S – 58

1.   PROGRAMMING METHODS

1.1.   DEFINITIONS

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

►   **Working mode:** when the *machine* is ready to work, that is, the user can request any of the services the machine has to offer.

►   **Machine activated/deactivated:** when the *machine* is programmed so that the sale of products to minors is controlled via radio frequency system, it can be *activated* to sell to adults.

►   **Product selection button**: the name for the buttons that are used to select the product to be purchased.

►   **MDB**: an acronym to define the communication protocol: Multi Drop Bus.

►   **Free sale**: this is the name for the state of the whole machine or any of the channels in the machine when it is possible to obtain a product without having to pay for it; the product is vended for free.

1.2.   PROGRAMMING PROCEDURES

To put the machine into "programming mode" it is necessary to press the "programming button". It is accessible from the hole in the control board cover which is located in the door of the machine.

On pressing the "button de programming", the display shows the following message:

P   O

> The machines that accept vending with a smartcard can be put into programming mode by inserting the master card

When the machine goes from "working mode" to "programming mode" the *display* shows the incident codes, if there are any, or the function **P O**.

There are three ways to advance or recede through the different programming functions

on the menu of the machine:

- Pressing the refund button.

- Pressing the programming button.

- With the master card, for machines that use the smartcard.

> When the machine is in "programming mode" and no action is taken for 65 seconds, it will automatically go back to "working mode"

The number of programming functions the machine has depends on the different payment systems the machine uses.
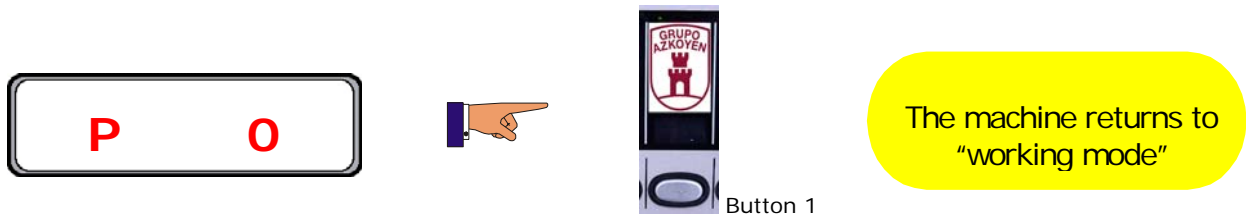
The following table shows all the programming functions and the machines that have them.

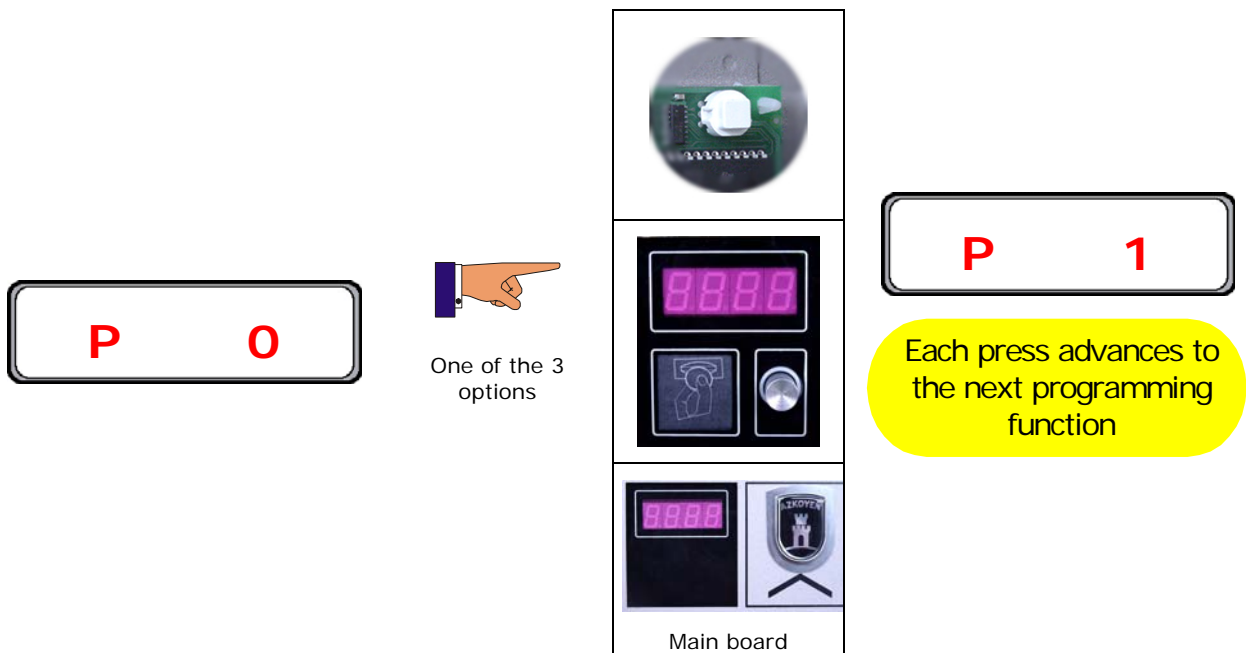| Function	Description	MDB coin changer	Exact price	Card	Protected with a password
000	Exit functions	•	•	•	
001	Empty/fill the change tubes	•			•
110	Money taken per selection	•	•	•	
111	Units sold per selection	•	•	•	
120	Total money taken	•	•	•	
121	Total units sold	•	•	•	
141	Money in cash box	•			
143	Coins in change tubes	•			
161	Sales with smartcard			•	
171	Erase accounting	•	•	•	•
201	Programming prices of selections	•	•	•	•
228	Adult access	•	•	•	•
308	Programming product number code	•	•	•	•
401	Machine code	•	•	•	•
474	Password entry	•	•	•	
475	Change password	•	•	•	•
478	Identify smartcards			•	•
482	Programming RS232 code number	•	•	•	•

1.3.   FUNCTIONS IN THE PROGRAMMING MENU

The following is an explanation of the functions that appear after the "programming button" is pressed to go from "working mode" to "programming mode".

Function 000 <<EXIT FUNCTIONS>>. This function is used to go from "programming mode" to "working mode".

P O	👉 Button 1	The machine returns to "working mode"

Also:

P O	👉 One of the 3 options	**P 1**
	Main board	Each press advances to the next programming function

ⓘ   When the machine goes from "programming mode" to "working mode", the incident log, if it exists, will be reset and the incidents erased

ⓘ   After 65 seconds of inactivity, the machine will automatically go back to "working mode"

Function 1 <<EMPTY CHANGE TUBES>>. It allows you to load or unload the coins into the change tubes of the coin changer.
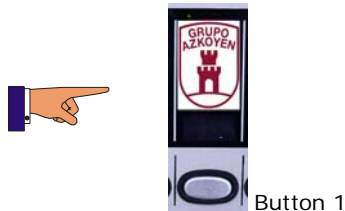
Button 1

dE.LL

Press the button of the change tube you wish to extract coins from

Load the coins by inserting them through validator

Function 110 <<MONEY TAKEN/SELECTION>>. Pressing the product selection button of the product you wish to consult will show its value of sales on the *display*. To show the figure on a 4/digit display, it is shown in two parts: first the MSB, the upper digits of the number and then the LSB, the lower digits of the number. Example: the figure 37450 is shown by showing 03 first and then 7450.

Buttons 1 to 8

SE.n°

03

If the value is 00, the display will not show it
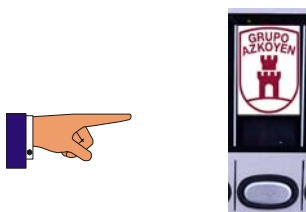
Buttons 1 to 8

7450

The display shows the 4 low value digits LSB

Repeat the operation with the rest of the buttons

One of the 3 options

P 110

Main board
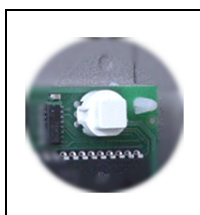
When the figure reaches the number 999999, the next number is 0
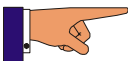
Function 111 <<UNITS SOLD/SELECTION>>. Pressing the product selection button of the product you wish to consult will show the number of units sold on the *display*.
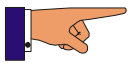
Buttons 1 to 8

**SE.n°**   **7892**

One of the three options

P 111

Main board

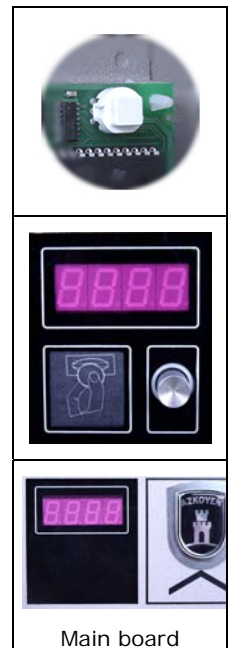When the figure reaches the number 999999, the next number is 0

Function 120 <<TOTAL MONEY TAKEN>>. It shows the value of the money taken from sales. To show the figure on a 4/digit display, it is shown in two parts: first the MSB, the upper digits of the number and then the LSB, the lower digits of the number. Example: the figure 374510 is shown by showing 37 first and then 4510.
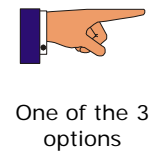
Button 1

SE.n°
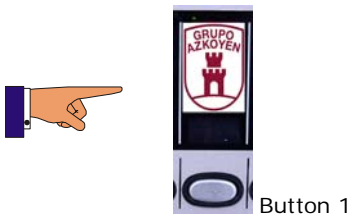
37

If the value is 000, the display will not show it

Button 1

4510

The display shows the 4 low value digits LSB

One of the 3 options

Main board
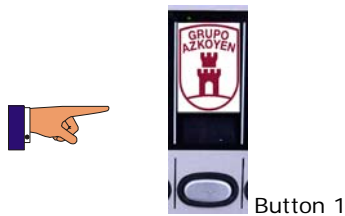
P 120

When the number reaches 4999995, in machines with 5 buttons, or 7999992, in machines with 8 buttons, the next number is 0

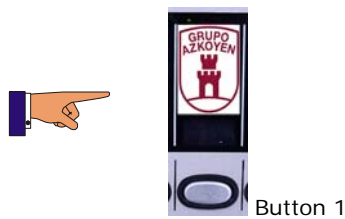**Function 121** <<TOTAL UNITS SOLD>>. It shows the total number of units sold. To show the figure on a 4/digit display, it is shown in two parts: first the MSB, the upper digits of the number and then the LSB, the lower digits of the number. Example: the figure 74510 is shown by showing 7 first and then 4510.
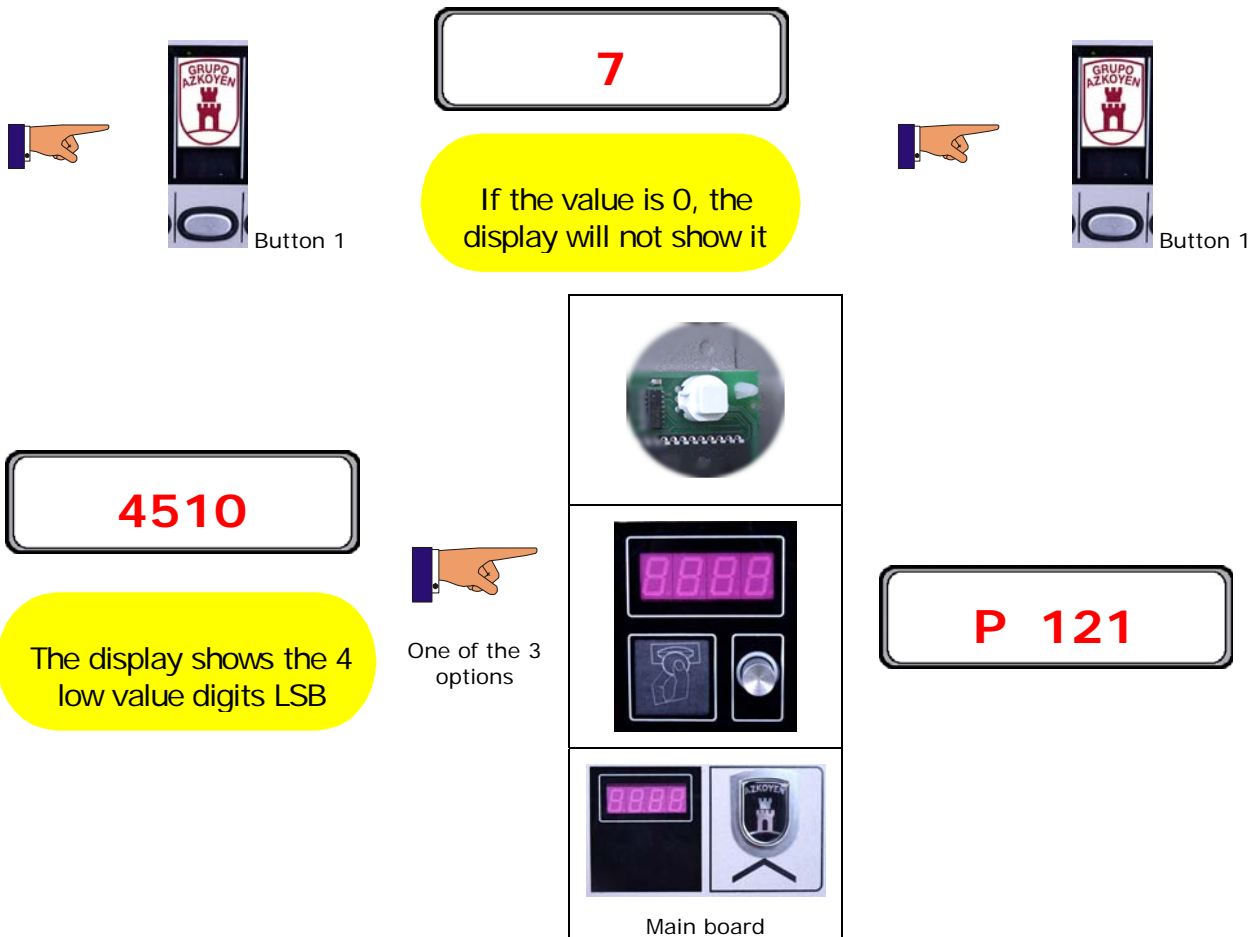
7

Button 1

If the value is 0, the display will not show it

Button 1

4510

The display shows the 4 low value digits LSB

One of the 3 options

Main board

P 121

When the number reaches 4999995, in machines with 5 buttons, or 7999992, in machines with 8 buttons, the next number is 0

Function 141 <<MONEY IN CASHBOX>>. It shows the value of the coins in the *cash box*. To show the figure on a 4/digit display, it is shown in two parts: first the MSB, the upper digits of the number and then the LSB, the lower digits of the number. Example: the figure 3742510 is shown by showing 374 first and then 2510.

Button 1

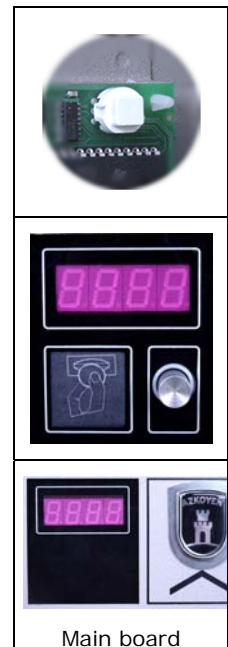SE.n°
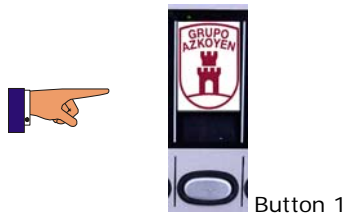
374

If the value is 0000, the display will not show it

2510

Button 1

The display shows the 4 low value digits LSB

One of the 3 options

Main board
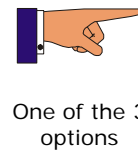
P 141

*When the number reaches 16777216, in machines with* coin changer, *the next number is 0*

Function 143 <<COINS IN TUBES>>. It shows the value of the coin and then the number of coins in the change tube.

Button 2

| 5 | 18 |

Button 2

| 20 | 24 |

Repeat the operation to see the next change tubes

One of the 3 options

Main board

P 143

For the machine not to show the message "exact amount", the coin changer must have a minimum of 5 coins in each change tube and the sum of all the coins in the tubes must be equal to or more than the maximum price programmed on the machine minus the value of the lowest value coin accepted by the machine

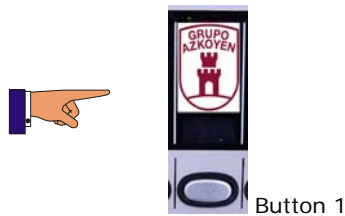**Function 161** **<<MONEY TAKEN/SMARTCARD>>**. It shows the value of the sales for vends using the smartcards.

tA 1
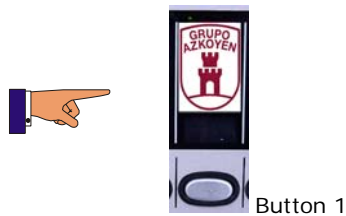
Smartcard 1

Button 1

12

The two upper digits
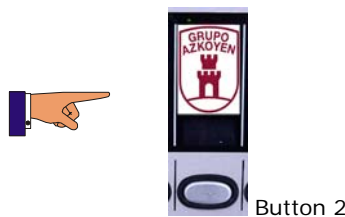
If the value is 00, the display will not show it

1354

The four lower digits

Button 1

1354

The four lower digits
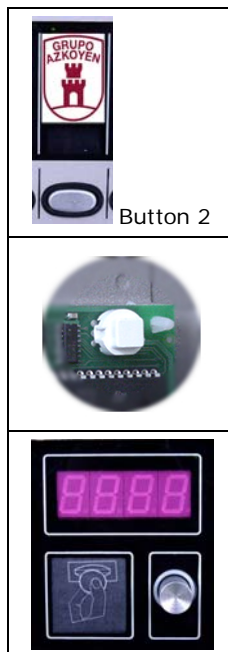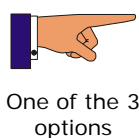
tA 2

Smartcard 2

Button 2

49

The two upper digits

If the value is 00, the display will not show it

Button 2

3687

The four lower digits

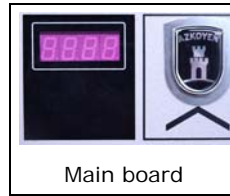Repeat the operation to see the next smart cards

One of the 3 options

F 161
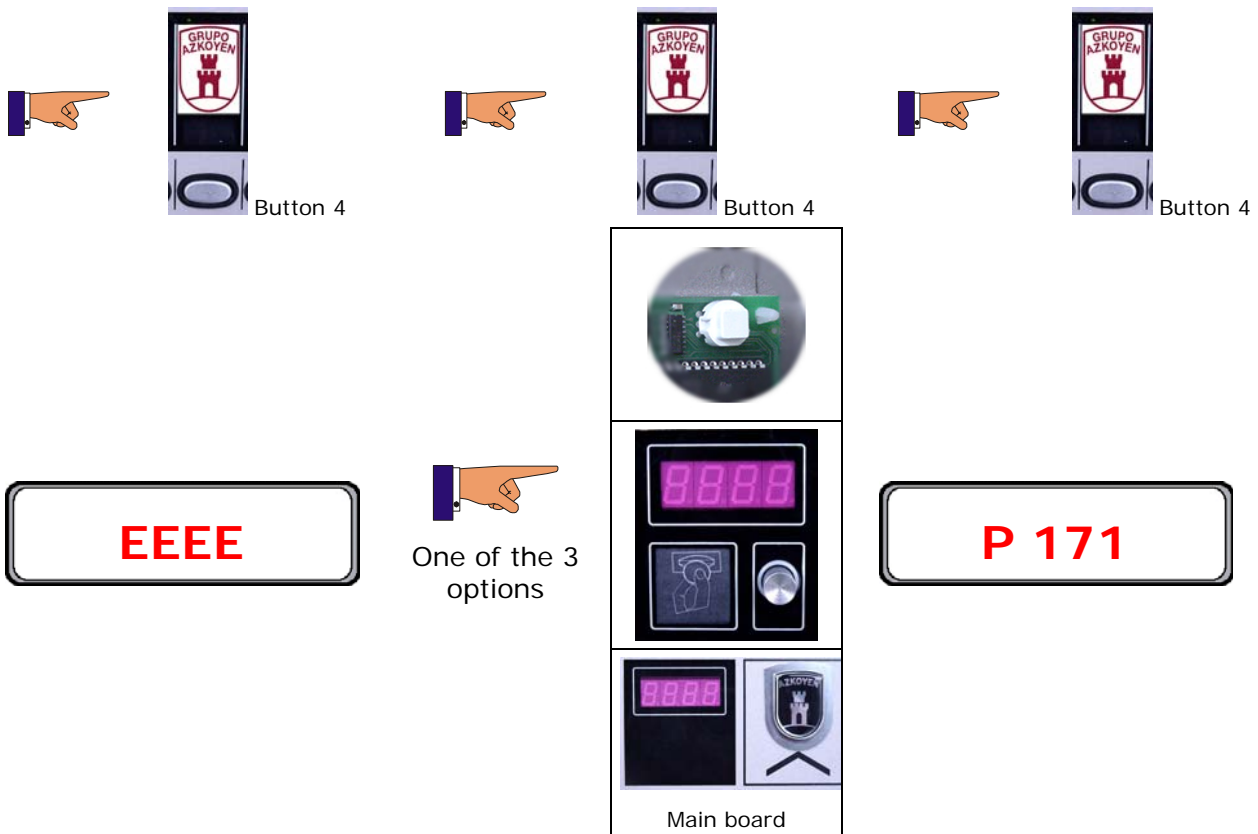
Main board

The machines will work with a maximum of 10 smartcards

When the figure reaches 999999, the next number is 0

Function 171 <<DELETE ACCOUNTING>>. It resets the value of all the accounting data to zero.

Button 4

Button 4

Button 4

EEEE

One of the 3 options

P 171

Main board

Function 201 <<PROGRAMMING PRICES OF SELECTIONS>>. It allows you to programme the prices of the different product selections.

Button 1

| SE 1 | 1,20 |

Button 1

| 1,20 |

The digits flash

Button 1: units

Button 2: tens

Button 3: hundreds

Button 4: thousands

One of the 3 options
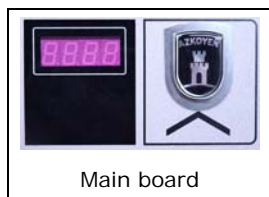
Save the price

Main board

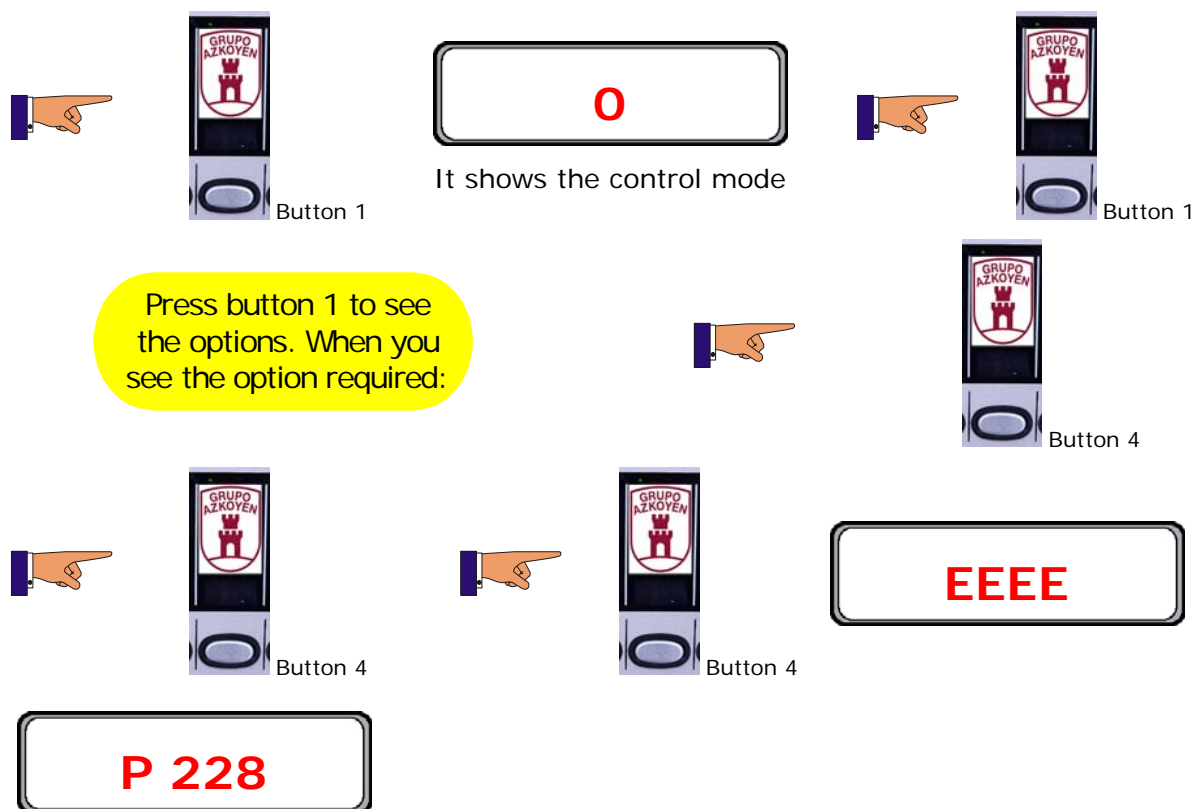Repeat the operation for all the selections you wish to programme

One of the 3 options

| P 201 |

Main board

Function 228 <<ADULT ACCESS>>. It allows you to activate one of the systems the machine has to control the access of minors to the machine.

Button 1

O

It shows the control mode

Button 1

Press button 1 to see the options. When you see the option required:

Button 4

Button 4

Button 4

EEEE

P 228

The options the machine has are:

0   no adult token or radiofrequency system.

1   with adult token but not radiofrequency system.

2   no adult token but with radiofrequency system.

3   with adult token and with radiofrequency system.
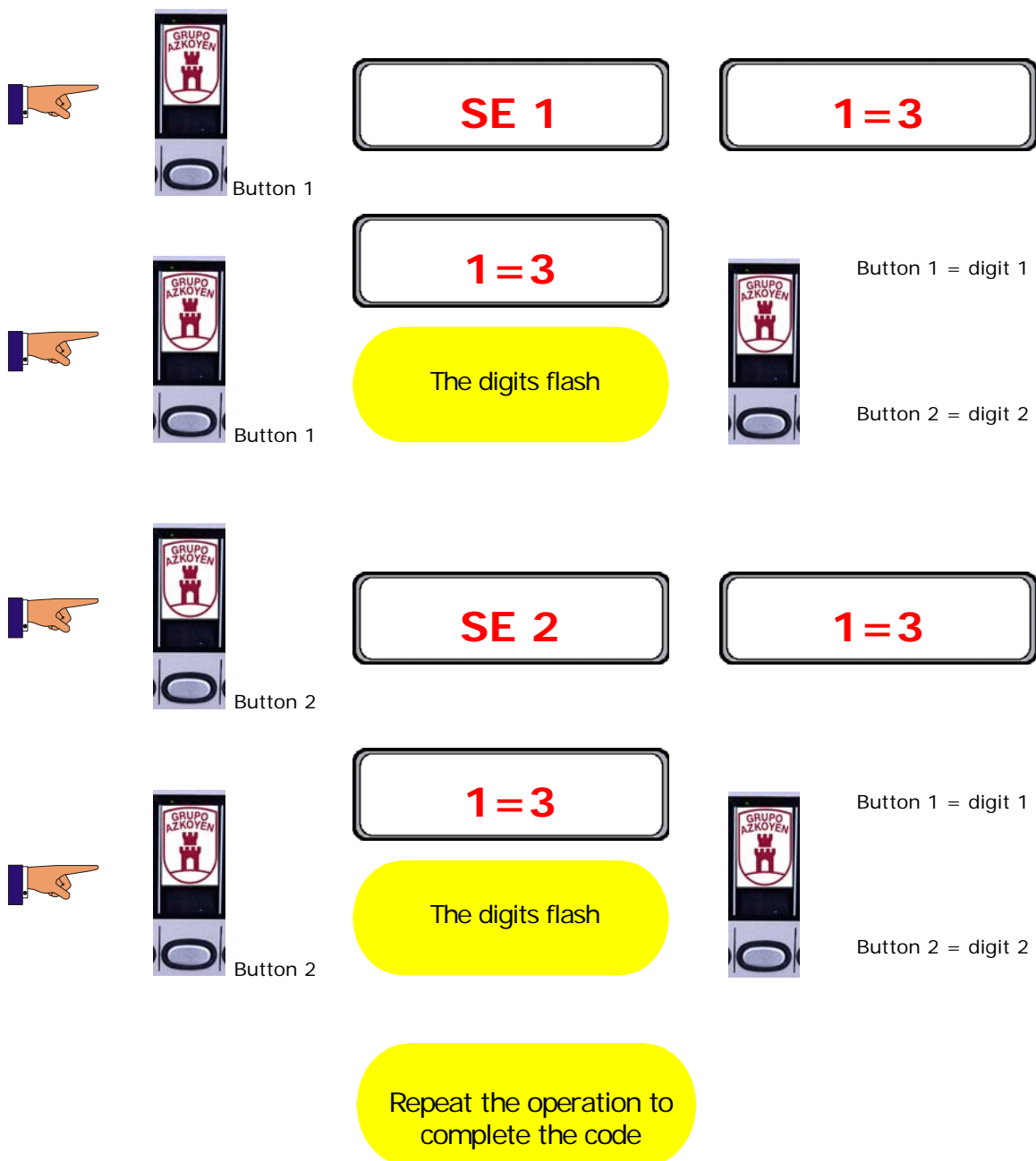
The factory default programming is 2: with radiofrequency

Function 308 <<**PROGRAMMING PRODUCT CODE NUMBERS**>>. It allows you to programme a product code for each button.

Codes of 8 and 13 digits can be programmed, the first number the display shows is the position of the digit to be programmed and the second is the value of that digit. Example: a packet of cigarettes has the code 84160409. To programme the first digit, the 8, the display must show 1=8; to programme the second digit, the 4, the display must show 2=4; to programme the third digit, the 1, the display must show 3=1 and so on until the code is entered.

Button 1

SE 1

1=3

Button 1

1=3

The digits flash

Button 1 = digit 1

Button 2 = digit 2

Button 2

SE 2

1=3

Button 2

1=3

The digits flash

Button 1 = digit 1

Button 2 = digit 2

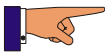Repeat the operation to complete the code

One of the 3 options

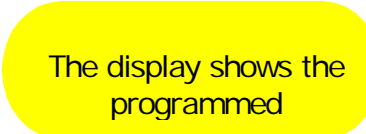P 308

Main board

Pressing button 4 erases, one by one, the digits in the programmed code

Function 401 <<MACHINE CODE>>. This option is to programme the payment system the machine has installed.

Code	Payment system
0	Coin changer with MDB protocol
1	Exact price coin validator
2	Smartcard reader

Button 1

1

The display shows the programmed

Button 4   Button 4   Button 4

| EEEE |

The machine returns to working mode

If the machine loses its programming, it is reset to 0

Function 474 <<ENTRY PASSWORD>>. From this function, and after entering the correct password, the hidden programming functions are accessed.

Button x = first digit of the password

| EEEE |

| P 474 |

Button y = second digit of the password

If the password is correct

Button w = third digit of the password

| Err |

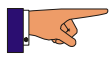| P 474 |

Button z = forth digit of the password

If the password is NOT correct

Function 475 <<CHANGE PASSWORD>>. It allows you to change the password that accesses the hidden programming functions.

Button x = first digit of the password

Button y = second digit of the password

Button w = third digit of the password

Button z = forth digit 4° of the password

| EEEE |

| Int 2 |

Repeat the password
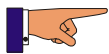
Button x = first digit of the password

Button y = second digit of the password

Button w = third digit of the password

Button z = forth digit 4° of the password

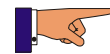| EEEE |

To erase a programmed password:

Button 1   Button 1   Button 1   Button 1
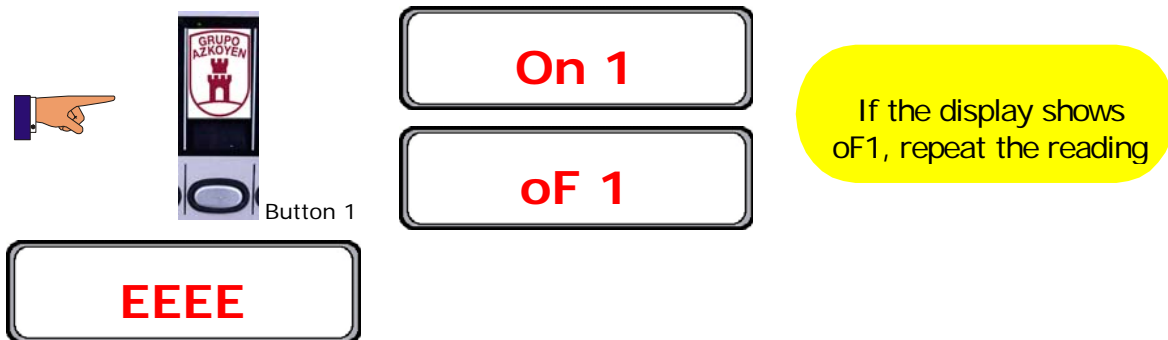
| Int 2 |

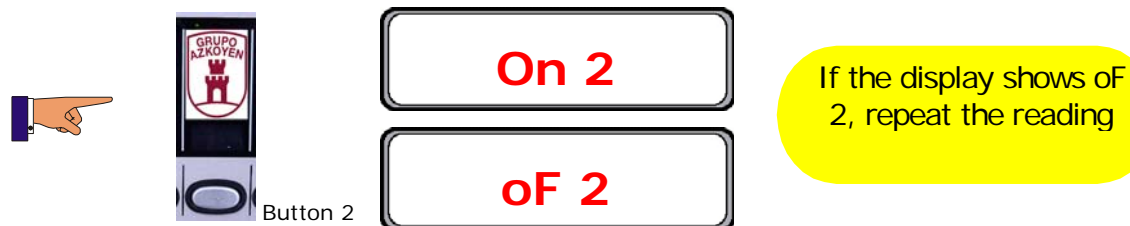Repeat the 4 presses

| borr |

| P 475 |

If the machine losses its programming, the password is erased

> There is no default factory programmed password on the machines

Function 478 <<IDENTIFY SMARTCARDS>>. It allows you to programme the machine to recognise the smartcards used for purchasing products.

| **On 1** |
| **oF 1** |

Button 1

> If the display shows oF1, repeat the reading

| **EEEE** |

> Indicates the card is activated

| **On 2** |
| **oF 2** |

Button 2

> If the display shows oF 2, repeat the reading

ⓘ Smartcard 1 is always "master" and it allows you to:

Put the machine in "programming mode"

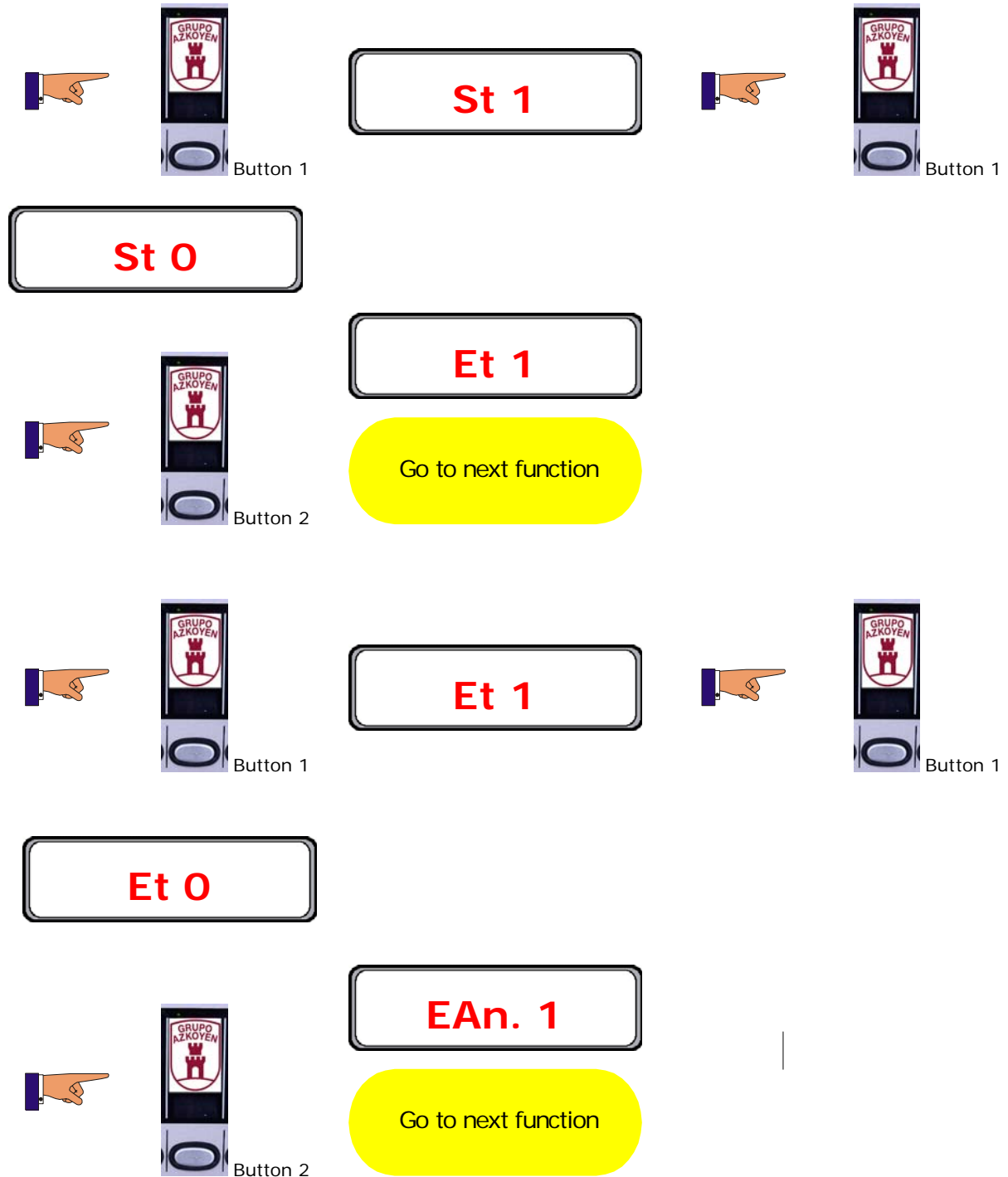It is used as the programming button

Validate a password

ⓘ When activating smartcards, if a smartcard is already programmed, the display will show its number«== 3».

- To go to the next smartcard, press selection button 2.

- To deactivate a smartcard, press button 4.

Function 482 <<PROGRAMMING RS232 CODE NUMBER>>. The machine needs the number in this function to communicate with certain electronic cash registers.

St 1

Button 1   Button 1

St 0

Et 1

Go to next function

Button 2

Et 1

Button 1   Button 1

Et 0

EAn. 1

Go to next function

Button 2

Repeat the operation to access the rest of the values

The programmable values are:

«St n°»	0=do not transmit STX,	**1=transmit STX**.	
«Et n°»	0=do not transmit ETX,	**1=transmit ETX**.	
«EAn. n°»	0=do not transmit EAN,	**1=transmit EAN**.	
«Cr n°»	**0=do not transmit CR,**	1=transmit CR.	
«LF n°»	**0=do not transmit LF,**	1=transmit LF.	
«bAd. n°»	0= 4800 bauds,	**1=19600 bauds.**	
«bit. n°»	**0=7 bits,**	1=8 bits.	
«PAr. n°»	0=no parity		
	1=parity even		
	2=parity odd		
	3=parity 0		
	4=parity 1		

If the machine loses its programming, it will be reset to the values with
BOLD text

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H O S T E L E R Í A

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