



Brisa & Mistral



1. PROGRAMMING

1.1. DEFINITIONS

Battery: a set of machines made up of:

- A hot drink vending machine from the TEMPO or CITY range and a Module B or H.
- A payment module and a Module B or H.

Programming mode: when the *machine* is ready for any of its functions to be programmed.

Working mode: when the *machine* is ready for the user to request any of the services it offers.

Personal menu: These are the programming functions that the operator wants to be shown on the *display*. The programming functions that are not included in this menu are hidden from view.

Selection buttons: These are the product selection buttons on the door on the outside of the machine.

Machine: when the word "machine" is mentioned, we refer to the Payment Module or the hot drink vending machine that the modules are connected to.

General menu: these are all the programming functions.

Personal menu: These are the programming functions that the operator wants to be shown on the *display*. The programming functions that are not included in this menu are hidden from view.

Selection buttons: These are the product selection buttons on the door on the outside of the machine.

1.2. GENERAL MENU: ACCESS TO THE PROGRAMMING GROUPS

The programming functions are grouped in the following way following:

Group 000	Actions
Group 100	Accounting
Group 200	Programming prices and exit mode
Group 300	Programming selections
Group 400	Programming the service mode on the machine
Group 500	Clock functions



To access the programming functions, press button **A** for 5 seconds.

Pressing **A** or **B** advances or recedes through the different function Groups.

Pressing **D** accesses the different functions in the Group.

Pressing **A or B** advances or recedes through the functions in the Group.

1.3. GENERAL MENU: DIRECT ACCESS TO ALL THE FUNCTIONS

It contains all the programming functions.

To access the *general menu* press and hold *button D* on the programming handset for 5 seconds. The *display* on the machine will show: "hidden prog", and then the first programming function.

Pressing **A or B** visualises all the available functions in the *basic menu*;

Pressing **A** advances and pressing **B** recedes.

The functions that are shown on the *display* with a **P** between the function number and the name of the function are visible programming functions in the *personal menu*. Those that have a **dash** instead of a **P** are hidden programming functions.

Pressing "**D**" makes the function go from *visible* to *hidden* or vice versa.

To exit *programming mode* to *working mode*, press button **C** on the programming handset. If no action has been taken in 30 seconds, the machine automatically goes back to *working mode*.

1.4. PERSONAL MENU: ACCESS TO ALL THE FUNCTIONS

To access the functions in the *personal menu*, press button **C** de the programming handset. The *display* will show the first function of the *personal menu*. Pressing the buttons **A** or **B** on the programming handset will show the rest of the programming functions on the *display*.



The personal menu can be made up of up to a maximum of 32 programming functions

1.5. PERSONAL MENU: ACCESS A DETERMINED FUNCTION

To access the functions of the *personal menu*, press button **C** for 5 seconds and with buttons A, B and C make the number of the function you wish to access.



1.6. DESCRIPTION OF ALL THE PROGRAMMING FUNCTIONS

The following is a description of all the programming functions available in the *general menu*.

In function 401 **COUNTRY CODE/MACHINE** you can see the factory default *personal menu*.



The reader can access each one of the programming functions in this document following one of the methods described above in the previous points

The different programming functions that are described in this document, will be visible on the *display*, or not, depending on the machines in the battery. See the following table:



Function	With a validation system	With EXECUTIVE protocol	With MDB protocol	MASTER system
001	NO	NO	YES	NO
002	NO	NO	YES	NO
030	YES	YES	YES	YES
130	YES	NO	YES	NO
131	NO	NO	YES	NO
132	NO	YES	YES	NO
141	YES	YES	YES	NO
142	NO	YES	YES	NO
143	NO	NO	YES	NO
144	NO	YES	YES	NO
145	NO	YES	YES	NO
146	YES	YES	YES	NO
147	NO	NO	YES	NO
148	NO	NO	YES	NO
149	NO	NO	YES	NO
162	NO	NO	YES	NO
171	YES	YES	YES	NO
174	NO	YES	YES	NO
183	YES	YES	YES	NO
185	NO	YES	YES	NO
186	YES	YES	YES	NO
187	NO	NO	YES	NO
188	NO	NO	YES	NO
189	NO	NO	YES	NO
190	NO	NO	YES	NO
221	NO	NO	YES	NO
222	NO	NO	YES	NO
223	NO	NO	YES	NO
224	NO	NO	YES	NO
226	NO	NO	YES	NO
227	NO	NO	YES	NO
407	YES	NO	YES	NO
408	YES	NO	YES	NO
412	YES	NO	YES	NO
416	NO	NO	YES	NO
418	NO	NO	YES	NO
419	NO	NO	YES	NO
454	YES	NO	YES	YES
455	YES	NO	YES	YES
459	YES	NO	YES	YES

Group 000: Actions

001 EMPTY TUBES. This function is only operative when the coin changer has MDB protocol. It allows you to extract coins from the *change tubes* of the *coin changer*.

001 EMPTY TUBES



D

T.1 0001

A, B

Selection of the *change tube*.



D

Start extracting coins from the selected *change tube*.

C

Back to main menu.

002 FILL CHANGE TUBES. This function is only operative when the coin changer has MDB protocol. It allows you to introduce coins for using as change in the *change tubes*.



A

002 FILL TUBES



D

Now you may introduce coins into the *slot* on the front of the machine.

PRESS C TO EXIT



C

Back to main menu



010 COMMUNICATION. This allows you to see or print the accounting data and the incident log on paper. The data goes to a RS-232-C port in ASCII format with lines of 40 columns.

010 COMMUNICATION



D

SEND DATA PRIN



A

Show another two options on the *display*: SEND INCIDENT PRINTER and SEND INCIDENT DISPLAY

B



D

Execute the incident shown on the *display*.



C

Recede and exit the menu.



D

Execute the incident shown on the *display*.

030 TEST MACHINE. Run a test of the different elements of the machine.

**A****030 TEST MACHINE****D**

The *display* shows the first element to be tested.

MOTORS**TEST OK****D**

The *display* shows the second element to be tested.

DRAWERS**A****B**

Select the drawer, from A to H.

**A****B**

The *display* shows all the elements that can be tested.

**D**

Activate the test on the module shown on the *display*.

The process is always the same, and the elements to do the tests on are the following:

- Motors
- Drawers: from A to H.
- Gate: open and close gate
- Lift.
- Delivery hatch
- Temperature
- Idtect

081 SAVE THE MACHINE CONFIGURATION. This allows you to save the machine configuration to an external device.



This function is only shown when the User Tool is connected (**Herr-Man**)

082 RECUPERATE THE MACHINE CONFIGURATION. This allows you to save a machine configuration to the machine from an external device.



This function is only shown when the User Tool is connected (**Herr-Man**)

090 SOFTWARE VERSION. This shows the software version of each one of the different modules connected.

090 VERSION SW



D

CHOOSE A MODULE
PRINCIPLE MODULE



D

The *display* shows the different options that the modules have. For each one of the options the *display* shows the software version, the update and the programme code of the software.



C

Recede and exit the menu.



099 RESET. This function will delete the EEPROM memory and reload the factory defaults.



D



Now the data will be deleted.

Group 100: Accounting

110 CASH SELECT. This shows the takings from sales for each product selection.

110 CASH SELECT.



D

S01 PRESS SELECTION

On pressing a selection, the *display* shows the sales for this selection.



C

Back to main menu.

111 SALES SEL. This shows the number of sales for each product selection.

111 SALES SEL.



D

S01 PRESS SELECTION

On pressing a selection, the *display* shows the number of sales.



C

Back to main menu.

113 FREE SERVICE. This shows the number of sales in free service mode for each product selection.

113 N° FREE SERV.



D

S01 PRESS SELECTION

On pressing a selection, the *display* shows the number of sales in free service mode.

120 TOTAL CASH. This shows total takings from sales.

120 TOTAL CASH



D

The *display* shows the takings of all the sales.



C

Back to main menu.

121 NUMBER OF SERVICES. This shows the total number of sales of the machine.

121 TOTAL SERV.



D

The *display* shows the number of sales of the machine.



C

Back to main menu.

122 VALUE OF FREE SERVICE. This shows the total value of all the sales of the machine in "free service" mode.

122 COST FREE SERV.



D

The display shows the total value of all the sales of the machine in "free service" mode.



C

Back to main menu.



125 COST OF PRE SELECTIONS. This shows the increase or decrease in price for each of the pre selections.

125 COST PRESEL.



D

PS1 NO SUGAR

On pressing a pre selection, the display shows the value of that pre selection.



C

Back to main menu.

126 SALES OF PRE SELECTIONS. This shows the number of sales with each pre selection.



A

126 UNITS PRESEL.



D

PS1 NO SUGAR

On pressing a pre selection, the display shows the number of sales for that pre selection.



C

Back to main menu.

141 CASH BOX. This function is only operative when the coin changer has MDB protocol. It shows the amount of cash in the cash box. The maximum figure that can be shown is €999.999.

**D**

Shows the amount of cash in the cash box.

**C**

Back to main menu.

142 CASH IN CHANGE TUBES. This function is only operative when the coin changer has MDB protocol. It shows the amount of cash in the *change tubes*.

**D**Shows the amount of cash in the *change tubes*.**C**

Back to main menu.

143 COINS PER TUBE. This function is only operative when the coin changer has MDB protocol. It shows the amount of cash in each *change tube*.

**D**Shows the amount of cash in each *change tube*.**A****B**Shows the amount of cash in the other *change tubes*.**C**

Back to main menu.

145 CASH EXTRACTED MANUALLY. This function is only operative when the coin changer has MDB protocol. It shows the amount of cash extracted manually from the change tubes by the operator.

145 CASH EXTR. MAN



D

0000.00 EURO

Shows the amount of cash extracted manually.



C

Back to main menu.

146 VALUE OF CHANGE NOT GIVEN. This function is only operative when the coin changer has MDB protocol. It shows the total amount of change that has not been returned to the customers for various reasons.

146 CHANGE NOT GIV.



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.

147 SMARTCARD SALES. This function is only operative when the coin changer has MDB protocol. It shows the total amount of the sales paid using a smartcard.

147 CASH SMARTCARD



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.

148 CASH FROM RECHARGING SMARTCARDS. This function is only operative when the coin changer has MDB protocol. It shows the total amount of cash taken when recharging smartcards.

148 CASH TO SMART



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.

149 CASH FROM NOTE READER. This function is only operative when the coin changer has MDB protocol. It shows the total amount of cash from sales paid using notes.

149 CASH IN NOTES



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.

162 TOTAL TOKENS TAKEN. This function is only operative when the coin changer has MDB protocol. It shows the total value of all the tokens taken.

162 CASH IN TOKENS



D

000000

Shows total value of all the token 1.



A

B

Alternates between token 1 and token 2.



C

Back to main menu.

171 DELETE ACCOUNTING. This will delete the data in all the following functions:

110	Cash Sel.	141	Cash in cash box
111	Sales Sel.	145	Cash extracted manually
120	Total cash	146	Change not given
121	Nº Services	147	Sales from smartcard
122	Value of free sale	148	Cash taken for smartcard
125	Cash from preselections	149	Cash from note reader
126	Sales of preselections	162	Cash from tokens

171 DELETE ACC.



D

The accounting data is deleted.



C

Back to main menu.



174 DELETE ACCOUNTING OF CHANGE TUBES. This will delete the data in the following functions:

142	Accounting of vale of coins in tubes	143	Accounting of coins per tube
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174 DEL. ACC. TUBES

 **D**

OPER. CORRECT

 **D**

Delete the accounting data for the tubes.

 **C**

Back to main menu.

180 PERPETUAL ACCOUNTING OF CASH TAKEN. This shows the total value of all sales made by the machine. This information cannot be deleted.

180 Z/TOTAL CASH

 **D**

0000.00 EURO

Shows the total amount.

 **C**

Back to main menu.



183 PERPETUAL ACCOUNTING OF CASH BOX. This shows the total amount of cash in the cash box. This information cannot be deleted.

183 Z/CASH CASH BOX



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.

185 PERPETUAL ACCOUNTING OF COINS EXTRACTED MANUALLY. This shows the total amount of cash extracted manually from the change tubes by the operator. This information cannot be deleted

185 Z/CASH EXT. MAN.



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.



186 PERPETUAL OF CHANGE NOT GIVEN. This shows the total amount of change that has not been returned to the customers for various reasons. This information cannot be deleted.

186 Z/CASH NOT GIV



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.

187 PERPETUAL ACCOUNTING OF SMARTCARD SALES. This shows the total amount of the sales paid using a smartcard. This information cannot be deleted.

187 Z/CASH SMARTCD.



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.



188 PERPETUAL ACCOUNTING OF CASH FROM RECHARGING SMARTCARDS. This shows the total amount of cash taken when recharging smartcards. This information cannot be deleted.

188 Z/CASH TO SMART



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.

189 PERPETUAL ACCOUNTING OF NOTES TAKEN FROM NOTE READER. This shows the total amount of cash from sales paid using notes. This information cannot be deleted.

189 Z/CASH IN NOTES



D

0000.00 EURO

Shows the total amount.



C

Back to main menu.



190 PERPETUAL ACCOUNTING OF CASH FROM TOKENS. This shows the total value of all the tokens taken. This information cannot be deleted.

190 Z/CASH IN TOKEN



D

0000000 EURO

Shows the total amount.



C

Back to main menu.



Group 200: Programming the prices and sales mode

Group 200: Programming prices and sales mode

201 PROGRAMMING PRICES. This programme the sales prices of the different product selections.



A

201 PROG. PRICES



D

PRESS SELECTION

The display shows the sales price of the product.



A

Increase the value.

B

Decrease the value.

D

Access the next digit for modification.



C

Back to main menu.

202 PROGRAMMING A PRICE FOR VARIOUS SELECTIONS. This allows you to copy the same price to various product selections.

**202 PRICE/SELEC
PRICE: 99.99 €**



A

B

Increase or decrease the price



D

Pressing this button changes from tens to units and from tenths to hundredths.

Pressing again goes to working mode.

203 PRICES IN HAPPY HOUR. This allows you to programme other sales prices for the happy hour. The happy hour will work if programmed in the function 530 <<happy hour>>.

**203 PRICE ALTER
PRESS SELECTION**

S41: 99.99 €



A
B

Increase or decrease the price.



D

Save changes.

PRESS SELECTION

S46: 99.99 €



A
B

Increase or decrease the price.



D

Save changes.

Repeat the operation as many times as necessary



D

The machine goes to working mode.

204 UNIQUE PRICE. This programme the same sales price for all the product selections.

204 UNIQUE PRICE



D

0.50 EURO

Shows the sales price for all the products.



A

Increase the value.

B

Decrease the value.

D

Access the next digit for modification.



C

Back to main menu.

209 PRICE PRE SELECTION. This programme a discount an extra for each one of the pre selections on the hot drink machine in the battery.

209 PRESEL. PRICE



D

PRESS PRESELECTION

Shows the first pre selection.



A

Increase the value.

B

Decrease the value.

C

Access the next digit for modification.



C

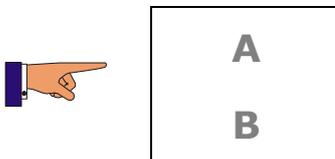
Back to main menu.

210 PROGRAMMING TURNS PER CHANNEL. This allows you to programme a half turn 180° or full turn 360° of the spiral.

210 TURNS

PRESS SELECTION

SELECTION: AC1



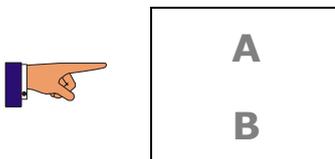
The *display* shows 1 or 2.



Save the changes.

PULSE SELECCION

SELECTION: AC7



The *display* shows 1 or 2.



Save the changes.

Repeat the operation as many times as necessary

D The machine goes to working mode.

220 FREE SERVICE. Programme the machine to elaborate the services for free. It is not necessary to pay for the product.

220 FREE SERVICE**D****FREE SERVICE NO**

Shows the present programming.

**A**

Programme free service YES.

B

Programme free service NO.

**C**

Back to main menu.



When programmed for free service, all the products in the machine are free

221 SALES MODE. Programme the possible sales modes, multi vend or forced sale.

221 SALES MODE**D**

Access the submenu that contains the programmable data:

Time for remaining credit
Time to maintain credit available**D**

Change the digits.

**A**

Increase the value.

B

Decrease the value.

**C**

Back to main menu.

Group 300: Programming de selections

300 Not operative.

315 PROGRAMMING SERVICES. Programme the quantities of product and water for each service in the coffee machine in the battery.

315 PROG. SERVICES



D

Shows the options:

Modify step by step
Add a step
Delete a step



A

B

Select one of the options.



D

Execute the selected option.



A

B

Shows the products that the selected option is comprised of.



D

Allows the modification of the next digit or shows the first pre selection on the display.



C

Back to main menu.

317 PROGRAMMING PRE SELECTIONS. Modify the values of some pre selections in the coffee machine in the battery.

317 PROG. PRESELECT.



D

Access the programming function submenu.



A

B

Select the pre selection desired (see the pre selection table); only the last four are programmable.



D

Allows the modification of the pre selection shown on the display.



A

Increases or decreases the value of the pre selection.
Modify step by step (allows the modification of the product dose and the water of each of the product selections).

Add a step (allows the addition of a step to any of the product selections)

B

Delete a step (allows the deletion of a step to any of the product selections).



D

Allows the modification of any of the three aforementioned options.



A

B

Increase or decrease the values



C

Back to main menu.

PS.6	More sugar
PS.7	Less sugar
PS.8	Less water
PS.9	Soluble



This function is shown when there is hot drink machine in the battery

320 PREHEATING. When there is a determined time between the elaboration of services, the machine preheats the beaters that are used in the elaboration of the service. The interval of time is programmed in the function 493 <<MINUTES PREHEATING>>. Operative if there is hot drink machine.

320 PREHEAT**D**Shows on the *display* the time interval for preheating.**A****B**

Increases or decreases the time.

**D**Allows the modification of the next digit or shows the first pre selection on the *display*.**A**

Preheat YES.

B

Preheat NO.

**C**

Back to main menu.



This function is shown when there is hot drink machine in the battery

330 Not operative.

331 Not operative.

Group 400: Programming the service mode of the machine

401 COUNTRY CODE/MACHINE. Re programme the machine with the factory defaults. The following functions will become visible:

030	Test machine	201	Programming prices
110	Cash selection	220	Free service
120	Total cash	315	Programming service
121	Total number services	401	Country code and machine
141	Total cashbox	420	Publicity
142	Cash in tubes	490	Hopper name
143	Coins in each tube	491	Service name
171	Delete accounting	510	Date / time

401 COUNTRY/MACH**D**

The display shows present model.

**A, B**Shows the other models on the *display*.**D**

Confirms the model selected and resets the machine.

**C**

Back to main menu.

412 COINS ADMITTED. This function is only operative when the coin changer has MDB protocol. Programme the coins that are admitted by the coin changer.

412 COINS ADMITTED



D

COIN 1 0005 YES

The display shows the present programming.



A

B

Shows the other coins on the *display*.



D

Activate the modification YES / NO.



A

Yes

B

NO



C

Back to main menu.

416 Not operative.

418 Not operative.

419 Not operative.

419 FUNCTION FOR OUT OF CHANGE CALCULATION. Programme the minimum number of coins that each change tube should have so the machine shows the message "out of change".

419 OUT OF CHANGE



D

The *display* ...

T.1 0001



A

B

The *display*...



D

To...



420 PUBLICITY MESSAGE. Programme a message that will be shown on the display of the machine. It has a maximum of 128 characters. This message will alternate with the temperature time and "Azkoyen" messages.

420 PUBLICITY



D

x--y--**++

Shows the present message.



A

Shows the characters ascending.

B

Shows the characters descending.

C

Delete the last character programmed

D

Stores the character shown on the *display*.



D

Store the message.

or

REFUND



421 THANK YOU MESSAGE. Programme a message that will be shown on the display of the machine. It has a maximum of 128 characters. This message will alternate with the temperature time and "Azkoyen" messages.

421 MESSAGE



D

x--y---**++

Shows the present message.



A

Shows the characters ascending.

B

Shows the characters descending.

C

Delete the last character programmed

D

Stores the character shown on the *display*.



D

Store the message.

or

REFUND

424 ERROR MESSAGE. Programme a message that will be shown on the display of the machine. It has a maximum of 16 characters. This message will be shown when the machine is "out of order".



A

424 ERROR MESSAGE



D

x--y--**++

Shows the present message.



A

Shows the characters ascending.

B

Shows the characters descending.

C

Delete the last character programmed

D

Stores the character shown on the *display*.



REFUND

Store the message.



430 LANGUAGE. Programme the language that will be used for the messages on the display. You may select between Spanish, French, English, Portuguese and Italian.



A



D



Shows the present language.



A

B

Allows the selection of the language.



C

Back to main menu.

431 CURRENCY NAME. Programme the name of the currency that will be shown the display of the machine. This name can have up to 3 characters.

**A****431 CURRENCY NAME****D****CURRENCY NAME EUR**

Shows the present currency name.

**A****B**

Modifies the flashing digit.

**D**

Allows the modification of the next digit.

**REFUND**

Stores the name.

**C**

Back to main menu.

432 DECIMALS. This function is only operative when the coin changer has MDB protocol. Programme the position of the decimal point used in the prices on the display.

**A****432 N°. DECIMALS****D****2**

Shows the present position of the decimal point.

**A****B**

Allows the modification of the position of the decimal point.

**D**

Stores the changes and returns back to main menu.

452 BUZZER YES/NO. Programme if the buzzer sounds or not.

452 BUZZER. YES/NO

	A	
	B	The <i>display</i> shows the options YES / NO.
	D	Save changes and the machine goes to working mode.

454 CARD READER. Programme if the card reader is operative or not.

454 CARD READER

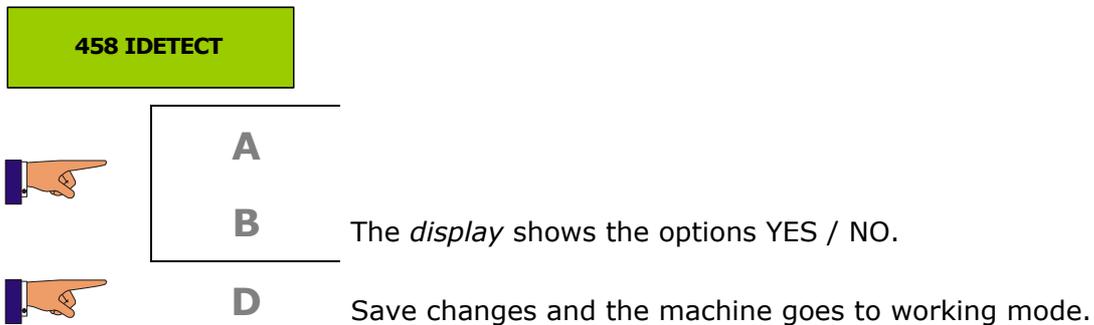
	A	
	B	The <i>display</i> shows the options YES / NO.
	D	Save changes and the machine goes to working mode.

455 NOTE READER. Programme if the note reader is operative or not.

455 NOTE READER

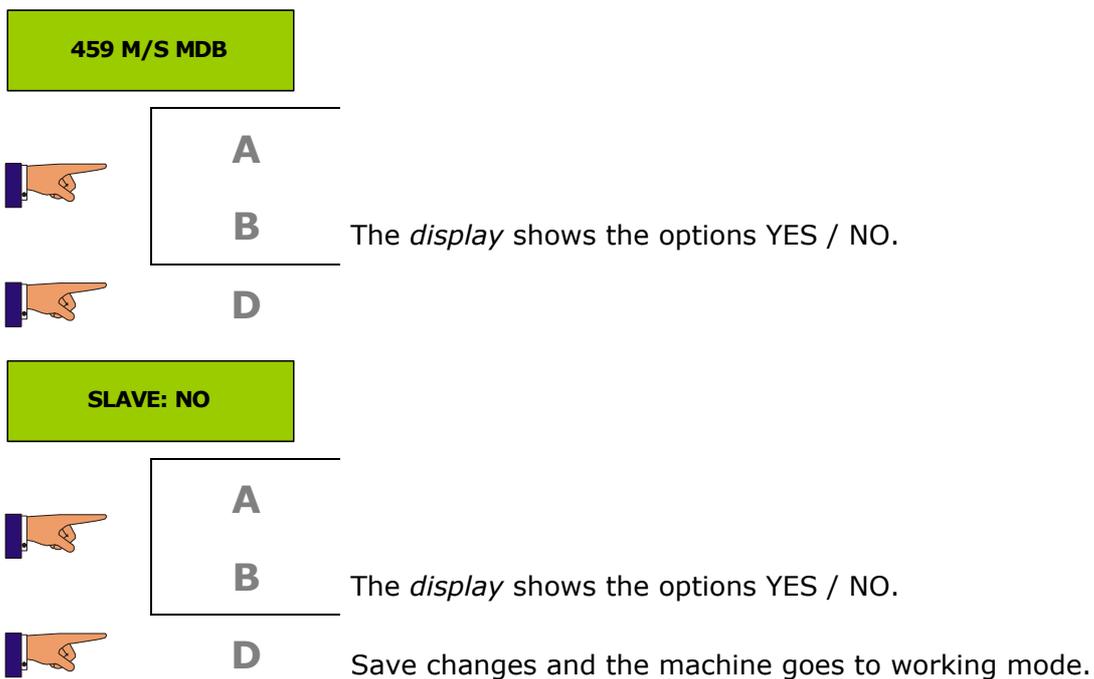
	A	
	B	The <i>display</i> shows the options YES / NO.
	D	Save changes and the machine goes to working mode.

458 PRODUCT EXIT DETECTOR. Programme if the product exit detector is operative or not.



459 MASTER/SLAVE MDB. This function is only operative when the coin changer has MDB protocol.

Programme the option: machine MASTER or machine SLAVE. If MASTER is programmed, it is necessary to programme if a SLAVE is connected or not.



461 PROGRAMME TEMPERATURE. When a hot drink machine is present in the battery, programme the temperature of the water in the boiler. The range of temperatures is from 40° C to a maximum of 95° C in steps of one degree.

461 TEMPERATURE



D

TEMPERATURE 93C



A

B

Modify the programmed temperature.



D

Access the next digit.



C

Back to main menu.



This function is shown when there is hot drink machine in the battery



463 AUTO CLEAN. When a hot drink machine is present in the battery, programme the auto cleaning of the product beaters after a determined interval of time. This time is programmable between 0 and 99 minutes.

463 AUTO CLEAN



D

INTERVAL 15 MIN.



A

B

Modify the time programmed.



D

Store the changes and return back to main menu.



C

Back to main menu.



This function is shown when there is hot drink machine in the battery

464 AUTONOMY DEPOSIT. When a hot drink machine is present in the battery and if the machine is fitted with an autonomous water deposit, programme "autonomy dep. YES". If the machine runs out of water when using a deposit, the machine will go out of order to protect the water pump motor.

465 AUTONOMY DEP.



D

AUTONOMY DEP. NO



A

Autonomous deposit YES

B

Autonomous deposit NO



D

Store the changes and return back to main menu.



C

Back to main menu.



This function is shown when there is hot drink machine in the battery

466 SPOONS. When a hot drink machine is present in the battery, programme whether a spoon is included with the service or not.

466 SPOONS



D

CAFÉ SOLO SERVICE 1



A

B

Shows the other product selections on the *display*.



D

Modify the programming.



A

B

Modify the option programmed.



D

Store the changes and return back to main menu.



C

Back to main menu.



This function is shown when there is hot drink machine in the battery

467 NO CUP. When a hot drink machine is present in the battery, programme whether a cup is included in the service or not.

467 CUPS



D

SERVICE 1: CAFÉ SOLO



A

B

Shows the rest of the product selections on the *display*.



D

Stores the changes.



C

Back to main menu.



This function is shown when there is hot drink machine in the battery

468 TEMPERATURE IN THE INTERIOR. This allows you to programme the temperature of the interior in the Modules B or H.

468 TEMPERATURE
04



A

B

Increase or decrease units and tens.



D

Save the data and change from units to tens.



D

Save the changes and the machine goes to working mode.

470 MACHINE ID NUMBER.

This function is shown when the machine has a communications kit

471 MACHINE ID NUMBER.

This function is shown when the machine has a communications kit

472 OPERATOR CODE.

This function is shown when the machine has a communications kit

473 COM. BOARD OPERATOR CODE.

This function is shown when the machine has a communications kit

483 CONFIGURATION OF THE MODEM: PROGRAMMING OF THE MESSAGE CONTROL CENTRE.

This function is shown when the machine has a communications kit

486 SMS TELEPHONE NUMBER.

This function is shown when the machine has a communications kit

487 MACHINE NAME.

This function is shown when the machine has a communications kit

488 INCIDENT POLLING TIME.

This function is shown when the machine has a communications kit

489 INCIDENT MANAGER.

This function is shown when the machine has a communications kit



490 HOPPER NAME. When a hot drink machine is present in the battery, programme the names given to the product hoppers. In functions 310 <<Programming water>> and 311 <<Programming product>> you will see the name of the product in the hopper and not a number on the display.

490 HOPPER NAME



D

H1 SUGAR



A

B

Shows the rest of the hoppers.



D

Modify the name. Once you have written the name, move the cursor to the right and it will be stored.



A

B

Shows the alphabet.



D

Stores the names.



C

Back to main menu.



This function is shown when there is hot drink machine in the battery



491 SERVICE NAME. When a hot drink machine is present in the battery, programme the name of each of the services. These names will be shown on the display when the product selection button is pressed before inserting coins.

491 SERVICE NAME



D

SERV. 1

Shows the name of product selection 1.



A

B

Shows the rest of the product selections.



D

Modify the name. Once you have written the name, move the cursor to the right and it will be stored.



A

B

Shows the alphabet.



D

Stores the names.



C

Back to main menu.



This function is shown when there is hot drink machine in the battery



Group 500: Clock Functions

510 DATE AND TIME. This programmes the date and time of the machine.

510 DATE/TIME



D

11-12-05

Shows the present date.



A

B

Modify the data.



D

Go to next digit.

520 CLOCK OPTIONS. Programme the change of time for daylight saving in summer.



A

520 CLOCK OPTIONS



D

SUMMER TIME? YES



A

Auto change YES.

B

Auto change NO.



D

Store the changes and return back to main menu.

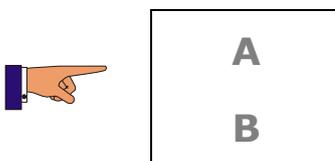
530 EVENT TIMETABLES. Programme a series of timetables. At the start time of the event programmed the machine will switch the event on and then off at the end time programmed.

There are 8 events, and for each one, one of the following options can be programmed:

No programme	Do not do anything.
Machine:	Automatic switch on and off.
Illumination:	Automatic switch on and off.
Hot water boiler:	Automatic switch on and off.
Refrigeration group:	Automatic switch on and off.
Sale forbidden:	The start and finish time that the machine will not vend products.
Happy hour:	The start and finish time that the machine will sell the products at a different price.

530 EVENT TIME

EV1: NO PROGRAMME



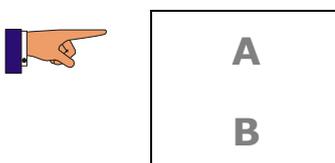
The *display* shows the different events, from EV1 to EV8

EV4: NO PROGRAMME



Enter the submenu.

EV4: MACH ON/OFF



The *display* shows the 7 options the submenu has.



Enter the function of the submenu selected and programme the start and finish time of the event.

**EV4: MACH ON/OFF
00:00:00**



D

Pressing this button the moves the cursor over the deferent digits of the time.

EV4: MACH ON/OFF
10:30:-> 00:00:00



D

Pressing this button the moves the cursor over the deferent digits of the time.



D

Go back to the list of events



C

Save the changes and the machine goes to working mode.



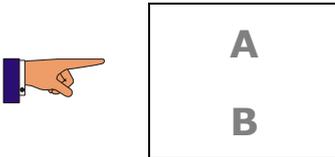
If the start time and finish time is 00:00:00, the event is not active

531 DAYS OF THE WEEK THAT THE EVENTS ARE ACTIVE. Programme the days of the week that the programmed events in the function 530 <<EVENT TIMETABLE>> are active. The possible options are:

- LAB: Labour days
- N/A: Do not apply
- WKD: Weekend
- MON: Monday
- TUE: Tuesday
- WED: Wednesday
- THU: Thursday
- FRI: Friday
- SAT: Saturday
- SUN: Sunday

531 WEEK EVENT

EV1: NO PROGRAMME



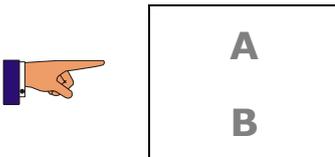
The *display* shows the different events from EV1 to EV8.

EV4: NO PROGRAMME



Enter the submenu.

EV4: ON/OFF MACH

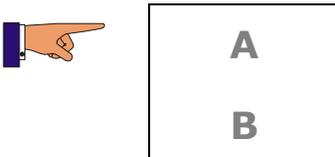


The *display* shows the 7 options that the submenu has.



Enter the function of the submenu selected and programme one of the options of this function.

EV4: ON/OFF MACH
MON



El *display* shows the different options of this function.



Programme one of the options of this function.

EV4: ON/OFF MACH
MON -> THU



Programme one of the options of this function.



Save the changes and the machine goes to working mode.

537 TIME OF DAILY RESET OF THE MACHINE.



This function is shown when the machine has a communications kit

538 TIMETABLE OF THE SMS AUDIT.



This function is shown when the machine has a communications kit



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