Timing (sec)
15 (default)	5.8	0.75	60	2.75	85 (default)	140	5.90	85 (default)	172	5.60
20	7.6	1.00	64	2.95	80	134	5.65	80	155	5.05
25	8.8	1.15	68	3.15	75	130	5.50	75	152	4.95
30	10.5	1.35	72	3.35	70	125	5.30	70	144	4.70
35	12.3	1.60	77	3.60	65	119	5.05	65	138	4.50
40	13.9	1.80	82	3.85	60	113	4.80	60	133	4.35
45	15.3	2.00	85	4.00	55	109	4.65	55	126	4.10
50	17.1	2.25	90	4.25	50	105	4.50	50	124	4.05

Table D2. Dry Product Settings for Cappuccino (10 oz. cup)

CHOCOLATE

Percent	Weight (gm)	Timing (sec)	Water Settings	
			Volume (ml)	Timing (sec)
15 (default)	6.2	0.80	60	2.80
20	8.0	1.05	65	2.95
25	9.8	1.30	70	3.20
30	11.3	1.50	74	3.40
35	13.6	1.80	80	3.70
40	15.3	2.05	85	3.95
45	17.1	2.30	90	4.20
50	18.7	2.50	94	4.40

FREEZE DRY COFFEE

Percent	Water Settings	
	Volume (ml)	Timing (sec)
85 (default)	166	7.00
80	161	6.80
75	155	6.55
70	150	6.35
65	143	6.05
60	137	5.80
55	131	5.55
50	126	5.35

FRESH BREW COFFEE

Percent	Water Settings	
	Volume (ml)	Timing (sec)
85 (default)	185	6.40
80	178	6.15
75	172	5.95
70	167	5.80
65	159	5.50
60	152	5.25
55	144	4.95
50	138	4.75

Table D2. Dry Product Settings for Cappuccino (12 oz. cup)

CHOCOLATE

Percent	Weight (gm)	Timing (sec)	Water Settings	
			Volume (ml)	Timing (sec)
15 (default)	7.6	1.00	64	3.00
20	9.8	1.30	70	3.30
25	11.8	1.55	76	3.60
30	13.9	1.85	82	3.90
35	16.1	2.15	87	4.15
40	18.2	2.45	93	4.45
45	20.4	2.75	99	4.75
50	22.3	3.00	105	5.05

FREEZE DRY COFFEE

Percent	Water Settings	
	Volume (ml)	Timing (sec)
85 (default)	223	9.35
80	215	9.00
75	208	8.70
70	201	8.40
65	193	8.05
60	185	7.70
55	178	7.40
50	171	7.10

FRESH BREW COFFEE

Percent	Water Settings	
	Volume (ml)	Timing (sec)
85 (default)	231	8.15
80	223	7.85
75	215	7.55
70	207	7.25
65	201	7.05
60	193	6.75
55	185	6.45
50	178	6.20

EURODRINK OPERATOR'S GUIDE

☞ CAFFÉ LATTE

Caffe Latte has a rich, robust coffee flavor. It is a full-bodied hot beverage with extra creamer, whipped to frothy perfection, with sugar optional. Try this recipe to expand your gourmet product selections and increase premium pricing opportunities.

ENTER THE SUPERVISOR CODE:

1. Press [# CODE CLEAR]. The display shows: *ENTER CODE* . You must enter the four-digit supervisor code within 6 seconds to gain access.

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

When you have entered the right code, you will hear two beeps and see *SUPERVISOR* in the display.

SET THE MACHINE TO VEND A LARGE "D" SELECTION:

1. Press the following keys: [7 PRODUCT CONFIG.], [↑], and [EDIT]. The CONFIGURE screen is displayed.

2. Press [↓] twice. The display should look something like this:

    1. ABCDEFGH. Make sure the "*D*" is displayed. If not, press "D" on the selection switch panel to display the "*D*".

3. Press [EXIT STOP] twice to return to the standby message.

SET UP YOUR SELECTION:

Follow the instructions in the **PRODUCT CONFIGURATION** section of the *EURODRINK Operator's Guide.*

1. Make sure the machine is configured to use 12 oz. cups.
2. Set up the 1D selection as follows:
    a. Coffee: 17 grams
    b. Sugar: 2.5 grams
    c. Lightener: 5 grams
    d. Water: 6 ounces (about 177 ml)
    e. Steep time: 12.5 seconds
    f. Whip: ON +

To get these measurements, refer to **PRODUCT CONFIGURATION**. See **COLLECTING DRY PRODUCT GRAM THROWS**, and perform test throws of the dry ingredients. See **COLLECTING WATER THROWS,** and perform test water throws.

👉 **EUROPEAN CAPPUCCINO**

First, a portion of cappuccino topping mix (or lightener) is dispensed, then layered on top is a small serving of strong coffee.

1. Replace product in the the soup (or international coffee) canister with the lightener or cappuccino topping mix.

2. Enter the Supervisor code: Press [# CODE CLEAR] . The display shows: $ENTER$

    $CODE$. You must enter the four-digit supervisor code within 6 seconds to gain access.

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

    When you have entered the right code, you will hear two beeps and see

    $SUPERVISOR$ in the display. Press [EXIT STOP] .

3. Reconfigure the machine:

    a. Press [7 PRODUCT CONFIG.] , then press [⬇] until the display shows $CONFIGURE$.

    b. Press [EDIT] . The configuration code is displayed: $WXYZ$, where W = the machine type, X = 6th product configuration, Y = brewer configuration, and Z = canister mapping. You will be changing the number represented by X. The only way to do that is to change all four numbers, so at this time write down your configuration code so you will know where to start if you make a mistake.

    c. Replace "X" as follows:

If your current value of X is:	Change it to:
1	5
2	6
3	7
4	8

For example: If your current configuration code is 1234, you will enter the numbers 1634. Your new drink will be selected with the H key. Valid selections are H3 (black) and H4 (with sugar). After the reconfiguration, timers for the topping mix or lightener are under the J selection, and the timers for the coffee serving are under the H selection. Now, you need to alter the water throw times for the two selections. Consult the throw time tables for suggestions on a starting point for your new drink.

☞ **COLLECTING WATER THROWS**

National Vendors recommends the factory default times be used for water throws to ensure proper mixing. Table W1 gives the factory default water throw times for the various size cups and product selections.

```
┌─────────────────────────────────┐
│            WARNING              │
│  Water is *HOT!*  Be careful.   │
└─────────────────────────────────┘
```

For a non-brewed selection, collect the water throws as follows:

1. Place a cup in the cup delivery station.
2. Ensure the merchandiser is using the factory defaults for the cup sizes (refer to PRODUCT CONFIGURATION).
3. Initiate the water throw for a selection.
4. Remove the cup and pour the water into a graduated cylinder.
5. Refer to table W1 for the correct volume of water.
6. Adjust the water valve for that selection and repeat steps 3 through 5 until the correct volume of water is thrown.

For a brewed selection, collect the water throws as follows:

1. Remove water supply hose from the brewer as shown on the next page.
2. Place the end of the hose in a graduated cylinder.
3. Ensure the merchandiser is using the factory defaults per table W1 for the cup sizes (refer to PRODUCT CONFIGURATION).
4. Initiate the water throw for a selection.
5. Refer to table W1 for the correct volume of water.
6. Adjust the water valve for that selection and repeat steps 3 through 5 until the correct volume of water is thrown.

CUP FOR TAKING WATER THROWS

CUP DELIVERY STATION
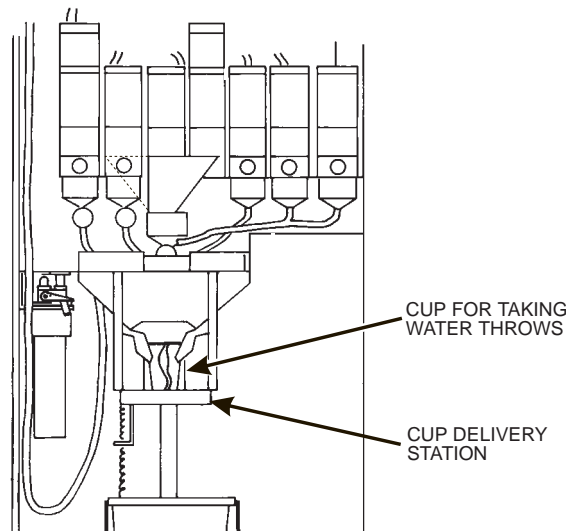
Table W1. Water Throw Default Times and Volumes

| | Selection | Time (in seconds) per size cup | | | | | |
| | | Volume (in ml) per size cup | | | | | |
		5 oz	7 oz	8 oz	9 oz	10 oz	12 oz
A	Fresh brew coffee	4.50 130	6.40 190	7.50 220	8.20 240	9.00 265	11.00 315
B	Fresh brew decaf	4.50 130	6.40 190	7.50 220	8.20 240	9.00 265	11.00 315
A	Freeze dry coffee	4.95 120	7.00 170	8.25 200	8.65 210	9.90 240	12.60 305
B	Freeze dry decaf	4.95 120	7.00 170	8.25 200	8.65 210	9.90 240	12.60 305
C	6th Product	4.85 100	6.80 140	8.25 170	8.75 180	9.70 200	11.65 240
D	Espresso (FB)	2.25 65	3.20 95	3.75 110	4.10 120	4.50 133	5.50 158
D	Espresso (FD)	2.50 60	3.50 85	4.15 100	4.35 105	4.95 120	6.30 153
F	Tea	4.95 120	7.00 170	8.25 200	8.65 210	9.90 240	12.60 305
G	Chocolate	4.85 100	6.80 140	8.25 170	8.75 180	9.70 200	11.65 240
H	Soup	4.80 110	6.95 160	8.25 190	8.70 200	10.00 230	12.15 28H
H	Soluble Product	4.85 100	6.80 140	8.25 170	8.75 180	9.70 200	11.65 240

REMOVE THIS TUBE

GRADUATED CYLINDER

WATER THROW DEFAULT TIMES AND VOLUMES
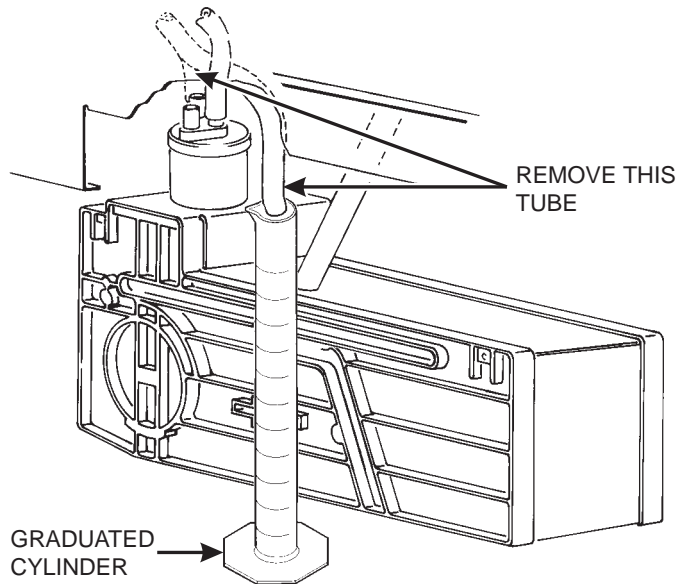
SET PRICES FOR INDIVIDUAL SELECTIONS

For this procedure, we will assume that the merchandiser is set up to vend two different sizes of cups. Also, the machine is configured to allow customers to vend a cup only (no drink). Here is an example of how to set prices for several different selections in this machine:

> HELPFUL HINT
> If most of the prices in your machine will be the same, perform the SET ONE PRICE FOR THE ENTIRE MACHINE procedure, then return to this procedure to set those prices which will be different.

1. Press [PRICE]. The display shows the maximum and minimum prices currently set in the machine.

2. Either press [▼] to scroll through the selection list until you find the selection number you want.

    OR

    Go directly to the desired selection by pressing its letter.

    To help you understand, here is an example. First, set the price for the *regular size C* selection to $0.65. Press *0C*, or [▼] until . . .

3. . . . the display shows $C \quad .55$. (The price for the **C** selection is currently at $0.55.) Enter the new price (65 cents) using the number keys.

    Now, set the price for the *large size D* selection. Press *1D*, or [▼] until . . .

4. . . . the display shows $1D \quad .75$ This is the **D** selection price for the large size cup (the "1" means the large cup).

5. CONTINUE.

SET THE PRICE FOR A CUP ONLY

1. Press [1 PRICE], then press [⬇] until the display shows 2 $.XX$. "XX" represents the price for a cup only.

2. Enter the new price using the number keys.

3. CONTINUE.

SET ONE PRICE FOR THE ENTIRE MACHINE

1. Press [1 PRICE]. The display shows $**$ $.XX$ $.YY$. This is the maximum (XX) and minimum (YY) prices currently set in the machine.

2. Press [EDIT]. The display shows $**$.

CAUTION
Setting all prices in the machine will ERASE currently set prices. If you are sure you want to do this, go to the next step. If not, go to step 5.

4. Enter a new price.

5. CONTINUE.

👉 SET ONE PRICE FOR ALL REGULAR SIZE DRINKS

1. Press [1 PRICE]. The display shows **✱✱ .XX .YY**. This is the maximum (XX) and minimum (YY) prices currently set in the machine.

2. Press **0** (on the selection switch panel) and [EDIT]. The display shows **0✱**.

CAUTION
Setting these prices will *ERASE* currently set prices. If you are sure you want to do this, go to the next step. If not, go to step 5.

3. Enter a new price.

4. CONTINUE.

👉 SET ONE PRICE FOR ALL LARGE SIZE DRINKS

1. Press [1 PRICE]. The display shows **✱✱ .XX .YY**. This is the maximum (XX) and minimum (YY) prices currently set in the machine.

2. Press **1** (on the selection switch panel) and [EDIT]. The display shows **1✱**.

CAUTION
Setting these prices will *ERASE* currently set prices. If you are sure you want to do this, go to the next step. If not, go to step 5.

3. Enter a new price.

4. CONTINUE.

SET THE TIME

1. Press [8 TIME OF DAY]. The display shows **TIME H.MM**. "H.MM" is the time of day currently set in the machine.

2. To change the time, just enter the time with the number keys using a 24-hour format (1300 = 1:00 pm).

    NOTE
    The new time will be displayed, but not updated in the system until

    you press an arrow key or [EDIT].

3. CONTINUE.

SET THE DAY OF THE WEEK

1. Press [8 TIME OF DAY], then press [↓] until the display shows **@ SMTWTFS**.

    The currently set day of the week will be flashing. If it is correct, CONTINUE.

2. To change the day, press [EDIT] until the correct day is flashing.

3. CONTINUE.

SET THE DATE AND YEAR

1. Press [8 TIME OF DAY], and press [↓] until the display shows **MM/DD YY**.

    "MM/DD YY" is the month, date, and year currently set in the machine. The slash (/) means that the U.S. date format is being used.

2. If desired, enter a new month, date, and year with the number keys.

    •   To change to the European date format (DD-MM YY), press [EDIT].

        The display is now shown with the date before the month, and the slash (/) is replaced by a dash (-) to avoid confusion.

3. CONTINUE.

> **CUSTOM TIME INTERVALS** Times when normal vending is suspended in favor of special cases. For example, coffee could be discounted before working hours in the morning to favor early-arriving employees.

☞ SET TIME-OF-DAY INHIBITED VENDING

Vending can be inhibited up to four times a day. This is useful when you don't want the machine used for any reason.

1. Press [8 TIME OF DAY], then press [⬇] until the display shows **INHIB ----**..

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

☞ SET TIME-OF-DAY FREE VENDING

Vending can be free up to four times a day.

1. Press [8 TIME OF DAY], then press [⬇] until the display shows **FREEV ----** .

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

☞ SET TIME-OF-DAY DISCOUNT VENDING

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

1. Press [8 TIME OF DAY], then press [⬇] until the display shows **DISCT ----**..

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

8 TIME OF DAY

TIME INTERVAL EDITING

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

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

1. INHIBIT
2. FREEVEND
3. DISCOUNT

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

The time interval editing procedure is almost the same for the INHIBIT, FREEVEND, and DISCOUNT intervals. There is one difference for the DISCOUNT time interval, so that interval will be shown here.

1. The display shows *DISCT 1234* Press the number of the time interval you want to edit, or [EDIT] to edit time interval 1 (we'll use interval 1 for this example).

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

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

3. Press [↓]. The display shows *1.DSCT XX* This is the discount percentage for this period. Enter a discount percentage of 25 with the number keys.

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

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

6.   Press [⬇]. The display shows **1.@ - - - - - - -**. The dashes represent
     the days that this time interval is active. Pressing number keys 1 through 7
     switches the days on/off. The days you select will appear in the display.
     Press **2**, **4**, and **6**. The display shows **1.@ - M - W - F -**, meaning that
     the discount interval is only active on Monday, Wednesday, and Friday.

7.   Press [⬇]. The display shows **1. - - - - - - - -**. The dashes represent
     the selections affected by this time interval. Press the appropriate letter key
     to turn the selections ON or OFF. **NOTE** Selections not vended by your ma-
     chine will not be displayed. Press **A**, **B**, **F**, and **H**. The display shows
     1. A B - - - F - H.

8.   Press [⬇]. The display shows either:

     1.MESG OFF There is no custom message selected.

                                        OR

     1. MESG X. This means that custom message X (1 through 8) will be dis-
     played during this time interval. Press the number key of the message you
     want displayed. Pressing **0** turns the message OFF for this time interval.

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

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

9.   CONTINUE.

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

☞ SELECT A STANDBY MESSAGE

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *STANDBY MX.*

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

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

   OR

   Press [EDIT] to scroll through all eight messages and the factory-set message.

3. CONTINUE.

☞ SELECT AN OUT-OF-SERVICE MESSAGE

1. Press [8 TIME OF DAY], then press [⬇] until the display shows *SERVICE XX.*

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

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

   OR

   Press [EDIT] to scroll through all eight messages and the factory-set message.

3. CONTINUE.

👉 SELECT A FREEVEND MESSAGE

1. Press ⏷8 TIME OF DAY, then press ⬇ until the display shows *FREEVEND XX*.

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

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

   OR

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

3. CONTINUE.

👉 **EDIT CUSTOM MESSAGES**

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

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

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

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

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

   use [3 F1 +] and [6 F2 -] to step through the character set until the desired character is displayed. Use the arrow keys to highlight different characters. See the section on the next page for an explanation of special keys and the character set.

SHORTCUT

Instead of stepping through the whole character set to enter a letter that is not on your keypad, enter one close to the one you want, then step to it. Example: If you want to enter an **L**, first press **J** on the selection switch panel. Then press

[3 F1 +] twice. Your **L** should now be displayed.

THE END OF MESSAGE CHARACTER

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

ENTERING YOUR MESSAGE

You will be using a combination of special keys and the keys on the selection switch panel to enter your message. Pressing the keys on the selection switch panel will enter the character shown on that key. Most of the keys on the service keypad have a special purpose to help you create and edit your messages:

Key	Function	Key	Function
1 PRICE	Inserts an **R** at the flashing character.	**2** FREE VEND / INSERT	Inserts a space at the flashing character.
4 MACHINE CONFIG.	Inserts an **S** at the flashing character.	**5** DATA RECALL / DELETE	Deletes the current character and closes up the space.
7 PRODUCT CONFIG.	Inserts a **T** at the flashing character.	**#** CODE / CLEAR	Deletes the current character and leaves the space.
8 TIME OF DAY	Repeats the letter to the left of the flashing character.	**9** PAY	Enters the special "end of message" character, which denotes the end of the message.
EDIT	"Pages" through the message, ten characters (one screen) at a time.		

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

3 F1 +   **6** F2 -   Steps forward and backward through the character list, one character at a time.

THE CHARACTER SET

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

THIS IS THE END OF MESSAGE CHARACTER.

TEST VEND SELECTIONS AND VERIFY CREDIT ADDED

1. Press [TEST START]. the display shows $TEST\ .00$. You may now test vend selections.

2. To test vend selections <u>without</u> dropping a cup, press [EDIT]. The display

   shows $TEST.NC\ .00$. No cups will drop during the rest of your test vend session. If desired, you may place money in the machine.

   In either case, if you insert money into the machine, the zeros in the display will be replaced with the amount of the credit.

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

3. CONTINUE.

TEST THE DISPLAY

1. Press [TEST START], then press [↓] until the display shows $DSPLY\ TEST$.

2. Press [TEST START] to light all display segments and the "DRINK BEING SERVED"

   light; press [# CODE CLEAR] to turn them off.

3. Pressing a number key on the maintenance keypad, or any key on the selection switch panel causes all segments to display that character.

   > NOTE
   > To help differentiate the two keypads, a number from the maintenance keypad has an apostrophe after it: 1 '. A number from the selection switch panel has a period after it: 1 .

4. CONTINUE.

👉 TEST THE CUP MECHANISM

1. Press [TEST START], then press [⬇] until the display shows *CUP TEST*.

2. You can test the cup mechanism one of several ways:

    a. Press **1** or [TEST START].   A cup is dispensed from the cup ring.

3. CONTINUE.

👉 TEST THE AUTOMATIC DOOR (OPTIONAL)

1. Press [TEST START], then press [⬇] until the display shows *DOOR TEST*.

2. Press [TEST START] to test the automatic delivery door. The door will open, then close after one second.

3. CONTINUE.

👉 TEST THE WHIPPERS

1. Press [TEST START], then press [⬇] until the display shows *WHIP TEST*.

2. Press the whipper number (1=whipper below main condiment mixing bowl, 2=soup whipper, or 3=chocolate whipper) you want to test.
    OR
    Press the letter of a selection containing a whipper.

    In either case, *WHIP X* is displayed while the whipper under test ("X") runs.

3. CONTINUE.

👉 TEST THE AIR COMPRESSOR

1. Press [TEST START], then press [↓] until the display shows $AIR\ TEST$.

2. Press [TEST START] to test the air compressor.

> NOTE
> If the brewer is in the BREW position at the start of this test, the compressor runs for 18 seconds. This allows you to evacuate a full brewer barrel. Otherwise, it runs for 2 seconds.

3. CONTINUE.

👉 TEST THE BREWER

1. Press [TEST START], then press [↓] until the display shows $BREW\ TEST$.

2. Press [TEST START] to test each brewer position:

> **WARNING**
> Keep away from the brewer mechanism while it is operating. Coming into contact with moving parts could injure you.

  a. $BREW\ 'R\ BREW$ The brewer is in the BREW position.
  b. $BREW\ 'R\ FLIP$ The brewer is in the FLIP position.
  c. $BREW\ 'R\ HOME$ The brewer is in the HOME position.

3. CONTINUE.

👉 **RINSE ALL MIXING BOWLS**

WARNING
Very hot water will be dispensed in this test. Coming into contact with hot water will HURT!

1. Press [TEST/START], then press [⬇] until the display shows **BOWL RINSE**.

2. Press [TEST/START] to rinse all bowls. **RINSING** is displayed.

3. CONTINUE.

👉 **RINSE THE BREWER**

WARNING
Very hot water will be dispensed in this test. Coming into contact with hot water will HURT!

1. Press [TEST/START], then press [⬇] until the display shows **BREW RINSE**.

2. Press [TEST/START] to rinse the brewer. The brewer cycles, and **RINSING** is displayed.

3. CONTINUE.

👉 FILL THE TANK

1. Press [TEST/START button], then press [↓ button] until the display shows **TANK.FILL**.

2. Press [TEST/START button]. This clears any tank error and starts filling the tank, if necessary.

NOTE

If it is taking a long time to fill the tank *AND THERE ARE NO LEAKS*, you may see **TANK ERR** in the diagnostic list again. Just press

[TEST/START button] again after making sure there are no other problems, such as a restriction in the water inlet line or a clogged water filter.

3. CONTINUE.

👉 TEST VARIOUS SENSORS AND SWITCHES

1. Press [TEST/START button], then press [↓ button] until the display shows **IN.XXXXXX**. The

X's in the display will be replaced by the following place holders:
MKPHL 1, defined as follows:

M = mug/cup sensor (if equipped)	K = freevend keyswitch
P = waste pail switch	H = high water tank level switch
L = low water tank level switch	1 = ring 1 cup sensor switch

2. Actuate each switch or sensor to test its function. As you actuate each input, the display element representing that switch blinks on. Releasing the switch causes that element to blink off again, and be replaced by a dash.

3. CONTINUE.

👉 **PAYOUT COINS**

1. Press ⟨9 PAY⟩. If a dumb mech was selected, the display shows

   NDQ =123; if an MDB mech was selcted the display shows *PAY 123*.

2. Press ⟨1 PRICE⟩. A dumb mech pays out one *N*ickel; an MDB mech pays a

   coin from tube 1. Press ⟨2 FREE VEND INSERT⟩. A dumb mech pays out one *D*ime; an MDB

   mech pays a coin from tube 2. Press ⟨3 ↰ +⟩. A dumb mech pays out one

   *Q*uarter; an MDB mech pays a coin from tube 3.
3. To continuously pay out coins, hold down the appropriate key.

4. CONTINUE.

👉 **SET FREEVEND OPTIONS**

1. Press ⟨2 FREE VEND INSERT⟩ until one of the following is displayed:

   FREE OFF - Normal vending mode. No items are on freevend. A closure on
   the keyswitch input causes the machine to go out of service.
   <div align="center">**- OR -**</div>
   FREE ALL - All items are on freevend. The credit display shows
   <div align="center">*NO MONEY REQUIRED*</div>

   A closure on the keyswitch causes the machine to go out of service.
   <div align="center">**- OR -**</div>
   FREE W/KEY - All items are freevended while there is a closure on the key-
   switch input. Normal cash sales are supported when the keyswitch input is
   open. If the free vend code (selected under SUPERVISOR MODE) is not
   0000, the code must be entered first.
   <div align="center">**- OR -**</div>
   FREE ONCE - A closure on the keyswitch input causes only the next item to
   be freevended. Coin mechanism errors are ignored. this state is designed
   for card or token systems where one item is vended per token. Normal cash
   sales are also supported.

2. Press ⟨EDIT⟩ until the option you want is displayed.

3. CONTINUE

VIEW MACHINE ID NUMBER

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows *I.D. XXXXXX* .

   The X's represent the 6-digit machine ID number.

2. CONTINUE.

VIEW NONRESETTABLE SALES AND VEND DATA

1. Press [5 DATA RECALL DELETE]. The display shows *NR$ XX.XX*. "XX.XX" is a dollar and

   cents figure showing the total of all sales in the machine. This is a running to-
   tal, and is not resettable.

2. Press [↓]. The display shows *NR X*. "X" is the total number of vends

   made by the machine. This is a running total, and is not resettable.

3. CONTINUE.

VIEW DATA THREE DIFFERENT WAYS

Paid sales and vends can be viewed three different ways: By whole machine, by
selection type, and by individual selection. The first screen of the data item
shows its machine total.

- To view the data by selection type, press the letter of the type you want to
  see. For example, pressing **A** shows you the total sales and vends for the
  combined regular and large size cups of the A selection. You can then press

  [↑] and [↓] to see data for all the active selection types.

- To view the data by individual selection, press the letter and number of the

  selection you want to see. You can then press [↑] and [↓] to see

  data for all the active selections.

- If viewing data by individual selection, press [8 TIME OF DAY] to view the date and

  time of the last vend of that selection.

👉 VIEW TOTAL PAID SALES

1. Press 🔲(5/DATA RECALL/DELETE), then press 🔲(⬇) until the display shows ****$ XX.XX**.

    "XX.XX" is a dollar and cents figure showing the total of all **PAID** sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.

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

3. CONTINUE.

👉 VIEW CARD READER PAID SALES (NOT SHOWN IF ZERO)

1. Press 🔲(5/DATA RECALL/DELETE), then press 🔲(⬇) until the display shows ****$ XX.XX**.

2. Press 🔲(EDIT). The display shows **DBT XX.XX**. "XX.XX" is the amount of money collected from card reader sales.

3. CONTINUE

👉 VIEW TOTAL PAID VENDS

1. Press 🔲(5/DATA RECALL/DELETE), then press 🔲(⬇) until the display shows **** XX**. "XX" is the total number of paid vends for the entire machine.

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

3. CONTINUE

👉 CLEAR ALL RESETTABLE DATA

1. Press 🔲(5/DATA RECALL/DELETE). The display shows **NR$ XX.XX**. This is a running total, and is not resettable.

2. Press and hold 🔲(#/CODE/CLEAR). Two beeps sound and the display shows **CLEARING** momentarily, and then changes to **FINISHED**. All data is cleared.

3. CONTINUE.

CLEAR PAID SALES DATA ONLY

1. Press [5 DATA RECALL / DELETE], then press [⬇], until the display shows **✶✶$ XX.XX**.

   "XX.XX" is a dollar and cents figure showing the total of all **PAID** sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.

2. Press and hold [# CODE / CLEAR]. Two beeps sound and the display shows

   CLEARING momentarily, and then changes to *FINISHED*. All paid sales data is cleared; other data is not cleared.

3. CONTINUE.

VIEW AMOUNT IN COIN BOX (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL / DELETE], then press [⬇] until the display shows *CBX XX.XX*.

   "XX.XX" is the dollar and cents amount in the coin box.

2. CONTINUE.

VIEW AMOUNT IN VALIDATOR (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL / DELETE], then press [⬇] until the display shows *DBV XX.XX*.

   "XX.XX" is the dollar amount in the bill stacker.

2. Press [EDIT] to show the quantities of bills in the stacker. For example, the

   display shows *$01 20*, meaning that there are 20 dollar bills in the bill stack-

   er. Press [EDIT] again to show the quantities of other bills, such as $5s,

   $10s, or $20s.

3. CONTINUE.

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

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows **_0$ XX.XX**.

2. Press [EDIT], then press [⬇] until the display shows **1.FRV .00**. This is the total sales for freevend interval 1, shown even if zero.

3. Press [⬇] to view intervals 2 through 4.

4. CONTINUE.

👉 **VIEW DISCOUNT SALES BY TIME INTERVAL**

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows ****$ XX.XX**.

2. Press [EDIT]. The display shows **1.DSC .00**. This is the total sales for discount interval 1 (not shown if zero).

3. Press [⬇] to view intervals 2 through 4.

4. CONTINUE.

👉 **VIEW FREE VENDS (NOT SHOWN IF ZERO)**

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows **_0$ XX.XX**.

2. Press [EDIT], then press [⬇] until the display shows **FRV XX.XX**. "XX.XX" is the total machine-wide freevends, shown even if zero.

3. CONTINUE.

👉 **VIEW WINNERS (NOT SHOWN IF ZERO)**

1. Press [5 DATA RECALL DELETE], then press [⬇], until the display shows *_0$ XX.XX*.

2. Press [EDIT], then press [⬇], until the display shows *WIN XX.XX*.

   "XX.XX" is the total machine-wide winners, shown even if zero.

3. CONTINUE.

👉 **VIEW TIME DATA**

1. Press [5 DATA RECALL DELETE], then press [⬇], until the display shows *TIME DATA*.

2. Press [EDIT]. The following message scrolls across the display:

   MAN.1 237M 01/30 10.13

   This example shows the latest time interval the main (machine) door was open (1). It was open for 237 minutes, and was opened on January 30 (01/30) at

   10:13 am (10.13). Press [⬇]. If applicable, similar displays will appear

   for intervals 2, 3, and 4. Otherwise, go to the next step.

3. Press [⬇]. The following message scrolls across the display:

   LAST POWER 01/30 13.51 FOR 00.023

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

4. Press [⬇]. The following message scrolls across the display:

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

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

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

FULL CLEAR 01/30 8.58

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

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

TIME SET 01/30 9.15

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

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

PRICE SET 01/30 9.42

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

8. CONTINUE.

NOTE
Refer to VIEW DATA THREE DIFFERENT WAYS to view the date and time of the last vend of that selection.

👉 **VIEW TOTAL UNPAID SALES**

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

1. Press [5 DATA RECALL DELETE], then press [↓] until the display shows _0$ XX.XX.

"XX.XX" is the total unpaid sales (free vends, winner vends, 100% discounts, zero price vends) for the entire machine.

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

3. CONTINUE.

👉 VIEW TOTAL UNPAID VENDS

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows _0 _XX. "XX" is the total number of unpaid vends for the entire machine.

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

3. CONTINUE.

👉 VIEW NUMBER OF TEST VENDS (NOT SHOWN IF ZERO)

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows TST X. "X" is the number of test vends.

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

3. CONTINUE.

👉 VIEW SALES DATA BY PRICE

You can view the total sales of each separate price in the machine.

1. Press [5 DATA RECALL DELETE], then press [⬇] until the display shows $**\$$ $XX.XX$.

2. Press [1 PRICE]. The display shows the lowest price followed by the dollar sales of all selections costing that price.

3. Press [⬇] to step through all the prices set in the machine.

4. CONTINUE.

☞ **VIEW DIAGNOSTIC MESSAGES**

1. Press [⓪ DIAGNOSTICS]. If faults are not present on your machine, *NO ERRORS* is displayed.

2. The following displays will appear when the appropriate fault condition exists.

   Press [⬇] to display all applicable fault messages:

KEYPAD XY .... "Key(s) ""X"" and ""Y"" are stuck. Try unsticking keycaps or replacing key membrane."

ROM ERROR .... ROM checksum error. Replace EPROM or main controller assembly.

RAM ERROR .... RAM error. Attempt RAM clearing by pressing CLEAR key. Replace RAM or main controller assembly.

CONFIG ERR .... Configuration error. Recheck configuration settings.

TANK ERR .... Tank failed to be filled or refilled.

RING 12 .... The cup ring is jammed (ring 1 and/or 2)

MOTOR1A1B .... Cup turret motor 1A or 1B is jammed. Remove all cups and close door. Perform the cup test.

NO CUPS 1 .... Out of cups.

BREW JAM .... The brewer is jammed.

WASTE PAIL .... The waste pail is full.

LOW WATER .... The water level in the tank is low.

COLD TANK .... Water is too cold to vend.

NO SENSOR .... Illegal temperature reading. Check tank sensor. Check harnessing for broken or bad connections.

WHP123 .... Whipper motor failure (motor 1, 2 or 3)

DOOR JAM .... The automatic delivery door is jammed.

CHK PRICES .... Illegal price detected.

LOCKS SET .... All selections are locked (see PRODUCT CONFIGURATION).

NO MECH .... Coin mech not detected - machine will not operate if configured for coin mech.

MECH-COMM .... Incomplete coin mech communications -- check harness.

MECH.SENSOR .... Coin mech reporting a bad tube sensor - replace mech.

MECH.JAM .... One or more coin tubes are jammed. Pay a coin from each tube until the jam is cleared.
<div align="center">OR</div>
Coin is jammed in the acceptor section. Check the coin mechanism for a jam in this position. Insert coins and cycle machine power OFF and then ON.

MECH.ROM .... Replace the coin mechanism.

MECH.ACCEPT ..... Coin mechanism acceptor section is unplugged from the main body of the coin mech. Connect the cable and cycle machine power OFF and then ON.
<div align="center">OR</div>
The vending machine is telling the coin mech not to accept any coins.

NONE READY ...... All selections are out of service. Check Time of Day inhibits and lockouts.

DBV.COMM .... Incomplete bill validator communications -- check harness.

DBV.SENSOR .... One of the sensors in the bill validator has failed. The unit will disable itself until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.

DBV.ROM .... ROM checksum failure. The unit will disable itself until the error is corrected. Replace the validator.

DBV.JAM .... A bill is jammed in the acceptance path. The unit will disable itself until the error is corrected. Remove bill stuck in the acceptance path. Cycle machine power OFF and then ON.

DBV.MOTOR .... One of the motors has failed. The unit will disable itself until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.

DBV.STACKR .... The stacker is open or removed. The unit will disable itself until the error is corrected. Install the stacker correctly.
<div align="center">OR</div>
The stacker is full of bills. Remove bills from the stacker.

DBV.ACCEPT .... The vending machine is telling the bill validator not to accept any bills. Check the enabled channels of the bill validator.

CARDF.COMM ...... Incomplete card reader communications - check cables. The card reader is not operational.

CARD.COMM .... Incomplete card reader communications. Check cables or replace unit.

CARD.ERR .... Card reader is indicating it has a problem.

CARD.F.ERR .... Card reader is indicating it has failed. Replace unit.

CARD.ERRXX .... Card reader has an error and indicates code XX. The code is defined by the card reader manufacturer. To correct, contact card reader manufacturer. The unit is still operational.

`CARD.F.ERRXX` ... Card reader has failed and indicates code XX. The code is defined by the card reader manufacturer. To correct, contact card reader manufacturer.

`CARD.F.JAM` .... Card reader has failed because card is jammed in the unit. Remove the jammed card.

`CARD.SERV` .... Card reader requires service. The unit is still operational.

👉 **CHANGE MACHINE ID NUMBER**

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

2. Press 〔**5** DATA RECALL DELETE〕, then 〔⬇〕 until the display shows **I.D. XXXXXX** . The X's

   represent the 6-digit machine ID number.

3. Using the number keys, enter a new ID number.

4. CONTINUE.

👉 **VIEW THE WATER TANK TEMPERATURE**

1. Press 〔**3** +〕. The display shows **TEMP XX F**. This is the current water tank

   temperature (in degrees F or C, depending
   upon your choices).

2. CONTINUE.

👉 **VIEW THE CURRENT SOFTWARE VERSION NUMBER**

1. Press 〔**3** +〕, then press 〔⬇〕 until the display shows **VER XXXX**. This

   is the current software version number.

2. CONTINUE.

👉 **VIEW THE MACHINE CONFIGURATION CODE**

1. Press 〔**3** +〕, then press 〔⬇〕 until the display shows **CONF WXYZ**. This

   is the machine configuration. (See PRODUCT CONFIGURATION for an expla-
   nation of "W", "X", "Y", and "Z".

2. CONTINUE.

👉 VIEW THE SELECTION CONFIGURATION

1. Press [3], then press [⬇] until the display shows *0.ABCDEFGH*.

   This shows which selections are available for sale and setup for regular size drinks. If one or more of the letters in the display are replaced by dashes (-), that selection is unavailable.

2. Press [⬇]. The display shows *1.ABCDEFGH*. This shows which selections are available for sale and setup for large size drinks. If one or more of the letters in the display are replaced by dashes (-), that selection is unavailable.

3. CONTINUE.

👉 VIEW CUP ONLY STATUS

1. Press [3], then press [⬇] until the display shows *CUPVND ON* or

   CUPVND OFF. This shows whether or not the machine will vend a cup only (no drink).

2. CONTINUE.

👉 VIEW THE SELECTED WHIPPING OPTION

1. Press [3], then press [⬇] until the display shows either :

   J WHIP (Selections programmed for optional whipping will be whipped only if J is pressed.)

   OR

   J NO WHIP Selections programmed for optional whipping will **NOT** be whipped only if J is pressed.

2. CONTINUE.

👉 VIEW THE AUTOMATIC DELIVERY DOOR OPTION

1. Press [3], then press [⬇] until the display shows either *DOOR ON* or

   DOOR OFF . This shows whether or not the optional automatic delivery door is enabled.

2. CONTINUE.

SANITATION

Basics

INTRODUCTION

Anybody who services vending machines must use proper sanitizing procedures. Health regulations require that hands be clean when cups, commodities, and food-contact parts are handled or serviced.

In addition, Federal and State Health Departments require regular cleaning and sanitizing procedures for food contact parts.

The information in this section will explain how to clean and sanitize the merchandiser on a day to day basis. A clean and well maintained merchandiser will provide a better product and greater safety for your customers.

CLEANING AND SANITIZING -- WHAT'S THE DIFFERENCE?

Clean means "free of visible soil". In cup vending machine servicing, cleaning is also done to maintain product quality and to remove food soils, oils, and mineral stains that could affect product taste, aroma, and appearance.

Sanitizing means the reduction, to safe levels, of the number of disease-causing bacteria that remain on the surface **after** cleaning. Therefore, cleaning and sanitizing are done in separate steps, as prescribed by health regulations and good industry practice.

When you sanitize you create a healthy and hygienic condition. This leads to wholesome food, which in turn leads to satisfied customers.

> **SANITIZING IS NO SUBSTITUTE FOR A GOOD CLEANING**

HOW DO I SANITIZE?

You can sanitize by using either of these two methods:

Chemicals: The object to be sanitized is treated with a bactericidal compound.

Heat: Raise the temperature of the object high enough to kill bacteria. Water must be at least 170° F.

Hot brew water (if available) is an acceptable sanitizer. When food contact surfaces are washed and/or rinsed, use the hot water available in the machine.

Turn the machine off before using water on the machine.

In either case, the object must be thoroughly clean and completely rinsed in order for the sanitizing process to work. Caked-on soils not removed by cleaning, for example, may shield bacteria from a sanitizing solution.

A GOOD PLACE TO START -- YOUR SANITATION KIT

You need to be sure that each machine is clean, safe, and functioning when you leave it. In order to properly do this, you need to have a complete set of the right tools. In addition to the screwdrivers, pliers, and test equipment necessary to repair a machine, you need to have the tools to clean the machine.

Here is a checklist of the items needed for a good sanitation kit:

Sanitation pail
Tube and nozzle brushes for food contact surfaces
Utility brush for dry spillage around canisters, etc.
Disposable towels, wet-strength and lint-free

NOTE
Wiping with towels can re-contaminate sanitized food-contact parts. Therefore, towels should not be used to dry food-contact surfaces. Instead, these parts should be air dried.

Spray detergent, diluted to desired strength
Urn cleaner packets for coffee stains and oils
Odor control chemicals for pails
Replacement parts (if the exchange method is used)
Cabinet polish or window cleaner for the outside of the machine

Feel free to add some items to this list. For example, you may want to use a portable vacuum cleaner.

SANITATION PROCEDURES

Refer to the recommended cleaning and sanitation interval table on the final page of this section. For each item, complete the procedure as outlined here.

<u>Food-Contact Parts</u>

NOTE
All food-contact parts must be cleaned and sanitized. Air dry, do not wipe dry.

<u>Ingredient Canisters</u> - Empty and wash the canisters, augers, and spouts. Sanitize with hot water and allow to air dry completely before returning to cabinet.

<u>Mixing Bowls</u> - The inside of all mixing bowls can be rinsed by performing the "Bowl Rinse" operation as outlined in the Programming section of this manual.

If needed, remove mixing bowls from the dry ingredient shelf. Wash the mixing bowl lids and sanitize with hot water. Allow to completely air dry before reassembling.

<u>Whipper Lids and Impellers</u> - Remove lids and impellers from the whipper housings, wash the lids and impeller housing. Sanitize with hot water and allow to air dry before reassembling.

<u>Beverage Discharge Nozzles</u> - Disconnect the beverage dispensing tube from the nozzles. Remove the nozzles from the mounting bracket. Remove the cap from the nozzle, wash clean and sanitize the nozzles and cap. Refer to the tubing connection diagram for proper routing.

<u>Brewer, Brewer Basket, and Brewer Funnel</u> - The tubing and brewer may be sanitized by performing the BREW RINSE operation as outlined in the programming section. The machine features an automatic brewer sanitizing feature also described in the programming section.

At times, it may be necessary to wash and sanitize the individual brewer parts. If so, disconnect the tubes from the brewer manifold. Remove the brewer barrel and manifold ass embly from its support. Remove the brewer basket and funnel assemblies.

Thoroughly wash all parts using soap and water. Sanitize by rinsing thoroughly with hot water.

<u>Coffee Chutes</u> - Remove the metal chute(s), wash clean, and sanitize by rinsing with hot water. Air dry before reinstalling.

<u>Condiment Chute Assembly</u> - Remove the condiment chute and cover from the condiment canisters. Thoroughly wash all parts using soap and water. Sanitize by rinsing thoroughly with hot water.

Non Food-Contact Parts

Brewer Mechanism Cleaning - Remove the brewer mechanism from its mounting and rinse with the spray hose.

Cup Delivery Compartment - Remove the compartment from the merchandiser. Wash clean and rinse with hot water.

Exhaust Fan Filter - Remove the filter from its housing. Wash with soap and water, rinse, wring dry, and replace into housing.

Grounds Pail - Empty and rinse the grounds pail. Reline the pail with a clean plastic liner.

Waste Pail - Empty, wash, and rinse with hot water. Sprinkle detergent powder in the bottom of the pail to help control odors.

Ingredient Rinse Tray - Remove product canisters. Wash and rinse with hot water. Allow to air dry.

OVERALL CLEANING

Inspect your merchandiser both inside and out. Be sure to check corners and all less visible parts of the merchandiser.

Clean where needed.

Allow the inside of the cabinet to dry thoroughly before you close the door.

National Vendors recommends using the following supplies:

A commercial glass cleaner on the glass in the cabinet door.

A mild detergent and warm water on the cabinet, brewer, and other NON ELECTRI-CAL components.

CAUTION
The plastic parts in your merchandiser should be cleaned with mild detergent and warm water. The use of other cleaning agents may damage the material, and should be avoided.

PREVENTIVE MAINTENANCE CLEANING

Periodically, you should visually inspect your merchandiser's hot water tank for excessive lime and scale buildup. This buildup on the tank walls, water valves, and heater element will vary dramatically, depending upon water quality. You should develop a cleaning and deliming schedule based on the apparent local water quality.

NOTE
To aid in removing scale from your merchandiser, National Vendors has a service kit available: part number 6400080. In addition, if your machine has the Everpure water inlet filter system option, a second kit (part number 6400086) is also available.

TO
CHOCOLATE
BOWL

TO
SOUP
BOWL

TO
CONDIMENT
BOWL

TO
HOT WATER
VALVE

DISPENSING
NOZZLE
SUPPORT
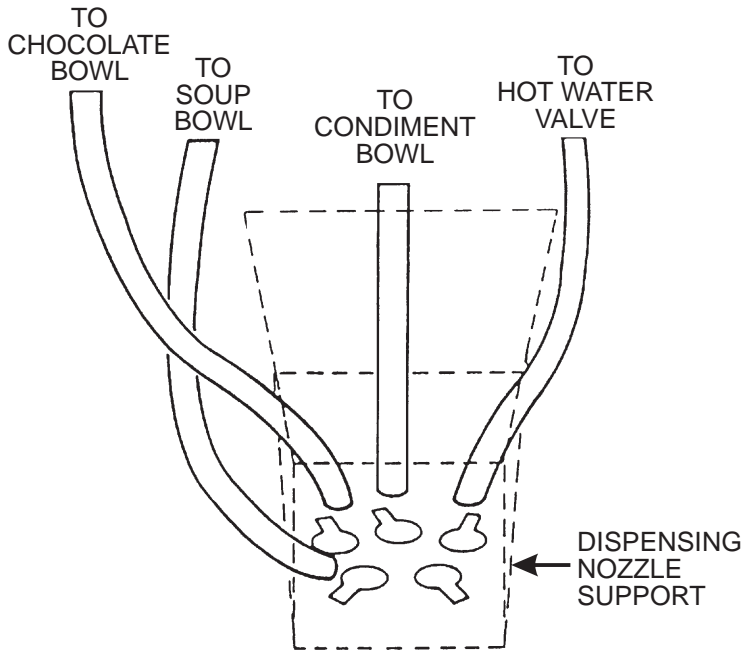
TUBE ROUTING DIAGRAM

RECOMMENDED CLEANING AND SANITATION INTERVALS

ITEM	DAILY	WEEKLY	MONTHLY	QUARTERLY	SEMI-ANNUALLY
Ingredient Canisters	C		S		
Mixing Bowls	C	S			
Whipper Lids and Impellers	C	S			
Beverage Discharge Nozzles	C	S			
Cup Delivery Compartment	C				
Exhaust Fan Filter		C			
Waste Pail	C				
Brewer, Basket, Funnel	C	S			
Coffee Chutes	C	S			
Brewer Mechanism		C			
Grounds Pail	C				

S = Sanitize at this interval   C = Clean only at this interval

APPENDIX A. THE OPTIONAL PRINTER

The printer allows you to obtain a hard copy of data from the Hot Drink Center. This data includes:
• Machine ID number
• Time and date of printout
• Price of each selection
• Mug discount
• Dollar value of sales for all selections
• Sales counts for all selections

Printing is very simple:

1. Open the machine door and locate the printer cable. (You may need to open the monetary panel.)
2. Make sure the baud rate selected in the MACHINE CONFIGURATION function agrees with your printer's baud rate.
3. Connect the printer to the printer cable.
4. Turn the printer power ON.
5. The display shows PRINTER. You are now in the printer mode.

NOTE

Pressing [EXIT / STOP] causes you to leave the printer mode. To reenter printer mode, press [↓] while the printer is connected and turned on.

6. To print all prices, press [1 / PRICE]. The printer begins printing. the machine display scrolls "xx " until the data has been downloaded, then it returns to PRINTER. The printer may continue printing for a while longer.

7. To print product configuration, press [7 / PRODUCT CONFIG.]. The printer begins printing. the machine display scrolls "xx " until the data has been downloaded, then it returns to PRINTER. The printer may continue printing for a while longer.

8. To print sales information, press [5 / DATA RECALL / DELETE]. To customize your printout, refer to the MACHINE CONFIGURATION function. The printer begins printing. the machine display scrolls "** " until the data has been downloaded, then it returns to PRINTER. The printer may continue printing for a while longer.

9. When the printer is unplugged or turned off, the machine display will once again show the normal standby message.

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APPENDIX B. THE INFRARED MUG/CUP SENSOR

The infrared mug/cup sensor can sense the presence of a mug or cup without using moving parts.

Indicator light

The sensor is equipped with an indicator light. This light will help you get the best results from the infrared mug/cup sensor.

Under these conditions:

· Machine door open
· Cup station in place
· No cup in the station

The indicator light should be off. If it is on, it is indicating improper cup station alignment or excessive sensor sensitivity.

Under these conditions:

· Machine door closed
· Cup station in place
· No cup in the station

Press any <u>letter</u> on the selection switch panel, for example, **A**. Only the letter **A** should be showing in the message display. If "**A MUG**" is displayed, it indicates one or more of the following:

· Improper cup station alignment
· Excessive sensitivity (the sensor is sensing the delivery door)
· Cup station lens is not clean

Cleaning

As indicated in the Sanitation section, you should remove the cup station to clean it. Pay particular attention to the dark colored infrared mug/cup sensor lens, which is part of the cup station. If it is not thoroughly cleaned, the sensor will not work properly.

CAUTION
Do not get liquid inside the sensor unit.

Cleaning the infrared mug/cup sensor unit itself is not usually necessary. If it does require cleaning, just wipe it with a damp cloth.

Calibration

1. Remove the plastic cap in the rear of the sensing unit, exposing the potentiometer adjusting screw, as shown in figure B1.

2. Turn the screw clockwise to increase sensitivity of cup detection, or counterclockwise to decrease sensitivity.

3. Calibrate the sensor:

    CAUTION
    Do not adjust sensitivity too far, or unreliable sensing could result.

    a. Using a piece of **WHITE** poster board or heavy cardboard, make a 5" x 5-5/8" target.

    NOTE
    IT IS VERY IMPORTANT THAT THIS MATERIAL BE WHITE.

    b. Place the target in the cup station just beyond the cup deflectors (see figure C-2). The target should be standing vertically; not tilted forward or backward.
    c. With the target in place, turn the adjusting screw **clockwise** very slowly until the indicator just turns ON.
    d. Turn the adjusting screw **counterclockwise** very slowly until the indicator just turns OFF.

4. Replace the plastic cap.

5. Insert a mug into the cup station in the vending position and check to see that the red indicator light is ON.

This calibration will be adequate for most cups or mugs. In some cases, a slightly more sensitive setting is needed if the cup or mug is a dark color.
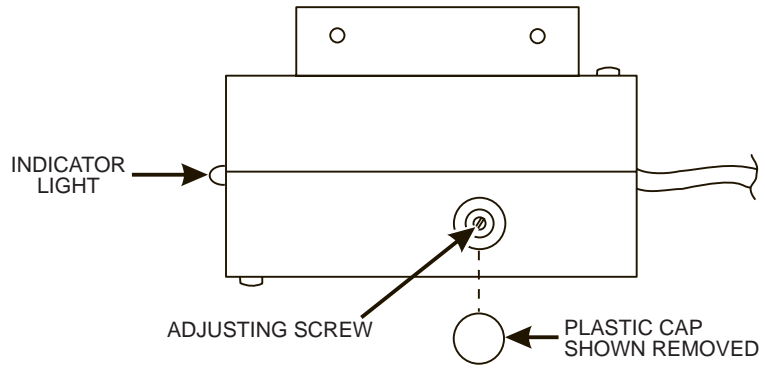
VIEWING REAR OF SENSOR ASSEMBLY

INDICATOR
LIGHT →

ADJUSTING SCREW

PLASTIC CAP
SHOWN REMOVED

Figure B1

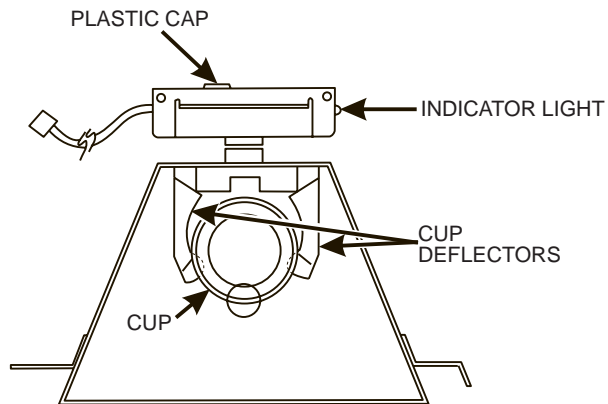PLASTIC CAP

INDICATOR LIGHT

CUP
DEFLECTORS

CUP

Figure B2

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APPENDIX C. DEX/UCS INTERFACE OPERATION

Connect your portable data collection device (PDCD) to the harness hanging inside the monetary door, and operate it per its instructions.

SELECT DATA TRANSFER METHOD:

1. Press [# CODE / CLEAR]. The display shows: $ENTER\ CODE$. You must enter the four-digit supervisor code within 6 seconds to gain access.

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

When you have entered the right code, you will hear two beeps and see $SUPERVISOR$ in the display.

2. Press [↓] until the display shows $DEX.CLR\ ON$ or $DEX.CLR\ OFF$.

$DEX.CLR\ ON$ = Data will be cleared after collection is complete.
$DEX.CLR\ OFF$ = Data will remain in merchandiser memory after collection is complete.

3. Press [EDIT] to switch between the two options.

4. Press [EXIT / STOP] to exit.

This procedure does not need to be repeated unless you desire to change the data transfer option. However, it might be prudent to check the setting prior to download to ensure unintentional clearing of data.

DOWNLOAD DATA:

1. Press [6]. The display shows $DEX.MODE$ while data is being transferred.

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APPENDIX D. MODIFY CANISTER TO VEND 12 OZ. CUPS

Proceed as follows:

1. Remove all cups, then remove the turret center and turret base assembly from the canister.

2. Break off all 8 tabs on the bottom of the turret base as shown.
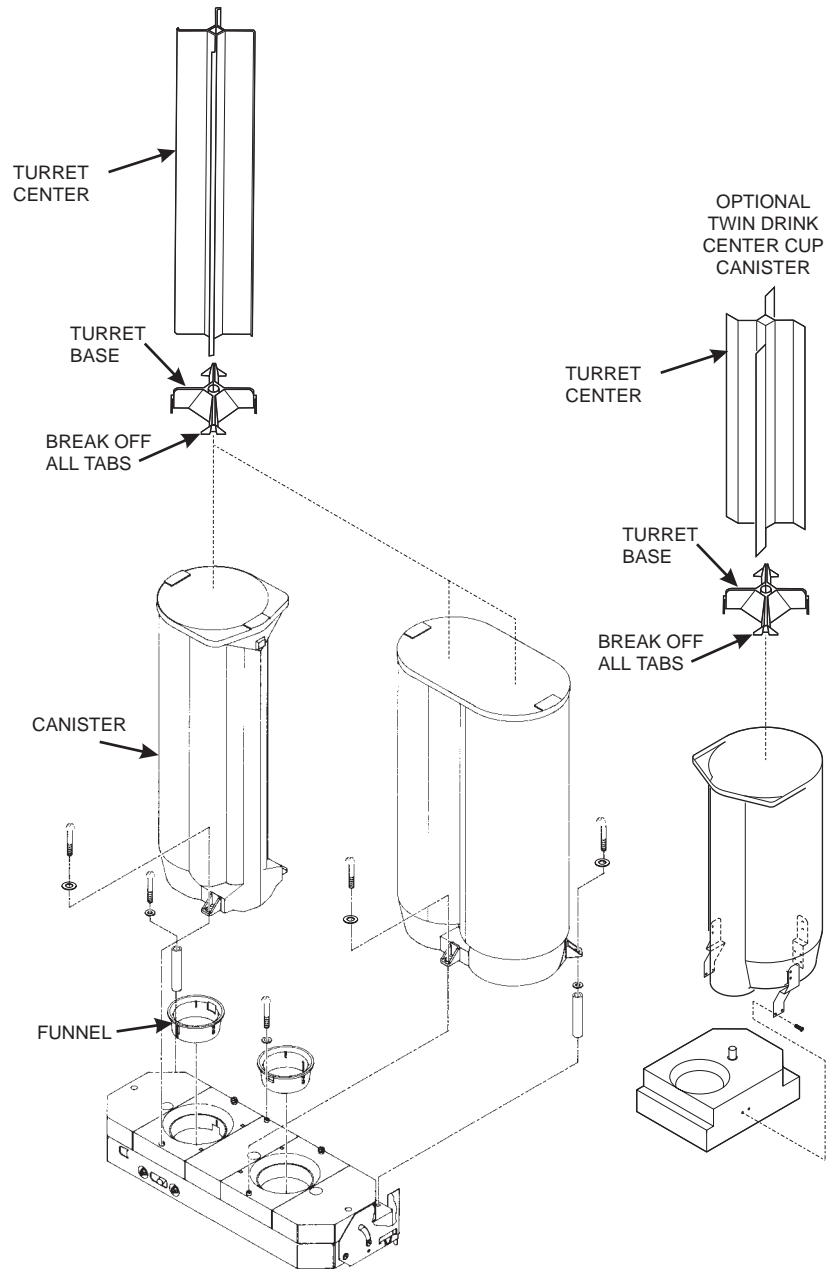
    NOTE
    You will no longer be able to vend smaller cups from this canister! To return to vending smaller cups you must replace the modified turret base with an original turret base (part number 6233048) from National Vendors Parts Department.

3. Replace the turret center and turret base in the canister and load cups.

4. Drop a cup. If it drops properly, you are finished with the procedure, if not, continue with step 5.

5. Remove all cups, then remove the canister from the cup mechanism assembly.

6. Remove the funnel, replace the canister, and reload cups.

7. Drop a cup. If it drops properly, you are finished with the procedure, if not, continue with step 8.

8. Order a 5 oz/18oz cup ring (part number 6233120) from National Vendors Parts Department.

APPENDIX D. MODIFY CANISTER TO VEND 12 OZ. CUPS

TURRET
CENTER

OPTIONAL
TWIN DRINK
CENTER CUP
CANISTER

TURRET
BASE

TURRET
CENTER

BREAK OFF
ALL TABS

TURRET
BASE

CANISTER

BREAK OFF
ALL TABS

FUNNEL

APPENDIX E. CLEAN THE HOT WATER TANK

Some smell and/or taste problems may occur in new machines. Follow this procedure to clean the hot water tank if you experience problems:

1.   If the machine is in service, remove power from the machine.

2.   Dissolve 1 tablespoon of common baking soda in a cup of water.

WARNING

The water tank may be HOT. Be careful when working on the tank.

3.   Loosen or remove the hot water tank lid and pour the baking soda solution into the tank.

4.   Apply power to the machine.

5.   If the tank is not full, fill it.

6.   Allow the tank to reach its operating temperature.

7.   Leave the solution in the tank for ***AT LEAST*** ½ hour. If possible, leave the solution in the tank for 1 hour.

8.   Drain the tank.

9.   Refill the tank, then drain again.

10.   Refill the tank and put the machine back into service.

APPENDIX E. CLEAN THE HOT WATER TANK

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APPENDIX F. THE FREE VEND KEYSWITCH OPTION

The free vend keyswitch allows someone to set up free vending without needing to open the door.

It is a good idea to establish a free vend code. This will prevent an unauthorized person from setting the machine to free vend, even if they have a key.

1. Press [# CODE / CLEAR]. Enter your 4-digit supervisor code. Press [EXIT / STOP].

2. Press [# CODE / CLEAR] again, then press [↓] until the display shows *FREE XXXX*. Enter a 4-digit free vend code.

NOTE
To keep the user from having to enter a code, you can enter 0000 as your code. See the steps below for details.

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

USING THE FREE VEND KEY SWITCH:

If you have set your freevend option to FREE W/KEY:

1. Place your key in the free vend keyswitch and turn it to the right. (If the keyswitch is already turned to the right, turn it to the left, then back to the right.) The display shows: *ENTER CODE*.

NOTE
If your freevend code is set to 0000, you will not see this display. Skip to step 3.

2. Enter your 4-digit freevend code. If you do this successfully within 6 seconds, you will hear two beeps, and the display shows: *UNLOCKED*.

3. The display shows *NO MONEY REQUIRED* (or whatever custom message you set up for the freevend period). Remove your key. All vends are free until the keyswitch is turned to the left again.

4. To take the machine off free vend, insert your key, turn the keyswitch to the left, and remove the key.

If you have set your freevend option to FREE OFF or FREE ALL:

1. If the freevend key is turned to the right, the machine will go out of service.

APPENDIX F. THE FREE VEND KEYSWITCH OPTION

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