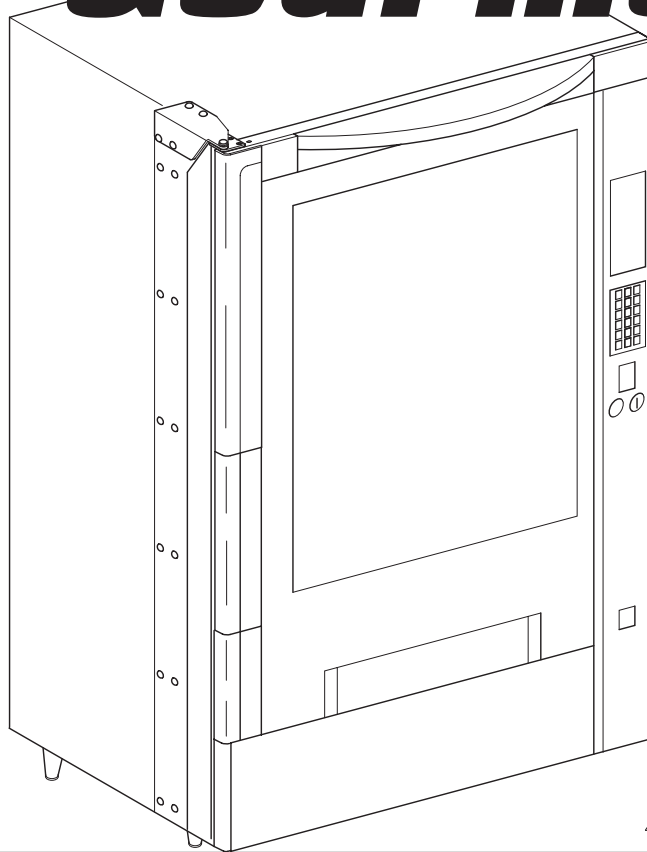


4550000

Model 455



Frozen Gourmet



455cover

Programming Guide

CRANE MERCHANDISING SYSTEMS A Crane Co. Company
NATIONAL VENDORS

12955 Enterprise Way
Bridgeton, Missouri 63044-1200
(314) 298-3500

www.nationalvendors.com

4550000

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SOFTWARE VERSION: 158.17U

This machine has been engineered to our own rigid safety and performance standards. It has been designed to comply with sanitation and health guidelines recommended by the Automatic Merchandising Health-Industry Council (AMHIC) and it conforms with all other NAMA safety recommendations.

This machine has been manufactured in accordance with the safety standards of both Underwriter's Laboratories and the Canadian Standards Association. To maintain this degree of safety and to continue to achieve the level of performance built into this machine, it is important that installation and maintenance be performed so as to not alter the original construction or wiring and that replacement parts are as specified in the Parts Manual. Your investment in this equipment will be protected by using this Programming Guide, the Setup and Operator's Guide, and the Parts Manual in your operation, service and maintenance work. By following prescribed procedures, machine performance and safety will be preserved.

***Crane Merchandising Systems Parts and Support
Phone Numbers:***

Parts: 1-800-621-7278

Service: 1-800-628-8363

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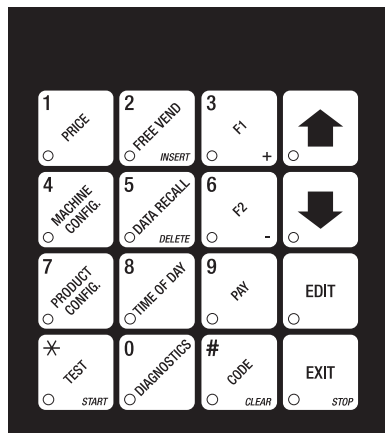
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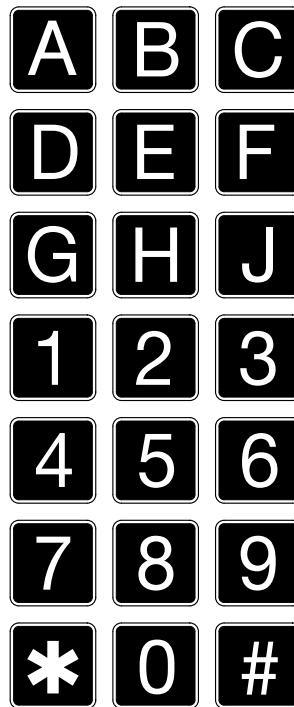
Introduction

How to program your merchandiser:

Some setup, test, and maintenance operations are computer controlled. The control panel switches and the selection panel switches regulate these operations.



Control Panel



157p0248

Selection Panel

Frozen Gourmet Programming Guide

The Displays

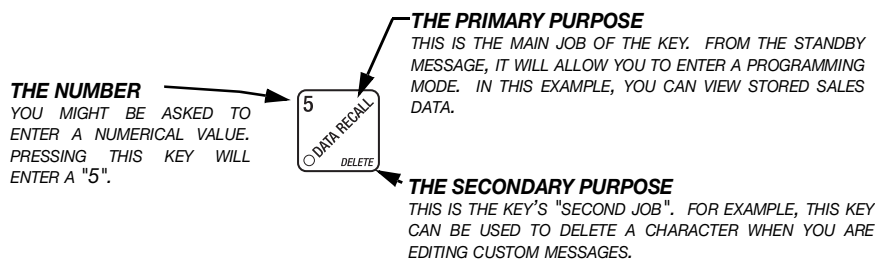
The 10-character display performs two functions, and is referred to in this book as "the display":

1. It shows the customer's selection and how much credit is in the machine, as well as the ready, service, and time of day messages.
2. It provides information and feedback to the service person during maintenance.



The Function Keys

The keys on the control panel can be used for up to three things:



Other Keys

The MOVEMENT keys on the control panel let you move inside a mode, and back and forth between modes.



or

These keys are your "legs", which let you move up and down the list of tasks. They let you continue from one step to the next in programming procedures.



or

These are your "activate" or "choose" keys. They "open a door" to additional information and lets you begin a programming task once you are inside of a mode. Sometimes, it is used as a toggle switch to show you your choices during a programming task.



or

These keys can be used before running a function, or to choose "ALL" in a multiple selection.



or

These are your "end" keys. Pressing one of them one or more times will move you back to the start of the mode, or all the way back to the standby message.

One Last Thing:

When you see the word **CONTINUE** at the end of a function, it means to press

until you return to the standby message.



Frozen Gourmet Programming Guide

Control Panel Switches Explained

Each of the control panel switches has one or more jobs to do. This list will give you a short overview of those jobs.



Press this button to put your machine into the Price Setting mode. You can see maximum and minimum machine prices, and change prices for entire machine, entire tray, or individual selection.



Press this button to select the Free Vend modes.



Press this button to view the temperature of a cold unit, or software version number.



Press this button to:

- Select display language
- Select coin mechanism and options
- Select bill validator and options
- Select card reader and options
- Select monetary options
- Set winner feature



Press this button to view total sales and vends by whole machine, tray, or selection. Clear resettable data.



Press this button to:

- Download data into your portable data collection device (PDCD), **OR**
- Set printer baud rate, depending upon which device you are using



Press this button to:

- Set machine configuration
- Set which trays are active
- Couple and uncouple motors
- Set cold unit temperature
- Set defrost times



Press this button to:

- Set time of day
- Set day, month, year
- Set up time of day intervals for inhibit, freevend, and discount vending
- Select display messages
- Edit messages



Press this button to pay one or more coins from the coin mechanism.



- Allows you to see any fault or condition that may place the machine out of service



Press this button to:

- Perform TEST VENDS
- Test machine functions
- Test displays



Press this button to:


- Enter the SUPERVISOR mode
- Change the SUPERVISOR access code
- Configure DEX
- Change special access codes
- Lock and unlock access to functions

Frozen Gourmet Programming Guide

Programming Functions




GAIN ACCESS TO THE SUPERVISOR MODE

1. Press . The display shows: *ENTER CODE*. You must enter the four-digit supervisor code within 6 seconds to gain access.


NOTE

A new machine has a factory-set supervisor code of **0000**.

2. When you have entered the right code, you will hear two beeps and see *UNLOCKED* in the display. After a few moments, the standby message returns.
 3. At the standby message, press . You are now ready to perform various supervisor functions.
-



ENTER A NEW SUPERVISOR CODE

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press  until the display shows *SUPER XXXX*. The X's represent the current supervisor code. Use the number keys to enter a new code.


IMPORTANT!

If you enter a new code, be sure to keep a written record of it. There is no other way to access the SUPERVISOR mode.

3. CONTINUE.
-



ENTER A FREEVEND CODE


1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press  until the display shows *FREE XXXX*. The X's represent the current freevend code. Use the number keys to enter a new code. This code is used with the **FREE WITH KEY** freevend mode. If the code is anything other than "0000", it must be entered after the key lock is turned in order to enable one free vend.
3. CONTINUE.

Frozen Gourmet Programming Guide





ASSIGN A CODE TO VIEW DATA WITHOUT OPENING THE DOOR

If the proper non-zero code is entered, sales data can be viewed by machine, tray, or selection without opening the machine's door.

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
 2. Press  until the display shows *NR XXXX*. The X's represent the currently entered code. Use the number keys to enter a new code, if desired.
 3. CONTINUE.
-



LOCK OR UNLOCK MODE OR PAYOUT KEYS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press  until the display shows either *X. LOCKED* or *X. UNLOCKED*. "X" refers to the number or character shown on the mode or payout key in question (1 through 9, # and *). To see if a key is locked or unlocked, press that key.
3. Press  to change between locked and unlocked. When anyone other than the supervisor tries to enter a locked mode, the display shows *LOCKED*.

NOTE

The following mode keys cannot be locked out:




4. CONTINUE.

Frozen Gourmet Programming Guide



SET DATA COLLECTION METHOD

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.

2. Press  until the display shows one of the following:

PRINTER means that data will be sent directly to a printer. **SELECT PRINTER BAUD RATE**, page 6.

- OR -


DEX ONLY means that data remains in memory after it is downloaded into a portable data collection device. See **SET DEX OPTIONS**, page 7.

- OR -

DEX + CLR means that resettable data is cleared after it is downloaded into a portable data collection device. See **SET DEX OPTIONS**, page 7.

- OR -

NR. DEX - a special DEX option. All sales data will become non-resettable. **Consult your DEX supplier before choosing this option.**



3. Press  to switch between the three choices.
 4. CONTINUE.
-



SELECT PRINTER BAUD RATE (PRINTER MODE ONLY)

BAUD RATE

The speed of data transfer, expressed in bytes per second. Your printer can receive data at a certain rate, and you must tell the printer what that rate is.


1. Press . One of the following is displayed:
BAUD 1200, BAUD 2400, BAUD 4800, BAUD 9600
2. Press  until the correct baud rate for your printer is displayed.
3. CONTINUE.

Frozen Gourmet Programming Guide



SET DEX OPTIONS (DEX MODE ONLY)


1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**, page 4.

2. Press . The display shows one of two resettable bill validator totals transmitted to the DEX device:


CA 304 = N.C. - the value of bills in the stacker will be transmitted in a cash format. For example: **200** for two dollars. (This is the default setting.)

- OR -

CA 304 = N.D. - the value of bills in the stacker will be transmitted in a dollar count format. For example: **2** for two dollars.

3. Press  to switch between the two choices. Consult your DEX handheld supplier for the proper settings for your machine.


NOTE: If your bill count is incorrect, the CA304 setting may be wrong. Try using the other setting.

4. Press  until the display shows one of the following two date/time options:

LAST.VND.ON - the DEX device will transmit the date and time of the last vend for each selection.

- OR -

LAST.VND.OFF - the DEX device will **NOT** transmit the date and time of the last vend for each selection. (This is the default setting)

5. Press  to switch between the two choices.


6. CONTINUE.
-



LOCK OR UNLOCK DATA CLEARING ACCESS

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**.
2. Press until the display shows either **#. LOCKED** or **#. UNLOCKED**. LOCKED means that non-supervisors cannot clear resettable machine sales and vend data

from the  key.

3. Press  to switch between **#. LOCKED** and **#. UNLOCKED**.




NOTE: The supervisor can clear data regardless of this setting, provided the supervisor code was correctly entered first.

4. CONTINUE.
-

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SET TALKER MODE

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE**, page 4.
2. Press , then  until the display shows *TALK ON* or *TALK OFF*.
3. Press  to turn the talker option ON or OFF.




NOTE

Talker hardware must be installed for this to work.

4. CONTINUE
-



SELECT COIN MECHANISM

1. Press , then press  until the current **COIN MECHANISM** is shown in the display. Press  to choose the desired coin mechanism. Your choices are:
DUMBMECH, MDBMECH, EXECMECH, or NOMECH
2. Proceed to **SELECT MONETARY OPTIONS**, page 11, to customize your coin mechanism choice.

NOTE

Depending upon your choice of coin mechanisms, some displays may not appear.

3. CONTINUE.

Frozen Gourmet Programming Guide



SELECT BILL VALIDATOR

1. Press , then press  until one of the following is displayed:

NO DBV

- No bills will be accepted or there is no bill validator installed (you can exit the function).

*SER.1.2.5.10.
20*

- The serial bill validator is selected and will accept \$1, \$2, \$5, \$10, and \$20 bills. Use BILL SELECTION METHOD below to change the bills which will be accepted.

*MDB.1.2.5.10.
20*


- A standard MDB bill validator is selected. It will accept \$1, \$2, \$5, \$10 and \$20 bills. Use BILL SELECTION METHOD below to change the bills which will be accepted.

- BILL SELECTION METHOD:

The standard \$1, \$2, \$5, \$10 and \$20 bills are enabled by pressing the **1, 2, 5, 6, or 7** key(s), respectively, to display which bill(s) will be accepted.

MDB. <>*


An MDB bill validator which accepts coupons or non-standard bills (normally used for non-U.S. currency) is connected and

- operating. Press  to enter list of bills. See BILL LIST

OPERATION. See **INITIAL SETUP OF NON-STANDARD BILL VALIDATOR**.

INITIAL SETUP OF NON-STANDARD BILL VALIDATOR:

Connect the bill validator, select MDB in the bill validator selection screens. The standard *MDB.1.2.5.10.20* screen will appear first. Exit the



bill validator setup by pressing . Bill


information is now collected from the validator. Re-enter the bill validator selection screen and the non-standard screen *MDB. <*>* will appear.


Frozen Gourmet Programming Guide

1. 1.00 ON

BILL LIST OPERATION:

Use  and  to scroll through the list of bills.

Use  to turn the bill acceptance ON or OFF.

Use  to move up to the top level screen.

1.1.00 ON

1. =Bill validator channel 1, each bill has its own channel

1.00=Bill value

ON = \$1.00 bill will be accepted

1.1.00 OFF


OFF = \$1.00 bill will not be accepted

TKN

- Token bills (same as coupon bills)

PULSEDBV

- The pulse bill validator will accept \$1 bills.

2. Press  to choose the desired option.

3. Proceed to **SELECT MONETARY OPTIONS**, page 11, to customize your bill validator choice.



NOTE


4. Depending upon your choice of bill validator, some displays may not appear.

5. CONTINUE.



SELECT CARD READER

1. Press , then press  until the current card reader is shown in the display.

press  to choose the desired card reader.

2. Your choices are: *NOCARD*, *DUMBCARD*, or *MOBCARD*.

3. Proceed to **SELECT MONETARY OPTIONS**, page 11, to customize your card reader choice.

NOTE

Depending upon your choice of card reader, some displays may not appear.

4. CONTINUE.

Frozen Gourmet Programming Guide



SELECT MONETARY OPTIONS

Certain options can be selected, depending upon which monetary devices you have selected.

This function lets you:

- Set change returning criteria
- Set overbuy options
- Set declining balance
- Set last bill stacking options
- Set currency acceptance on low change
- Set card reader revalue options

1. Press , then press  until the display shows *CHANGE X.XX*.


X.XX represents the largest denomination coin or bill that will be changed without a purchase. Any non-zero value here will return all escrowed coins. (Each coin denomination for which the coin mech has a tube is called an **ESCROWED** coin because it can be returned.) When the coin return button is pressed, all coins inserted will be returned provided there is a coin mech tube for each of those coins, **EXCEPT** in the forced vend mode.

Some examples:

CHANGE 0.00 - Forced vend; NO change returned without a purchase.


CHANGE .25 - Returns change for all escrowed coins. For international coin sets, this would also provide change for any non-escrowed coins less than or equal to 25.

CHANGE 1.00 - Bills and non-escrowed coins less than or equal to \$1.00 will be changed without purchase. All escrowed coins are returned.

2. Press  until one of the following is displayed:
3. *ACC <\$\$ X.XX* - Accept any bill of value \$X.XX or less, regardless of available change. Hold the last bill which meets or exceeds maximum price in escrow. (This setting is normally used.)

- OR -

4. *ACC.STK X.XX* - Accept any bill of value \$X.XX or less, regardless of available change. Immediately stack the last bill.
5. **Example: If setting is *ACC.STK 1.00*** and maximum price is \$1.50. This setting will immediately stack the second \$1.00 bill inserted.

6. Press  to display the desired choice.

7. The value of "X.XX" has two purposes:
 - a. The value of "X.XX" tells the machine how big a bill or coin to accept even though there is not enough change in the coin mech to cover all possible pay-backs.
For example, enter 1.00. Therefore, the machine will take a dollar bill or coin even though there is less than \$1.00's worth of change. Entering 5.00 tells the machine to take a five even though there is less than \$5.00's worth of change, and so forth.

NOTE

Frozen Gourmet Programming Guide

This could cause a customer to be short-changed.

Entering **0.00** means that bills or coins not held in escrow or in a tube will only be accepted if there is enough change to cover them.

- b. The value of "X.XX" tells the machine how much the customer is allowed to overbuy a product. The customer will be short-changed when an overbuy occurs. **Example:**

For a value of \$0.25: if there is no change in the machine and the customer inserts a \$1.00 bill. The customer can purchase a product for \$0.75 even though the change cannot be paid back. The customer will be short-changed. Normally a purchase will not be approved unless all change can be paid.


Entering 0.00 means that the vend will only be approved when the correct change can be returned (overbuy disabled).

8. Press  until the display shows: *LOW.MSG X.XX*. The display will show *USE*

EXACT CHANGE when the amount of available change in the coin mechanism falls below the value of "X.XX". Enter a value with the number keys. For example, if *LOW.MSG 1.00* is displayed, the *USE EXACT CHANGE* message is displayed when less than a dollar's worth of change is in the coin mechanism.


**DECLINING
BALANCE:**


Once credit is established, multiple vends may occur until the coin return is pressed.

9. Press  until one of the following is displayed:
10. *DECLINE.ON* - More than one vend is allowed, with a declining balance.

- OR -


11. *DECLINE.OFF* - A declining balance is not allowed.

12. Press  to display the desired choice.

13. Press  until one of the following is displayed:

14. *REVALUE.ON* - Allows credit to be transferred onto the card

15. *REVALUE.OFF* - Credit cannot be transferred to the card

16. Press  to display the desired choice.

17. CONTINUE.





Frozen Gourmet Programming Guide



SET UP WINNER MODE



WINNER

At preselected intervals, a customer may receive a refund for a selection. You can select the intervals and qualifying selections.

1. Press , then press  until one of the following is displayed:
2. **WINNER OFF** Winner function is disabled.
- OR -
3. **WINXXX** Winners are allowed at certain intervals, represented by "XXX".
4. Press  to display the desired choice.
5. If you selected **WINNER OFF**, you can exit the function.
6. The display shows **WIN XXX**. XXX represents the number of vends which must occur per each winner vend. For example, an interval number of 50 means that a winner can happen any one time during the next 50 vends. Using the number keys, enter an interval number between 10 and 9999.
7. Press . The display shows * - - - - - . The dashes in the display represent which trays are allowed winners. Press the appropriate letter key to enable a tray, press the key again to disable it. For example, pressing A, C, and E will cause the display to look like this: * **A** - **C** - **E** - - - -, meaning that some or all A, C, and E selections can have a winner. See **ADVANCED OPTIONS**, page 14, for more ways to set up winners.
8. CONTINUE.


Frozen Gourmet Programming Guide


ADVANCED OPTIONS

- Press  to enable all available trays.
- Press  to deactivate all trays.
- Press a selection number, then its letter to activate an individual selection.

EXAMPLES . . .



You want to enable winners on all trays except E and F. Do the following:

- Press . The letters **A** through **F** appear in the display instead of the dashes.
 - Press "E" and "F". The letters **E** and **F** in the display are replaced by dashes.
- You want to enable winners on selections **A3** and **B2** only. Do the following:

- Press  to deactivate all trays.
- Press **3** and **A** (**NOTE THE NUMBER IS PRESSED FIRST!**).
- Press **2** and **B**.



SELECT DISPLAY LANGUAGE

- Press . The currently selected display language is shown in the display.
- Press  to choose the desired language. Your choices are: **ENGLISH**, **DEUTSCH**, **FRANCAIS**, **ESPAÑOL**, **PORTUGUES**, **SWEDISH**, **NEDERLANDS**, or **FINNISH**.

NOTE



The following message appears after every vend (only when SureV-end™ is not operating), and is not translated by selecting a different language: **PRESS ANY KEY TO REOPEN**. To delete or change it, see **EDIT CUSTOM MESSAGES**, page 25 (message M8).



3. CONTINUE.

Frozen Gourmet Programming Guide



SET UP BASIC SUREVEND™ OPTIONS




1. Press , then press  until the display shows one of the following:
SURE.V OFF. Choose this option if you do not want to use the SureVend™ feature.
SURE.V ON. The SureVend™ option is activated.

Press  to choose between these options. If you chose *SURE.V OFF*, you are finished with all SureVend™ functions. Otherwise, continue to the next step.
 2. Press  until the display shows one of the following:
OPT'N SURE.V. If the SureVend™ system has any kind of a failure, the machine will revert to its normal operating mode, bypassing the SureVend™ feature.
MUST SURE.V. If the SureVend™ system has any kind of failure in the main delivery area (not the gum & mint unit), the machine will go temporarily out-of-service until the fault is corrected.
 3. CONTINUE.
-



SET UP THE SUREVEND™ ANTI-JACKPOT FEATURE

The programmable anti-jackpot mode protects against unforeseeable cheating of the SureVend™ system by certain forms of tampering. A SureVend™ empty condition occurs when delivery of the product is not detected, and the customer's money is restored or returned. That selection will go out of service until the next service call. If a certain (user programmable) number of empty conditions occur in a row, the machine will either revert to normal vending or go out of service (depending upon what you selected during **SET UP BASIC SUREVEND™ OPTIONS**, page 15. This condition will remain for a set number of minutes to discourage a possible thief from remaining near the machine.




1. Press , then press  until the display shows *ANTI.JP@ XX*. XX represents the number of empty conditions that can occur in a row before the SureVend™ system is disabled for a certain number of minutes.
 2. Enter the number of empty conditions using the number keys. (Entering **00** disables this feature.)
 3. Press . The display shows *AJP.TMR XXM*. XX represents the number of minutes the SureVend™ system remains disabled after an anti-jackpot occurrence.
 4. Enter the number of minutes using the number keys. (Entering **99** causes the SureVend™ system to remain disabled until the main door is closed after the next service call.)
 5. CONTINUE.
-

Frozen Gourmet Programming Guide





SET REFUND OPTION

If a failed vend occurs, the customer's money may be returned, or the customer's credit could be restored to the machine for another selection.

1. Press , then press  until the display shows one of the following:
FAIL = CRSH. This means that the customer will automatically receive a refund if the vend fails.
FAIL = CRDT. This means that the customer's credit is restored to the machine if the vend fails, allowing another selection to be made. Additionally, the customer can press the coin return to receive a cash refund.
 2. Press  to choose between these options.
 3. CONTINUE.
-



IDENTIFY THE SELECTIONS IN THE MERCHANDISER

1. Press , then press  until the display shows something like this:
RBCDEF. This display means that all trays (A - F) are available for vending. An unavailable tray has its letter replaced by a blank space.
2. Press the appropriate letter to toggle the display on or off.

NOTE

Unconfigured trays will not appear in the diagnostics.





3. CONTINUE.

Frozen Gourmet Programming Guide



COUPLE/UNCOUPLE TRAY MOTORS

Two motors may be electronically coupled to turn together to vend a wide product. In some cases, you may need to connect or disconnect the wire harness from a specific motor. See your Setup Guide for more information. **NOTE:** An even numbered motor (0, 2, 4, etc.) may only be coupled to an odd numbered motor (1, 3, 5, etc.)

1. Press , then press  until the display shows *CPL MTRS*.
2. Press the letter of the tray you want to couple, or press  to couple motors on tray A, then press  to get to the desired tray.

COUPLE ADJACENT MOTORS:

- a. The display shows *+A.+A.+A.+A.*. This display means that on the A tray, all adjacent motors (0 and 1, 2 and 3, etc.) are coupled. **NOTE:** The +s and As represent motor positions 0 through 9.
- b. On the **CONTROL PANEL**, press the EVEN motor number of the pair you wish to couple or uncouple. In our example, to uncouple motors 0 and 1, press 0. The display will now show *A.A.+A.+A.+A.*

COUPLE NON-ADJACENT MOTORS:







- a. Disconnect the motor(s) between the two you want to couple. Consult your Setup Guide for information on how to do this. The display shows *A.A.+A.+A.*. This display means that on the A tray, adjacent motors 0 and 1 are NOT coupled, 2 is coupled to 5, 6 is coupled to 7, and 8 is coupled to 9. **NOTE:** The +s and As represent motor positions 0 through 9. If a motor is disconnected or not present (motors 3 and 4 in this example), its position is replaced by an empty space.
 - b. On the **CONTROL PANEL**, press the motor number of the even motor of the motor pair you wish to couple or uncouple. For example, to uncouple motors 2 and 5, press 2. The + representing motor number 2 changes to a C. Please note that the left motor of a coupled pair **MUST** be an even-numbered motor.
3. CONTINUE.

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SET TEMPERATURE




(SUPERVISOR MODE ONLY)

1. Press , then press  until the display shows $\pm -10^{\circ}F$. This means that $-10^{\circ}F$ is the current temperature setting.
 2. Press  to raise the setting; press  to lower the setting.
 3. Press  to choose between display in $^{\circ}F$ or $^{\circ}C$.
 4. Press  To choose between showing the temp in standby, an apostrophe will appear before the temperature to indicate temperature will show in standby.
-



SET FOOD DOOR DELAY TIME






(SUPERVISOR MODE ONLY)

1. Press , then press  until the display shows *DR.DELAY X*. The “x” represents the time (in seconds) the food door will remain open after a vend. The available range is from 0 to 5 seconds.
2. Press  to set the time.
3. CONTINUE.

Frozen Gourmet Programming Guide






VIEW AND CONTROL DEFROST MODE

1. Press , then press  until the display shows:
 2. *DEFRST -H.MM* or *DEFRST +H.MM*
If a minus (-) sign is displayed, H.MM shows the hours and minutes until the next defrost cycle. If a plus (+) sign is displayed, H.MM shows how long the unit has been defrosting.
 3. Press  to start a manual defrost cycle.
 4. Press  to end a defrost cycle in progress.
 5. Press . The display shows *DEFRST X/DY*. "X" indicates the number of defrost cycles per day (DY). Press again to change the value of X.
 6. CONTINUE.
-




VIEW SOFTWARE VERSION

1. Press , and press  until the display shows *VER XXXXXX*.
"XXXXXX" represents the current software version number.
 2. Press  until you have left the function.
-



SET THE TIME OF DAY

1. Press . The display shows *TIME HH.MM*. "HH.MM" is the time of day in 24-hour format.
2. Enter the current time using the number keys.

NOTE




9:00 am is entered with a leading zero, like this: 0900; 9:00 pm is entered as 2100.

3. CONTINUE.

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SET THE DATE

1. Press , and press  until the display shows *MM/DD/YY X*. “MM” is the month, “DD” is the date, “YY” is the year, and “X” is the numbered day of the week.
 2. Enter the current month, date, and year using the number keys. The day of the week number will be calculated for you based on the date you enter. For example, press the following keys to enter June 22, 2001: **0, 6, 2, 2, 0, 1**. While you are doing this, the “X” character becomes a dash (-) until you have finished entering the month, date, and year. **Don’t enter that day of the week number yourself!**
 3. Press  to switch between MM/DD and DD/MM formats.
 4. CONTINUE.
-





SET TIME-OF-DAY INHIBITED VENDING

1. Press , then press  until the display shows *INHIB ----*.
 2. Go to the **TIME INTERVAL EDITING** procedure (page 21) for an example of how to set up time-of-day inhibited vending.
-



SET TIME-OF-DAY FREE VENDING



Vending can be free up to four times a day.

1. Press , then press  until the display shows *FREEV ----*.
 2. Go to the **TIME INTERVAL EDITING** procedure (page 21) for an example of how to set up time-of-day free vending.
-



SET TIME-OF-DAY DISCOUNT VENDING

Vending can be discounted up to four times a day. For example, this can be used to favor early-arriving employees.

1. Press , then press  until the display shows *DISCT ----*.
 2. Go to the **TIME INTERVAL EDITING** procedure (page 21) for an example of how to set up time-of-day discount vending.
-



TIME INTERVAL EDITING

You can select up to four times of day for each special vending period.



NOTE

If two or more of these time periods overlap, the interval with the highest priority will overrule the other(s). This order of precedence is:

- **INHIBIT**
- **FREEVEND**
- **DISCOUNT**



For example, if a DISCOUNT time period is scheduled for a certain area before the end of an INHIBIT time period, DISCOUNT does not begin until the INHIBIT interval has ended for that area.

The time interval editing procedure is almost the same for the INHIBIT, FREEVEND, and DISCOUNT intervals. There is one difference for the DISCOUNT time interval, so we will use it in our example. Assume you just finished the SET TIME-OF-DAY DISCOUNT VENDING procedure. Step 1 picks up where you left off . . .




1. The display shows *DISCT----*. Press the number of the time interval you want to edit, or  to edit time interval 1 (we'll use interval 1 for this example).
2. The display shows *1.DISCTON* or *1.DISCTOFF*. This display tells you whether your time interval (represented by 1) is on or off. Press  to change the condition of the time interval.



NOTE

If you turn an interval ON, it must be edited. You can edit a time interval now, then turn it OFF until another time.

3. Press . The display shows *1.DSCT X*. "X" represents the discount percentage for this period. Enter a discount percentage of 25 with the number keys. (Discount percentages of from 0 to 99 are permitted.) The machine will apply a 25% discount to each price, rounding up to the nearest nickel (or whatever is the smallest coin accepted by the coin mechanism).
4. Press . The display shows *1.STRT X.XX*. X.XX is the currently set start time. Enter a new start time (24-hour format) for this interval. To enter the time for 3:30 pm, enter 1530.





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5. Press . The display shows **1.STOP X.XX**. "X.XX" is the currently set stop time. Enter a new stop time (24-hour format) for this interval. To enter the time for 6:00 pm, enter 1800. You have now established a 25% discount that starts at 3:30 pm and ends at 6:00 pm.
6. Press . The display shows **1.@ - - - - -**. The dashes represent the days that this time interval is active. Pressing number keys 1 through 7 switches the days on/off. For example, press "2", "4", and "6". The display now shows **1.@ -M-W-F-**. This discount interval is only active on Monday, Wednesday, and Friday.
7. Press . The display shows *** - - - - -**. The dashes represent the trays affected by this time interval. Press the appropriate letter key to enable a tray, press the key again to disable it. For example, pressing A, C, and E will cause the display to look like this: **A-C-E - - - -**, meaning that all A, C, and E selections are affected by this interval.

Press  to turn on all levels; press  to turn all levels off. To activate an individual selection, press its number first, then the letter.

Example:

You want to enable selections **A3** and **B2** only. Do the following:




- a. Press  to deactivate all trays.
- b. Press **3** and **A** (*NOTE THE NUMBER IS PRESSED FIRST!*).
- c. Press **2** and **B**.
8. Press . The display shows **1. MESSG OFF** or **1. MESSG X**. "OFF" means there is no custom message selected, and "X" represents the custom message number set for this interval. Press the number key of the message (1 through 8) you want displayed. To edit this message, press  and follow the procedure given in **EDIT CUSTOM MESSAGES** (page 25). Press 0 to turn the message OFF for this time interval.
9. Press  until you have left the function

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STANDBY MESSAGES The message that is displayed during normal vending periods where there are no out-of-service faults on the machine.






SELECT A STANDBY MESSAGE

1. Press , then press  until the display shows **STANDBY XX**. "XX" represents the current message number selected for the standby message. Two dashes mean that the factory-set message is selected.
2. To select a message, just press the corresponding number (1 through 8). To display the factory-set message, press **0**.
3. The selected message (except the factory-set message) can be edited. To do this, press  and follow the procedure given in **EDIT CUSTOM MESSAGES** (page 25).
4. CONTINUE.





SELECT AN OUT-OF-SERVICE MESSAGE

1. Press , then press  until the display shows **SERVICE XX**. "XX" represents the current message number selected to display when the machine is out-of-service. Two dashes mean that the factory-set message is selected.
2. To select a message, just press the corresponding number (1 through 8). To display the factory-set message, press **0**.
3. The selected message (except the factory-set message) can be edited. To do this, press  and follow the procedure given in **EDIT CUSTOM MESSAGES** (page 25).
4. CONTINUE.

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SELECT A FREEVEND MESSAGE

1. Press , then press  until the display shows **FREEVEND XX**.

"XX" represents the current message number selected for the message that displays when the machine is in the freevend mode. Two dashes mean that the factory-set message is selected.

2. To select a message, just press the corresponding number (**1** through **8**). To display the factory-set message, press **0**.
3. The selected message (except the factory-set message) can be edited. To do this,








press  and follow the procedure given in **EDIT CUSTOM MESSAGES (page 25)**.

4. CONTINUE.

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EDIT CUSTOM MESSAGES

1. Press , and press  until the display shows *EDIT MSG'S*. Press the number of the message you want to edit. *MESSAGE X* is displayed (X represents the message number you pressed).
2. Press . The message text is displayed with the first character flashing.
3. To view the message, press . The message scrolls across the display. To stop the scrolling, press .
4. When the character you want to change is flashing, either enter it directly, or use  and  to step through the character set until the desired character is displayed. Use the arrow keys to highlight different characters. See the section on the next page for an explanation of special keys and the character set.

SHORTCUT

Instead of stepping through the whole character set to enter a letter that is not on your keypad, enter one close to the one you want, then step to it. Example: If you want to

enter an **L**, first press , then press  six times. Your **L** should now be displayed.

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

The End Of Message Character

This is the most important character in your message, because it tells the machine when the message is ended. If you don't use this character, your message will be followed by a bunch of zeros. This character can be selected either from the character set or by a direct key entry..



Entering Your Message

Most of the keys on the control panel have a special purpose to help you create and edit your messages:

- | | | | |
|---|---|--|--|
|  | Inserts an R at the flashing character. |  | Inserts a space at the flashing character. |
|  | Inserts an S at the flashing character. |  | Deletes the current character and closes up the space. |
|  | Inserts a T at the flashing character. |  | Deletes the current character and leaves the space. |
|  | Repeats the letter to the left of the flashing character. |  | Enters the special "end of message" character, which denotes the end of the message. |
|  | "Pages" through the message, ten characters (one screen) at a time. | | |
|  |  | Steps forward and backward through the message, one character at a time. | |
|  |  | Steps forward and backward through the character list, one character at a time. See the character list on the next page. | |


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0	A	J	U	(
1	B	L	V)	
2	C	M	W	□	
3	D	N	X	P	
4	E	O	Y	+	
5	F	P	Z	□)
6	G	Q	(SPACE)	/	?
7	H	R	-	.	@
8	I	S	\$	<	0
9	J	T	'	=	☒

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VIEW CABINET TEMPERATURE


1. Press . Depending on how your machine is configured, the display will show, for example, *TEMP -10° F*. This example shows that the temperature is -10 degrees Fahrenheit.

2. To change the display units, press . The display now shows *TEMP -23° C*.

An **I** replacing the **F** or **C** means a sensor error exists and the displayed temperature is invalid. A decimal point in the display means the compressor is running; an apostrophe means the heater is on.

NOTE

When the machine door is closed, you can view the temperature by

pressing  on the selection panel.

HEALTH CONTROL MESSAGES

The display shows *HC.ER -10° F* if the machine goes out of service because the health control temperature was exceeded for too long a time.

The display shows *DEF -10° F* if the machine is in a defrost cycle.



The display shows *XX.H -10° F* if the machine is in a health control grace period recovery after defrost or servicing. “XX” represents the number of minutes remaining in the grace period.

3. CONTINUE.

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


VIEW EVAPORATOR TEMPERATURE

1. Press , then . The display will show, for example, **TEMP2 34° F**. This example shows that the temperature is 34 degrees Fahrenheit. An **I** replacing the **F** or **C** means a sensor error exists and the displayed temperature is invalid.
 2. CONTINUE.
-




PAYOUT COINS

1. Press . If a dumb mech was selected, the display shows **MD0=123**; if an MDB mech was selected the display shows **PAY 123**.
2. Press . A dumb mech pays out one **N**ickel; an MDB mech pays a coin from tube 1. Press . A dumb mech pays out one **D**ime; an MDB mech pays a coin from tube 2. Press . A dumb mech pays out one **Q**uarter; an MDB mech pays a coin from tube 3.
3. To continuously pay out coins, hold down the appropriate key.
4. CONTINUE.


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SET PRICES

1. Press . The display shows **** 2.50 .25**. This display shows the maximum and minimum prices set in the machine. In this example, the maximum price is \$2.50 and the minimum is \$0.25.
2. Enter prices as using one of the following methods:


SET ENTIRE MACHINE TO ONE PRICE

- a. Press . The display shows **** X.XX**. Enter a price using the number keys. All selections in the machine are now set to this price.

SET ALL SELECTIONS ON A TRAY TO ONE PRICE

- a. Press the letter key (A - J) corresponding to the tray you want to price. The display shows **B* X.XX .YY**. This display shows the maximum (X.XX) and minimum (.YY) prices set for the B tray.
- b. Press . The display shows **B* X.XX**. Enter a price using the number keys. All selections on this tray are now set to this price.
- c. Press another letter key, or  to price another tray.

SET THE PRICE OF AN INDIVIDUAL SELECTION

- a. Press the number of the selection to be priced. (Example: B1.) The display shows **B1 X.XX**. Enter a price using the number keys. The selection is now priced.
 - a. Press another letter key, or  to price another selection.
3. CONTINUE.

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VIEW NONRESETTABLE SALES AND VEND DATA

1. Press . The display shows *NR \$ XX.XX*. "XX.XX" is a dollar and cents figure showing the total of all sales in the machine. This is a running total, and is not resettable.
 2. Press . The display shows *NR X*. "X" is the total number of vends made by the machine. This is a running total, and is not resettable.
 3. CONTINUE.
-



VIEW DATA FIVE DIFFERENT WAYS



Paid sales and vends can be viewed three different ways: By whole machine, by tray, and by individual selection. The first screen of the data item shows its machine total.

- To view the data by tray, press the letter of the tray you want to see. You can then press and to see data for all the active trays.
- To view the data by individual selection, press the letter and number of the selection you want to see. You can then press and to see data for all the active selections.
- If viewing data by individual selection, press to view the date and time of the last vend of that selection.
- Press to view data by priceline.
- Press to view data by top seller.

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VIEW TOTAL PAID SALES

1. Press , then press  until the display shows ****\$ XX.XX**.
"XX.XX" is a dollar and cents figure showing the total of all PAID sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.
 2. If desired, view this data by tray and individual selection.
 3. CONTINUE.
-







VIEW CARD READER PAID SALES

1. Press , then press  until the display shows ****\$ XX.XX**. (Not shown if total is zero.)
 2. Press , then press  until the display shows **DBT XX.XX**.
"XX.XX" is the amount of money collected from card reader sales.
 3. CONTINUE.
-





VIEW COUPON SALES

1. Press , then press  until the display shows ****\$ XX.XX**. (Not shown if total is zero.)
2. Press , then press  until the display shows **TKN XX.XX**.
"XX.XX" is the amount of money collected from coupon or token sales.
3. CONTINUE.

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VIEW TOTAL PAID VENDS

1. Press , then press  until the display shows **** XX**. "XX" is the total number of paid vends for the entire machine.
 2. If desired, view this data by tray and individual selection.
 3. CONTINUE.
-





VIEW DISCOUNT VENDS

1. Press , then press  until the display shows **DISC XX**. "XX" is the total number of discount vends, not shown if zero.
 2. CONTINUE.
-





VIEW CARD READER VENDS

1. Press , then press  until the display shows **DBT XX**. "XX" is the total number of card reader vends, not shown if zero.
 2. CONTINUE.
-



VIEW COUPON VENDS


1. Press , then press  until the display shows **TKN XX**. "XX" is the total number of coupon or token vends, not shown if zero.
2. CONTINUE.

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VIEW TIME DATA

1. Press , then press  until the display shows *TIME DATA*.

2. Press . The following message scrolls across the display:

MAIN.1 237M 01/30 10.13


This example shows the latest time interval the main (machine) door was open (1). It was open for 237 minutes, and was opened on January 30 (01/30) at 10:13 am

(10.13). Press . If applicable, similar displays will appear for intervals 2, 3, and 4. Otherwise, go to the next step.

3. The following message scrolls across the display:

AUX.5 33M 01/30 10.58


This example shows the latest time interval the interior door was open (5). It was open for 33 minutes, and was opened on January 30 (01/30) at 10:58 am (10.58).

Press . If applicable, similar displays will appear for intervals 6, 7, and 8. Otherwise, go to the next step.

4. The following message scrolls across the display:


LAST POWER 01/30 13.51 FOR 00. 0.23

This example shows that the last time the machine lost power was on January 30 (01/30) at 1:51pm (13.51) for zero days, zero hours, and 23 minutes (00. 0.23).

5. Press . The following message scrolls across the display:


LONGST POWER 01/30 10.58 FOR 00. 2.47

This example shows that the longest time the machine was without power was on January 30 (01/30) at 10:58am (10.58) for zero days, 2 hours and 47 minutes (00. 2.47).

6. Press . The following message scrolls across the display:

FULL CLEAR 01/30 8.58


This example shows that the last time resettable sales was fully cleared was on January 30 (01/30) at 8:58am (8.58).

7. Press . The following message scrolls across the display:

TIME SET 01/30 9.15


This example shows that the last time the time or date was set was on January 30 (01/30) at 9:15 am (9.15).

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8. Press . The following message scrolls across the display:

PRICE SET 01/30 9.42

This example shows that the last time prices were set was on January 30 (01/30) at 9:42 am (9.42).

9. Press . The following message scrolls across the display:

LAST.VND C1 06/02 9.42

This example shows that the last selection vended was C1 (C1) on June 2 (06/02) at 9:42 am (9.42).



10. CONTINUE.

NOTE

Refer to **VIEW DATA FIVE DIFFERENT WAYS**, page 31 to view the date and time of the last vend of a selection.






CLEAR ALL RESETTABLE DATA

1. Press . The display shows *NR\$ XX.XX*. This is a running total, and is not resettable.
2. Press and hold . Two beeps sound and the display shows *CLEARING* momentarily, and then changes to *FINISHED*. All data is cleared.
3. CONTINUE.
-





CLEAR PAID SALES DATA ONLY

1. Press , then press  until the display shows ***\$ XX.XX*.
"XX.XX" is a dollar and cents figure showing the total of all PAID sales in the machine (as opposed to unpaid sales like winner and free vends). This is the total since the last time it was cleared.
2. Press and hold . Two beeps sound and the display shows *CLEARING* momentarily, and then changes to *FINISHED*. All paid sales data is cleared; other data is not cleared.
3. CONTINUE.
-

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VIEW AMOUNT IN COIN BOX

1. Press , then press  until the display shows *CBX XX.XX*. (Will only display if the total is not zero.)
 2. "XX.XX" is the dollar and cents amount in the coin box.
 3. CONTINUE.
-








VIEW AMOUNT IN VALIDATOR

1. Press , then press  until the display shows *DBV XX.XX*. (Will only display if the total is not zero.) "XX.XX" is the dollar amount in the bill stacker.
 2. Press  to show the quantities of bills and/or tokens in the stacker. For example, the display shows *\$01 20*, meaning that there are 20 dollar bills in the bill stacker. Press  repeatedly to show other bills (\$5s, \$10s, or \$20s) or tokens (*TKN*).
 3. CONTINUE.
-








VIEW FREEVEND SALES BY TIME INTERVAL

1. Press , then press  until the display shows *-0\$ XX.XX*. (This is the total value of unpaid vends and is only shown if not zero.)
2. Press , then press  until the display shows *1.FRV .00*. This is the total sales for freevend interval 1, shown if not zero.
3. Press  to view intervals 2 through 4.
4. CONTINUE.

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VIEW DISCOUNT SALES BY TIME INTERVAL

1. Press , then press  until the display shows ****\$ XX.XX**.
 2. Press , then press  until the display shows **1.DSC .00**. This is the total sales for discount interval 1 (not shown if zero). Also, see **VIEW CARD READER PAID SALES**, page 32.
 3. Press  to view intervals 2 through 4.
 4. CONTINUE.
-







VIEW FREE VENDS

1. Press , then press  until the display shows **_0\$ XX.XX** (provided the total is not zero).
 2. Press , then press  until the display shows **FRV XX.XX**. "XX.XX" is the total machine-wide freevends, shown even if zero.
 3. CONTINUE.
-





VIEW WINNERS

1. Press , then press  until the display shows **_0\$ XX.XX** (provided the total is not zero).
2. Press , then press  until the display shows **WIN XX.XX**. "XX.XX" is the total machine-wide winners, shown even if zero.
3. CONTINUE.

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VIEW TOTAL UNPAID SALES

1. Press , then press  until the display shows *_0\$ XX.XX* (provided the total is not zero). "XX.XX" is the total unpaid sales (free vends, TOD free vends, and winner vends) for the entire machine.
 2. If desired, view this data by tray and individual selection.
 3. CONTINUE.
-





VIEW TOTAL UNPAID VENDS

1. Press , then press  until the display shows *_0 XX*. "XX" is the total number of unpaid vends for the entire machine.
 2. If desired, view this data by tray and individual selection.
 3. CONTINUE.
-






VIEW NUMBER OF TEST VENDS

1. Press , then press  until the display shows *TST X* (provided the total is not zero). "X" is the number of test vends.
 2. If desired, view this data by tray and individual selection.
 3. CONTINUE.
-



VIEW MACHINE ID NUMBER










1. Press , then press  or  until the display shows *I.D. XXXXXX*. The X's represent the 8-digit machine ID number.
2. You can edit the machine ID number if the SUPERVISOR access code has been previously entered.
3. CONTINUE.

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VIEW SUREVEND™ DATA


Certain SureVend™ data can be viewed if the values are not zero.

1. Press , then press  until the display shows *SV.EMPT XXXX*.
XXXX represents the number of times credit was restored or returned because of SureVend™. Press  to reset this count.
2. Press . The display shows ***SV XXXX*. XXXX represents the total number of SureVend™ corrected vends, viewable by selection. These are vends which normally would not have delivered product if SureVend™ was not in use.
Press and hold  to reset this count.
 - a. Enter a selection letter/number to view the count for that selection.
 - b. Either enter another selection letter/number, or press  to scroll through all selections.
3. Press . The display shows *W0.SV XXXX*. XXXX represents the total number of vends, viewable by selection, made while SureVend™ was not in use. Press and hold  to reset this count.
 - a. Enter a selection letter/number to view the count for that selection.
 - b. Either enter another selection letter/number, or press  to scroll through all selections.
4. CONTINUE.

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TEST VEND SELECTIONS AND VERIFY CREDIT ADDED

1. Press . The display shows *TEST .00*. You may now test vend selections.
If you insert money into the machine, the zeros in the display will be replaced with the amount of the credit. After the item vends, your money will be returned.





NOTE

You may make one more test vend if you close the door while still in TEST VEND mode.

2. CONTINUE.
-







TEST THE DISPLAY

1. Press , then press  until the display shows *DSPLYTEST*.
2. Press  to light all display segments; press  to turn them off.
3. Pressing a **NUMBER KEY** on the control panel causes all segments to display that character.
4. CONTINUE.


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TEST THE MOTORS

1. Press , then press  until the display shows *TESTMTRS.*
2. Press  to interrogate all motors. The display stops at the first motor with a known error, or will show the total number of homed motors.
3. Press  to run all snack motors one time. The display stops at any motor showing an error.

- OR -

Press  to run only those motors not home or jammed. After motor is run, an error message will show if any motors are still jammed or not home.

Error Messages



Display	Probable Cause
<i>TIMEOUT</i> id	The motor (designated by its ID number) did not leave home or reach home in the expected time; possibly jammed.
<i>TEST</i> id	The motor failed (designated by its ID number), test it individually.
<i>CPL.ERR</i> .id	An unresolved electronically coupled motor (designated by its ID number).
<i>QUK.CYCL</i> .id	The motor (designated by its ID number) cycles through its positions too quickly; it is probably shorted.

4. CONTINUE.

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TEST THE RETRACTABLE DOOR

1. Press , then press  until the display shows *FOOD 1 23**.

The display represents the states of various switches as listed. Characters are displayed under the following conditions:

1 Inner door is closed

2 Retractable door is open

3 Retractable door is closed

***** Door motor is jammed or other error exists. Error messages:

*FOOD 1.2. * TIMEOUT* (* is flashing) - jammed door


*FOOD 1. 2.3. BOTH SW.2.*3.* (2 is flashing) - door seen as open and closed

FOOD 1. 2. NO SHUT SW.3 (3 position is flashing) - could not find closed position

FOOD 1. 3. NO OPEN SW.2 (2 position is flashing) - could not find open position

FOOD _ 3. AUX.DR OPEN (1. position is flashing) - loading door open



FOOD 1. _ NOT SHUT (3 position is flashing) - not in shut position

2. Press  to manually open and close the retractable door while watching the display.
3. CONTINUE.

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TEST THE SUREVEND™ SYSTEM

1. Press , then press  until the display shows one of the following:


SV.TST OK

This means the SureVend™ system is operating properly.


SV.TST XX

XX represents the location of a blockage. The sensing zone numbers 1 - 9 may appear (1 being closest to the glass), or the letter H, designating a blockage in the gum & mint unit. This display changes as the location of the blockage changes, accompanied by a beep. You may use this screen to test the product coverage of the SureVend™ sensors, but the accuracy may be somewhat lower than in actual vend situations.

SV.TST CAL

This means that calibration values are high. Press  to view the calibration values. This condition may be caused by dirt, misalignment of the SureVend™ sensors, or a partial blockage of a sensor.

- From any of the previous displays, press  to view the real-time calibration

values. Press  to return to the *SV.TST* screen.

- A calibration value of **0** indicates a shorted detector. This will normally require replacing the hinge-side PC assembly.
- A calibration value of **1** means that the zone could not be calibrated, indicating a blocked or damaged sensor.
- Calibration values above **A** are abnormal and may require adjusting the alignment or cleaning the sensors.


SV.TST COMM

This indicates a loss of communication with the SureVend™ system. Check all harness connections between the main controller and the SureVend™ controller.

2. CONTINUE.
-



DOWNLOAD DATA TO A PDCD

1. Connect your portable data collection device (PDCD) per its operating instructions.
2. If data does not download into your PDCD upon connection, press . Data is downloaded into your PDCD.

NOTE

Depending upon the setting selected in **SET PRINTER OR DEX OPTIONS** (page 6), data may be cleared after the download is complete.

3. CONTINUE.
-

Frozen Gourmet Programming Guide



SET FREEVEND OPTIONS

1. Press . Press to choose one of the following options:

FREE OFF - Normal vending mode. No items are on freevend. A closure on the keyswitch input causes the machine to go out of service. Skip to step 2.

- OR -

FREE ON - All items are on freevend. The credit display shows
NO MONEY REQUIRED

A closure on the keyswitch causes the machine to go out of service. Skip to step 2.

- OR -

FREE ONCE - A closure on the keyswitch input causes only the next item to be freevended. Coin mechanism errors are ignored. Normal cash sales are also supported. Skip to step 2.

- OR -

FREE W/KEY - All items are freevended while there is a closure on the keyswitch input. Normal cash sales are supported when the keyswitch input is open. If the free vend code (selected under **ENTER A FREEVEND CODE**, page 4) is not 0000, the code must be entered first.

- a. Press to set up individual selections. See **ADVANCED OPTIONS**, page 14.
- b. Press the selection *number* first, then its *letter*.

Example:

You want to enable freevend on selections **A3** and **B2** only. Do the following:


- Press to deactivate all trays.
- Press **3** and **A** (**NOTE THE NUMBER IS PRESSED FIRST!**).
- Press **2** and **B**.

2. CONTINUE.

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VIEW DIAGNOSTIC MESSAGES

1. Press . the display shows any of the following diagnostic messages,

depending upon any fault(s) present:


NO ERRORS
KEYPAD XY
ROM ERROR
RAM ERROR

None of the following errors are detected:

Key(s) x, y stuck.

Error in the programming EPROM. MACHINE WILL NOT OPERATE.

RAM is not initialized or is not compatible with the currently loaded software. If this message appears, initialize your RAM by performing the following procedure: NOTE: Initializing RAM will erase all your data. Be sure you have written this information down before continuing.

Press **AND HOLD**  until you hear two beeps

and the display shows **FINISHED**.

The temperature reference on the main PCB CANNOT BE READ.

The primary temperature sensor cannot be read.

The primary temperature sensor is out of range.

The secondary temperature sensor cannot be read.

The secondary temperature sensor is out of range.

Price error detected and changed to maximum - check prices.

A PRODUCT CONFIG value was out of bounds and set to nominal - check all PRODUCT CONFIGS.

Error exists on tray A, B, C, etc. Motor may be jammed, not home, or a couple error exists.

No selection is ready to vend. Check that no time-of-day inhibits are active.

Some errors associated with the retractable door exists.

TEMP REF

TEMP SNSR

TEMP RANGE

TEMP2 SNSR

TEMP 2.RANGE

CHK PRICE

CHK CONFIG

ERR ABC (etc)

NONE READY

FOOD 23*

FOOD 1.2. * TIMEOUT (* is flashing) - jammed door.

FOOD 1. 2.3. BOTH SW.2.+3. (2 is flashing) - door seen as open and closed.

FOOD 1. 2. NO SHUT SW.3 (3 position is flashing) - could not find closed position.


FOOD 1. 3. NO OPEN SW.2 (2 position is flashing) - could not find open position.

FOOD - 3. AUX.DR OPEN (1. position is flashing) - loading door open.

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FOOD 1. _ NOT SHUT	(3 position is flashing) - not in shut position.
NO MECH	Coin mech not detected - machine will not operate if configured for coin mech.
MECH.COMM	Incomplete coin mech communications -- check harness.
MECH.SENSOR	Coin mech reporting a bad tube sensor - replace mech.
MECH.JAM	One or more coin tubes are jammed. Pay a coin from each tube until the jam is cleared. - OR - Coin is jammed in the acceptor section. Check the coin mechanism for a jam in this position. Insert coins and cycle machine power OFF and then ON.
MECH.ROM	Replace the coin mechanism.
MECH.ACCEPT	Coin mechanism acceptor section is unplugged from the main body of the coin mech. Connect the cable and cycle machine power OFF and then ON. - OR - The vending machine is telling the coin mech not to accept any coins
DBV.COMM	Incomplete bill validator communications -- check harness.
DBV.SENSOR	One of the sensors in the bill validator has failed. The unit will disable itself until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.
DBV.ROM	ROM checksum failure. The unit will disable itself until the error is corrected. Replace the validator.
DBV.JAM	A bill is jammed in the acceptance path. The unit will disable itself until the error is corrected. Remove bill stuck in the acceptance path. Cycle machine power OFF and then ON.
DBV.MOTOR	One of the motors has failed. The unit will disable itself until the error is corrected. Check for bill stuck in the acceptance path. If no bill is present, replace the validator. Cycle machine power OFF and then ON.
DBV.STACKR	The stacker is open or removed. The unit will disable itself until the error is corrected. Install the stacker correctly. - OR - The stacker is full of bills. Remove bills from the stacker.
DBV.ACCEPT	The vending machine is telling the bill validator not to accept any bills. Check the enabled channels of the bill validator.
CARD.F.COMM	Incomplete card reader communications - check cables. The card reader is not operational.
CARD.COMM	Incomplete card reader communications. Check cables or replace unit.

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<i>CARD.ERR</i>	Card reader is indicating it has a problem.
<i>CARD.F.ERR</i>	Card reader is indicating it has failed. Replace unit.
<i>CARD.ERRXX</i>	Card reader has an error and indicates code XX. The code is defined by the card reader manufacturer. To correct, contact card reader manufacturer. The unit is still operational.
<i>CARD.F.ERRXX</i>	Card reader has failed and indicates code XX. The code is defined by the card reader manufacturer. To correct, contact card reader manufacturer.
<i>CARD.F.JAM</i>	Card reader has failed because card is jammed in the unit. Remove the jammed card.
<i>CARD.SERV</i>	Card reader requires service. The unit is still operational.
<i>SV.EMPTY NN</i>	Selection NN was marked as empty by the SureVend™ system because a product delivery was not detected. This error is cleared upon closure of the main service door.
<i>SV.TST XX</i>	This diagnostic automatically enters the appropriate SureVend™ test screen. See TEST THE SUREV-END™ SYSTEM , page 44.
<i>AJP.TMR XX.XM</i>	This appears if the SureVend™ anti-jackpot timer is active, showing the time remaining on the timer. This timer is cleared upon closure of the main service door.
<i>AJP XXX MM/DY</i> <i>HR.MM</i>	This shows the total number of times the SureVend™ anti-jackpot feature occurred plus the date and time of the last occurrence. Press  to reset this count.

LIMITED WARRANTY. Subject to the limitations specified herein, this merchandiser is warranted for one (1) year against defective parts and workmanship. Any part or parts which are proven to be defective within one (1) year of the date of shipment will be repaired or replaced free of charge when the defective part is returned, with transportation charges prepaid, to the destination designated by CRANE MECHANDISING SYSTEMS Warranty Department.

The refrigeration system's are warranted for (2) years against defective parts and workmanship. Any part or parts of the refrigeration system which are proven to be defective within (2) years of the date of shipment of the merchandiser will be repaired or replaced free of charge when the defective part(s) is returned, with transportation charges prepaid, to the destination designated by the Crane Merchandising Systems Warranty Department.

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This warranty does not apply to A) electrical components, wiring, or circuits and/or for all mechanical parts or assemblies damaged as a result of operating the Merchandiser at other than the design voltage and frequency specified on the Electrical Rating Tag, or B) in event of vandalism, fire or negligence, or C) incandescent lamps, neon lamps, fluorescent lamps, ballasts, starters or other expendable items or D) when other manufactured components are installed in Crane Merchandising Systems Merchandisers.

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