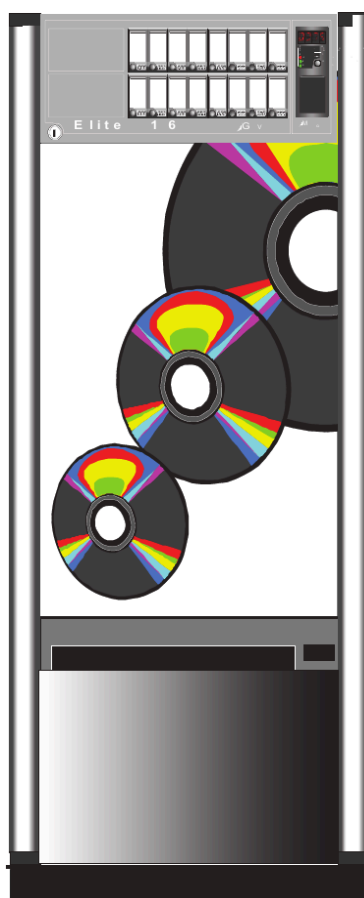




SERIES

Elite

FLASH VERSION



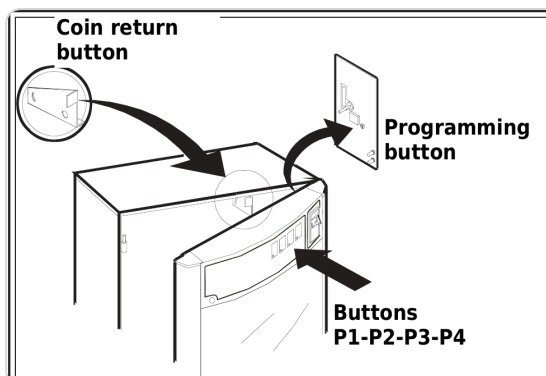
PROGRAMMING MANUAL

FLASH control board · bill validator, MDB coin mech, card reader and remote control · Edition 10-2026



PROGRAMMING BUTTONS

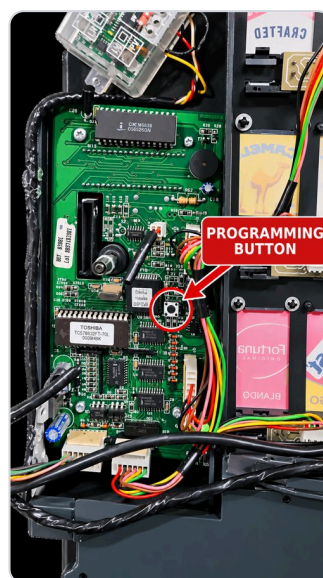
The Elite **has no programming keypad**: all programming is done with the programming button, the coin return button and the product selection buttons. The 4-digit display always shows the option number (for example **00.03**) or the value being changed.



Location of the buttons



Coin return lever



Programming button

PROG Programming button

On the display board, inside the door.

1. Enter and exit programming mode.
2. Move to the next option (saving the value shown).

RETURN Coin return button

Coin return lever, below the coin entry. Changes the option value (00.xx → 01.xx...) and confirms data.

With the door open the door button does not work: operate the lever above the coin mechanism.

P1 ... P8 Selection buttons

P1–P4 are the **4 buttons on the right of the first row**, next to the display. They are used to enter an option, view data and enter digits (each press adds 1).

Equivalence with Crystal / Premium

Where the Crystal manual says ► (enter), on the Elite press **P1**. Where it says keys **0...9**, on the Elite use P1–P4 (one digit each).

WHAT'S NEW IN THE FLASH VERSION

This manual updates the programming section of the *ELITE Manual (edition 03-10)* to the new control board with FLASH software, the same platform as the Crystal. Options marked **NEW** did not exist on the Elite; options marked **CHANGED** work differently.

Menu		Change compared with the Elite 03-10 manual
00.03	CHANGED	Default minimum price €1.50, 5-cent steps
02.03	CHANGED	Price programming also with banknotes
00.07	CHANGED	Coins and banknotes in a single menu
00.10	CHANGED	Code 1111 (alternative 0596, which enables 00.30)
2X.14	NEW	Display of unlinked buttons
00.17	CHANGED	Maximum credit programmable with banknotes
X1.17	NEW	Hold the banknote or not
01.19	CHANGED	Always enabled; new clear-all-links sequence
X0.21	NEW	ccTalk hoppers (20.21 / 21.21)
X0.22	NEW	MDB / ccTalk bill validator
X2.22	NEW	MDB / ccTalk coin mechanism
X4.22	CHANGED	Remote control: 04.22 / 24.22 / 34.22 (previously 12.22)
X6.22	NEW	MDB and Ingenico iUC285 bank card reader
XX.28	NEW	GPRS / Ethernet modem and modem model (X3.28)
00.30	CHANGED	Reset with code 0596

Menus rarely used on the Elite have been left out: GPRS parameters (00.27) and other modem options, promotions (00.23), advertising and printer (require a 16x2 display) and machine identification (00.29).

Two programming levels

Level 1 (00.00 to 00.10): daily use – refilling, prices, motors, accounting.

Level 2 (00.11 onwards): technical settings. Accessed with the code in 00.10 (**1111**; with **0596** menu 00.30 RESET also appears).

LEVEL 1 · DAILY USE

Press the programming button once to start and to move to the next menu.



COINS & CHANGE

REFILLING THE CHANGE TUBES

Only with a coin mechanism in operation.

Insert the change coins **one at a time**. Each tube fills up to its maximum level; when a tube is full, the display shows that coin value **flashing** and further coins of that value are rejected or sent to the cashbox.

The display always shows the total amount loaded in the tubes. Press **P1** ... **P4** (**P5**/**P6** depending on the coin mech) to see the number of coins in each tube; the button after the last tube shows the total.

Coin mech	Coins refilled
4 tubes	€0.05 – €0.10 – €0.20 – €0.50
5 tubes	the above + €1.00
6 tubes	gives change and refills all 6 coins

If the machine has hoppers, they are refilled directly. Never fill or empty the tubes by hand: always use 00.00 / 00.01 so the accounting stays correct.



COINS & CHANGE

EMPTYING TUBES AND HOPPERS

Only with a coin mechanism or hoppers in operation.

Each button **P1** ... **P6** (first row, on the right next to the display) represents one tube:

- **1st press:** shows the number of coins and the tube number separated by a dot (e.g. **100.1** = 100 coins in tube 1).
- **2nd press onwards:** pays out **5 coins** each time.

If hoppers are enabled, they are emptied with the buttons after the last tube (4-tube mech → **P5** = hopper; 5 tubes → **P6**; 6 tubes → **P7**).

Press **PROG** to exit.



SETTINGS

CLOCK DISPLAY AND SETTING

00.02: the external display shows **0000**. Press **RETURN** to switch to **01.02** (shows the time).

In 01.02, press **P1** to set: the minutes flash. Each **RETURN** moves to the next field (minutes → hours → year → day → month). **P1** increases the value and **P2** decreases it.



PRICES

PRICES WITH THE SELECTION BUTTONS

CHANGED

Only with a coin mechanism or selector in operation.

1. **First set the minimum price** (default €1.50): press **RETURN** → shows the current minimum; press again to set it to **0.00**; further presses raise it **in 5-cent steps** (hold down to go faster). Set the cheapest price in the machine.
2. Press a product button **once** → shows its current price.
3. Press the same button **twice** → takes the minimum price set.
4. Keep pressing → the price rises in 5-cent steps up to the required value.

The last value displayed is saved when you press another product or **PROG**.



PRICES

PRICES WITH MONEY

CHANGED

Accepts coins and banknotes.

1. Insert the amount of the **cheapest** product (coins or notes). The machine returns the money and the display adds up the value.
2. Press all the products with that price.
3. Add money up to the next price and press its products. Continue **from lowest to highest** until the whole keypad is done.

If you missed a lower price, press **RETURN**: the credit is cleared and you can start again from 0.



MOTORS

MANUAL MOTOR TEST

Pressing a product runs all its linked motors one after another. The display shows button and motor (e.g. **08.07** = button 8, motor 7).

When finished, it shows the faulty cycles stored for that motor (e.g. **03.07** = 3 errors, motor 7). Press **RETURN** at the end of the cycle to clear them (**boff** flashes).

Pressing **RETURN** **before** running any motor corrects motor misprogramming.

If the same motor turns several times in a row, leave it empty and check or replace it.



MOTORS

MANUAL TEST OF HOPPERS AND COIN RETENTION "V"

Only with these components installed.

P1	Run hopper 1
P2	Run hopper 2
P3	Move the "V" cashbox flap
P4	Move the "V" return flap

Coins paid out by the hoppers in this option are not recorded in the accounting.

ACCOUNTING

ACCOUNTING

RETURN moves to the next accounting screen; **PROG** exits. Figures above 9999 scroll across the display from right to left.

Option	What it shows
00.05	Products sold per channel (partial) – press the channel
01.05	Lost sales per channel (partial)
02.05	Products sold per channel (total, cannot be cleared)
03.05	Lost sales per channel (total)
04.05	Machine products: P1 total · P2 partial
05.05	Money: P1/P2 total/partial sales · P3/P4 change paid · P5/P6 sales with change exhausted
06.05	Cashbox: P1/P2 cashbox · P3/P4 overpay · P5/P6 card or token sales · P7/P8 discount/surcharge
07.05	Tubes: P1 money in tubes · P2/P3 sales to tubes · P4/P5 manual refill · P6/P7 manual emptying
08.05	Reset partial counters: press P1 → 08.05 flashes

SETTINGS

MACHINE LIGHTING

00.06: fluorescent light always off. Press **RETURN** → **01.06** (lighting by schedule).

In **01.06**, press **P1**: the switch-on time appears. Each **RETURN** moves to the next field (on minutes and hours, off minutes and hours). **P1** increases and **P2** decreases.

For lighting always on, set the same switch-on and switch-off time.

PAYMENT SYSTEMS

COIN AND BANKNOTE INHIBITION

CHANGED

Coins and banknotes are now in a single menu.

Press **RETURN** repeatedly: coins appear first and, after the €2.00 coin, the banknotes (€5, €10, €20...). An **inhibited coin or note is shown flashing**.

Press **P1** to accept / reject the value displayed. After the last value the list starts again. Exit with **PROG**.

Example: to stop accepting €20 notes, go to **2000** and press P1 (it stays flashing).

CODES & CONTROL

SECOND-LEVEL ACCESS CODE

CHANGED

Default code: 1111.

1. Press any product or **RETURN**: **0000** appears.
2. Use the **4 buttons on the right of the first row** (next to the display): each one is a digit and each press adds 1. For **1 1 1 1**, press each button once.
3. Confirm with **RETURN**. If correct, the machine goes to **00.11**; if not, it returns to **0000**.

If 1111 does not work, try the alternative code **0 5 9 6** (this code also gives access to menu 00.30 RESET).

With the door open, the coin return button on the door does not work: operate the return lever above the coin mechanism directly.

LEVEL 2 · TECHNICAL SETTINGS

Requires the access code in 00.10. Only change what is necessary.



SETTINGS

PRODUCT CODES

Press a channel: its code appears (0 to 9999). Change it with **P1**...**P4** (one digit each, +1 per press) and confirm with **RETURN**. Press another channel to continue.



SALE TYPE

RETURN changes the type; **PROG** saves the value shown and moves on.



SETTINGS

00.12	Single sale: one product per purchase.
01.12	Multiple sale: the remaining credit can be used for further purchases.
02.12	Free vend: rejects coins and dispenses product. After switching off and on, returns to single sale.



COINS & CHANGE

SALES WHEN CHANGE IS EXHAUSTED

00.13	Exact-price sale (without change, coins going to the cashbox are not accepted).
01.13	Sale without giving change.
02.13	Sale keeping the credit for a while (accepts everything, the balance is kept temporarily).
03.13	Sale keeping the credit permanently.

In multiple sale (01.12) there is no exact-price sale: the machine switches to 02.13 automatically.



SETTINGS

FORCED SALE AND SOLD-OUT DISPLAY

NEW

Option 2X.14 added.

0X.14 – Forced sale	
00.14	Not forced: money can be returned if there is change.
01.14	Forced: money is not returned unless a sale is made.
1X.14 – Sold-out product without credit	
10.14	Do not show sold out: shows the price.
11.14	Show sold out.
2X.14 – Buttons not linked to motors NEW	
20.14	Shown as sold-out product.
21.14	Shown as unlinked button (E-_-_-).



COINS & CHANGE

MINIMUM COINS IN TUBES

Only with a tube coin mechanism.

P1 ... **P4** (per tube): 1st press shows the coin value, 2nd the current minimum, 3rd sets it to 0 and further presses increase it by one.

With a minimum of 0, the "exact change" LED never lights up.



COINS & CHANGE

COIN RETENTION "V"

00.16 No retention "V" (usual NVM setting).

01.16 Retention "V" fitted but not used.

02.16 Retention "V" fitted and used.

After a RESET always check this option: the reset may enable it.



PAYMENT SYSTEMS

MAXIMUM CREDIT / CHANGE

CHANGED

Press **P1**: shows the current value. Inserting a coin or **banknote** clears the value and programs it with the money inserted.

P1	View current value
RETURN	Clear and start from zero
PROG	Exit and save

After a reset it is set to €6.00. It must be at least the price of the most expensive product. **CBD machines: €20.00 or €30.00.**



PAYMENT SYSTEMS

HOLD THE BANKNOTE OR NOT

NEW

Only with bill validator, single sale (00.12) and non-forced sale (00.14).

11.17	Hold banknote (default): the note is held in escrow; only one note per purchase, returned if the product is sold out or nothing is selected.
01.17	Do not hold : the note goes straight to the stacker and several notes in a row are accepted.

NVM recommended setting: **01.17**, to accept several notes in one purchase.



PRICES

SCHEDULED DISCOUNT / SURCHARGE

00.18 disabled. **RETURN** → **01.18**. Press **P1**: start time, end time and percentage appear; **RETURN** changes field, **P1** increases and **P2** decreases.

Up to 100 % is a discount; above that, a surcharge (max. 255 %). Final price = price × (percentage / 100). Same start and end time = always active.



MOTORS

LINKING BUTTONS TO MOTORS

CHANGED

Must ALWAYS be set to 01.19 for the machine to run the motors.

1. Press **P1**: a vertical segment appears (reading mode).
2. Press the **button(s)** and the **product micro-switches** of the motors to be linked (in any order).
3. Confirm with **RETURN**. Repeat for each brand group. Exit with **PROG**.

Buttons with different prices cannot be linked. Linked channels dispense alternately. An unlinked button shows **E-_-**.

Clear all links **NEW**: sequence P5, P5+P6, P6, P6+P7, P7, P7+P5, P5, then no button. If correct, **00.19** flashes.



MOTORS

DISPENSER TYPE

Press **P1** → **E-_-**. Press the motor's product button (**E-_-**) and choose the type: **P1** up, **P2** down, **RETURN** confirms. **P3** sets type 0 for the selected motors; **P4** for all.

T-00 standard · T-01 tank (cigars and cigarillos) · T-02...T-06 tank with +10 % ... +30 % cycle time.



CODES & CONTROL

CHANGING THE CODES

00.20 – Second-level code (default 1111). **01.20** – Solenoid door-opening code.

Press a channel or **RETURN** → **0000**; enter the code with **P1**...**P4** and confirm with **RETURN**. **No confirmation is requested**: write it down first. If you exit with **PROG** without confirming, the old code is kept.



COINS & CHANGE

HOPPERS 1 AND 2

CHANGED

ccTalk hoppers added.

Hopper 1	Hopper 2	
00.21	01.21	Disabled
10.21	11.21	Pulse hopper
20.21	21.21	ccTalk hopper NEW

RETURN changes the state. **P1** shows the assigned coin and, with further presses, changes it. On the control board, hopper 1 uses connector **no. 9**.

PAYMENT SYSTEMS, AGE CONTROL AND MODEM

Menu 22 has several options: the left digit is the value and the second digit indicates the device.



PAYMENT SYSTEMS

X0.22 – BILL VALIDATOR

NEW

00.22	No bill validator
10.22	MDB bill validator
40.22	ccTalk bill validator

RETURN changes the option. If a card reader is fitted, the bill validator is usually left disabled.



PAYMENT SYSTEMS

X2.22 – COIN MECHANISM

NEW

02.22	No coin validator
12.22	MDB coin mechanism
42.22	ccTalk coin validator

With an MDB coin mech it must always be set to 12.22. Do not change.



CODES & CONTROL

X4.22 – AGE CONTROL (REMOTE CONTROL)

CHANGED

Previously 0X.22 / 12.22 in the chip version.

04.22	Do not use age control (remote control disabled)
14.22	Use validator tokens (only if the validator accepts tokens)
24.22	Use remote control
34.22	Use remote control + sound (beeps when the sale is enabled)

RETURN cycles 04.22 → 24.22 → 34.22 → 04.22.



PAYMENT SYSTEMS

X6.22 – BANK CARD READER

NEW

06.22	No card reader
16.22	MDB bank card reader
46.22	Ingenico iUC285 bank card reader (option exclusive to this model)

RETURN changes the option. Card sales are added to accounting 06.05 (P5/P6).

Ingenico iUC285: requires a control board with software version 1.89 or later and connection to the GMBos server (modem active, see XX.28). If 46.22 does not appear, check the software version.



SETTINGS

XX.28 – MODEM (TELEMETRY)

NEW

00.28	Do not use modem. Choose this if the machine has no telemetry.
20.28	Enable modem for GPRS / Ethernet

RETURN enables or disables the modem. After a reset it may remain at 20.28: if there is no modem, set it to 00.28.

X3.28 – Modem model (RETURN changes the model)	
43.28	Audiotel GPRS+
53.28	Sony Ericsson GM29
63.28	GS64 / GR64 modem
73.28	Digi Connect (Wi)ME – Ethernet module
83.28	57136 – Wismo 228
93.28	57151/60 Quectel M95 – UG95

Option X3.28 only appears with the modem enabled (20.28).

MACHINE RESET

Clears the accounting and restores the factory settings.



CODES & CONTROL

MACHINE RESET

CHANGED

Only appears after entering code 0596 in 00.10.

1. In 00.10 enter **0 5 9 6** and confirm with **RETURN**. Advance with **PROG** to **00.30** (the normal menu ends at 00.29).
2. Press **RETURN**: **P - _ _** flashes. Press the **first button on the left of each row**, from top to bottom, and confirm with **RETURN**.
3. The display shows the keypad detected: **P-08 P-12** (1 row) · **P-16 P-24** (2 rows) · **P-24 P-36** (3 rows).
4. Press **PROG**: **00.30** flashes during the motor test. On the 1st pass it counts the motors and on the 2nd it links buttons to channels. When finished it stops flashing.

If a motor does not turn or its rotation is not detected, it will not be linked. Repair it and repeat the reset.

After the reset the machine is set to: all buttons at €250, standard channel links, maximum credit €6, bill validator disabled and remote control enabled. Check: 16 ("V"), 17 (credit and banknote), 0X.22 (bill validator, card reader, remote control) and program the prices.

PERMANENT SETTINGS · DO NOT CHANGE

These values must be kept for the machine to work properly:

00.16	No retention "V"
00.17	Maximum credit (P1 to view). CBD: €20.00 or €30.00
01.17	Do not hold banknote: accepts several notes in a row
01.19	Channel linking enabled
10.22	MDB bill validator enabled (machines with bill validator only)
12.22	MDB coin mechanism enabled
24.22 / 34.22	Remote control enabled / remote control + sound
06.22 / 16.22 / 46.22	No card reader / MDB bank card reader / Ingenico iUC285

VERY IMPORTANT · channels showing sold out while full

If a channel shows sold out while it still has product, the machine has detected a fault in a dispenser. To reset: **switch off and on**; it will show some memory codes and then, flashing, **E - _ _** (XX = motor number). Press the programming button **ONLY WHILE THE ERROR IS DISPLAYED**: the errors are cleared and the machine starts. Then check that the buttons no longer show sold out.

WARNING CODES

To check, switch the machine off and on. If the display flashes an error message, press the programming button while it flashes and check whether the problem has gone.

	A PRICE IS MISPROGRAMMED Press PROG: unused channels take 1000 B.M.U. If it persists, check in 00.03: the misprogrammed price flashes.
	CHANNEL CODES MISPROGRAMMED Press PROG: unused channels take code 0. If it persists, correct in 00.11.
	CHANNEL LINKS MISPROGRAMMED Press PROG: that button is left without motors. Redo the link in 01.19.
	MACHINE TYPE MISPROGRAMMED Press PROG: the type is detected again. If a key motor is out of position, a wrong type will be detected.
	SALE TYPE MISPROGRAMMED Press PROG: restores the last value or sets single sale.
	ACCOUNTING MISPROGRAMMED Press PROG: resets the accounting value that does not match.
	DISPENSER NUMBER XX FAULTY Press PROG while flashing: clears the fault if the motor is not physically damaged.
	PROGRAMMING ENTERED TOO QUICKLY Switch off and on. Do not enter programming until the display stops flashing.
	COIN RETURN BUTTON PERMANENTLY PRESSED Open the machine and check that the lever is not stuck.
	RAM MEMORY FAILURE Replace the RAM component on the control board. Data and configuration are lost.
	"V" COLLECT-MONEY FLAP NOT WORKING The coin mech accepts no coins. Retries when return is pressed or at start-up (if 01.16 / 02.16).
	"V" RETURN-MONEY FLAP NOT WORKING The coin mech accepts no coins. Retries when return is pressed or at start-up.
	MDB COIN MECHANISM NOT COMMUNICATING Check the coin mech connection and wiring.



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