



# PALMA H



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# 1.- What is Programming?

The machine is capable of performing a series of functions which can be configured. Programming is the process carried out to determine how the machine should function.

There are two ways of programming the machine:

**Using the personal menu.** The Personal Menu can be configured and has a series of functions when are those most commonly used.

**Using the General Menu.** This menu permits individual access to each of the machine's functions.

# 2. How Do You Program?

The machine has a portable keyboard with four keys with which both normal operations and programming can be controlled.

## Programming Box Operation during normal mode

With the machine in operation, the keyboard serves to:

- |                       |  |
|-----------------------|--|
| Pressing key <b>A</b> | <ul style="list-style-type: none"> <li>✓ Put the machine in OPEN SALE mode during a service. When the service is completed machine returns to normal functioning.</li> </ul>   |
| Pressing key <b>B</b> | <ul style="list-style-type: none"> <li>✓ Holding the key down for more than 3 seconds will display the current machine temperature on the screen.</li> </ul>   |
| Pressing key <b>C</b> | <ul style="list-style-type: none"> <li>✓ Accesses machine programming.</li> <li>✓ If the key is held down for more than 3 seconds, the screen will request the number of a function for direct execution.</li> </ul>   |
| Pressing key <b>D</b> | <ul style="list-style-type: none"> <li>✓ Permits changing the machine programming for infrared communication.</li> <li>✓ Holding the key down for more than 3 seconds accesses Personal Menu programming..</li> <li>✓ If held down for more than 5 second during start up, the memory will be erased.</li> </ul> |



**Figure 1**



The character to be modified is the one on the right of the screen, underlined and blinking. To modify it:



- A** --- Advances to the next character on the list.
- B** --- Returns to the previous character on the list.
- C** --- Erases the blinking character and selects the character at its right on the screen.
- D** --- Confirms the blinking character and a new one starts to blink at its right..
- RETURN** ---- Finishes the edition of the message confirming the word or sentence entered.



**Figure 3**

Remember that the blinking character will not be included in the message.

**Options edition.** At time the machine will offer two options to choose from:

Pressing keys **A** or **B** changes from **YES** to **No**.

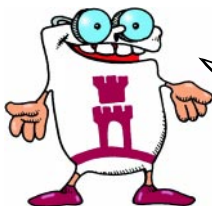
Pressing key **D** confirms the option appearing onscreen.

## 3.- Personal Menu

### 3.1 Access and Use of the Personal Menu

The Personal Menu contains a series of machine functions which, due to their frequency are grouped together and have a fast and easy access. The functions included in the Personal Menu are:

<b>110</b>	SELECTION COST.	<b>210</b>	IMPULSE PROG.
<b>120</b>	TOTAL CASH	<b>420</b>	PUBLICITY MSG.
<b>171</b>	ACC. ERASE.	<b>510</b>	DATE/TIME
<b>201</b>	PRICE PROG.	<b>468</b>	COLD GROUP



THIS SET OF FUNCTIONS MAY BE MODIFIED AS THE USER WISHES



The Personal Menu operates in the following manner:



1. Open the machine.
2. Press key **C** on the programming keyboard. If there have been any incidents during operation (malfunctions, empty coin returners, etc.), they will appear on the screen. Press key **C** again to access the Personal Menu (if there are no incidents, pressing once will suffice). The first function will appear.
3. Press key **A** or **RETURN** to proceed to the next function in the Personal Menu.
4. Press key **B** to return to the previous function.
5. Press key **C** to exit programming.
6. Press key **D** to access programming for the onscreen function



The edition or programming mode for functions is explained in detail in section "6.- General Menu".

## 3.2 Personal Menu Configuration

When the use of other functions is frequent, they can be added to the Personal Menu if desired. The maximum number of functions allowed in the Personal Menu is 32. To program this function, follow the instruction in function **440 PERSONAL MENU** in "6.- General Menu."

## 4.- Quick Access to a Function

If you wish to execute a function not available in the Personal Menu, press key **C** for 3 seconds. Three digits will appear on the screen for indicating the number of the function you wish to execute. Use numerical edition to indicate the number of the function and access it.

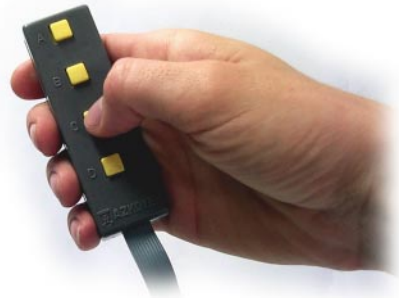


Figure 4

## 5.- RAM Erasure

To erase the RAM, perform the following:

- 1.- Shut down the machine.
- 2.- Maintain key **D** in the Programming Box pressed down and turn the machine on.
- 3.- Keep key **D** pressed down until the message "**ERASE MEMORY**" appears in the display.



**Figure 5**

When the memory is erased, the following occurs:

- ✓ Accounting returns to zero and the machine acquires the following configuration:
  - \* The language becomes Spanish.
  - \* The machine returns to cash sale mode..
  - \* The clock appears onscreen.
  - \* The clock registers 24 hour time.
  - \* The clock programs itself for making the automatic daylight savings time adjustment.
  - \* The beeper activates.
  - \* The temperature message appears continuously.
- ✓ Product temperature is programmed at 5 °C.
- ✓ One temperature is programmed.
- ✓ The maximum acceptance (with MDB coin mechanism) is programmed at 505.
- ✓ All impulses are programmed at two.
- ✓ Prices are deprogrammed and become 9999.

After erasing the RAM, "**OUT OF SERVICE**" appears in the display.

Programming must be entered and "**F03 CONFIG. ERR.**" appears. Programming must be exited again and everything affected by the memory erasure must be reprogrammed.



# 6.- General Menu

On the following pages the different functions of the machine are detailed describing their use as well as the mode of operation in each one of them. The following format is used:

FUNCTION MSG. FUNCTION MSG.	<b>Function Description</b>
	Operation mode in this function or functions

## 6.1 Actions

010 PRINTER DATA	<b>Sends data to the printer.</b>
	Sends a list of accounting data to the RS-232C outlet in ASCII with 40-column lines.  More information is found in " <b>Module 4: Complements and Accessories.</b> "

## 6.2 Accounting

110 SELECT.COST	<b>Sales amount for each selection.</b>
	Press the desired selection and the screen shows the amount of the selection.  Press a new selection to continue checking the amounts.

111 SELECT.UNIT	<b>Total units sold by selection.</b>
	Press the desired selection and the screen shows the units sold in the selection.  Press another selection to continue checking the units sold.

120 CASH TOTAL	<b>Sales total.</b>
	The screen shows the total amount of sales made.

121 UNIT TOTAL	<b>Total quantity of units sold.</b>
	The requested data appears on the screen.



141 CASH IN BIN

\*

**Cash existing in the bin or safe.**

The requested data appears on the screen.

142 CASH IN RT.

\*

**Existant cash amount in all the coin returners.**

The requested data appears on the screen.

145 MAN. CR. CASH

\*

**Amount manually removed from the coin returners.**

The requested data appears on the screen.

146 CASH W'HELD

\*

**Amount withheld by each coin returner.**

The requested data appears on the screen.

148 PP CARD CASH

\*

**Money charged to pre-paid cards.**

The requested data appears on the screen

150 UNSOLD PROD.

**Unsold products by selection.**

Press the desired selection. The number of products of this selection unsold due to empty stock appears.

171 ERASE ACC.

\*\*

**Accounting data erasure.**Pressing key **D** erases machine accounting except that of coin returners.

174 CR. ACC. ERASE

\*\*

**Erasure of coin returner accounting.**Pressing key **D** erases coin returner accounting.

(\*) **Ejecutivo**-type coin mechanisms must be programmed with coin returner function "F28 AUDIT SYSTEM" **ON**, so that the coin mechanism sends accounting data to the machine.

(\*\*) With **Ejecutivo**-type coin mechanisms accounting erase must also be carried out in the coin mechanism so it will coincide with that of the machine.



## 6.3 Programming Prices and Sales Modes

### 201 PRICE PROG.

#### *Price programming for each selection.*

Press the selection and then enter the new price using numerical edition. To program another selection, press it and repeat the process.

Press **RETURN** to finish.

### 202 SELEC/PRICE

#### *Assigns one price to various selections.*

Program a price using numerical edition. Press selection to be programmed with this price.

Press **RETURN** to program another price. Pressing **RETURN** without setting a value finalises function programming.



### 204 SING.PRICE

#### *Assigns a single price to all selections.*

Program a price using numerical edition mode. Press **RETURN** and this price will be assigned to ALL SELECTIONS on the machine.

**NOTE: Programming 9999 in functions 201, 202 and 204 will eliminate the programmed price.**



### 210 IMPULSE PRG

#### *Programs the number of extraction motor impulses for each canal.*

*Press the canal to be programmed. pressing A programs the number of impulses desired.*

The impulses for each type of extraction mechanism are:

- 1 ----- 1/2 Turn coil.
- 2 ----- 1 Turn coil.
- 9 ----- To de-program the canal.

### 220 OPEN SALE

#### *Places machine in open sale, i.e., all selections are given away.*

Select the option from the options edition mode (**A** or **B** to decide and **D** to confirm).

## 221 SIMPLE SALE



***Places the machine in "Simple Sale" or "Multiple Sales" mode. The machine will dispense change at the end of each sale or will perform various services and return the change afterward by pressing RETURN. Only operative with a MDB/ICP-type coin mechanisms installed.***

Select the option from the options edition mode (A or B to decide and D to confirm).

## 223 MAX. CREDIT

***Programs the maximum amount accepted with a MDB/ICP coin mechanism installed.***

Enter the maximum credit accepted using the numerical edition mode.

## 6.4 Selection Programming

## 300 SEL. CANALS

***Associates canals to selections (the sale products for this selection will rotated among the associated canals).***

Not available.

## 301 F. PROD. CODE

***Family and product code programming.***

Programs the family and product codes for each selection. Using numerical edition, this function permits assigning two numbers from 0 to 99 to each selection to improve processing of accounting data.

continued... 



303 PROMOTIONS



*Programs a selection so that when sold, a free product is dispensed from other canals. Maximum 2 canals per selection.*

Press the selection to be programmed. The screen will begin showing the canals associated with it successively. If no canals are associated, the screen will indicate "WITHOUT CANAL." If you wish to **ASSOCIATE** a canal to the selection, select the desired and program as follows:

Using keys **A** and **B** from the programming keyboard and the character at the left will move forward or backward respectively. Press **D** to confirm and proceed to the next character. Once the desired canal is programmed, press **D** to register the association.

If you are programming the right character and press **C**, its value will be confirmed and the character to the left will become highlighted.

To **FREE** an associated canal, proceed as with programming, i.e., associating a canal already associated, *the previous selection will be annuled.*

To edit the canals of another selection, press its key.

## 6.5 Programming the Machine

401 PROG.CODE

*Pre-programmed program code for different clients with function combinations.*

Program the program code (4 digits) using the numerical edition mode.

420 PUBLTY. MSG.

*Programs a message that will be viewed while the machine is on stand by. Max. 105 characters.*

Select whether or not to erase the current message. Selecting **NO** will edit the message. Select **Yes** or **NO** using the options edition mode.

To modify the current message or create a new one, follow the alphanumerical edition mode.

Remember that the blinking letter will not be included in the message unless confirmed.

425 TEMP. MSG.

***Programs the option for viewing the product temperature message on the screen.***

Select whether or not you wish to view the product temperature message on screen using the options edition mode.

430 LANGUAGE

***Chooses the language for machine messages.***

Select the language to be used by the machine for programming and service using the options edition mode.

Programmed messages do not change. They must be reprogrammed.

431 COINAGE

***Changes the name of the coin unit.***

Edit the designation of the coin used with the alphanumerical edition mode.

440 PERSON. MENU

***Edits the functions available in the Personal Menu. 32 functions maximum.***



Press keys **A** and **B** to move forward or backwards in the functions list.

Pressing key **D** includes or excludes the function in the Personal Menu. A letter "**P**" (Programmed) indicates the function is programmed.

Pressing key **C** finalises programming.

452 BEEPER Y/N

***Programming beeper option Yes or NO.***

Select whether or not you want the machine to beep each time a key is pressed using the options edition mode.

467 TEMP. CONF.

***Selects the option of one or two temperature zones in the machine.***

Select whether or not you machine has one or two temperature zones using the options edition mode.



468 COLD GROUP



**Programs product temperature.**

Pressing keys **A** and **B** moves forward or backward among the numbers 0 to 9.

Pressing key **C** erases the last number edited and moves on to the anterior one.

Pressing key **D** confirms the blinking figure.

The parameter of the **temperature** is programmed in °C.

If you do not wish to activate the machine's cold group, program it to 50 °C.

470 MACHINE #



**Programming the machine number.**

Pressing the keys **A** or **B** moves forward or backward in a list of numbers from 0 to 9.

Pressing **C** confirms the blinking figure and proceeds to edit the digit to the right.

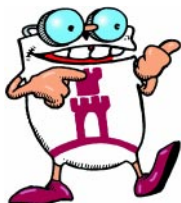
Pressing **D** confirms the blinking figure and proceeds to edit the digit to the left.

Pressing **RETURN** finalises the programming.

472 OPER. CODE

**Programming the operator code**

Program the operator number (4 digits) using the numerical edition mode.



**FUNCTIONS 470 AND 472 PERMIT IDENTIFICATION BETWEEN THE OPERATOR AND THE MACHINE TO AUTHORISE THE TREATMENT OF PROCESSED INFORMATION.**

## 6.6 Clock

510 DATE/TIME



**Adjusts the time and date of the machine clock.**

Pressing keys **A** and **B** moves forward or backward between the numbers 0 to 9.

Pressing key **C** erases the last number edited and proceeds to the anterior one.

Pressin key **D** confirms the blinking figure and proceeds to edit the next one.

Press **RETURN** to confirm the time and proceed to the day. Edit it in the same way.

Press **RETURN** to confirm the day and proceed to the month. Edit it in the same way.

Press **RETURN** to confirm the month and proceed to the year. Edit it in the same way.

520 CLOCK OPS.

**Permits selection of the options for the clock functions.**

Using the options edition mode, select whether or not you wish the clock to appear on the screen, time format (24h. or AM/PM) and automatic daylight savings time adjustment.

533 ILUM. CYCLE



**Programs the schedule for turning machine illumination on and off.**

Pressing key **A** and **B** moves forward and backward among the numbers 0 to 9.

Pressing key **C** erases the last number edited and proceeds to the anterior.

Pressing key **D** confirms the blinking figure and proceeds to edit the next one.

Press **RETURN** to confirm the time and proceed to edit the day. Edit it in the same manner.

Press **RETURN** to confirm the day and proceed to edit the month. Edit it in the same manner.

Press **RETURN** to confirm the month and proceed to edit the year. Edit it in the same manner.

If you wish to deactivate this function, simply program turn on and shut off times to **00:00**.



534 SYS . ILUM . C



***Program the day and time of turn on and shut off times for machine illumination.***

Pressing key **A** or **B** moves forward or backward among the days of the week.

Pressing **D** confirms the blinking day.

The programming of cycle is the same as for programming the clock (detailed in function **510 DATE/TIME**).

If you wish to deactivate this function, simply program turn on and shut off times to **00:00**.

535 COLD GR . D .

***Programs the schedule for switching the Cold Group on and off.***

The programming of the cycles is the same as for programming the clock (detailed in function **510 DATE/TIME**).

If you wish to deactivate the function, simply program turn on and shut off times to **00:00**.

536 COLD GR . C .



***Programs the day and time for switching the Cold Group on and off.***

Pressing keys **A** or **B** moves forward between the days of the week.

Pressing **D** confirms the blinking day.

The programming of the cycles is the same as for programming the clock (detailed in function **510 DATE/TIME**).

If you wish to deactivate the function, simply program turn on and shut off times to **00:00**.





**Programming: PALMA H**

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Marcas del



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*Teidde*