<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>IF YOU WANT TO ...</th>
<th>COMPLETE THIS PROCEDURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>CODE</td>
<td>Access functions/procedures reserved for the Supervisor</td>
<td>P0-1</td>
</tr>
<tr>
<td>PRICE</td>
<td>Set entire machine to one price</td>
<td>P1-1</td>
</tr>
<tr>
<td></td>
<td>Set a tray to one price</td>
<td>P1-2</td>
</tr>
<tr>
<td></td>
<td>Price an individual selection</td>
<td>P1-3</td>
</tr>
<tr>
<td></td>
<td>Check the price of an individual selection</td>
<td>P1-3</td>
</tr>
<tr>
<td>DATA</td>
<td>COUNTS (Volume)</td>
<td>TOTAL VENDS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a tray</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a selection</td>
</tr>
<tr>
<td></td>
<td>FREE VENDS</td>
<td>For the machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a tray</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a selection</td>
</tr>
<tr>
<td></td>
<td>TEST VENDS</td>
<td>For the machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a tray</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a selection</td>
</tr>
<tr>
<td>SALES (Value)</td>
<td>TOTAL SALES</td>
<td>For the machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a tray</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a selection</td>
</tr>
<tr>
<td></td>
<td>FREE VEND SALES</td>
<td>For the machine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a tray</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For a selection</td>
</tr>
<tr>
<td></td>
<td>Validator stacker bill inventory</td>
<td>P2-13</td>
</tr>
<tr>
<td></td>
<td>Coin Mech tube inventory</td>
<td>P2-14</td>
</tr>
<tr>
<td></td>
<td>Cash Box inventory</td>
<td>P2-16</td>
</tr>
<tr>
<td>FREE VEND</td>
<td>Put the merchandiser on Free Vend</td>
<td>P3-1</td>
</tr>
<tr>
<td></td>
<td>Take merchandiser off Free Vend</td>
<td>P3-2</td>
</tr>
<tr>
<td>FUNCTION</td>
<td>IF YOU WANT TO ...</td>
<td>COMPLETE THIS PROCEDURE</td>
</tr>
<tr>
<td>----------</td>
<td>-------------------</td>
<td>-------------------------</td>
</tr>
<tr>
<td>CONFIGURE</td>
<td>Set the basic configuration for the machine</td>
<td>P4-1</td>
</tr>
<tr>
<td></td>
<td>Couple or uncouple adjacent positions on a tray</td>
<td>P4-2</td>
</tr>
<tr>
<td></td>
<td>Identify the type of Coin Mech being used</td>
<td>P4-3</td>
</tr>
<tr>
<td></td>
<td>Identify the type of Bill Validator being used</td>
<td>P4-4</td>
</tr>
<tr>
<td></td>
<td>Identify the language to be used in the display messages</td>
<td>P4-5</td>
</tr>
<tr>
<td></td>
<td>Limit access to functions with LOCK/UNLOCK procedure</td>
<td>P4-6</td>
</tr>
<tr>
<td></td>
<td>Define the number of $1 bills validator will accept</td>
<td>P4-7</td>
</tr>
<tr>
<td></td>
<td>Set the Validator for ESCROW or NO ESCROW</td>
<td>P4-8</td>
</tr>
<tr>
<td></td>
<td>Tell the Controller which trays are in use</td>
<td>P4-9</td>
</tr>
<tr>
<td>PAYOUT</td>
<td>A SINGLE COIN</td>
<td>Quarter: P5-1 Dime: P5-2 Nickel: P5-3</td>
</tr>
<tr>
<td></td>
<td>INVENTORY OF AN ENTIRE TUBE</td>
<td>Quarter: P5-4 Dime: P5-5 Nickel: P5-6</td>
</tr>
<tr>
<td></td>
<td>INVENTORY OF ALL TUBES</td>
<td>P5-7</td>
</tr>
<tr>
<td>SERVICE</td>
<td>Retrieve the Software Version number</td>
<td>P7-1</td>
</tr>
<tr>
<td></td>
<td>Check operation of the display elements</td>
<td>P7-2</td>
</tr>
<tr>
<td></td>
<td>Put all of the motors in the Home position</td>
<td>P7-3</td>
</tr>
<tr>
<td></td>
<td>Check communication with the Coin Mech</td>
<td>P7-4</td>
</tr>
<tr>
<td></td>
<td>Check communication with the Bill Validator</td>
<td>P7-5</td>
</tr>
<tr>
<td>TEST VEND</td>
<td>A single selection without establishing credit</td>
<td>P13-1</td>
</tr>
<tr>
<td></td>
<td>A single selection after establishing EXACT credit</td>
<td>P13-2</td>
</tr>
<tr>
<td></td>
<td>A single selection after establishing LESS credit than required</td>
<td>P13-3</td>
</tr>
<tr>
<td></td>
<td>A single selection after establishing MORE credit than required</td>
<td>P13-4</td>
</tr>
</tbody>
</table>
PROGRAMMING THE SNACK CENTER

* SNACK CENTER programming is structured in a matrix.

* Most of the tasks you will want to complete are joined together within this matrix. However, TEST VEND and FREE VEND are not part of the matrix.

* The Basic Programming Method should be used in the beginning. This method is easy to learn.

* The Advanced Programming Techniques can be used later if you wish. As you become more comfortable with programming the SNACK CENTER, these techniques can save you time.

* All programming is done by using the Function Selection Panel, the Selection Switch Panel and the Credit Display.

THE BASIC PROGRAMMING METHOD

1. Look in the Programming Directory for the task you want to complete. The Programming Directory is in the center of this section.

2. The Procedure Number is your key to locating the procedure that will enable you to complete your task.

3. Locate the indicated procedure. A collection of Programming Procedures is at the end of this section.

4. Complete the sequence of steps given in the procedure.

5. Repeat Steps 1-4 as often as necessary.

A PROGRAMMING EXAMPLE USING THE BASIC METHOD

TASK TO BE COMPLETED: Retrieve FREE SALES for Tray C

1. Locate the task in the Programming Directory.

2. The Procedure Number is P2-8b.

3. Make sure you can locate Procedure P2-8b in the collection of Programming Procedures. In order to help you learn the method better, Procedure P2-8b will also be presented with this example.
4. The following is a step-by-step explanation of the procedure.

* Start at the top and work your way down in the Tray Column on the left side of the procedure table.

* You should complete each step when an "X" appears in the Tray Column. When the "X" is missing, continue down the column to the next "X".

<table>
<thead>
<tr>
<th>When You Enter This Keystroke ...</th>
<th>This Will Happen ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATA</td>
<td>You will enter the DATA mode</td>
</tr>
<tr>
<td></td>
<td>You will enter the COUNTER category</td>
</tr>
<tr>
<td></td>
<td>You will enter the SALES category</td>
</tr>
<tr>
<td></td>
<td>You will enter the TOTAL SALES sub-group</td>
</tr>
<tr>
<td></td>
<td>You will enter the FREE SALES sub-group</td>
</tr>
<tr>
<td></td>
<td>You will enter the Machine Level FREE SALES retrieval procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Tray Level FREE SALES retrieval procedure</td>
</tr>
<tr>
<td></td>
<td>The display will show A*FS XXXXX</td>
</tr>
<tr>
<td>C</td>
<td>The display will show C*FS XXXXX</td>
</tr>
<tr>
<td></td>
<td>XXXXX is the value of the FREE VEND Sales for Tray C.</td>
</tr>
</tbody>
</table>

At this point, you have some options.

<table>
<thead>
<tr>
<th>OPTIONS</th>
<th>This will end the programming session.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close the monetary door</td>
<td>This will allow you to begin another programming procedure</td>
</tr>
<tr>
<td>Press another function switch</td>
<td>Use an Advanced Technique</td>
</tr>
</tbody>
</table>

These will be explained under "Advanced Programming Techniques"
OVERALL
PROGRAMMING MATRIX

READY

PRICE

DATA

CONFIGURE

PAYOUT

SERVICE

SEE MATRIX 1

SEE MATRIX 2

SEE MATRIX 3

SEE MATRIX 4

SEE MATRIX 5
PRICE
PROGRAMMING MATRIX

PRICE → ENTIRE MACHINE (P1-1) → ENTIRE TRAY (P1-2) → INDIVIDUAL SELECTION (P1-3)
SERVICE PROGRAMMING MATRIX

SERVICE

 RETRIEVE SOFTWARE VERSION NUMBER (P7-1)

 TEST THE DISPLAYS (P7-2)

 HOME THE MOTORS (P7-3)

 TEST THE COIN MECHANISM (P7-4)

 TEST THE BILL VALIDATOR (P7-5)
**EXAMPLE 1 USING ADVANCED PROGRAMMING TECHNIQUES**

Current Task: Retrieving FREE VENDS for a selection

Next Task: Retrieve TOTAL VENDS for a Tray

**METHOD A**

<table>
<thead>
<tr>
<th>When You Enter This Keystroke ...</th>
<th>This Will Happen ...</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>You will enter Tray Level FREE VEND retrieval procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter Machine Level FREE VEND retrieval procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the FREE VEND group</td>
</tr>
<tr>
<td></td>
<td>You will enter the TOTAL VEND group</td>
</tr>
<tr>
<td></td>
<td>You will enter the Machine Level TOTAL VEND procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Tray Level TOTAL VEND retrieval procedure</td>
</tr>
<tr>
<td>See P2-2b for the remaining steps</td>
<td>You will be able to retrieve TOTAL VENDS for the tray</td>
</tr>
</tbody>
</table>

**METHOD B**

<table>
<thead>
<tr>
<th>When You Enter This Keystroke ...</th>
<th>This Will Happen ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>HOME</td>
<td>You will move to the DATA function</td>
</tr>
<tr>
<td></td>
<td>You will move to the COUNTERS category</td>
</tr>
<tr>
<td></td>
<td>You will move to the TOTAL VENDS group</td>
</tr>
<tr>
<td></td>
<td>You will enter the Machine Level TOTAL VEND procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Tray Level TOTAL VEND retrieval procedure</td>
</tr>
<tr>
<td>See P2-2b for the remaining steps</td>
<td>You will be able to retrieve TOTAL VENDS for the tray</td>
</tr>
</tbody>
</table>

In this example, Method B is the most efficient.
**EXAMPLE 2 USING ADVANCED PROGRAMMING TECHNIQUES**

Current Task: Retrieving TOTAL SALES for the machine

Next Task: Retrieve TOTAL SALES for a selection

**METHOD A**

<table>
<thead>
<tr>
<th>When You Enter This Keystroke ...</th>
<th>This Will Happen ...</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>You will enter the Tray Level TOTAL SALES procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Selection Level TOTAL SALES procedure</td>
</tr>
<tr>
<td>See P2-7c for the remaining steps</td>
<td>You will be able to retrieve TOTAL SALES for a selection</td>
</tr>
</tbody>
</table>

**METHOD B**

<table>
<thead>
<tr>
<th>When You Enter This Keystroke ...</th>
<th>This Will Happen ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>HOME</td>
<td>You will enter the DATA function</td>
</tr>
<tr>
<td></td>
<td>You will enter the COUNTERS category</td>
</tr>
<tr>
<td></td>
<td>You will enter the SALES category</td>
</tr>
<tr>
<td></td>
<td>You will enter the TOTAL SALES group</td>
</tr>
<tr>
<td></td>
<td>You will enter the Machine Level TOTAL SALES procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Tray Level TOTAL SALES procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Selection Level TOTAL SALES procedure</td>
</tr>
<tr>
<td>See P2-7c for the remaining steps</td>
<td>You will be able to retrieve TOTAL SALES for a selection</td>
</tr>
</tbody>
</table>

In this example, Method A is the most efficient.
EXAMPLE 3 USING ADVANCED PROGRAMMING TECHNIQUES

Current Task: Changing the Coin Mechanism Definition
Next Task: Directing the Coin Mechanism to PAYOUT an Nickel

METHOD A

<table>
<thead>
<tr>
<th>When You Enter This Keystroke ...</th>
<th>This Will Happen ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>PAYOUT</td>
<td>You will enter the PAYOUT function</td>
</tr>
<tr>
<td></td>
<td>You will enter the SINGLE COIN category</td>
</tr>
<tr>
<td></td>
<td>You will enter the Quarter Level PAYOUT procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Dime Level PAYOUT procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Nickel Level PAYOUT procedure</td>
</tr>
<tr>
<td>See P5-3 for the remaining steps.</td>
<td>You will be able to PAYOUT a Nickel</td>
</tr>
</tbody>
</table>

METHOD B

<table>
<thead>
<tr>
<th>When You Enter This Keystroke ...</th>
<th>This Will Happen ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>HOME</td>
<td>You will enter the CONFIGURE function</td>
</tr>
<tr>
<td></td>
<td>You will enter the PAYOUT function</td>
</tr>
<tr>
<td></td>
<td>You will enter the SINGLE COIN category</td>
</tr>
<tr>
<td></td>
<td>You will enter the Quarter Level PAYOUT procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Dime Level PAYOUT procedure</td>
</tr>
<tr>
<td></td>
<td>You will enter the Nickel Level PAYOUT procedure</td>
</tr>
<tr>
<td>See P5-3 for the remaining steps.</td>
<td>You will be able to PAYOUT a Nickel</td>
</tr>
</tbody>
</table>

In this example, Method A is the most efficient.
* Refer to the PROGRAMMING MATRIX during this discussion. The Matrix is located on the preceding seven pages.

**DEFINITIONS**

Function Column - the left-hand column in the Programming Matrix.

Root Function - a specific position in the Function Column. PRICE, DATA, CONFIGURE, PAYOUT and SERVICE are Root Functions.

**TECHNIQUES**

* Each of these techniques will be used in an example.

1. Use the **HOME** switch.

<table>
<thead>
<tr>
<th>If Your Location In The Matrix Is ...</th>
<th>Pressing HOME Will Move You To ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Function Column</td>
<td>The READY Position</td>
</tr>
<tr>
<td>Anywhere else in the Matrix</td>
<td>The Root Function of the procedure where you are currently located</td>
</tr>
</tbody>
</table>

2. Use one of the **ARROW** switches.
   - Locate your position in the Matrix.
   - Trace a path from where you are to where you want to go.
   - Use the **ARROW** switches to move along this path.

3. Use the **HOME** switch and the **ARROW** switches in combination.
   - There is more than one way to get from one point to another in the Matrix.
   - The most efficient method uses the fewest number of keystrokes. This will come with practice.

4. Use the **ARROWS** to scroll through the list of trays when specifying a Tray in the following procedures:
   - Pricing a Tray
   - Retrieving COUNT data for a Tray
   - Retrieving SALES data for a tray

5. Use the **ARROWS** to scroll through the list of selections when specifying a selection in the following procedures:
   - Pricing a Selection
   - Retrieving COUNT data for a Selection
   - Retrieving SALES data for a Selection
<table>
<thead>
<tr>
<th>IF YOU WANT TO ...</th>
<th>ENTER THIS KEYSTROKE ...</th>
<th>AND THE DISPLAY INDICATES</th>
<th>COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access all of the</td>
<td>HOME</td>
<td>CODE</td>
<td></td>
</tr>
<tr>
<td>Functions including</td>
<td></td>
<td>ENTER CODE</td>
<td></td>
</tr>
<tr>
<td>those reserved for</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>the Supervisor</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENTER/ACTION</td>
<td></td>
<td>UNLOCK</td>
<td></td>
</tr>
<tr>
<td>HOME</td>
<td></td>
<td>CODE</td>
<td></td>
</tr>
<tr>
<td>CONTINUE</td>
<td></td>
<td></td>
<td>You may access any of the functions. Follow the procedures in the Programming Section of this Manual</td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------</td>
<td>--------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>Access all of the Functions including those reserved for the Supervisor</td>
<td>HOME</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>←</td>
<td>CODE</td>
<td></td>
</tr>
<tr>
<td></td>
<td>←</td>
<td>ENTER CODE</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ENTER/ACTION</td>
<td>UNLOCK</td>
<td></td>
</tr>
<tr>
<td></td>
<td>HOME</td>
<td>CODE</td>
<td></td>
</tr>
<tr>
<td></td>
<td>CONTINUE</td>
<td></td>
<td>You may access any of the functions. Follow the procedures in the Programming Section of this Manual</td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------------------</td>
<td>---------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>PRICE the entire machine to one price</td>
<td>PRICE</td>
<td>PRICE</td>
<td>Price setting mode entered</td>
</tr>
<tr>
<td>Use Selection Switch Panel to enter a new price for the machine</td>
<td><strong>PR XX.XX</strong></td>
<td><strong>PR XX.XX</strong></td>
<td>XX.XX is the price from the last pricing session</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>OPTIONS</th>
<th>ENTER/ACTION</th>
<th>MACH LVL</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>CONTINUE</td>
<td>XX.XX from prior display becomes the new price for entire machine. ALL PRIOR PRICES ARE REPLACED BY THIS PRICE.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>XX.XX from prior display is recorded for future reference. It will appear in the display the next time you enter MACH LVL. PRIOR PRICES ARE NOT CHANGED TO THIS PRICE.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Options:
1. Close monetary door
2. Press another function switch
3. See advanced programming section for other options
<table>
<thead>
<tr>
<th>IF YOU WANT TO ...</th>
<th>ENTER THIS KEYSSTROKE ...</th>
<th>AND THE DISPLAY INDICATES</th>
<th>COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>P1-2</td>
<td>PRICE</td>
<td>PRICE</td>
<td>Price setting mode entered</td>
</tr>
<tr>
<td>PRICE a Tray to one Price</td>
<td></td>
<td>MACH LVL</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>TRAY LVL</td>
<td>Allows Pricing of an entire Tray at the same time</td>
</tr>
<tr>
<td></td>
<td></td>
<td>T* PR XX.XX</td>
<td>XX.XX is the price from the last pricing session</td>
</tr>
<tr>
<td>OPTIONS</td>
<td>Proceed to next step if you want to Price this Tray</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Enter ID for another Tray that you want to Price</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Use Selection Switch Panel to make entry</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OPTIONS</td>
<td>ENTER/ACTION</td>
<td>TRAY LVL</td>
<td>XX.XX from prior display becomes the new price for entire tray. ALL PRIOR PRICES ARE REPLACED BY THIS PRICE.</td>
</tr>
<tr>
<td></td>
<td>CONTINUE</td>
<td></td>
<td>XX.XX from prior display is recorded for future reference. It will appear in the display the next time you enter TRAY LVL. PRIOR PRICES ARE NOT CHANGED TO THIS PRICE.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Options:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1. Close monetary door</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2. Press another function switch</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3. See advanced programming section for other options</td>
</tr>
<tr>
<td>IF YOU WANT TO...</td>
<td>ENTER THIS KEYSTROKE...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
</tr>
<tr>
<td>-------------------</td>
<td>-------------------------</td>
<td>--------------------------</td>
<td>----------</td>
</tr>
<tr>
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<td>3. See advanced programming section for other options</td>
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| X         | X    |         | →          | T*CTXXXXX       | T = Tray ID Options: A B C D E F G H
|           |      |         |             |                 | XXXXXX = Total Vend Count for the tray |
| X         |      |         | Enter ID for tray of interest | Use Selection Switch Panel to make entry |
| X         |      |         | TC XXXXX   | Use Selection Switch Panel to make entry |
| X         |      |         | Enter ID for the selection of interest | Options:
1. Close monetary door
2. Press another function switch
3. See advanced programming section for other options |
### If you want to retrieve FREE VEND COUNTS by

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<th>SELECTION</th>
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<th>ENTER THIS</th>
<th>AND THE DISPLAY</th>
<th>COMMENTS</th>
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<td>COUNTERS</td>
<td>Allows retrieval of Count Data</td>
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<td>TOT VENDS</td>
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<td>FREE CNT</td>
<td>**FV XXXXX</td>
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| X          | X    |         |             | T*FV XXXXX     | T = Tray ID Options: A B C D E F G H  
|            |      |         |             | XXXXXX = Free Vend Count for the tray |
| X          |      |         | Enter ID for tray of interest | TCFV XXXXX | TC = Selection ID. Where -  
|            |      |         | Enter ID for the selection of interest | CONTINUE  | Options:  
|            |      |         |               | Options:  | 1. Close monetary door  
|            |      |         |               |           | 2. Press another function switch  
|            |      |         |               |           | 3. See advanced programming section for other options |
|            |      |         |               |                 |          |
If you want to retrieve TOTAL SALES by

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<td>Allows retrieval of Sales data</td>
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<td>***$ XXXXX</td>
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<td>$**$ XXXXX</td>
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Enter ID for tray of interest

Use Selection Switch Panel to make entry

Enter ID for the selection of interest

Use Selection Switch Panel to make entry

CONTINUE

Options:
1. Close monetary door
2. Press another function switch
3. See advanced programming section for other options
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<th>AND THE DISPLAY INDICATES ...</th>
<th>COMMENTS</th>
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<td>function switch</td>
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<td></td>
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<td>3. See advanced</td>
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<td>programming section</td>
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<td>for other options</td>
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<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<tr>
<td>P4-2</td>
<td>CONF</td>
<td>CONFIGURE</td>
<td>Configure mode entered</td>
<td></td>
<td></td>
</tr>
<tr>
<td>COUPLE or UNCOUPLE two adjacent positions on a tray</td>
<td>SET BASIC</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>SNK/CANDY</td>
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</tr>
<tr>
<td>Press two times</td>
<td>SET COUPLE</td>
<td></td>
<td>Allows coupling and uncoupling of adjacent positions</td>
<td></td>
<td></td>
</tr>
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<td></td>
<td></td>
<td>CPLT 02468</td>
<td></td>
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</tr>
<tr>
<td>Use Selection Switch Panel to select a tray. Enter the tray ID.</td>
<td></td>
<td>T = Tray ID</td>
<td></td>
<td></td>
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<tr>
<td>OPTIONS</td>
<td></td>
<td>Options: A B C D E F G H</td>
<td></td>
<td></td>
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<tr>
<td>Couple a pair of motors that are not presently coupled.</td>
<td></td>
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<td></td>
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<td></td>
</tr>
<tr>
<td>Enter Column ID for the left most Column in the pair</td>
<td></td>
<td>The column ID is shown for each column pair that is coupled</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>OPTIONS</td>
<td>Uncouple a pair of motors that are presently coupled</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>Enter Column ID for the left most Column in the pair</td>
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<tr>
<td></td>
<td>Make no changes</td>
<td></td>
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<tr>
<td>OPTIONS</td>
<td>Repeat prior step.</td>
<td></td>
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<tr>
<td>OPTIONS</td>
<td>CONTINUE</td>
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<tr>
<td></td>
<td>WHEN THIS SHOWN</td>
<td>THIS PAIR COUPLED</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>0</td>
<td>0 and 1</td>
<td></td>
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<td></td>
<td>2</td>
<td>2 and 3</td>
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<td>4</td>
<td>4 and 3</td>
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<td></td>
<td>6</td>
<td>6 and 7</td>
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<tr>
<td></td>
<td>8</td>
<td>8 and 9</td>
<td></td>
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<tr>
<td></td>
<td>USE THIS SWITCH</td>
<td>TO COUPLE OR UNCOUPLE</td>
<td></td>
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<td></td>
<td></td>
<td>THIS PAIR</td>
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<td>0</td>
<td>0 and 1</td>
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<td>2</td>
<td>2 and 3</td>
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<td>4</td>
<td>4 and 5</td>
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<td>6 and 7</td>
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<td>8</td>
<td>8 and 9</td>
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<td>Options:</td>
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<td></td>
<td>1. Close monetary door</td>
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<td></td>
<td>2. Press another function switch</td>
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<td></td>
<td>3. See advanced programming section for other options</td>
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<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<td>P4-3</td>
<td>CONF</td>
<td>CONFIGURE</td>
<td>Configure mode entered</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>→</td>
<td>SET BASIC</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>↓</td>
<td>SET MACH</td>
<td>Allows machine interface selection</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>→</td>
<td>Defined Coin Mech is Displayed</td>
<td>Options: DUMB MECH EXEC MECH NO COIN MK</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>ENTER/ ACTION</td>
<td></td>
<td>Scroll through list of Coin Mech options until the type you want to use is displayed</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CONTINUE</td>
<td></td>
<td>Options: 1. Close monetary door 2. Press another function switch 3. See advanced programming section for other options</td>
<td></td>
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</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<tr>
<td>P4-4</td>
<td>CONF</td>
<td>CONFIGURE</td>
<td>Configure mode entered</td>
<td></td>
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</tr>
<tr>
<td>Define the VALIDATOR being used</td>
<td>→</td>
<td>SET BASIC</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>↓</td>
<td>SET MACH</td>
<td>Allows machine interface selection</td>
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<td></td>
<td>←</td>
<td>Defined Coin Mech Is Displayed</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defined Validator is Displayed</td>
<td>↓</td>
<td></td>
<td>Options: NO VALDTR PULSE $1 PULSE $1/5 * SERIAL VAL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENTER/ ACTION</td>
<td></td>
<td></td>
<td>* Not Supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CONTINUE</td>
<td></td>
<td></td>
<td>Scroll through list of Validator options until the type you want to use is displayed</td>
<td></td>
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<td></td>
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<td></td>
<td>Options:</td>
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<td></td>
<td>1. Close monetary door 2. Press another function switch</td>
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<td></td>
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<td></td>
<td>3. See advanced programming section for other options</td>
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<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYS TROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<tr>
<td>Define the LANGUAGE</td>
<td>CONF</td>
<td>CONFIGURE</td>
<td>Configure mode entered</td>
<td></td>
<td></td>
</tr>
<tr>
<td>used in the displays</td>
<td></td>
<td>SET BASIC</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>SET MACH</td>
<td>Allows machine interface selection</td>
<td></td>
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<td></td>
<td></td>
<td>Defined Coin Mech Is Displayed</td>
<td></td>
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<td></td>
<td>Defined Validator Is Displayed</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Defined Language Is Displayed</td>
<td>Options: US ENGLISH UK ENGLISH GERMAN LNG DUTCH LNG FRENCH LNG * Not Supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENTER/ ACTION</td>
<td></td>
<td></td>
<td>Scroll through list of Language options until the language you want to use is displayed</td>
<td></td>
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<tr>
<td>CONTINUE</td>
<td></td>
<td></td>
<td>Options: 1. Close monetary door 2. Press another function switch 3. See advanced programming section for other options</td>
<td></td>
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<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<td></td>
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</tr>
<tr>
<td>Control Access to Functions with the LOCK/UNLOCK Procedure</td>
<td>Open the Cabinet Door</td>
<td>CODE</td>
<td>You are being asked to enter the Supervisory Access Code</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>ENTER CODE</td>
<td>You now have access to the Supervisory procedures</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>ENTER/ACTION UNLOCK</td>
<td>You may now access any of the functions or procedures</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>HOME CODE</td>
<td>You may now access the CONFIGURE function</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONF CONFIGURE</td>
<td>You may now access the CONFIGURE function</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>SET BASIC</td>
<td>You may now access the procedures available only to the Supervisor</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Press two times MASTER</td>
<td>Users must have the Supervisors Code to unlock and access functions</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>You may now lock and unlock functions</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>SET HIDE</td>
<td>Users must have the Supervisors Code to unlock and access functions</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>OPTIONS FUNCTION ... LOCKED</td>
<td>All users have access to this function</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>OPTIONS FUNCTION ... UNLOCK</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Options</td>
<td>Press ENTER/ACTION to change from LOCK to UNLOCK for this function</td>
<td>OPTIONS FUNCTION ... UNLOCK</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Options</td>
<td>Press ENTER/ACTION to change from UNLOCK to LOCK for this function</td>
<td>OPTIONS FUNCTION ... LOCK</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Press ↑ to LOCK or UNLOCK other Functions</td>
<td>OPTIONS FUNCTION ... LOCKED</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Options</td>
<td>Repeat prior step for another function</td>
<td>OPTIONS FUNCTION ... UNLOCK</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Options</td>
<td>CONTINUE</td>
<td></td>
<td>Options:</td>
<td></td>
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<td></td>
<td>1. Close monetary door</td>
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<td></td>
<td>2. Press another function switch</td>
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<td></td>
<td></td>
<td></td>
<td>3. See advanced programming section for other options</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
<td></td>
<td></td>
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<tr>
<td>---------------------</td>
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<td>--------------------------</td>
<td>----------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Define the number of $1 bills to be accepted by the Validator</td>
<td>CONF</td>
<td>CONFIGURE</td>
<td>Configure mode entered</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>→</td>
<td>SET BASIC</td>
<td>Allows selection of a basic configuration</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>→</td>
<td>SNK/CANDY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Press three times</td>
<td>$1 CONTROL</td>
<td>You may now define the number of $1 bills the validator will accept</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>→</td>
<td>MAX PRICE</td>
<td>Bills will be accepted up to first whole dollar over highest price</td>
<td></td>
<td></td>
</tr>
<tr>
<td>O P T I O N S</td>
<td>Set the number of $1 bills accepted to MAX PRICE by proceeding to the last step</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Press ENTER/ACTION to move to the second $1 bill Accept option</td>
<td>FIXED N</td>
<td>This option is not supported at this time</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Press ENTER/ACTION to move to the third $1 bill Accept option</td>
<td>AUTO LIMIT</td>
<td>When Validator is set for ESCROW, bills are accepted as long as enough change can be returned</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CONTINUE</td>
<td></td>
<td>Options: 1. Close monetary door 2. Press another function switch 3. See advanced programming section for other options</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSRKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
<td></td>
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<td>---------------------</td>
<td>------------------------</td>
<td>--------------------------</td>
<td>----------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Set the Validator for ESCROW or for NO ESCROW</td>
<td>CONF</td>
<td>CONFIGURE</td>
<td>Configure mode entered</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>→</strong></td>
<td>SET BASIC</td>
<td>Allows selection of a basic configuration</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>→</strong></td>
<td>SNK/CANDY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Press three times</td>
<td>$1 CONTROL</td>
<td></td>
<td>You may now define the number of $1 bills the validator will accept</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>→</strong></td>
<td>OPTIONS</td>
<td>MAX PRICE</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>→</strong></td>
<td>FIXED</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>→</strong></td>
<td>AUTO LIMIT</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Press</td>
<td>OPTIONS</td>
<td>ESCROW</td>
<td>Pressing coin return button will allow full refund of the credit when no purchase is made</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>→</strong></td>
<td>OPTIONS</td>
<td>NO ESCROW</td>
<td>Forces the purchase and returns change due at end of vend</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Press ENTER/ACTION to change from ESCROW to NO ESCROW</td>
<td>OPTIONS</td>
<td>NO ESCROW</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Press ENTER/ACTION to change from NO ESCROW to ESCROW</td>
<td>OPTIONS</td>
<td>ESCROW</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Do nothing and select the displayed option</td>
<td>OPTIONS</td>
<td>CONTINUE</td>
<td></td>
<td></td>
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</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Options: 1. Close monetary door 2. Press another function switch 3. See advanced programming section for other options</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
<td></td>
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<td>--------------------------</td>
<td>--------------------------</td>
<td>----------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Identify the Trays that are in the merchandiser</td>
<td>CONF</td>
<td>CONFIGURE</td>
<td>Configure mode entered</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Allows selection of a basic configuration</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>With this procedure you can tell the Controller what Trays to look for when you close the door</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>ABCDEFGH are Tray ID's</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If the ID is shown in this List, the Controller will check to see if the Tray is inserted completely and is locked in place</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OPTIONS</td>
<td>Add a tray to the List of trays in use</td>
<td></td>
<td>Press the ID letter of the tray to be added</td>
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<tr>
<td>OPTIONS</td>
<td>Remove a tray from the List of trays</td>
<td></td>
<td>Press the ID letter of the tray to be removed</td>
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<tr>
<td>OPTIONS</td>
<td>Do nothing if the Tray List is correct</td>
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<tr>
<td>OPTIONS</td>
<td>Repeat the prior step</td>
<td>CONTINUE</td>
<td>Options: 1. Close monetary door 2. Press another function switch 3. See advanced programming section for other options</td>
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<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEystROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<td>P5-1</td>
<td>PAYOUT</td>
<td>PAYOUT</td>
<td>Payout mode entered</td>
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<tr>
<td>PAYOUT a single</td>
<td></td>
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<td>Quarter</td>
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<tr>
<td>⇒</td>
<td>SQL COIN</td>
<td></td>
<td>Enters individual</td>
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<td></td>
<td></td>
<td></td>
<td>coin Payout sequence</td>
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<td>−</td>
<td>QUARTER</td>
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<tr>
<td>ENTER/</td>
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<tr>
<td>ACTION</td>
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<tr>
<td>CONTINUE</td>
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<td></td>
<td></td>
<td></td>
<td>Options:</td>
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<td></td>
<td></td>
<td></td>
<td>1. Close monetary</td>
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<td></td>
<td></td>
<td></td>
<td>door</td>
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<td></td>
<td></td>
<td></td>
<td>2. Press another</td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td>function switch</td>
<td></td>
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<td></td>
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<td></td>
<td>3. See advanced</td>
<td></td>
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<td>for other options</td>
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<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<td>P5-2 PAYOUT a single Dime</td>
<td>PAYOUT</td>
<td>PAYOUT</td>
<td>Payout mode entered</td>
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<tr>
<td></td>
<td></td>
<td>SGL COIN</td>
<td>Enters individual coin Payout sequence</td>
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<td></td>
<td>QUARTER</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>DIME</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENTER/ ACTION</td>
<td>DIME</td>
<td></td>
<td>A single dime is paid out</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| CONTINUE             |                 |                        | Options:  
|                      |                 |                        | 1. Close monetary door  
|                      |                 |                        | 2. Press another  
|                      |                 |                        | function switch  
|                      |                 |                        | 3. See advanced  
|                      |                 |                        | programming section  
<p>|                      |                 |                        | for other options |</p>
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<th>COMMENTS</th>
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<td>P5-3</td>
<td>PAYOUT</td>
<td>PAYOUT</td>
<td>Payout mode entered</td>
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<tr>
<td>PAYOUT a single Nickel</td>
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<td>SGL COIN</td>
<td>Enters individual coin Payout sequence</td>
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<td>QUARTER</td>
<td></td>
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<tr>
<td></td>
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<td>DIME</td>
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<td>NICKEL</td>
<td></td>
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<tr>
<td>ENTER/ ACTION</td>
<td></td>
<td>NICKEL</td>
<td>A single nickel is paid out</td>
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| CONTINUE          |                       |                           | Options:  
|                   |                       |                           | 1. Close monetary door  
|                   |                       |                           | 2. Press another function switch  
<p>|                   |                       |                           | 3. See advanced programming section for other options |</p>
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<th>COMMENTS</th>
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<td>Payout all of the quarters in tube inventory</td>
<td>PAYOUT</td>
<td>PAYOUT</td>
<td>Payout mode entered</td>
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<td>➡️</td>
<td>SQL COIN</td>
<td></td>
</tr>
<tr>
<td></td>
<td>▼</td>
<td>BULK TUBE</td>
<td>Allows unloading of entire tube inventory</td>
</tr>
<tr>
<td></td>
<td>➡️</td>
<td>DOLLAR COIN</td>
<td>Allows unloading of Quarter tube</td>
</tr>
<tr>
<td></td>
<td>▼</td>
<td>QUARTER</td>
<td></td>
</tr>
<tr>
<td>ENTER/ACTION</td>
<td></td>
<td></td>
<td>Controller pays out all quarters that it has in tube inventory</td>
</tr>
<tr>
<td>CONTINUE</td>
<td></td>
<td></td>
<td>Options: 1. Close monetary door 2. Press another function switch 3. See advanced programming section for other options</td>
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<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<td>P5-5</td>
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<td>PAYOUT all of the</td>
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<td>SGL COIN</td>
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<td>dimes in tube</td>
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<td>BULK TUBE</td>
<td>Allows unloading of</td>
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<td>inventory</td>
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<td>entire tube inventory</td>
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<td>DOLLAR COIN</td>
<td></td>
</tr>
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<td></td>
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<td>QUARTER</td>
<td></td>
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<td>DIME</td>
<td>Allows unloading of</td>
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<td></td>
<td>ENTER/</td>
<td></td>
<td>dime tube</td>
</tr>
<tr>
<td></td>
<td>ACTION</td>
<td></td>
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<td></td>
<td>CONTINUE</td>
<td></td>
<td>Options:</td>
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<td>1. Close monetary door</td>
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<td>2. Press another</td>
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<td>3. See advanced</td>
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<td>P5-6</td>
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<td>nickels in tube</td>
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<td>inventory</td>
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<td>SGL COIN</td>
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<td>↘</td>
<td>BULK TUBE</td>
<td>Allows unloading of entire tube inventory</td>
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<td>←</td>
<td>DOLLAR COIN</td>
<td></td>
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<td>↘</td>
<td>QUARTER</td>
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<td>←</td>
<td>DIME</td>
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</tr>
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<td>↘</td>
<td>NICKEL</td>
<td>Allows unloading of nickel tube</td>
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<tr>
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<td>↘</td>
<td>NICKEL</td>
<td>Controller pays out all nickels that it has in tube inventory</td>
</tr>
<tr>
<td>ENTER/</td>
<td>↘</td>
<td>NICKEL</td>
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<td>ACTION</td>
<td>CONTINUE</td>
<td></td>
<td>Options:</td>
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<td></td>
<td></td>
<td>1. Close monetary door</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>2. Press another function switch</td>
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<td>3. See advanced programming section for other options</td>
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<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<td>P5-7</td>
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<td>PAYOUT all of the quarters, dimes &amp; nickels in tube inventory</td>
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<td>PAYOUT</td>
<td>PAYOUT</td>
<td>Payout mode entered</td>
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<tr>
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<td>→</td>
<td>SGL COIN</td>
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</tr>
<tr>
<td></td>
<td>↓</td>
<td>BULK TUBE</td>
<td></td>
</tr>
<tr>
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<td>↓</td>
<td>BULK ALL</td>
<td>Allows unloading of all tubes</td>
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<tr>
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<td>ENTER/ ACTION</td>
<td>BULK ALL</td>
<td>Controller pays out all quarters, dimes and nickels that it has in tube inventory</td>
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| | CONTINUE | | Options:  
1. Close monetary door  
2. Press another function switch  
3. See advanced programming section for other options |
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<tr>
<th>IF YOU WANT TO ...</th>
<th>ENTER THIS KEystROKE ...</th>
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<th>COMMENTS</th>
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<tr>
<td>Retrieve the Software VERSION Number</td>
<td>SERVICE</td>
<td>SERVICE</td>
<td>Service mode entered</td>
</tr>
<tr>
<td></td>
<td>VERS XXXXX</td>
<td></td>
<td>XXXXX = the version of software which is installed in the controller at this time</td>
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<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
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<tr>
<td>Test DISPLAYS for lighting of all segments</td>
<td>SERVICE</td>
<td>SERVICE</td>
<td>Service mode entered</td>
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<tr>
<td></td>
<td>←→</td>
<td>VERS XXXXX</td>
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<td>DISPL TEST</td>
<td>Allows testing of the displays to verify that all segments will light</td>
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<tr>
<td></td>
<td>ENTER/ACTION</td>
<td>✽</td>
<td>All segments in all of the displays should light</td>
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<td></td>
<td>DISPL TEST</td>
<td></td>
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<tr>
<td>OPTIONS</td>
<td>Repeat prior step</td>
<td></td>
<td>Segments will remain lit for short time then prior display will return</td>
</tr>
<tr>
<td>CONTINUE</td>
<td>READY</td>
<td></td>
<td>Options: 1. Close monetary door 2. Press another function switch 3. See advanced programming section for other options</td>
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<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSRCOE ...</td>
<td>AND THE DISPLAY INDICATES</td>
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<tr>
<td>Use HOME MTRS to</td>
<td>SERVICE</td>
<td>SERVICE</td>
<td>Service mode entered</td>
</tr>
<tr>
<td>place all motors</td>
<td>_____________</td>
<td>VERS XXXXX</td>
<td></td>
</tr>
<tr>
<td>in the home position</td>
<td>__________</td>
<td>DISPL TEST</td>
<td></td>
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<td></td>
<td>__________</td>
<td>HOME MTRS</td>
<td>Allows setting all of the motors to the home position</td>
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<tr>
<td></td>
<td>ENTER/</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>ACTION</td>
<td></td>
<td>All motors are put in home position if not already at home</td>
</tr>
<tr>
<td>OPTIONS</td>
<td>Repeat prior step</td>
<td>CONTINUE</td>
<td>Options:</td>
</tr>
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<td>1. Close monetary door</td>
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<td>2. Press another function switch</td>
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<td>3. See advanced programming section for other options</td>
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<td>Use COIN TEST to</td>
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<td>SERVICE</td>
<td>Service mode entered</td>
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<td>COIN TEST</td>
<td>Allows completion of</td>
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<td>Coin Test procedure</td>
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<tr>
<th>IF YOU WANT TO ...</th>
<th>ENTER THIS KEYSTROKE ...</th>
<th>AND THE DISPLAY INDICATES</th>
<th>COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use COIN TEST to check communication with Coin Mechanism</td>
<td>Deposit a Coin</td>
<td>OPTIONS</td>
<td>TT NDQ MM</td>
</tr>
<tr>
<td></td>
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<td></td>
<td>Coins are rejected if in Accept OFF mode</td>
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<td></td>
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<td></td>
<td><strong>TT</strong> = Type of coin seen by coin mechanism</td>
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<td></td>
<td>Options:</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>1. <strong>N</strong> = Nickel</td>
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<td></td>
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<td>2. <strong>D</strong> = Dime</td>
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<td>3. <strong>Q</strong> = Quarter</td>
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<td>4. <strong>DO</strong> = Dollar (Mars TRC)</td>
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<td><strong>NDQ</strong> = Tube inventory</td>
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<td>Options:</td>
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<td></td>
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<td></td>
<td>1. <strong>N</strong> = nickel tube at or above sensor</td>
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<td>2. <strong>D</strong> = dime tube at or above sensor</td>
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<td>3. <strong>Q</strong> = quarter tube at above sensor</td>
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<td>4. The letters <strong>NDQ</strong> not displayed when inventory in the respective tube is below sensor</td>
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<td><strong>MM</strong> = Messages</td>
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<td>Options:</td>
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<td></td>
<td>1. <strong>TB</strong> = coin went to the tube</td>
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<td>2. <strong>CB</strong> = coin went to the cash box</td>
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<td>Repeat prior step with another coin</td>
<td>OPTIONS</td>
<td>CONTINUE</td>
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<td>READY</td>
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<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<tr>
<td>Use VALIDATOR TEST to check communication with the Validator</td>
<td>SERVICE</td>
<td>SERVICE</td>
<td>Service mode entered</td>
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<td>VERS X00XX</td>
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<td>DISPL TEST</td>
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<td>HOME MTRS</td>
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<td>COIN TEST</td>
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<td></td>
<td>VALDTR TEST</td>
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<td>Allows completion of Validator Testing procedure</td>
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<td></td>
<td>ACCEPT ON</td>
<td></td>
<td>Bill Validator will accept bills while in Validator Test mode</td>
</tr>
<tr>
<td></td>
<td>ACCEPT OFF</td>
<td></td>
<td>Bill Validator will not accept bills while in Validator Test mode</td>
</tr>
<tr>
<td></td>
<td>ENTER/ACTION</td>
<td>OPTIONS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ACCEPT OFF</td>
<td>OPTIONS</td>
<td>Switch between Accept OFF and Accept ON modes</td>
</tr>
<tr>
<td></td>
<td>ACCEPT ON</td>
<td>OPTIONS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>COINS ONLY</td>
<td>OPTIONS</td>
<td>If Validator Test is set to Accept OFF</td>
</tr>
<tr>
<td></td>
<td>BILLS ON</td>
<td>OPTIONS</td>
<td>If Validator Test is set to Accept ON</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>IF YOU WANT TO ...</th>
<th>ENTER THIS KEYSKROKE ...</th>
<th>AND THE DISPLAY INDICATES</th>
<th>COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use VALIDATOR TEST to check communication with Bill Validator</td>
<td>Insert a Bill</td>
<td>COINS ONLY</td>
<td>Bills are rejected if in Accept OFF mode</td>
</tr>
<tr>
<td></td>
<td></td>
<td>BILLS XX</td>
<td>Bills are accepted if in Accept ON mode</td>
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<td></td>
<td></td>
<td></td>
<td>XX = total number of bills you have inserted</td>
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<td></td>
<td>XX is increased by one each time a bill is accepted</td>
</tr>
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<td></td>
<td>Bills are accepted as long as change can be made. This applies when escrow has been enabled</td>
</tr>
<tr>
<td>Options</td>
<td>Repeat prior step with another bill</td>
<td></td>
<td>This test does not change the bill count data</td>
</tr>
<tr>
<td></td>
<td>CONTINUE</td>
<td>READY</td>
<td>Options:</td>
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<td></td>
<td></td>
<td></td>
<td>1. Close monetary door</td>
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<td></td>
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<td>2. Press another function switch</td>
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<td></td>
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<td></td>
<td>3. See advanced programming section for other options</td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEystROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<tr>
<td>P13-1</td>
<td><strong>TEST VEND</strong></td>
<td><strong>TEST .00</strong></td>
<td>Test Vend mode entered</td>
</tr>
<tr>
<td>TEST VEND a single selection</td>
<td>Use Selection Switch Panel to enter the selection to be vended</td>
<td><strong>PRICE .00</strong></td>
<td>Selection is vended.</td>
</tr>
<tr>
<td>Without using money to establish credit</td>
<td></td>
<td></td>
<td>Options:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1. Repeat prior step for another selection</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>2. Press FREE VEND twice</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3. Close cabinet door and TEST VEND one more selection</td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<tr>
<td>P13-2 TEST VEND a single selection ... Using money to establish EXACT credit</td>
<td>TEST VEND</td>
<td>TEST .00</td>
<td>Test Vend mode entered</td>
</tr>
<tr>
<td></td>
<td>Deposit coins and/or currency to establish a credit</td>
<td>CREDIT .XX</td>
<td>XX is the amount of credit established</td>
</tr>
<tr>
<td></td>
<td>Use Selection Switch Panel to enter the selection to be vended</td>
<td>PRICE .XX</td>
<td>XX is the price of the selection The selection is vended and the credit is returned.</td>
</tr>
<tr>
<td></td>
<td>CONTINUE</td>
<td></td>
<td>Options: 1. Repeat prior step for another selection 2. Press FREE VEND twice 3. Close cabinet door and TEST VEND one more selection</td>
</tr>
<tr>
<td>IF YOU WANT TO ...</td>
<td>ENTER THIS KEYSTROKE ...</td>
<td>AND THE DISPLAY INDICATES</td>
<td>COMMENTS</td>
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<tr>
<td>TEST VEND a single selection</td>
<td>TEST VEND</td>
<td>TEST .00</td>
<td>Test Vend mode entered</td>
</tr>
<tr>
<td>Using money to establish EXCESS</td>
<td>Deposit coins and/or</td>
<td>CREDIT .XX</td>
<td>XX is the amount of credit established</td>
</tr>
<tr>
<td>credit</td>
<td>currency to establish</td>
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<td></td>
<td>a credit</td>
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<tr>
<td></td>
<td>Use Selection Switch</td>
<td>PRICE .XX</td>
<td>XX is the price of the selection</td>
</tr>
<tr>
<td></td>
<td>Panel to enter the selection to be vended</td>
<td></td>
<td>The selection is vended, correct change is returned and the credit is returned.</td>
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<td>CONTINUE</td>
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<tr>
<td>Options:</td>
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<tr>
<td>1. Repeat prior step for another selection</td>
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<td>2. Press FREE VEND twice</td>
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<td>3. Close cabinet door and TEST VEND one more selection</td>
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<td>IF YOU WANT TO ...</td>
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<td>COMMENTS</td>
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<tr>
<td>TEST VEND a single selection ... Using money to establish a credit SMALLER than the price of the selection</td>
<td>TEST VEND</td>
<td>TEST .XX</td>
<td>Test Vend mode entered</td>
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<tr>
<td>Deposit coins and/or currency to establish a credit</td>
<td></td>
<td>CREDIT .XX</td>
<td>XX is the amount of credit established</td>
</tr>
<tr>
<td>Use Selection Switch Panel to enter the selection to be vended</td>
<td></td>
<td>PRICE .XX</td>
<td>XX is the price of the selection</td>
</tr>
<tr>
<td>Deposit additional coins and/or currency to establish correct amount of credit</td>
<td></td>
<td>CREDIT .XX</td>
<td>XX is the total credit established. Selection is vended. Change due is returned Credit is returned</td>
</tr>
</tbody>
</table>
| CONTINUE | | | Options:
1. Repeat prior step for another selection
2. Press FREE VEND twice
3. Close cabinet door and TEST VEND one more selection |