PRODUCT SUPPORT GROUP

Directions for Updating Software on Merchant Classic Snack

Before performing this procedure, perform a final DEX read, or manually record sales data and any special settings for future reference. Updating software will lose all data and settings.

- 1. Turn Power Off to machine. (Main Power Switch).
- 2. Loosen Top Screw to Black Plastic Circuit Board Cover and flip plastic cover down to access the board.
- 3. Plug the Data Key onto J9A (top left corner connector) on the Main Controller Board.
- 4. Apply Power to Machine. (Main Power Switch).
- 5. After Machine "Initializes" and shows "Ready", press the "Mach Config Button" on the service keypad.
- 6. Press the Down Arrow (5) Times on the service keypad until the screen shows "Serial Flash".
- 7. Press the "Edit" button one time on the service keypad.
- 8. The Screen shows "Firmware"> Press the "Edit" button one time on the service keypad.
- 9. The Screen shows:

Image Info

Load Firmware

Delete Firmware

- 10. Use the "Down" arrow one time on the service keypad to highlight and select "Load Firmware"
- 11. Press the "Edit" button one time on the service keypad.
- 12. The screen shows:

"Are you sure you want to load this image from the disk?

Cancel = Exit Continue = *

13. Press the "Test" or * button one time on the service keypad to begin download.

The Download begins. (Download takes about 2 ½ to 3 minutes).

Upon Completion of Download-Machine goes back to "Ready".

- 14. Turn Power Off to machine. (Main Power Switch).
- 15. Remove Data Key from Main Controller.
- 16. Remove battery from main controller for 1 minute, and then reinsert battery.
- 17. Reattach black plastic Circuit Board Cover.
- 18. Apply power to machine. (Main Power Switch) Allow machine to "Initialize" and say "Ready", Software update is complete
- 19. Reset all prices, options, custom settings and messages
- 20. Test machine with money before leaving

Note: Updating Software WILL Effect any previous machine settings, prices, or sales data, Reprogramming will be necessary.

