IDW GFV-400

Programming Guide

Manufactured by
Innovative DisplayWorks, LLC • 8825 Boston Place • Rancho Cucamonga, CS 91730 • USA
• Telephone +1 909 447 8254 • Fax +1 909 305 8756
Email • for Technical Support service@idw-usa.com
• for Parts Orders orderdesk@idw-usa.com
• for Equipment Sales Orders orders@idw-usa.com
• Web Site www.idw.global

093025 r0

IDW GFV-400-50 Vendor Programming Table of Contents

Introduction.....5
Touch Pad Keys Used to Navigate Menu Items.....5
Error Menus.....6-9
- Control System.....7
  - Door Switch, RAM Checksum, DC Under Voltage, DC Over Voltage, System Scale Factor, Inlet Sense (not used), Inlet Blocked (not used)
- Selection Switch.....7
  - Select Switch ##
- Changer.....7
  - Changer Comm, Tube Sense, Changer Inlet, Tube Jam XX, Changer ROM, Excessive Escrow, Coin Jam, Low Acceptance, Disconnected Acceptor, Misrouted Coin
- Bill Validator.....8
  - Bill Val Comm, Bill Stacker Full, Bill Motor, Bil Val ROM, Open Cash Box, Bill Sensor
- Card Reader.....8
  - Card Reader Comm, Card Reader Error XY
- Vend Mechanism.....8
  - Delivery System, Elevator, Cup Sensor, Home Sensor, Critical Mech, Delivery Port Sensor, Delivery Port Door
- Space to Sales.....8
  - Unassigned ##
- Refrigeration.....9
  - Temp Sensor, Temp Too Cold, Temp Too Hot, Compressor, Not Cooling, Health Safety Failed

System Info.....9
- Time Set, Machine Model & Serial #, VMC Model & Serial #, Boot Loader #, Version #, Cup #, Port #

Tube Fill.....10
- 5¢, 10¢, 25¢, etc.

Coin Payout.....10
- 5¢, 10¢, 25¢, etc.

Test Modes.....10-17
- Test Vend.....11
- Test Select Switch.....11
- Test Display.....12
- Test Relays (Compressor, Evap Fan, Heater).....12
- Vend Mech Diagnostics.....13-19
  - Run Cup, Perimeter Test, Figure 8 Test, Delivery Test, Production Test, Port, Motors, Sensors

Calibration (special password protected).....20-22
- Package Size Mapping (Standard, Large, Small).....20-21
- Calibrate Selection.....21
- Calibrate Port.....21-22
- Light Activity Time.....22

(continued)

Enter Password (Standard).....23
The following Menu Items are protected by the standard password.

Cash Counters – Total & by Selection $ all paid vends.....23
Sales Counters – Total & by Selection # products vended.....23-24
Card Counters – Total or by Selection, Vends or Value.....24
Token Counters – Total or by Selection, Vends or Value.....25
Discount Counters - Total or by Selection, Vends or Value.....25
Free Vend Accounting - Total or by Selection, Vends or Value.....26
Set Prices.....26-28
All.....26
By Shelf.....27
By Selection.....27-28
Space to Sales.....28-31
One to One.....28
By Half Rows.....29
By Rows (Shelf).....29
Custom.....29-31
Vend Evenly.....31
Set Package Sizes.....31-33
All.....32
By Shelf.....32
By Cell (Column/Selection).....33
Configurations.....33-36
C2 – Optional Features.....34
C3 – POS Message.....34
C4 – Auto View Counts.....34
C5 – Door Switch Reset (Resettable Counters).....34-35
C7 – Save Credit.....35
C8 – Force Vend.....35
C9 – Multi Vend.....35
C10 – Bill Escrow.....35-36
Correct Change.....36-38
Consumer Overpay.....36-37
Correct Change Value.....37
Unconditional Acceptance Value.....37-38
Preview Password.....38
View Current Standard Password.....38
Change Standard Password.....38
Set Date & Time.....39-42
Date (YYYY-MM-DD).....39
Time 24 Hour Format.....39-40
Daylight Savings Time.....40-42

(continued)

The following Menu Items are protected by the standard password and are only available if C-2 Optional Features in Configurations is enabled (On).

Refrigeration……..42-47
- Conserve Energy (Start/Stop Days & Time)……42-45
- Use Celsius……45
- Set point……45
- Storage Temp……46
- Display Temp……46
- Defrost Duration……46-47

Lighting Control……47-50
- Active Brightness……47
- Inactive Brightness……..48
- Control Enable (Start/Stop Days & Time)……..48-50

Selection Block 1 and 2 (Start/Stop Days & Time)……50-54
- Enable……..51-53
- Blocked Selections……53-54

Selection Discount 1, 2 and 3 (Start/Stop Days & Time)……..54-59
- Enable……..55-57
- Discounted Selections……..57-58
- Less Amount……...58-59

Override Switch……..59-62
- Free Vend……59-60
- No Vend……60
- Blocking Disable……...60-61
- Discount Disable……61
- Light Control Disable……...61-62
- Refrigeration Disable……62

Apply Update……..62-63
Revert to Defaults……...63
IDW GFV-400 Programming Quick Reference Menu Prompts……..64-65
Notes……...……..66

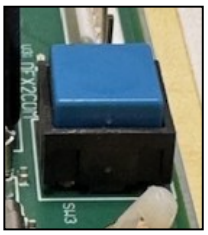
GFV-400 Vendor Programming

Vendor Programming

PRECAUTIONS TO TAKE WHEN WORKING WITH CONTROL BOARDS

As with any printed circuit board, our electronics are very sensitive to Electrostatic Discharge (ESD). Simply walking across a tile or carpeted floor can generate a range of 30,000 to 50,000 volts of electricity. One ESD can be enough to seriously damage your Control Board or at least weaken it enough that erratic problems may occur in the future. Even a discharge surge under 100 to 200 volts is enough to create problems within the circuitry of the electronics. It is advised when storing the electronics that they be kept in anti-static bags, even if the electronics are thought to be defective. If a Control Board is thought to be defective and is not, it soon will be after being charged with ESD. **The ideal prevention against ESD is to use anti-static conductive wrist straps which ground you to the machine before touching the electronic boards.** If it is not possible to use these, at least ground yourself before handling the electronic boards by touching the metal framework of the Vendor. Whatever method you use, always handle the electronic boards by the edges. Be careful not to touch the components on the Control Board.

TOUCH PAD PROGRAMMING



It is very important that the IDW GFV-400 is programmed properly. All programming of the Vendor options is done in Service Mode. To enter Service Mode, open the Vendor Service Door, and press the blue Service Mode Button located on the bottom right corner of the Control Board until you hear a beep.

The Vendor's Touch Pad consists of 12 Buttons. Seven of these Buttons (see Figure 3.1) are used to program the Vendor and navigate through the Service routines as follows:

Select Button ↑ or **2**: Up	Select Button ← or **4**: Left
Select Button ↓ or **8**: Down	Select Button → or **6**: Right
Select Button **0**: Clear Errors	
Select Button *****: Exit, Cancel, Back, Delete, Save	
Select Button **#**: Enter, Change, Save, Select, Enable, Disable, Assign, Unassign	

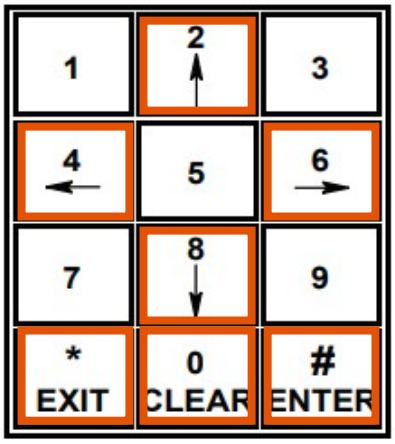


Figure 3.1
Touch Pad

The Control Board will automatically return to the Sales Mode if:

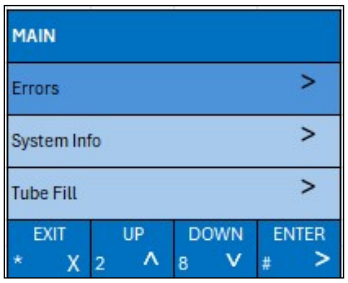
- No response from the Touch Pad has been received for approximately 5 minutes.
- The Service Mode Button is pressed a second time.
- The Service Door is closed.
- The three-way Door Switch is pulled out.

If credit exists, the credit amount will be displayed after returning to Sales Mode.

Internal (Service) Menu

To enter Service Mode, open the Vendor Service Door, and press the blue Service Mode Button located on the bottom right corner of the Control Board until you hear a beep.

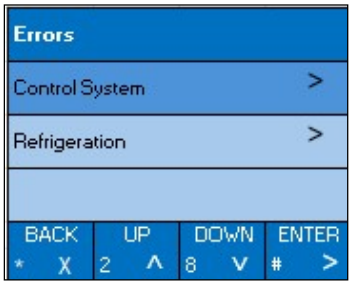
The first menu item, "**Errors"** will appear highlighted on the display.



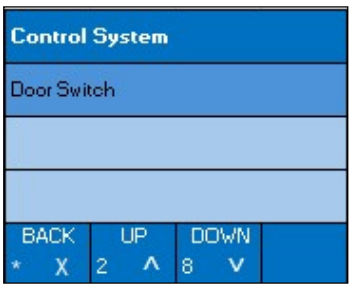
Errors

(**NOTE**: If no Errors have been recorded since the last reset, the menu item displayed here will be "No Errors".)

If **<# or ENTER>** is pressed at the "**Errors**" prompt, the Control Board will enter the Error display mode. If no errors have occurred since the last error reset, the Display will show "**No Errors**". If an error has been detected since the last error reset, the Display will show the first summary Error code that has occurred.



For example, "**Control System**", which would indicate a Control System error. Press **<↑ or 2>** or **<↓ or 8>** will allow you to cycle through all the summary Error Codes that are present. Press **<# or ENTER>** at the displayed summary Error Code will allow you to view the detailed Error Codes beneath the summary **Errors** heading (in the example shown **Door Switch**). At this point, you would need to troubleshoot the error listed and take appropriate corrective actions. Press **<↑ or 2>** or **<↓ or 8>** at this point will allow you to cycle through all the detailed Error Codes that are present beneath the summary Error Code. If the **<* or BACK>** button is pressed anytime during this operation, the Control Board will return to the "**Errors**" prompt. Press the **<↓ or 8>** button to proceed to the next prompt, "**System Info**".



If the **<0 or CLEAR>** button is pressed during the display of any detailed Error Code, that error will be cleared. If other errors exist that fall under the currently accessed detail type, the next error would be displayed. If no other errors of the current type exist, the next Error summary Code will be displayed, or "**No Errors**" will be displayed if no other errors exist.

The Error summary Codes, and their corresponding detailed Error Codes are as follows:

• Control System - (Control System Summary Error Codes)
By press **<# or ENTER>** at the "**Control System**" prompt, the Control Board may display:

"**Door Switch**," indicating the Service Door Switch has been open for more than 1 hour.
"**RAM Checksum**," indicating the machine setup information has been corrupted.
"**DC Under Voltage**," indicating that the average rectified voltage was under 20-VDC for more than 30 seconds.
"**DC Over Voltage**," indicating that the average rectified voltage was over 45-VDC for more than 30 seconds.
"**System Scale Factor**," indicating one of the credit peripherals has introduced an incompatible scaling factor.
"**Inlet Sense**," not used on GFV-400.
"**Inlet Blocked**," not used on GFV-400.

After taking corrective action to manually fix the "**Control System**" errors, the errors may be cleared electronically via a Handheld Device or through the Service Mode using the **<0 or CLEAR>** button.

• Selection Switch – (Select Switch Summary Error Code)
By press **<# or ENTER>** at the "**Selection Switch**" prompt, the Control Board will display "**Selection Switch XX**," where "**XX**" indicates the first Selection Switch that has been determined to be closed for more than 15 seconds. If there is a Selection Switch/Button Error, navigation of the Service Menu will not be possible. This error can only be cleared by manually correcting or replacing the key Touch Pad.

• Changer – (Changer Summary Error Codes)
By press **<0 or ENTER>** at the "**Changer**" prompt, the Control Board may display:

"**Changer Comm**," indicating no changer communications for more than 2 seconds.
"**Tube Sense**," indicating a Tube Sensor Error.
"**Changer Inlet**," indicating no coins sensed by acceptor for over 96 hours.
"**Tube Jam XX**," indicating a Tube Jam Error for coin type **XX**.
"**Changer ROM**," indicating a changer ROM Checksum Error (failed Changer).
"**Excessive Escrow**" indicating more than 255 escrow attempts since the last coin was accepted.
"**Coin Jam**," indicating a coin jam.
"**Low Acceptance**," indicating a low acceptance rate (more than 20% of the last 255 coins were slugs).
"**Disconnected Acceptor**," indicating an unplugged acceptor.
"**Misrouted Coin**," indicating a coin had been improperly routed.

The "**Changer Comm**" Error will be cleared when proper communications are re-established. After taking corrective action to manually fix the other "**Changer**" problems, the Errors may be cleared electronically via a Handheld Device or through the Service Mode using the **<0 or CLEAR>** button.

• Bill Validator – (Bill Validator Summary Error Codes)

By press **<# or ENTER>** at the "**Bill Validator**" prompt, the Control Board may display:

"**Bill Val Comm**," indicating no Bill Validator communications for more than 5 seconds.
"**Bill Stacker Full**," indicating a full Bill Stacker.
"**Bill Motor**," indicating a defective Validator Motor.
"**Bill Jam**," indicating a Bill Jam Error.
"**Bill Val ROM**," indicating a Bill Acceptor ROM Checksum Error (failed Bill Acceptor).
"**Open Cash Box**," indicating an open Cash Box/Stacker.
"**Bill Sensor**," indicating a Bill Sensor Error.

The "**Bill Val Comm**" Error will be cleared when proper communications are re-established. After taking corrective action to manually fix the other "**Bill Validator**" problems, the Errors may be cleared electronically via a Handheld Device or through the Service Mode using the **<0 or CLEAR>** button.

• Card Reader – (Card Reader Summary Error Codes)

By press **<# or ENTER>** at the "**Card Reader**" prompt, the Control Board may display:

"**Card Reader Comm**," indicating no Card Reader communications for more than 5 seconds.
"**Card Reader Error XY**," indicating that a particular type of Card Reader malfunction occurred where "**XY**" indicates the Error type (failed Card Reader).

The "**Card Reader Comm**" Error will be cleared when proper communications are re-established. The "**Card Reader Error XY**" Errors may be reset via the Handheld Device or through the Service Mode using the **<0 or CLEAR>** button.

• Vend Mechanism – (Vend Mechanism Summary Error Codes)

By press **<# or ENTER>** at the "**Vend Mechanism**" prompt, the Control Board may display:

"**Delivery System**," indicating that there is a generic Vend Mechanism Error.
"**Elevator**", indicating there is an XY movement issue.
"**Cup Sensor**," indicating that the Cup Sensor has malfunctioned.
"**Home Sensor**," indicating that the Home Sensor has malfunctioned.
"**Critical Mech**," indicating a critical Vend Mechanism Error has occurred.
"**Delivery Port Sense**," indicating that the VMC is reporting a Port Sense Error.
"**Delivery Port Door**," indicating that the VMC is reporting a Port Door Error.

After taking corrective action to manually fix the "**Vend Mechanism**" Errors, the Errors may be cleared electronically via a Handheld Device or through the Service Mode using the **<0 or CLEAR>** button.

• Space to Sales – (Space to Sales Summary Error Codes)

By press **<# or ENTER>** at the "**Space to Sales**" prompt, the Control Board may display "**Unassigned Cell XX**," indicating that Cell **XX** is unassigned. These Errors are cleared when new Space to Sales programming resolves the Errors or via the Service Mode using the **<0 or CLEAR>** button. (**Note**: When an Unassigned Cell is selected in the Sales Mode, the Display will show "No Sales Available.")

• **Refrigeration – (Refrigeration Summary Error Codes)**

By press **<# or ENTER>** at the "**Refrigeration**" prompt, the Control Board may display:

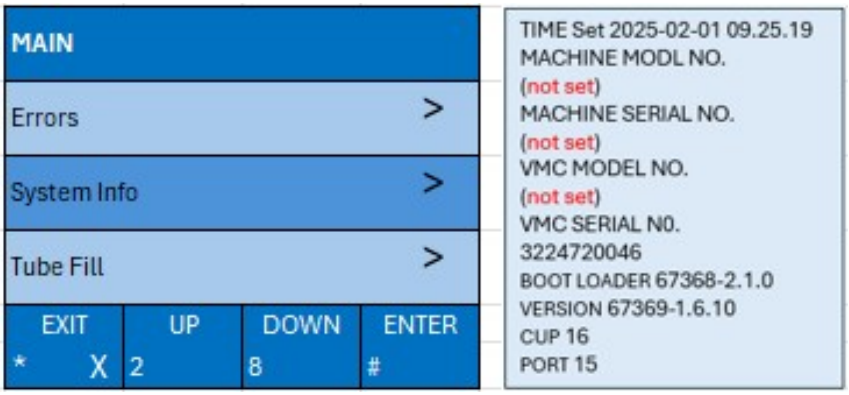
"**Temperature Sensor**," indicating an unplugged or defective Temperature Sensor.
"**Temperature Too Cold**," indicating cabinet temperature is 3° F (1.5° C) below lower limit setting.
"**Temperature Too Hot**," indicating cabinet temperature is 3° F (1.5° C) above upper limit setting.
"**Compressor**," indicating that the Compressor is not cooling at 1° F (0.5° C) per hour or better while on.
"**Heater**," not applicable in GFV-400.
"**Not Cooling**," indicating an inability to reach the Set Point Temperature.
"**Health Safety Failed**," indicating that the Health Safety limit temperature has been violated.

The "**Temperature Sensor**" Error will be cleared if the Sensor is detected.
The "**Temperature Too Cold**" Error will be cleared when the temperature rises above the cut-out limit.
The "**Temperature Too Hot**" Error will be cleared when the temperature falls below the cut-in limit.
The "**Compressor**" Error will be cleared when the system cools at 1° F (0.5° C) per hour or better.
The "**Not Cooling**" Error must be manually cleared electronically via a Handheld Device or through the Service Mode using the **<0 or CLEAR>** button.
All other "Refrigeration" Errors can also be cleared via the Handheld Device or through Service Mode using the **<0 or CLEAR>** button.

System Info – (System Information Routine)

If **<# or ENTER>** is pressed at the "**System Info**" prompt, the current System Information will be displayed, as follows:

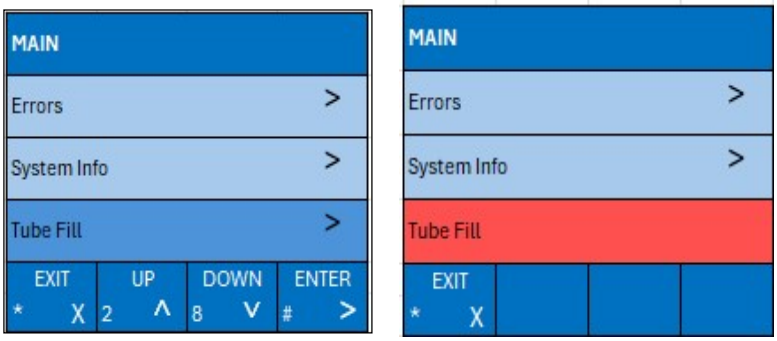
- Time (displays current day, date, and time)
- Machine Model No.
- Machine Serial No.
- VMC Model No.
- VMC Serial No.
- Boot Loader
- Version
- Cup
- Port



If the **<# or ENTER>** or **<* or EXIT>** buttons are pressed anytime during this operation, the Control Board will return to the "**System Info**" prompt. Press the **<↓ or 8>** button to proceed to the next prompt, "**Tube Fill**".

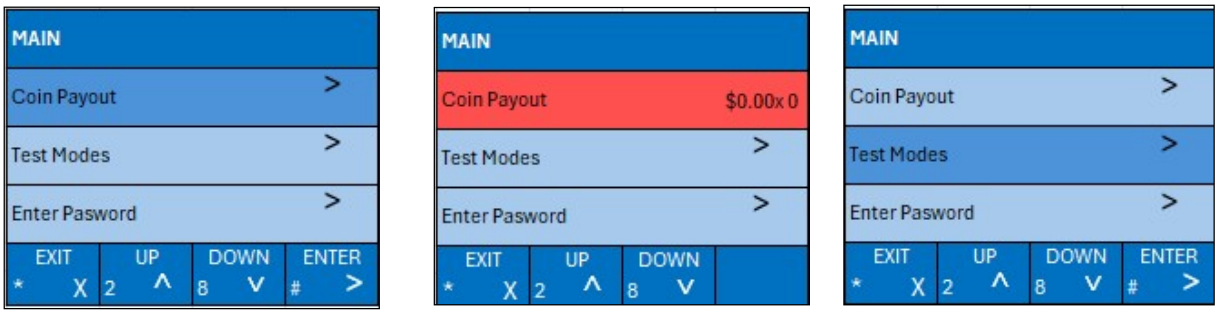
• Tube Fill" – (Tube Fill Routine)

If **<# or ENTER>** is pressed at the "**Tube Fill**" prompt, the Control Board will enter the Tube Fill Mode, and "**Tube Fill**" will be highlighted reddish orange. This mode allows you to count the coins loaded in the top (separator) of the Coin Mech that will be routed to an inventory tube, providing total accountability. The Tube Inventory Level for the deposited coin will be displayed after the coin is accepted. During Tube Fill if a Tube Full status is detected that coin will no longer be accepted. During this entire operation, MIS Tube Counts will be updated accordingly. If **<* or EXIT>** is pressed at any time, the Control Board will return to the unhighlighted "Tube Fill" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Coin Payout**".



• Coin Payout" – (Coin Payout Routine)

If **<# or ENTER>** is pressed at the "**Coin Payout**" prompt, the Control Board will enter the Coin Payout routine. "**Coin Payout**" will be highlighted reddish orange, along with the lowest available Coin Tube Value. Press & hold **<# or ENTER>** when a particular Coin Value is displayed will pay out the displayed coin type at half-second intervals until the Button is released, and the Display will show the Coin Value followed by the quantity of times paid out. Press **<↑ or 2>** or **<↓ or 8>** will scroll to the next available Coin Tube Value. All coins dispensed in this mode are counted in the MIS Tube Counts and the manual dispensed Mode Counters. If **<* or EXIT>** is pressed at any time, the Control Board will return to the unhighlighted "Coin Payout" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Test Modes**".

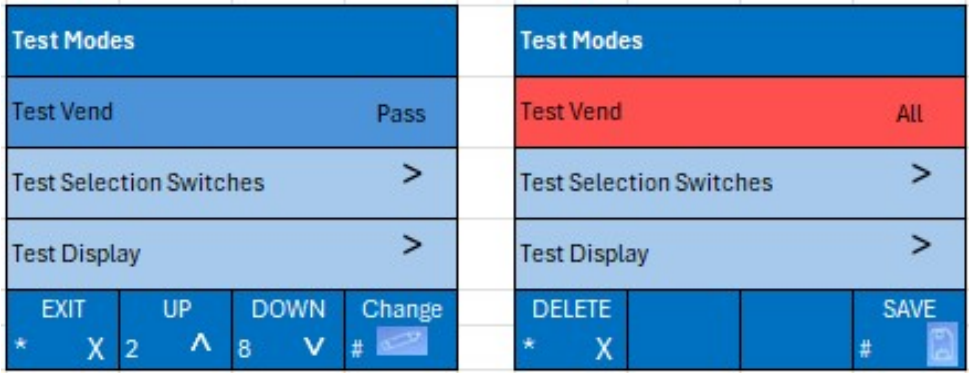


Test Modes – (Test Routine)

If **<# or ENTER>** is pressed at the "**Test Modes**" prompt, the Control Board will enter the Test Modes. Using **<↑ or 2>** or **<↓ or 8>** will allow you to cycle through the available tests (Test Vend, Test Selection Switch, Test Display, and Test Relays). If **<* or EXIT>** is pressed at any time, the Control Board will return to the "**Test Modes**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Enter Password**" (if the password has not already been entered) or "**Cash Counters**" (if the password has been entered).

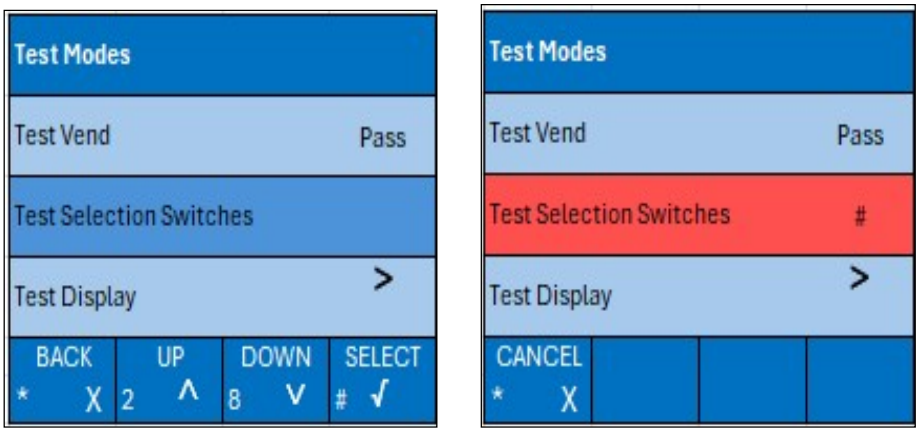
• Test Vend – (Test Vend Routine)

If **<# or ENTER>** is pressed at the "**Test Vend**" prompt, the Control Board will enter the Test Vend routine. If **Pass** is shown, press **<# or Change>** to enter Test Vend. This routine will allow the operator to test the functionality of the Vending Mechanism and of the individual Cells. "**Test Vend**", followed by "**All**", will be highlighted reddish orange. To test a specific Selection, type in the desired Selection Number using the Vendor's key Touch Pad will replace **All**. Press **<# or SAVE>** at "**All**" will cause a sequential vend from the first cell (10) all the way to the last Cell (59) or press **<# or SAVE>** once a Selection Number is entered will cause a vend from that Cell/Row only. Press **<* or EXIT>** to return to the unhighlighted "Test Vend" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Test Selection Switches**".



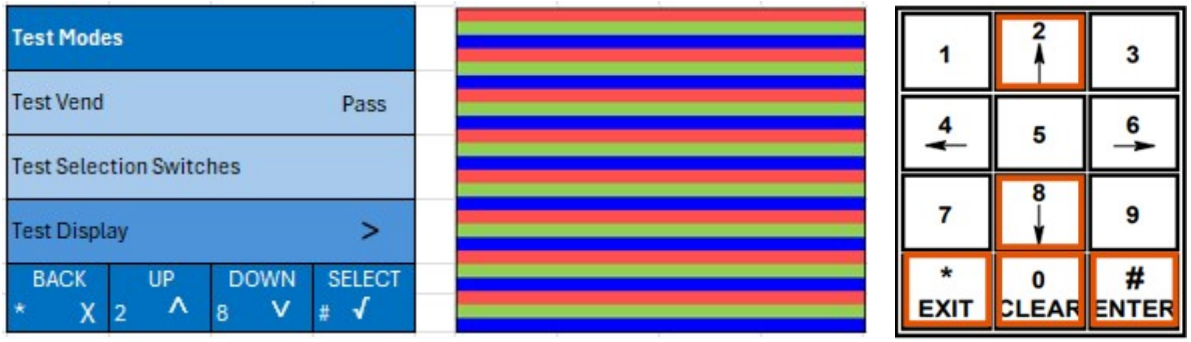
• Test Selection Switches – (Test Selection Switches Routine)

If **<# or ENTER>** is pressed at the "**Test Selection Switches**" prompt, the Control Board will enter the Selection Switch Test Mode. This Mode tests the functionality of the Touch Pad. The Display will be highlighted reddish orange, showing "**Test Selection Switches #**". With each subsequent press of a Touch Pad key, the Display will show that key Number on the Display. Keys labeled 1-9 are displayed as "1" to "0"; Key # is displayed when used to select Test Selection Switches. To exit the Selection Switch Test Mode, press the **<* or EXIT>** key. (Doing so will also test the functionality of the * key.) This will return the Control Board to the unhighlighted "Test Selection Switches" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Test Display**".



• Test Display – (Test Display Routine)

Press **<# or ENTER>** at the "**Test Display**" prompt will cause the Control Board to enter the Display Test Routine. This routine allows you to test the Display. Upon entry into this routine, the Display will light up in successive bands of Red, Green, and Blue. The test will continue indefinitely until **<* or EXIT>** key on Touch Pad is pressed, at which time the Control Board will return to the "**Test Display**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Test Relays**".

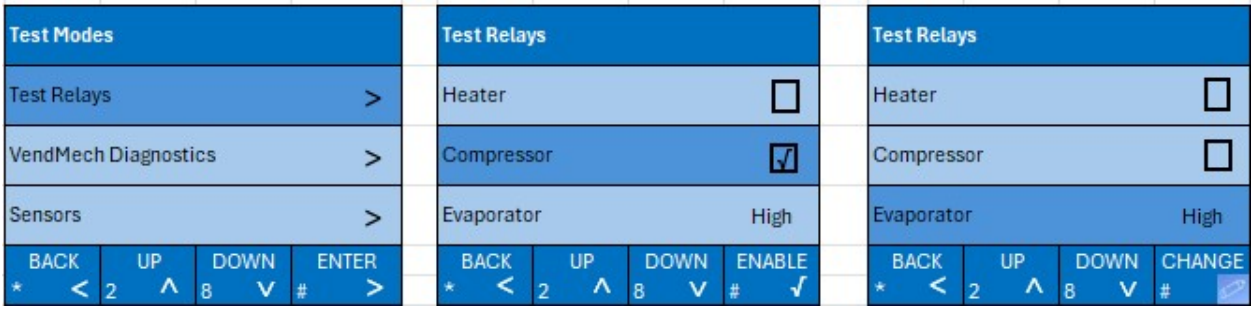


• Test Relays – (Test Relays Routine)

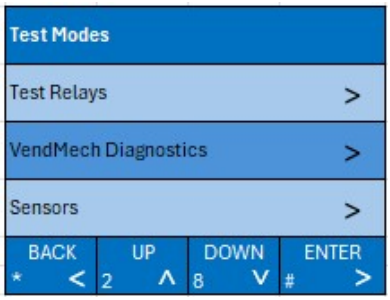
Press **<# or ENTER>** at the "**Test Relays**" prompt will cause the Control Board to enter the Relay Test Routine. This routine allows you to test the various Relays in the Vendor. Upon entry into this routine, the Display will show a series of available Relays to test, beginning with "**Heater**". The box to the right of the Relay name will contain a check mark when turned on; when not turned on, the box will be empty. Press **<↑ or 2>** or **<↓ or 8>** will cycle through the available Relays that can be tested. Press **<# or ENTER>** at the displayed Relay will toggle its state between On (check mark) or Off (empty box). **Note**: To prevent equipment malfunctions, Relay States should not be toggled more than once every 10 seconds. If **<* or BACK>** is pressed at any time, the Display will return to the "**Test Relays**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**VendMech Diagnostics**".

The Relays available for testing are:

- **Heater** – not applicable in GFV-400 Vendors.
- **Compressor** – controls the Compressor (Refrigeration Unit) Relay.
- **Evaporator** – controls the Evaporator Fan Motor Relay **<# or ENTER>**, highlight, says "Off" – press **<# or CHANGE>** to cycle to "**Low**" low fan speed, then press **<# or CHANGE>** to cycle again to "**High**" fan speed).

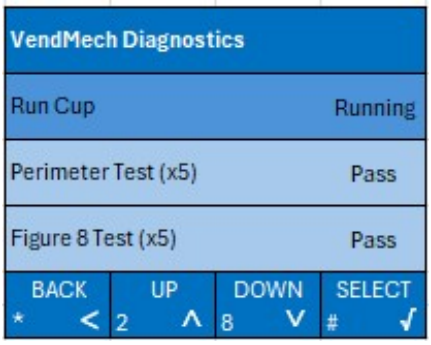


• **VendMech Diagnostics –**
(Vend Mech Diagnostics Routine)



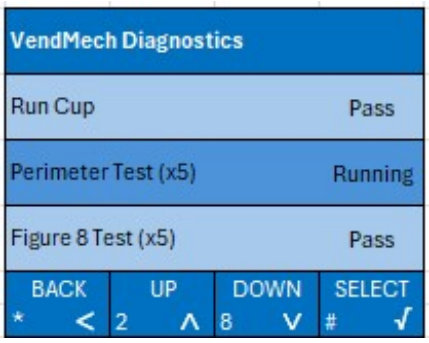
Press **<# or ENTER>** at the "**VendMech Diagnostics**" prompt will cause the Control Board to enter the Diagnostic Test Routine. The Display will show "**Run Cup**". Use **<↑ or 2>** or **<↓ or 8>** to cycle through the available Diagnostic Tests. **Note**: If no activity is noticed after 90 seconds, the Control Board will exit the Service Menu.

- **Run Cup (Pass / Fail)**



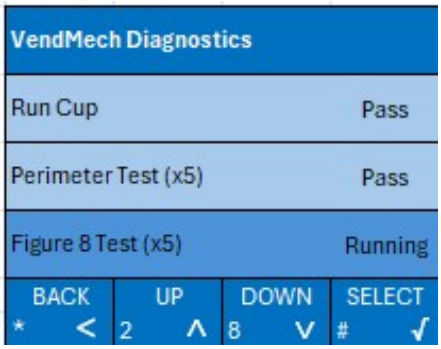
Press **<# or SELECT>** at "**Run Cup**" will cause the Vendor to actuate the Plunger in the Delivery Cup, during which the Plunger will cycle out and rotate for approximately 8 seconds. This allows service personnel to observe if there are any problems with the Cup Plunger that would inhibit vending. "**Running**" will be displayed while this test is carried out. When the Vendor has completed the test, "**Pass**" or "**Fail**" will be displayed as appropriate. Press **<* or BACK>** will terminate the test. Press **<↓ or 8>** to proceed to the next prompt, "**Perimeter Test**".

- **Perimeter Test (x5) (Pass / Fail)**



Press **<# or SELECT>** at "**Perimeter Test**" will cause the Vendor to move the Delivery Cup around the perimeter of the vending area five times. This allows service personnel to observe if there are any obstructions around the perimeter of the Vendor that would inhibit vending. "**Running**" will be displayed while this test is carried out. When the Vendor has completed the test, "**Pass**" or "**Fail**" will be displayed as appropriate. Press **<* or BACK>** will terminate the test. Press **<↓ or 8>** to proceed to the next prompt, "**Figure-8 Test**".

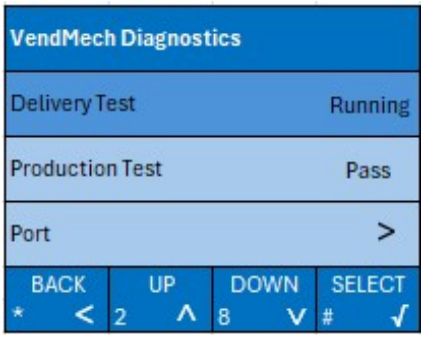
- **Figure-8 Test (x5) (Pass / Fail)**



Press **<# or SELECT>** at "**Figure-8 Test**" will cause the Vendor to move the Delivery Cup in a figure-eight motion to each corner of the Vendor five times. This allows service personnel to observe if there are any obstructions that would prevent the free movement of the Cup. "**Running**" will be displayed while this test is carried out. When the Vendor has completed the test, "**Pass**" or "**Fail**" will be displayed as appropriate. Press **<* or BACK>** will terminate the test. Press **<↓ or 8>** to proceed to the next prompt, "**Delivery Test**".

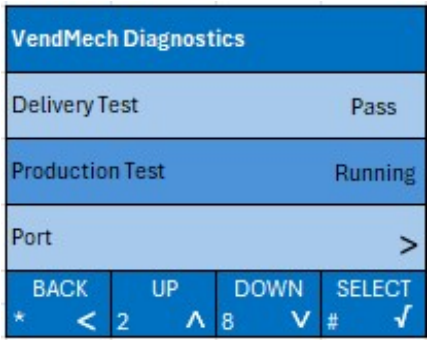
- **Delivery Test (Pass / Fail)**

Press **<# or SELECT>** at "**Delivery Test**" will cause the Delivery Cup to move to and open the Cabinet Delivery Door three times. This allows service personnel to observe if there are any malfunctions in the Cabinet Delivery Door or the Delivery Cup's ability to access the Cabinet Delivery Door. "**Running**" will be displayed while this test is carried out. When the Vendor has completed the test, "**Pass**" or "**Fail**" will be displayed as appropriate. Press **<* or BACK>** will terminate the test. Press **<↓ or 8>** to proceed to the next prompt, "**Production Test**".



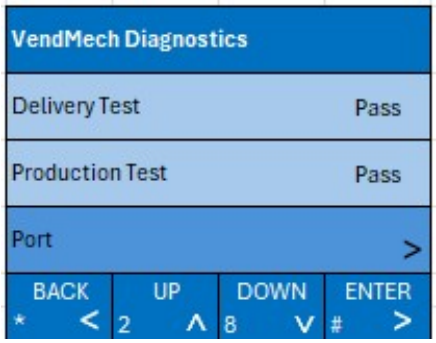
- **Production Test (Pass / Fail) (<u>used by Manufacturing Only</u>)**

Press **<# or SELECT>** at "**Production Test**" will cause the Cup to perform a series of events: the Delivery Cup's Plunger will cycle out and rotate; the Home Magnet will be located; the Delivery Test will be performed three times; each Cell will be located; the Perimeter Test will be performed five times; the Figure-8 Test will be performed five times; a product will be vended from Cell X0, X5, and X9 on each Shelf; and the Delivery Cup will return to its home position. Production Test is a combination of other available tests. "**Running**" will be displayed while this Test is carried out. When the Vendor has completed the Test, "**Pass**" or "**Fail**" will be displayed as appropriate. You cannot stop this test when in process unless you remove power to Vendor. Press **<* or BACK>** at any point will terminate the Test. Press **<↓ or 8>** to proceed to the next prompt, "**Port**".



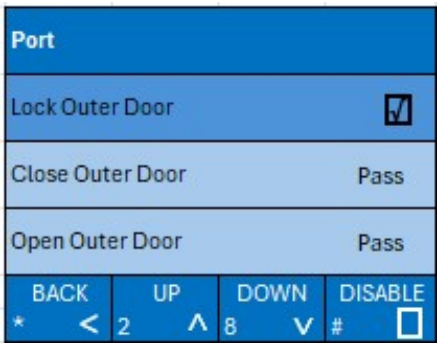
Port – Port Tests

Press **<# or ENTER>** at the "**Port**" prompt will cause the Control Board to enter the Port functions Test routines; Lock Outer Door, Close Outer Door, Open Outer Door, Lock Inner Door, and Light. The Display will show "**Lock Outer Door**". Use **<↑ or 2>** or **<↓ or 8>** to cycle through the available Tests. Press **<* or BACK>** at any time will return to "**Port**".

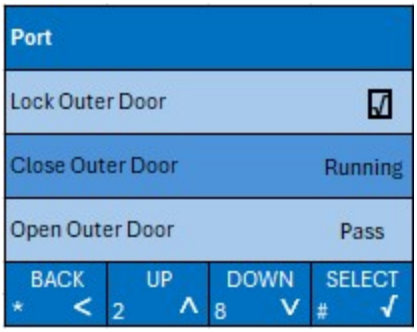


"**Lock Outer Door (check box)**"

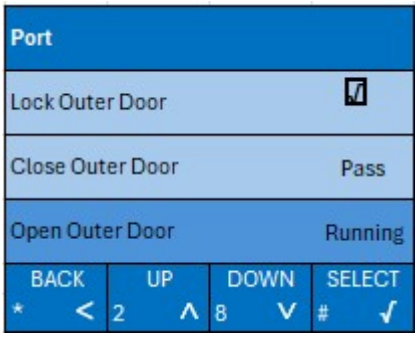
Press **<# or ENTER>** will show current check box status. Press **<# or DISABLE>** at "**Lock Outer Door**", the check mark will be removed from the box, and the Outer Port Door should unlock. Press **<# or ENABLE>** will put a check mark in the box and should cause the Port Door to lock securely. From "**Lock Outer Door**", press **<↓ or 8>** to proceed to the next prompt, "**Close Outer Door**".



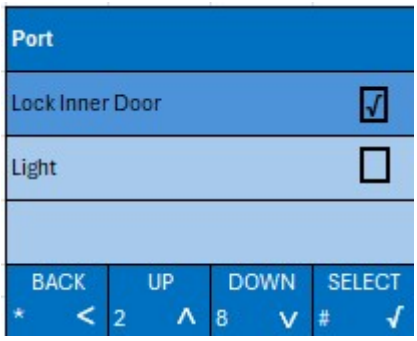
"**Close Outer Door (Pass / Fail)**"
If the Lock Outer Door box is not checked, press **<# or SELECT>** at the "**Close Outer Door**" prompt will cause the Control Board to enter the Outer Port Door lock test routine. Upon entering this routine "**Running**" will be displayed, the Outer clear Port Door should close and lock securely (if it is already open). Display will show "**Close Outer Door – Pass or Fail**". Press **<↓ or 8>** to proceed to the next prompt, "**Open Outer Door**".



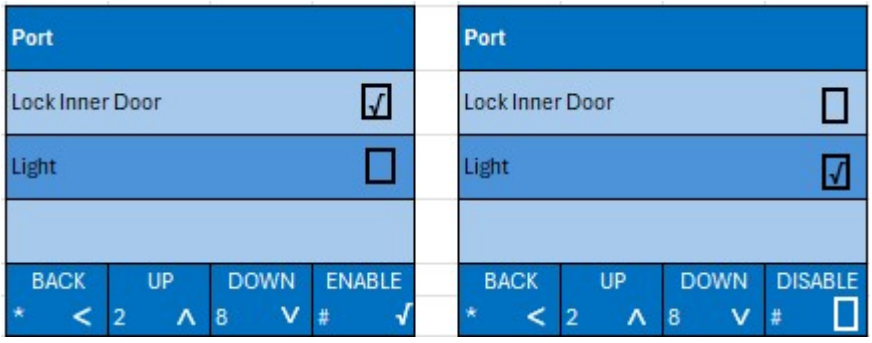
"**Open Outer Door (Pass / Fail)**"
If the Lock Outer Door box is checked, press **<# or SELECT>** at the "**Open Outer Door**" prompt will cause the Control Board to enter the Inner Port Door unlock test routine. Upon entering this routine "**Running**" will be displayed, the Outer clear Port Door should Open (if it is Closed). Display will show "**Open Outer Door – Pass or Fail**". Press **<↓ or 8>** to proceed to the next prompt, "**Lock Inner Door**".



"**Lock Inner Door (check box)**"
Press **<# or SELECT>** at the "**Lock Inner Door**" will enter the Cabinet Lock Inner Door test routine placing a check mark in the box and the Cabinet Lock Inner Door should lock securely. Press **<# or SELECT>** again will remove the check mark and the Cabinet Lock Inner Door will unlock. From "**Lock Inner Door**", press **<↓ or 8>** to proceed to "**Light**".

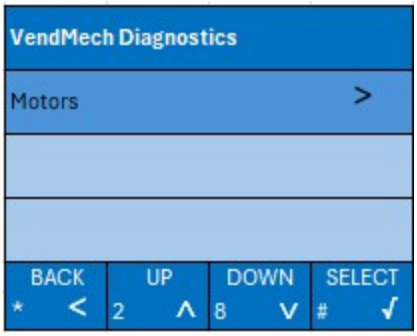


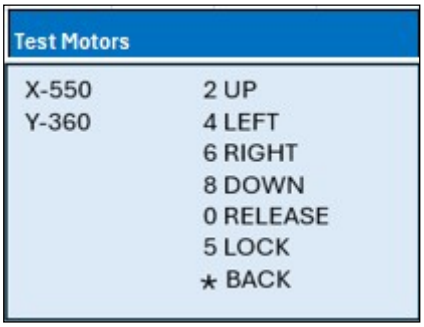
"**Light (check box)**"
Press **<# or ENABLE>** at the "**Light**" prompt, a check mark should appear in the box on the Display, and the Port Light should illuminate. Press **<# or DISABLE>** will remove the check mark and cause the Light to turn off. From "**Light**", press **<* or BACK>** to return to the "**Port**" prompt. Press **<↓ or 8>** to proceed to "**Motors**".



- **Motors**

Press **<# or SELECT>** at "**Motors**", the Display will show the current X and Y coordinates counts of the Delivery Cup. To test, note the current coordinate and then move the X right or Y up position, then return it back to its original position. If the coordinate is the same or 2 or less counts than original coordinate setting the motor is considered good. If the coordinate is 3 or more than the original coordinate setting the motor is considered bad and should be replaced. Press the following Touch Pad keys to perform the Motors Tests:

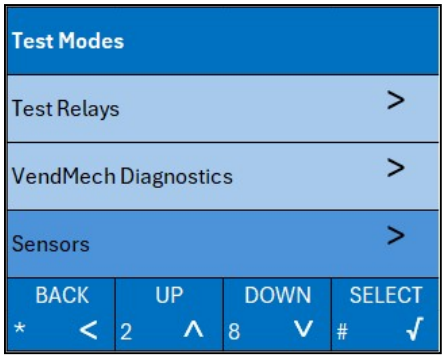


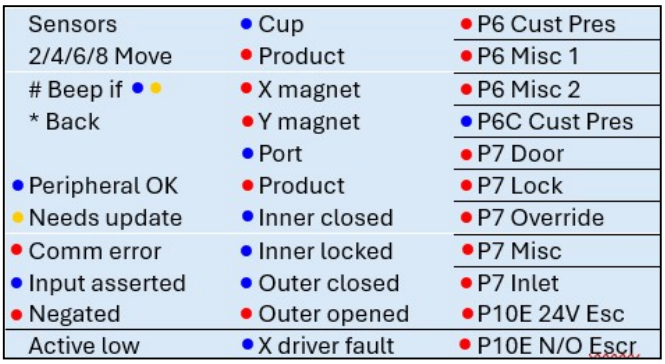


• Press **<2 - Up>** key to test the Y-axis Motor by moving the Delivery Cup upward. The Y coordinate on the Display should decrease by approximately 50 steps.
• Press **<8 - Down>** key should move the Delivery Cup downward, with the Y coordinate increasing by approximately 50 steps.
• Press **<6 - Right>** key to test the X-axis Motor by moving the Delivery Cup to the right. The X coordinate on the Display should decrease by approximately 50 steps.
• Press **<4 - Left>** key should move the Delivery Cup to the left, with the X coordinate increasing by approximately 50 steps.
• Press **<0 – Release>** key will return the Delivery Cup to home position. Recommend not using this feature.
• Press **<5 – Lock>** key will lock the Delivery Cup in position. Recommend not using this feature.
•Press **<* - BACK>** key on the Touch Pad will return the Display to the "**Motors**" prompt. Press **<* or BACK>** key again to return to "**Test Modes**", then press **<↓ or 8>** to proceed to "**Sensors**".

• Sensors (Sensor Test)

Press **<# or SELECT>** at "**Sensors**", the Display will show the status of listed Sensors in the Vendor with the Cup highlighted at the top of the center column. Press **<* or BACK>** key on the Touch Pad at any time will return the Display to the "**Sensors**" prompt.





Under the Left Column - **Sensors** – navigation keys and status reference information is provided:

- Press keys **2/4/6/8** to move cell highlight to the sensor name to test.
- Press **#** key to hear a Beep and the display will show a colored status circle.
    - The colored status circle in front of the listed Sensors indicates the following:
        - A blue circle = Peripheral OK
        - A yellow circle = Needs update
        - A reddish orange circle = Comm error
        - A blue circle = Input asserted
        - A reddish orange circle = Negated
- Press *** or Back** key to go back to previous step.
- Active low - information not available at time of release.

Under Center Column you can test the following.

- **Cup** is the Delivery Cup on the XY Assembly. At stand-by status circle should be blue. You can test the following:
    - **Product sensor** – at stand-by the status circle should be reddish orange. To test highlight **Product** then press the **#** key twice to turn on a constant beep, if you place an object or your hand in front of Delivery Cup IR Sensor the beep will stop. Also, the status circle will change from reddish orange to blue when the sensor is blocked.
    - **X magnet sensor** - at stand-by the status circle should be reddish orange. To test highlight **X magnet** then press the **#** key twice to turn on a constant beep, if you slowly manually move the Delivery Cup to the right until the sensor in the bottom of the cup sees the center X home magnet, the beep will stop. Also, the status circle will change from reddish orange to blue when the sensor is aligned with the center X home magnet.
    - **Y magnet sensor** - at stand-by the status circle should be reddish orange. To test highlight **Y magnet** then press the **#** key twice to turn on a constant beep, if you slowly manually move the Delivery Cup all the way to the right, then

move upward until the sensor sees the center Y home magnet, the beep will stop. Also, the status circle will change from reddish orange to blue when the sensor is aligned with the Y home magnet.

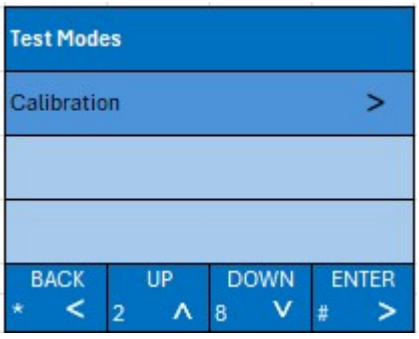
- **Port** is the Delivery Port on the Service Door. At stand-by status circle should be blue. You can test the following:
    - **Product sensor** – at stand-by the status circle should be reddish orange. To test highlight **Product** then press the **#** key twice to turn on a constant beep, if you place a product or your hand in the bottom of the Delivery Port the beep will stop. Also, the status circle will change from reddish orange to blue when the sensor no longer senses anything in the Port.
- **Inner closed** is the cabinet inner product door sensor. When the door is closed the blue status circle is displayed. If a reddish orange status circle is displayed the door is either open or the sensor thinks it is open.
- **Inner locked** is the cabinet inner product door locked sensor. When the door is closed and locked the blue status circle is displayed. If a reddish orange status circle is displayed the door is either open and unlocked or the sensor thinks it is unlocked.
- **Outer closed** is the clear Port Door closed sensor. When the door is closed the blue status circle is displayed. If a reddish orange status circle is displayed the door is either open or the sensor thinks it is open.
- **Outer opened** is the clear Port Door opened sensor. When the door is closed the reddish orange status circle is displayed. If a blue status circle is displayed the door is either open or the sensor thinks it is open.
    - Note: Port Door Outer closed, and Outer open status circle colors should never be the same color. When the Outer closed status circle is blue, Outer open status circle should be reddish orange.
- **X driver fault –** information not available at time of release.

Under Right Column you can view the status of many of the peripherals and optional features if installed:

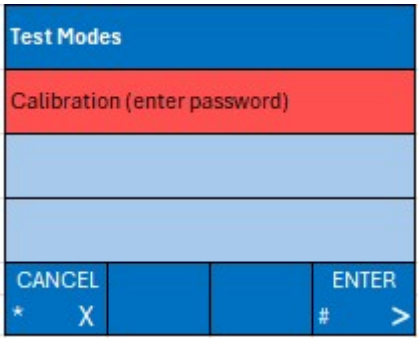
- **P6 Cust Pres (Presence)** - at stand-by the status circle should be reddish orange. This shows the status if the Customer Presence optional feature when a Customer Presence Sensor is installed. If a reddish orange circle is displayed the sensor does not recognize a customer near Vendor or if customer is near the Vendor sensor does not recognize they are nearby. If a blue circle is displayed sensor recognizes customer is nearby.
    - Note: If optional Customer Presence Sensor is not installed the status circle will be reddish orange.
- **P6C Cust Pres (Presence)** –at stand-by the status circle should be blue. This shows the status if the Customer Presence optional feature when a Customer Presence Sensor is installed. If a reddish orange circle is displayed the sensor does not recognize a customer near Vendor or if customer is near the Vendor sensor does not recognize they are nearby. If a blue circle is displayed sensor recognizes customer is nearby.
    - Note: If a Customer Presence Sensor is not installed the status circle will be blue.

- **P6 Misc 1 –** Not used, for future development.
- **P6 Misc 2 –** Not used, for future development.
- **P7 Door** – shows status of the three-poll Service Door Switch. If a reddish orange status circle is displayed the Service Door is open and Door Switch is in center position. If a blue status circle is displayed the three-pole Door Switch is pressed in (Service Door Closed) or pulled out (with Service Door Open).
    - The Door Switch is a three-poll switch - Pushed in, Center, Pulled out. The Pulled-out state allows you to operate Vendor with the Service Door open when testing and troubleshooting Vendor.
- **P7 Lock** – shows status of Electronic Door Lock when installed. Not used, for future development.
    - With a mechanical lock installed the stand-by status circle should be reddish orange.
- **P7 Override** - shows status of Override Switch when installed. If a blue status circle is displayed the Override Switch is in the On position. If a reddish orange status circle is displayed the Override Switch is in the Off position.
    - If the mechanical override switch is not installed the stand-by status circle should be reddish orange.
- **P7 Misc -** Not used, for future development.
- **P7 Inlet -** Not used, for future development.
- **P10E 24V Esc -** Not used, for future development.
- **P10E N/O Escr -** Not used, for future development.

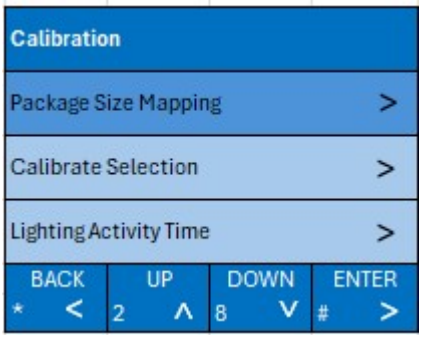
Press **<* or BACK>** key on the Touch Pad will return the Display to the "**Test Modes**" prompt.
Press **<↓ or 8>** to proceed to "**Calibration**".



Calibration – Calibration Routine



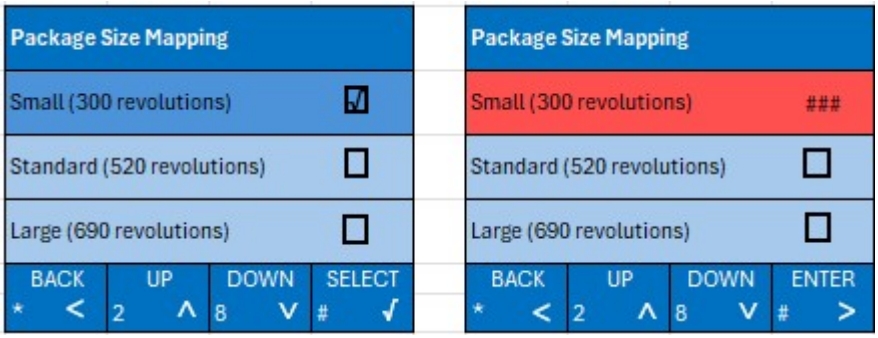
The Vend Mechanism Calibration routines allow the Control Board to automatically Calibrate Vending and Delivery positions. Press **<# or ENTER>**, "**Calibration**" will be highlighted a reddish orange, at which point a password must be entered. Key in the Calibration Password **(3456)**, followed by **<# or ENTER>**. After the correct entry, the Display will show the first routine, "**Package Size Mapping**".



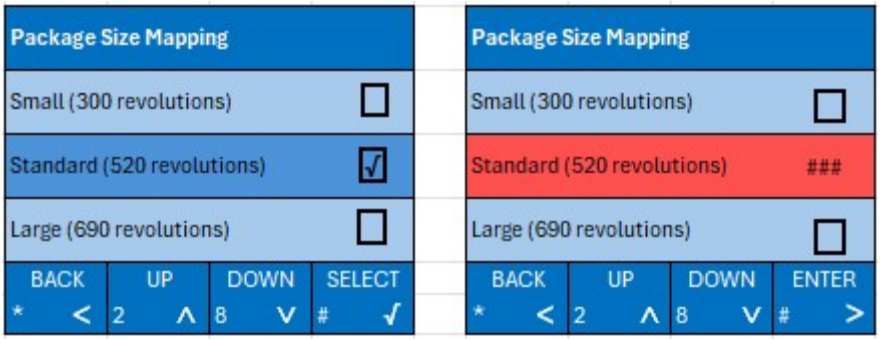
• Package Size Mapping (Package Size Mapping Routine)

This routine allows the operator to increase or decrease the number of Plunger Revolutions required to drive a product into the Delivery Cup. If **<# or ENTER>** is pressed, three package size options may be set: **Small**, **Standard**, or **Large**. From the factory all selections are set for Standard package size. The 3 default package size settings may be changed if needed. Factory default settings are, by number of revolutions, are:

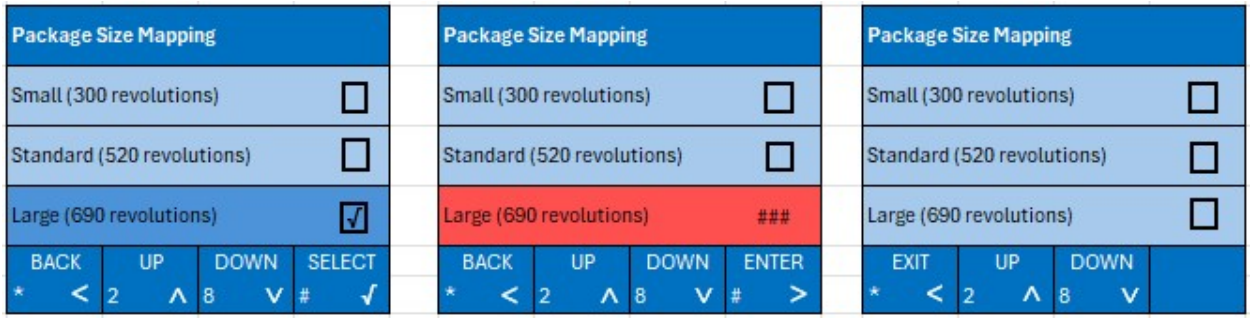
- **Small:** default 300 revolutions (Ex. – Narrow 8 oz Can). Important: Only used if small diameter packages fail to work with the standard package setting.



- **Standard**: default 520 revolutions (Ex. 20 oz PET Bottles). This setting is used for most Domestic Packages in USA.



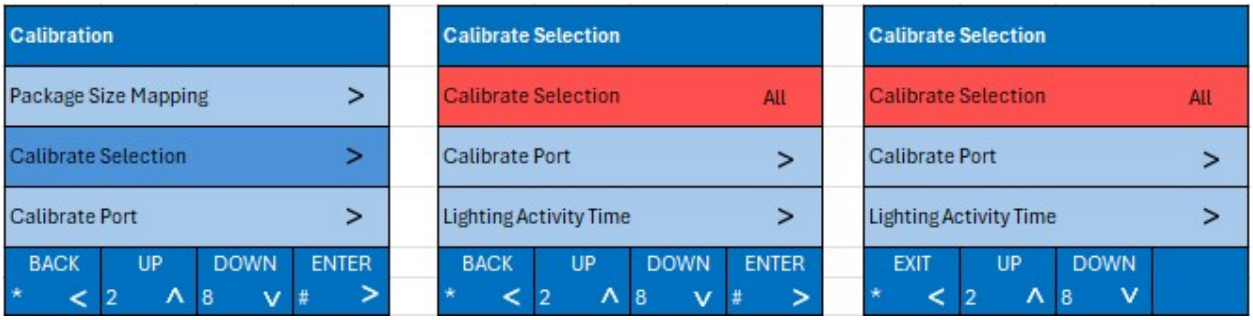
- **Large**: default 690 revolutions (Packages with greater diameter than 20 oz PET Bottles). This setting is used with specialty packages if the standard package setting will not work.



Press **<↑ or 2>** or **<↓ or 8>** to scroll through the available package mapping sizes. To change one of the Package Size settings, press **<# or ENTER>** to highlight the Package Size Option in reddish orange, then type in the desired number of revolutions using the key Touch Pad. Press **<# or ENTER>** to save the setting. Once each package size has been set, press **<* or EXIT>** to return to the "**Package Size Mapping**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Calibrate Selection**".

• Calibrate Selection (Calibrate Selection Routine)

This routine allows automatic Calibration of Vending Positions by Selection. Press **<# or ENTER>**, "**Calibrate Selection**" will be highlighted reddish orange, along with "**ALL**". Press **<# or ENTER>** to Calibrate All Selections or use key Touch Pad to key in a Selection Number to Calibrate individually. Once Calibration has been performed, press **<* or EXIT>** to return to the "**Calibrate Selection**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Calibrate Port**".



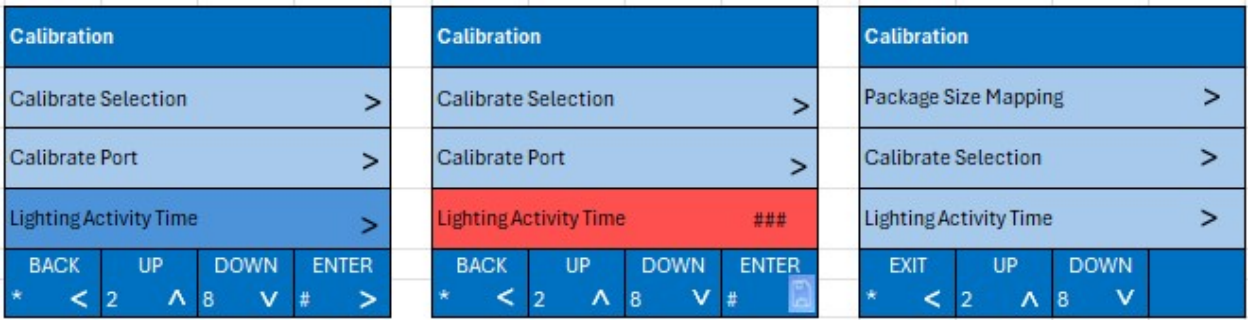
• Calibrate Port (Calibrate Port Routine)

This routine allows Calibration of the Delivery Port Position. Press **<# or ENTER>**, "**Calibrate Port**" will be highlighted reddish orange. Press **<# or ENTER>** and the Product Delivery Cup will perform a Delivery Routine. Once this Routine is complete, the Display will show "**Pass**", if the Delivery Routine has been performed successfully, or "**Fail**", if the Product Delivery Cup was unable to complete the Delivery Routine properly. If Calibration of the Delivery Position fails, an Error Code should be recorded. *(See the Error Display Mode, "Errors", at the beginning of the internal Service Menu for more information.* After correcting the Error,

Calibrate Port again to get "**Pass**". Once this routine is complete, press **<↓ or 8>** to proceed to the next prompt, "**Lighting Activity Time**".

• Lighting Activity Time (Lighting Activity Time Routine)

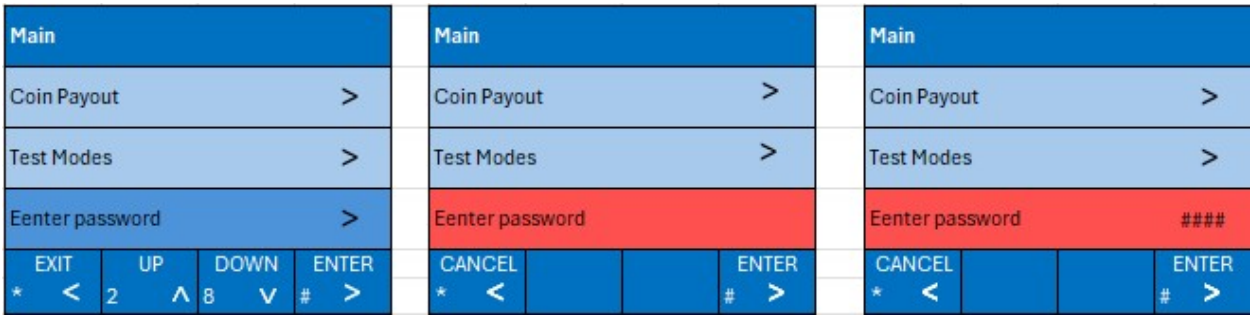
This menu item allows the operator to determine the length of time the Vendor's Lighting System will remain at full brightness after activity, such as product vending. The Default Setting is 300 seconds (5 minutes). If **<# or ENTER>** is pressed, Lighting Activity Time and current setting will be highlighted reddish orange. To change the setting, type in the desired number of seconds that the Lights will remain at full brightness. Press **<# or ENTER>** to save the setting and return the Display to the unhighlighted state. Press **<* or BACK>** once to return to the "**Calibration**" prompt, or two times to return to the "**Test Modes**" prompt. From "**Test Modes**", press **<↓ or 8>** to proceed to the next prompt, "**Enter Password**".



*Enter Password (Enter Password Routine)

To enter the Password, touch the following keys in sequence: **<# or ENTER>** then **(4231)**, then **<# or ENTER>**. The VMC will allow up to 10 seconds to enter the Password. If the password is not correctly entered in 10 seconds, the Display will return to "**Enter Password**". If the correct Password is entered, the Display will show "**Cash Counters**".

Note: this password is not resettable.



- ***Cash Counters (Cash Counters Routine)**

If **<# or ENTER>** is pressed at the "**Cash Counters**" prompt, the Control Board will enter the Cash Counters Display Mode. The Display will show "**Total**" at the top line and each Selection below that (as "**Selection NN**", where "**NN**" represents the appropriate Selection Number). To the right, the Currency amount will be displayed as follows:

"**Total**" is the Currency amount (value) taken in for all Paid Vends over the life of the Vendor's Control Board.

"**Selection NN**" is the Currency amount taken in for all Paid Vends for the given Selection Number since the last reset or over the life of the Vendor's Control Board. (*Refer to C5 in Configurations*.)

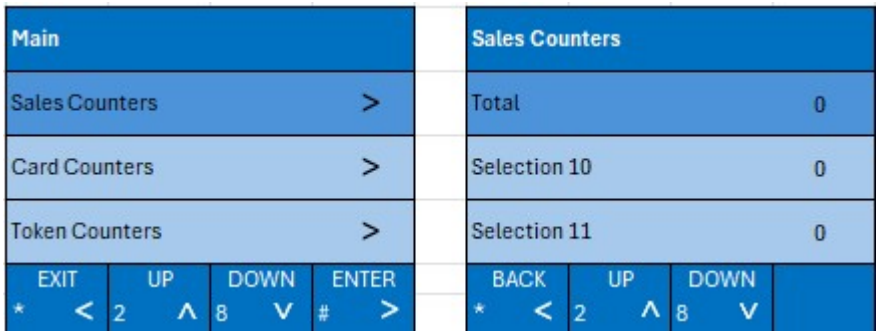
Using **<↑ or 2>** or **<↓ or 8>** will cycle through each Selection. If **<* or BACK>** is pressed anytime during this operation, the Control Board will return to the "**Cash Counters**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Sales Counters**."

- ***Sales Counters (Sales Counters Routine)**

If **<# or ENTER>** is pressed at the "**Sales Counters**" prompt, the Control Board will enter the Sales Counters Display Mode. The Display will show "**Total**" at the top line and each Selection below that (as "**Selection NN**", where "**NN**" represents the appropriate Selection Number). To the right, an amount will be shown, as follows:

"**Total**" is the quantity of all Products Vended over the life of the Vendor's Control Board.

"**Selection NN**" is the quantity of Products Vended by the given Selection Number since the last reset or over the life of the Vendor's Control Board. (*Refer to C5 in Configurations*.)



Using **<↑ or 2>** or **<↓ or 8>** will cycle through each Selection. If **<* or BACK>** is pressed anytime during this operation, the Control Board will return to the "**Sales Counters**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Card Counters**."

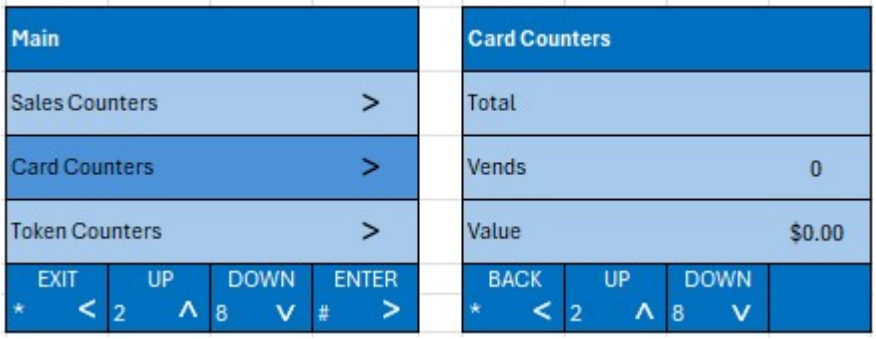
• *Card Counters (Card Counters Routine)

If **<# or ENTER>** is pressed at the "**Card Counters**" prompt, the Control Board will enter the Card Counter Display Mode by displaying three lines:

"**Total**" on the first line designates Total Card counters.

"**Vends XXXX**" on the second line, the **X**'s represent the number of all Card Vends over the life of the Vendor's Control Board.

"**Value YYYY.YY**" on the third line, the **Y**'s represent the value of all Card Sales over the life of the Vendor's Control Board.



Using **<↑ or 2>** or **<↓ or 8>** will cycle through each Selection by displaying "**Selection N**" on the first line, "**Vends XXXX**" on the second line for selection shown on line 1, and "**Value YYYY.YY**" on the third line for selection shown on line 1. The individual selection counts are resettable. If **<* or BACK>** is pressed anytime during this operation, the Control Board will return to the "**Card Counters**" prompt. Press **<↓ or 8>** to continue to the next prompt, "**Token Counters**".

• ***Token Counters (Token Counters Routine)**

If **<# or ENTER>** is pressed at the "**Token Counters**" prompt, the Control Board will enter the Token Counter Display Mode by displaying three lines:

"**Total**" on the first line designates Total Token counters.

"**Vends XXXX**" on the second line, the **X**'s represent the number of all Token Vends over the life of the Vendor's Control Board.

"**Value YYYY.YY**" on the third line, the **Y**'s represent the value of all Token Sales over the life of the Vendor's Control Board.

"**Token Counters**" functions exactly as "**Card Counters**", except it counts Token Vends instead of Card Vends. (See above.) If **<* or BACK>** is pressed anytime during this operation, the Control Board will return to the "**Token Counters**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Discount Counters**".

• ***Discount Counters (Discount Counters Routine)**

If **<# or ENTER>** is pressed at the "**Discount Counters**" prompt, the Control Board will enter the Discount Counter Display Mode by displaying three lines:

"**Total**" on the first line designates Total Discount counters.

"**Vends XXXX**" on the second line, the **X**'s represent the number of all Discount Vends over the life of the Vendor's Control Board.

"**Value YYYY.YY**" on the third line, the **Y**'s represent the value of all Discount Sales over the life of the Vendor's Control Board.

"**Discount Counters**" functions exactly as "**Card Counters**", except it counts Discounted Vends instead of Card Vends. (See above.) If **<* or EXIT>** is pressed anytime during this operation, the Control Board will return to the "**Discount Counters**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Free Vend Accounting**".

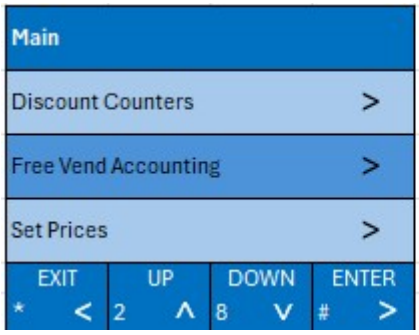
• ***Free Vend Accounting (Free Vend Accounting Routine)**

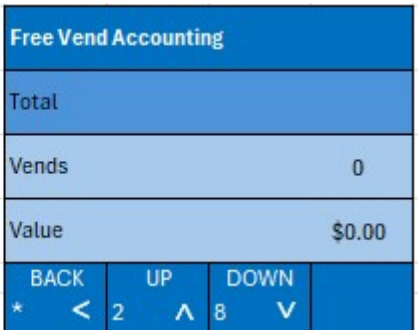
If **<# or ENTER>** is pressed at the "**Free Vend Accounting**" prompt, the Control Board will enter the Free Vend Counter Display Mode by displaying three lines:

"**Total**" on the first line designates Total Free Vend counters.

"**Vends XXXX**" on the second line, the **X**'s represent the number of all Free Vends over the life of the Vendor's Control Board.

"**Value YYYY. YY**" on the third line, the **Y**'s represent the value of all Free Vends over the life of the Vendor's Control Board.

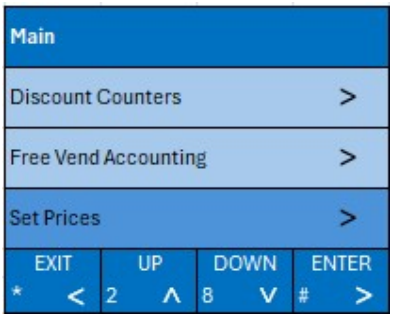




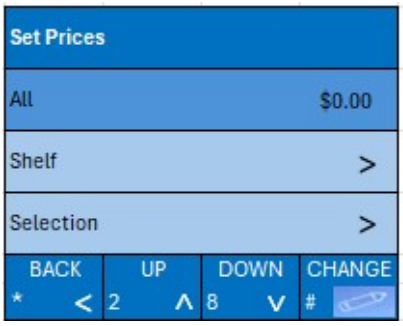
"**Free Vend Accounting**" functions exactly as "**Card Counters**", except it counts Free Vends instead of Card Vends. (See above.) If **<* or BACK>** is pressed anytime during this operation, the Control Board will return to the "**Free Vend Accounting**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Set Prices**".

• ***Set Prices (Set Prices Routine) (default is $99.95)**

If **<# or ENTER>** is pressed at the "**Set Prices**" prompt, the Control Board will enter the Price Setting Mode. The Display will show "**All**", "**Shelf**", and "**Selection**". Press **<↑ or 2>** or **<↓ or 8>** to cycle through these options.



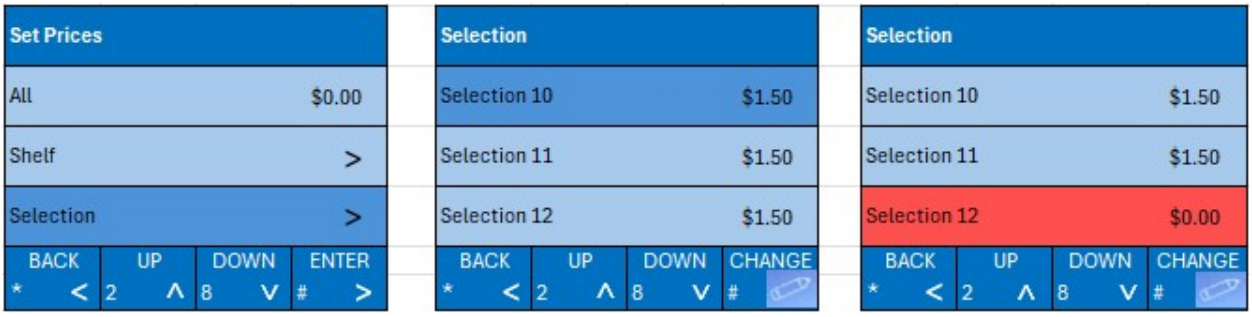
If **<# or CHANGE>** is pressed at "**All**", the current price for All Selections will be highlighted reddish orange. Press **<* or DELETE>** to remove All Selections current prices. To change this universal price, type in the desired Price using the key Touch Pad. Once the desired Price is shown, press **<# or SAVE>** and return the Display to the unhighlighted "**All**" state. Press **<* or BACK>** to return to the "**Set Prices**" prompt. Press **<↓ or 8>** to proceed to the next menu item, "**Shelf**".

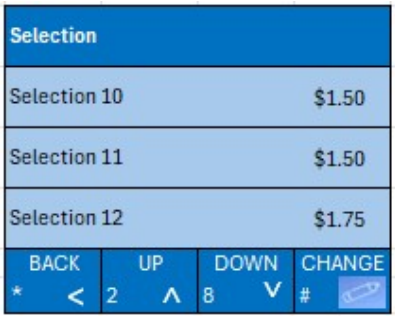


If **<# or ENTER>** is pressed at "**Shelf**", each Shelf Number will be displayed, followed by the current universal Price for the Shelf. Press **<↑ or 2>** or **<↓ or 8>** to cycle through each individual Shelf Number. If **<# or CHANGE>** is pressed at a particular Shelf Number, that Shelf and its current Price setting will be highlighted reddish orange. To change this Price, type in the desired Price using the key Touch Pad. Once the desired Price is shown, press **<# or SAVE>** to return the Display to the unhighlighted Shelf state. Once all Shelf Prices have been set, press **<* or BACK>** to return to the "**Set Prices**" prompt. Press **<↓ or 8>** to proceed to the next menu item, "**Selection**".

If **<# or ENTER>** is pressed at "**Selection**", each Selection Number will be displayed, followed by its current set Price. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each individual Selection Number. If **<# or CHANGE>** is pressed at a particular Selection Number, that Selection and its current Price setting will be highlighted reddish orange.

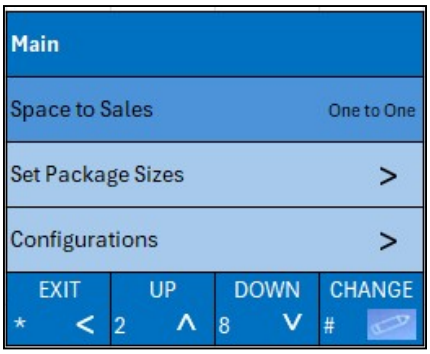
To change this Price, type in the desired price using the key Touch Pad. Once the desired Price is shown, press **<# or SAVE>** to return the Display to the unhighlighted "Selection Number" state. Scroll to the next Selection Number to set price or press **<* or BACK>** to return to the "**Set Prices**" prompt. Press **<* or BACK>** again to return to the "**Main**" prompt. Press **<↓ or 8>** to proceed to the next available prompt, "**Space to Sales**".





• *Space to Sales (Space to Sales Routine)

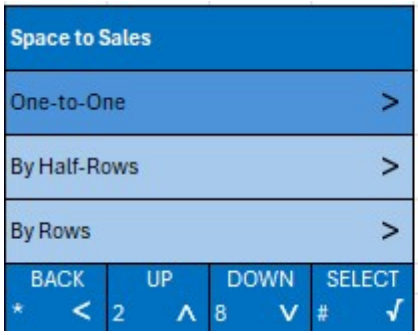
If **<# or CHANGE>** is pressed at the "**Space to Sales**" prompt, the Control Board will enter the Space to Sales programming mode. Use **<↑ or 2>** or **<↓ or 8>** to scroll between the various Space to Sales options. The following options are available with this menu:

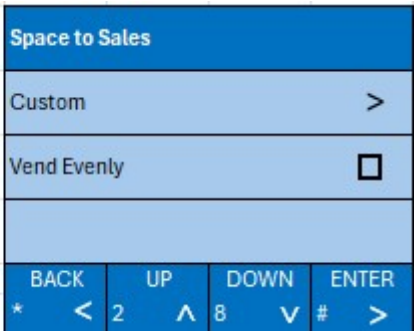


- One-to-One
- By Half-Rows/Cells (#0 to #4; #5 to #9)
- By Rows/Cells (Shelves 1 to 5)
- Custom
- Vend Evenly

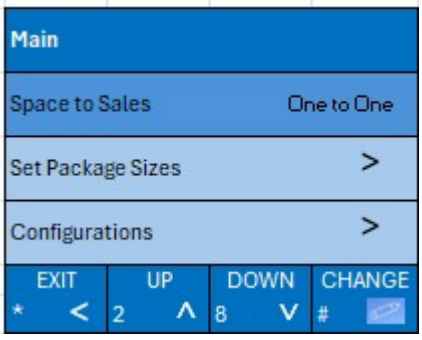
Note: when you select an option it does not tell you it has been selected. You have to exit out of Space to Sales and enter again to confirm it saved.

"**One-to-One, By Half-Rows, By Rows, Custom, and Vend Evenly**", use the **<↑ or 2>** or **<↓ or 8>** to scroll through the menu items. Once the desired option is reached, press **<# or SELECT>** to enter that option. Press **<* or BACK>** will return to the "**Space to Sales**" prompt.

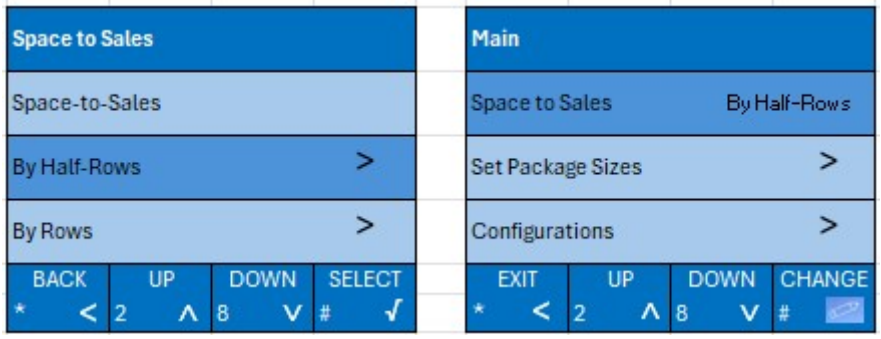




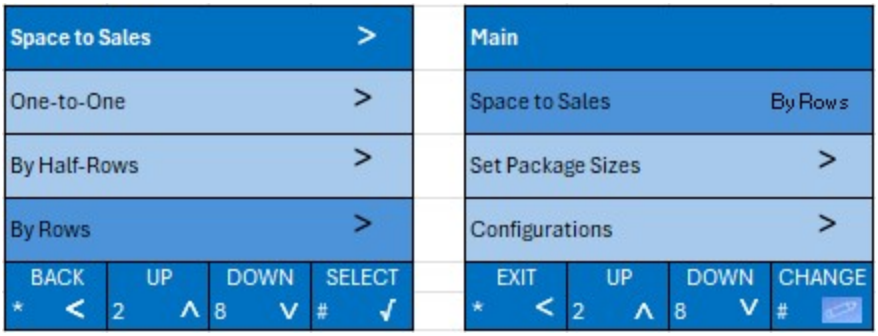
In "**One-to-One"** setting individual Rows/Cells are assigned to individual Selections with the same number. Example: Selection 10 will vend from Row/Cell 10.



In "**By Half-Rows**" setting Half Shelf Row/Cell numbers are assigned to the related Selection numbers as a group. Example: Selections 10 thru 14 will vend from Rows/Cells 10 thru 14 sequentially and Selections 15 thru 19 will vend from Rows/Cells 15 thru 19 sequentially on Shelf 1.



In "**By Rows**" setting full Shelf Rows/Cells are assigned to the related Selection numbers as a group. Example: Selections 10 thru 19 will vend from Rows/Cells 10 thru 19 sequentially on Shelf 1.

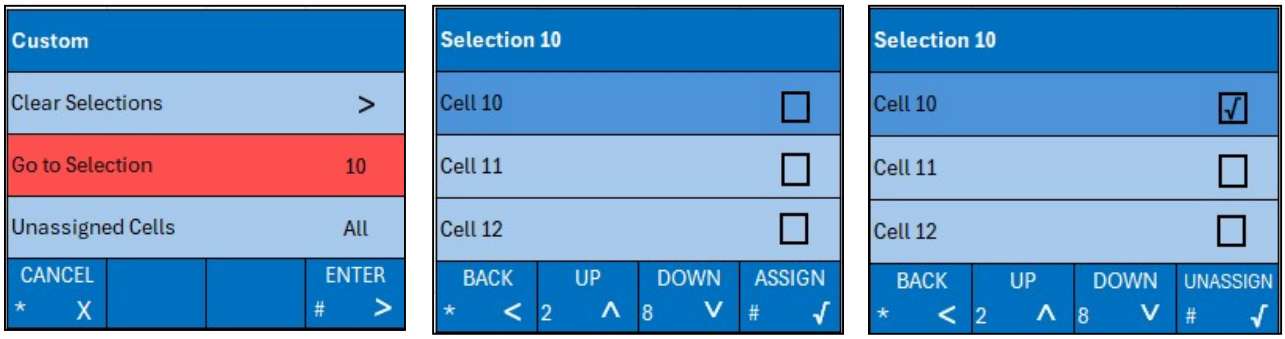


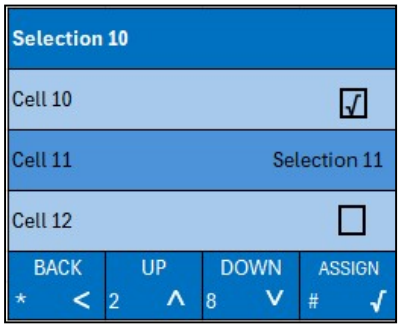
If **<# or ENTER>** is pressed at the "**Custom**" prompt, you will have the opportunity to program a Custom Space to Sales configuration. Upon entry into this routine, the Display will show "**Clear Selections**", "**Go to Selection**", and "**All Cells Assigned**" or "**Unassigned Cells**". Press **<* or BACK>** at this point will return the display to the "**Custom**" prompt with no changes being made.

To clear the current Space to Sales assignments, press **<# or SELECT>** at the "**Clear Selections**" prompt, and the third row of text on the Display will show "**Unassigned Cells All**".

From "**Clear Selections**", press **<↓ or 8>** to scroll to "**Go to Selection**". At the "**Go to Selection**" prompt, press **<# or ENTER>**. "**Go to Selection**" will be highlighted reddish orange on the Display.

With the "**Go to Selection**" highlighted reddish orange on the Display key in a Selection Number using the key Touch Pad, then press **<# or ENTER>**. A list of all Cells within the Vendor will be shown with a check box beside each Cell/Row number. Press **<↑ or 2>** or **<↓ or 8>** to scroll through the list of Cells/Rows.

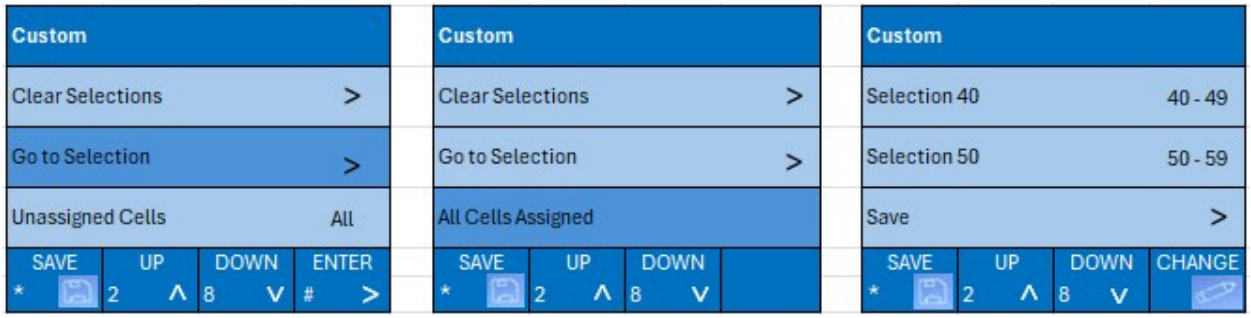




- If the Cell is currently assigned to the entered Selection Number (shown at the top of the Display), a checked box will follow the Cell/Row Number. To unassign this Cell/Row, press **<# or UNASSIGN>**, and the check box will be empty.
- If the Cell is currently assigned to another Selection, but not the entered Selection Number displayed at top of display, "**Selection ##**" will follow the Cell Number (where "**##**" is the number of the Selection assigned). To assign this Cell to the current Selection displayed at top, press **<# or ASSIGN>**.
- If the Cell is currently unassigned to any Selection, an unmarked check box will appear.

Press **<↑ or 2>** or **<↓ or 8>** will scroll the Display through each individual Cell Number. Once all desired Cells have been assigned to the entered Selection, press **<* or BACK>**. The Display will return to the highlighted "**Go to Selection**" prompt. Type in another Selection Number to enter. Repeat the steps above to assign Cells to the next Selection Number.

Once all Selections have been assigned as desired, press **<* or BACK>** until you get to "**Go to Selection**" prompt. Press **<# or SAVE>** to save the new settings and return the Display to the "**Custom**" prompt.

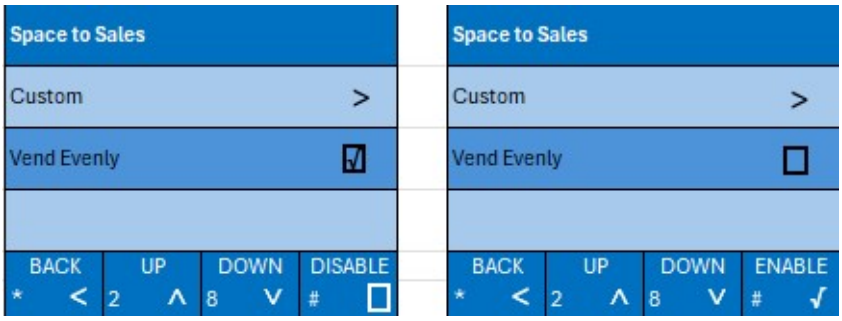


Note: Selection Pricing must be aligned with the Space to Sales assignments.

Press **<↓ or 8>** to proceed to the next prompt, "**Vend Evenly**".

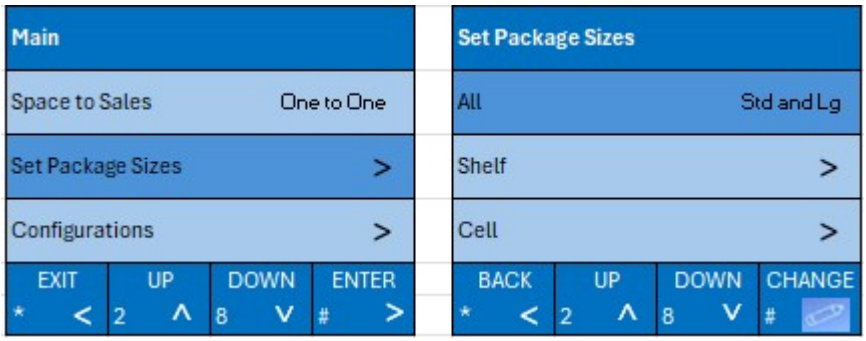
"**Vend Evenly**"

If **<# or ENABLE/DISABLE>** is pressed at "**Vend Evenly**", the check box will be toggled between checked (all Cells/Rows tied together in Space to Sales will alternate vending for even distribution) or unchecked (each Cell/Row will be vended until empty before product is dispensed from the next tied Cell/Row).



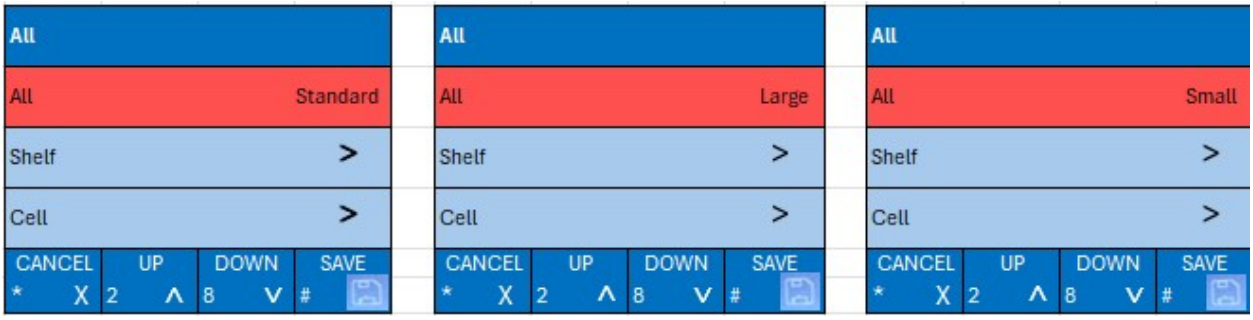
• *Set Package Sizes (Set Package Sizes Routine)

If **<# or ENTER>** is pressed at the "**Set Package Sizes**" prompt, the Control Board will enter the Package Setting Mode. This mode is used to adjust Selections to vend certain packages reliably. Using **<↑ or 2>** or **<↓ or 8>** will allow you to cycle through the various options for setting package size ("**All**", "**Shelf**", or "**Cell**"). For each option, three package size selections are available: **Small**, **Standard**, or **Large**.



All

If **<# or ENTER>** is pressed at "**All**", this line will be highlighted reddish orange, and the Package Size (Standard, Large, Small) for all Cells can be set for all Cells/Rows. Press **<↑ or 2>** or **<↓ or 8>** to change the universal size for all Cells/Rows. Once the desired Package Size is shown, press **<# or SAVE>** and return the Display to the unhighlighted state. Use **<↓ or 8>** to proceed to the next option, "**Shelf**", or press **<* or EXIT>** to return to the "**Set Package Sizes**" prompt.



Shelf

If **<# or ENTER>** is pressed at "**Shelf**", each Shelf Number will be displayed, followed by the current universal Package Size for the Shelf.

Press **<↑ or 2>** or **<↓ or 8>** to cycle through each individual Shelf Numbers. If **<# or CHANGE>** is pressed at a particular Shelf Number, that Shelf and its current Package Size setting will be highlighted reddish orange. Use **<↑ or 2>** or **<↓ or 8>** to change the package size (Standard, Large, Small). Once the desired Package Size is shown, press **<# or SAVE>** and return the Display to the unhighlighted state. Once all shelves Package Sizes have been set, press **<* or BACK>** to return to the "**Shelf**" prompt. Press **<↓ or 8>** to proceed to the next option, "**Cell**".

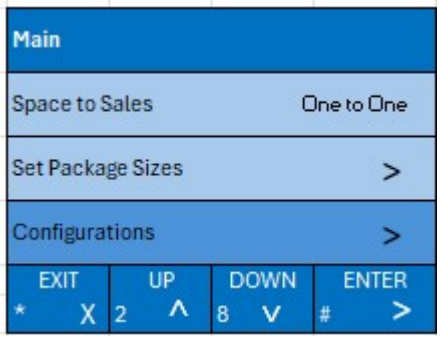
Cell (Selection)

If **<# or ENTER>** is pressed at "**Cell**", each Cell Number will be displayed, followed by its current Package Size setting.

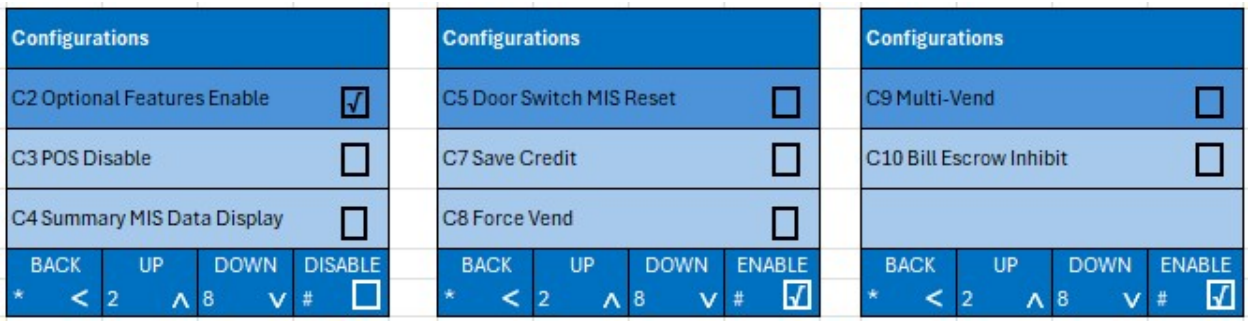
Press **<↑ or 2>** or **<↓ or 8>** to cycle through each individual Cell Numbers. If **<# or CHANGE>** is pressed at a particular Cell Number, that Cell and its current Package Size setting will be highlighted reddish orange. Use **<↑ or 2>** or **<↓ or 8>** to change this package size. Once the desired Package Size (Standard, Large, Small) is shown, press **<# or SAVE>** and return the Display to the unhighlighted state. Press **<* or BACK>** to return to the "**Cell**" prompt, then press **<* or BACK>** a second time to return to the "**Set Package Sizes**" prompt. Press **<↓ or 8>** to proceed to the next available prompt, "**Configurations**".

• *Configurations (Configurations Routines C2 to C10)

If **<# or ENTER>** is pressed at the "**Configurations**" prompt, the Control Board will enter the Machine Configuration Mode by displaying "**C# Configuration Name**", followed by a box (checked if enabled (On), empty if disabled [Off]). Using **<↑ or 2>** or **<↓ or 8>** will allow you to cycle through all available Configuration Options. If **<* or BACK>** is pressed anytime during this operation the Control Board will return to the "**Configurations**" prompt. From the "**Configurations**" prompt, use **<↓ or 8>** to proceed to the next prompt, "**Correct Change**".



At a selected Configuration if **<# or ENABLE/DISABLE>** is pressed the status will toggle between enabled (On) and disabled (Off). When the desired status is displayed, press **<↑ or 2>** or **<↓ or 8>** to scroll through the other Configurations. If **<* or BACK>** is pressed anytime during this operation the Control Board will return to the "**Configurations**" prompt.



• **C2 - Optional Features Enable (default – Box Unchecked - Off)**

This option is used to enable the Optional Features Menu, which contains several additional Mode Options other than the Standard Service Menu. If this configuration is unchecked, all Optional Features will be disabled (Off). When checked, all Optional Features will be enabled (On). Optional Features to be displayed when enabled (On) include: "Selection Block 1/2", "Selection Discount 1/2/3", and "Override Switch".

Box Unchecked: Optional Feature items will not appear (Off).

Box Checked: Optional Feature items will appear (On).

• **C3 - POS Message Disable (default – Box Unchecked - Off)**

This option is used to turn Off the Point of Sales Message display.

Box Unchecked: The Point of Sales greeting will appear as normal on the Display. Message Disable is turned Off.

Box Checked: The Point of Sales greeting will not appear on the Display. Message Disable is turned On.

• **C4 - Summary MIS Data Display (default – Box Unchecked - Off)**

This option is used to turn on the Display of the Total Machine Sales, Total Machine Cash Values, Error Codes or No Error Codes in the Open Door Mode.

Box Unchecked: Only recorded Error Codes are displayed when the Service Door is open (Off).

Box Checked: Sales and Cash Totals will be displayed, as well as recorded Error Codes when the Service Door is open (On).

• **C5 - Door Switch MIS Reset (default – Box Unchecked - Off)**

This option is used to allow Door Switch sensed open to reset all resettable MIS Data.

Box Unchecked: All resettable MIS registers are reset only when the "CF" command is received from a Handheld Computer (HHC) (Off).

Box Checked: All resettable MIS registers are reset when the Door Switch is sensed as open and at least one of the resettable MIS registers has been read (i.e., Cash and Sales Counts) (On).

• C7 - Save Credit (default – Box Unchecked - On)

This option is used to determine how long a Credit should remain on the Display and available to the customer. If the feature is turned Off, a five-minute timer is restarted each time Credit is added to the machine, or any valid consumer action occurs. After the timer expires the Credit is erased. If the feature is turned On, Credit is left available to the customer regardless of when it was deposited.

Box Unchecked: The five-minute timer is used (On).

Box Checked: Credit is left on the Display for use indefinitely (5 min. timer Off).

• C8 - Force Vend (default – Box Unchecked - Off)

This option is used to determine Escrow to Select or Escrow to Price. It prevents the machine from becoming a change maker. When this mode is enabled (On), Escrow of Coins is allowed until any of the following three events occur:

- Any Bill is inserted into the Bill Acceptor.
- Any "Cash Box" Coin is inserted into the Coin Mech.
- The maximum Vend Price is reached.

Once any of these conditions are met, any accumulated Credit must be used toward a vend attempt, and coins will not be dispensed for Credit in response to an escrow request. If a sold-out Selection, or if a valid Selection that becomes sold-out, is made, this option will be overridden, and an escrow will be honored.

Box Unchecked: Forced Vend attempt is disabled (Off), Escrow to Select.

Box Checked: Forced Vend attempt is enabled (On), Escrow to Price.

Note: Forced Vend attempts have no effect on the Card Reader. Once a Card is inserted, it can always be returned to the customer via the escrow lever on the Coin Mech or return button on the Card Reader.

• C9 – Multi Vend (default – Box Unchecked - Off)

This option will allow Multiple Purchases without re-entering coins. If checked (On), instead of immediately returning the change after a vend, the Credit will remain on the Display to be used for another Selection attempt. An escrow request will be honored at any time. This option will take precedence over the Force Vend option after the first vend has been completed.

Box Unchecked: Multi Vend is disabled (Off), returning change after a vend.

Box Checked: Multi Vend is enabled (On), remaining credit stays on Display for use towards next vend attempt.

• C10 - Bill Escrow Inhibit (default - Box Checked - On)

This option will inhibit escrowing of Bills. If box is checked, disabled (Off), and if the current Bill Value inserted takes the accumulated credit over the maximum price, the Bill will be held

in the escrow position. If the rule is unchecked, enabled (On), Bills will always go to the Cash Box (Stacker).

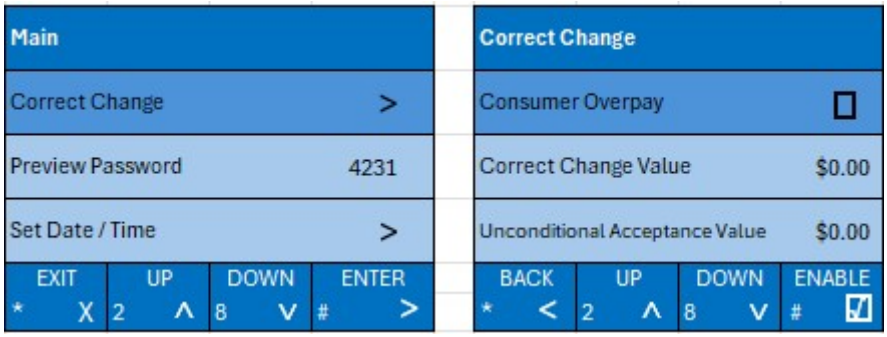
Box Unchecked: Bill Escrow is not allowed (Inhibit on, Bills go to Cash Box).

Box Checked: Bill Escrow is allowed (Inhibit off, allows Bill Escrow).

If **<* or BACK>** is pressed anytime during this operation the Control Board will return to the "**Configurations**" prompt. Press **<↓ or 8>** to proceed to the next available prompt, "**Correct Change**".

• *Correct Change (Correct Change Routine)

If **<# or ENTER>** is pressed at the "**Correct Change**" prompt, the Display will show "**Consumer Overpay**". Using **<↑ or 2>** or **<↓ or 8>** will cycle through all available Correct Change options, Consumer Overpay, Correct Change Value, and Unconditional Acceptance Value. Press **<* or BACK>** at any point in this procedure will return to the "**Correct Change**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Preview Password**".



"**Consumer Overpay**" **(Unchecked - Off)**

This sub mode is used to determine whether a vend should be allowed when an overpayment situation may result.

If **Unchecked (Off)**, the customer will not be allowed to overpay (not cheated).

The **Use Correct Change Only** message will continue to be displayed for up to one minute. If after 2 seconds but before one minute expires, the customer re-selects this same selection, the vend will continue and as much change as possible will be returned.

If **Checked (On)**, when a customer makes a product selection, and the Coin Mech change levels are low and the "**Use Correct Change Only**" message is:

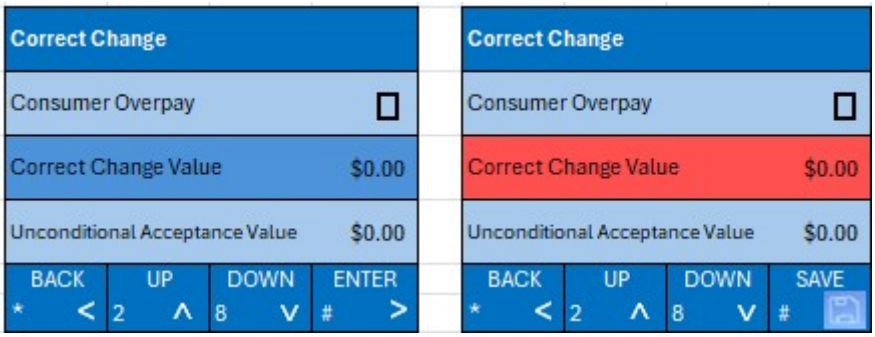
The **Use Correct Change Only** message will continue to be displayed for up to one minute. However, the vend will continue and as much change as possible will be returned. It allows the Vendor to vend with the risk of not being able to return the full amount of change, allowing consumers to overpay.

In either **Use Correct Change Only** case above, the remaining change due back to the customer will remain on the Display. The customer could add change to the remaining value on the Display to make another vend.

Note: If "**Consumer Overpay**" is checked, both "**Correct Change Value**" and "**Unconditional Acceptance Value**" will apply; if unchecked, only "**Correct Change Value**" will apply.

"**Correct Change Value**"

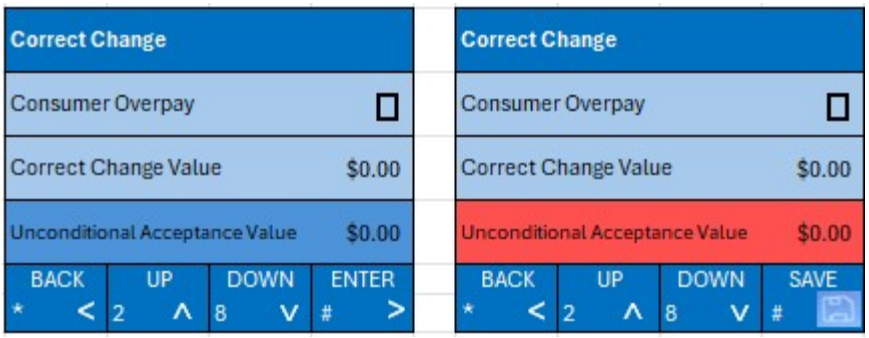
When **<# or ENTER>** is pressed at "**Correct Change Value**", the Current Value will be highlighted reddish orange. Enter in the desired Correct Change Value using the key Touch Pad. Once the desired Value is shown, press **<# or SAVE>** and return the Display to the unhighlighted Correct Change Value state. The Coin Mech must be able to pay back this value and all values below that (in increments of the Coin Mechs lowest tube value) for the Use Correct Change Only message to remain off. In other words, if "**Correct Change Value**" is set to 0.25, the changer must be able to pay back 0.25, 0.20, 0.15, 0.10, and 0.05 in any combination, or else the Use Correct Change Only message will be displayed. If "**Correct Change Value**" is set to 0.00, the "**Use Correct Change Only**" message will never be displayed.



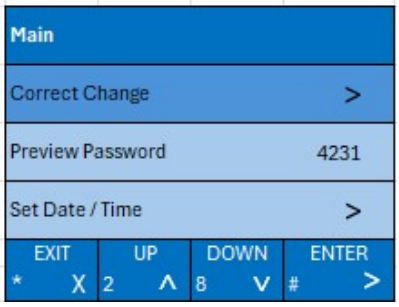
Once Correct Change Value has been set and saved, press **<↓ or 8>** to proceed to the next option, "**Unconditional Acceptance Value**" prompt.

"**Unconditional Acceptance Value**"

When **<* or ENTER>** is pressed at "**Unconditional Acceptance Value**", the Current Value will be highlighted reddish orange. The Vendor should not accept any amount of currency (Bill or Coin) larger than the value set in "**Unconditional Acceptance Value**" unless the Coin Mech can pay out the equivalent of that amount. Enter in the desired Unconditional Acceptance Value using the key Touch Pad. Once the desired Value is shown, press **<# or SAVE>** and return the Display to the unhighlighted Unconditional Acceptance Value state.



Once Unconditional Acceptance Value has been set and saved, press **<* or BACK>** will return to the "**Correct Change**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Preview Password**".



- ***Preview Password**

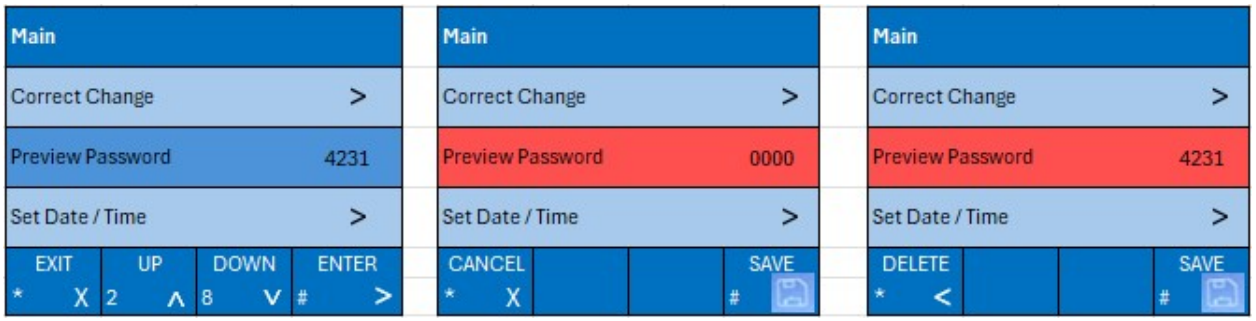
(Preview/Reset External Menus Password Routine)

The Information available in this mode is obtainable with the door closed or open as long as the vender is in the normal mode, by entering the password, which is set to 4,2,3,1 from the factory.

Note: this password is resettable. If set to "0,0,0,0", the External Menus access is disabled.

At "**Preview Password**", the current four-digit Password for the external menu will be shown on the right-hand side of the Display. If **<# or ENTER>** is pressed, this menu item will be highlighted reddish orange, and the first digit of the Password will be flashing. Press **<↑ or 2>** or **<↓ or 8>** will adjust the current flashing digit up or down. Press **<# or ENTER>** will save the current flashing digit and cause the next digit of the Password to begin flashing. All four digits may be modified in this manner.

CAUTION - Press **<* or EXIT>** at any point in the procedure will save the currently displayed Password and return you to the "**Preview Password**" prompt. From the "**Preview Password**" prompt, use **<↓ or 8>** to proceed to the next prompt, "**Set Date / Time**". Be sure to remember/write down the new Password for future use.



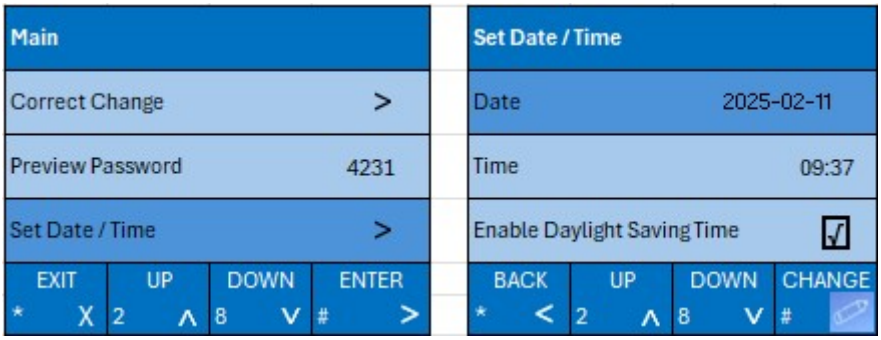
External Menus available when Preview Password is entered with Door closed are:

- Historical Cash Count.
- Re-settable Cash Count for each Selection.
- Historical Sale Count (total number of vends).
- Re-settable Vend Count for each Selection.
- Error Codes.
- Return to Sales.

• ***Set Date / Time (Set Date & Time Routine)**

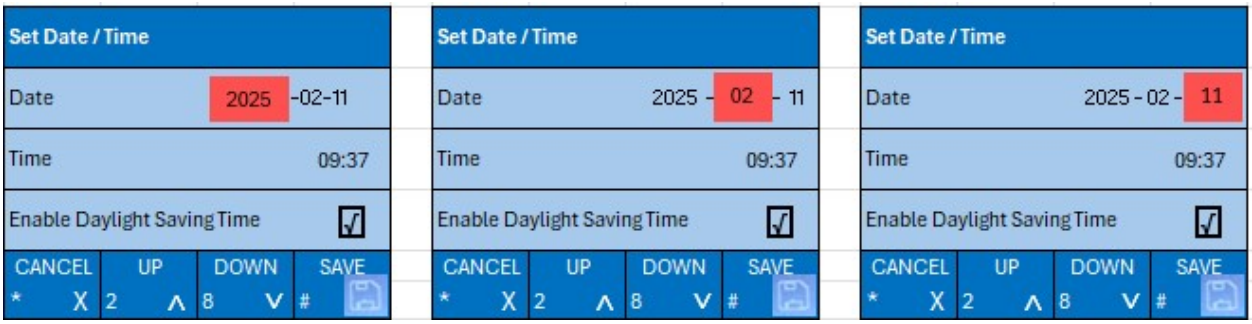
This function is used to set the year, month, date, and hour (military 24-hour clock).

If **<# or ENTER>** is pressed at the "**Set Date / Time**" prompt, the Control Board will enter the current time setting mode by displaying "**Date**". Using **<↑ or 2>** or **<↓ or 8>** will allow you to cycle through all available Date & Time setting options.



"**Date**" **(Set Date Routine)**

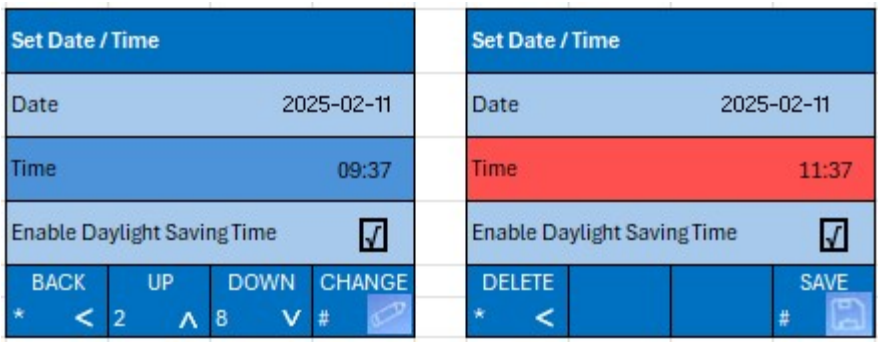
If **<# or ENTER>** is pressed at the "**Date**" prompt the current Date of the Year will be displayed in **YYYY-MM-DD** format. If **<# or CHANGE>** is pressed at the "**Date**" prompt, the year **YYYY** will be highlighted reddish orange. Press **<↑ or 2>** or **<↓ or 8>** at this point will increase or decrease the Year. If **<# or SAVE>** is pressed, the Year will be saved, and Month **MM** will be highlighted reddish orange. Press **<↑ or 2>** or **<↓ or 8>** at this point will increase or decrease the Month. Press **<# or SAVE>** again to save the Month and Day **DD** will be highlighted reddish orange. Press **<↑ or 2>** or **<↓ or 8>** to increase or decrease the Day. Note: press **<→ or 6>** and **<← or 4>** to move right and left between Year, Month, and Day setting. Finally, press **<# or SAVE>** again to save the Day and return to the unhighlighted state. Use **<↓ or 8>** to proceed to the next prompt, "**Time**".



"**Time**" **(Set Time Routine)**

If **<# or CHANGE>** is pressed at the "**Time**" prompt, the current Time is displayed in a 24-hour format (Ex. 0937 = 9:37am) highlighted reddish orange. The two left digits of the Display show the current Hour setting; the right two digits show the current Minutes. Enter the current time in 24-hour format (Ex. 09:37am is entered as 0937) using the key Touch Pad. Press **<# or SAVE>** will save the displayed Hour and Minutes

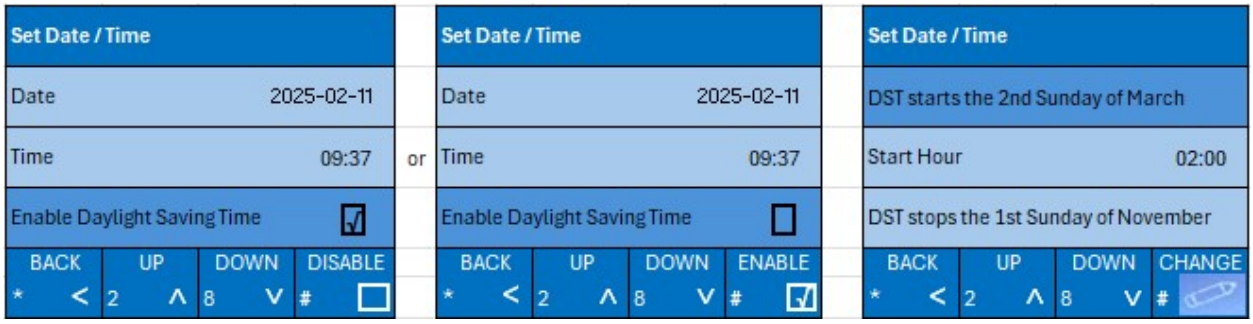
setting and return you to the "**Time**" prompt. Press **<* or DELETE>** while in editing mode will return you to the unhighlighted "**Time**" prompt without saving changes. Use **<↓ or 8>** to proceed to the next prompt, "**Enable Daylight-Saving Time**".



If **<* or EXIT>** is pressed anytime during this operation, the Control Board will return to the "**Set Date / Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Refrigeration**".

"**Enable Daylight Saving Time**" **(Enable Daylight-Saving Time Routine)**

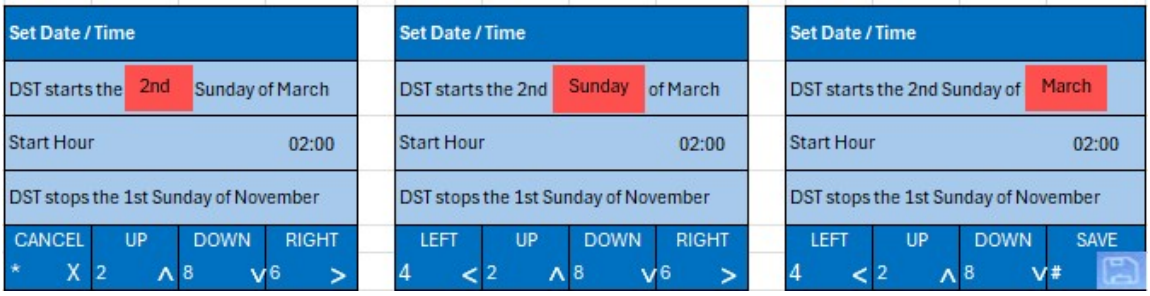
If **<# or ENABLE/DISABLE>** is pressed at the "**Enable Daylight-Saving Time**" prompt, the box will toggle between checked, Daylight-Saving Time Enable (On) or unchecked, Daylight-Saving Time Disable (Off). If **<* or BACK>** is pressed, the Control Board will return to the "**Enable Daylight-Saving Time**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**DST starts the NN Sunday of MMM**".



"**DST starts the NN DDD of MMM**" **(Set DST Start Day & Month Routine)**

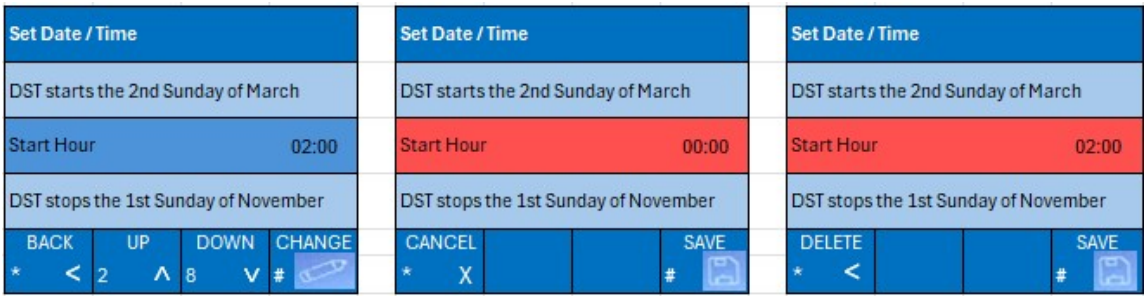
This menu item can be used to modify the Start Date for Daylight-Saving Time in the Control Board's internal clock. By default, this item is set to "**DST starts the 2nd Sunday of March**". If **<# or CHANGE>** is pressed, the current Day of Month (**NN – 1st, 2nd, 3rd, 4th)**) setting will be highlighted reddish orange. Use **<↑ or 2>** or **<↓ or 8>** to change the current Day of Month (**NN**). Once the desired Day of Month is shown, press **<→ or 6>**, and the Day of the Week (**DDD – Sunday, Saturday, etc.**) will be highlighted reddish orange. Use **<↑ or 2>** or **<↓ or 8>** to change the Day of the Week. On the desired Day of the Week, press **<→ or 6>**, and the Month (**MMM**) will be highlighted reddish orange. After reaching the desired Month using **<↑ or 2>** or **<↓ or**

8>, press **<# or SAVE>** to save the setting and return to the "**DST starts the NN DDD of MMM**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Start Hour**".



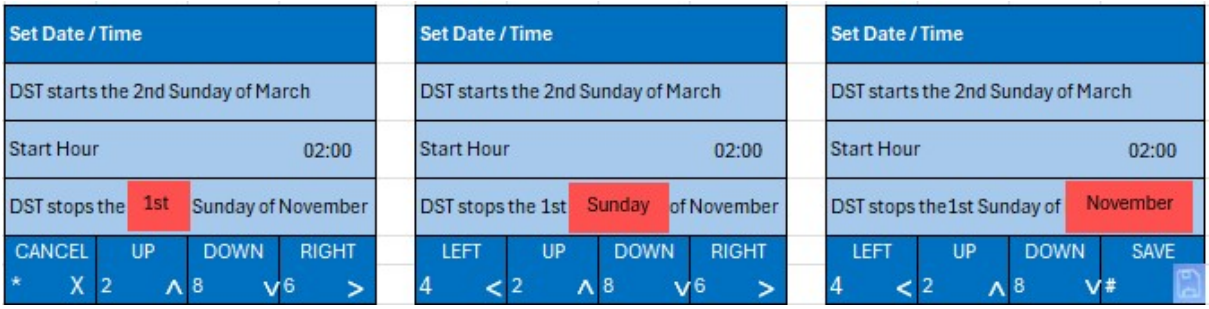
"**Start Hour**" **(Set DST Start Time in 24-hour format Routine)**

This menu item is used to set the Start Time for Daylight-Saving Time in the Control Board's internal clock. By default, this item is set to 02:00 (2:00am). If **<# or CHANGE>** is pressed, this menu item will be highlighted reddish orange, showing a time of 00:00. Use the key Touch Pad to manually enter the time at which Daylight-Saving Time will start, in four-digit notation. (For example, to set Daylight-Saving Time to begin at 2:00 a.m., key in "0200".) Once the desired Time is shown, press **<# or SAVE>** to save it. Press **<↓ or 8>** to proceed to the next prompt, "**DST stops the NN DDD of MMM**".



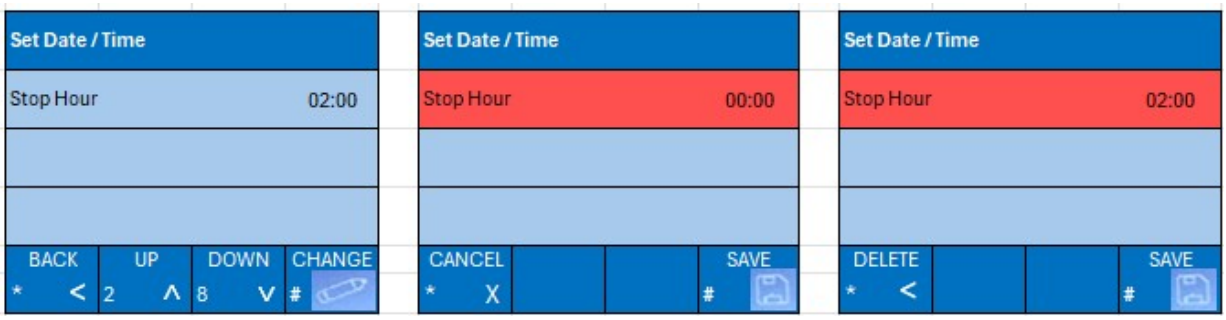
"**DST stops the NN DDD of MMM**" **(Set DST Stop Day & Month Routine)**

This menu item can be used to modify the End Date for Daylight-Saving Time in the Control Board's internal clock. By default, this item is set to "**DST stops the 1st Sunday of November**". If **<# or CHANGE>** is pressed, the current Day of Month (**NN – 1st, 2nd, 3rd, 4th**) will be highlighted reddish orange. Use **<↑ or 2>** or **<↓ or 8>** to change the current Day of Month. Once the desired Day of Month is shown, press **<→ or 6>**, and the Day of the Week (**DDD – Sunday, Saturday, etc.**) will be highlighted reddish orange. Use **<↑ or 2>** or **<↓ or 8>** to change the Day of the Week. On the desired Day of the Week, press **<→ or 6>**, and the Month (**MMM**) will be highlighted reddish orange. After reaching the desired Month using **<↑ or 2>** or **<↓ or 8>**, press **<# or SAVE>** to save the setting and return to the "**DST stops the NN DDD of MMM**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Stop Hour**".



"**Stop Hour**" **(Set DST Stop Time in 24-hour format Routine)**

This menu item is used to set the Stop Time for Daylight-Saving Time in the Control Board's internal clock. By default, this item is set to 02:00. If **<# or CHANGE>** is pressed, this menu item will be highlighted reddish orange, showing a Time of 00:00. Use the key Touch Pad to manually enter the Time at which Daylight-Saving Time will End, in four-digit notation. (For example, to set Daylight-Saving Time to end at 2:00 a.m., key in "0200".) Once the desired Time is shown, press **<# or SAVE>** to save it. Press **<* or BACK>** to return to "**Set Date / Time**". Press **<↓ or 8>** to proceed to next prompt, **Refrigeration**.

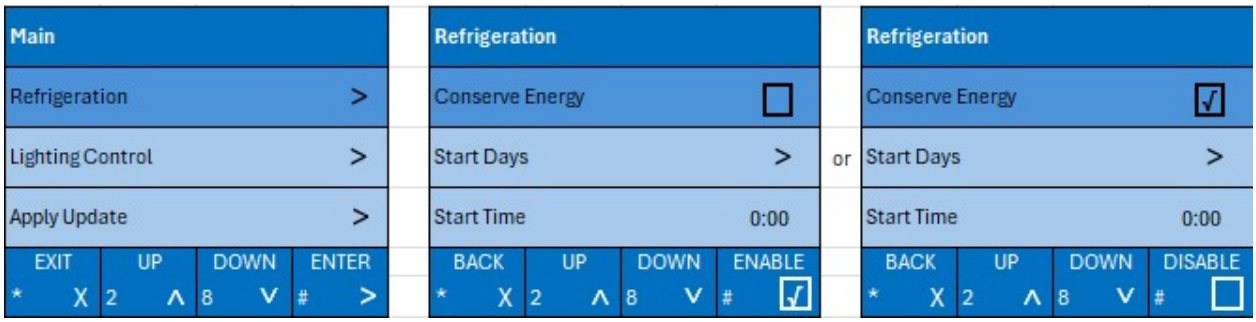


- ***Refrigeration (Refrigeration Routine)**

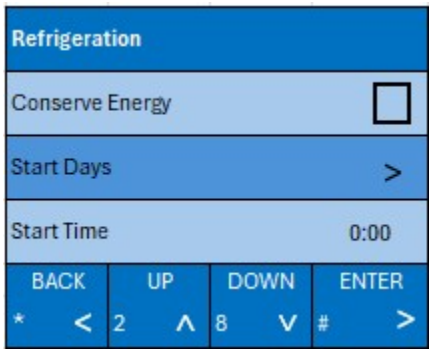
This function is used to electronically control the Refrigeration operations of the Vendor.

"**Conserve Energy**" **(Unchecked - Off)**

If **<# or ENTER>** is pressed at Refrigeration prompt, the Control Board will enter the Refrigeration Routine options. If **<# or ENABLE/DISABLE>** is pressed at the "**Conserve Energy**" prompt, the check box will toggle between checked, Energy Conservation Mode Enable (On) or unchecked, Energy Conservation Mode Disable (Off). If **<* or BACK>** is pressed, the Control Board will return to the "**Conserve Energy**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Start Days**".

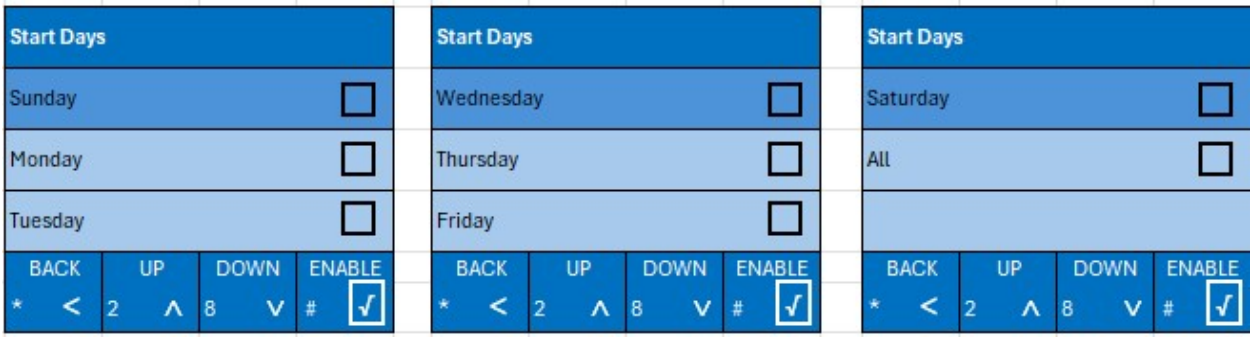


"**Start Days**" **(Set Conserve Energy Start Days Routine)**



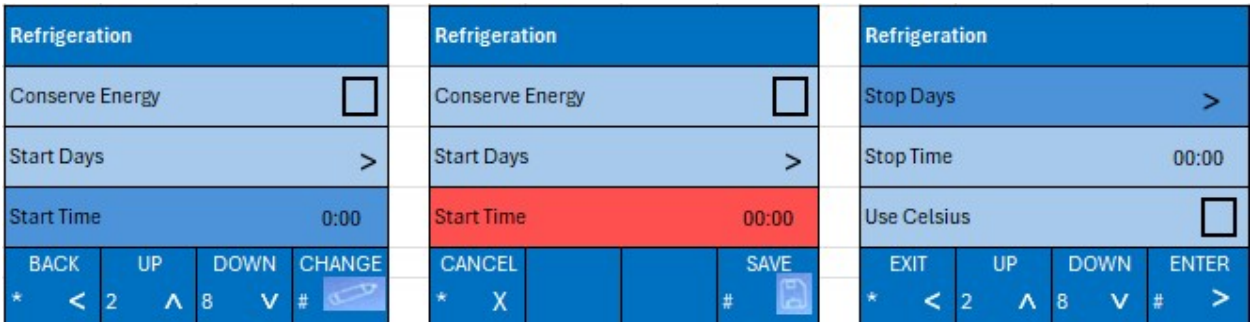
If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Control Board will enter the Start Refrigeration Energy Conservation Control Days setting routine. Press **<* or BACK>** at this point will return you to the "**Start Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Start Time**".

If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week prompt, the box will toggle between checked, Refrigeration Energy Conservation Control Timer Enable (On) for that Day or unchecked, Refrigeration Energy Conservation Control Timer Disable (Off) for that Day. Press **<* or BACK>** or using **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**" will save the displayed setting. If **<* or BACK>** is pressed, the Control Board will return to the **"Start Days"** prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Start Time**".



"**Start Time**" **(Set Conserve Energy Start Time Routine)**

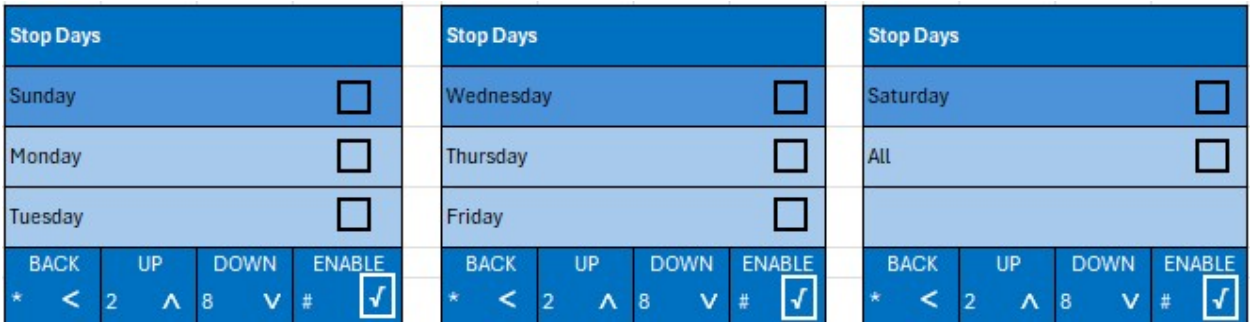
If **<# or CHANGE>** is pressed at the "**Start Time**" prompt, the Control Board will enter the Start Refrigeration Energy Conservation Control Time setting routine. This Time will be displayed in a 24-hour format highlighted reddish orange. The two left digits of the Display show the current Hour setting; the right two digits show the current Minutes. Enter the current time in 24-hour format (Ex. 11:37am is entered as 1137) using the key Touch Pad. Press **<* or CANCEL>** will return to the unhighlighted "**Start Time**" without saving changes. Press **<# or SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Start Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Days**."



"**Stop Days**" **(Set Conserve Energy Stop Days Routine)**

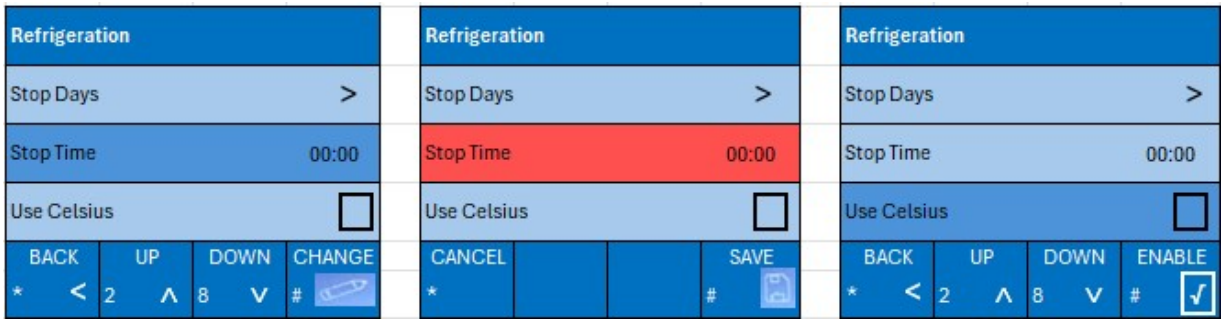
If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Control Board will enter the Stop Refrigeration Energy Conservation Control Days setting routine. Press **<* or EXIT>** at this point will return you to the "**Stop Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Time**."

If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week, the box will toggle between checked, Refrigeration Energy Conservation Control Timer Enable (On) for that Day or unchecked, Refrigeration Energy Conservation Control Timer Disable (Off) for that Day. Press **<* or BACK>** or using **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**" will save the displayed setting. If **<* or BACK>** is pressed, the Control Board will return to the "**Stop Days**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Stop Time**".



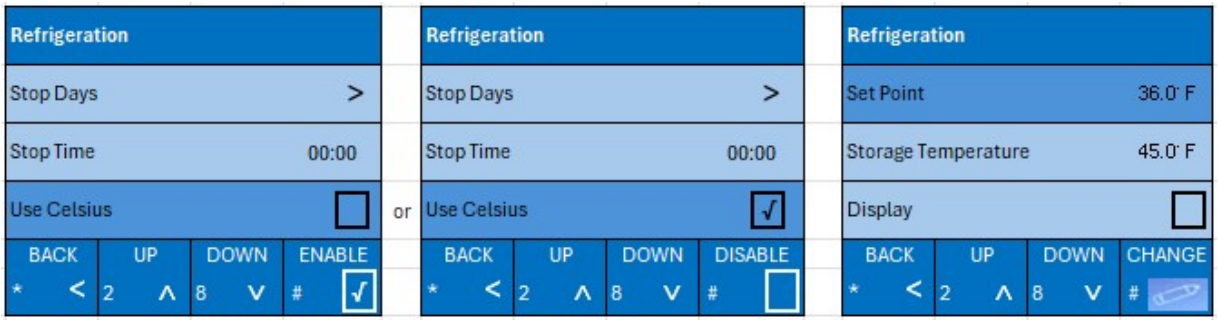
"**Stop Time**" **(Set Conserve Energy Stop Time Routine)**

If **<# or CHANGE>** is pressed at the "**Stop Time**" prompt, the Control Board will enter the Stop Refrigeration Energy Conservation Control Time setting routine. This Time will be displayed in a 24-hour format highlighted reddish orange. The left two digits of the Display show the current Hour setting; the right two Digits show the current Minutes. Enter the current time in 24-hour format (Ex. 11:37am is entered as 1137) using the key Touch Pad. Press **<* or CANCEL>** will return to the unhighlighted "**Stop Time**" without saving changes. Press **<# or SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Stop Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Use Celsius**".



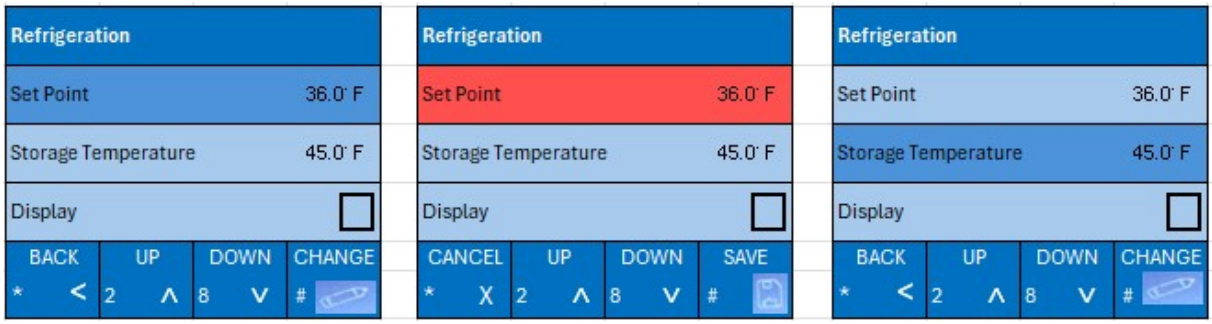
"**Use Celsius**" **(Set Celsius or Fahrenheit Temperature Reading to be Displayed)**

If **<# or ENABLE/DISABLE>** is pressed at the "**Use Celsius**" prompt, the check box will toggle between checked, to Display Temperatures in degrees Celsius Enable (On) or unchecked, Disable (Off) to Display Temperatures in degrees Fahrenheit. Press **<* or BACK>** at this point will save the desired Temperature Mode and return you to the "**Use Celsius**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Set Point**".



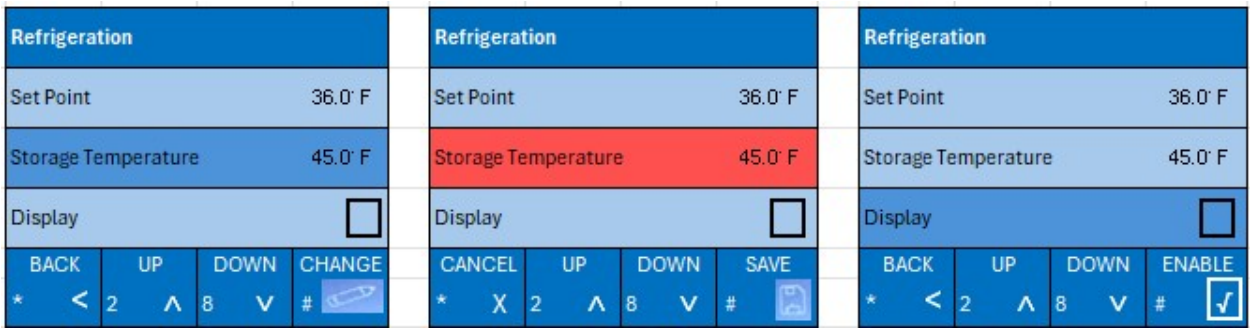
"**Set Point**" **(Set Point Setting Routine)**

The Set Point default is 36° F (2.0° C). Caution should be used in changing the Set Point which could freeze products or result in warm products. If **<# or CHANGE>** is pressed at the "**Set Point**" prompt, the Control Board will Display the current Set Point Temperature Setting "xx° F" or "xx.x° C," depending on the "**Use Celsius**" setting highlighted reddish orange. Using **<↑ or 2>** or **<↓ or 8>** will increase or decrease the number by 1° F (0.5° C). Press **<# or SAVE>** will save the Set Point and return you to the unhighlighted "**Set Point**" prompt. Press **<* or CANCEL>** will return to the unhighlighted "**Set Point**" prompt without saving changes. From "**Set Point**", press **<↓ or 8>** to proceed to the next prompt, "**Storage Temperature**".



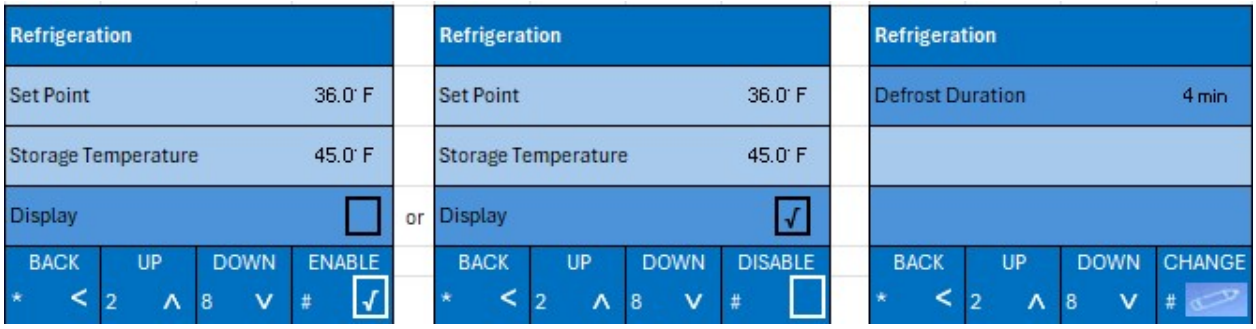
"**Storage Temperature**" **(Storage Temperature Routine)**

The Storage Temperature default is 45° F (7.0° C). If **<# or CHANGE>** is pressed at the "**Storage Temperature**" prompt, the Control Board will Display the current Storage Temperature setting "xx° F" or "xx.x° C," depending on the "**Use Celsius**" setting highlighted reddish orange. Using **<↑ or 2>** or **<↓ or 8>** will increase or decrease the number by 1° F (0.5° C), over the range of 32° F to 75° F (0° C to 24° C). Press **<# or SAVE>** will save the Storage Temperature and return you to the unhighlighted "**Storage Temperature**" prompt. Press **<* or CANCEL>** will return you to the unhighlighted "**Storage Temperature**" prompt without saving changes. From "**Storage Temperature**," press**<↓ or 8>** to proceed to the next prompt, "**Display**".



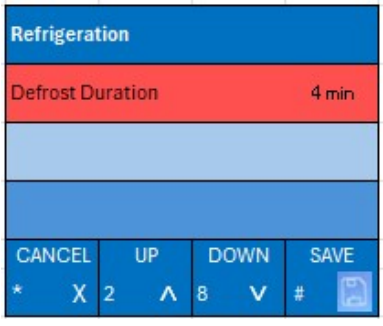
"**Display**" **(Set Display Temperature in Sales Mode Routine)**

If **<# or ENABLE/DISABLE>** is pressed at the "**Display**" prompt, the check box will toggle between checked to Display the Temperature in Sales Mode or unchecked to Not Display the Temperature in Sales Mode. Press **<* or BACK>** will save the currently displayed setting and return you to the "**Display**" prompt. From "**Display**", press **<↓ or 8>** to proceed to the next prompt, "**Defrost Duration**".



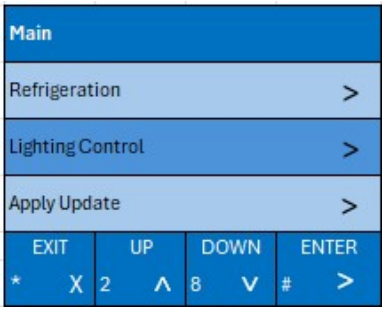
"**Defrost Duration**" **(Set Defrost Duration Routine)**

The Defrost Duration default setting is 4 minutes. This setting is used to determine how long the Vendor will remain in Defrost Mode, when activated. If **<# or CHANGE>** is pressed at the "**Defrost Duration**" prompt, the Control Board will Display the current Defrost Duration Setting highlighted reddish orange. Using **<↑ or 2>** or **<↓ or 8>** will increase or decrease



the Defrost Duration Setting by one minute. Press **<# or SAVE>** will save the currently displayed setting and return the user to the unhighlighted "Defrost Duration" prompt. Press **<* or CANCEL>** will return to the unhighlighted "Defrost Duration" prompt without saving changes. From "**Defrost Duration**", press **<↓ or 8>** to return to the "**Refrigeration**" prompt. Use **<↓ or 8>** to proceed to the next prompt "**Lighting Control**".

• *Lighting Control (LED Lighting Control Routine)



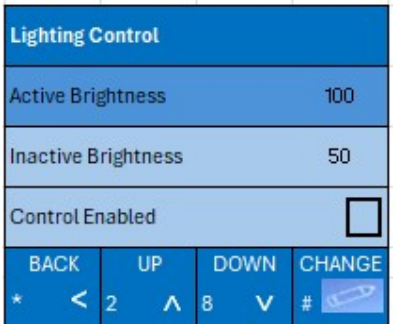
This function is used to turn the Vendor Lights Off and On during certain periods of the day.

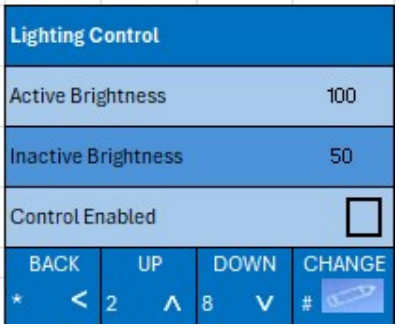
If **<# or ENTER>** is pressed at the "**Lighting Control**" prompt, the Control Board will enter the LED Lighting Control Mode. Using **<↑ or 2>** or **<↓ or 8>**, you can cycle through the various LED Lighting Control Settings. If **<* or EXIT>** is pressed, the Control Board will return to the "**Lighting Control**" prompt. From this prompt, press **<↓ or 8>** to proceed to the next prompt, "**Selection Block 1**".

<u>Lighting Control Modes</u> are:

"**Active Brightness (100%)**" **(Set LED Lighting Brightness % when active)**

Upon first entry into "**Lighting Control**", the Control Board will Display "**Active Brightness**". This menu item is used to set the Active Brightness of the Vendor's LED illumination when the Vendor is in Active State. The default setting is 100 percent. If **<# or CHANGE>** is pressed at "**Active Brightness**", the prompt and the current setting (0 to 100 percent) will be highlighted reddish orange. Press**<↑ or 2>** or **<↓ or 8>** to change the Brightness % of the LED illumination in increments of 5%. Press **<# or SAVE>** will save the displayed setting and return you to the unhighlighted "**Active Brightness**" prompt. Press **<* or CANCEL>** will return to the unhighlighted "**Active Brightness**" prompt without saving changes. From the "**Active Brightness**" prompt, use **<↓ or 8>** to proceed to the next prompt, "**Inactive Brightness**".





"**Inactive Brightness (50%)**" **(Set Lighting Brightness % when inactive)**

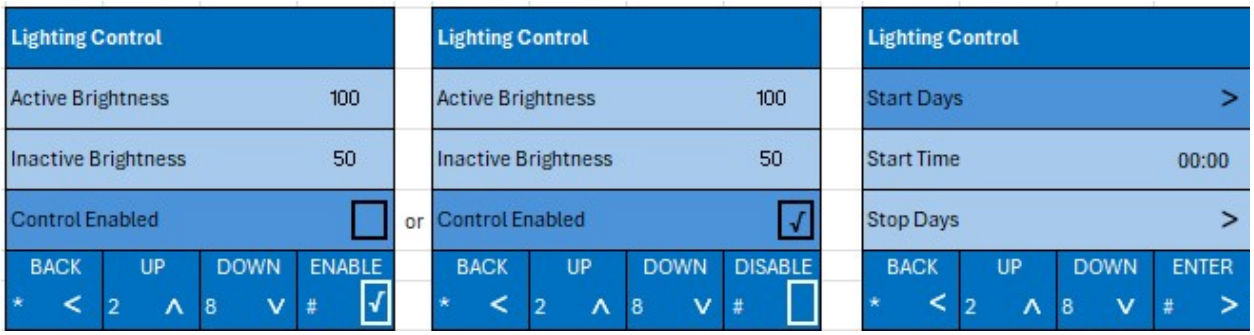
This menu item is used to set the Inactive Brightness of the Vendor's LED illumination when the Vendor is in an Inactive State. The default setting is 50 percent. If **<# or CHANGE>** is pressed at "**Inactive Brightness**", the prompt and the current setting (0 to 100 percent) will be highlighted reddish orange. Press **<↑ or 2>** or **<↓ or 8>** to change the Brightness % of the LED illumination during Inactivity. Press **<# or SAVE>** will save the displayed setting and return you to the unhighlighted "**Inactive Brightness**" prompt. Press **<* or CANCEL>** will return to the unhighlighted "**Inactive Brightness**" prompt without saving changes. From the "**Inactive Brightness**" prompt, use **<↓ or 8>** to proceed to the next prompt, "**Control Enabled**".

"**Control Enabled (checkbox)**" **(Set Light Control Time Blocks On/Off)**

If **<# or ENABLE/DISABLE>** is pressed at the "**Control Enabled**" prompt, the check box will toggle between checked, Control Enable (On) or unchecked, Control Disable (Off). If Enabled (On), this means that the Lighting Panels of the Vendor will be turned off during the Programmed Time Blocks. Press **<* or BACK>** will save the displayed setting and return you to the unhighlighted "Control Enabled" prompt. From the "**Control Enabled**" prompt, use **<↓ or 8>** to proceed to the next prompt, "**Start Days**".

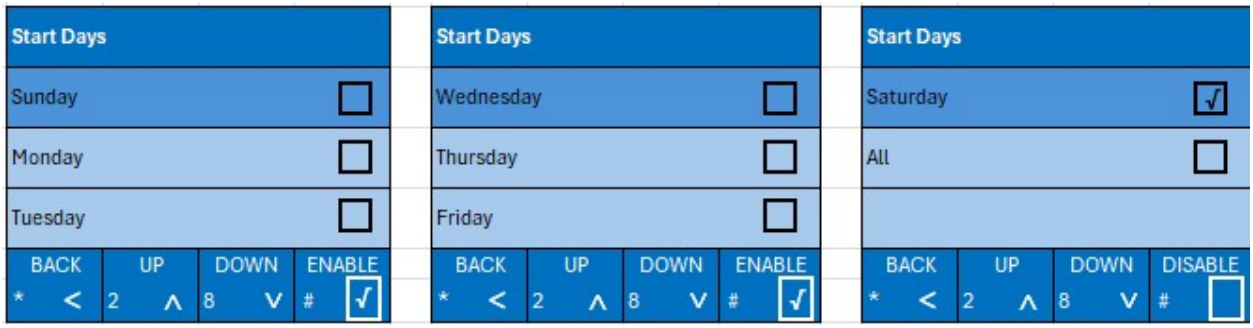
"**Start Days (checkboxes)**" **(Set Light Control Start Days)**

If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Control Board will enter the Start Lighting Control Days setting routine. Press **<* or BACK>** at this point will return you to the "**Start Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Start Time**".



If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All Days**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week, the box will be checked, Lighting Control Timer Enable (On) for that Day or unchecked, Lighting Control Timer Disable (Off) for that Day. Press **<* or BACK>** or using **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**"

will save the displayed setting. Press **<* or BACK>** will return the Control Board to the "**Start Days**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Start Time**".



"**Start Time**" **(Set Light Control Start Time)**

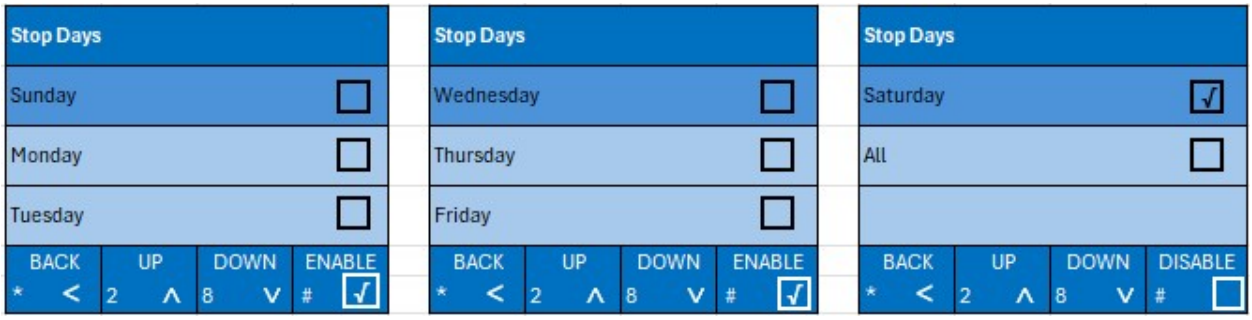
If **<# or CHANGE>** is pressed at the "**Start Time**" prompt, the Control Board will enter the Start Light Control Time setting routine. This Time will be displayed in a 24-hour format highlighted reddish orange. The left two digits of the Display show the current Hour setting; the right two Digits show the current Minutes. Enter the current time in 24-hour format (Ex. 11:37am is entered as 1137) using the key Touch Pad. Press **<* or CANCEL>** will return to the unhighlighted "**Start Time**" without saving changes. Press **<# or SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Start Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Days**".

"**Stop Days (checkboxes)**" **(Set Light Control Stop Days)**

If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Control Board will enter the Stop Lighting Control Days setting routine. Press **<* or BACK>** at this point will return you to the "**Stop Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Time**".

If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week, the box will be checked, Lighting Control Timer Enable (On) for that Day, or unchecked, Lighting Control Timer Disable (Off) for that Day. Press **<* or BACK>** or using **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**"

will save the displayed setting. Press **<* or BACK>** will return the Control Board to the "**Stop Days**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Stop Time**".



"**Stop Time**" **(Set Light Control Stop Time)**

If **<# or CHANGE>** is pressed at the "**Stop Time**" prompt, the Control Board will enter the Stop Lighting Control Time setting routine. This Time will be displayed in a 24-hour format and highlighted reddish orange The two left digits of the Display show the current Hour setting; the right two digits show the current Minutes. Enter the current time in 24-hour format (Ex. 11:37am is entered as 1137) using the key Touch Pad. Press **<* or CANCEL>** will return to the unhighlighted "**Stop Time**" without saving changes. Press **<# or SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Stop Time**" prompt. Press **<* or BACK>** again to return to "**Lighting Control**". Use **<↓ or 8>** to proceed to the next prompt (If Configuration 2 Optional Features is turned On), "**Selection Block 1**" if Configuration 2 Optional Features is Off the next prompt will be "**Apply Updates**".

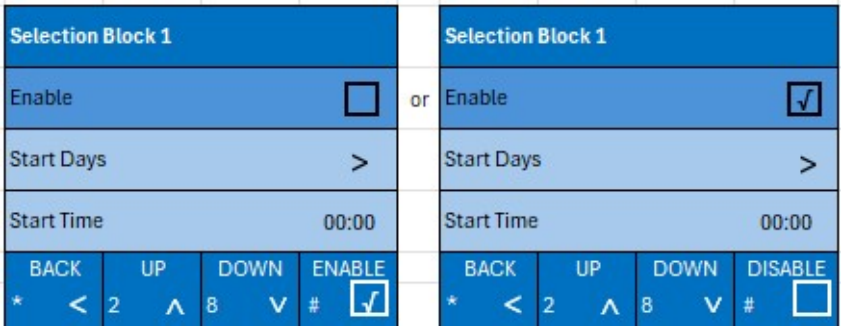
- ***Selection Block 1 (Set Selections to be blocked during set times) and**
- ***Selection Block 2 (Set Selections to be blocked during set times)**

This function is used to set Selections which will be blocked during certain periods of the day.

If **<# or ENTER>** is pressed at the "**Selection Block 1**" prompt (1 or 2), the Control Board will enter the Selection Blocking Control Mode. Using **<↑ or 2>** or **<↓ or 8>**, you can cycle through the various Selection Blocking Control Settings (Enable, Start Days, Start Time, Stop Days, Stop Time, and Blocked Selections). If **<* or BACK>** is pressed, the Control Board will return to the "**Selection Block 1**" prompt. From this prompt, press **<↓ or 8>** to proceed to the next prompt, "**Selection Block 2**" prompt, press **<↓ or 8>** again to proceed to the next prompt, "**Selection Discount 1**".

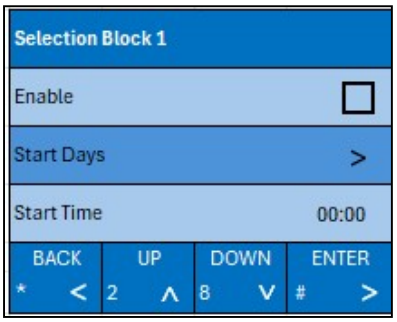
"**Enable**" **(Set Selection Blocking Settings On/Off)**

If **<# or ENABLE/DISABLE>** is pressed at the prompt, the check box will toggle between checked, Programmed Selections for Blocking Enable (On) or unchecked, Programmed Selections for Blocking Disable (Off). If enabled, this means that active Programmed Selections will not be allowed to vend during programmed Time Blocks and a "**No Sale Until hh:mm**" message will be displayed. Press **<* or BACK>** will save the displayed setting and return you to the unhighlighted "**Enable**" prompt. From the "**Enable**" prompt, use **<↓ or 8>** to proceed to the next prompt, "**Start Days**".

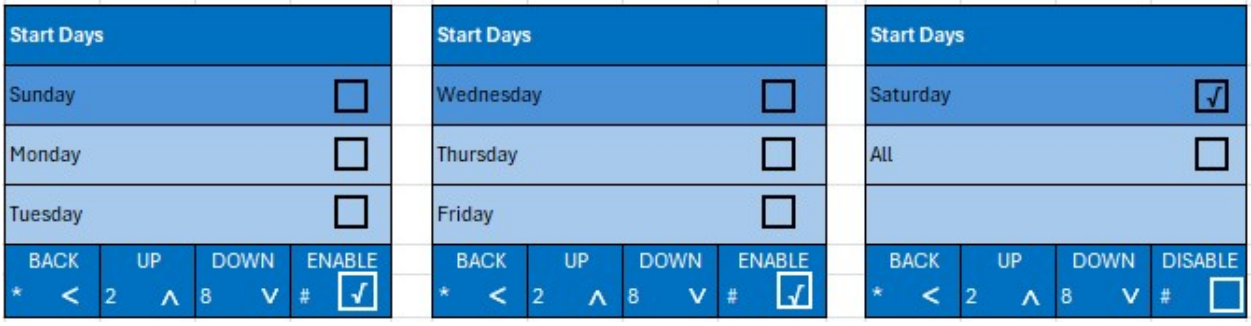


"**Start Days**" **(Set Start Days for Blocking Selections)**

If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Control Board will enter the Start Selection Blocking Control Days setting routine. Press **<* or BACK>** at this point will return you to the "**Start Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Start Time**".

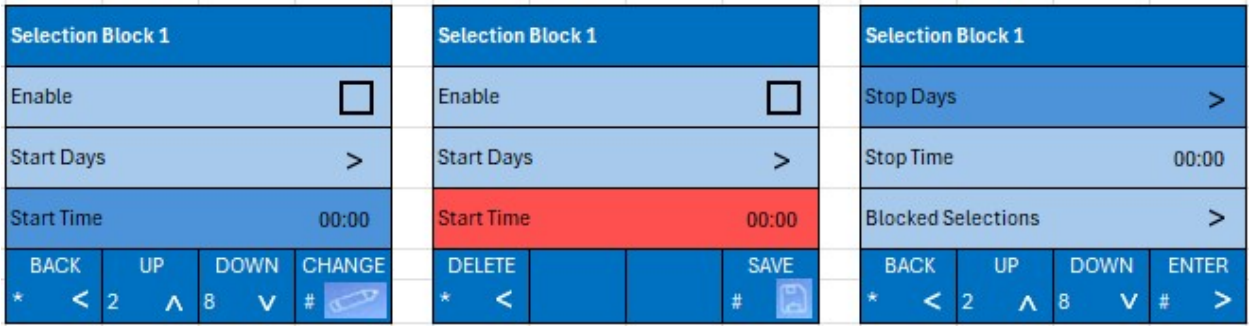


If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week, the box will be checked, Selection Blocking Control Timer Enable (On) for that Day or unchecked, Selection Blocking Control Timer Disable (Off) for that Day. Press **<* or BACK>** or using **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**" will save the displayed setting. Press **<* or BACK>** will return the Control Board to the "**Start Days**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Start Time**".



"**Start Time**" **(Set Start Time for Blocking Selections)**

If **<# or CHANGE>** is pressed at the "**Start Time**" prompt, the Control Board will enter the Start Selection Blocking Control Time Setting routine. This Time will be displayed

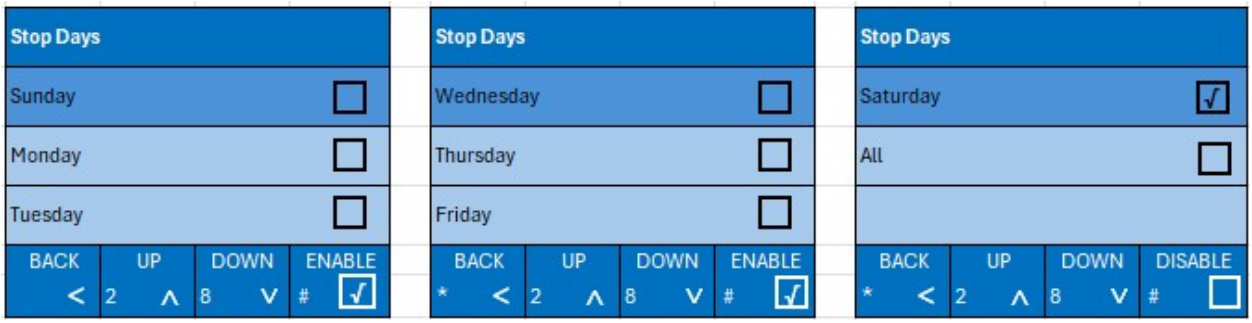


in a 24- hour format highlighted reddish orange. The two left digits of the Display show the current Hour setting; the right two digits show the current Minutes. Enter the current time in 24-hour format (Ex. 11:37am is entered as 1137) using the key Touch Pad. Press **<* or DELETE>** will return to the unhighlighted "**Start Time**" without saving changes. Press **<# or SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Start Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Days**".

"**Stop Days**" **(Set Stop Days for Blocking Selections)**

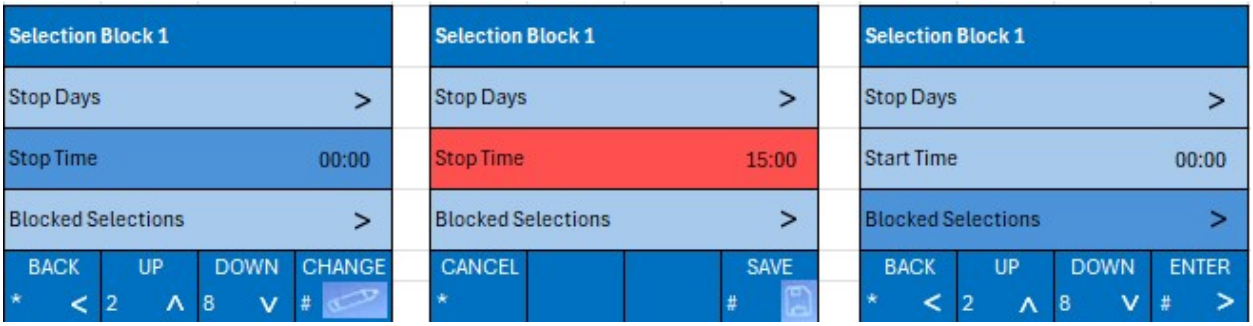
If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Control Board will enter the Stop Selection Blocking Control Days Setting routine. Press **<* or BACK>** at this point will return you to the "**Stop Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Time**."

If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week, the box will be checked, Selection Blocking Control Timer Enable (On) for that Day or unchecked, Selection Blocking Control Timer Disable (Off) for that Day. Press **<* or BACK>** or using **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**" will save the displayed setting. Press **<* or BACK>** will return the Control Board to the "**Stop Days**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Stop Time**".



"**Stop Time**" **(Set Stop Time for Blocking Selections)**

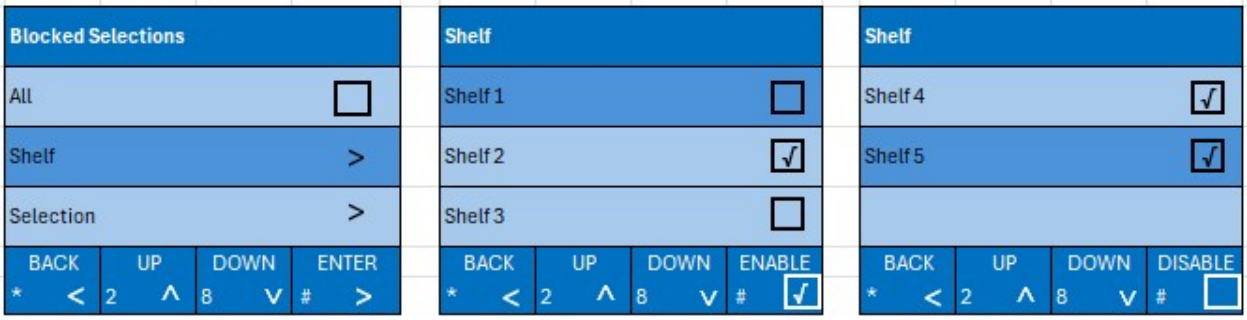
If **<# or CHANGE>** is pressed at the "**Stop Time**" prompt, the Control Board will enter the Stop Selection Blocking Control Time Setting routine. This Time will be displayed in a 24- hour format highlighted reddish orange. The two left digits of the Display show the current Hour setting; the right two digits show the current Minutes. Enter the current time in 24-hour format (Ex. 11:37am is entered as 1137) using the key Touch Pad. Press **<CANCEL>** will return to the unhighlighted "**Stop Time**" without saving changes. Press **<SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Stop Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Blocked Selections**".



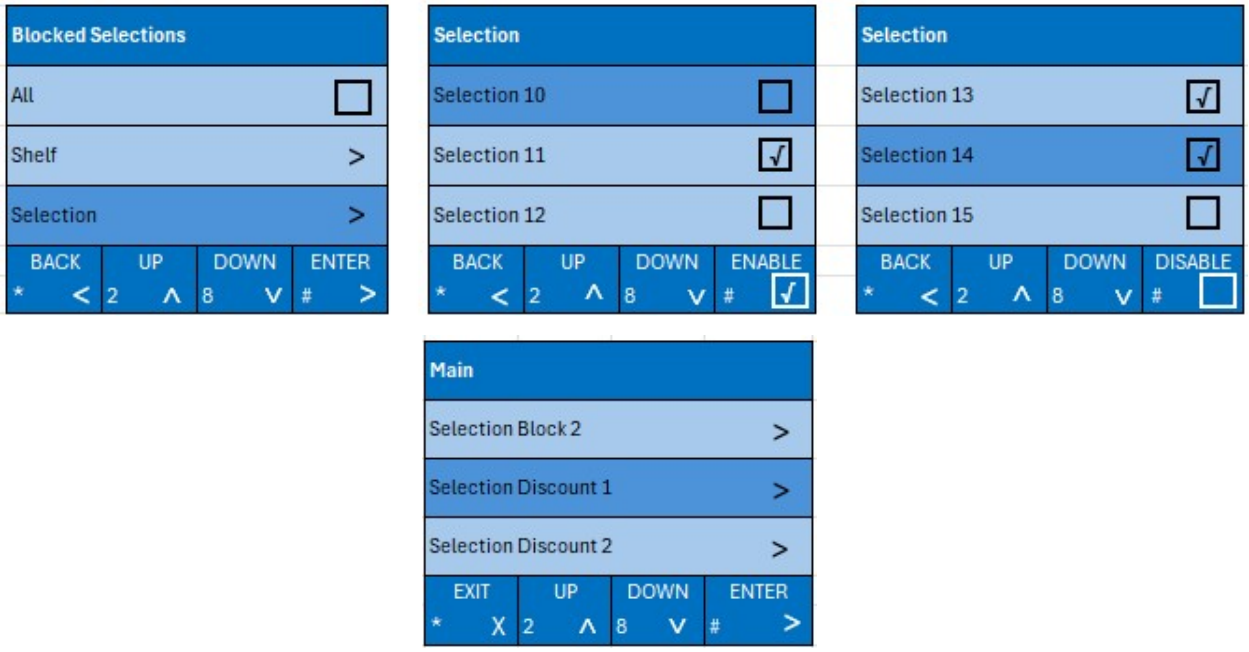
"**Blocked Selections**" **(Set Selections to be Blocked for use During set Times)**

If **<# or ENTER>** is pressed at the "**Blocked Selections**" prompt, the Display will show "**All**", followed by a check box. If **<# or ENABLE/DISABLE>** is pressed at "**All**", the box will toggle between checked, to Block All Selections at once or unchecked, to Block Only Certain Selections. Press **<# or ENTER>** to save the status and return to the unhighlighted "**All**" display. Press **<↓ or 8>** to proceed to the next menu item, "**Shelf**".

If **<# or ENTER>** is pressed at "**Shelf**", all the available Shelf Numbers will be displayed, followed by a check box. If **<# or ENABLE/DISABLE>** is pressed at a desired Shelf Number, the box for that Shelf will toggle between checked, to Block All Selections on that Shelf or unchecked, to Block Only Certain Selections on that Shelf or None. Press **<* or BACK>** will save the status and return the Display to the unhighlighted "**Shelf Number**". Press **<↑ or 2>** or **<↓ or 8>** to scroll through each available Shelf Number. Press **<* or BACK>** to return to the "**Shelf**" prompt within "**Blocked Selections**". Press **<↓ or 8>** to proceed to the next menu item, "**Selection**".

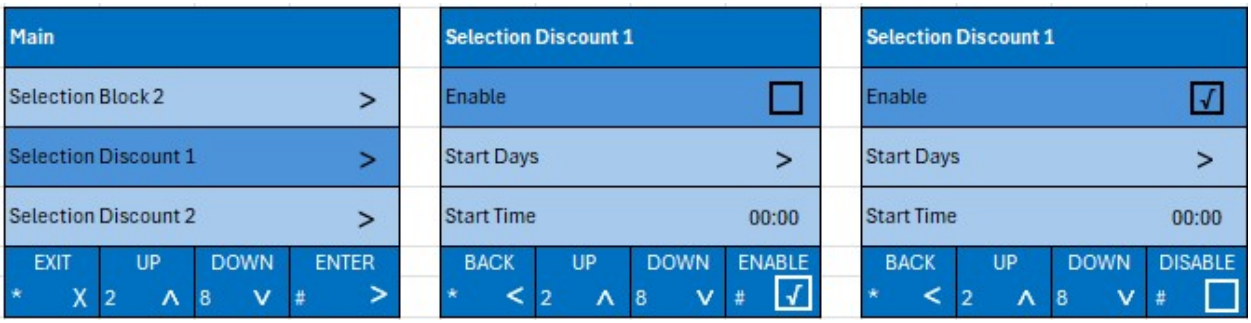


If **<# or ENTER>** is pressed at "**Selection**", all the available Selection Numbers will be displayed, followed by a check box. If **<# or ENABLE/DISABLE>** is pressed at a desired highlighted Selection Number, the box for that selection will toggle between checked, to Block that Selection or unchecked, to not Block that Selection, always leaving it available for Sales. Press **<* or BACK>** will save the status and return the Display to the unhighlighted "Selection Number". Press **<↑ or 2>** or **<↓ or 8>** to scroll through each available Selection Number. Press **<* or BACK>** to return to the "**Selection**" prompt within "**Blocked Selections**". From this prompt, press **<↓ or 8>** to proceed to the next prompt, "**Selection Block 2**" prompt, press **<↓ or 8>** again to proceed to the next prompt, "**Selection Discount 1**".



- ***Selection Discount 1 (Set Selections to be discounted during set times) or**
- ***Selection Discount 2 (Set Selections to be discounted during set times) or**
- ***Selection Discount 3 (Set Selections to be discounted during set times)**

If **<# or ENTER>** is pressed at the "**Selection Discount 1**" prompt (1, 2, or 3), the Control Board will enter the Discount Control Mode. Using **<↑ or 2>** or **<↓ or 8>**, the user can cycle through the various Discount Control Settings (Enable, Start Days, Start Time, Stop Days, Stop Days, Stop Time, Discount Selections, Less Amount). If **<* or EXIT>** is pressed, the Control Board will return to the "**Selection Discount 1**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Override Switch**".



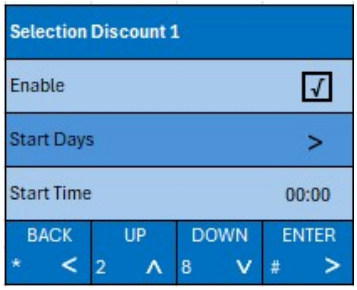
"**Enable**" **(Set Selection Discount Settings On/Off)**

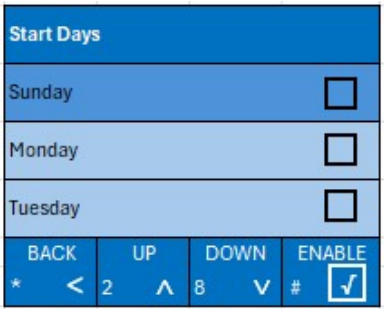
Upon first entry into "**Selection Discount 1**", if **<# or ENABLE/DISABLE>** is pressed at the prompt, the check box will toggle between checked, Discount Sales Enable (On) or unchecked, Discount Sales Disable (Off). If enabled, this means that Active Selections will be discounted by the programmed Discount amount during the programmed Time blocks. Press **<↓ or 8>** to scroll to "**Start Days**" or press **<* or BACK>** will save the displayed Setting and return you to the unhighlighted Press **<* or BACK>** will save the displayed setting and return you to the unhighlighted "**Enable**" prompt. From the "**Enable**" prompt, use **<↓ or 8>**to proceed to the next prompt, "**Start Days**".

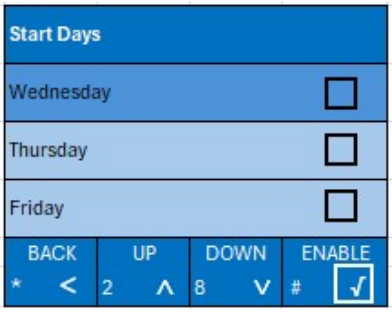
"**Start Days**"

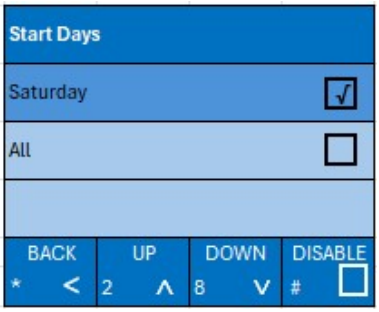
(Set start days for Discounting Selections)

If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Control Board will enter the Start Discounting Control Days Setting routine. Press **<* or BACK>** at this point will return you to the "**Start Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Start Time**".







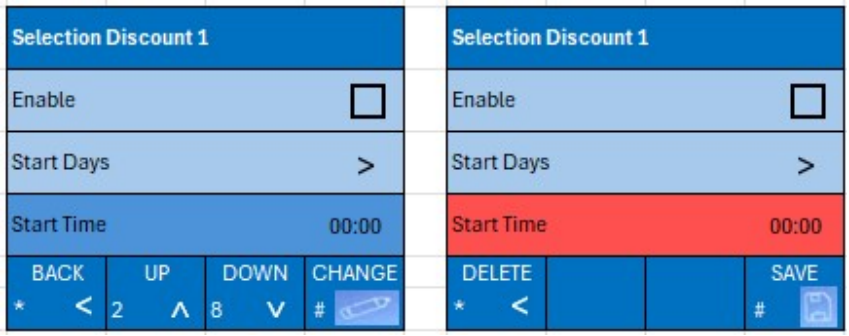


If **<# or ENTER>** is pressed at the "**Start Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week, the box will be checked, Discounting Control Timer Enable (On) for that Day or unchecked, Discounting Control Timer Disable (Off) for that Day. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or press **<* or BACK>** will save the displayed Setting and return you to the unhighlighted "**Day**" name. Press **<* or BACK>** will return the Control Board to the "**Start Days**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Start Time**".

"**Start Time**" **(Set start time for Discounting Selections)**

If **<# or CHANGE>** is pressed at the "**Start Time**" prompt, the Control Board will enter the Start Discounting Control Time Setting routine. This time will be displayed in a 24-hour format highlighted reddish orange. The two left digits of the Display show the current Hour setting; the right two digits show the current Minutes. Enter the current time in 24-hour format (Ex: 11:37am is entered as 1137) using the key Touch Pad.

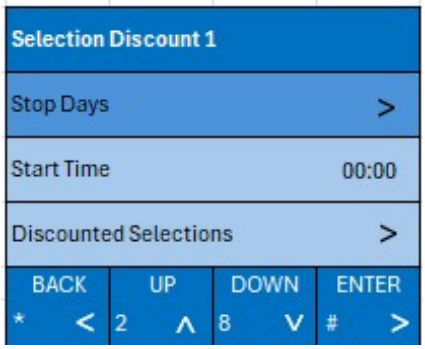
Press **<* or DELETE>** will return to the unhighlighted "**Start Time**" without saving changes. Press **<# or SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Start Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Days**".



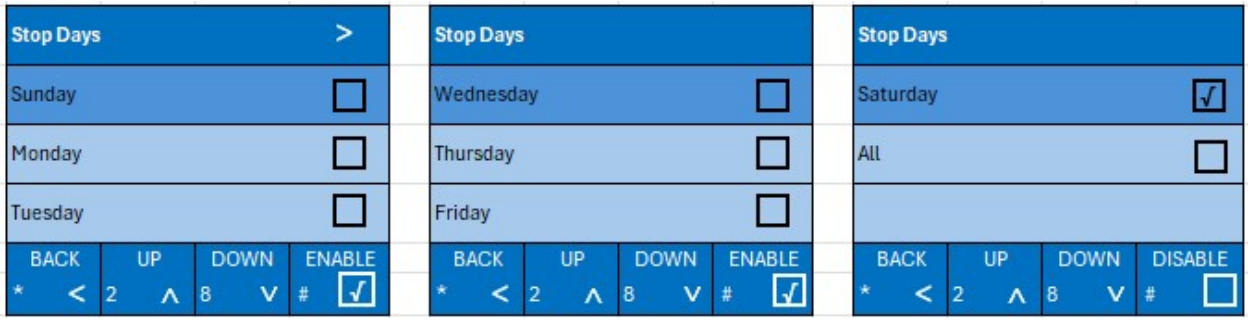
"**Stop Days**"

(Set Stop Days for Discounting Selections)

If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Control Board will enter the Stop Discounting Control Days Setting routine. Press **<* or BACK>** at this point will return you to the "**Stop Days**" prompt without saving any changes. Use **<↓ or 8>** to proceed to the next prompt, "**Stop Time**".

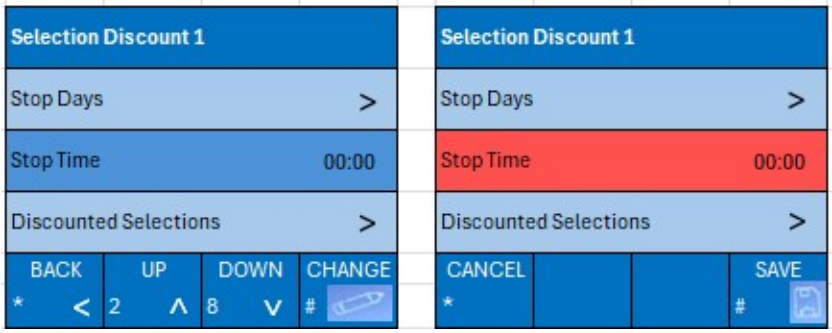


If **<# or ENTER>** is pressed at the "**Stop Days**" prompt, the Display will show Sunday, the first Day of the Week, followed by a check box. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or "**All**". If **<# or ENABLE/DISABLE>** is pressed at the Day of the Week, the check box will be checked, Discounting Control Timer Enable (On) for that day or unchecked, Discounting Control Timer Disable (Off) for that day. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each Day of the Week or press **<* or BACK>** will save the displayed Setting and return you to the unhighlighted Day name. Press **<* or BACK>** will return the Control Board to the "**Stop Days**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Stop Time**".



"Stop Time" (Set Stop Time for Discounting Selections)

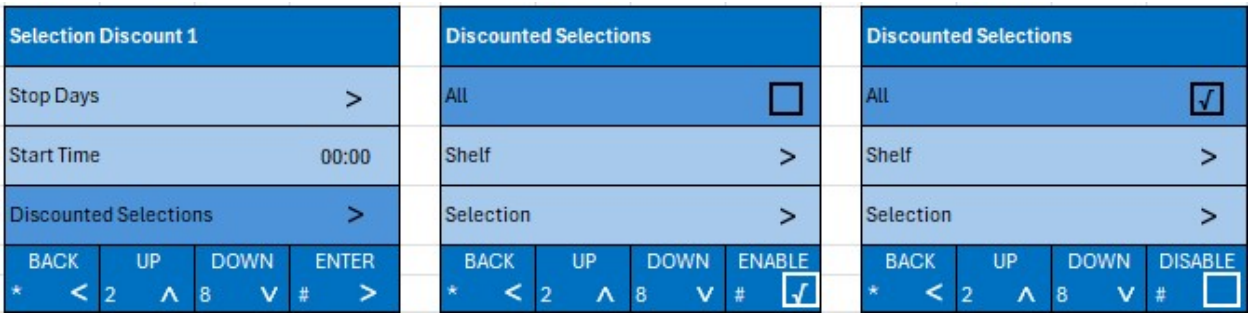
If **<# or CHANGE>** is pressed at the "**Stop Time**" prompt, the Control Board will enter the Start Discounting Control Time Setting routine. This Time will be displayed in a 24-hour format highlighted reddish orange. The two left digits of the Display show the current Hour setting; the right two digits show the current Minutes. Enter the current time in 24-hour format (Ex. 11:37am is entered as 1137) using the key Touch Pad. Press **<* or CANCEL>** will return to the unhighlighted "**Stop Time**" without saving changes. Press **<# or SAVE>** will save the new displayed Hour and Minutes setting and return you to the unhighlighted "**Stop Time**" prompt. Use **<↓ or 8>** to proceed to the next prompt, "**Discounted Selections**".



"**Discounted Selections**"

(Set Selections to be Discounted for use during set times)

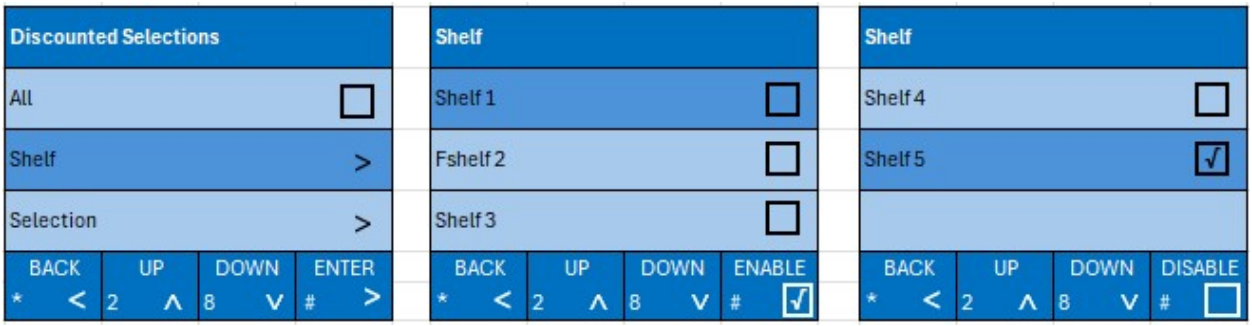
If **<# or ENTER>** is pressed at the "**Discounted Selections**" prompt, the Display will show "**All**", followed by a check box. If **<# or ENTER>** is pressed at "**All**", the box will toggle between checked, to Discount All Selections at once or unchecked, to Discount Only Certain Selections. Press **<↓ or 8>** to scroll through Shelf and Selection prompts or press **<* or BACK>** to save the status and return to the unhighlighted "All" prompt. Press **<↓ or 8>** to proceed to the next menu item, "**Shelf**".



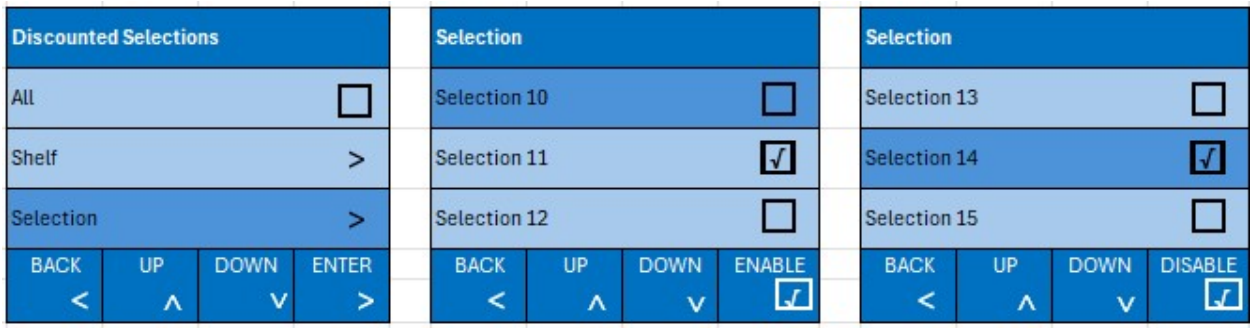
If **<# or ENTER>** is pressed at "**Shelf**", all the available Shelf Numbers will be displayed, followed by a check box. If **<# or ENABLE/DISABLE>** is pressed at a desired Shelf Number, the box for that shelf will toggle between checked, to Discount All Selections on that Shelf or unchecked, to Discount Only Certain Selections on that Shelf or None. Press **<# or ENTER>** will save the status and return the Display to the unhighlighted Shelf Number. Press **<↑ or 2>** or **<↓ or 8>** to scroll through each available Shelf Number. Press **<* or BACK>** to return to the "**Shelf**" prompt within "**Discounted Selections**". Press **<↓ or 8>** to proceed to the next menu item,

"**Selection**".

If **<# or ENTER>** is pressed at "**Selection**", all the available Selection Numbers will be displayed, followed by a check box. If **<# or ENABLE/DISABLE>** is pressed at a desired Selection Number, the box for that Selection will toggle between checked, to

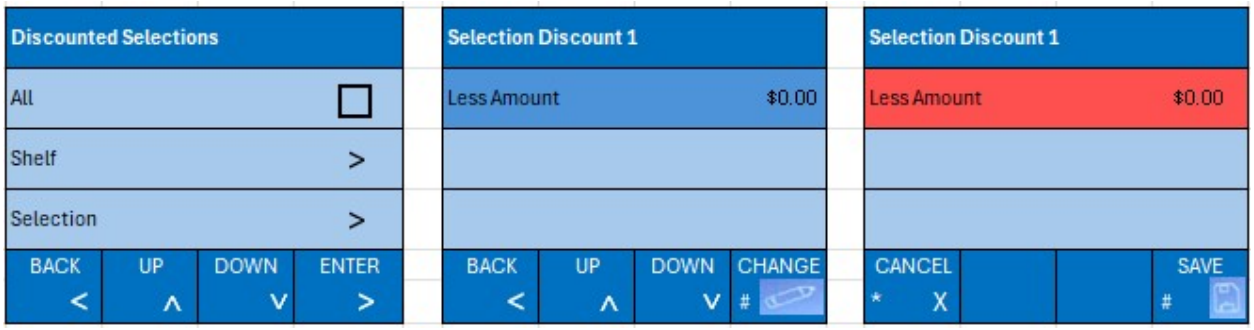


Discount that Selection or unchecked, to Not Discount that Selection, always leaving it at full price. Press **<↑ or 2>** or **<↓ or 8>** or **<* or BACK>** will save the status and return the Display to "**Selection**". Press **<↑ or 2>** or **<↓ or 8>** to scroll through each available Selection Number. Press **<* or BACK>** to return to the "**Selection**" prompt within "**Discounted Selections**". Press **<↓ or 8>** to proceed to the next prompt, "**Less Amount**".



"**Less Amount**" (**Set the Discount Amount (price) for Selection(s) during set times)**

If **<# or CHANGE>** is pressed at the "**Less Amount**" prompt, the current four-digit Discount Amount (00.00 – 99.95) will be highlighted reddish orange. To enter type in the discount amount using the key Touch Pad. Once the desired discount amount is displayed, press **<# or SAVE>** will save the setting and return to the unhighlighted "**Less Amount**" prompt. Press **<* or CANCEL>** will return you to the "**Less Amount**" prompt without saving any changes. From the "**Less Amount**" prompt, press **<* or BACK>** to return to the "**Selection Discount 1**" prompt. (**Note**: If the Discount Amount is greater than the Sale Price for a given Selection, the Selection will Free Vend.) From this prompt, press **<↓ or 8>** to proceed to the next prompt, "**Selection Discount 2**" prompt, press **<↓ or 8>** again to proceed to the next prompt, "**Selection Discount 3**", press **<↓ or 8>** again to proceed to the next prompt. "**Override Switch".**

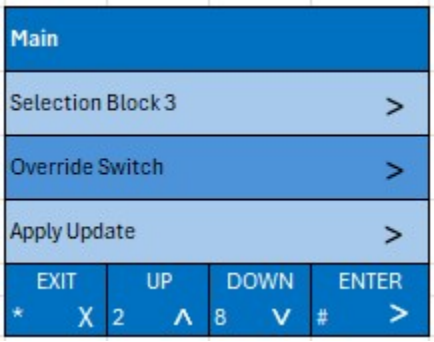


• *Override Switch

(Set a Mechanical Switch to Override Settings scheduled in programming)

If the Control Board is equipped to operate with a Mechanical Key Switch option, the Override Switch setting can be used to Override some of the settings stored for normal operation of the Vendor. The Mechanical Key Switch can be programmed to Override one or several Features simultaneously. If a Feature is enabled in this Menu, that Feature will Override normal machine operation when the Manual Switch is activated (On).

If **<# or ENTER>** is pressed at the "**Override Switch**" prompt the Control Board will enter the Override Configuration Setting Mode by displaying "**Free Vend**", followed by a check box. Using **<↑ or 2>** or **<↓ or 8>** will allow you to cycle through all available Override Configuration Options (Free Vend, No Vend, Blocking Disable, Lighting Control Disable, and Refrigeration Disable). If **<* or BACK>** is pressed at any time during this operation, the Control Board will return to the "**Override Switch**" prompt. From the "**Override Switch**" prompt, press **<↓ or 8>** to proceed to the next prompt, "**Apply Update**".



The following options can be selected for "**Override Switch**" control:

"**Free Vend**" **(Set Selections to Free Vend during set times)**

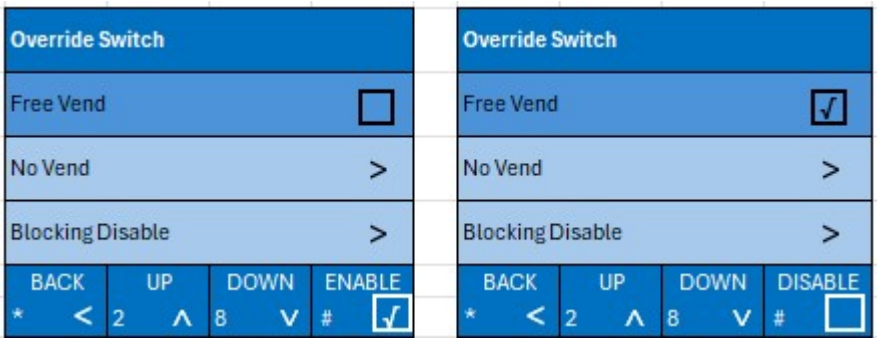
If **<# or ENABLE/DISABLE>** is pressed at the "**Free Vend**" prompt, the check box will toggle between checked or unchecked. When the desired status is displayed, press **<↓ or 8>** to scroll through other Override Switch control options and save status or press **<* or BACK>** will save status and return you to the unhighlighted "**Free Vend**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**No Vend**".

Note: when "**Free Vend**" is enabled, all Selections will be allowed to vend for free and a "**Free**" message will be displayed immediately after the POS message on the Display.

Unchecked: Free Vend will be Off when the Key Switch is not activated. Only paid vends are allowed.

Checked: Free Vend will be On when the Key Switch is activated allowing all Selections to vend for free.

Note: All Free Vends will increase Free Vend MIS Counters (VA3).



"**No Vend**"

(Set Selections to not be allowed to vend and a "No Sale" message displayed)

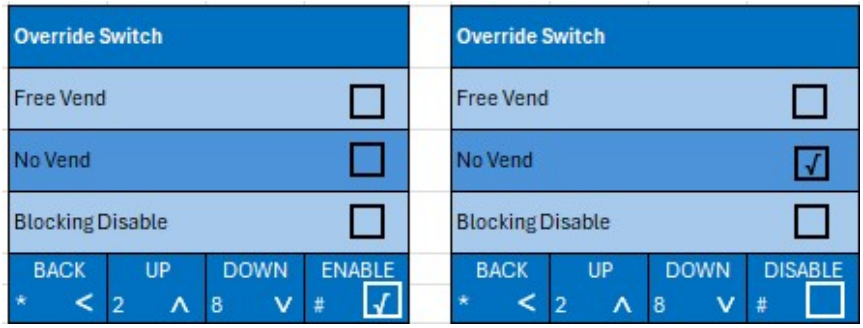
If **<# or ENABLE/DISABLE>** is pressed at the "**No Vend**" prompt, the check box will toggle between checked or unchecked. When the desired status is displayed, press **<↓ or 8>** to scroll through other Override Switch control options and save status or press **<* or BACK>** will save status and return you to the unhighlighted "**No Vend**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Blocking Disable**".

Note: when "**No Vend**" is enabled, no Selections will be allowed to vend and a "**No Sale**" message will be displayed.

Unchecked: No Vend will be Off when the Key Switch is not activated. Normal vending is allowed.

Checked: No Vend will be On when the Key Switch is activated (All Selections Blocked for Sales).

Note: If both "**Free Vend**" and "**No Vend**" are enabled, "**No Vend**" will be given priority (No Vending will be Allowed).



"**Blocking Disable**" **(Set to Override "Selection Block 1/2" if being used)**

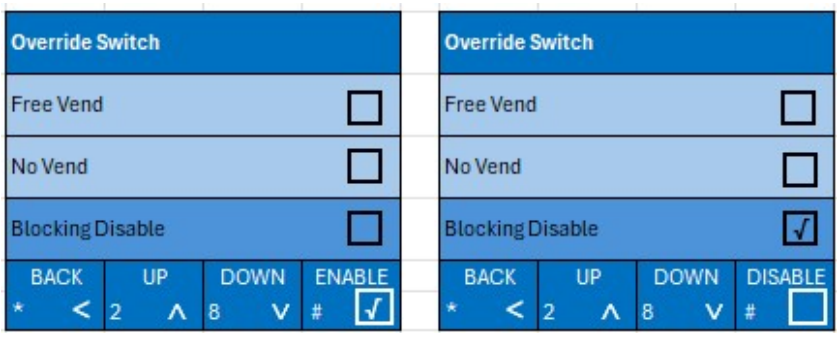
If **<# or ENABLE/DISABLE>** is pressed at the "**Blocking Disable**" prompt, the check box will toggle between checked or unchecked. When the desired status is displayed, press **<↓ or 8>** to scroll through other Override Switch control options and save status or press **<* or BACK>** will save that status and return you to the unhighlighted "**Blocking Disable**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Discount Disable**".

Note: when "**Blocking Disable**" is enabled, All Programmed Time Blocks will be overridden by the Key Switch, Always Allowing Sales.

Unchecked: Selection Blocking Disable will be Off when the Key Switch is not activated allowing scheduled Selection Blocking.

Checked: Selection Blocking Disable will be On when the Key Switch is activated (Always Allowing Sales/Vending).

Note: "**Blocking Disable**" is used in conjunction with "**Selection Block 1/2**" programming menus.



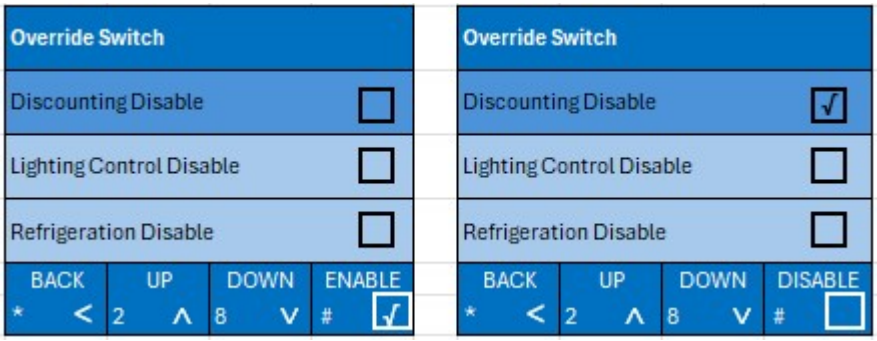
"**Discounting Disable**" **(Set to Override "Discounted Selections" if being used)**

If **<# or ENABLE/DISABLE>** is pressed at the "**Discounting Disable**" prompt, the check box will toggle between checked or unchecked. When the desired status is displayed, press **<↓ or 8>** to scroll through other Override Switch control options and save status or press **<* or BACK>** will save that status and return you to the unhighlighted "**Discounting Disable**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Lighting Control Disable**".

Note: when "**Discounting Disable**" is enabled, All Programmed Discount Sales Timers will be overridden by the Key Switch, ensuring Selections will Always Sale at Full Price.

Unchecked: Discounting Disable will be Off when the Key Switch is not activated (Allowing Discounting).

Checked: Discounting Disable will be On when the Key Switch is activated (normal function - Selections will Always Sale at Full Price, Discounting will not be allowed).



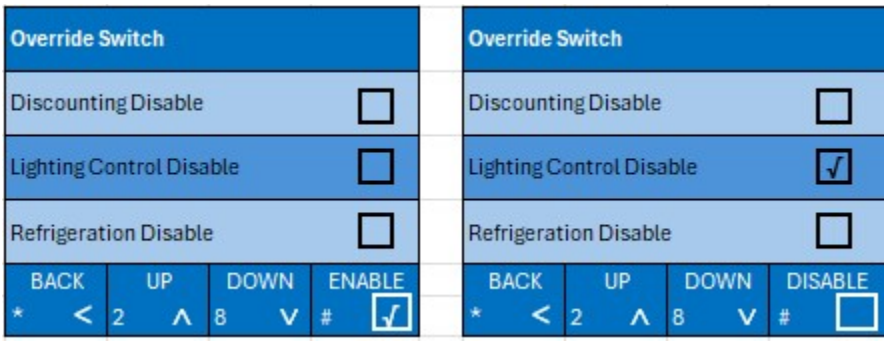
"**Lighting Control Disable**" **(Set to Override "Lighting Control" if being used)**

If **<# or ENABLE/DISABLE>** is pressed at the "**Lighting Control Disable**" prompt, the check box will toggle between checked or unchecked. When the desired status is displayed, press **<↓ or 8>** to scroll through other Override Switch control options and save status or press **<* or BACK>** will save that status and return you to the unhighlighted "**Lighting Control Disable**" prompt. Display. Press **<↓ or 8>** to proceed to the next prompt, "**Refrigeration Disable**".

Note: when "**Lighting Control Disable**" is enabled, All Programmed Lighting Control Timers will be overridden by the Key Switch, always ensuring illumination.

Unchecked: Lighting Control Disable will be Off when the Key Switch is not activated (settings programmed in Lighting Control allowed).

Checked: Lighting Control Disable will be On when the Key Switch is activated (Always Ensuring Illumination, Lighting Control settings programmed not allowed).



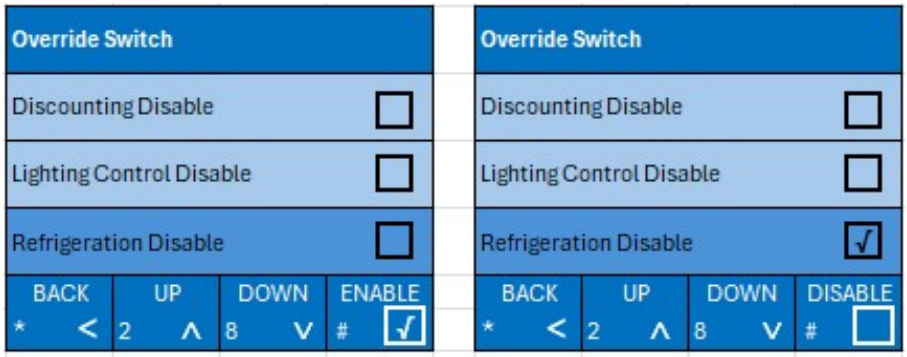
"**Refrigeration Disable**" **(Set to Override "Refrigeration" options if being used)**

If **<# or ENABLE/DISABLE>** is pressed at the "**Refrigeration Disable**" prompt, the check box will toggle between checked or unchecked. When the desired status is displayed, press **<↑ or 2>** to scroll through other Override Switch control options and save status or press **<* or BACK>** will save that status and return you to the unhighlighted "**Refrigeration Disable**" prompt. Press **<* or BACK>** to proceed to the "**Override Switch**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Apply Update**".

Note: when "**Refrigeration Disable**" is enabled, All Programmed Refrigeration Conserve Energy Timers will be overridden by the Key Switch, always ensuring normal refrigeration operation.

Unchecked: Refrigeration Disable will be Off when the Key Switch is not activated allowing Refrigeration energy conservation settings.

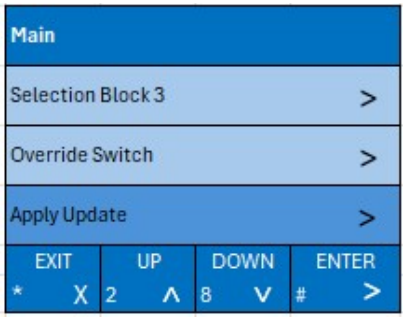
Checked: Refrigeration Disable will be On when the Key Switch is activated (Always Allowing Normal Refrigeration Operation).



- ***Apply Update**

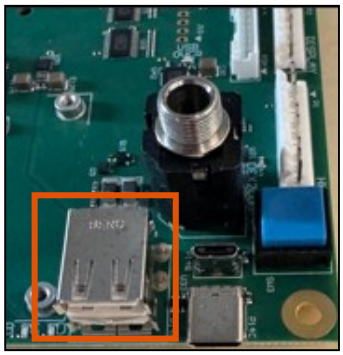
(Used to Update/Change Software Revisions when USB device is recognized)

If **<# or ENTER>** is pressed at the "**Apply Update**" prompt, the Control Board will search for a USB-Connected Software Update Device.



Insert USB-A Fatboy 32 format device with New Software Revision in VMC USB port located on bottom right of Control Board. If **<# or ENTER>** is pressed at the "**Apply Update**" prompt the Control Board will auto-update the New Software Revision. Display will change to new software version once upgrade is complete and Display will return to standby.

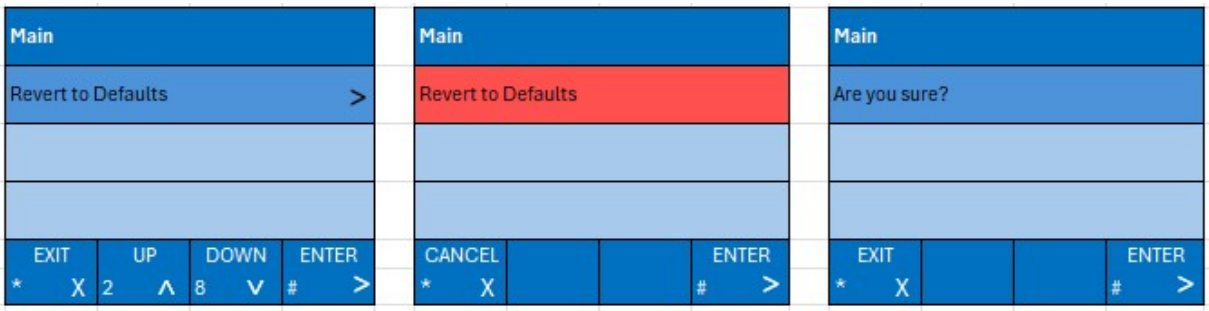
Note: you may also update the New Software Version after you press and release the blue Service Mode Button located on the bottom right corner of the Control Board. Insert USB-A Fatboy 32 format device with New Software Revision in VMC USB port located on bottom right of Control Board and the New Software Version will automatically load. Display will change to new software version once upgrade is complete and Display will return to standby.



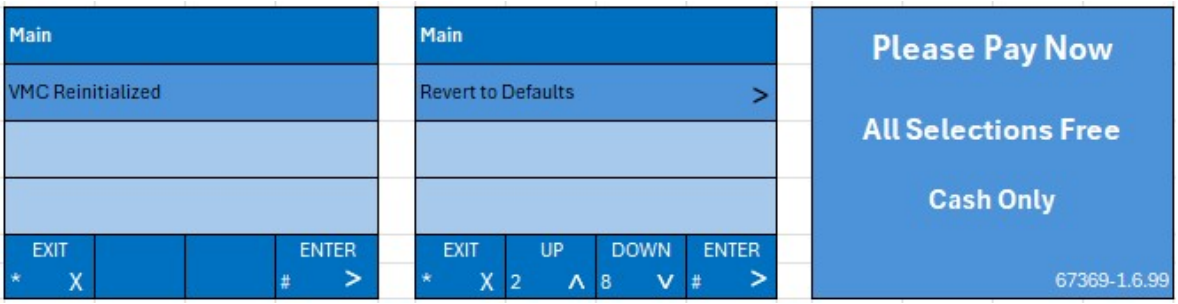
Press **<* or EXIT>** to proceed to "**Apply Update**" prompt. Press **<↓ or 8>** to proceed to the next prompt, "**Revert to Defaults**".

- ***Revert to Defaults (Will Restore Settings to Factory Defaults)**

If **<# or ENTER>** is pressed at the "**Revert to Defaults**" prompt, the prompt will be highlighted reddish orange, and the bottom of the Display will advise the available options ("*** or CANCEL**" or "**# or ENTER**"). Press **<# or ENTER>** and "**Are you sure?**" will be displayed. If **<* or CANCEL>** is pressed at this prompt, no settings will be cleared, and the Display will return to the "**Revert to Defaults**" prompt.

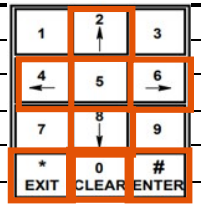


If **<# or ENTER>** is pressed, All System Configurations will be returned to their default values (Factory Default Settings), and the Display will show "**VMC Reinitialized**" for approximately three seconds. The Display will then return to the "**Revert to Defaults**" prompt. Prices, Configurations, and Time-Assigned Features will all be reset to defaults. DEX Accounting Fields, Real Time Clock Settings, and Error Conditions will not be reset. Use **<↑ or 2>** to return to the first menu prompt, "**Errors**" or press **<* or EXIT>** to return to stand by ready to vend and the POS Message will be on display.



IDW- GFV-400 PROGRAMMING QUICK REFERENCE MENU PROMPTS pg. 1

Select Button ↑ or **2**: Up	Select Button ← or **4**: Left
Select Button ↓ or **8**: Down	Select Button → or **6**: Right
Select Button **0**: Clear Errors	
Select Buton *: Exit, Cancel, Back, Delete, Save	
Select Button **#**: Enter, Change, Save, Select, Enable, Disable, Assign, Unassign	



No Errors	No errors registered since last reset.	
Errors	**· Control System**	Door Switch
		RAM Checksum
		DC Under Voltage
		DC Over Voltage
		System Scale Factor
		Inlet Sense
		Inlet Blocked
	· Select Switch	Select Switch ##
	· Changer	Changer Comm
		Tube Sense
		Changer Inlet
		Tube Jam XX
		Changer ROM
		Excessive Escrow
		Coin Jam
		Low Acceptance
		Disconnected Acceptor
		Misrouted Coin
	· Bill Validator	Bill Val Comm
		Bill Stacker Full
		Bill Motor
		Bill Val ROM
		Open Cash Box
		Bill Sensor
	· Card Reader	Card Reader Comm
		Card Reader Error XY
	· Vend Mechanism	Delivery System
		Cup Sensor
		Home Sensor
		Critical Mech
		Delivery Port Sensor
		Delivery Port Door
	· Space to Sales	Unassigned ##

Errors Continued	**· Refrigeration**	Temp Sensor	
		Temp Too Cold	
		Temp Too Hot	
		Compressor	
		Heater	
		Not Cooling	
		Health Safety Failed	
	System Info	Time setting, Machine Model & Serial #, VMC Model & Serial #, Boot Loader #, etc.	
	Tube Fill	5¢ #, 10¢ #, etc.	$0.00 X 0
	Coin Payout	5¢, 10¢, 25¢, etc.	
	Test Modes	**· Test Vend**	All/Individual Selection
		· Test Sel Switch	1-9, 0=10
		· Test Display	<exit> to end test
		· Test Relays	Heater Relay
			Compressor Relay
			Evap Fan Relay
	Vend Mech Diagnostics (Is under Test Modes and follows Test Relays)	**· Run Cup**	Pass/Fail
		· Perimeter Test	(x5) (Pass/Fail)
		· Figure-8 Test	(x5) (Pass/Fail)
		· Delivery Test	Pass/Fail
		· Production Test	Pass/Fail
		· Port	Lock Outer Door
			Close Outer Door
			Open Outer Door
			Lock Inner Door
			Light (check box)
		· Motors	Up/down to test Y axis
			Left/right to test X axis
	· Sensors	Shows Sensors Information & Status	
	Calibration (Is under Test Modes and Follows Sensors)	**#3456#**	
		· Package Size Mapping	
			Small – 300 revolutions
			Standard = 520 revs.
			Large = 690 revs.

Calibration (continued)	**· Calibrate Selection**	
	· Calibrate Port	
	· Light Activity Time (default 300 sec)	
***Enter Password #4231#**	***Cash Counters**	Total $ all paid vends
		Select # $ all paid vends
	***Sales Counters**	Total products vended
		Select # total products vended
	***Card Counters**	Total or by Selection
		Vends ####
		Value $$$$.$$
	***Token Counters**	Same as Card Counters
	***Discount Counters**	Same as Card Counters
	***Free Vend Counter**	Same as Card Counters
	***Set Prices**	All
		Shelf
		Selection
	***Space to Sales**	1 to 1
		By Half Rows
		By Rows
		Custom
		Vend Evenly
	***Set Package Sizes**	All
		Shelf
		Cell
	***Configurations**	C2- Optional Features
		C3 – POS Message
		C4 – Auto View Counts
		C5 – Dr Switch Reset
		C7 – Save Credit
		C8 – Force Vend
		C9 – Multi-vend
		C10 – Bill Escrow
	***Correct Change**	Consumer Overpay
		Correct Change Value
		Uncond. Accept. Value
	***Preview Password (External Menu)**	View current PW
		Change PW
	***Set Date/Time**	Date YYYY-MM-DD
		Time 24-hour format
		Daylight Savings Time

Select Button ↑ or **2**: Up

Select Button ↓ or **8**: Down

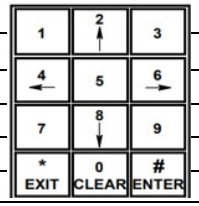
Select Button ← or **4**: Left

Select Button → or **6**: Right

Select Button **0**: Clear Errors

Select Buton ***: Exit, Cancel, Back, Delete, Save

Select Button **#**: Enter, Change, Save, Select, Enable, Disable, Assign, Unassign



***Enter Password #4231# Continued**	***Refrigeration**	Conserve Energy						
		Start Days						
		Start Time						
		Stop Days						
		Stop Time						
		Use Celsius						
		Set Point						
		Storage Temp						
		Display						
		Defrost Duration						
	***Lighting Control**	Active Brightness						
		Inactive Brightness						
		Control Enable						
		Start Days						
		Start Time						
		Stop Days						
		Stop Time						
	***Select Block 1/2 (C2 has to be On)**	Enable						
		Start Days						
		Start Time						
		Stop Days						
		Stop Time						
		Blocked Selections						
	***Select Discount 1/2/3 (C2 has to be On)**	Enable						
		Start Days						
		Start Time						
		Stop Days						
		Stop Time						
		Discount Selections						
		Less Amount						
	***Override Switch (C2 has to be On)**	Free Vend						
		No Vend						
		Blocking Disable						
		Discount Disable						
		Light Control Disable						
		Refrigeration Disable						
	***Apply Update**							
	***Revert to Defaults**							

Notes: