

PROGRAMMING MANUAL

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English

Code: P2125EN00

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INTRODUCTION

This "Programming Manual" is a very useful tool for those operators who want to get the most out of the potential of the installed software and know in detail all of the available software functions.

This document is available in PDF format in the Reserved Area of our internet site www.nwglobalvending.com or, on request, through our after-sales service.

The Manual is divided into 3 parts:

The First Part regards Normal Vending Mode; it describes the operations to be carried out during the vending machine normal use:

- Power-on
- Messages for the user.

The Second Part describes the Filler Menu, the programming part that is used for changing individually the sales prices of the selections and for simple controls on the functioning and on the machine sales.

The Third Part describes the Technician Menu, the programming part that is meant for technical personnel, used for changing the machine performance.

The operations described can modify the functioning cycles, therefore they must be carried out only by personnel who have the specific knowledge of the machine functioning from a point of view of electrical safety and health regulations.

The appendix contains the List of Failures, which describes the possible error signals and the self-diagnosis conditions of the machine; it also describes the functions concerning the coin mechanism communication protocols.

NORMAL VENDING MODE

POWER-ON

When closing the payment system compartment door or energising the machine, the power-on process is started and the display indicates the version number of the installed software.

The machine can be programmed for displaying, for a few second, the number of selections made.

After a few seconds the internal lighting lamp is switched on and the machine goes into normal operating mode:

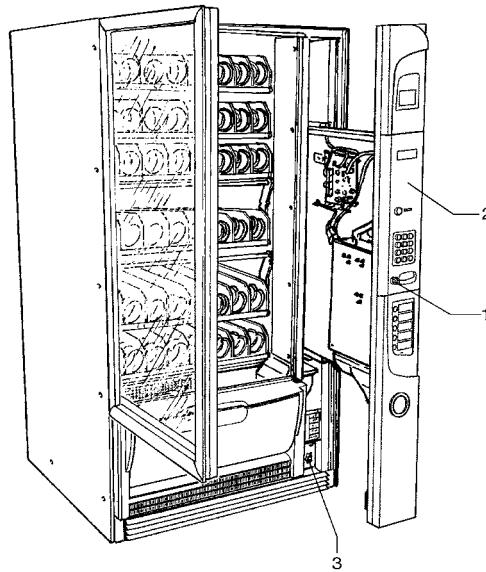
MESSAGES FOR THE USER

The following table indicates the most common strings that may be shown on the machine display in normal vending mode.

String	Description
<i>SELECT THE PRODUCT</i>	The machine waits for the user to make a product selection by pressing the relevant selection button.
<i>NO CHANGE</i>	The machine signals that, in the event the money in the tubes is lower than the required minimum, the change is not guaranteed.
<i>WAIT PLEASE</i>	The machine is dispensing the selected product.
<i>TAKE THE PRODUCT</i>	The machine has completed the dispensing of the selected product.
<i>DISPENSING FAILED</i>	The machine signals that there was a failure or malfunction that did not permit the correct dispensing of the product.
<i>VENDING MACHINE OUT OF ORDER</i>	It is not possible to make selections. Besides this message, the failure that caused this condition is displayed alternating.
<i>SUSPENDED SERVICE</i>	It is not possible to make selections. This condition occurs when the machine is in Energy Saving mode or while dispensing a product from the slave machine.
<i>NOT DISPENSED</i>	The machine signals that it is not possible to dispense the product being selected because presumably the product is finished or there is a motor failure.
<i>SELECTION DISABLED</i>	It is not possible to make the selection chosen, as such selection was disabled in the programming menus.
<i>CAUTION! DISPENSING COMPARTMENT CLOSING</i>	The machine signal also with a sound warning that the dispensing compartment locking device is operating.

PROGRAMMING MENU

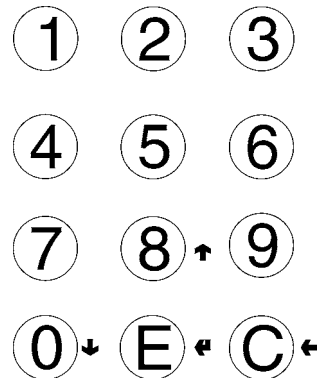
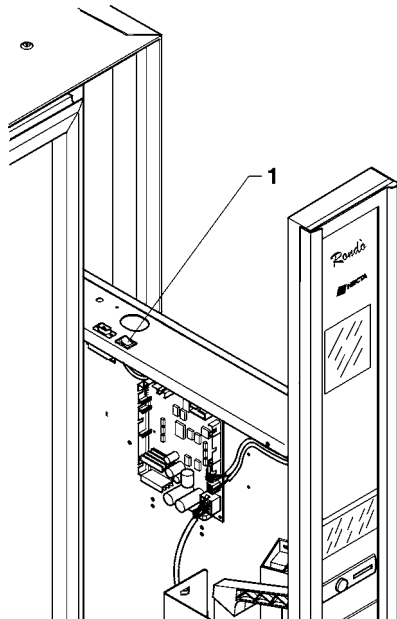
In order to access the programming menu rotate the key in the lock (1) to open the metal door, rotate the internal handle clockwise to open the sliding compartment of the vending machine (2) pulling it outwards, switch on the machine by inserting the yellow key supplied in the relevant slot (3) shown in the figure.



Press the programming access button as shown in the figure:

The machine goes into "Filler Menu" mode.

The buttons shown in the figure are used for surfing through the different menus:



Scrolling buttons UP "↑" and DOWN "↓"

The UP and DOWN scrolling buttons are used for moving from one programming menu item to the next one, located in the same level, and at the same time change the status or the numeric value of the corresponding functions.

Confirm / Enter button "↵"

The confirm / enter key is used for moving to the lower level or for confirming a value after being entered or changed.

Exit button "←"

The exit key is used for returning to the higher level or for exiting a change field of a function. When reaching the highest level in the menu, this button is pressed for going from the Technician menu into the Filler menu and vice versa.

FILLER MENU

1 - STATISTICS

1 STATISTICS

1.1 - STATIST.PRINTING

1.1 PRINTING THE STATISTICS

1.1.1 - PARTIAL PRINTING

1.1.1 PARTIAL PRINTOUT

1.1.1.1 - SELECT. COUNT.

1.1.1.1 PRINTING THE SELECTION COUNTERS

When confirming this function, the counters regarding the different selections are printed.

1.1.1.2 - BAND COUNTER

1.1.1.2 PRINTING THE TIME BAND COUNTERS

When confirming this function, the counters regarding the different time bands are printed.

1.1.1.3 - FAILURE COUNT.

1.1.1.3 PRINTING THE FAILURE COUNTERS

When confirming this function, the counters regarding the different failure are printed.

1.1.1.4 - COIN MECH.DATA

1.1.1.4 PRINTING THE COIN MECHANISM DATA

When confirming this function, the counters regarding the coin mechanism data are printed.

1.1.1.5 - PRINT PHOT. ERR.

1.1.1.5 PRINTING THE PHOTOCCELL ERRORS

When confirming this function, the counters regarding the photocell errors are printed.

1.1.1.6 - PRINT MOTOR ERR.

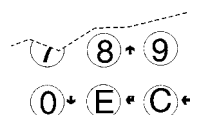
1.1.1.6 PRINTING THE MOTOR ERRORS

When confirming this function, the counters regarding the motor errors are printed.

1.1.2 - TOTAL PRINTING

1.1.2 TOTAL PRINTOUT

When confirming this function, all statistics are printed.



FILLER MENU

1.2 - PRINT REL.STATS.

1.2

PRINTING THE RELATIVE STATISTICS

1.2.1 - PARTIAL PRINTING

1.2.1

PARTIAL PRINTOUT

1.2.1.1 - SELECT. COUNT.

1.2.1.1

PRINTING THE SELECTION COUNTERS

When confirming this function, the relative counters regarding the different selections are printed.

1.2.1.2 - BAND COUNTER

1.2.1.2

PRINTING THE TIME BAND COUNTERS

When confirming this function, the relative counters regarding the different time bands are printed.

1.2.1.3 - FAILURE COUNT.

1.2.1.3

PRINTING THE FAILURE COUNTERS

When confirming this function, the relative counters regarding failures are printed.

1.2.1.4 - COIN MECH.DATA

1.2.1.4

PRINTING THE COIN MECHANISM DATA

When confirming this function, the relative counters regarding the coin mechanism data are printed.

1.2.1.5 - PRINT PHOT. ERR.

1.2.1.5

PRINTING THE PHOTOCCELL ERRORS

When confirming this function, the relative counters regarding the photocell errors are printed.

1.2.1.6 - PRINT MOTOR ERR.

1.2.1.6

PRINTING THE MOTOR ERRORS

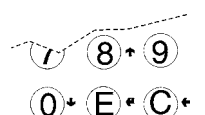
When confirming this function, the counters regarding the motor errors are printed.

1.2.2 - TOTAL PRINTING

1.2.2

TOTAL PRINTOUT

When confirming this function, all relative statistics are printed.



FILLER MENU

1.3 - STATIST. DISPLAY

1.3

DISPLAYING THE STATISTICS

1.3.1 - SEL.COUNT.DISPL.

1.3.1

DISPLAYING THE SELECTION COUNTERS

1.3.1.1 - COUNT X 5. SEL.

1.3.1.1

DISPLAYING THE SINGLE COUNTERS

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

1.3.1.2 - TOT.COUNT DISPL.

1.3.1.2

DISPLAYING THE TOTAL COUNTERS

This function is used for displaying the total counters regarding each selection.

1.3.2 - DISP.BAND COUNT.

1.3.2

DISPLAYING THE TIME BAND COUNTERS

When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

1.3.3 - FAILURE COUNT.

1.3.3

DISPLAYING THE FAILURE COUNTERS

This function is used for displaying the number of times each possible failure occurred in the vending machine.

1.3.4 - COIN MECH.DISPL.

1.3.4

DISPLAYING THE COIN MECHANISM DATA

1.3.4.1 - AUDIT DATA DISP.

1.3.4.1

DISPLAYING THE AUDIT DATA

This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

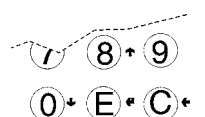
1.3.4.2 - CASH COUNT.DISP.

1.3.4.2

DISPLAYING THE CASHED AMOUNT

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit



FILLER MENU

1.3.5 - PHOT.ERR.COUNTER

1.3.5

DISPLAYING THE PHOTOCELL ERROR COUNTERS

This function is used for displaying the value of the counter regarding the photocell errors.

1.3.6 - MOT.ERR.COUNTER

1.3.6

DISPLAYING THE MOTOR ERROR COUNTERS

This function is used for displaying the value of the counter regarding the motor errors.

1.4 - DISP.REL.STATS.

1.4

DISPLAYING THE RELATIVE STATISTICS

1.4.1 - SEL.COUNT.DISPL.

1.4.1

DISPLAYING THE SELECTION COUNTERS

1.4.1.1 - COUNT X S. SEL.

1.4.1.1

DISPLAYING THE SINGLE COUNTERS

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

1.4.1.2 - TOT.COUNT DISPL.

1.4.1.2

DISPLAYING THE TOTAL COUNTERS

This function is used for displaying the total counters regarding each selection.

1.4.2 - DISP.BAND COUNT.

1.4.2

DISPLAYING THE TIME BAND COUNTERS

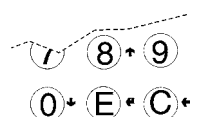
When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

1.4.3 - FAILURE COUNT.

1.4.3

DISPLAYING THE FAILURE COUNTERS

This function is used for displaying the number of times each failure occurred in the vending machine.



FILLER MENU

1.4.4 - COIN MECH.DISPL.

1.4.4

DISPLAYING THE COIN MECHANISM DATA

1.4.4.1 - AUDIT DATA DISP.

1.4.4.1

DISPLAYING THE AUDIT DATA

This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

1.4.4.2 - CASH COUNT.DISP.

1.4.4.2

DISPLAYING THE CASHED AMOUNT

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit

1.4.5 - PHOT.ERR.COUNTER

1.4.5

DISPLAYING THE PHOTOCCELL ERROR COUNTERS

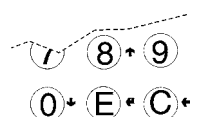
This function is used for displaying the value of the counter regarding the photocell errors.

1.4.6 - MOT.ERR.COUNTER

1.4.6

DISPLAYING THE MOTOR ERROR COUNTERS

This function is used for displaying the value of the counter regarding the motor errors.



FILLER MENU

1.5 - CANC.RELAT.STATS

1.5
DELETING THE RELATIVE STATISTICS

1.5.1 - PARTIAL RESET

1.5.1
PARTIAL DELETE

1.5.1.1 - SELE. COUNT RESET

1.5.1.1
DELETING THE SELECTION COUNTERS

When confirming this function, the counters regarding the different selections are deleted.

1.5.1.2 - FAILURE COUNT.

1.5.1.2
DELETING THE FAILURE COUNTERS

When confirming this function, the counters regarding the different failure are deleted.

1.5.1.3 - COIN MECH DATA

1.5.1.3
DELETING THE COIN MECHANISM DATA

When confirming this function, the counters regarding the coin mechanism data are deleted.

1.5.1.4 - CANC. PHOT. ERR.

1.5.1.4
DELETING THE PHOTOCCELL ERROR COUNTERS

When confirming this function, the counters regarding the photocell errors are deleted.

1.5.1.5 - CANC.MOT.ERR.CNT

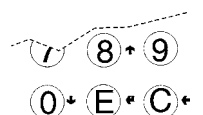
1.5.1.5
DELETING THE MOTOR ERROR COUNTERS

When confirming this function, the counters regarding the motor errors are deleted.

1.5.2 - TOTAL RESET

1.5.2
TOTAL DELETE

When confirming this function, all relative statistics are deleted.



FILLER MENU

2 - INDIVIDUAL PRICE

2.1 - PRICE BAND 0

2.2 - PRICE BAND 1

2.3 - PRICE BAND 2

2.4 - PRICE BAND 3

2.5 - PRICE BAND 4

3 - TUBE CONTROL

3.1 - FILLING TUBE

3.2 - TUBE EMPTYING

2 SINGLE PRICES

2.1 PRICE BAND 0

This function is used for setting a different price for each selection in time band 0.

2.2 PRICE BAND 1

This function is used for setting a different price for each selection in time band 1.

2.3 PRICE BAND 2

This function is used for setting a different price for each selection in time band 2.

2.4 PRICE BAND 3

This function is used for setting a different price for each selection in time band 3.

2.5 PRICE BAND 4

This function is used for setting a different price for each selection in time band 4.

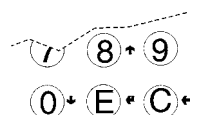
3 CHANGE TUBES CONTROL

3.1 FILLING THE CHANGE TUBES

From this function, the change tubes can be filled manually. Confirming the refilling, the display will indicate "Credit: —" which is the value of money available in change the tubes; insert the desired coin into the validator and the display will indicate the value of money available in the change tubes.

3.2 RELEASING THE CHANGE TUBES

From this function, the change tubes can be released manually. When confirming the releasing, it will be possible to decide which tube to release. Each time the confirm button is pressed, a coin is ejected from the active tube.



FILLER MENU

4 - SPECIAL SELECT.

4.1 - VIRTUAL SELECT.

4.2 - VIRT. PRICE RET.

4.3 - TWO-MOTOR SELECT

4.4 - PHOTOCCELL PARAM.

4.4.1 - SETTLING TIME

4.4.2 - MONEY RETURN

4.4.3 - EMPTY SEL.CONTR.

4 SPECIAL SELECTIONS

4.1 VIRTUAL SELECTIONS

This function is used to define a pair of selections that can be sold at a price different from the sum of the two selections, using a single selection number. 10 virtual selections can be programmed (70 to 79).

4.2 RETURN OF VIRTUAL PRICE

This function is used to define, in the event of failed second dispensing in a virtual selection, not to cash the price of the second selection (only if an MDB payment system or validator are used). With other payment systems, it can be decided whether or not return the entire amount.

4.3 TWO-MOTOR SELECTIONS

With this function the operation of two motors for dispensing long shaped products can be combined, specifying the selection number of the second motor.

The first motor number will be the selection number, while the selection number of the associated motor will remain disabled.

4.4 PHOTOCCELL PARAMETERS

The vending machine can be fitted (as standard feature or as optional according to the model) with a device that detects the passage of dispensed products.

4.4.1 SETTLING TIME

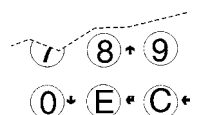
This function is used for setting an additional rotation time to the spiral beyond the limit switch to allow the selected product to fall in the dispensing compartment.

RETURN OF MONEY

This function is used for enabling the return of the amount paid in the event the photocells do not detect the passage of the selected product.

4.4.3 EMPTY SELECTION CONTROL

This function is used for disabling the selection that recorded a photocell error, i.e. failed product dispensing/detection.



FILLER MENU

5 - TEST

5.1 - TEST SELECTION

5.2 - MOTOR TEST

5.3 - AUTOTEST

5 TEST

5.1 TEST SELECTION

This function is used to simulate the normal dispensing of products without inserting any money to check the functioning of the spiral rotation by pressing the selection buttons.

5.2 MOTOR TEST

This function is used for actuating all motors in a sequence, indicating on the display the number of the involved selection.

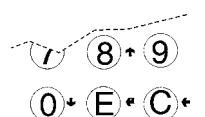
5.3 AUTOTEST

This function allows testing, in a semiautomatic way, of the main machine components. When pressing the confirm button, the message "AUTOTEST" will be start blinking.

It is possible to cancel each operation and go to the next one by pressing the exit button, but confirming with the confirm button to start the autotest routine. Some checks occur automatically, others need the manual operation of the monitored component.

In a sequence:

- Push-button panel test; the machine will display the number of the button which must be pressed and awaits the actuation before going to the next button.
- Temperature test; the machine will display the value of temperature detected by the probe. In the event of interruption the value -11.0 is displayed; in the event of short-circuit the value 41.0 is displayed.
- Buzzer test; the machine will emit a series of test sounds.
- Compressor test; the compressor is activated/deactivated using the "←" and "↵" buttons.
- Selection test; the machine will simulate the dispensing of each selection in a sequence.
- Coin mechanism test; the machine checks that communication with the coin mechanism takes place correctly and which validator lines are set as being active.
- Photocell test; in the event where the machine is equipped with a device for detecting the passage of products the light beam reading and interruption are checked.
- Dispensing compartment lock test; in the event where the machine is equipped with a device for locking the dispensing compartment, the "←" and "↵" buttons are used for locking and unlocking the compartment opening.
- Direct push-button test; the machine will display the number of the button which must be pressed and awaits the actuation before going to the next button.



FILLER MENU

6 - GSM

6 GSM

6.1 - RESET PRE-AL.CNT

6.1 RESETTING THE PRE-ALARM COUNTERS

With this function the counters that control the pre-alarms are reset.

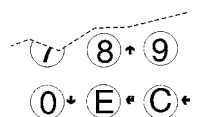
7 - EVADTS

7 EVADTS

7.1 - CONNECTION

7.1 CONNECTION

This function places the machine in wait mode for connection to retrieve data.



TECHNICIAN MENU

1 - FAILURES

1.1 - FAILURE READING

1.2 - FAILURE RESET


1.3 - MOTOR ERRORS


1.4 - MOTORS' STATUS

1.5 - RESET MOTOR ERR.

1. FAILURES

1.1 READING THE FAILURES

When the "Failure" function is displayed, press the confirm button " to display the present failures.

If no failures are currently present, after pressing the confirm button " the message "End failures" will be displayed.

A detailed description of the possible failures present in these models is indicated in the appendix of this manual.

1.2 RESETTING THE FAILURES

By confirming this function all current failures will be reset.

1.3 MOTOR ERRORS

With this function the failed motors are displayed for approximately 1 second. In the event there is more than 1 motor error at the same time, scrolling between errors is automatic.

1.4 MOTORS' STATUS

This function is used to read the last failure that occurred in each spiral, even if the machine configuration has an empty position.

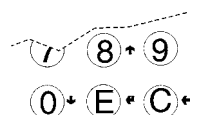
A motor can be in one of the following conditions:

- motor functioning
- motor not present; when the motor is not detected at machine power-on
- motor disconnected; when a motor detected at machine start-up is not detected during a selection
- motor blocked; when the positioning button is not operated within the "timeout"
- empty spiral; when, with the dispensing control (photocells) installed, no dispensed product is detected.

By restarting the machine any blocked motors are detected as not present.

1.5 RESET MOTOR ERRORS

By confirming this function all current failures regarding the motors will be reset.



TECHNICIAN MENU

2 - *PROGR.PARAMETERS*

2 PROGRAMMING PARAMETERS

2.1 - *CASH*

2.1 CASH

This set of functions controls all parameters regarding the payment systems and the sales prices.

2.1.1 - *PRICES*

2.1.1 PRICES

Four different prices can be set for each selection according to the programmed time bands for when the time table option is enabled. For each of the 4 time bands prices (0 to 65,535) can be programmed globally (same price for all selections) or for the single selections.

2.1.1.1 - *INDIVIDUAL PRICE*

2.1.1.1 SETTING SINGLE PRICES

2.1.1.1.1 - *PRICE BAND 0*

2.1.1.1.1 PRICE BAND 0

THIS FUNCTION IS USED FOR SETTING A DIFFERENT PRICE FOR EACH SELECTION FOR TIME BAND 0.

2.1.1.1.2 - *PRICE BAND 1*

2.1.1.1.2 PRICE BAND 1

This function is used for setting a different price for each selection for time band 1.

2.1.1.1.3 - *PRICE BAND 2*

2.1.1.1.3 PRICE BAND 2

This function is used for setting a different price for each selection for time band 2.

2.1.1.1.4 - *PRICE BAND 3*

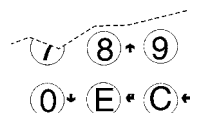
2.1.1.1.4 PRICE BAND 3

This function is used for setting a different price for each selection for time band 3.

2.1.1.1.5 - *PRICE BAND 4*

2.1.1.1.5 PRICE BAND 4

This function is used for setting a different price for each selection for time band 4.



TECHNICIAN MENU

2.1.1.2 - GLOBAL PRICES

2.1.1.2
SETTING GLOBAL PRICES

2.1.1.2.1 - PRICE BAND 0

2.1.1.2.1
PRICE BAND 0

This function is used for setting a single price for all selections available in time band 0.

2.1.1.2.2 - PRICE BAND 1

2.1.1.2.2
PRICE BAND 1

This function is used for setting a single price for all selections available in time band 1.

2.1.1.2.3 - PRICE BAND 2

2.1.1.2.3
PRICE BAND 2

This function is used for setting a single price for all selections available in time band 2.

2.1.1.2.4 - PRICE BAND 3

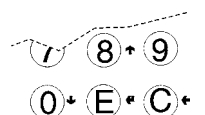
2.1.1.2.4
PRICE BAND 3

This function is used for setting a single price for all selections available in time band 3.

2.1.1.2.5 - PRICE BAND 4

2.1.1.2.5
PRICE BAND 4

This function is used for setting a single price for all selections available in time band 4.



TECHNICIAN MENU

2.1.1.3 - TIME BANDS

2.1.1.3

TIME BANDS

Four programmable time bands are provided for selling products at different prices.

Time band 0 is not programmable and covers the 24 hours.

2.1.1.3.1 - SET DATE & TIME

2.1.1.3.1

SET DATE AND TIME

This function is used for setting the reference time given by an internal clock programmable for:

day/month/year/week-day 1-7 (1=Monday, 2=Tuesday, etc...) and then hour/minutes/seconds.

2.1.1.3.2 - TIME BAND 1

2.1.1.3.2

TIME BAND 1

The time bands are programmable for beginning and end time by hours (00 to 23) and minutes (00 to 59). If the values for start and end of the time band are set to 00.00 the time period is disabled.

2.1.1.3.3 - TIME BAND 2

2.1.1.3.3

TIME BAND 2

The time bands are programmable for beginning and end time by hours (00 to 23) and minutes (00 to 59). If the values for start and end of the time band are set to 00.00 the time period is disabled.

2.1.1.3.4 - TIME BAND 3

2.1.1.3.4

TIME BAND 3

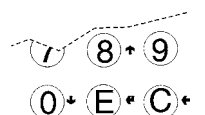
The time bands are programmable for beginning and end time by hours (00 to 23) and minutes (00 to 59). If the values for start and end of the time band are set to 00.00 the time period is disabled.

2.1.1.3.5 - TIME BAND 4

2.1.1.3.5

TIME BAND 4

The time bands are programmable for beginning and end time by hours (00 to 23) and minutes (00 to 59). If the values for start and end of the time band are set to 00.00 the time period is disabled.



TECHNICIAN MENU

2.1.2 - COIN MECHANISMS

2.1.2 COIN MECHANISMS

2.1.2.1 - COIN MECHAN. SET.

2.1.2.1 SETTING THE COIN MECHANISMS

It is possible to decide which of the payment system protocols available are to be enabled for the functions.

The available payment systems are:

- Executive
- Validators
- BDV
- MDB

A detailed description of the functions related to the communication protocols is indicated in the appendix of this manual.

2.1.2.2 - CHANGE IMMEDIAT.

2.1.2.2 IMMEDIATE CHANGE

This function is valid only in the case where a change-giver coin mechanism is installed in the machine.

Normally the amount for a selection is cashed after the machine sends the message "Selection successful", consequently the change is returned at the end of dispensing the selected product.

By enabling this function, disabled by default, the cashed signal is sent at the beginning of dispensing, consequently the change owed to the user is returned at the same time of dispensing the product.

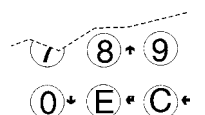
2.1.3 - DECIMAL POINT

2.1.3 DECIMAL POINT

Press the confirm key "↵" to display the position of the decimal point, i.e.:

- | | |
|---|------------------------|
| 0 | decimal point disabled |
| 1 | XXX.X |
| 2 | XX.XX |
| 3 | X.XXX |

Press the confirm key "↵", these values will start blinking and can then be modified as necessary.



TECHNICIAN MENU

2.1.4 - MASTER SLAVE

2.1.4 MASTER / SLAVE

The machine control system is pre-arranged for the connection in a bank of vending machines (Astro, Oblò, Sfera and Rondò).

2.1.4.1 - SET UP

2.1.4.1 SETTINGS

This function is used for setting the hierarchies of master/slave relationships between connected vending machines.

This machine can be configured a "Master", i.e. having control over the second machine, or as "Slave", i.e. leaving the control to the other machine.

2-digit (XX) or 3-digit (0XX; 9XX) selection numbers will also be set. The master/slave function is not enabled by default.

2.1.4.2 - SLAVE PRICE HOLD

2.1.4.2 SLAVE PRICE HOLDING (EXE. PROTOCOL)

In the event an Executive payment system in "Price Holding" mode is set, this function is used for setting the same mode also in the software of the slave machine.

2.1.4.3 - COMB'D SELECT.S

2.1.4.3 COMBINED SELECTIONS (EXE. / BDV PROTOCOL)

In the case of combined or virtual selections, this function is used for setting whether to keep (OFF) or not (ON) the partial amount, should the second selection/dispensing fail.

2.1.4.4 - SFERA TYPE

2.1.4.4 SFERA TYPE

In the event of 2 or more Sfera / Rondò vending machines connected in a bank, with this function it is possible to define the Master/slave hierarchic order between the vending machines of the same type assigning to each a label (sfera 2; sfera 3; etc.)

2.1.5 - FREE VEND BONUS

2.1.5 FREE VEND BONUS

This function, compatibly with the national laws, permits the dispensing of a free product every certain number of sold selections. In any case the free selection is random within the programmed number.

The machine emits an intermittent sound signal and the display indicates a congratulations message.

2.1.5.1 - ENAB. VEND BONUS

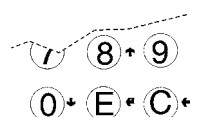
2.1.5.1 ENABLING FREE VEND BONUS

This function is used for enabling/disabling the free dispensing of a product.

2.1.5.2 - BONUS RATE

2.1.5.2 BONUS FREQUENCY

With this function it is possible to program the number of selections within which 1 free product is dispensed. The free dispensing is random within the programmed number.



TECHNICIAN MENU

2.2 - SPIRAL/SELECT.

2.2 SPIRALS/SELECTIONS

2.2.1 - SPIR. PARAMETERS

2.2.1 SPIRAL PARAMETERS

2.2.1.1 - MACHINE CONFIG.

2.2.1.1 MACHINE CONFIGURATION

This function is used to detect and store the number and position of the trays and of the selection motors.

2.2.1.2 - VIRTUAL SELECT.

2.2.1.2 VIRTUAL SELECTIONS

This function is used to define a pair of selections that can be sold at a price different from the sum of the two selections, using a single selection number.

10 virtual selections can be programmed (70 to 79).

2.2.1.3 - VIRT. PRICE RET.

2.2.1.3 RETURN OF VIRTUAL PRICE

This function is used to define, in the event of failed second dispensing in a virtual selection, not to cash the price of the second selection (only if an MDB payment system or validator are used). With other payment systems, it can be decided whether or not return the entire amount.

2.2.1.4 - TWO-MOTOR SELECT

2.2.1.4 TWO-MOTOR SELECTIONS

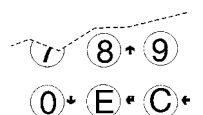
In order to dispense long shaped products, dividers can be fitted so that two motors/spirals can be used for each single selection. With this function the simultaneous operation of two motors can be combined, specifying the selection number of the second motor. The first motor number will be the selection number, while the selection number of the associated motor will remain disabled.

2.2.1.5 - ROTATION SELECT.

2.2.1.5 ROTATION SELECTIONS

With this function it is possible to create 6 groups of spirals with the same selection number that are activated by rotation, to increase the autonomy of the same product and make dispensing uniform. The grouped spirals of a single selection must be next to each other. All selections belonging to the same group must have the same price.

For correct safety management of the selections it is advisable that also a dispensing detection device (photocells) be installed in the machine.



TECHNICIAN MENU

2.2.1.6 - PRODUCT CODE

2.2.1.6

PRODUCT CODE

This function is used to assign a 4-digit identification code to each spiral for processing the statistics.

2.2.1.7 - DIRECT SELECT.

2.2.1.7

DIRECT SELECTIONS

2.2.1.7.1 - EN. DIR. SELECT.

2.2.1.7.1

ENABLING DIRECT SELECTIONS

The vending machine can be fitted (as standard feature or as optional according to the model) with a 5-button keypad to which allocate a group of selection.

With this function it is possible to enable the operation of these selection buttons.

2.2.1.7.2 - SET DIR. SELECT.

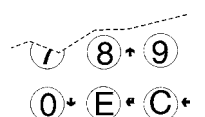
2.2.2.2

SETTING DIRECT SELECTIONS

With this function it is possible to allocate a group of selections to each direct selection button by specifying the start and end numbers of the series. The selections, as long as in a sequence, can be also from different trays.

The products are dispensed alternating from each of the spirals that are grouped in a direct selection.

All selections belonging to the same group must have the same price.



TECHNICIAN MENU

2.2.2 - PHOTOCELL PARAM.

2.2.2 PHOTOCELL PARAMETERS

2.2.2.1 - SETTLING TIME

2.2.2.1 SETTLING TIME

The vending machine can be fitted (as standard feature or as optional according to the model) with a device that, by means of photocells, detects the passage of dispensed products. With this function it is possible to set for each spiral/selection a rotation time further to the normal rotation to allow correct dispensing of the product.

2.2.2.2 - MONEY RETURN

2.2.2.2 RETURN OF MONEY

This function is used for enabling the return of the amount paid in the event the selected product is not detected by the photocells.

2.2.2.3 - EMPTY SEL.CONTR.

2.2.2.3 EMPTY SELECTION CONTROL

This function is used for disabling the selection that recorded a photocell error, i.e. failed product dispensing/detection.

2.2.3 - COMP.LOCK PARAM.

2.2.3 DISPENSING COMPARTMENT LOCK PARAMETERS

2.2.3.1 - OPERATING MODE

2.2.3.1 OPERATING MODE

The dispensing compartment can be fitted (as standard feature or as optional according to the model) with a lock device. This function is used for deciding whether leaving the dispensing compartment “always free” or “unlock it with dispensing”.

2.2.3.2 - UNLOCK TIME

2.2.3.2 UNLOCK TIME

With this function it is possible to program the time (1 minute min to 10 minutes max) when the dispensing compartment must remain unlocked to allow the dispensing of the selected product. This function is active only if the mode “unlock for dispensing” was selected in the previous function.

2.2.3.3 - OUT OF SERV.TIME

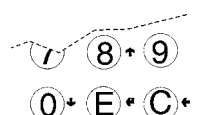
2.2.3.3 OUT OF SERVICE TIME

With this function it is possible to place the machine out of service for a programmable time (1 minute min to 10 minutes max) in the event the door stays open.

2.2.3.4 - OUT SER. IF OPEN

2.2.3.4 OUT OF SERVICE IF OPEN

By enabling this function, the machine is placed out of service if the lock device is always closed during dispensing.



TECHNICIAN MENU

2.3 - COLD PARAMETERS

2.3.1 - TEMPERATURE

2.3 COLD PARAMETERS

2.3.1 TEMPERATURE

With this function the machine internal temperature during normal operation can be set directly in °C (3.5°C to 20°C, 8°C by default). The cooling unit starts/stops when the differential deviation of the set temperature is 2°C.

2.3.2 - DEFROSTING

2.3.2 DEFROSTING

Defrosting involves switching off the cooling unit, regardless of the set temperature, for 20 minutes.

With this function it is possible to set a time interval between defrosting cycles, the value can be programmed from 0 to 99 hours (set to 6 hours by default); this time interval will be determined according to the relative humidity and the frequency of door openings.

With the timing set to 0 the function is disabled.

2.3.3 - EN. COLD UNIT

2.3.3 ENABLING THE COOLING UNIT

With this function the cooling unit operation can be disabled. After modifying this setting, the change will apply when restarting the machine.

2.3.4 - FOOD SAFE. T.EM.

2.3.4 ENABLING THE FOOD CONTROL

The machine can be pre-set for handling the dispensing of refrigerated food in the "food" version.

This function, enabled by default in the "food" models, activates the safety temperature control and allows the definition of which trays are preset for "food" control.

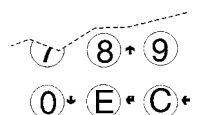
The machine can be converted for dispensing snack products only; by disabling this function, the product temperature control is no longer performed.

2.3.5 - TEMP. RECORDING

2.3.5 TEMPERATURE LOG

The internal temperature is stored every 10 minutes.

With this function, it is possible to read the date, time and stored temperature.



TECHNICIAN MENU

2.4 - DISPLAY

2.4 DISPLAY

2.4.1 - LANGUAGE

2.4.1 LANGUAGE

With this function it is possible to select the language used for surfing within the programming menus and while in normal vending mode.

The list of available languages is indicated in the dose table.

2.4.2 - USER DISPLAY

2.4.2 DISPLAYING MESSAGES FOR THE USER

With this function it is possible to choose the kind of information to be indicated on the display during normal vending mode.

The following information can be displayed:

- Internal temperature (default)
- Time

2.4.3 - PROMOT. ADVERT.

2.4.3 PROMOTIONAL MESSAGE




2.4.3.1 - ENABLE PROM.ADV.


2.4.3.1 ENABLING THE PROMOTIONAL MESSAGE

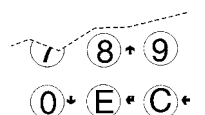
This function is used for enabling or disabling a promotional message appearing on the display during the machine normal vending mode.

2.4.3.2 - SET PROM.ADVERT.

2.4.3.2 SETTING THE PROMOTIONAL MESSAGE

This function is used for writing the 4-line promotional message; by pressing the confirm button “” the first character starts blinking; this can then be changed using the “” and “” buttons, scrolling through the available characters.

Once the message is completed, it can be stored by pressing button “”.



TECHNICIAN MENU

2.4.4 - CUSTOMIZ. STRINGS

2.4.4 CUSTOMIZED STRINGS

2.4.4.1 - ENAB. CUSTOM. STR

2.4.4.1 ENABLING THE CUSTOMIZED STRINGS

The machine uses standard messages to give information to the user during normal operation (e.g. "Ready", "Take" etc.). By enabling this function it is possible to change these messages as necessary. Changes are stored as copies of the standard messages.

Therefore, if this function is disabled, the standard messages will be displayed again, but the changed messages are still stored.

2.4.4.2 - PRG. CUSTOM. STR.

2.4.4.2 PROGRAMMING THE CUSTOMIZED STRINGS

With this function it is possible to change the messages; by pressing the confirm button "↵" the first character starts blinking; this can then be changed using the "↑" and "↓" buttons, scrolling through the available characters.

Once the message is completed, it can be stored by pressing button "↵".

2.4.5 - COUNTER AT START

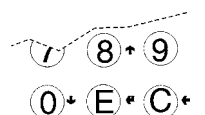
2.4.5 COUNTER AT POWER-ON

With this function it is possible to enable/disable the display of the total number of sales since the last statistic reset, during the start-up phase of the machine.

2.4.6 - CONTRAST CONTROL

2.4.6 CONTRAST CONTROL

This function is used for adjusting the electronic display contrast between 5% and 99% (default).



TECHNICIAN MENU

2.5 - MISCELLANEOUS

2.5 MISCELLANEOUS

2.5.1 - SET PASSWORD

2.5.1 SETTING THE PASSWORD

With this function it is possible to enable the option of requesting the password to access the programming "Technician menu"; the password request is disabled by default. The password is a 5-digit alphanumeric code that can be changed. The default value is set to "00000".

2.5.2 - ENERGY SAVING

2.5.2 ENERGY SAVING

With this function, disabled by default, it is possible to suspend vending in certain hours. 2 switch-off time bands can be programmed.

2.5.3 - FIL.MENU MASKING

2.5.3 FILLER MENU MASKING

With this function it is used possible to determine the "Filler menu" items to be left active or to be disabled (ON/OFF):

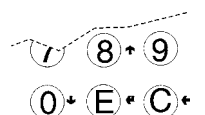
- Statistics
- Single Prices
- Tubes control
- Special selections
- Test
- GSM
- EVADTS

The numeric reference of the menu items remains unchanged even if some of them are disabled.

2.5.4 - NEON OUT OF OR.

2.5.4 LIGHTING DURING "OUT OF SERVICE"

With this function it is possible to define whether or not the lighting lamps are to be switched on when the machine is out of service or during the "Energy saving" time band.



TECHNICIAN MENU

3 - STATISTICS

3 STATISTICS

3.1 - STATIST. DISPLAY

3.1 DISPLAYING THE STATISTICS

3.1.1 - SEL.COUNT.DISPL.

3.1.1 DISPLAYING THE SELECTION COUNTERS

3.1.1.1 - COUNT X S. SEL.

3.1.1.1 DISPLAYING THE SINGLE COUNTERS

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

3.1.1.2 - TOT.COUNT DISPL.

3.1.1.2 DISPLAYING THE TOTAL COUNTERS

This function is used for displaying the total counters regarding each selection.

3.1.2 - DISP.BRAND COUNT.

3.1.2 DISPLAYING THE TIME BAND COUNTERS

When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

3.1.3 - FAILURE COUNT.

3.1.3 DISPLAYING THE FAILURE COUNTERS

This function is used for displaying the number of times each possible failure occurred in the vending machine.

3.1.4 - COIN MECH.DISPL.

3.1.4 DISPLAYING THE COIN MECHANISM DATA

3.1.4.1 - AUDIT DATA DISP.

3.1.4.1 DISPLAYING THE AUDIT DATA

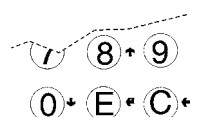
This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

3.1.4.2 - CASH COUNT.DISP.

3.1.4.2 DISPLAYING THE CASHED AMOUNT

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit



TECHNICIAN MENU

3.1.5 - PHOT.ERR.COUNTER

3.1.5

DISPLAYING THE PHOTOCCELL ERROR COUNTERS

This function is used for displaying the value of the counter regarding the photocell errors.

3.1.6 - MOT.ERR.COUNTER

3.1.6

DISPLAYING THE MOTOR ERROR COUNTERS

This function is used for displaying the value of the counter regarding the motor errors.

3.2 - STATISTICS RESET

3.2

DELETING THE STATISTICS

3.2.1 - PARTIAL RESET

3.2.1

PARTIAL DELETE

3.2.1.1 - SELE.COUNT.RESET

3.2.1.1

DELETING THE SELECTION COUNTERS

When confirming this function, the counters regarding the different selections are deleted.

3.2.1.2 - FAILURE COUNT.

3.2.1.2

DELETING THE FAILURE COUNTERS

When confirming this function, the counters regarding the different failure are deleted.

3.2.1.3 - COIN MECH DATA

3.2.1.3

DELETING THE COIN MECHANISM DATA

When confirming this function, the counters regarding the coin mechanism data are deleted.

3.2.1.4 - CANC. PHOT. ERR.

3.2.1.4

DELETING THE PHOTOCCELL ERROR COUNTERS

When confirming this function, the counters regarding the photocell errors are deleted.

3.2.1.5 - CANC.MOT.ERR.CNT

3.2.1.5

DELETING THE MOTOR ERROR COUNTERS

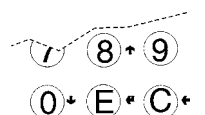
When confirming this function, the counters regarding the motor errors are deleted.

3.2.2 - TOTAL RESET

3.2.2

TOTAL DELETE

When confirming this function, all counters regarding the coin mechanism data are deleted.



TECHNICIAN MENU

3.3 - DISP.REL.STATS.

3.3
DISPLAYING THE RELATIVE STATISTICS

3.3.1 - SEL.COUNT.DISPL.

3.3.1
DISPLAYING THE SELECTION COUNTERS

3.3.1.1 - COUNT X 5. SEL.

3.3.1.1
DISPLAYING THE SINGLE COUNTERS

This function is used for displaying the counters regarding each selection, divided by price band (0, 1, 2, 3, 4, Free, Test).

3.3.1.2 - TOT.COUNT DISPL.

3.3.1.2
DISPLAYING THE TOTAL COUNTERS

This function is used for displaying the total counters regarding each selection.

3.3.2 - DISP.BAND COUNT.

3.3.2
DISPLAYING THE TIME BAND COUNTERS

When selecting the desired price band (0, 1, 2, 3, 4, Free, Test), the total number of selections made for that price band is displayed.

3.3.3 - FAILURE COUNT.

3.3.3
DISPLAYING THE FAILURE COUNTERS

This function is used for displaying the number of times each possible failure occurred in the vending machine.

3.3.4 - COIN MECH.DISPL.

3.3.4
DISPLAYING THE COIN MECHANISM DATA

3.3.4.1 - AUDIT DATA DISP.

3.3.4.1
DISPLAYING THE AUDIT DATA

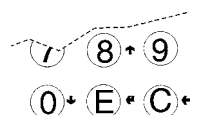
This function is used for displaying the number of coins inserted in the vending machine, differentiated by the type of coin.

3.3.4.2 - CASH COUNT.DISP.

3.3.4.2
DISPLAYING THE CASHED AMOUNT

This function is used for displaying the value of:

- Total cashed
- Total sold
- Total cashed by credit



TECHNICIAN MENU

3.3.5 - PHOT.ERR.COUNTER

3.3.5

DISPLAYING THE PHOTOCCELL ERROR COUNTERS

This function is used for displaying the value of the counter regarding the photocell errors.

3.3.6 - MOT.ERR.COUNTER

3.3.6

DISPLAYING THE MOTOR ERROR COUNTERS

This function is used for displaying the value of the counter regarding the motor errors.

3.4 - CANC.RELAT.STATS

3.4

DELETING THE RELATIVE STATISTICS

3.4.1 - PARTIAL RESET

3.4.1

PARTIAL DELETE

3.4.1.1 - SELE.COUNT.RESET

3.4.1.1

DELETING THE SELECTION COUNTERS

When confirming this function, the counters regarding the different selections are deleted.

3.4.1.2 - FAILURE COUNT.

3.4.1.2

DELETING THE FAILURE COUNTERS

When confirming this function, the counters regarding the different failure are deleted.

3.4.1.3 - COIN MECH DATA

3.4.1.3

DELETING THE COIN MECHANISM DATA

When confirming this function, the counters regarding the coin mechanism data are deleted.

3.4.1.4 - CANC. PHOT. ERR.

3.4.1.4

DELETING THE PHOTOCCELL ERROR COUNTERS

When confirming this function, the counters regarding the photocell errors are deleted.

3.4.1.5 - CANC.MOT.ERR.CNT

3.4.1.5

DELETING THE MOTOR ERROR COUNTERS

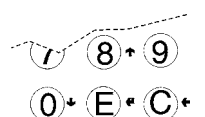
When confirming this function, the counters regarding the motor errors are deleted.

3.4.2 - TOTAL RESET

3.4.2

TOTAL DELETE

When confirming this function, all relative statistics are deleted.



TECHNICIAN MENU

3.5 - DISPL.DISP.START

3.5

DISPLAYING THE COUNTERS AT POWER-ON

By enabling this function, it is possible to display the total counters when the machine is switched on.

3.6 - STATIST.PRINTING

3.6

PRINTING THE STATISTICS

3.6.1 - PARTIAL PRINTING

3.6.1

PARTIAL PRINTOUT

3.6.1.1 - SELECT. COUNT.

3.6.1.1

PRINTING THE SELECTION COUNTERS

When confirming this function, the counters regarding the different selections are printed.

3.6.1.2 - BAND COUNTER

3.6.1.2

PRINTING THE TIME BAND COUNTERS

When confirming this function, the counters regarding the different time bands are printed.

3.6.1.3 - FAILURE COUNT.

3.6.1.3

PRINTING THE FAILURE COUNTERS

When confirming this function, the counters regarding the different failure are printed.

3.6.1.4 - COIN MECH.DATA

3.6.1.4

PRINTING THE COIN MECHANISM DATA

When confirming this function, the counters regarding the coin mechanism data are printed.

3.6.1.5 - PRINT PHOT. ERR.

3.6.1.5

PRINTING THE PHOTOCCELL ERRORS

When confirming this function, the counters regarding the photocell errors are printed.

3.6.1.6 - PRINT MOTOR ERR.

3.6.1.6

PRINTING THE MOTOR ERRORS

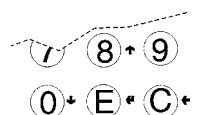
When confirming this function, the counters regarding the motor errors are printed.

3.6.2 - TOTAL PRINTING

3.6.2

TOTAL PRINTOUT

When confirming this function, all statistics are printed.



TECHNICIAN MENU

3.7 - PRINT REL.STATS.

3.7
PRINTING THE RELATIVE STATISTICS

3.7.1 - PARTIAL PRINTING

3.7.1
PARTIAL PRINTOUT

3.7.1.1 - SELECT. COUNT.

3.7.1.1
PRINTING THE SELECTION COUNTERS

When confirming this function, the relative counters regarding the different selections are printed.

3.7.1.2 - BAND COUNTER

3.7.1.2
PRINTING THE TIME BAND COUNTERS

When confirming this function, the relative counters regarding the different time bands are printed.

3.7.1.3 - FAILURE COUNT.

3.7.1.3
PRINTING THE FAILURE COUNTERS

When confirming this function, the relative counters regarding failures are printed.

3.7.1.4 - COIN MECH.DATA

3.7.1.4
PRINTING THE COIN MECHANISM DATA

When confirming this function, the relative counters regarding the coin mechanism data are printed.

3.7.1.5 - PRINT PHOT. ERR.

3.7.1.5
PRINTING THE PHOTOCCELL ERRORS

When confirming this function, the relative counters regarding the photocell errors are printed.

3.7.1.6 - PRINT MOTOR ERR.

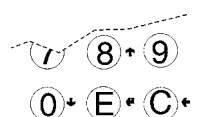
3.7.1.6
PRINTING THE MOTOR ERRORS

When confirming this function, the relative counters regarding the motor errors are printed.

3.7.2 - TOTAL PRINTING

3.7.2
TOTAL PRINTOUT

When confirming this function, all relative statistics are printed.



TECHNICIAN MENU

4 - TEST

4.1 - TEST SELECTION

4.2 - MOTOR TEST

4.3 - AUTOTEST

4. TEST

4.1 TEST SELECTION

With this function it is possible to simulate the normal dispensing of products without inserting any money.

It is therefore possible to check the functioning of the motor rotation by pressing the selection buttons.

4.2 MOTOR TEST

This function is used for actuating all motors in a sequence to check their correct functioning.

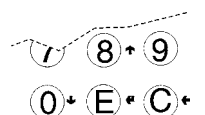
4.3 AUTOTEST

This function allows testing, in a semiautomatic way, of the main machine components. When pressing the confirm button, the message "AUTOTEST" will be start blinking.

It is possible to cancel each operation and go to the next one by pressing the exit button, but confirming with the confirm button to start the autotest routine. Some checks occur automatically, others need the manual operation of the monitored component.

In a sequence:

- Push-button panel test; the machine will display the number of the button which must be pressed and awaits the actuation before going to the next button.
- Temperature test; the machine will display the value of temperature detected by the probe. In the event of interruption the value -11.0 is displayed; in the event of short-circuit the value 41.0 is displayed.
- Buzzer test; the machine will emit a series of test sounds.
- Compressor test; the compressor is activated/deactivated using the "←" and "→" buttons.
- Selection test; the machine will simulate the dispensing of each selection in a sequence.
- Coin mechanism test; the machine checks that communication with the coin mechanism takes place correctly and which validator lines are set as being active.
- Photocell test; in the event where the machine is equipped with a device for detecting the passage of products the light beam reading and interruption are checked.
- Dispensing compartment lock test; in the event where the machine is equipped with a device for locking the dispensing compartment, the "←" and "→" buttons are used for locking and unlocking the compartment opening.
- Direct push-button test; the machine will display the number of the button which must be pressed and awaits the actuation before going to the next button.



TECHNICIAN MENU

5 - MISCELLANEOUS

5 MISCELLANEOUS

5.1 - VEND.MACH. DATA

5.1 VENDING MACHINE INFORMATION

5.1.1 - INSTALLAT. DATE

5.1.1 INSTALLATION DATE

This function is used for storing the current date of system as installation date of the vending machine. This date will be indicated on the statistics printout.

5.1.2 - PRG. MACHINE CODE

5.1.2 SETTING THE MACHINE CODE

This function is used for changing the 8-digit numeric code identifying the machine (set to 0 by default).

5.1.3 - OPER. CODE ENTRY

5.1.3 SETTING THE OPERATOR CODE

This function is used for changing the 6-digit numeric code identifying the group of machines (set to 0 by default).

5.2 - INITIALISING DB

5.2 INITIALISING THE DATA-BASE

This function is used for "initialising" the machine, resetting all data to default values. This function should be used if there is a memory data error or when the software is replaced. Except for the general electronic counter, all statistical data is reset.

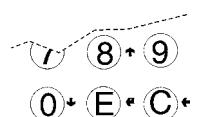
When confirming this function some parameter settings are requested, and namely:

- COUNTRY

Intended as type of base configuration for the different selections. The available "countries" vary according to the models.

- LANGUAGE

Intended as reference language for the strings shown on the display in "normal vending" and "programming" mode.



TECHNICIAN MENU

5.3 - EVADTS

5.3 EVADTS

The EVADTS (European Vending Association Data Transfer System) communication protocol has 2 codes for identifying the machine and for recognising the data transfer terminal.

5.3.1 - PASS CODE

5.3.1 PASS CODE

It is a four-digit alphanumeric code (0-9; A-F) that must be the same as the one in the data transfer terminal to allow its identification.

When pressing the confirm button the code is displayed as "0000" regardless of the actual value; then by pressing the confirm button the first digit will start blinking.

Using the scrolling keys, its value can be changed (during the change operation the value becomes visible).

Repeat this operation for the 4 digits, after which the value is stored and the display will indicate "0000" again.

5.3.2 - SECURITY CODE

5.3.2 SECURITY CODE

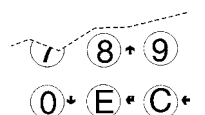
It is a further alphanumeric code for reciprocal recognition between machine and EVADTS terminal.

Programming works as in the "Pass Code".

5.3.3 - CONNECTION

5.3.3 CONNECTION

This function places the machine in wait mode for connection to retrieve data.



TECHNICIAN MENU

5.4 - UPKEY

5.4 UP-KEY

5.4.1 - SETUP MANAGEMENT

5.4.1 SETUP CONTROL

5.4.1.1 - UPKEY->MACHINE

5.4.1.1 UP-KEY -> VENDING MACHINE

When confirming this function after inserting the Up-Key in the special port located on the C.P.U. board, it will be possible to select the setup file from the list shown on the display using the scrolling buttons, then when confirming with the confirm button the selected setup will be loaded in the vending machine.

5.4.1.2 - MACHINE->UPKEY

5.4.1.2 VENDING MACHINE -> UP-KEY

When confirming this function after inserting the Up-Key in the special port located on the C.P.U. board, it will be possible to save the setup file to the Up-Key with the configuration present in that moment in the vending machine, indicating the name to be assigned to the file.

5.4.1.3 - DELETE

5.4.1.3 DELETE

This function is used for deleting one by one the setup files present in the inserted Up-Key.

5.4.1.4 - DELETE ALL

5.4.1.4 DELETE ALL

This function is used for deleting all the setup files present in the inserted Up-Key.

5.4.2 - AUDIT MANAGEMENT

5.4.2 STATISTICS MANAGEMENT

5.4.2.1 - MACHINE->UPKEY

5.4.2.1 VENDING MACHINE -> UP-KEY

When confirming this function after inserting the Up-Key in the special port located on the C.P.U. board, it will be possible to save the statistics file to the Up-Key with all of the statistics files present in that moment in the vending machine, indicating the name to be assigned to the file.

5.4.2.2 - DELETE

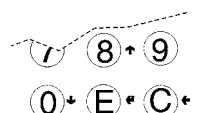
5.4.2.2 DELETE

This function is used for deleting one by one the statistics files present in the inserted Up-Key.

5.4.2.3 - DELETE ALL

5.4.2.3 DELETE ALL

This function is used for deleting all the statistics files present in the inserted Up-Key.



TECHNICIAN MENU

6 - GSM

6 GSM

The control software can send, via GSM modem, a signal indicating a machine failure or an “ending product” “pre-alarm”, after dispensing a certain (programmable) number of selections of a given product.

6.1 - GSM PIN CODE

6.1 GSM PIN CODE

This function is used for programming the identification code that will be sent to the GSM modem (optional) when switching the machine on.

6.2 - GSM PRE-ALARMS

6.2 GSM PRE-ALARMS

6.2.1 - PRE-ALARM THRES.

6.2.1 PRE-ALARMS THRESHOLDS

This function is used for defining the number of pieces of a given product after which an “ending product” pre-alarm is signalled via modem.

6.2.2 - RESET PRE-ALCNT

6.2.2 RESETTING THE PRE-ALARM COUNTERS

With this function the counters that control the pre-alarms are reset.

6.2.3 - SEL. COMBINATION

6.2.3 THRESHOLD ASSOCIATION

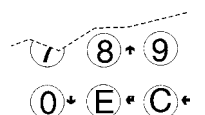
This function is used for defining which spirals/selections to associate to pre-alarms for “ending product”.

6.3 - GROUP NUMBER

6.3 BANK NUMBER

The number in the bank of machines (1 to 7) that identifies the machines that have the “slave GSM” function, therefore sending data via the “master” machine modem .

The number 0 identifies the machine that is connected directly to the modem, i.e. the “master GSM”.



LIST OF FAILURES

COMPRESSOR

The machine is locked if the compressor runs non-stop for more than 24 hours.

COIN MECHANISM

The machine is locked if it receives a pulse longer than 2 seconds on a validator line or the communication with the serial coin mechanism does not take place for more than 30 seconds (Executive protocol) or 75 seconds (BDV protocol).

RAM DATA

One or more areas of the RAM contain wrong data which was corrected with the default values. The machine will continue to function, but it would be advisable to initialise as soon as possible.

PROBE

The machine is locked after 5 minutes if the internal temperature sensor is disconnected; the display will indicate a temperature of -11°C .

The machine is locked after one hour if a sensor short circuit is detected; in this case the display will indicate a temperature of $+41^{\circ}\text{C}$.

MOTOR ERRORS

With this function the failed motors are displayed for approximately 1 second. Scrolling through all failed motors is automatic.

Note: By restarting the machine any blocked motors are detected as not present.

DISPENSING COMPARTMENT LOCK

When the function "unlock compartment with dispensing" and the parameter "out of service if open" are active, the machine will lock if the locking device of the dispensing compartment remains blocked when closed or it does not close within the programmed time.

COIN MECHANISM SETTINGS

OFF

In the event of configuring the machine in a bank, this setting permits the control of 2 payment systems installed in 2 vending machines, so that when one payment system fails or no longer works, automatically the other payment system becomes functional for the bank of machines.

VALIDATORS

When the "Validator Lines" function (line programming) of the "programming" menu is displayed, the value of the 6 Validator coin lines, A to F, can be changed.

EXECUTIVE

The following payments systems are available for the Executive system:

- Standard
- Price Holding
- Coges
- U-Key
- Sida

BDV

The BDV protocol menus are used for defining the following functions:

Type of vending

Setting the operating mode for multiple or single dispensing. With multiple dispensing, the change is not automatically returned after a successful selection; however the credit is available for further selections. When pressing the coin return button, the available credit is returned if its value is lower than the maximum change value.

Change control

This function enables/disables the return of credit if no selections are made.

If enabled, this function allows the return of coins even if the first selection was not dispensed.

If however a selection fails for any reason, the change will be returned if requested.

Maximum credit

This function is used to define the maximum accepted credit.

Maximum change

It is possible to set a limit to the total amount of change returned by the coin mechanism when pressing the coin return button or after a single dispensing serving.

Any credit exceeding the amount programmed with this function will be cashed.

Accepted coins

It is possible to define which, among the coins recognised by the validator, are to be accepted.

Check the label on the coin mechanism for the correct coin to value matching, indicating the position of the coins.

Non accepted coins

This function programs the rejection of coins when in "exact amount" mode.

Check the label on the coin mechanism for the correct coin to value matching, indicating the position of the coins.

Dispensing buttons

This function enables or not the buttons on the coin mechanism used to release the coins in the change return tubes.

COIN MECHANISM SETTINGS

Value of “exact amount”

This value defines the combination of empty coin tubes, setting the coin mechanism in “exact amount” mode. The possible combinations of empty coin tubes are indicated below.

For greater simplicity, the combination is described with reference to tubes A, B and C, where tube A receives the lower value coins and tube C the greater value coins.

0	=	A or (B and C)
1	=	A and B and C
2	=	A and B only
3	=	A and (B or C)
4	=	A only
5	=	A or B only (default)
6	=	A or B or C
7	=	A or B only
8	=	A or C only
9	=	B and C only
10	=	B only
11	=	B or C only
12	=	C only

C.P.C. device

It dialogues with the coin mechanism if devices are installed or removed from the serial interface (C.P.C.-type devices - the monitoring unit is always enabled by default).

Minimum level of tubes

It brings forward the “Insert exact amount” message for the user, by adding a number of coins between 0 and 15 to the programmed number of coins, to set the “full change tubes” status.

Free Vend VMC

Most payment systems with the BDV protocol control the free vend function.

However, there are some payment systems without such function.

In this case, if free selections are to be dispensed, free vending must be enabled with VMC (vending machine control, enabled by default) and the price of the selections must be set to zero.

MDB

The MDB protocol menus are used for defining the following functions.

Type of vending

Setting the operating mode for multiple or single dispensing. With multiple dispensing, the change is not automatically returned after a successful selection; however the credit is available for further selections. When pressing the coin return button (if the function is enabled), the available credit is returned up to the maximum change value.

Obligation to buy / Change control

This function enables/disables the operation of the coin return button before dispensing a product. After the selection is made, the coin return button will resume its function.

Maximum credit

This function is used to define the maximum credit that can be accepted.

Maximum change

It is possible to set a limit to the total amount of change returned by the coin mechanism when pressing the coin return button or after a single dispensing serving.

Any credit exceeding the amount programmed with this function will be cashed.

Accepted coins

It is possible to define which, among the coins recognised by the coin mechanism, are to be accepted when the change tubes are full.

Check the coin mechanism configuration for the correct coin to value matching.

Returned coins

It is possible to define which, among the coins available in the tubes, are to be used for returning the change. This parameter is active only with coin mechanisms that do not automatically control the choice of tube to be used (Auto changer payout).

Check the coin mechanism configuration for the correct coin to value matching.

COIN MECHANISM SETTINGS

Minimum level of tubes

This function is used for setting the number of coins (0 to 15) to determine the status of full change tubes and the "Insert exact amount" message for the user.

Accepted bills

It is possible to define which, among the bills recognised by the reader, are to be accepted.

Check the reader configuration for the correct bill to value matching.

Accepted coins with "exact amount"

It is possible to define which, among the coins recognised by the coin mechanism, are to be accepted when the machine is in the "exact amount" condition.

Check the coin mechanism configuration for the correct coin to value matching.

Accepted bills with "exact amount"

It is possible to define which, among the bills recognised by the acceptor, are to be accepted when the machine is in the "exact amount" condition.

Check the acceptor's configuration for the correct bill to value matching.

Cashless Private / Undefined Credit Control

This function is used for showing or not on the display the credit present in the cashless system, replacing it with the string "-----". The same string is displayed also in the event where the credit of the cashless system is not defined.

Overpay

Thus function is used for setting the management of credit excess.

Credit excess is a credit that cannot be returned to the user; for example in the event of failing to return the change due to insufficient minimum level in the tubes.

If set as MAINTAINED any credit excess remains available to the user.

If set as CANCELLED, it permits to maintain the credit excess for a programmable time before cashing it.

Cash sale

This function is used for setting the management of messages for sales made with cash for statistical purposes.

- | | | |
|---|---|---|
| 0 | - | The data is sent as per MDB protocol |
| 1 | - | The sales data is sent by overriding to the cashless system 1 |
| 2 | - | The sales data is sent by overriding to the cashless system 2 |

Parallel Device

This function permits the use of a coin or bill validator in place of an MDB Changer (coins) or MDB Bill Validator (banknotes).

The replaced MDB device, after resetting the machine, will no longer be used.

Exact change equation

This value defines the combination of empty coin tubes, setting the coin mechanism in "exact amount" mode. The possible combinations of empty coin tubes are indicated below.

For greater simplicity, the combination is described with reference to tubes A, B and C, where tube A receives the lower value coins and tube C the greater value coins.

- | | | |
|----|---|-----------------------|
| 0 | = | A or (B and C) |
| 1 | = | A and B and C |
| 2 | = | A and B only |
| 3 | = | A and (B or C) |
| 4 | = | A only |
| 5 | = | A or B only (default) |
| 6 | = | A or B or C |
| 7 | = | A or B only |
| 8 | = | A or C only |
| 9 | = | B and C only |
| 10 | = | B only |
| 11 | = | B or C only |
| 12 | = | C only |

COIN MECHANISM SETTINGS

Maximum cash credit

This function is used for setting the maximum credit that can have a key / cashless card to be acceted by the system. If the key has a higher value, it will be rejected.

The value setting must be always greater or equal to the value set with the function "Maximum cash revalue"; in the event it were changed and become lower than such value, it will be set automatically to the same value of the "Maximum cash revalue".

Maximum cash revalue

This function is used for settino the maximum credit that can be loaded in a cashless system.

This value cannot be greater than the value set with the function "Maximum cash credit".

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