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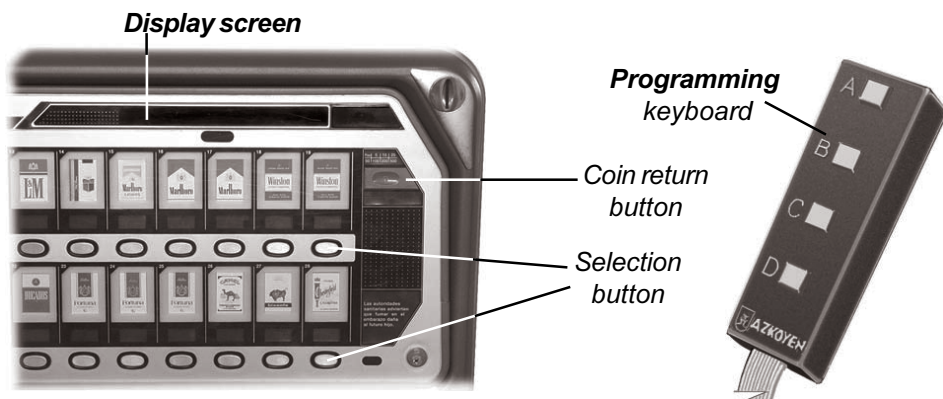
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 next...



1.- INTRODUCTION TO THE PROGRAMMING KEYBOARD



2 EDITION MODES

When manipulating the machine programming or extracting information from it, the three possible modes of communicating with it should be known; they are called edition modes and permit executing all the functions that the program offers.

The edition modes are described below and in section 4 it is specified which of them must be used for each function.

Numerical Mode (entering numbers)

Press A, to advance the units

Press B, to advance the tens

Press C, to advance the hundreds

Press D, to advance the thousands

Options Mode (choosing Yes or No)

A Press A, to advance in the list of options

B Press B, to go back

D Press D, to confirm the selected option

Alphanumeric Mode (entering text)

Press A, to advance a character

Press B, to go back one character

Press C, to erase the last character

Press D, to validate the blinking character

List of characters in the alphanumeric edition mode:

A, B, C, D, E, F, G, H, I, Y,
J, K, L, M, N, O, P, Q, R,
S, T, U, V, W, X, Y, Z, space
0, 1, 2, 3, 4, 5, 6, 7, 8, 9,
space, *, -, /, \, +, =, !, ?, \$, @,
&, <, >, space

3.- DIAGRAM OF PROGRAM BLOCKS

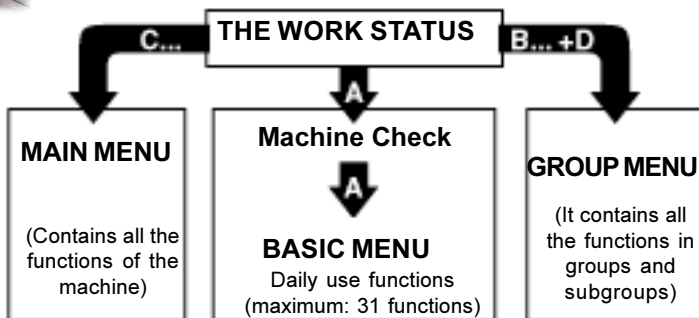
The program Menus and the manner of entering and exiting are described below by pushing the indicated keys. In section 4, the editing Modes are detailed independently for each one of the functions.



THE WORK STATUS, as its name indicates, is the working position of the machine (sales status). From it, you can access the **BASIC MENU**, first providing a Machine Check (auto-analysis of the machine itself), the **MAIN MENU** where you find all of the program functions with direct access, or the **GROUP MENU** where the program functions are structured by similarity, through groups or subgroups.

Starting from the Main Menu and through the 440 function, it is possible to personalise the Basic Menu as the user desires.

RESET
Enter and exit programming by successively pushing keys A and C.



Access levels to the programming functions

The machine has the programming functions classified into different access levels. These levels can be restricted as desired by the owner; there are functions that if not operated correctly can affect the machine operation. The levels are the following:

Level 0: Data reading functions that do not modify anything in the machine.

Level 1: Programming, configuration, or data modification (deletion) functions.

Level 2: Configuration functions that can cause serious operational problems and leave the machine out of service.

The access level installed in the machine by default is 1. In order to change it, you use the **ACCESS LEVEL function 474**.

In order to protect access by code to levels 1 and 2, and/or to change the code, you execute **ACCESS CODE function 475**.

Access levels contain the previous one; that is, you can access the functions of levels 0, 1, and 2 if you have access to level 2.

WORK

Pressing **A**

Pressing **C**

Maintaining **C** pressed
for several seconds

Pressing **coin
return**

Personal Menu

MACHINE CHECK-UP

- Service incidents
- Malfunctions
- Empty returners

Selecting the
function using
**Operation
Mode**



↓ A	001 UNLOAD RETURNER.	↑ C
↓ A	110 SEL. MONEY	↑ B
↓ A	120 TOTAL MONEY	↑ B
↓ A	171 ERASE ACCOUNTS	↑ B
↓ A	201 PROGRAM PRICES	↑ B
↓ A	420 PUBLICITY MESSAGE	↑ B
↓ A	422 PROMOTION MESSAGE	↑ B
↓ A	423 THANK YOU MESSAGE	↑ B
↓ A	510 DATE/TIME	↑ B

Main Menu

Contains **all** the programming
functions of the machine

Within the Main Menu, the Numerical
Edition Mode permits
accessing any function in two steps:
1) Enter the function number
2) Press return

- See the complete list of function
numbers in the third column of the
group menu.

CONFIGURING THE PERSONAL MENU

Up to 31 functions can be included, those most used.
To select them, access group 440 and the machine
shows the functions consecutively, indicating whether
or not they are in the personal menu :

171 DO NOT ERASE ACCOUNTS

It suffices to press D so that "NO" changes to "YES" and
this function automatically passes to the Personal Menu.

TO ACCESS A FUNCTION IN THE GROUP MENU

Example: How to enter function 174?

- Enter the group menu as indicated in the graphic
- Press A to go to Group **100**. Press D to enter in
Group **100** (subgroup **110** begins).
- Press A to go to Subgroup **170** and D to enter it.
- Press A to go to function **174** and D to enter it.
- By pressing C we go up a level, up to the **Work
Mode**.

MODE

Maintaining D pressed
for several seconds

Maintaining B pressed
for two seconds;
release and press D

Pressing C

Group Menu

GROUP   SUBGROUP   FUNCTIONS

000 ACTIONS

001, 003, 004, 010, 013,
020, 030, 098, 099

100 ACCOUNTING

110 SEE ACCOUNTING

110, 111, 120, 121, 141,
142, 143, 145, 146, 147,
148, 149, 150, 160

170 ERASE

171, 174

180 PERPET. ACCOUNTING

0180, 182, 183, 184, 185,
186, 187, 188, 189

200 PROG. PRICE

201, 202, 204, 220

300 PROG. SELECT.

300, 301, 303

400 CONFIGURATION

410 COINS

410, 411, 412, 414,
415, 416, 417

430 PRESENTATION

430, 431, 432

450 MACHINE TYPE

450, 451, 452, 454,
455

470 ACCESS

470, 472, 474, 475

480 COMMUNICATION

480, 481, 482, 483

500 CLOCK

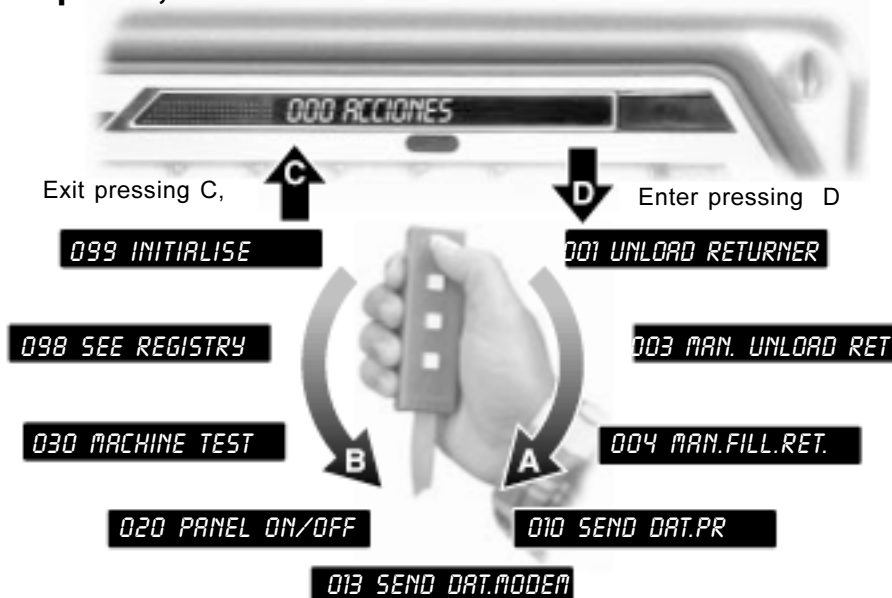
510, 520, 532, 533, 560

4.- LIST OF CONFIGURABLE FUNCTIONS

Below all the program functions are enumerated, explaining in detail how they are structured in groups and the way of using the keyboard inside of each one of them to validate or reprogram them.

Each function is preceded by one of these symbols: ①, ②, ③ which give information about the access level in which this function can be accessed.

Group 000, ACTIONS



001 UNLOAD RETURNER

Effects the emptying of the returner selected.

①

Unloading the returners

After entering in the function, press A, B, C, or D to empty the returners **A**, **B**, **C**, or **D**; (if you maintain one of these keys pressed, it will extract coins from the returner continuously). Press another letter to select another returner for unloading.

Press **RETURN** to exit the function.

003 MAN. UNLOAD RET

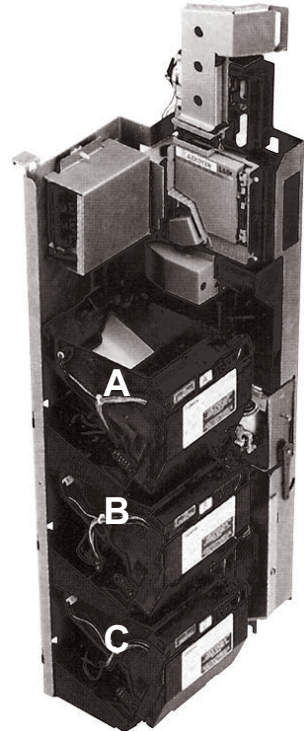
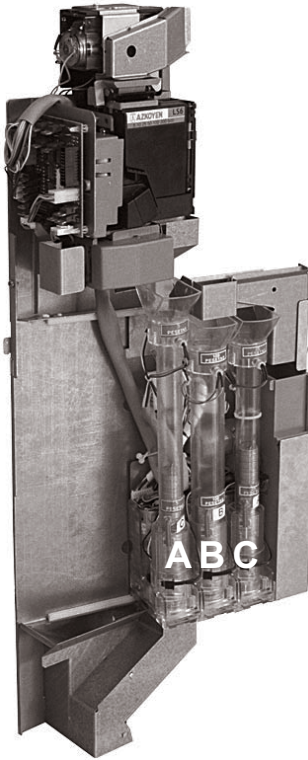
*Permits entering in accounting the number of coins **manually unloaded** from the returners.*

①

Manual unloading of returners

Executing the function and in the **NUMERICAL EDITION MODE**, the number of coins unloaded is entered.

Press **RETURN** to change returner and exit the function.



004 MAN.FILL.RET.

Coins introduced

- 1** Permits entering in accounting the number of coins **manually loaded** into the returners

Executing the function and in the **NUMERICAL EDITION MODE**, the number of coins introduced is entered.

Press **RETURN** to change returner and exit the function.

010 SEND DAT.PR

Sending data to the printer

- 0** Sends a list of accounting data to the output RS232-C in ASCII format. The function is automatically activated when the printer cable is connected to RS232-C output.

Execute the function having connected and configured the printer in **function 480** (for more information, see modem kit).



013 SEND DAT.MODEM

Sending data to the modem

0

Originates a call to the data collection centre via modem, transmitting the corresponding data.

Execute the function having previously connected and configured the modem in **function 483** (for more information, see modem kit).

020 PANEL ON/OFF

Turning the panel on and off

0

Turns the publicity and product selection panels on and off like a switch.

After executing the function, if the panels were off, they come on and vice versa.

030 MACHINE TEST

Testing the machine

1

The machine goes into test mode and permits servicing to check its operation. These sales are not counted but are reflected in the accounting of the returners.

Using the **OPTIONS MODE, TEST YES/NO** is selected. If we select **"YES,"** the machine will show the word **-TEST-** in the display upon entering the work mode. To return to the normal operations of selling, this function must be re-entered and **"NO"** selected.

098 SEE REGISTRY

See incidents

2

A list of incidents that have occurred in the machine with date and time is shown.

The machine shows the incidents occurred with codes (reserved for technical service). A list of codes and their meanings follows.

List of Incident Codes

Function **(98)** memorises the events occurring in the machine along with the day and time when they were produced up to a maximum of 128. Beyond this number the oldest events are erased.

EMRO - Machine on

RMRO - Machine off

ICFG - Configuration initialised

IPRG - Initialisation of **programming** for canals, prices, associations, family and product codes

IPRM - Initialisation of **message programming**

ICNT - Initialisation of **accounting**

ITFM - Initialisation of Basic Menu function table

RDE1 - Type 1 malfunction in a returner

RDE3 - Type 3 malfunction in a returner

RSEL - **Selector** malfunction

RRET - **Malfunction** in 3-catch “V” **retainer**

RREC - **Malfunction** in coin **return** module

REX1 - Type **1** malfunction in **extraction** motor

REX2 - Type **2** malfunction in **extraction** motor

REX3 - Type **3** malfunction in **extraction** motor

REX4 - Type **4** malfunction in **extraction** motor

CINF - Activation of infrared receptor

CRZK - Communication following **Azkoyen V.T.M** protocol

099 INITIALISE

Factory programming

2

Erases the memory; programming and accounting, recovering the values programmed in the factory.

After executing the function, the machine initialises asking whether or not you wish to perform an automatic configuration of the canals installed, including half canals if installed. Select “**YES**” or “**NO**,” using the **OPTIONS EDITION MODE**; when finished, the machine will remain out of service as there will be no prices programmed. See group 200 “Price Programming.”

Upon initialising the machine:

- Incidents registry is erased (function 098).
- Accounts are erased: partial and perpetual.
- Prices are de-programmed; the canal-selection association and promotions are annulled.
- Family-product code is erased.
- Machine configuration is updated.
- Factory programming for coin management system is restored: payment, coin return, classification, maximums and minimums, etc.
- Factory messages are restored; erases language, coin, and decimal numbers.

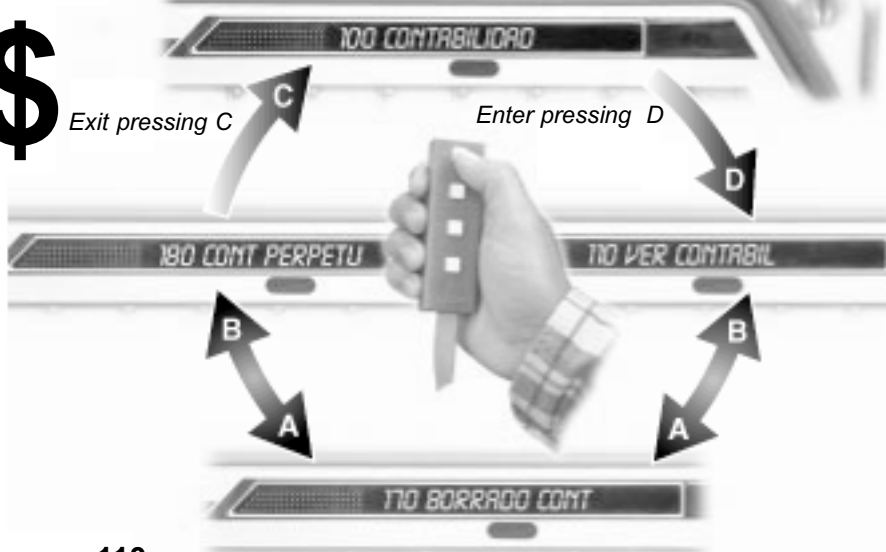
- Checks connection and re-detects: keyboards, extraction cards, buzzer, banknote reader, and pre-payment card reader.
- Machine number and operator code is erased.
- **All access levels** and their corresponding codes are erased. By default, the machine is set at **Level 1** and the factory password is restored for this level (without password).
- Accessories are de-configured: printer, modem, RS-232 kit or infrared terminal.
- Start-up and shut-down times as well as work shifts are de-programmed.

Group 100



Exit pressing C

Enter pressing D



Subgroup 110

110 SEL. AMT.

Amount collected by selection

0

Gives sales information about any selection since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the machine demands a product selection key; by pressing it, the figure corresponding to the sales made by the canal associated with this selection key appears in the display. Other keys may then be pressed.

111 SEL. UNIT

Units sold by selection

0

Gives information about the total number of units sold according to each selection since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the machine demands a product selection key; by pressing it, the figure corresponding to the number of units sold by the canal associated with this selection key appears in the display. Other keys may then be pressed.

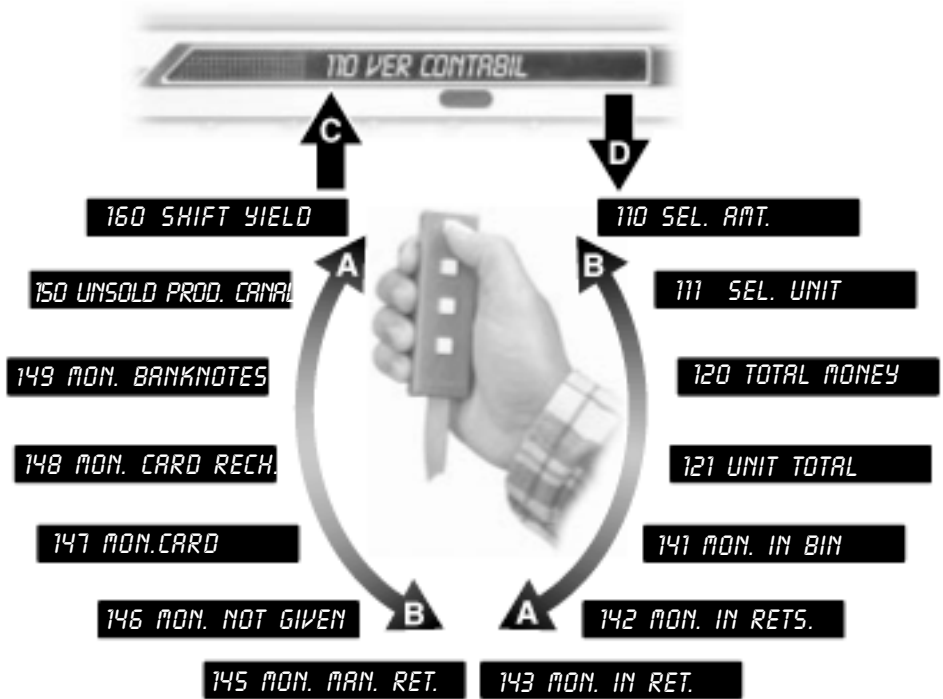
120 TOTAL MONEY

Total sales amount

0

Gives information about the total amount of sales since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

After executing the function, the quantity corresponding to the total sales amount made by the machine appears on the screen.

**121 UNIT TOTAL****Total units****0**

Gives information about the total units sold since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

After executing the function, the quantity corresponding to the total units sold by the machine appears on the screen.

141 MON. IN BIN**Money in the bin****0**

Gives information about the amount existing in the bin since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When this function is executed the current amount in the bin appears on the screen.

142 MON. IN RETS.**Returners total****0**

Gives information about the total amount existing in the returners since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When this function is executed the total amount existing in the returners appears on the screen.



143 MON. IN RET.

Total by returner

0

Gives information about number of coins existing and the total amount in each returner since function **174 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the display shows the amount and then the quantity of coins for each returner.

145 MON. MAN. RET.

Money taken from returners

0

Gives information about the amount manually taken from each returner (amount previously entered using the Numerical Mode in function 003) since function **174 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the display shows the amount manually removed from each returner.

146 MON. NOT GIVEN

Money retained by the returners

0

Gives information about the amount retained by each returner in faulty coin return operations since function **174 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the display shows the amount overcharged and the amount not returned by each returner.

147 MON.CARD

Amount from payment cards

0

Gives information about the amount paid with pre-payment cards since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the display shows the amount obtained by purchases made with pre-payment cards.

148 MON. CARD RECH.

Payment card recharge

0

Gives information about the amount collected from the recharging of pre-payment cards since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the display shows the amount collected from recharging prepayment cards.

149 MON. BANKNOTES

Amount of banknotes in the bin

0

Gives information (if the machine has a banknote reader) of the amount in banknotes existing in the bin since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the display shows the amount of the banknotes existing in the bin.

150 UNSOLD PROD. CANAL**Unsold products per canal****0**

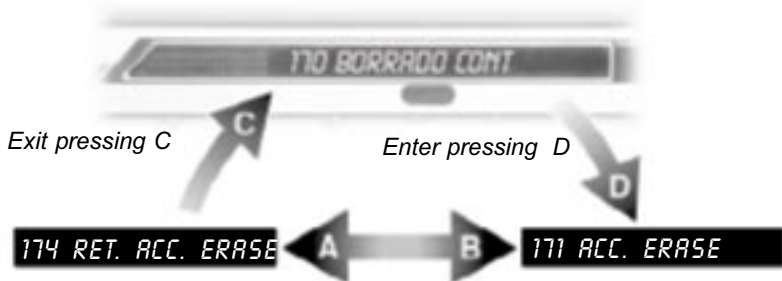
Gives information about the units unsold due to stock depletion and of the amount the loss supposes for each canal since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed the machine asks which selection you wish to inquire about: pressing a selection gives you information on the number of units unsold and then the amount that this loss supposes in sales.

160 SHIFT YIELD**Yield / work shift****0**

Gives information about the amount obtained during a determined work shift (see function **560 WORK SHIFTS**) since function **171 (Accounts erasure)** or **099 (Initialisation)** was last executed.

When the function is executed, the machine gives information on the amount collected during the work shifts. (programmed in function 560 WORK SHIFTS).

Subgroup 170: Accounts erasure**171 ACC. ERASE****Accounts erasure****1**

Erases all accounts stored in the machine's memory and begins new ones.

When the function is executed the machine erases the current accounting (except that of the returners) initialising a new accounting cycle.

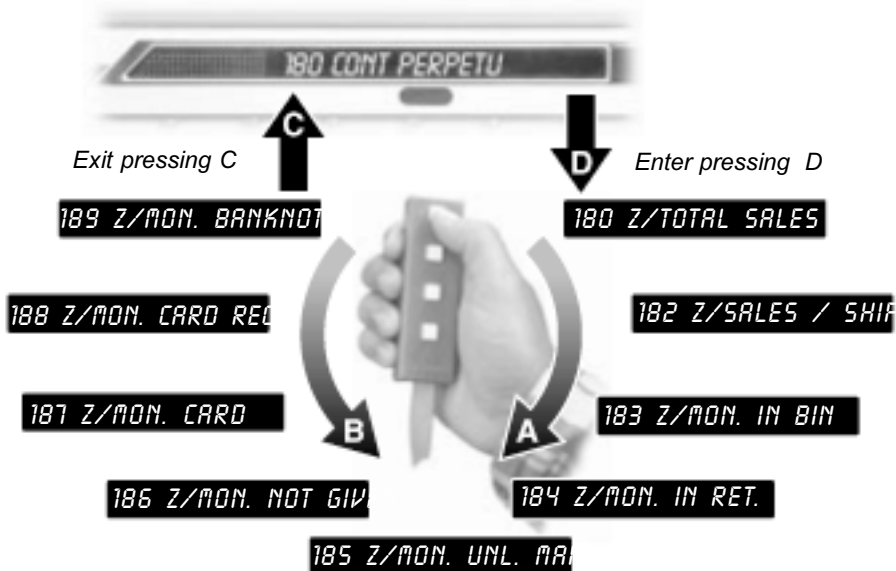
174 RET. ACC. ERASE**Erasing returner accounts****1**

Erases returner accounts and begins new ones.

When the function is executed, the returner accounting is erased and a new returner accounting cycle is initialised.

Subgroup 180: Perpetual accounting

The functions Z/... show perpetual accounting and are not erased with function 171; they are only erased by reinitialising the machine from function 099.



180 Z/TOTAL SALES

View sales total

0 All sales made and their amount since the last INITIALISATION are shown on the screen..

When the function is executed, the machine gives information of the total sales made by the machine and the amount collected from them.

182 Z/SALES / SHIFT

View sales by shift

0 The total of the sales made by work shift (maximum 3 turns / day) since the machine was last INITIALISED is shown on the screen.

When the function is executed, the machine gives information on the total sales made during each work SHIFT (function 560).

183 Z/MON. IN BIN

Money in the bin

0 When the function is executed, the entire amount of cash in the bin is given.

The total of the amount in cash since the machine was last INITIALISED is shown on the screen.

MODULE 3*Programming***- 17 -****184 Z/MON. IN RET.****Money in returners**

- 0** *The total amount existing in the returner since the last INITIALISATION is shown.*

When this function is executed, the machine gives information about the amount existing in the returners.

185 Z/MON. UNL. MAN.**Returner unload amount**

- 0** *The total amount unloaded manually from the returners since the last INITIALISATION is shown.*

When the function is executed, the machine gives information about the amount manually unloaded from each returner.

186 Z/MON. NOT GIVEN**Money not given by the returner**

- 0** *The amount held by each returner as a result of being out of coins or to jamming since the last INITIALISATION is shown on the screen.*

When this function is executed, the machine gives information about the amount not given by each returner.

187 Z/MON. CARD**Collection from prepayment cards**

- 0** *The total amount collected from sales made with pre-payment cards since the last INITIALISATION is shown on screen.*

When the function is executed, the machine gives information about the amount collected from the sales made by pre-payment cards.

188 Z/MON. CARD RECH.**Payment card recharge**

- 0** *The amount obtained from recharging pre-payment cards since the last INITIALISATION is shown on the screen.*

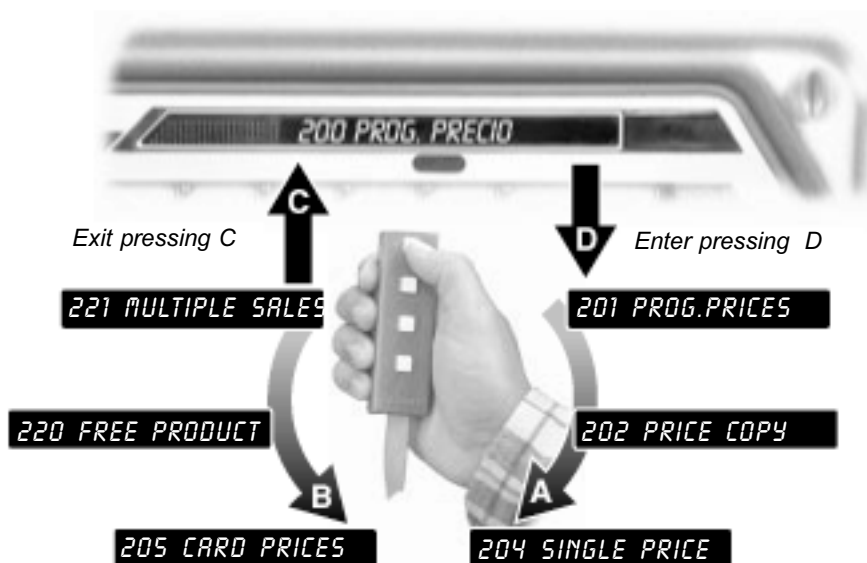
When the function is executed the machine gives information on the amount collected from the recharging pre-payment cards.

189 Z/MON. BANKNOTES**Total amount of banknotes**

- 0** *If the machine has a banknote reader, the amount existing in the banknote bin since the last INITIALISATION will be shown on the screen.*

When the function is executed, the machine gives information on the amount existing in the banknote bin.

Group 200: Prices and sales modes



201 PROG. PRICES

One price per selection

1

Permits programming prices for each product selection.

When the function is executed, press a selection and enter the price using the **NUMERICAL EDITION MODE**; by pressing another selection, we proceed to program its price.

Pressing return exits the program and confirms the programming.

202 PRICE COPY

Same price / various selections

1

Permits programming the same price for various selections at the same time.

When the function is executed, the machine asks the price which is entered using **NUMERICAL EDITION MODE** and then the keys of the selections made; by pressing D we proceed to program a new price.

Pressing return exits the program and confirms the programming.

MODULE 3

Programming

- 19 -

204 SINGLE PRICE

Same price / all selections

1

Pressing return exits the program and confirms the programming.

When the function is executed, the machine asks for the price to be given; it is entered using the **NUMERICAL EDITION MODE**.

205 CARD PRICES

Special sale with card

1

Permits setting a special price for card sales, which may or may not be equal that in coin, for each product.

Executing the function, press a selection and enter the price using **NUMERICAL EDITION MODE**; by pressing another selection, we proceed to program its price.

Pressing return exits the program and confirms the programming.

220 FREE PRODUCT

Product give-away

1

Permits programming the machine to dispense free product in all selections. This function does not increase the machine accounts.

Execute the function and using **OPTIONS EDITION MODE**, select (**FREE PRODUCT YES/NO**) and press **RETURN**; if you have opted for **FREE PRODUCT YES**, the machine asks how many minutes product give-away is to last; using **NUMERICAL MODE** we enter the minutes (maximum 250). Exiting the function with **D** or with return, the program is validated; once the programmed time has ended, the machine will return to **FREE PRODUCT NO** status.

If the **figure 255** is entered instead of the minutes, the machine will remain in **product give-away** until further programming.

221 MULTIPLE SALES

Simultaneous collection of selections

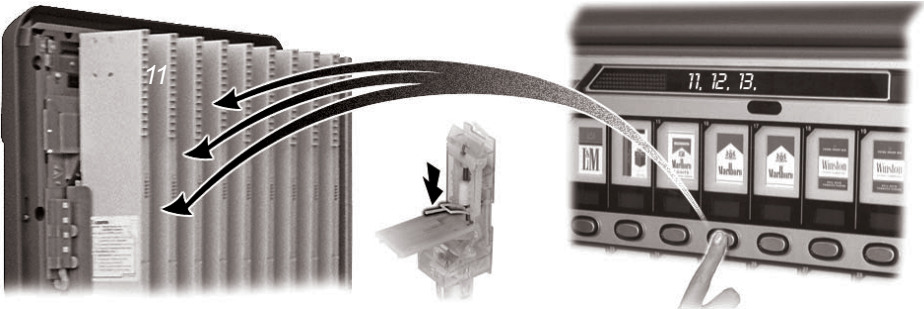
1

Makes various sales until exhausting the amount of the money inserted.

Execute the function and using **OPTIONS EDITION MODE** select (**MULTIPLE SALES YES/NO**). Exiting the program with **D** or return validates the programming.

Group 300: Selection programming

3, 4,... and up to 5 canals per selection



...canal number or press "sold out" microswitch...

300 CANALS/SEL

Associates canals and selections

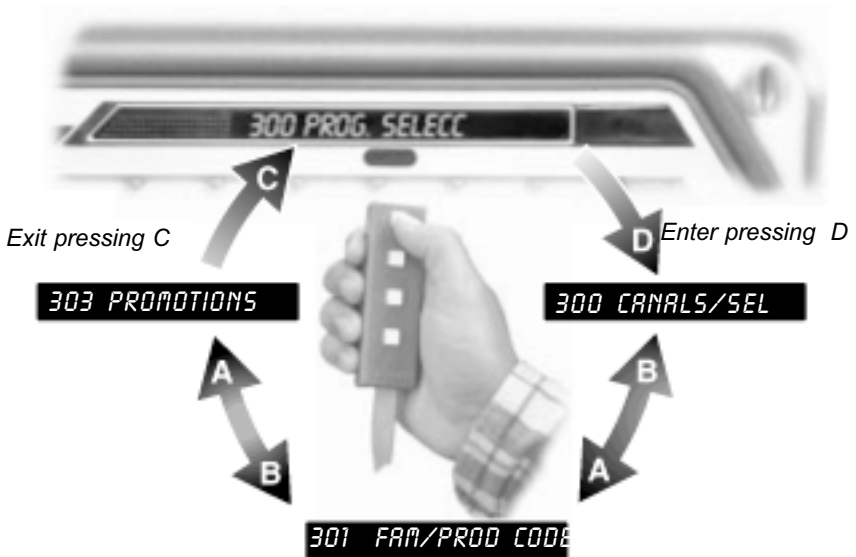
1 Permits associating various selections to the same canal or various canals with the same selection (up to a maximum of five) whose sales will be carried out in a rotating manner among the canals associated.

If an automatic association is made of the canals using function **099 Initialisation**, the following can occur when:

- * There are more selections than canal: the selections are duplicated two by two.
- * There are more canals than selections there are two possibilities:
 - Without half canals the last canals will duplicate two by two, beginning with the last,
 - With half canals, the extra half canal supplement the first complete ones

After executing the function, press the selection to which the canals are going to be associated, with the canals associated to this selection being shown on the screen next. Using **NUMERICAL EDITION MODE** or pressing the "sold out" microswitches the canals are defined. If an attempt is made to associate a canal with a selection with a distinct price, the screen will show "**DIFFERENT PRICE**" and will not associate them; to do so, all prices must be the same. Pressing the selection key the new selection canals can be edited. By default, all the selection keys are associated with their respective canals. But associate them with their canals again, they will no longer be so, permitting us to associate them with any other canal. Exiting the function (with return), the programming is validated.

Selection programming ...



301 FAM/PROD CODE

Family and product code

1

Permits programming the family and product codes for each selection thus facilitating the computerised treatment of the accounting data.

Once the function is executed, the machine asks us for the selection to codify. Pressing it, we proceed to define the family of this selection using **NUMERICAL MODE** (between 0 and 255), pressing **RETURN** we define the product in the same way. Pressing **RETURN** proceeds to codify other selections. Exiting the function validates the programming.

303 PROMOTIONS

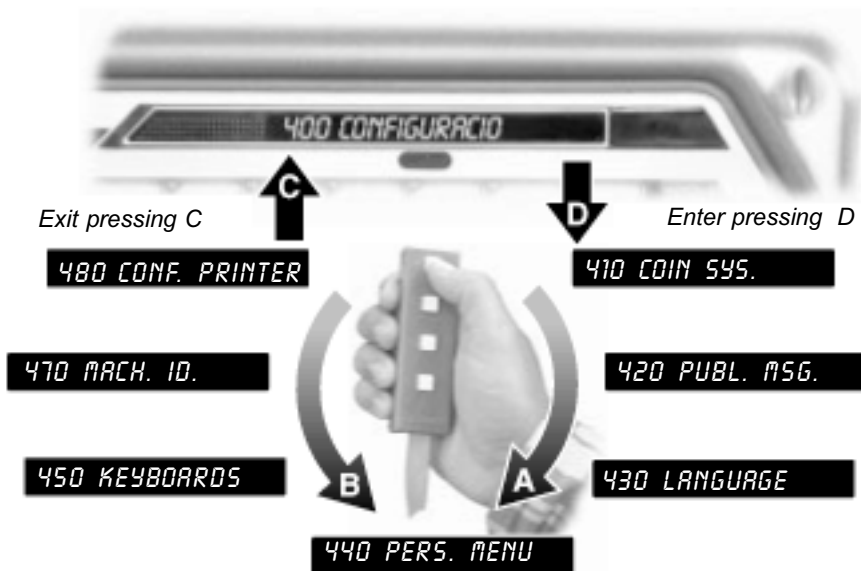
Giving away products

1

Programs a selection so that, when a sale is made, it gives away a product from other canals. A maximum of 5 canals per selection can be associated (promoted).

After executing the function, the selection to be associated with the promoted canals using **NUMERICAL EDITION MODE** or by pressing the "sold out" microswitch. To proceed to a new promotion, press another key. Exiting the function validates the programming.

Group 400: Machine programming



410 COIN SYS.

Type of returners

2

Permits defining the coin system the machine has installed.

- * Hoppers (rotating returners)
- * Tube (tube returners)
- * ANP Coin mechanism
- * BDTA Selector
- *EJECUTIVO coin mechanism

After executing the function and using **OPTIONS MODE** the installed system is selected. Exiting the function validates the programming.

411 RETURNERS

Number of returners

1

Permits defining the number of returners installed in the machine.

After executing the function and using **NUMERICAL EDITION MODE**, the number of returners installed is defined. Exiting the function validates the programming.

412 COIN ACC.

Coin accepted

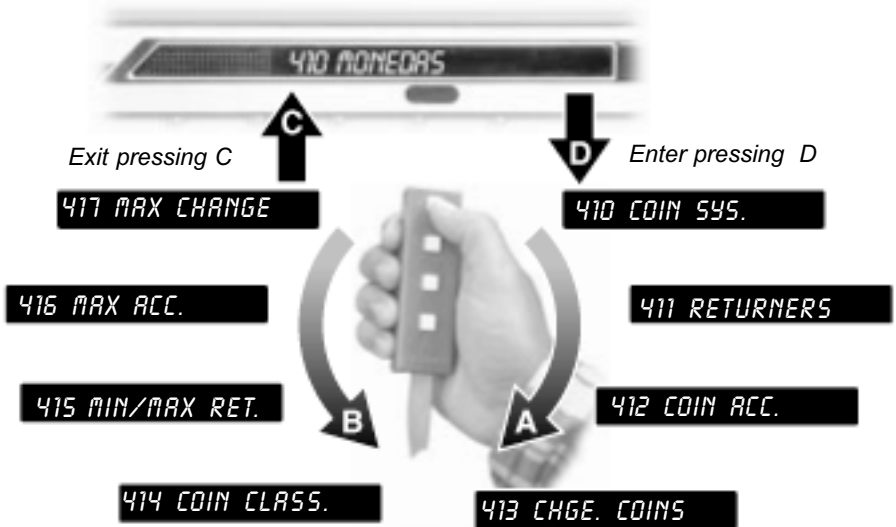
1

Permits programming the types of coins to be accepted by the machine and the value to be interpreted by each. (up to 31 different types).

* See coin code.

Executing the function and using **OPTIONS EDITION MODE**, whether or not the first coin of the table is accepted or not is determined; pressing **RETURN** permits programming its value using the **NUMERICAL EDITION CODE**; once a selection is made, press **RETURN** to change coin type. Exiting the function validates the programming.

Subgroup 410: coins



413 CHGE. COINS

Change coin values

1

Permits determining the values of the coins sent to the returners (coins for change).

Execute the function and using the **NUMERICAL EDITION MODE**, define the value of the coin for the first returner. Pressing **RETURN** changes returners. Exiting the function validates programming.

414 COIN CLASS.

Classifying accepted coins

1

Permits programming the destination of each coin.

- * Returners A, B, C.
- * Bin
- * Return (NOT ACCEPTED)

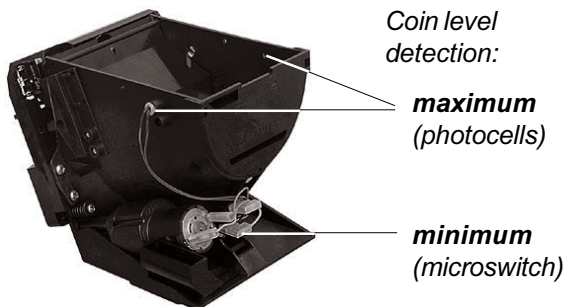
Execute the function and using the **OPTIONS EDITION MODE**, select the destination for the first coin in the table (bin, returner A, B, C). If a returner is selected as a destination, the machine asks for a classification for this coin for an alternative returner for when the first returner becomes full. If using an alternative returner for this coin is not desired, its second destination programmed should be the bin. To program another coin, press **RETURN**. Exiting the function validates programming.

TYPE OF COIN	CODE
A	1
B	2
C .	3
D .	4
E .	5
F .	6

TYPE OF COIN	CODE
G .	7
Token 1	8
Token 2	9

Subgroup 410: coins

TYPE OF COIN	CODE
A	1
B	2
C	3
D	4
E	5
F	6
G	7
Token 1	8
Token 2	9



415 MIN/MAX RET.

1

Permits programming the minimum and maximum number of coins in each returner.

Note: *if the quantity of coins programmed exceeds the empty / full detectors, the detectors will prevail over programming unless "ignore empty detector" is selected.*

No. of coins per returner

After executing the function and using the **NUMERICAL EDITION MODE**, the minimum number of coins that should be in returner A is programmed (when reaching this minimum number, the machine will shown the message "**OUT OF CHANGE**"). Press **RETURN** to program the maximum (when this maximum is reached, the machine will send coins to the alternative returner or the bin, defined in function 414); finally, if a minimum has been programmed using **OPTIONS EDITION MODE**, whether or not the empty detectors are to be ignored is defined. Exiting the function (press **C** or **RETURN**) validates the programming.

416 MAX ACC.

1

Permits limiting the maximum number of coins of each type to be accepted in a single service.

Coin accepted per service

After executing the function and using the **NUMERICAL EDITION MODE**, the maximum number of coins that the machine can accept in a single service for each of the 31 selector codes; press **RETURN** to change coin codes. Exiting the function validates programming.

417 MAX CHANGE

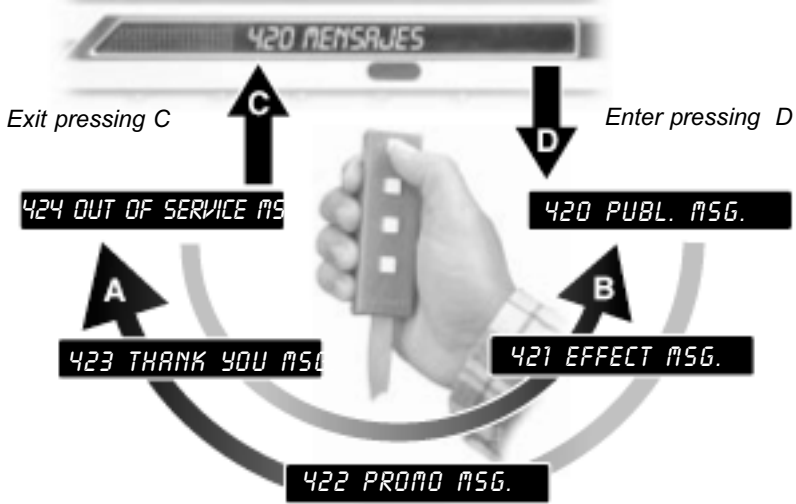
1

Permits defining the maximum number of coins of each type that the machine can return in a single service.

Coins returned per service

After executing the function and using the **NUMERICAL EDITION MODE**, the maximum number of coins that the machine can return is programmed for each returner; press **RETURN** to change returners. Exiting the function validates programming.

Subgroup 420: Machine messages



420 PUBL. MSG.

Message in stand-by status

1

Permits showing a message on the display when the machine is in stand-by status. Up to 100 characters maximum.

After executing the function and using the **ALPHANUMERICAL EDITION MODE**, the message to be transmitted is defined. Exiting the function validates programming.

421 EFFECT MSG.

Message with effect

1

Permits showing a message that blinks on the display (effect) and which is seen when the machine is on stand-by. Up to 16 characters maximum.

After executing the function and using the **ALPHANUMERICAL EDITION MODE**, the message to be transmitted is defined. Exiting the function validates programming.

422 PROMO MSG.

Message when coins are inserted

1

Permits showing a message which will be shown when coins are inserted into the selector: up to 50 characters maximum.

After executing the function and using the **ALPHANUMERICAL EDITION MODE**, the message to be transmitted is defined. Exiting the function validates programming.

423 THANK YOU MSG.

After-sale message

1

Permits showing a message in the display that will be seen after a sale is made: up to 16 character maximum.

After executing the function and using the **ALPHANUMERICAL EDITION MODE**, the message to be transmitted is defined. Exiting the function validates programming.

424 OUT OF SERVICE MSG.

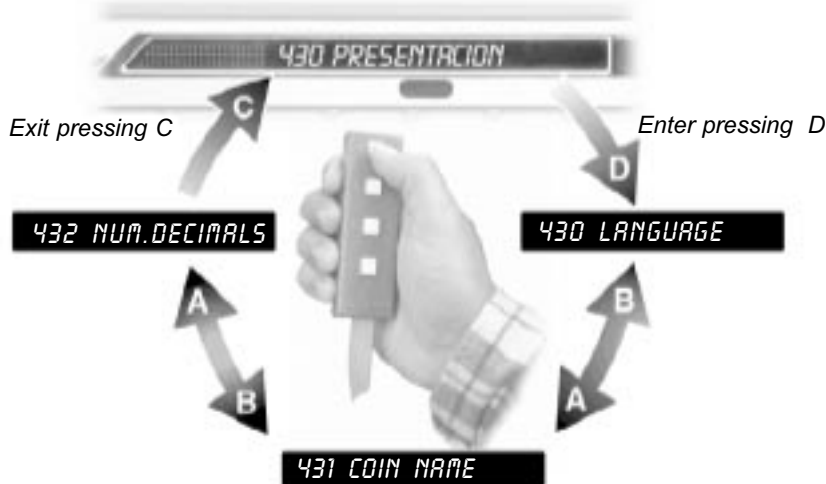
Machine out of service

1

Permits showing a message on the display that will be shown when the machine goes "out of service."

Execute the function and using the **ALPHANUMERICAL EDITION MODE**, the message to be transmitted is defined. Exiting the function validates programming.

Subgroup 430: Presentation



430 LANGUAGE

Various languages possible

1

Permits personalising the machine in three languages:

- * **Spanish**
- * **English**
- * **French**

Executing the function and using the **OPTIONS EDITION MODE**, either Spanish, English or French is selected. Exiting the function validates programming.

431 COIN NAME

Domestic monetary unit

1

Permits programming the name of the monetary unit of the country.

Executing the function and using the **ALPHANUMERICAL EDITION MODE**, the name of the monetary unit used in the country is written. Exiting the function validates programming.

432 NUM.DECIMALS

Monetary decimals

1

Permits programming the number of decimals used to express monetary values: up to 9 decimals.

Executing the function and using the **NUMERICAL EDITION MODE**, the number of decimals to be used is defined. If **0** is programmed, no separating decimal will be used.

Subgroup 440:

How to configure the
Personal Menu



440 PERS. MENU

Configuring the Personal Menu

1

Permits configuring the Personal Menu changing its functions using the programming keyboard. This menu can store up to 31 functions.

Enter **function 440**.

Pressing **A** advances the functions of the Main Menu.

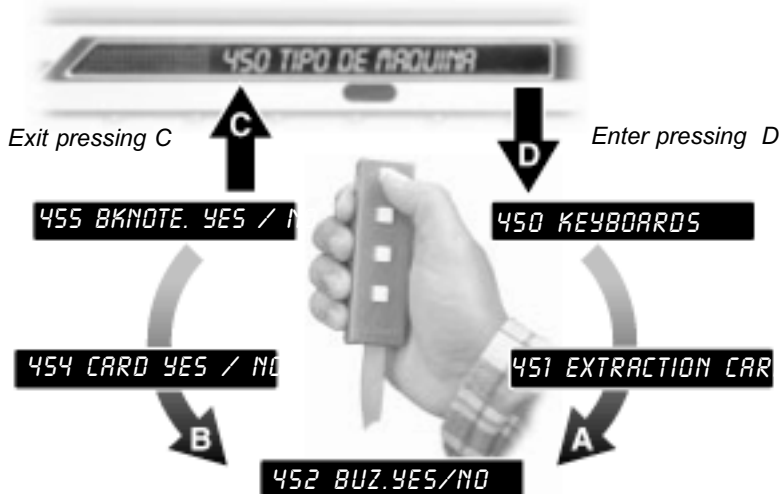
Pressing **B** reverses the function of the Main Menu.

Pressing **D** selects **YES / NO** to determine whether or not this function is to be included in the Personal Menu.

Exiting the function validates the programming.



Subgroup 450: Type of machine



450 KEYBOARDS

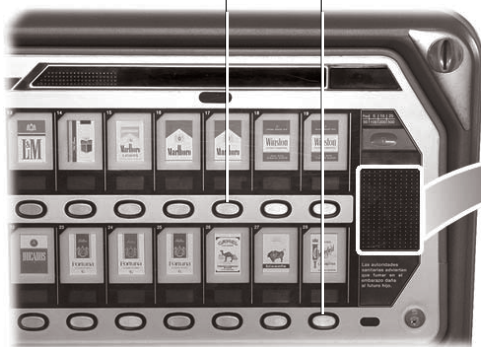
Number of buttons per keyboard

2

Permits defining the number of selection buttons for each keyboard. The machines may have one (**keyboard 0**) or two (**0 upper 1 lower**) keyboards, with their respective buttons according to machine version.

Executing the function and using the **NUMERICAL EDITION MODE**, the quantity of buttons for each keyboard is introduced (7, 9, 11, 13 ó 16); if the keyboard is numerical (enter 255); if the keyboard is not installed (enter 255); if 0 is entered, the machine will auto-configure when restarted. Below is explained which is the initial selection number of the machine (first key of the selection).

Direct keyboard: **Upper and lower**

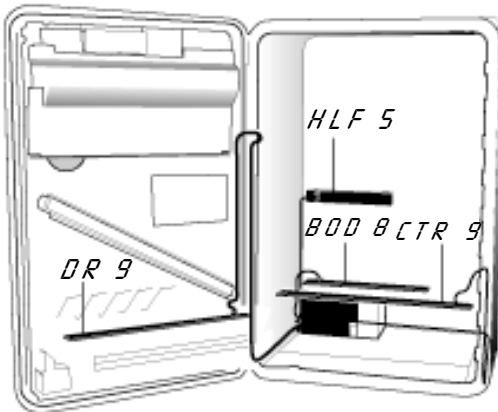


Numerical keyboard



451 EXTRACTION CARD**2**

Permits defining the number of connectors or of extraction cards installed in the grate or grates of the machine.

**Extraction gate numbering**

Executing the function and using the **NUMERICAL MODE**, the number of connectors your card has are programmed for each grate. Press **RETURN** to change grates. The programming order is: **DR** (door) **BOD** (body), **CTR** (centre grate) and **HLF** (half canals).

WARNING! The type of card and NOT the number of canals connected must be programmed. The possible values are **5, 8, 9** and **13** (the **13** card is formed by the **8** card in connection with the **5** one). If a grate does not have a card connected, it should be programmed with **255**.

If **0** is programmed, the machine will execute an automatic detection when restarted and then ask: "**CAN-AUTOCONF?**" (automatic configuration of canals). According to the **OPTIONS MODE** enter "**YES**" if you wish the machine to detect the canals connected. Then the machine asks: "**CAN TEST?**" (motor test). According to the **OPTIONS MODE**, enter "**YES**" if you wish to launch a test cycle for each of the motors. Exiting the program validates the programming.

452 BUZ.YES/NO**1**

Permits programming the machine so the buzzer will sound. The machine beeps when any key is pressed.

Buzzer activation

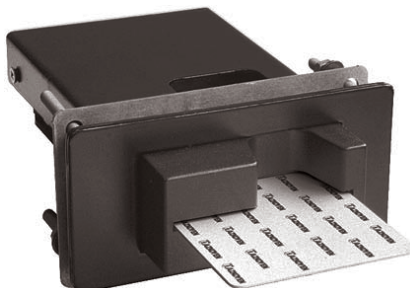
Execute the function then, using the **OPTIONS EDITION MODE**, program **YES / NO** depending on whether you wish the machine to make a sound when any key is pushed. Exiting the program validates the function.

454 CARD YES / NO**1**

Permits enabling the pre-payment card system when available.

Pre-payment card activation

Executing the function and using the **OPTIONS EDITION MODE**, program **YES / NO** according to whether or not you wish the card reader to be operative. Exiting the program validates the programming.



455 BKNOTE. YES / NO

Banknote reader activation

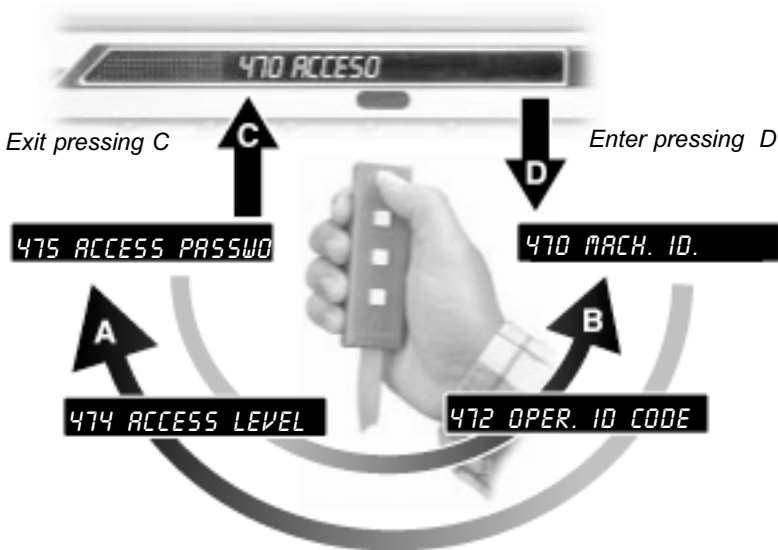
- 1 *Permits enabling the banknote collection system when available on the machine.*

Detail of a machine with banknote reader installed



Executing the function and using the **OPTIONS EDITION MODE**, program **YES / NO** according to whether or not you wish the banknote reader to be operative. Exiting the program validates the programming.

Subgroup 470: Access levels



470 MACH. ID.

Machine identification number

- 1 *Permits programming the identification number (8 digits) for the machine in question, which, once programmed, will be necessary to enter when retrieving information via operator using the communication kits.*

Executing the function and using the **NUMERICAL MODE**, the four first digits of the machine ID number are programmed; press **RETURN** to program the other four. Exiting the program validates the programming.

472 OPER. ID CODE**1**

Permits programming the operator code to which the machine should facilitate data using the communication kits.

Operator identification code

Executing the function and using the **NUMERICAL MODE**, the four digits of the number are programmed. Exiting the program validates the programming.

474 ACCESS LEVEL**1**

Permits selection among different levels of access, thus restricting the visible functions.

Access to hidden functions

Executing the function and using the **NUMERICAL MODE**, the access level is selected. If you wish to increase the level, the machine will ask for the password "**Access Password.**" Press the selection keys in the correct order then **RETURN**.

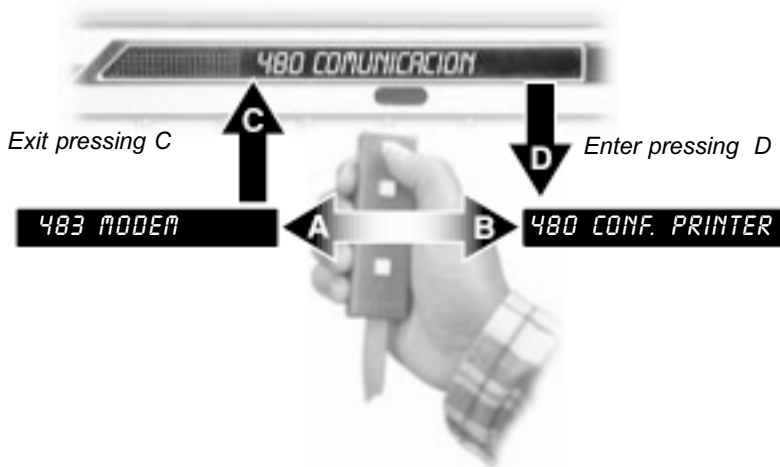
475 ACCESS PASSWORD**1**

*Permits configuring a combination of selection keys (**as a password**), to accede the different access levels.*

Changing access password

Executing the function and using the **NUMERICAL EDITION MODE**, the access level for which you wish to change the password is selected; press **RETURN** and the machine will ask for the current password of the selected level; this is entered by pressing the selection keys in the right order. Next, press **RETURN** (the machine has no factory password; in this case, press **RETURN** without introducing anything). The machine will ask for the new password; press the selection keys chosen as a password in the correct order. Press **RETURN**; the machine will ask for password confirmation. Enter it again and press **RETURN**. Exiting the program validates the programming.

Subgroup 480: Communication Possibilities



480 CONF. PRINTER

Printer configuration

1

Permits configuring the communication options with the printer.

When entering the function, the machine asks: “CTS control? YES / NO.” Using the **OPTIONS MODE**, the type of printer is selected; for more information, see the corresponding Kit Manual



483 MODEM CONF.

Modem configuration

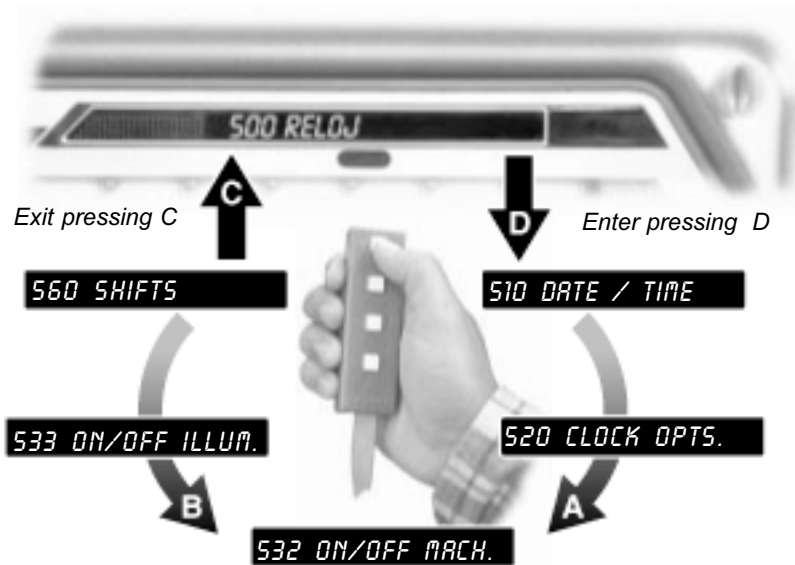
1

Permits configuring the modem communication options.

Detailed information found in the corresponding Kit Manual



Group 500: Clock



510 DATE / TIME

Modifying the date and time

1

Permits adjusting the date and time of the machine's clock (programming the time is done in 24-hour format although there exists the possibility of twelve-hour display on screen)

Execute the function.

Pressing **A** advances a character from 0 to 9.

Pressing **B** moves a character back.

Pressing **C** erases the last character and passes to program the previous one (to the left).

Pressing **D** validates the selection of the blinking character and moves on to the next.

Pressing **RETURN** validates the date and moves on to edit the time.

Programming the time is done in the same way.

Exiting the function validates the programming.

520 CLOCK OPTS.

Clock functioning options

1

Permits selecting the clock functioning options.

* Appearance onscreen.

* Time format (12h./24h).

* Automatic Daylight Savings Time adjustment

After executing the function and using the **OPTION EDITION MODE**, "**Show clock**" **YES / NO** is programmed. Pressing **RETURN** proceeds to edit the next option. Exiting the function validates the programming.



532 ON/OFF MACH.

Machine on / off

1

Permits programming the machine to start-up and shut-down using the clock.

Execute the function.

Pressing **A** advances a digit from **0** to **9**.

Pressing **B** goes back a number.

Pressing **C** erases the last digit pressed and passes to program the previous one (at the left).

Pressing **D** validates selection of the blinking character and passes on to the next one.

If you wish the machine continuously running, program the start-up and shutdown for the same time.

Exiting the function validates the programming.

533 ON/OFF ILLUM.

Panel on / off

1

Permits programming on / off cycles for the publicity panel using the clock (if the machine has an illuminated panel).

Execute the function.

Pressing **A** advances a digit from **0** to **9**.

Pressing **B** goes back a number.

Pressing **C** erases the last digit pressed and passes to program the previous one (at the left).

Pressing **D** validates selection of the blinking character and passes on to the next one.

If you wish the machine continuously running, program the start-up and shutdown for the same time.

Exiting the function validates the programming.

560 SHIFTS

Work shifts

1

Permits establishing three different shifts (workdays) in a single day, programming its starting time.

The shifts must be programmed in ascending order of hour of the day. The last shift programmed could end at 00:00 (12:00 AM).

If the programmed shifts do not cover the entire day, sales made off shifts will be added to the accounts of shift 1.

To deactivate a shift, it suffices to program 00:00 as the beginning and ending time.

Executing the function, the beginning time for the first shift begins.

Pressing **A** advances a digit from **0** to **9**.

Pressing **B** goes back a number.

Pressing **C** erases the last digit pressed and passes to program the previous one (at the left).

Pressing **D** validates selection of the blinking character and passes on to the next one.

Press **RETURN** to program the beginning time for the other two shifts.

Exiting the function validates the programming.