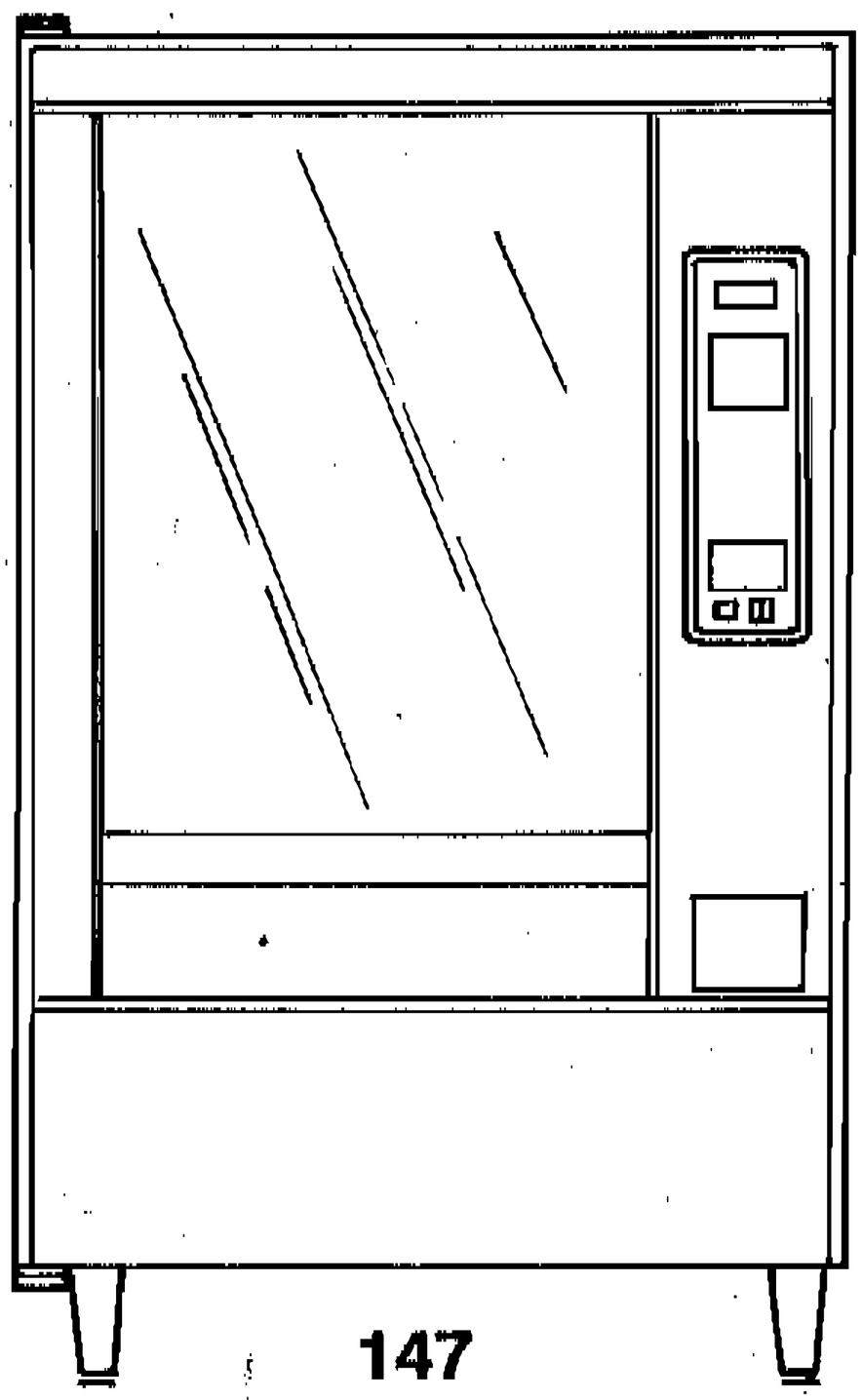
PROGRAMMING SECTION

**1470010 Rev A**

# SnackCenter I

# 147/148

# OPERATION & MAINTENANCE MANUAL



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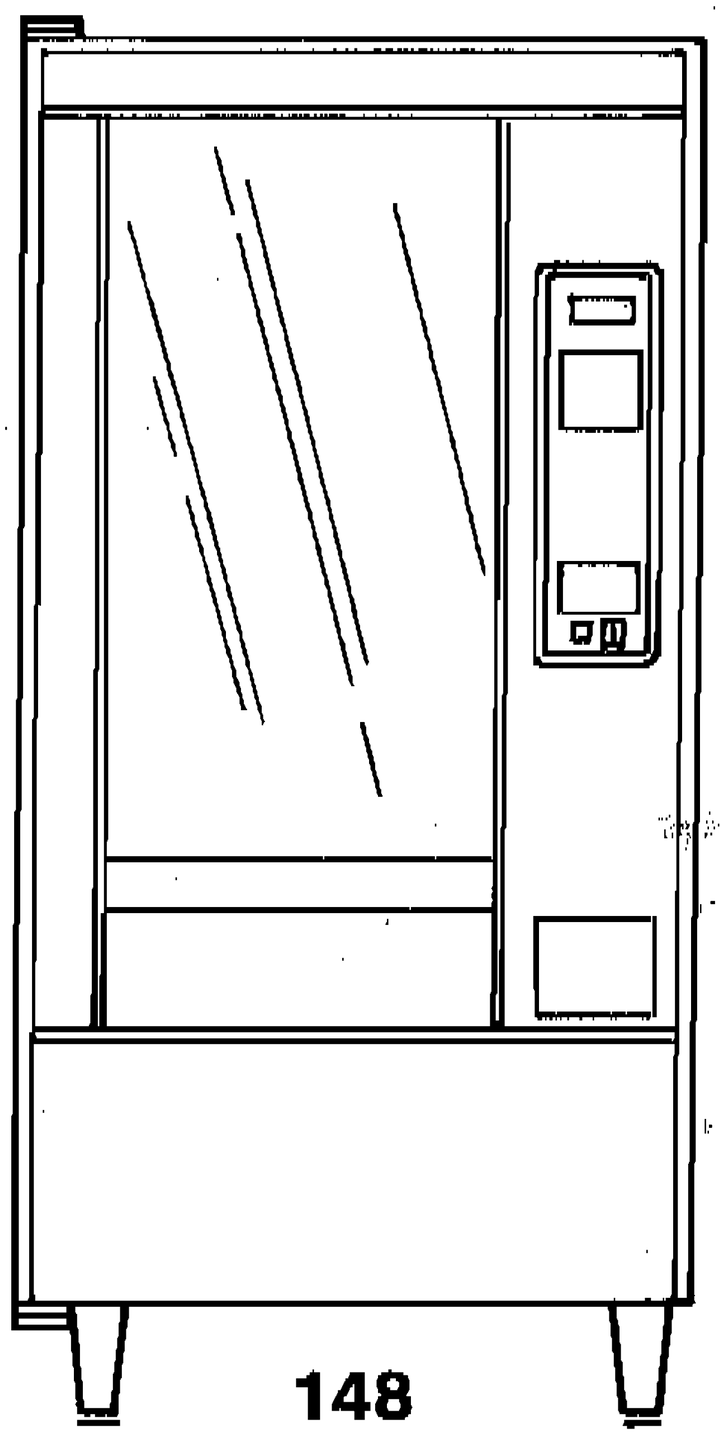

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CRANE

CRANE-NATIONAL VENDORS
12955 ENTERPRISE WAY
BRIDGETON, MO 63044

# PROGRAMMING DIRECTORY

| FUNCTION | IF YOU WANT TO ... | | | COMPLETE THIS PROCEDURE |
|---|---|---|---|---|
| CODE | Access functions/procedures reserved for the Supervisor | | | P0-1 |
| PRICE | Set entire machine to one price | | | P1-1 |
| | Set a tray to one price | | | P1-2 |
| | Price an individual selection | | | P1-3 |
| | Check the price of an individual selection | | | P1-3 |
| DATA | COUNTS (Volume) | TOTAL VENDS | For the machine | P2-2a |
| | | | For a tray | P2-2b |
| | | | For a selection | P2-2c |
| | | FREE VENDS | For the machine | P2-3a |
| | | | For a tray | P2-3b |
| | | | For a selection | P2-3c |
| | | TEST VENDS | For the machine | P2-15a |
| | | | For a tray | P2-15b |
| | | | For a selection | P2-15c |
| | SALES (Value) | TOTAL SALES | For the machine | P2-7a |
| | | | For a tray | P2-7b |
| | | | For a selection | P2-7c |
| | | FREE VEND SALES | For the machine | P2-8a |
| | | | For a tray | P2-8b |
| | | | For a selection | P2-8c |
| | Validator stacker bill inventory | | | P2-13 |
| | Coin Mech tube inventory | | | P2-14 |
| | Cash Box inventory | | | P2-16 |
| FREE VEND | Put the merchandiser on Free Vend | | | P3-1 |
| | Take merchandiser off Free Vend | | | P3-2 |

| FUNCTION | IF YOU WANT TO ... | | COMPLETE THIS PROCEDURE |
|---|---|---|---|
| CONFIGURE | Set the basic configuration for the machine | | P4-1 |
| | Couple or uncouple adjacent positions on a tray | | P4-2 |
| | Identify the type of Coin Mech being used | | P4-3 |
| | Identify the type of Bill Validator being used | | P4-4 |
| | Identify the language to be used in the display messages | | P4-5 |
| | Limit access to functions with LOCK/UNLOCK procedure | | P4-6 |
| | Define the number of $1 bills validator will accept | | P4-7 |
| | Set the Validator for ESCROW or NO ESCROW | | P4-8 |
| | Tell the Controller which trays are in use | | P4-9 |
| PAYOUT | A SINGLE COIN | Quarter | P5-1 |
| | | Dime | P5-2 |
| | | Nickel | P5-3 |
| | INVENTORY OF AN ENTIRE TUBE | Quarter | P5-4 |
| | | Dime | P5-5 |
| | | Nickel | P5-6 |
| | INVENTORY OF ALL TUBES | | P5-7 |
| SERVICE | Retrieve the Software Version number | | P7-1 |
| | Check operation of the display elements | | P7-2 |
| | Put all of the motors in the Home position | | P7-3 |
| | Check communication with the Coin Mech | | P7-4 |
| | Check communication with the Bill Validator | | P7-5 |
| TEST VEND | A single selection without establishing credit | | P13-1 |
| | A single selection after establishing EXACT credit | | P13-2 |
| | A single selection after establishing LESS credit than required | | P13-3 |
| | A single selection after establishing MORE credit than required | | P13-4 |

## 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.

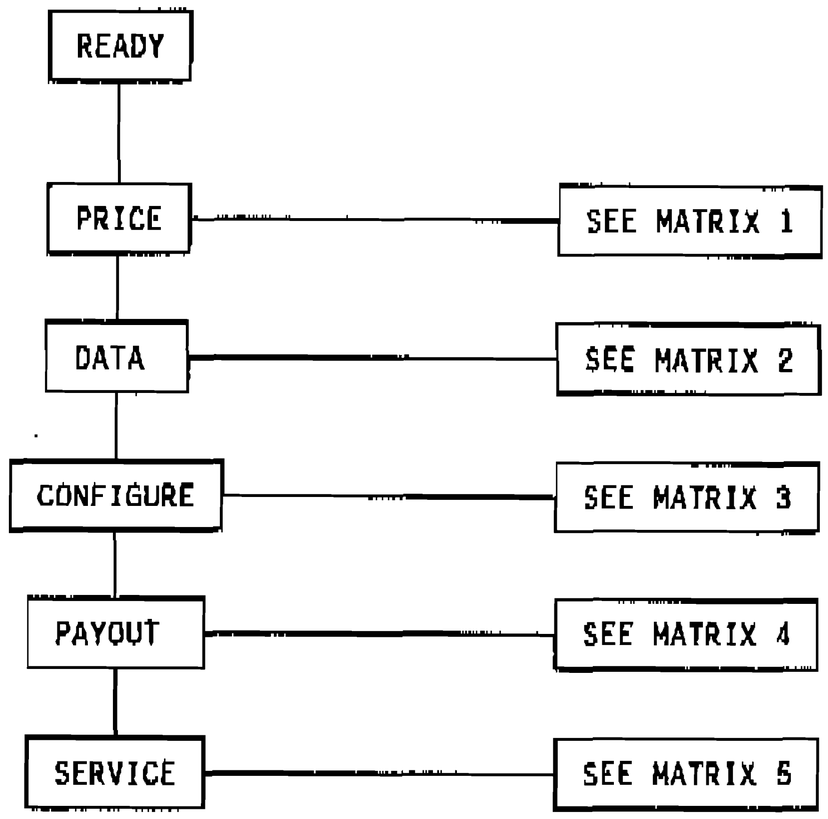
   * Start at the top and work your way down in the Tray Column on the left side of the procedure table.

   * 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".

| When You Enter This Keystroke ... | This Will Happen ... |
|---|---|
| DATA | You will enter the DATA mode |
| → | You will enter the COUNTER category |
| ↓ | You will enter the SALES category |
| → | You will enter the TOTAL SALES sub-group |
| ↓ | You will enter the FREE SALES sub-group |
| → | You will enter the Machine Level FREE SALES retrieval procedure |
| → | You will enter the Tray Level FREE SALES retrieval procedure<br>The display will show A*F$ XXXXX |
| C | The display will show C*F$ XXXXX<br>---<br>XXXXX is the value of the FREE VEND Sales for Tray C. |
| At this point, you have some options. | |
| OPTIONS: Close the monetary door | This will end the programming session. |
| OPTIONS: Press another function switch | This will allow you to begin another programming procedure |
| OPTIONS: Use an Advanced Technique | These will be explained under "Advanced Programming Techniques" |

PROGRAMMING MATRIX: OVERALL

# OVERALL
# PROGRAMMING MATRIX

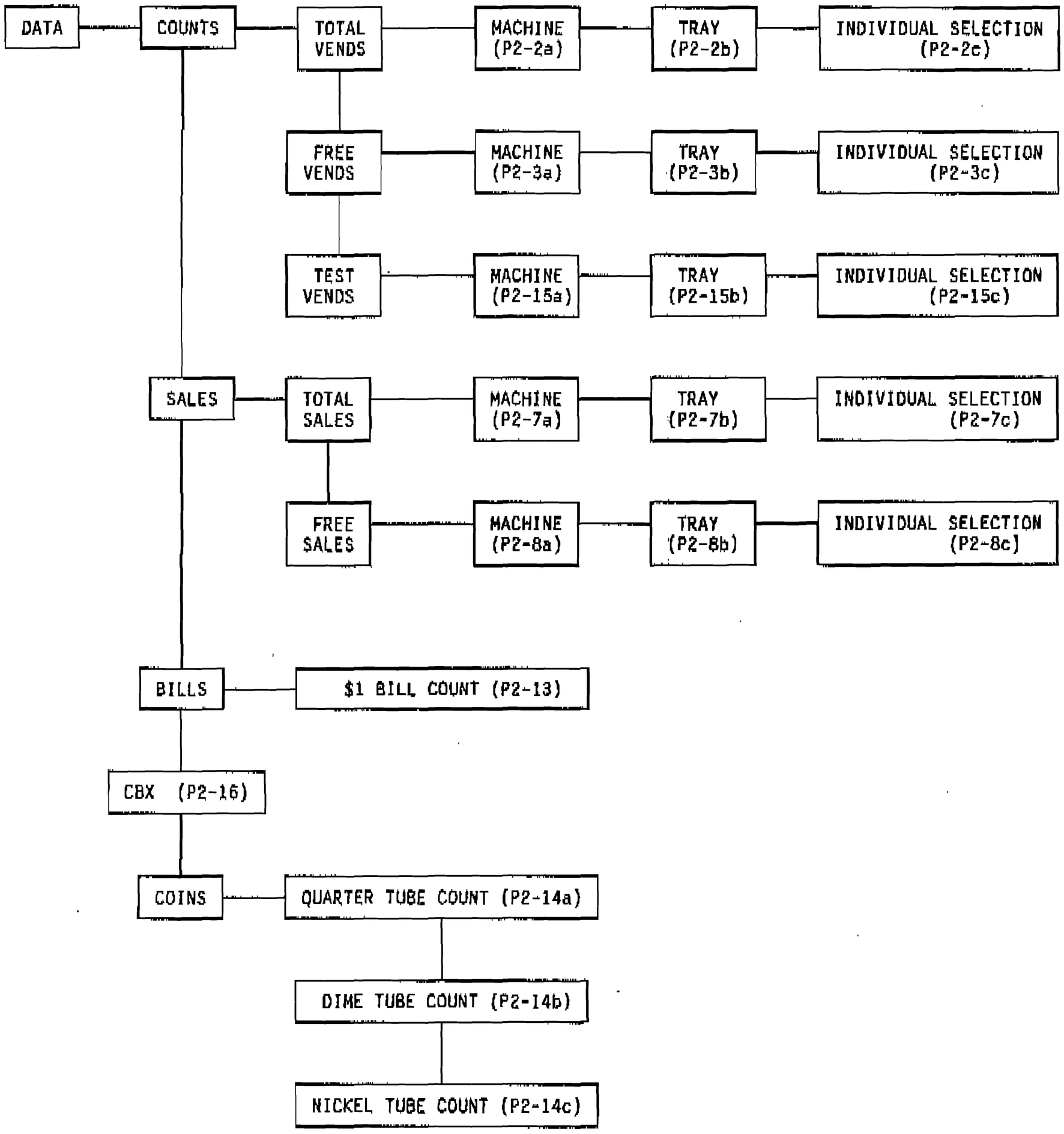


# PRICE
# PROGRAMMING MATRIX

MATRIX 1: PRICE

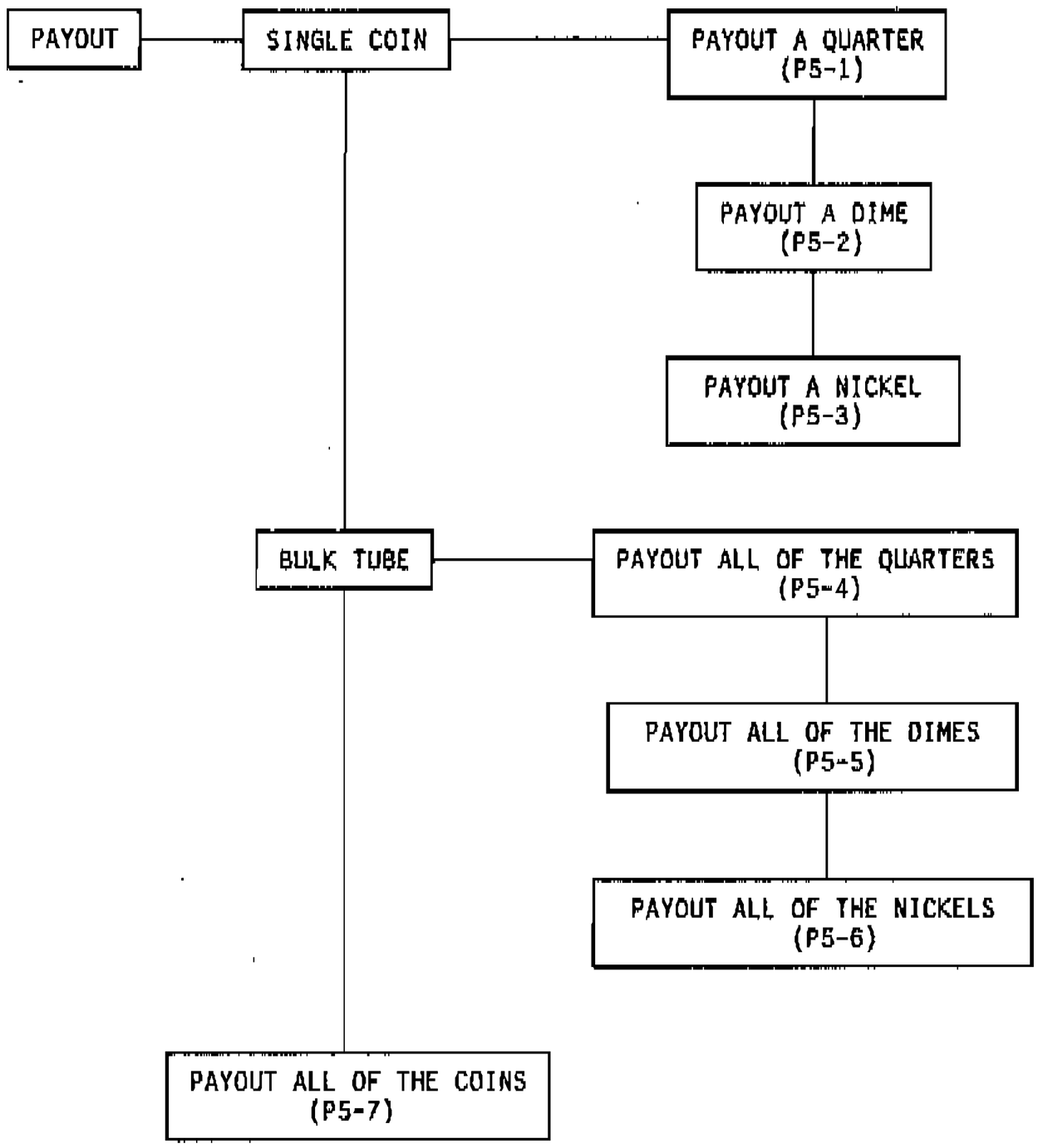
MATRIX 2: DATA

# DATA
# PROGRAMMING MATRIX

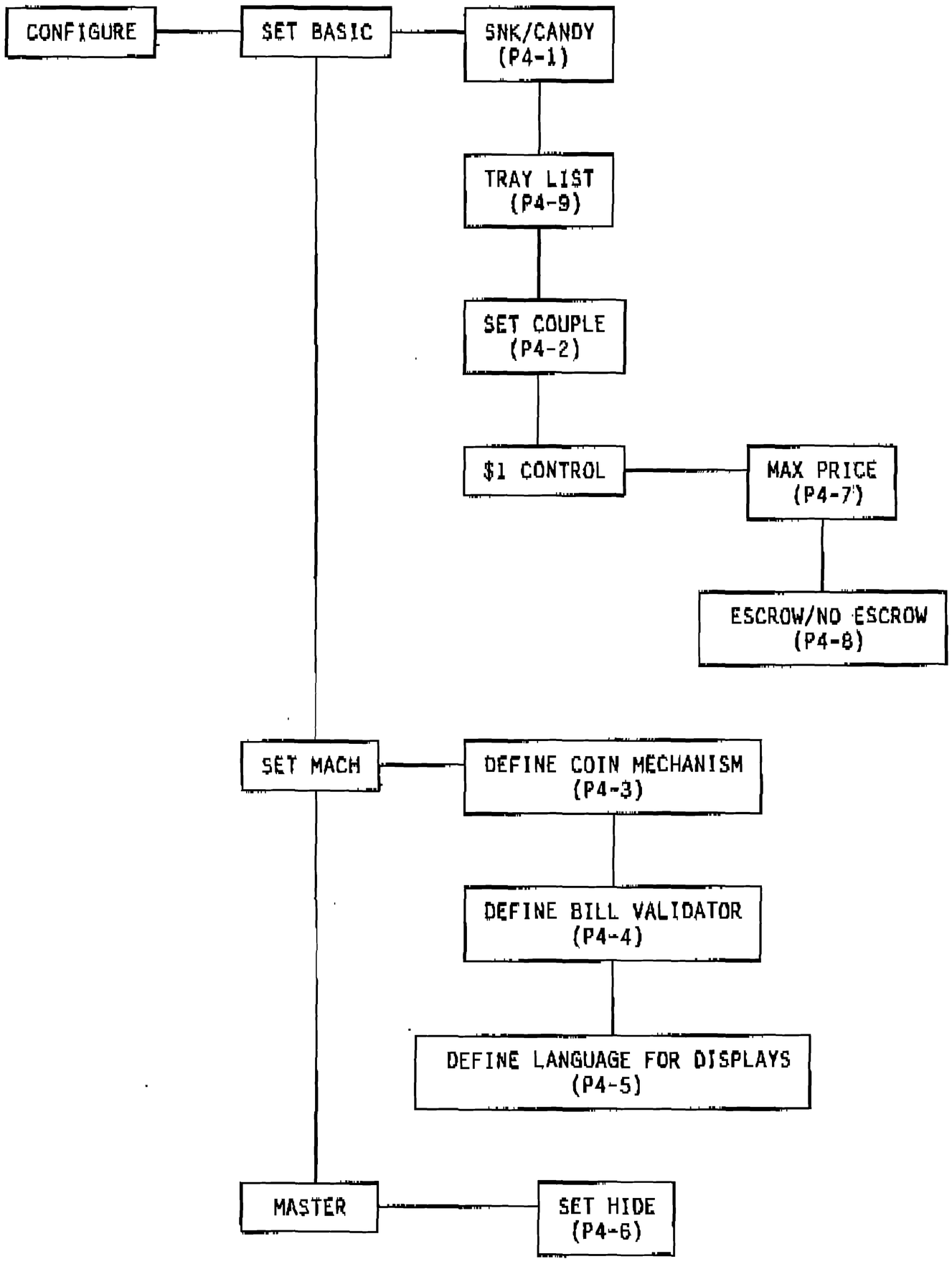


MATRIX 4: PAYOUT

# PAYOUT
# PROGRAMMING MATRIX

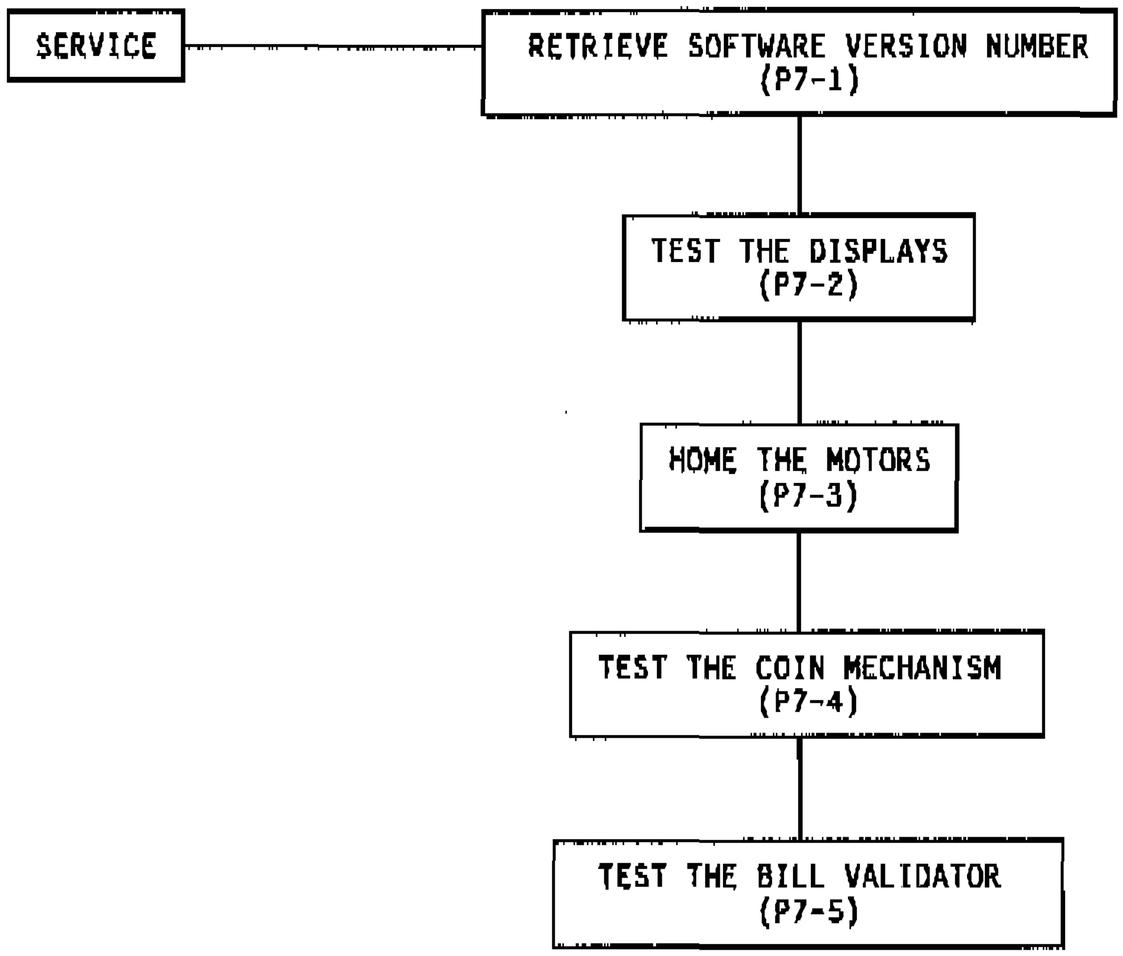


# CONFIGURE
# PROGRAMMING MATRIX




MATRIX 3: CONFIGURE

# SERVICE
# PROGRAMMING MATRIX



## EXAMPLE 1 USING ADVANCED PROGRAMMING TECHNIQUES

Current Task: Retrieving *FREE VENDS* for a selection

Next Task: Retrieve *TOTAL VENDS* for a Tray

METHOD A

| When You Enter This Keystroke ... | This Will Happen ... |
|---|---|
| ← | You will enter Tray Level FREE VEND retrieval procedure |
| ← | You will enter Machine Level FREE VEND retrieval procedure |
| ← | You will enter the FREE VEND group |
| ↑ | You will enter the TOTAL VEND group |
| → | You will enter the Machine Level TOTAL VEND procedure |
| → | You will enter the Tray Level TOTAL VEND retrieval procedure |
| See P2-2b for the remaining steps | You will be able to retrieve TOTAL VENDS for the tray |

METHOD B

| When You Enter This Keystroke ... | This Will Happen ... |
|---|---|
| HOME | You will move to the DATA function |
| → | You will move to the COUNTERS category |
| → | You will move to the TOTAL VENDS group |
| → | You will enter the Machine Level TOTAL VEND procedure |
| → | You will enter the Tray Level TOTAL VEND retrieval procedure |
| See P2-2b for the remaining steps | You will be able to retrieve TOTAL VENDS for the tray |

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

| When You Enter This Keystroke ... | This Will Happen ... |
|---|---|
| → | You will enter the Tray Level TOTAL SALES procedure |
| → | You will enter the Selection Level TOTAL SALES procedure |
| See P2-7c for the remaining steps | You will be able to retrieve TOTAL SALES for a selection |

METHOD B

| When You Enter This Keystroke ... | This Will Happen ... |
|---|---|
| HOME | You will enter the DATA function |
| → | You will enter the COUNTERS category |
| ↓ | You will enter the SALES category |
| → | You will enter the TOTAL SALES group |
| → | You will enter the Machine Level TOTAL SALES procedure |
| → | You will enter the Tray Level TOTAL SALES procedure |
| → | You will enter the Selection Level TOTAL SALES procedure |
| See P2-7c for the remaining steps | You will be able to retrieve TOTAL SALES for a selection |

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

| When You Enter This Keystroke ... | This Will Happen ... |
|---|---|
| PAYOUT | You will enter the PAYOUT function |
| → | You will enter the SINGLE COIN category |
| → | You will enter the Quarter Level PAYOUT procedure |
| ↓ | You will enter the Dime Level PAYOUT procedure |
| ↓ | You will enter the Nickel Level PAYOUT procedure |
| See P5-3 for the remaining steps. | You will be able to PAYOUT a Nickel |

METHOD B

| When You Enter This Keystroke ... | This Will Happen ... |
|---|---|
| HOME | You will enter the CONFIGURE function |
| ↓ | You will enter the PAYOUT function |
| → | You will enter the SINGLE COIN category |
| → | You will enter the Quarter Level PAYOUT procedure |
| ↓ | You will enter the Dime Level PAYOUT procedure |
| ↓ | You will enter the Nickel Level PAYOUT procedure |
| See P5-3 for the remaining steps. | You will be able to PAYOUT a Nickel |

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.

| If Your Location In The Matrix Is ... | Pressing HOME Will Move You To ... |
|---|---|
| The Function Column | The READY Position |
| Anywhere else in the Matrix | The Root Function of the procedure where you are currently located |

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

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| Access all of the Functions including those reserved for the Supervisor | HOME | | |
| | ↑ | CODE | |
| | → | ENTER CODE | |
| | ENTER/ACTION | UNLOCK | |
| | HOME | CODE | |
| | CONTINUE | | You may access any of the Functions.<br><br>Follow the procedures in the Programming Section of this Manual |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| Access all of the Functions including those reserved for the Supervisor | HOME | | |
| | ↑ | CODE | |
| | → | ENTER CODE | |
| | ENTER/ACTION | UNLOCK | |
| | HOME | CODE | |
| | CONTINUE | | You may access any of the Functions.<br><br>Follow the procedures in the Programming Section of this Manual |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|---|
| P1-1<br><br>PRICE the entire machine to one price | PRICE | | PRICE | Price setting mode entered |
| | → | | MACH LVL | Allows pricing for the entire machine at one time |
| | → | | ** PR XX.XX | XX.XX is the price from the last pricing session |
| | Use Selection Switch Panel to enter a new price for the machine | | ** PR XX.XX | |
| | OPTIONS | ENTER/ ACTION | MACH LVL | XX.XX from prior display becomes the new price for entire machine. ALL PRIOR PRICES ARE REPLACED BY THIS PRICE. |
| | | CONTINUE | | XX.XX from prior display is recorded for future reference. It will appear in the display the next time you enter MACH LVL.<br>---<br>PRIOR PRICES ARE NOT CHANGED TO THIS PRICE.<br>---<br>Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P1-2<br><br>PRICE a Tray to one Price | PRICE | PRICE | Price setting mode entered |
| | → | MACH LVL | |
| | ↓ | TRAY LVL | Allows Pricing of an entire Tray at the same time |
| | → | T* PR XX.XX | XX.XX is the price from the last pricing session |
| | OPTIONS: Procede to next step if you want to Price this Tray | | |
| | OPTIONS: Enter ID for another Tray that you want to Price | | Use Selection Switch Panel to make entry |
| | Use Selection Switch Panel to enter a new price for the tray | T* PR XX.XX | |
| | OPTIONS: ENTER/ ACTION | TRAY LVL | XX.XX from prior display becomes the new price for entire tray. ALL PRIOR PRICES ARE REPLACED BY THIS PRICE. |
| | OPTIONS: CONTINUE | | XX.XX from prior display is recorded for future reference. It will appear in the display the next time you enter TRAY LVL.<br>---<br>PRIOR PRICES ARE NOT CHANGED TO THIS PRICE.<br>---<br>Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P1-3<br><br>PRICE an individual selection | PRICE | PRICE | Price setting mode entered |
| | → | MACH LVL | |
| | ↓ | TRAY LVL | |
| | ↓ | SELECT LVL | Allows pricing for an individual selection |
| | → | TC PR XX.XX | TC = Selection ID<br>---<br>T = Tray ID<br>Options:A B C D E F G H<br>---<br>C = Column Position<br>Options: 0 1 2 3 4 5 6 7 8 9 |
| | OPTIONS: Procede to next step if you want to price this Selection | | |
| | OPTIONS: Enter ID for another Selection that you want to Price | | Use Selection Switch Panel to make entry |
| | Use Selection Switch Panel to enter new Price for the Selection | | XX.XX is the new Price for the Selection |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

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| If you want to retrieve TOTAL VEND COUNTS by | | | ENTER THIS | AND THE DISPLAY | |
|---|---|---|---|---|---|
| SELECTION | TRAY | MACHINE | KEYSTROKE ... | INDICATES ... | COMMENTS |
| X | X | X | DATA | DATA | Data mode entered |
| X | X | X | → | COUNTERS | Allows retrieval of Count data |
| X | X | X | → | TOT VENDS | Allows retrieval of Total Vend Counts |
| X | X | X | → | **T XXXXXX | XXXXXX = Total Vend Count for the machine |
| X | X | | → | T*CTXXXXXX | T = Tray ID<br>Options: A B C D E F G H<br>---<br>XXXXXX = Total Vend Count for the tray |
| | X | | Enter ID for tray of interest | | Use Selection Switch Panel to make entry |
| X | | | → | TC XXXXXX | TC = Selection ID. Where -<br>---<br>T = Tray ID<br>Options: A B C D E F G H<br>---<br>C = Column ID<br>Options: 0 1 2 3 4 5 6 7 8 9<br>---<br>XXXXXX = Total Vend Count for the selection |
| X | | | Enter ID for the selection of interest | | Use Selection Switch Panel to make entry |
| X | X | X | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

c b a

| If you want to retrieve FREE VEND COUNTS by | | | ENTER THIS | AND THE DISPLAY | |
|---|---|---|---|---|---|
| SELECTION | TRAY | MACHINE | KEYSTROKE ... | INDICATES ... | COMMENTS |
| X | X | X | DATA | DATA | Data mode entered |
| X | X | X | → | COUNTERS | Allows retrieval of Count Data |
| X | X | X | → | TOT VENDS | |
| X | X | X | ↓ | FREE CNT | Allows retrieval of Free Vend Counts |
| X | X | X | → | **FV XXXXXX | XXXXXX = Free Vend Count for the machine |
| X | X | | → | T*FV XXXXXX | T = Tray ID<br>Options: A B C D E F G H<br>---<br>XXXXXX = Free Vend Count for the tray |
| | X | | Enter ID for tray of interest | | Use Selection Switch Panel to make entry |
| X | | | → | TCFV XXXXXX | TC = Selection ID. Where -<br>---<br>T = Tray ID<br>Options: A B C D E F G H<br>---<br>C = Column ID<br>Options: 0 1 2 3 4 5 6 7 8 9<br>---<br>XXXXXX = Free Vend Count for the selection |
| X | | | Enter ID for the selection of interest | | Use Selection Switch Panel to make entry |
| X | X | X | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

c b a

| If you want to retrieve TOTAL SALES by | | | ENTER THIS | AND THE DISPLAY | |
|---|---|---|---|---|---|
| SELECTION | TRAY | MACHINE | KEYSTROKE ... | INDICATES ... | COMMENTS |
| X | X | X | DATA | DATA | Data mode entered |
| X | X | X | → | COUNTERS | |
| X | X | X | ↓ | SALES | Allows retrieval of Sales data |
| X | X | X | → | TOT SLS | Allows retrieval of Total Sales data |
| X | X | X | → | **$ XXXXXX | XXXXXX = Total Sales for the machine |
| X | X | | → | T*$ XXXXXX | T = Tray ID<br>Options: A B C D E F G H<br>---<br>XXXXXX = Total Sales for the Tray |
| | X | | Enter ID for tray of interest | | Use Selection Switch Panel to make entry |
| X | | | → | TC$ XXXXXX | TC = Selection ID. Where -<br>---<br>T = Tray ID<br>Options: A B C D E F G H<br>---<br>C = Column ID<br>Options: 0 1 2 3 4 5 6 7 8 9<br>---<br>XXXXXX = Total Sales for the selection |
| X | | | Enter ID for the selection of interest | | Use Selection Switch Panel to make entry |
| X | X | X | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

c b a

| If you want to retrieve FREE VEND SALES by | | | ENTER THIS | AND THE DISPLAY | |
|---|---|---|---|---|---|
| SELECTION | TRAY | MACHINE | KEYSTROKE ... | INDICATES ... | COMMENTS |
| X | X | X | DATA | DATA | Data mode entered |
| X | X | X | → | COUNTERS | |
| X | X | X | ↓ | SALES | Allows retrieval of Sales data |
| X | X | X | → | TOT SLS | |
| X | X | X | ↓ | FREE SLS | Allows retrieval of Free Vend Sales data |
| X | X | X | → | **F$ XXXXXX | XXXXXX = Free Vend Sales for the machine |
| X | X | | → | T*F$ XXXXXX | T = Tray ID<br>Options: A B C D E F G H<br>---<br>XXXXXX = Free Vend Sales for the tray |
| | X | | Enter ID for tray of interest | | Use Selection Switch Panel to make entry |
| X | | | → | TCF$ XXXXXX | TC = Selection ID. Where -<br>---<br>T = Tray ID<br>Options: A B C D E F G H<br>---<br>C = Column ID<br>Options: 0 1 2 3 4 5 6 7 8 9<br>---<br>XXXXXX = Free Vend Sales for the selection |
| X | | | Enter ID for the selection of interest | | Use Selection Switch Panel to make entry |
| X | X | X | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| If you want to know the validator BILL count for | | ENTER THIS | AND THE DISPLAY | |
|---|---|---|---|---|
| $1 BILLS | | KEYSTROKE ... | INDICATES ... | COMMENTS |
| X | | DATA | DATA | Data mode entered |
| X | | → | COUNTERS | |
| X | | ↓ | SALES | |
| X | | ↓ | BILLS | Allows retrieval of the number of bills controller sees in validator stacker inventory |
| X | | → | ONES XXX | XXX = The number of $1 bills controller sees in validator inventory |

| If you want to know the tube COIN count for | | | ENTER THIS | AND THE DISPLAY | |
|---|---|---|---|---|---|
| 5¢ | 10¢ | 25¢ | KEYSTROKE ... | INDICATES ... | COMMENTS |
| X | X | X | DATA | DATA | Data mode entered |
| X | X | X | → | COUNTERS | |
| X | X | X | ↓ | SALES | |
| X | X | X | ↓ | BILLS | |
| X | X | X | ↓ | CBX | |
| X | X | X | ↓ | COINS | Allows retrieval of the number of coins controller sees as inventory in Coin Mech tubes |
| X | X | X | → | QTR XXX | XXX = The number of Quarters controller sees in tube inventory |
| X | X | | ↓ | DIM XXX | XXX = The number of Dimes controller sees in tube inventory |
| X | | | ↓ | NKL XXX | XXX = The number of Nickels controller sees in tube inventory |

c b a

| If you want to retrieve TEST VEND COUNTS by | | | ENTER THIS | AND THE DISPLAY | |
|---|---|---|---|---|---|
| SELECTION | TRAY | MACHINE | KEYSTROKE ... | INDICATES ... | COMMENTS |
| X | X | X | DATA | DATA | Data mode entered |
| X | X | X | → | COUNTERS | Allows retrieval of Count Data |
| X | X | X | → | TOT VENDS | |
| X | X | X | ↓ | FREE CNT | |
| X | X | X | ↓ | TEST VENDS | Allows retrieval of Test Vend Counts |
| X | X | X | → | **TV XXXXXX | XXXXXX = Test Vend Count for the machine |
| X | X | | → | T*TV XXXXXX | T = Tray ID<br>Options: A B C D E F G H<br>---<br>XXXXXX = Test Vend Count for the tray |
| | X | | Enter ID for tray of interest | | Use Selection Switch Panel to make entry |
| X | | | → | TCTV XXXXXX | TC = Selection ID. Where -<br>---<br>T = Tray ID<br>Options: A B C D E F G H<br>---<br>C = Column ID<br>Options: 0 1 2 3 4 5 6 7 8 9<br>---<br>XXXXXX = Test Vend Count for the selection |
| X | | | Enter ID for the selection of interest | | Use Selection Switch Panel to make entry |
| X | X | X | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| If You Want To Know The Value Of The Coins Sent To The CASH BOX | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES ... | COMMENTS |
|---|---|---|---|
| X | DATA | DATA | Data mode entered |
| X | → | COUNTERS | |
| X | ↓ | SALES | |
| X | ↓ | BILLS | |
| X | ↓ | CBX XXXX | XXXX = Value of coins sent to the CASH BOX |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P3-1<br><br>Put the merchandiser on FREE VEND | FREE VEND | NO MONEY / REQUIRED | Free Vend mode entered |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P3-2<br><br>Take the merchandiser off FREE VEND | FREE VEND | READY | Free Vend mode exited |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

P4-1

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P4-1<br><br>Set the basic CONFIGURATION | CONF | CONFIGURE | Configure mode entered |
| | → | SET BASIC | Allows selection of a basic configuration |
| | → | Basic Configuration Is Displayed | Options: SNK/CANDY<br>SNK/CANS<br>SNK/COFFEE<br>SN/CAN/COF |
| | ENTER/ ACTION | SNK/CANDY | Scroll through list of basic configurations until SNK/CANDY is displayed |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P4-2<br><br>COUPLE or UNCOUPLE two adjacent positions on a tray | CONF | CONFIGURE | Configure mode entered |
| | → | SET BASIC | |
| | → | SNK/CANDY | Allows configuration of a Snack and Candy machine |
| | Press ↓ <u>two</u> times | SET COUPLE | Allows coupling and uncoupling of adjacent positions |
| | → | CPLT 02468 | T = Tray ID<br>Options: A B C D<br>E F G H |
| | Use Selection Switch Panel to select a tray. Enter the tray ID. | | Allows selection of the tray with positions to be coupled or uncoupled |
| | OPTIONS: Couple a of pair of motors that are not presently coupled.<br>---<br>Enter Column ID for the left most Column in the pair | | The column ID is shown for each column pair that is coupled<br>---<br>If the column ID is not shown, the pair is NOT coupled |

| WHEN THIS SHOWN | THIS PAIR COUPLED |
|---|---|
| 0 | 0 and 1 |
| 2 | 2 and 3 |
| 4 | 4 and 5 |
| 6 | 6 and 7 |
| 8 | 8 and 9 |

| USE THIS SWITCH | TO COUPLE OR UNCOUPLE THIS PAIR |
|---|---|
| 0 | 0 and 1 |
| 2 | 2 and 3 |
| 4 | 4 and 5 |
| 6 | 6 and 7 |
| 8 | 8 and 9 |

| | | | |
|---|---|---|---|
| | OPTIONS: Uncouple a pair of motors that are presently coupled.<br>---<br>Enter Column ID for the left most Column in the pair | | |
| | OPTIONS: Make no changes | | |
| | OPTIONS: Repeat prior step. | | |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P4-3<br><br>Define the COIN MECH being used | CONF | CONFIGURE | Configure mode entered |
| | → | SET BASIC | |
| | ↓ | SET MACH | Allows machine interface selection |
| | → | Defined Coin Mech Is Displayed | Options: DUMB MECH<br>EXEC MECH<br>NO COIN MK |
| | ENTER/ ACTION | | Scroll through list of Coin Mech options until the type you want to use is displayed |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P4-4<br><br>Define the VALIDATOR being used | CONF | CONFIGURE | Configure mode entered |
| | → | SET BASIC | |
| | ↓ | SET MACH | Allows machine interface selection |
| | → | Defined Coin Mech Is Displayed | |
| | ↓ | Defined Validator Is Displayed | Options: NO VALDTR<br>PULSE $1<br>PULSE $1/5 *<br>SERIAL VAL<br><br>* Not Supported |
| | ENTER/ ACTION | | Scroll through list of Validator options until the type you want to use is displayed |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P4-5<br><br>Define the LANGUAGE used in the displays | CONF | CONFIGURE | Configure mode entered |
| | → | SET BASIC | |
| | ↓ | SET MACH | Allows machine interface selection |
| | → | Defined Coin Mech Is Displayed | |
| | ↓ | Defined Validator Is Displayed | |
| | ↓ | Defined Language Is Displayed | Options: US ENGLISH<br>UK ENGLISH<br>GERMAN LNG<br>DUTCH LNG<br>FRENCH LNG *<br><br>* Not Supported |
| | ENTER/ ACTION | | Scroll through list of Language options until the language you want to use is displayed |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| Control Access to Functions with the LOCK/UNLOCK Procedure | Open the Cabinet Door | | |
| | ↑ | CODE | |
| | → | ENTER CODE | You are being asked to enter the Supervisory Access Code |
| | ENTER/ACTION | UNLOCK | You now have access to the Supervisory procedures |
| | HOME | CODE | You may now access any of the Functions or Procedures |
| | CONF | CONFIGURE | You may now access the CONFIGURE Function |
| | → | SET BASIC | |
| | Press ↓ two times | MASTER | You may now access the procedures available only to the Supervisor |
| | → | SET HIDE | You may now lock and unlock functions |
| | → | OPTIONS: FUNCTION ... LOCKED | Users must have the Supervisors Code to to access this function |
| | | OPTIONS: FUNCTION ... UNLOCK | All users have access to this function |
| | OPTIONS: Press ENTER/ACTION to change from LOCK to UNLOCK for this function | FUNCTION ... UNLOCK | |
| | OPTIONS: Press ENTER/ACTION to change from UNLOCK to LOCK for this function | FUNCTION ... LOCK | |
| | Press ↓ to LOCK or UNLOCK other Functions | OPTIONS: FUNCTION ... LOCKED | |
| | | OPTIONS: FUNCTION ... UNLOCK | |
| | OPTIONS: Repeat prior step for another function | | |
| | OPTIONS: CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| Define the number of $1 bills to be accepted by the Validator | CONF | CONFIGURE | Configure mode entered |
| | → | SET BASIC | Allows selection of a basic configuration |
| | → | SNK/CANDY | |
| | Press ↓ three times | $1 CONTROL | You may now define the number of $1 bills the validator will accept |
| | → | MAX PRICE | Bills will be accepted up to first whole dollar over highest price |
| | OPTIONS: Set the number of $1 bills accepted to MAX PRICE by proceeding to the last step | | |
| | Press ENTER/ACTION to move to the second $1 bill Accept option | FIXED N | This option is not supported at this time |
| | Press ENTER/ACTION to move to the third $1 bill Accept option | AUTO LIMIT | When Validator is set for ESCROW, bills are accepted as long as enough change can be returned |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | | COMMENTS |
|---|---|---|---|---|
| Set the Validator for ESCROW or for NO ESCROW | CONF | CONFIGURE | | Configure mode entered |
| | → | SET BASIC | | Allows selection of a basic configuration |
| | → | SNK/CANDY | | |
| | Press ↓ three times | $1 CONTROL | | You may now define the number of $1 bills the validator will accept |
| | → | OPTIONS | MAX PRICE | |
| | | | FIXED | |
| | | | AUTO LIMIT | |
| | ↓ | OPTIONS | ESCROW | Pressing coin return button will allow full refund of the credit when no purchase is made |
| | | | NO ESCROW | Forces the purchase and returns change due at end of vend |
| OPTIONS | Press ENTER/ACTION to change from ESCROW to NO ESCROW | NO ESCROW | | |
| | Press ENTER/ACTION to change from NO ESCROW to ESCROW | ESCROW | | |
| | Do nothing and select the displayed option | | | |
| | CONTINUE | | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|---|
| Identify the Trays that are in the merchandiser | CONF | | CONFIGURE | Configure mode entered |
| | → | | SET BASIC | Allows selection of a basic configuration |
| | → | | SNK/CANDY | |
| | ↓ | | TRAY LIST | With this procedure you can tell the Controller what Trays to look for when you close the door |
| | → | | ABCDEFGH | ABCDEFGH are Tray ID's<br><br>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 |
| | OPTIONS | Add a tray to the List of trays in use | | Press the ID letter of the tray to be added |
| | | Remove a tray from the List of trays | | Press the ID letter of the tray to be removed |
| | | Do nothing if the Tray List is correct | | |
| | OPTIONS | Repeat the prior step | | |
| | | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P5-1 | PAYOUT | PAYOUT | Payout mode entered |
| PAYOUT a single Quarter | → | SGL COIN | Enters individual coin Payout sequence |
| | → | QUARTER | |
| | ENTER/ ACTION | QUARTER | A single Quarter is paid out |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P5-2 | PAYOUT | PAYOUT | Payout mode entered |
| PAYOUT a single Dime | → | SGL COIN | Enters individial coin Payout sequence |
| | → | QUARTER | |
| | ↓ | DIME | |
| | ENTER/ ACTION | DIME | A single dime is paid out |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P5-3<br><br>PAYOUT a single Nickel | PAYOUT | PAYOUT | Payout mode entered |
| | → | SGL COIN | Enters individual coin Payout sequence |
| | → | QUARTER | |
| | ↓ | DIME | |
| | ↓ | NICKEL | |
| | ENTER/ ACTION | NICKEL | A single nickel is paid out |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P5-4<br><br>PAYOUT all of the quarters in tube inventory | PAYOUT | PAYOUT | Payout mode entered |
| | → | SGL COIN | |
| | ↓ | BULK TUBE | Allows unloading of entire tube inventory |
| | → | DOLLAR COIN | |
| | ↓ | QUARTER | Allows unloading of Quarter tube |
| | ENTER/ ACTION | | Controller pays out all quarters that it has in tube inventory |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P5-5<br><br>PAYOUT all of the dimes in tube inventory | PAYOUT | PAYOUT | Payout mode entered |
| | → | SGL COIN | |
| | ↓ | BULK TUBE | Allows unloading of entire tube inventory |
| | → | DOLLAR COIN | |
| | ↓ | QUARTER | |
| | ↓ | DIME | Allows unloading of dime tube |
| | ENTER/<br>ACTION | | Controller pays out all dimes that it has in tube inventory |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P5-6<br><br>PAYOUT all of the nickels in tube inventory | PAYOUT | PAYOUT | Payout mode entered |
| | → | SGL COIN | |
| | ↓ | BULK TUBE | Allows unloading of entire tube inventory |
| | → | DOLLAR COIN | |
| | ↓ | QUARTER | |
| | ↓ | DIME | |
| | ↓ | NICKEL | Allows unloading of nickel tube |
| | ENTER/<br>ACTION | NICKEL | Controller pays out all nickels that it has in tube inventory |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P5-7<br><br>PAYOUT all of the quarters, dimes & nickels in tube inventory | PAYOUT | PAYOUT | Payout mode entered |
| | → | SGL COIN | |
| | ↓ | BULK TUBE | |
| | ↓ | BULK ALL | Allows unloading of all tubes |
| | ENTER/ ACTION | BULK ALL | Controller pays out all quarters, dimes and nickels that it has in tube inventory |
| | CONTINUE | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| Retrieve the Software VERSION Number | SERVICE | SERVICE | Service mode entered |
| | ——— | VERS XXXXX | XXXXX = the version of software which is installed in the controller at this time |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|---|
| Test DISPLAYS for lighting of all segments | SERVICE | | SERVICE | Service mode entered |
| | → | | VERS XXXXX | |
| | ↓ | | DISPL TEST | Allows testing of the displays to verify that all segments will light |
| | ENTER/ ACTION | |  | All segments in all of the displays should light |
| | | | DISPL TEST | Segments will remain lit for short time then prior display will return |
| | OPTIONS | Repeat prior step | | |
| | | CONTINUE | READY | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|---|
| Use HOME MTRS to place all motors in the home position | SERVICE | | SERVICE | Service mode entered |
| | → | | VERS XXXXX | |
| | ↓ | | DISPL TEST | |
| | ↓ | | HOME MTRS | Allows setting all of the motors to the home position |
| | ENTER/ ACTION | | | All motors are put in home position if not already at home |
| | OPTIONS | Repeat prior step | | |
| | | CONTINUE | READY | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|---|
| Use COIN TEST to check communication with Coin Mechanism | SERVICE | | SERVICE | Service mode entered |
| | → | | VERS XXXXX | |
| | ↓ | | DISPL TEST | |
| | ↓ | | HOME MTRS | |
| | ↓ | | COIN TEST | Allows completion of Coin Test procedure |
| | → | OPTIONS | ACCEPT ON | Coin Mechanism will accept coins while in Coin Test mode |
| | | | ACCEPT OFF | Coin Mechanism will not accept coins while in Coin Test mode |
| | OPTIONS ENTER/ ACTION | OPTIONS | ACCEPT OFF | Switch between Accept OFF and Accept ON modes |
| | | | ACCEPT ON | |
| | ↓ | | Last message received from Coin Mechanism displayed | Keeps current ACCEPT option in effect while in Coin Test mode |

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| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | | COMMENTS |
|---|---|---|---|---|
| Use COIN TEST to check communication with Coin Mechanism | Deposit a Coin | OPTIONS | | Coins are rejected if in Accept OFF mode |
| | | | TT NDQ MM | Coins are accepted if in Accept ON mode<br>---<br>TT = Type of coin seen by coin mechanism<br>Options:<br>1. NI = Nickel<br>2. DI = Dime<br>3. QT = Quarter<br>4. DO = Dollar (Mars TRC)<br>---<br>NDQ = Tube inventory<br>Options:<br>1. N = nickel tube at or above sensor<br>2. D = dime tube at or above sensor<br>3. Q = quarter tube at above sensor<br>4. The letters N D Q not displayed when inventory in the respective tube is below sensor<br>---<br>MM = Messages<br>Options:<br>1. TB = coin went to the tube<br>2. CB = coin went to the cash box |
| | OPTIONS Repeat prior step with another coin | | | |
| | CONTINUE | READY | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| Use VALIDATOR TEST to check communication with the Validator | SERVICE | SERVICE | Service mode entered |
| | ——→ | VERS XXXXX | |
| | ↓ | DISPL TEST | |
| | ↓ | HOME MTRS | |
| | ↓ | COIN TEST | |
| | ↓ | VALDTR TEST | Allows completion of Validator Testing procedure |
| | ——→ | OPTIONS: ACCEPT ON | Bill Validator will accept bills while in Validator Test mode |
| | | OPTIONS: ACCEPT OFF | Bill Validator will not accept bills while in Validator Test mode |
| OPTIONS: ENTER/ ACTION | | OPTIONS: ACCEPT OFF | Switch between Accept OFF and Accept ON modes |
| | | OPTIONS: ACCEPT ON | |
| | ↓ | OPTIONS: COINS ONLY | If Validator Test is set to Accept OFF |
| | | OPTIONS: BILLS OO | If Validator Test is set to Accept ON |

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| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | | COMMENTS |
|---|---|---|---|---|
| Use VALIDATOR TEST to check communication with Bill Validator | Insert a Bill | OPTIONS | COINS ONLY | Bills are rejected if in Accept OFF mode |
| | | | BILLS XX | Bills are accepted if in Accept ON mode<br>---<br>XX = total number of bills you have inserted<br>---<br>XX is increased by one each time a bill is accepted<br>---<br>Bills are accepted as long as change can be made. This applies when escrow has been enabled<br>---<br>This test does not change the bill count data |
| | OPTIONS: Repeat prior step with another bill | | | |
| | CONTINUE | READY | | Options:<br>1. Close monetary door<br>2. Press another function switch<br>3. See advanced programming section for other options |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P13-1<br><br>TEST VEND a single selection<br>. . .<br>Without using money to establish credit | TEST VEND | TEST .00 | Test Vend mode entered |
| | Use Selection Switch Panel to enter the selection to be vended | PRICE .00 | Selection is vended. |
| | CONTINUE | | Options:<br>1. Repeat prior step for another selection<br>2. Press FREE VEND twice<br>3. Close cabinet door and TEST VEND one more selection |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P13-2<br><br>TEST VEND a single selection<br>. . .<br>Using money to establish EXACT credit | TEST<br>VEND | TEST .00 | Test Vend mode entered |
| | Deposit coins and/or currency to establish a credit | CREDIT .XX | XX is the amount of credit established |
| | Use Selection Switch Panel to enter the selection to be vended | PRICE .XX | XX is the price of the selection<br>. . .<br>The selection is vended and the credit is returned. |
| | CONTINUE | | Options:<br>1. Repeat prior step for another selection<br>2. Press FREE VEND twice<br>3. Close cabinet door and TEST VEND one more selection |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P13-3<br><br>TEST VEND a single selection<br>. . .<br>Using money to establish EXCESS credit | TEST VEND | TEST .00 | Test Vend mode entered |
| | Deposit coins and/or currency to establish a credit | CREDIT .XX | XX is the amount of credit established |
| | Use Selection Switch Panel to enter the selection to be vended | PRICE .XX | XX is the price of the selection<br>. . .<br>The selection is vended, correct change is returned and the credit is returned. |
| | CONTINUE | | Options:<br>1. Repeat prior step for another selection<br>2. Press FREE VEND twice<br>3. Close cabinet door and TEST VEND one more selection |

| IF YOU WANT TO ... | ENTER THIS KEYSTROKE ... | AND THE DISPLAY INDICATES | COMMENTS |
|---|---|---|---|
| P13-4<br><br>TEST VEND a single selection<br>. . .<br>Using money to establish a credit SMALLER than the price of the selection | TEST VEND | TEST .XX | Test Vend mode entered |
| | Deposit coins and/or currency to establish a credit | CREDIT .XX | XX is the amount of credit established |
| | Use Selection Switch Panel to enter the selection to be vended | PRICE .XX | XX is the price of the selection |
| | | PRICE .XX | You must deposit more money to make your total credit equal to or greater than the price on the display |
| | Deposit additional coins and/or currency to establish correct amount of credit | CREDIT .XX | XX is the total credit established.<br>. . .<br>Selection is vended.<br>Change due is returned<br>Credit is returned |
| | CONTINUE | | Options:<br>1. Repeat prior step for another selection<br>2. Press FREE VEND twice<br>3. Close cabinet door and TEST VEND one more selection |