## SII CONTROLLER PROGRAMMING

The controller has three modes of operation:
NORMAL, SYSTEM SET-UP/AUDIT and SYSTEM DIAGNOSTICS

## NORMAL MODE:

In normal mode, the display will show a solid decimal point. A flashing decimal point indicates a recognized failure. When money is inserted, the display indicates the total amount of the deposit. The select buttons are used to select the product.

## SYSTEM SET-UP/AUDIT MODE:

System set-up/audit mode is entered when the vender inner door is open and the system set-up/audit switch is pressed. The controller display shows "Hd' at this time. The message indicates what function the controller is prepared to perform. When the top two select buttons $\mathbf{1 \& 2}$ are pressed simultaneously, the controller goes to the next function and displays a message from the list below.

## SYSTEM DIAGNOSTICS MODE:

System diagnostics mode is entered when the vender inner door is open and


In-Line


Side-By-Side
the system diagnostics switch is pressed. The controller display shows 'SE-" at this time. The message indicates what functions the controller is prepared to perform. If there is a problem, the controller display will show a message. 'SS-\#' is a select switch problem, 'JC\#' is a jammed column problem, and ' $\mathbf{P b f}^{\prime \prime}$ is a power board failure (replace board). When the top two select buttons $\mathbf{1} \boldsymbol{\&} \mathbf{2}$ are pressed simultaneously, the controller goes to the next function and displays a message from the system diagnostics list.

EXIT SYSTEM SET-UP/AUDIT OR DIAGNOSTIC MODE:
Closing the inner door or a two minute inactivity time-out will exit the system set-up/audit or diagnostics mode.

## FRONT PANEL PROGRAMMING SYSTEM SET-UP/AUDIT MENU

## Hd - Historical Data:

This section shows the user the vender accounting over the life of the vender. Use the following select buttons to view the total sales in dollars, total number of vends and the total number of vends for each selection.
$\begin{array}{ll}\text { Press Select Button 1: } & \text { Shows the historical total cash sales for the life of the vender. } \\ \text { Press Select Button 2: } & \text { Shows the historical total number of vends. } \\ \text { Press Select Button 3: } & \begin{array}{l}\text { Shows the historical number of vends by selection. Each selection automatically scrolls across the } \\ \text { display. }\end{array}\end{array}$
Press Select Buttons $1 \& 2$ simultaneously to move to the next item on the menu.

## Rd - Resettable Data:

This section shows the user the vender accounting data since the time of the last counter reset.

Press Select Button 1: Shows the total cash collected since the last counter reset.
Press Select Button 2: Shows the total number of vends since the last counter reset.
Press Select Button 3: Shows the total number of vends by selection since the last counter reset. Each selection automatically scrolls across the display.
Press \& Hold Select Button 4: This button zeros the resettable data described above. Hold button "4" for 5 seconds and
"COUntErS rESEt" will be displayed. At this time, all resettable data will return to " 0 ".
Press select buttons $1 \& 2$ simultaneously to move to the next item on the menu.

## C-d - COIN DUMP/COIN FILL MODE:

## C-d - COIN DUMP:

This section is used to dump coins from the coin mechanism while in "C-d" mode.

Press \& Hold Select Button 1:<br>Dump Nickels.<br>Press \& Hold Select Button 2: Dump Dimes<br>Press \& Hold Select Button 3: Dump Quarters.

## C-d - COIN FILL MODE:

This section is used to count coins loaded in the top (separator) of the coin mech. Insert coins in the top (separator) of the coin mech. The total value of the coins will be displayed and will be counted in the DEX audit data, so the SII controller knows exactly how much change is in the coin mech.
Press select buttons $1 \& 2$ simultaneously to move to the next item on the menu.

## ESC - ESCROW:

This section supports five escrow options. To show the current escrow condition, push any select button. To change the escrow condition press and hold the appropriate select button.

Press \& Hold Select Button $\qquad$ 'Pr" - Escrow to Price
The \#1 sold out lamp will illuminate. The escrow condition is "escrow to price". All dollar bills will be stacked. No cancel sale is allowed once minimum vend price is met or exceeded.

Press \& Hold Select Button 22 'E-S4' - Escrow to Select 4
The \#2 sold out lamp will illuminate. The escrow condition is "escrow to select" with all dollar bills being stacked. Cancel sale will return the deposit from the coin changer (i.e. 4 quarters).

Press \& Hold Select Button 3 "E-S1" - Escrow to Select 1
The \#3 sold out lamp will illuminate. The escrow condition is "escrow to select" with the last dollar bill that meets or exceeds maximum vend price being escrowed in the validator. Cancel sale will return the held dollar bill and any amount over $\$ 1$ will be returned from the coin changer

## Press \& Hold Select Button $4 \quad$ "CR" - Change Rules (for use with foreign L-Plus coin mechs only)

Some countries have coin mechs that do not use all three coin tubes. This would not allow the SII to come out of exact change mode. To accommodate this, the Change Rules section allows the SII to be programmed to use the tubes necessary for the SII to not be in an exact change mode.
To enter "CR", press and hold \#4 select button for 15 seconds.

To show the current Change Rules condition, press any select button and the display will show " $A b C^{\prime}$ ", indicating tubes $A, B$, and $C$ must have change. A refers to the tube on the left, C refers to the tube on the right, and B refers to the tube in the middle

To Change the Change Rules Condition:

Press Select Button 1:
Press Select Button 2:
Press Select Button 3:

When pressed enables and disables Tube A.
When pressed enables and disables Tube B.
When pressed enables and disables Tube C.

Press select buttons 1 and 2 simultaneously to get back to ESC.

Some foreign note acceptors that use a pulsed signal to indicate the value of the note being accepted must have the value of that pulse (the note factor) programmed in the vender. The SII will determine the value of the note inserted by multiplying the number of pulses counted by the Note Factor programmed.

To enter " $n F^{\prime}$ ":
To show current Note Factor " $n F$ " condition:
To change the Note Factor " $n F$ " conditions:

Press and hold \#5 select button for 15 seconds.
Press any select button and the current value will be displayed.
Press and hold any select button. The Note Factor will increment or decrement from 100 to 10000 . To change from increment to decrement, release the select button and press it again.

Note: $\quad$ The decimal point position will be communicated by the coin mechanism to the SII control board.
Press select buttons $1 \& 2$ simultaneously to move to the next item on the menu.

## COIn - COIN MECH SELECTION:

This function is used to display and change the coin mechanism selected. To display the current coin mechanism selected, press a select button. To change the coin mechanism selected, press and hold the appropriate button until the display shows the new mechanism selected. Note: The sold out lamp that corresponds with the select button will also illuminate.

```
Press & Hold Select Button 1: Micro-Mech/Controller nn
Includes: \(\quad 110 \mathrm{v}(12 \mathrm{pin})\) Changers listed:
Mars TRC 6000
Coinco 9300L
MAKA USPX001
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Includes: 24 v ( 15 pin ) Changers listed:
Mars TRC 6010XV
Coinco 9302LF

## CAUTION: DO NOT USE 24V (12 Pin) CHANGERS. USE OF 24V (12 Pin) CHANGER WILL CAUSE DAMAGE TO ELECTRONICS PACKAGE AND CHANGER.

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Press & Hold Select Button 2: L + Coin Mech Lt
Press & Hold Select Button 3: Executive Coin Mech EC
Press & Hold Select Button 4: BDV Coin Mech bdu
Press & Hold Select Button 5: Multi Drop Coin Mech ndb
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    Includes: Coinco 9302GX
    Mars TRC 6510
    Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## SOI - Sold-Out Indication:

This function indicates sold-out by either discrete sold-out LEDs or by "sold-out" message on the display. The sold-out message appears when the select button of an empty column is pressed. To display the current sold out indication, press any select button.
To Change Sold-Out Indication:
Press \& Hold Select Button 1: $\quad$ "dIS" will be displayed and the \#1 sold out lamp will illuminate. The sold-out indication is the discrete sold-out lights.

Press \& Hold Select Button 2:
"nES" will be displayed. The sold-out indication is the displayed "Sold-out" message when a select button is pushed.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## S-P - SET PRICE:

This function is used to set the price of each selection. When a select button is pressed, the price for that selection will be displayed. If the button is held in, the price will increment or decrement. To change from increment to decrement, release the select button and press it again.

Note: The SII's multi-pricing capability allows you to set all selections to any price in the range of $\$ 0.00$ to $\$ 12.50$.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## StS - SPACE TO SALES:

To view the space to sales condition, press any select button to display the current selections assigned to that select button. To change space to sales condition:

## To Add Selection:

Press Set-Up Switch, "Add" will be displayed. Note: Pressing the set-up switch will toggle between add and delete. Press and hold any select button, whichever select button you are holding is the select button the additional selection will be assigned. While holding the select button, the display will read "Add \#" and the selection will increment from 1 to 10 . Release select button when the desired selection \# to be added is displayed. A message will scroll across the display telling you what selection will be assigned to the button you were holding. Depress SetUp switch to complete space to sales decision and re-enter service mode.

## To Remove Selection:

Press Set-Up Switch twice, "dEL" will be displayed. Note: Pressing the set-up switch will toggle between add and delete. Press and hold any select button, the select button you are holding is the select button from which the additional selection will be removed. While holding select button, the display will read "dEL \#" and the selections will increment from 1 to 10 . Release select button when the desired selection \# to be removed is displayed. A message will scroll across the display telling you what selection will be deleted from the button you were holding. Depress Set-Up Switch to complete space to sales decision and re-enter service mode.

NOTE: Only one space to sales change may be made at a time. The set-up/audit switch must be pressed before and after each change.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## tInE - TIME:

To display time, press and let go of any select button. Time will be displayed in military time ( 24 hour clock). To change time, press and hold select button 1 or 2 , the time will increment or decrement. To change from increment to decrement, release the select button and press it again.

Press Select button 1 to set hours.
Press Select button 2 to set minutes.
Press Select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## dAtE - DATE:

To view date, press and let go of select button 1 or 2 to display month and day, press and let go of button $\mathbf{3}$ to display day of week, press and let go of button 4 to display year.

To change date, press and hold a select button to set the following:

| Press Select Button 1: | Month |  |  |  |  |
| :---: | :--- | :--- | :--- | :--- | :--- |
| Press Select Button 2: |  | Day |  |  |  |
| Press Select Button 3: |  | Day Of Week |  |  |  |
| Sunday | 1 | Wednesday | 4 | Saturday | 7 |
| Monday | 2 | Thursday | 5 |  |  |
| Tuesday | 3 | Friday | 6 |  |  |
| Press Select Button 4: |  | Year |  |  |  |

Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## LAOS - LIMITED ACCESS ON SELECTION:

This function is used to set selection(s) which will be limited during certain periods of the day. To view the limited access on selection condition, press and let go of any select button. A message will appear on the display telling you if limited access is disabled or if any selections are enabled. To change limited access on any selection, press and hold the desired select button until the message displayed is the desired limited access condition for that selection.

Enabled \#s - Selection(s) displayed are on limited access.
Disabled - All selections are not on limited access.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## LAOd - LIMITED ACCESS ON DAYS:

This function is used to set the days of the week for limited access. To view the limited access on days condition, press and let go of any select button. A message will appear on the display telling you if limited access is disabled or enabled for any days.

| Sunday | 1 | Tuesday | 3 | Thursday | 5 | Saturday | 7 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Monday | 2 | Wednesday | 4 | Friday | 6 |  |  |

To change limited access on days:
To Add Days:
Press set-up switch, "Add" will appear on display. Press and hold any select button to scroll through days. Release select button at desired day to enable limited access. Press set-up switch to complete limited access on days decision.

## To Remove Days:

Press set-up switch, "Add" will appear on display. Press set-up switch again, "dEL" will appear on display. Press and hold any select button to scroll through days. Release select button at desired day to disable limited access on that day. Press set-up switch to complete limited access on days decision. This must be done for each day to be removed.

NOTE: Only one limited access on days may be made at a time. The set-up/audit switch must be pressed before and after each change. Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## PEr1 PERIOD 1 FOR ENGAGING AND DISENGAGING LIMITED ACCESS:

This function is used to set time to start and end limited access. To display PEr1 start time, press and let go of select button 1 or 2 . To display PEr1 end time, press and let go of select button 3 or 4.

## To Change:

PEr1 Start Time:
To change start time, hold select button $\mathbf{1}$ to change hours, and select button $\mathbf{2}$ to change minutes. The time will increment or decrement. To change from increment to decrement, release the select button and press again.

## PEr1 End Time:

To change end time, hold select button 3 to change hours, and select button 4 to change minutes. The time will increment or decrement. To change from increment to decrement, release the select button and press again.
Note: $\quad$ Start time has to be less than end time. You must set an on and off time when using Per1.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## PEr2-PERIOD 2 FOR ENGAGING AND DISENGAGING LIMITED ACCESS:

Set time to start and end limited access the same as period 1.
Limited access can be enabled for two different periods in one day. Period 2 must be greater than period 1.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## S-P2 PRICE - SECONDARY SET PRICE:

This function is used to set a secondary price for each selection. When a select button is pressed, the price for that selection will be displayed. If the button is held in, the price will increment or decrement. To change from increment to decrement, release the select button and press it again.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## Pr2P - PERIOD FOR ENGAGING AND DISENGAGING SECONDARY PRICES:

This function is used to set time to start and end secondary prices. To display Pr2P start time, press and let go of select button 1 or 2 . To display $\operatorname{Pr} 2 \mathrm{P}$ end time press and let go of select button 3 or 4.

To Change:
Pr2P Start Time:
To change start time, hold select button $\mathbf{1}$ to change hours, and select button 2 to change minutes. The time will increment or decrement. To change from increment to decrement, release the select button and press again.

## Pr2P End Time:

To change end time, hold select button 3 to change hours, and select button $\mathbf{4}$ to change minutes. The time will increment or decrement. To change from increment to decrement, release the select button and press again.

There is only one period in a day for enabling secondary pricing.
Note: Start time has to be less than end time. You must set an on and off time when using Pr2P.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## Pr2d - SECONDARY PRICING ON DAYS

This function is used to set the days of the week for secondary pricing. To view the Pr2d press and let go of any select button. A message will appear on the display telling you if $\operatorname{Pr} 2 d$ is disabled or if any days are enabled.

| Sunday | 1 | Tuesday | 3 | Thursday | 5 | Saturday | 7 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Monday | 2 | Wednesday | 4 | Friday | 6 |  |  |

To change Pr2d:
To Add Days:
Press set-up switch, "Add" will appear on display. Press and hold any select button to scroll through days. Release select button at desired day to enable Pr2d. Press set-up switch to complete Pr2d decision.

## To Remove Days:

Press set-up switch, "Add" will appear on display. Press set-up switch again, "dEL" will appear on display. Press and hold any select button to scroll through days. Release select button at desired day to disable Pr2d. Press set-up switch to complete Pr2d decision.

NOTE: Only one secondary pricing on days may be made at a time. The set-up/audit switch must be pressed before and after each change.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## PrOn - PROMOTIONAL SALES

This function is used to initiate a promotional sale. To show the current promotional condition,

Press Select Button 1: To show number of vends required to initiate promotion.
Press Select Button 2: To show number of free beverages to be delivered after the number of required vends have occurred, as programmed, to initiate promotion.
To show the selections that are enabled for the promotion.

To change the promotional sales conditions,
Press Select Button 1: "Un-0", where 0 is the number of vends required to initiate the promotional sale. To change the number of vends required, press and hold select button 1 . The number of vends will increment to a maximum of 25 and then return to zero.
Note: If "Un-0", the promotion is disabled.

Press Select Button 2:
"Fr- 0 ", where 0 is the number of free beverages delivered after the number of vends have occurred as programmed above. To change the number of free beverages, press and hold select button 2. The number of free beverages will increment to a maximum of 25 and then return to zero.

Press Select Button 3: Display will show "disabled" or enabled \# (s) where \# shows the selections that are enabled for the promotion to occur. To add or delete selections:
A) Press the system set-up/audit switch. The display will show "Add", indicating selections will be added. Press the system set-up/audit switch again and the display will show "dEL", indicating selections will be deleted.
B) Press and hold any select button. The display will show "Add \#" or "dEL \#", where \# is a select button number. While holding a select button, the \# will increment to the maximum select button number and return to 1 .
C) Release the select button when the desired selection \# to be added or deleted is displayed. A message will scroll across the display, telling you what selection will be added or deleted.
D) Depress the system set-up/audit switch to complete the decision.

Note: Only one selection may be added or deleted at a time. The system set-up/audit must be pressed before and after each change.

Important: Promotional sales, when enabled, will be on at all times of the day.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## Lan6 - LANGUAGE

This function is used to set the language that will be used for display messages. To display the current language selected, press any select button. To change the language selected, press and hold the appropriate select button until the display shows the new language selected. Note: The sold out lamp that corresponds with the select button will illuminate.

| Press \& Hold Select Button 1: | English En6L |
| :--- | :--- |
| Press \& Hold Select Button 2: | German 6erN |
| Press \& Hold Select Button 3: | Spanish SPn |
| Press \& Hold Select Button 4: | French Frn |
| Press \& Hold Select Button 5: | Italian ItA |

Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## ECnt - ELECTRONIC COUNTER

This function is used to show historical total vends, interval product counts that have occurred for prices being used, and interval product count for each selection from outside the vender.

To show the current count, hold the $*$ four keys programmed for five (5) seconds. The display will show historical total vends. To view other data, press:

| Press Select Button 1: | Show historical total vends. |
| :--- | :--- |
| Press Select Button 2: | Show list of prices and interval product counts that have occurred for those prices. |
| Press Select Button 3: | Show interval product count for each selection. |
| Press Select Button 4: | Press and hold for 5 (five) seconds to reset interval data. |

Note: There is a two (2) minute time-out that will return the vender to normal vending mode or press any select button greater than \#4.

* Electronic Counter Four (4) Key Programming

To view current setting, press any select button. The display will show the four (4) select buttons chosen or "----". "----" means no code is programmed.

To change four (4) key program:
A) Press system set-up/audit. Display will show "----", indicating the new code is ready to be entered.
B) Press the four (4) select buttons that are desired to be in the code. As they are pressed, the display will change to show the four (4) select buttons chosen. Note: Four (4) separate buttons must be used or the pattern will not be saved.
C) Press the system set-up/audit switch. The display will change back to "ECnt".

## SII SYSTEM DIAGNOSTICS MENU

If there is a problem, the controller display will show a message, when the system diagnostics switch is pressed. If "SS-\#" is displayed, there is a select switch problem. If "JC-\#" is displayed, there is a jammed column. Clear the jam and press a select button to acknowledge the correction. The motor will home at that point. If "Pb-\#'" is displayed, there is a problem with the board or motor switch on the column number shown.

## "SE-" - Select Switch Test

Press any select button, and the display will indicate the number of the select button pressed.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## 'SOLt' - Sold Out Light Test

When set for discrete sold-out LEDs (dIS):
Press any select button. The sold-out lights will illuminate in order and the display will reflect the sold-out light being illuminated.
When set for "sold-out" message on display (nES):
Press any select button. The display will scroll "SL-1" through "SL-10".
NOTE: The sold-out lights will not be illuminated.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## 'SP-\#' - Sold Out Paddle Test

Use this to test the sold-out switches if the vender is empty. The display will reflect any Sold-Out Paddles that are pressed, indicating that a column is full. The display will scroll through the columns in which the sold-out paddles are pressed. Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## 'Su-\#' - Sold Out Switch Test

Use this to test the sold-out switches if the vender is full. The display will reflect any Sold Out Switches that are pressed, indicating that the column is empty. The display will scroll through the columns that are sold out.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.
'nt-1" - Motor Test
Press Select Button 1: Until desired motor \# to run is shown on the display.
Press Select Button 2: To run the selected motor. The display will show "tEStin6" and the selected motor will run.
For the selected motor, sold out light \#1 will flash if vend motor is not home, vend motor is not present or vend switch has a problem.

To home a motor if JC-\# shows but there is not a jam, press and hold select button \#1.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.
'Cn" - Coin Mech Test
Insert coins. The value of coins will be reflected on display.
Press Select Button 1: To display the Coin Mechanism setting.
Press Select Button 2: To return the coins inserted.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.
'nA" - Note Acceptor Test
Insert note.
The value of note will be reflected on display.
Press Select Button 1: To display the Note Acceptor setting. ("LL" - low level, "HL" - high level or "ndb" - multi-drop note acceptor)
Press Select Button 2: To stack the note and cancel the credit.
Press Select Button 3: To return the note and cancel the credit.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## "dSP'" - Display Test

Press select button 1 and the display segments will illuminate in a scrolling manner, while blinking the exact change LED. Note:
Display boards prior to December 1993 will not scroll, but if button $\mathbf{1}$ is held "rrrr" will flash continuously on the display.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## 'UErS'' - Version of Software

Press any select button and the display will scroll the software revision level in the control box.
Example: $57390-\mathrm{X}$. "X" represents the software revision level in the control box. All software prior to -7 will not have this diagnostic feature.
Press select buttons $1 \& 2$ simultaneously to move to the next item on menu.

## "Undr" - Vender Identification

Press any select button and the display will show 01,02 , or 03 for the vender type, that the software has determined, based on the select panel harness input. The vender types are:

| "01" | Coke venders |
| :--- | :--- |
| "02" | Pepsi venders |
| "03" | Generic venders |

## SII QUICK REFERENCE MENU PROMPTS

## System Set-Up / Audit Menu

Hd - Historical Data<br>rd - Resettable Data<br>C-d - Coin Dump/Fill<br>ESC - Escrow<br>Pr - Escrow to Price<br>E-S4 - Escrow to Select w/ Change<br>E-S1 - Escrow to Select w/ Bill<br>CR - Change Rules<br>$\mathbf{n F}$ - Note Factor<br>COIn - Coin Mech<br>SOI - Sold-Out Indication<br>S-P - Set Price<br>StS - Space-to-Sales<br>tInE - Time<br>dAtE<br>LAOS - Limited Access on Selection<br>LAOd - Limited Access on Days<br>Per1 - Period 1 for LAOS<br>Per2 - Period 2 for LAOS<br>S-P2 - Secondary Set Price<br>Pr2P - Period for Secondary Price<br>Pr2d - Set Secondary Day<br>PrOn - Promotion<br>Lan6 - Language<br>Eent - External Counters

## System Diagnostics Menu

SE- Select Switch Test
SOLt - Sold-Out Indicator Test
SP-\# - Sold-Out Paddle Test
Su-\# - Sold-Out Switch Test
nt-1 - Motor Test
Cn - Coin Mech Test
nA - Note Acceptor Test
dSP - Display Test
UErS - Version of Software
Undr - Vender Identification

Press \& hold select buttons $1 \& 2$ simultaneously to move through the menus from top to bottom.

