

# Model 451

Noodle Merchandiser

# Programming Guide

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4510019

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

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



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# Table of Contents

Introduction .....	1
How To Program Your Noodle Merchandiser. ....	1
The Displays .....	2
The Function Keys .....	2
Other Keys .....	2
Control Panel Switch Functions Explained .....	3
Programming Flow Charts .....	4
Programming Functions .....	8
Gain Access To The Supervisor Mode .....	8
Enter A New Supervisor Code .....	8
Enter A Freevend Code .....	8
Assign A Code To View Data Without Opening The Door .....	9
Lock Or Unlock Mode Or Payout Keys .....	9
Set Printer Or Dex Options .....	10
Lock Or Unlock Data Clearing Access .....	10
Select Printer Baud Rate (Printer Mode Only) .....	11
Select Coin Mechanism And Options .....	12
Select Display Language .....	12
Select Bill Validator And Options .....	13
Select Card Reader And Options .....	14
Select Monetary Options .....	15
Set Up Winner Mode .....	16
View Or Set Machine Configuration .....	17
Identify The Selections In The Merchandiser .....	17
Couple/uncouple Tray Motors .....	18
Designate Noodle Trays .....	19
Configure Free Water .....	19
Configure Free Water Time .....	20
Set "Water Credit" Timeout .....	20
View Software Version .....	21
View Noodle Version .....	21
Set The Time Of Day .....	21
Set The Day Of The Week .....	21
Set Month, Day, And Year .....	22
Set Time-of-day Inhibited Vending .....	22
Set Time-of-day Free Vending .....	22
Set Time-of-day Discount Vending .....	22
Time Interval Editing .....	23
Select A Standby Message .....	25
Select An Out-of-service Message .....	25

## ***Noodle Merchandiser Programming Manual***

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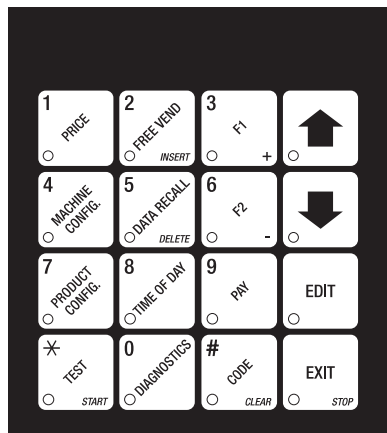
Select A Freevend Message .....	26
Edit Custom Messages .....	27
View Water Tank Temperature .....	29
Payout Coins .....	29
Set Prices .....	30
Set Entire Machine To One Price .....	30
Set All Selections On A Tray To One Price .....	30
Set The Price Of An Individual Selection .....	30
View Nonresettable Sales And Vend Data .....	31
View Data Three Different Ways .....	31
View Total Paid Sales .....	31
View Card Reader Paid Sales .....	32
View Total Paid Vends .....	32
Clear All Resettable Data .....	32
Clear Paid Sales Data Only .....	33
View Amount In Coin Box .....	33
View Amount In Validator .....	33
View Freevend Sales By Time Interval .....	34
View Discount Sales By Time Interval .....	34
View Free Vends .....	34
View Winners .....	35
View Time Data .....	35
View Total Unpaid Sales .....	37
View Total Unpaid Vends .....	37
View Number Of Test Vends .....	37
View Machine Id Number .....	37
Test Vend Selections And Verify Credit Added .....	38
Test The Display .....	38
Test The Motors .....	38
View Motor Status By Tray .....	39
Test The Mug Sensor .....	39
Download Data To A Pcd .....	40
Set Freevend Options .....	40
View Diagnostic Messages .....	41

# *Noodle Merchandiser Programming Manual*

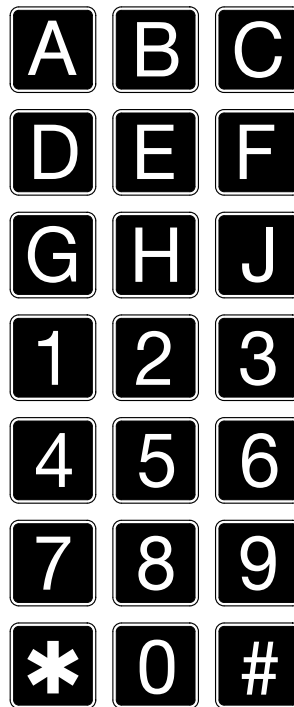
## **Introduction**

### **How to program your Noodle Merchandiser.**

Some setup, test, and maintenance operations are computer controlled. The control panel switches and the selection panel switches regulate these operations.



**Control Panel**



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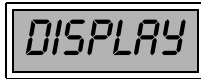
**Selection Panel**

# Noodle Merchandiser Programming Manual

## The Displays

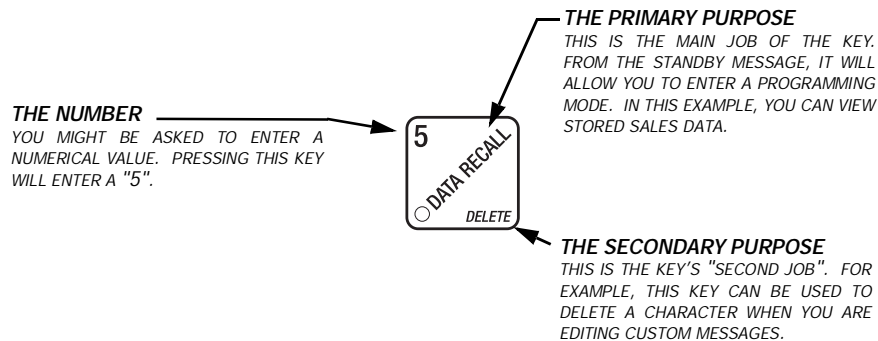
The 10-character display performs two functions, and is referred to in this book as "the display":

1. It shows the customer's selection and how much credit is in the machine, as well as the ready, service, and time of day messages.
2. It provides information and feedback to the service person during maintenance.



## The Function Keys

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



## Other Keys

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



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



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



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

# Noodle Merchandiser Programming Manual

## Control Panel Switch Functions Explained

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



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



Press this button to select the Free Vend modes.



Press this button to view the water tank temperature or software version number.



Press this button to:

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



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



Press this button to:

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



Press this button to:

- Set machine configuration
- Couple and uncouple tray motors
- Set which trays are active



Press this button to:

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



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



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



Press this button to:

- Perform TEST VENDS
- Test displays
- Test machine functions



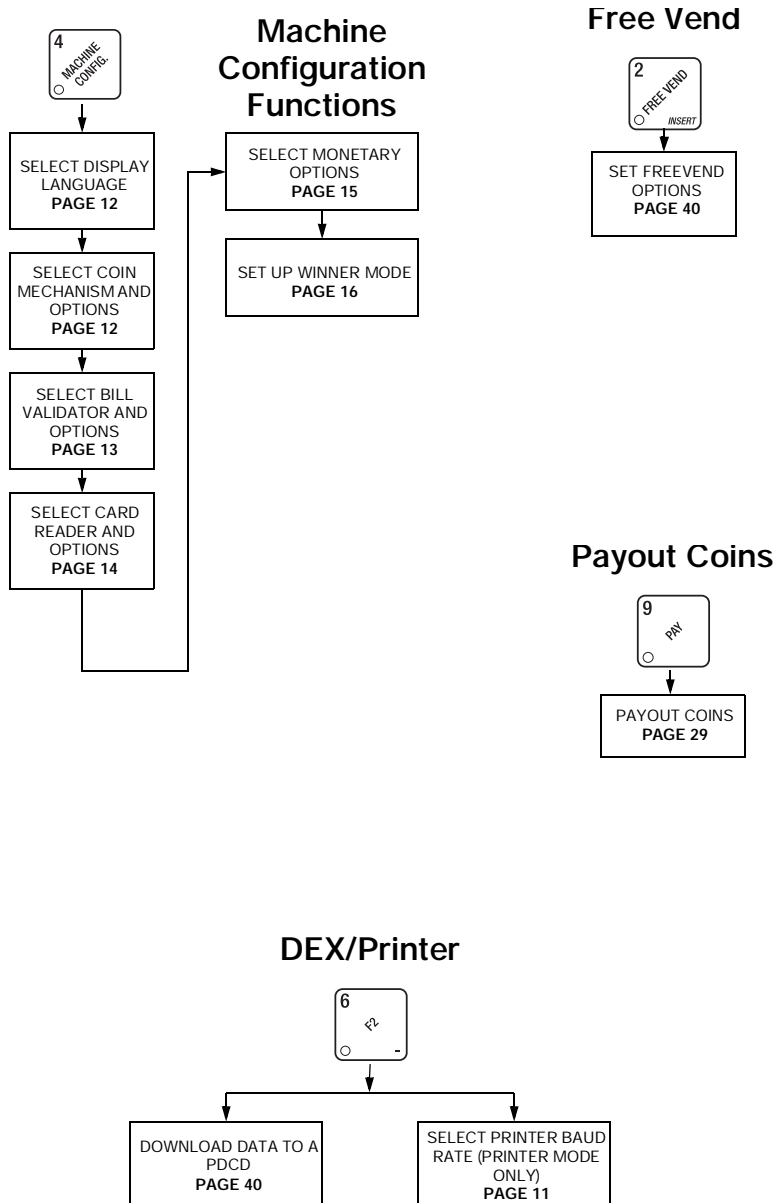
Press this button to:

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

# Noodle Merchandiser Programming Manual

## Programming Flow Charts

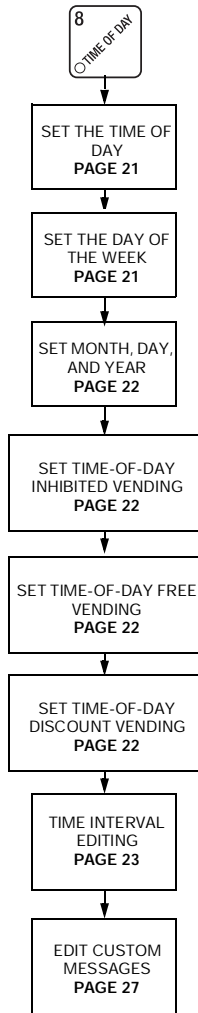
After you become familiar with the programming functions, you will be able to perform them without using the detailed, step-by-step tables. The following group of flow charts will give you a quick reference to the functions each key performs. If you need additional information, just refer to the page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



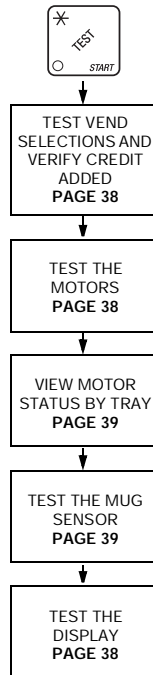


# Noodle Merchandiser Programming Manual

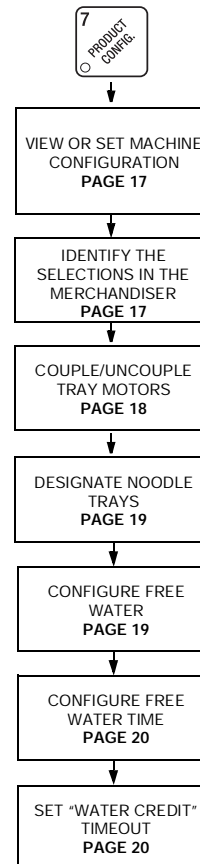
## Time of Day



## Tests

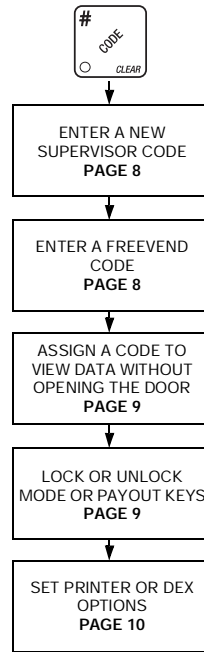


## Product Configuration Functions

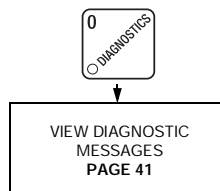


# Noodle Merchandiser Programming Manual

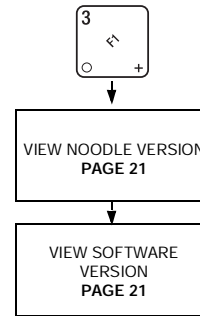
## Supervisor Functions



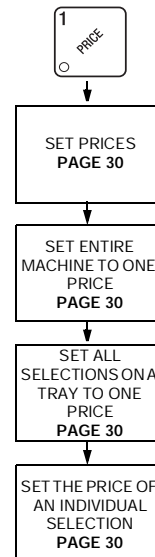
## View Diagnostics



## Misc.

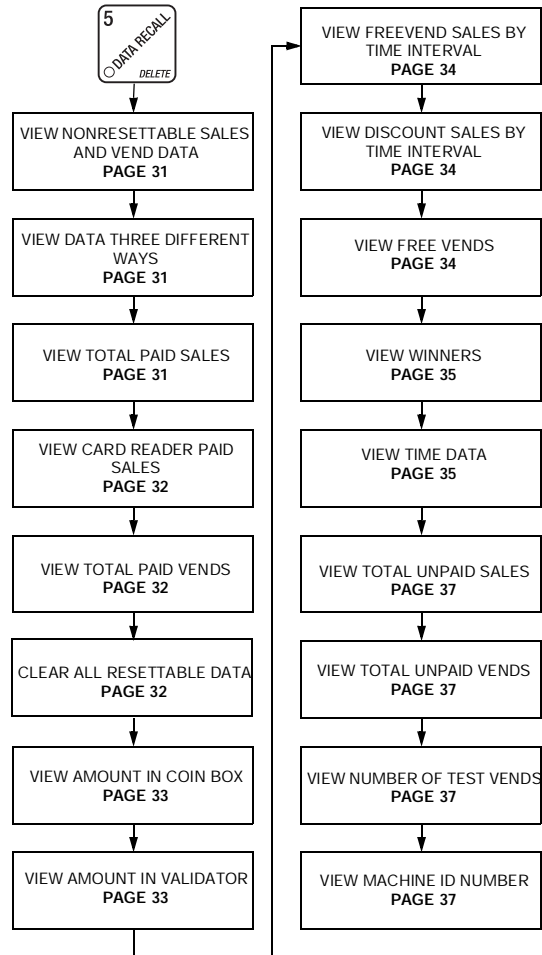


## Pricing



# Noodle Merchandiser Programming Manual

## Data



# Noodle Merchandiser Programming Manual


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## Programming Functions

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### GAIN ACCESS TO THE SUPERVISOR MODE

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


#### NOTE

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

2. When you have entered the right code, you will hear two beeps and see *UNLOCKED* in the display. After a few moments, the standby message returns.
3. At the standby message, press , then . You are now ready to perform various supervisor functions.



### ENTER A NEW SUPERVISOR CODE

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


#### IMPORTANT!

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

3. Continue.



### ENTER A FREEVEND CODE

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press  until the display shows *FREE XXXX*. The X's represent the current freevend code. Use the number keys to enter a new code. This code is used with the **FREE WITH KEY** freevend mode. If the code is anything other than "0000", it must be entered after the key lock is turned in order to enable one free vend.
3. Continue.


## Noodle Merchandiser Programming Manual

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### ASSIGN A CODE TO VIEW DATA WITHOUT OPENING THE DOOR

If the proper non-zero code is entered, sales and non-resettable sales data can be viewed without opening the machine's door.

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press  until the display shows *NR XXXX*. The X's represent the currently entered code. Use the number keys to enter a new code, if desired.
3. Continue.



### LOCK OR UNLOCK MODE OR PAYOUT KEYS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press  until the display shows either *X. LOCKED* or *X. UNLOCKED*. "X" refers to the number or character shown on the mode or payout key in question (1 through 9, # and \*). To see if a key is locked or unlocked, press that key.
3. Press  to change between locked and unlocked. When anyone other than the supervisor tries to enter a locked mode, the display shows *LOCKED*.

#### NOTE

The following mode keys cannot be locked out:





4. Continue.

## ***Noodle Merchandiser Programming Manual***

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### **SET PRINTER OR DEX OPTIONS**

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press  until the display shows one of the following:
3. **PRINTER** means that data will be sent directly to a printer,  
**- OR -**
4. **DEX ONLY** means that data remains in memory after it is downloaded into a portable data collection device,  
**- OR -**
5. **DEX + CLR** means that resettable data is cleared after it is downloaded into a portable data collection device.
6. Press  to switch between the three choices.
7. 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 resettable machine sales and vend data from the  key.
3. Press  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.

## *Noodle Merchandiser Programming Manual*



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### **SELECT PRINTER BAUD RATE (PRINTER MODE ONLY)**

**BAUD  
RATE**

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






1. Press . One of the following is displayed:  
*BAUD 1200, BAUD 2400, BAUD 4800, BAUD 9600*
2. Press  until the correct baud rate for your printer is displayed.
3. Continue.

## Noodle Merchandiser Programming Manual

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### SELECT COIN MECHANISM AND OPTIONS

1. Press , then press  until the current **COIN MECHANISM** is shown in the display. Press  to choose the desired coin mechanism. Your choices are:  
*DUMB MECH, MDB MECH, EXEC MECH, or NO MECH*
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 DISPLAY LANGUAGE

1. Press , The current **LANGUAGE** is shown in the display. Press  to choose the desired language. Your choices are: *ENGLISH, DEUTSCH, FRANCAIS, ESPANOL, PORTUGUES, SWEDISH, NEDERLANDS, or FINNISH*.
2. Continue.



## Noodle Merchandiser Programming Manual



### SELECT BILL VALIDATOR AND OPTIONS


1. Press , then press  until one of the following is displayed:

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

**SER.1.2.5.10.20** - 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.



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.


**MDB.1.2.5.10.20** - **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  to enter list of bills.

See **INITIAL SETUP OF NON-STANDARD BILL VALIDATOR** (page 14).

**BILL LIST OPERATION:**

Use  and  to scroll through the list of bills.

**1.1.00 ON** - Use  to turn the bill acceptance ON or OFF.

Use  to move up to the top level screen.

**1.1.00 ON** - 1.= Bill validator channel 1, each bill has its own channel

- 1.00=Bill value

ON = \$1.00 bill will be accepted

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

**TKN** - Token bills (same as coupon bills)


## Noodle Merchandiser Programming Manual

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### INITIAL SETUP OF NON-STANDARD BILL VALIDATOR:




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 . Bill information is now collected from the validator. Re-enter the bill validator selection screen and the non-standard screen "*MDB. < \* >*" will appear.

*PULSEDBV* - The pulse bill validator will accept \$1 bills.

2. Press  to choose the desired option.
3. Continue.




### SELECT CARD READER AND OPTIONS

1. Press , then press  until the current card reader is shown in the display. Press  to choose the desired card reader.
2. Your choices are: *NOCARD*, *DUMBCARD*, or *MDBCARD*.

#### NOTE

If you selected NO CARD you can exit the function.

3. Press until one of the following is displayed:
4. *REVALUE.ON* - Allows credit to be transferred onto the card
5. *REVALUE.OFF* - Credit cannot be transferred to the card
6. Press  to display the desired choice.
7. Continue.

## Noodle Merchandiser Programming Manual








### 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 , then press  until one of the following is displayed:
2. *DECLINE.ON* - More than one vend is allowed, with a declining balance.  
**- OR -**
3. *DECLINE.OFF* - A declining balance is not allowed.
4. Press  to display the desired choice.
5. Press  until one of the following is displayed:
6. *ACC < \$\$X.XX* -Accept any bill of value \$X.XX or less. Hold the last bill which meets or exceeds maximum price in escrow.  
**- OR -**
7. *ACC.STKX.XX* -Accept any bill of value \$X.XX or less. Immediately stack the last bill.
8. **Example: If setting is *ACC.STK1.00*** and maximum price is \$1.50. This setting will immediately stack the second \$1.00 bill inserted.
9. Press  to display the desired choice.
10. 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 pay-backs.  
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.

## Noodle Merchandiser Programming Manual

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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).





11. Continue.
- 



### SET UP WINNER MODE


#### WINNER


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

1. Press , then press  until one of the following is displayed:
2. **WINNER OFF** Winner function is disabled.
- OR -
3. **WINXXX** Winners are allowed at certain intervals, represented by "XXX".
4. Press  to display the desired choice.
5. If you selected **WINNER OFF**, you can exit the function.
6. 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.
7. Press . The display shows \*-----\*. The dashes in the display represent which trays are allowed winners. Press the appropriate letter key to enable a tray, press the key again to disable it. For example, pressing A, C, and E will cause the display to look like this: **A-C-E-----**, meaning that all A, C, and E selections can have a winner.


## Noodle Merchandiser Programming Manual

### ADVANCED OPTIONS:

Press  to enable all trays.

Press  to deactivate all trays.



### AN EXAMPLE . . .

8. You want to enable winners on all trays except E and F. Do the following:
  - a. Press . The letters *A* through *F* 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.
9. Continue.





### VIEW OR SET MACHINE CONFIGURATION

(This function can be viewed at any time, but can only be set while in supervisor mode.)

1. Be sure you have correctly entered the supervisor code. Press . The following should be displayed: *CNF&NDL*
2. If that display is not shown, press  until it is.  
**BE CAREFUL** to select this configuration, because selecting the wrong one will affect other choices later on, and could cause problems.
3. Continue.



### IDENTIFY THE SELECTIONS IN THE MERCHANDISER

1. Press , then press  until the display shows something like this:  
*ABCDEF*. This display means that all selections (A - F) are available for vending. An unavailable selection has its letter replaced by a blank space.
2. Press the appropriate letter to toggle the display on or off.

#### NOTE

Unconfigured selections will not appear in the diagnostics.

3. Continue.





## Noodle Merchandiser Programming Manual

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### COUPLE/UNCOUPLE TRAY MOTORS

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

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

#### COUPLE ADJACENT MOTORS:

- a. The display shows *+R.+R.+R.+R.+R.*. This display means that on the A tray, all adjacent motors (0 and 1, 2 and 3, etc.) are coupled. **NOTE:** The +s and As represent motor positions 0 through 9.
- b. On the **CONTROL PANEL**, press the EVEN motor number of the pair you wish to couple or uncouple. In our example, to uncouple motors 0 and 1, press 0. The display will now show *R.R.+R.+R.+R.+R.*

#### COUPLE NON-ADJACENT MOTORS:

- a. Disconnect the motor(s) between the two you want to couple. Consult your Setup Guide for information on how to do this. The display shows *R.R.+R.+R.+R.*. This display means that on the A tray, adjacent motors 0 and 1 are NOT coupled, 2 is coupled to 5, 6 is coupled to 7, and 8 is coupled to 9. **NOTE:** The +s and As represent motor positions 0 through 9. If a motor is disconnected or not present (motors 3 and 4 in this example), its position is replaced by an empty space.
  - b. On the **CONTROL PANEL**, press the motor number of the even motor of the motor pair you wish to couple or uncouple. For example, to uncouple motors 2 and 5, press 2. The + representing motor number 2 changes to a C. Please note that the left motor of a coupled pair **MUST** be an even-numbered motor.
3. Continue.

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## Noodle Merchandiser Programming Manual

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### DESIGNATE NOODLE TRAYS

When a cup of noodles is vended, the customer needs a “water credit” to dispense hot water into the cup of noodles. To ensure a “water credit” is issued, the tray dispensing the noodles must be designated as a noodle tray.

1. Press , then press  until the display shows *NDL A.B.C.D.E.F*. This display means that trays **A** through **F** are noodle trays, and any selection vended from them gets a “water credit”.
2. Press a tray letter to toggle a noodle tray on or off.
3. Continue.



### CONFIGURE FREE WATER

1. Press , then press  until the display shows either *G.WTRON* (free water is dispensed whenever **G** is pressed, even if the machine is out of service for vending).  
**- OR -**  
*G.WTROFF* (no free water will be dispensed).
2. Press  to toggle between **OFF** and **ON**. If you selected **OFF**, skip to step 5.
3. Press  until the display shows either *J.WTRON* (free water is dispensed whenever **J** is pressed, even if the machine is out of service for vending).  
**- OR -**  
*J.WTROFF* (no free water will be dispensed).
4. Press  to toggle between **OFF** and **ON**. If you selected **OFF**, skip to step 5.

#### NOTE

If two different water throws are enabled (**G** and **J**), a “water credit” cannot be given during a normal vend. This is because the machine won’t know which water throw to dispense. The customer will have to manually dispense water with either the **G** or **J** key.




5. Continue.

## Noodle Merchandiser Programming Manual

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### CONFIGURE FREE WATER TIME

1. Press , then press  until the display shows *G.WTR .XX*. XX is the throw time for the **G** free water selection.
  2. If desired, enter a new throw time with the number keys. For example, entering 115 causes a throw time of 11 and a half seconds.
- Press  to do a test throw.

#### NOTE

This throw time will work whether or not free water (**G**) is turned on.  
If free water (**J**) is turned off, skip to step 5.



3. Press  until the display shows *J.WTR .XX* (if the **J** selection was turned on). XX is the throw time for the **J** free water selection.
  4. If desired, enter a new throw time with the number keys.
- Press  to do a test throw.

**Remember, setting up throw times for the J keys will prevent a “water credit” from being issued when a cup of noodles is vended.**

5. Continue.
- 



### SET “WATER CREDIT” TIMEOUT

1. Press , then press  until the display shows *TLim XX*. XX is the time (in minutes) that a customer has between vending a noodle selection (or pressing **G** or **J**) and when hot water can no longer be obtained.
2. Use the number keys to enter the delay time (up to 54 minutes).
3. Continue.





## Noodle Merchandiser Programming Manual

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



### VIEW SOFTWARE VERSION

1. Press , and press  until the display shows *VER XXXXXX*.  
"XXXXXX" represents the current software version number.
  2. Continue.
- 




### VIEW NOODLE VERSION

1. Press , and press  until the display shows *NDL. XXXXXX*.  
"XXXXXX" represents the current noodle software version number. (In the satellite PC board.)
  2. Continue.
- 



### SET THE TIME OF DAY

1. Press . The display shows *TIME HH.MM*. "HH.MM" is the time of day in 24-hour format.
2. Enter the current time using the number keys.




#### NOTE

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

3. Continue.
- 



### SET THE DAY OF THE WEEK




1. Press , and press  until the display shows *@ SATWTFS*. The letter representing the currently set day of the week will be flashing.
2. Press  until the correct day of the week is flashing.
3. Continue.

## Noodle Merchandiser Programming Manual

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### SET MONTH, DAY, AND YEAR

1. Press , and press  until the display shows *MM/DD YY*. "MM" is the month, "DD" is the date, YY is the year.
  2. Enter the current month, date, and year using the number keys.  
For example, press the following keys to enter February 22, 1996: **0, 2, 2, 2, 9, 6**
  3. Press  to switch between MM/DD and DD/MM formats
  4. Continue.
- 





### SET TIME-OF-DAY INHIBITED VENDING

1. Press , then press  until the display shows *INHIB ----*.
  2. Go to the **TIME INTERVAL EDITING** procedure (page 23) for an example of how to set up time-of-day inhibited vending.
- 



### SET TIME-OF-DAY FREE VENDING



Vending can be free up to four times a day.

1. Press , then press  until the display shows *FREEV ----*.
  2. Go to the **TIME INTERVAL EDITING** procedure (page 23) for an example of how to set up time-of-day free vending.
- 



### SET TIME-OF-DAY DISCOUNT VENDING

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

1. Press , then press  until the display shows *DISCT ----*.
2. Go to the **TIME INTERVAL EDITING** procedure (page 23) for an example of how to set up time-of-day discount vending



## TIME INTERVAL EDITING

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



### NOTE

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

**INHIBIT**  
**FREEVEND**  
**DISCOUNT**



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

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

1. The display shows *DISCT----*. Press the number of the time interval you want to edit, or  to edit time interval 1 (we'll use interval 1 for this example).
2. The display shows *1.DISCT ON* or *1.DISCT OFF*. This display tells you whether your time interval (represented by 1) is on or off. Press  to change the condition of the time interval.








### NOTE

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

3. Press . The display shows *1.DISCT X*. "X" represents the discount percentage for this period. Enter a discount percentage of 25 with the number keys. (Discount percentages of from 0 to 99 are permitted.) The machine will apply a 25% discount to each price, rounding up to the nearest nickel (or whatever is the smallest coin accepted by the coin mechanism).
4. Press . The display shows *1.STRT X.XX*. "X.XX" is the currently set start time. Enter a new start time (24-hour format) for this interval. To enter the time for 3:30 pm, enter 1530.

## Noodle Merchandiser Programming Manual

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5. Press . The display shows *1.STOP X.XX*. "X.XX" is the currently set stop time. Enter a new stop time (24-hour format) for this interval. To enter the time for 6:00 pm, enter 1800. You have now established a 25% discount that starts at 3:30 pm and ends at 6:00 pm.
6. Press . The display shows *1.@ - - - - -*. The dashes represent the days that this time interval is active. Pressing number keys 1 through 7 switches the days on/off. For example, press "2", "4", and "6". The display now shows *1.@ - ~~M~~ - ~~W~~ - ~~F~~ -*. This discount interval is only active on Monday, Wednesday, and Friday.
7. Press . The display shows *\* - - - - -*. The dashes represent the trays affected by this time interval. Press the appropriate letter key to enable a tray, press the key again to disable it. For example, pressing A, C, and E will cause the display to look like this: *A - C - E - - - -*, meaning that all A, C, and E selections are affected by this interval.
- Press  to turn on all levels; press  to turn all levels off.
8. Press . The display shows *1.MESG OFF* or *1.MESG X*. "OFF" means there is no custom message selected, and "X" represents the custom message number set for this interval. Press the number key of the message (1 through 8) you want displayed. To edit this message, press  and follow the procedure given in **EDIT CUSTOM MESSAGES** (page 27). Press 0 to turn the message OFF for this time interval.
9. Continue.

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## Noodle Merchandiser Programming Manual

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






### SELECT A STANDBY MESSAGE

1. Press , then press  until the display shows *STANDBYXX*. "XX" represents the current message number selected for the standby message. Two dashes mean that the factory-set message is selected.
2. To select a message, just press the corresponding number (1 through 8). To display the factory-set message, press 0.
3. The selected message (except the factory-set message) can be edited. To do this, press  and follow the procedure given in **EDIT CUSTOM MESSAGES** (page 27).
4. Continue.



### SELECT AN OUT-OF-SERVICE MESSAGE




1. Press , then press  until the display shows *SERVICEXX*. "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.
3. The selected message (except the factory-set message) can be edited. To do this, press  and follow the procedure given in **EDIT CUSTOM MESSAGES** (page 27).
4. Continue.

## ***Noodle Merchandiser Programming Manual***

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

### **SELECT A FREEVEND MESSAGE**

1. Press , then press  until the display shows *FREEVEND XX*. "XX" represents the current message number selected for the message that displays when the machine is in the freevend mode. Two dashes mean that the factory-set message is selected.
2. To select a message, just press the corresponding number (**1** through **8**). To display the factory-set message, press **0**.
3. The selected message (except the factory-set message) can be edited. To do this, press  and follow the procedure given in **EDIT CUSTOM MESSAGES** (page 27).
4. Continue.

## Noodle Merchandiser Programming Manual





### EDIT CUSTOM MESSAGES

1. Press , and press  until the display shows *EDIT MSG'S*. Press the number of the message you want to edit. *MESSAGEX* is displayed (X represents the message number you pressed).
2. Press . The message text is displayed with the first character flashing.
3. To view the message, press . The message scrolls across the display. To stop the scrolling, press .
4. When the character you want to change is flashing, either enter it directly, or use  and  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. Exam-

ple: If you want to enter an **L**, first press , then press  six times. Your **L** should now be displayed.

### THE END OF MESSAGE CHARACTER














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




# Noodle Merchandiser Programming Manual

## ENTERING YOUR MESSAGE

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

- |   |   |   |  |
|---|---|---|--|
|    | Inserts an <b>R</b> at the flashing character.                                      |  | Inserts a space at the flashing character.   |
|    | Inserts an <b>S</b> at the flashing character.                                      |  | Deletes the current character and closes up the space.                               |
|    | Inserts a <b>T</b> at the flashing character.                                       |  | Deletes the current character and leaves the space.                                  |
|    | Repeats the letter to the left of the flashing character.                           |  | Enters the special "end of message" character, which denotes the end of the message. |
|    | "Pages" through the message, ten characters (one screen) at a time.                 |   |  |
|   |   | Steps forward and backward through the message, one character at a time.          |  |
|  |  | Steps forward and backward through the character list, one character at a time.   |  |


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




## Noodle Merchandiser Programming Manual



### VIEW WATER TANK TEMPERATURE


1. Press . Depending on how your machine is configured, the display will show, for example, *TEMP 66° F*. This example shows that the temperature is 66 degrees Fahrenheit.

2. To change the display units, press . The display now shows *TEMP 19° C*.

An **I** replacing the **F** or **C** means a sensor error exists and the displayed temperature is invalid. A decimal point in the display means the compressor is running; an apostrophe means the heater is on.

#### NOTE





When the machine door is closed, you can view the temperature by

pressing  on the selection panel.

3. Continue.



### PAYOUT COINS


1. Press . If a dumb mech was selected, the display shows *NDQ =123*; if an MDB mech was selected the display shows *PAY 123*.
2. Press . A dumb mech pays out one *N*ickel; an MDB mech pays a coin from tube 1. Press . A dumb mech pays out one *D*ime; an MDB mech pays a coin from tube 2. Press . 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.

## Noodle Merchandiser Programming Manual


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### SET PRICES

1. Press . The display shows **\*\* 2.50 .25**. This display shows the maximum and minimum prices set in the machine. In this example, the maximum price is \$2.50 and the minimum is \$0.25.
2. Enter prices as using one of the following methods:


#### SET ENTIRE MACHINE TO ONE PRICE

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

#### SET ALL SELECTIONS ON A TRAY TO ONE PRICE

- a. Press the letter key (A - J) corresponding to the tray you want to price. The display shows **B\* X.XX .YY**. This display shows the maximum (X.XX) and minimum (.YY) prices set for the B tray.
- b. Press . The display shows **B\* X.XX**. Enter a price using the number keys. All selections on this tray are now set to this price.
- c. Press another letter key, or  to price another tray.



#### SET THE PRICE OF AN INDIVIDUAL SELECTION

- a. Press the number of the selection to be priced. (Example: B1.) The display shows **B1 X.XX**. Enter a price using the number keys. The selection is now priced.
- b. Press another letter key, or  to price another selection.

## Noodle Merchandiser Programming Manual








### VIEW NONRESETTABLE SALES AND VEND DATA

1. Press . The display shows *NR \$ XX.XX*. "XX.XX" is a dollar and cents figure showing the total of all sales in the machine. This is a running total, and is not resettable.
2. Press . The display shows *NR X*. "X" is the total number of 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 tray, and by individual selection. The first screen of the data item shows its machine total.

- To view the data by tray, press the letter of the tray you want to see. You can then press  and  to see data for all the active trays.
- 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  to view the date and time of the last vend of that selection.



### VIEW TOTAL PAID SALES





1. Press , 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 tray and individual selection.
3. Continue.

## Noodle Merchandiser Programming Manual

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### VIEW CARD READER PAID SALES

1. Press , then press  until the display shows **\*\*\$ XX.XX**. (Not shown if total is zero.)
  2. Press , then press  until the display shows **DBT XX.XX**. "XX.XX" is the amount of money collected from card reader sales. Also, see **VIEW DISCOUNT SALES BY TIME INTERVAL**, page 34.
  3. Continue.
- 





### VIEW TOTAL PAID VENDS

1. Press , then press  until the display shows **\*\* XX**. "XX" is the total number of paid vendes for the entire machine.
  2. If desired, view this data by tray and individual selection.
  3. Continue.
- 



### CLEAR ALL RESETTABLE DATA




1. Press . The display shows **NR\$ XX.XX**. This is a running total, and is not resettable.
2. Press and hold . Two beeps sound and the display shows **CLEARING** momentarily, and then changes to **FINISHED**. All data is cleared.
3. Continue.

## Noodle Merchandiser Programming Manual

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### CLEAR PAID SALES DATA ONLY

1. Press , 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 . 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

1. Press , then press  until the display shows **CBX XX.XX**. (Will only display if the total is not zero.)
  2. "XX.XX" is the dollar and cents amount in the coin box.
  3. Continue.
- 



### VIEW AMOUNT IN VALIDATOR






1. Press , then press  until the display shows **DBV XX.XX**. (Will only display if the total is not zero.)  
"XX.XX" is the dollar amount in the bill stacker.
2. Press  to show the quantities of bills in the stacker. For example, the display shows **\$01 20**, meaning that there are 20 dollar bills in the bill stacker. Press  again to show the quantities of other bills, such as \$5s, \$10s, or \$20s.
3. Continue.

## Noodle Merchandiser Programming Manual

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### VIEW FREEVEND SALES BY TIME INTERVAL

1. Press , then press  until the display shows *-0\$ XX.XX*. (This is the total value of unpaid vends and is only shown if not zero.)
  2. Press , 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 , then press  until the display shows *\*\*\$ XX.XX*.
  2. Press , then press  until the display shows *1.DSC .00*. This is the total sales for discount interval 1 (not shown if zero). Also, see **VIEW CARD READER PAID SALES**, page 32.
  3. Press  to view intervals 2 through 4.
  4. Continue.
- 



### VIEW FREE VENDS





1. Press , then press  until the display shows *-0\$ XX.XX* (provided the total is not zero).
2. Press , then press  until the display shows *FRV XX.XX*. "XX.XX" is the total machine-wide freevends, shown even if zero.
3. Continue.

## Noodle Merchandiser Programming Manual

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### VIEW WINNERS

1. Press , then press  until the display shows *-0\$ XX.XX* (provided the total is not zero).
  2. Press , 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 , then press  until the display shows *TIME DATA*.
2. Press . The following message scrolls across the display:  
*MAIN.1 237M 01/30 10.13*  
This example shows the latest time interval the main (machine) door was open (1). It was open for 237 minutes, and was opened on January 30 (01/30) at 10:13 am (10.13). Press . If applicable, similar displays will appear for intervals 2, 3, and 4. Otherwise, go to the next step.
3. The following message scrolls across the display:  
*AUX.5 33M 01/30 10.58*  
This example shows the latest time interval the interior door was open (5). It was open for 33 minutes, and was opened on January 30 (01/30) at 10:58 am (10.58). Press . If applicable, similar displays will appear for intervals 6, 7, and 8. Otherwise, go to the next step.
4. The following message scrolls across the display:  
*LAST POWER 01/30 13.51 FOR 00. 0.23*  
This example shows that the last time the machine lost power was on January 30 (01/30) at 1:51pm (13.51) for zero days, zero hours, and 23 minutes (00. 0.23).


## ***Noodle Merchandiser Programming Manual***

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5. 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**).

6. 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**).

7. 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**).

8. 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**).

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

*LAST.VND C1 06/02 9.42*

This example shows that the last selection vended was C1 (**C1**) on June 2 (**06/02**) at 9:42 am (**9.42**).

10. Press  until you have left the function.

### **NOTE**

Refer to **VIEW DATA THREE DIFFERENT WAYS** (page 31) to view the date and time of the last vend of that selection.





## Noodle Merchandiser Programming Manual

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### VIEW TOTAL UNPAID SALES

1. Press , then press  until the display shows *\_0\$ XX.XX* (provided the total is not zero). "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 , 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

1. Press , then press  until the display shows *TST X* (provided the total is not zero). "X" is the number of test vends.
  2. If desired, view this data by tray and individual selection.
  3. Continue.
- 



### VIEW MACHINE ID NUMBER


1. Press , then press  or  until the display shows *I.D. XXXXXX*. The X's represent the 6-digit machine ID number.
2. You can edit the machine ID number if the SUPERVISOR access code has been previously entered.
3. Continue.

## Noodle Merchandiser Programming Manual

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### TEST VEND SELECTIONS AND VERIFY CREDIT ADDED

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





#### NOTE

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

2. Continue.
- 






### TEST THE DISPLAY


1. Press , then press  until the display shows *DSPLYTEST*.
  2. Press  to light all display segments; press  to turn them off.
  3. Pressing a **NUMBER KEY** on the control panel causes all segments to display that character.
  4. Continue.
- 



### TEST THE MOTORS

1. Press , then press  until the display shows *TESTMTRS*.
2. Press  to run all snack motors one time.  




- OR -

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


## Noodle Merchandiser Programming Manual




### VIEW MOTOR STATUS BY TRAY

1. Press , then press  until the display shows *TSTMTRS*.
2. Press  or the letter of the tray you want to view.
3. The display will show the status of all motors on the tray:  
(Tray letter)...(If motor is present)  
+ .....(If motor is present and coupled to the next odd motor)  
(blank) .....(If motor is not present and not coupled)  
? .....(If motor is coupled but not present)  
.....(If the motor is home)  
' .....(If there is a motor error such as jammed, tray not detected or missing)  
The following example is for tray C with 7 motors present and home with none jammed. Motors 1 and 3 are not present, 6 and 7 are coupled, and 8 is coupled to 9 but is not present nor home:

C. C. C.C.+C.P.C.  
Motor 0                      Motor 9

4. Press  to run all motors on this tray.  

- OR -



Press  to run only those motors in error.  

- OR -

Press a number key to run that motor only.
5. Continue.



### TEST THE MUG SENSOR


1. Press , then press  until the display shows *MOL*. An **M** is displayed when there is a mug present in the cup delivery station.
2. Continue.

## Noodle Merchandiser Programming Manual

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### DOWNLOAD DATA TO A PDCD

1. Connect your portable data collection device (PDCD) per its operating instructions.
2. If data does not download into your PDCD upon connection, press . Data is downloaded into your PDCD.


#### NOTE

Depending upon the setting selected in **SET PRINTER OR DEX OPTIONS** (page 10), data may be cleared after the download is complete.

3. Press  until you have left the function.



### SET FREEVEND OPTIONS

1. Press  until one of the following is displayed:

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

- OR -

**FREE ALL** - All items are on freevend. The credit display shows **NO MONEY REQUIRED**



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

- OR -

**FREE W/KEY** - All items are freevended while there is a closure on the keyswitch input. Normal cash sales are supported when the keyswitch input is open. If the free vend code (selected under **SUPERVISOR MODE** (page 7) ) is not 0000, the code must be entered first.

- OR -


**FREE ONCE** - A closure on the keyswitch input causes only the next item to be freevended. Coin mechanism errors are ignored. Normal cash sales are also supported.

2. Press  until the option you want is displayed.
3. Press  until you have left the function.


# Noodle Merchandiser Programming Manual



## VIEW DIAGNOSTIC MESSAGES

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

**NOERRORS** None of the following errors are detected:  
**KEYPADXY** Key(s) x, y stuck.  
**ROMERROR** Error in the programming EPROM. MACHINE WILL NOT OPERATE.  
**RAMERROR** RAM is not initialized or is not compatible with the currently loaded software. If this message appears, initialize your RAM by performing the following procedure:  
NOTE: Initializing RAM will erase all your data. Be sure you have written this information down before continuing.

Press **AND HOLD**  until you hear two beeps and the display shows **FINISHED**.

**TEMP REF** The temperature reference on the main PCB CANNOT BE READ.  
**TEMP SNSR** The primary temperature sensor cannot be read.  
**TEMP RANGE** The primary temperature sensor is out of range.  
**TEMP2 SNSR** The secondary temperature sensor cannot be read.  
**TEMP2 RANGE** The secondary temperature sensor is out of range.  
**CHK PRICE** Price error detected and changed to maximum - check prices.  
**CHK CONFIG** A PRODUCT CONFIG value was out of bounds and set to nominal - check all PRODUCT CONFIGS.  
**ERR ABC (etc)** Error exists on tray A, B, C, etc. Motor may be jammed, not home, or a couple error exists.  
**NONE READY** No selection is ready to vend. Check that no time-of-day inhibits are active.  
**FOOD 23\*** Some errors associated with the food door exists.  
**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.

**- OR -**

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.

## ***Noodle Merchandiser Programming Manual***

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***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.

**- OR -**

***DBV.COMM*** The vending machine is telling the coin mech not to accept any coins  
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.

**- OR -**

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

***CARD.F.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.

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

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

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

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

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION, WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. NATIONAL VENDORS SHALL NOT BE RESPONSIBLE FOR CONSEQUENTIAL OR PUNITIVE DAMAGES. National Vendors neither assumes nor authorizes any person to assume for it any obligation or liability in connection with the sale of said equipment or any part thereof.

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