This programming module is valid for the following series of machines:

- **Argenta**
- **Argenta Intouch**
- **Avant**
- **Compact**
- **Giulia**
- **Glamour**
- **InTouch PMG**
- **Max**
- **N**
- **Slim**
- **Step**
- **Teide Blue**
- **XL**

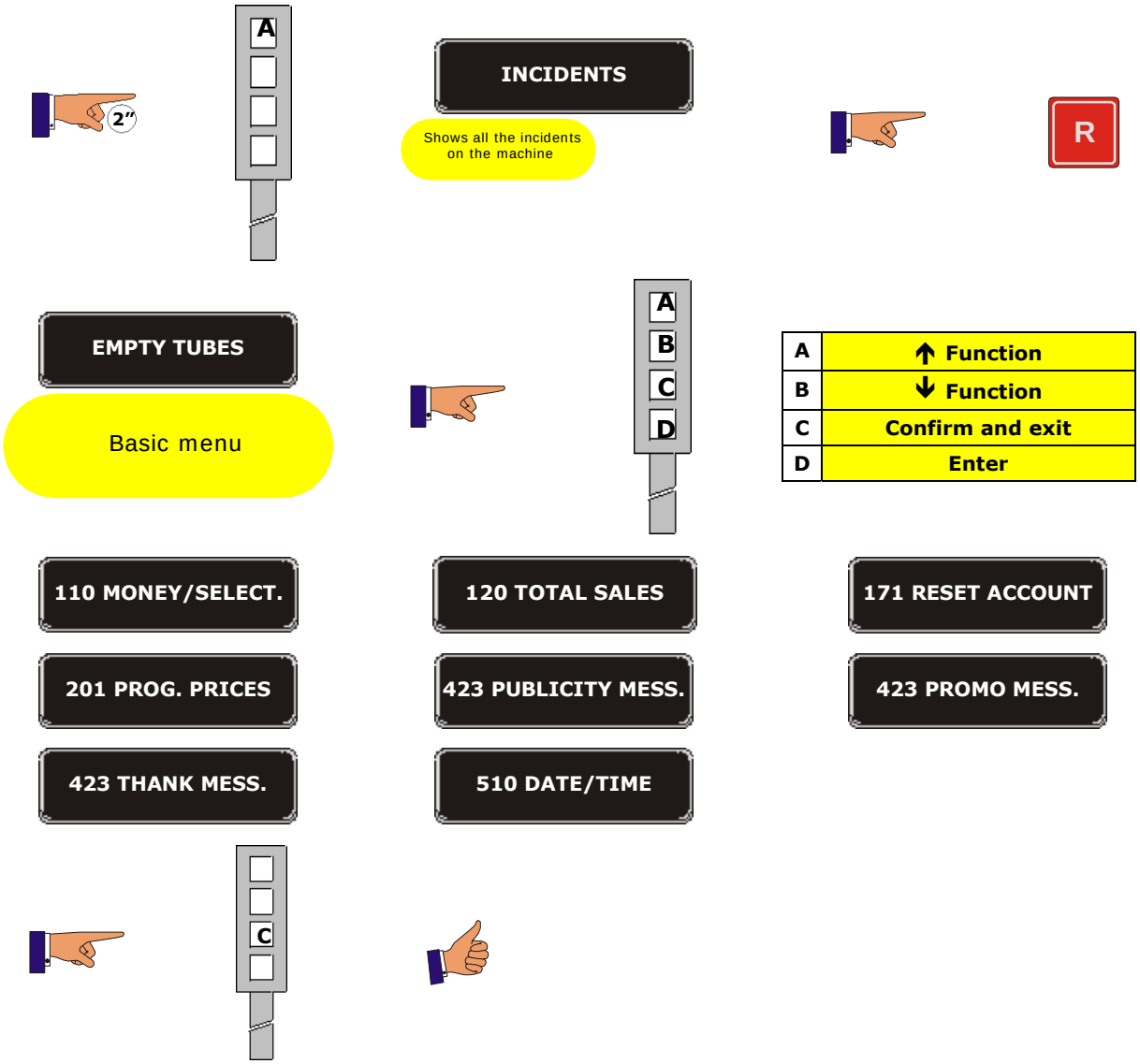
Some of the programming functions described in this document are not operative depending on the series and the model.

1. PROGRAMMING METHOD

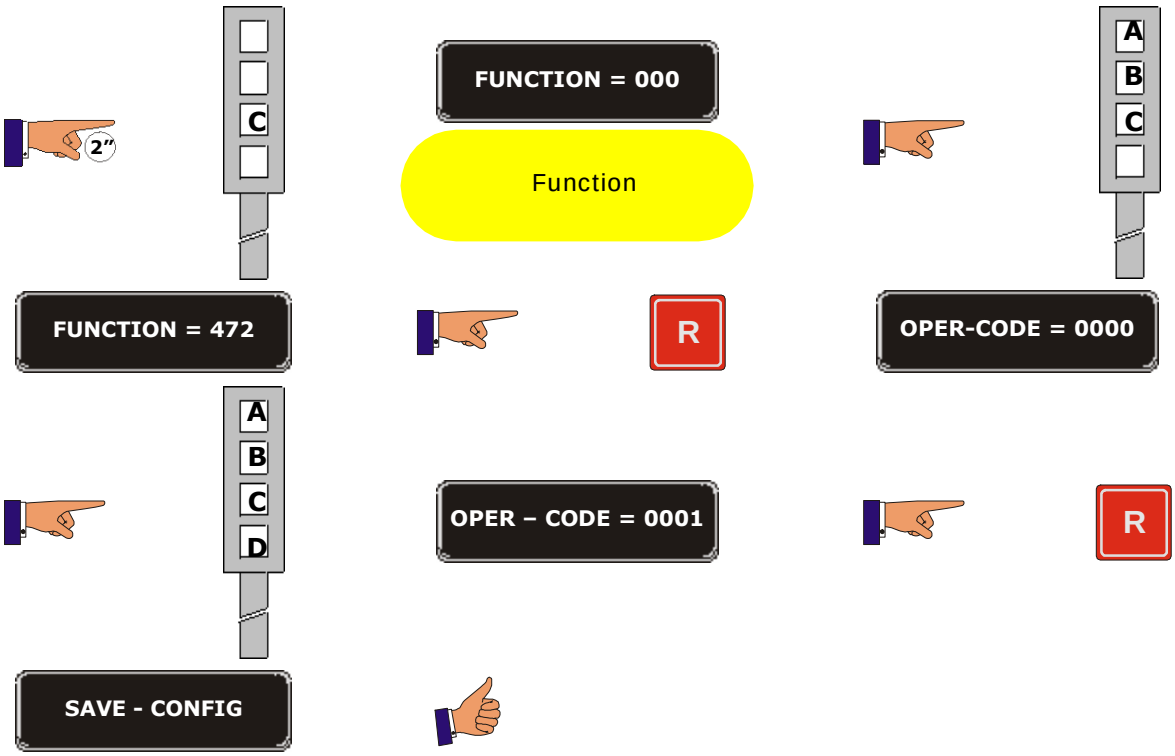
1.1. PROGRAMMING PROCEDURES

There are three different programming methods to programme the machine.

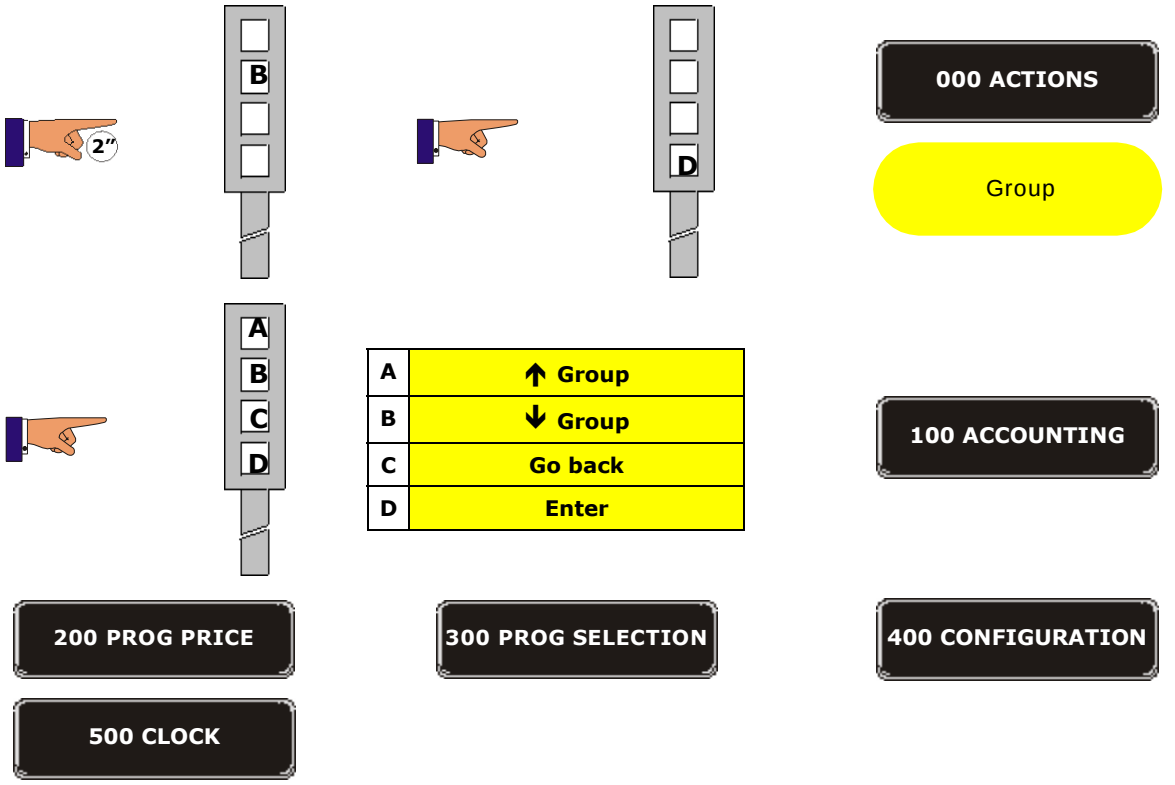
Method 1: For the proprietor of the machine to use.



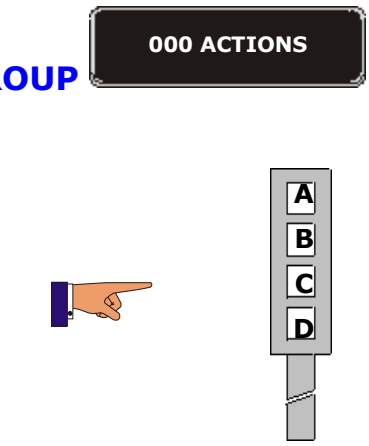
Method 2: For technicians and operators to use.



Method 3: For technicians and operators to use

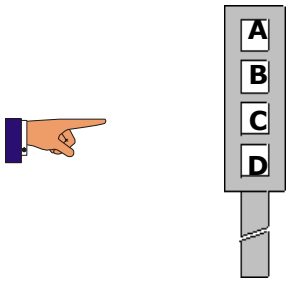


GROUP


000 ACTIONS
A
B
C
D
A ↑ Subgroup
B ↓ Subgroup
C Go back
D Enter
001 EMPTY TUBES
Subgroup
003 EMTY TUBE MAN.
004 FILL TUBE MAN.
005 EMPTY N COINS
010 DATA TO PRINT
013 DATA TO MODEM
020 PANEL ON/OFF
030 TEST MACHINE
050 RESET CARD
A
B
C
D
A ↑ Function
B ↓ Function
C Go back
D Enter
FUNCTIONS
2”
C

GROUP

100 ACCOUNTING



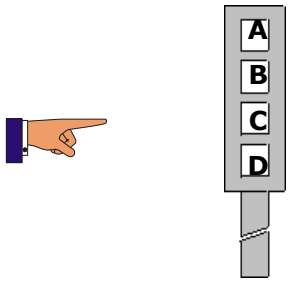
A	↑ Subgroup
B	↓ Subgroup
C	Go back
D	Enter

110 MONEY/SELECT.

Subgroup

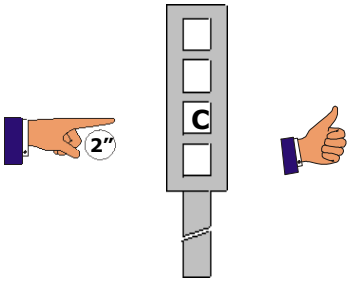
171 ACCOUNT RESET

180 TOTAL SALES



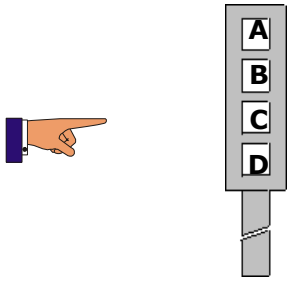
A	↑ Function
B	↓ Function
C	Go back
D	Enter

FUNCTIONS



GROUP

200 PROG. PRICES



A	↑ Subgroup
B	↓ Subgroup
C	Go back
D	Enter

201 PROG PRICES

Subgroup

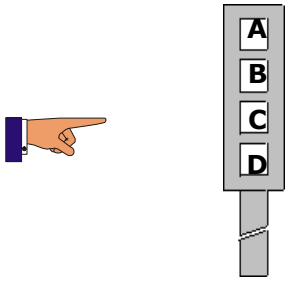
202 COPY PRICES

204 SINGLE PRICE

205 CARD PRICES

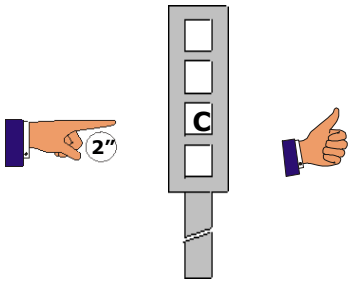
220 FREE VEND

221 MULTI VEND



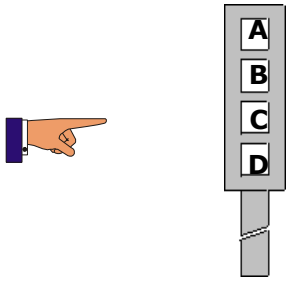
A	↑ Function
B	↓ Function
C	Go back
D	Enter

FUNCTIONS



GROUP

300 PROG. SELECT



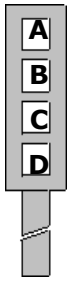
A	↑ Subgroup
B	↓ Subgroup
C	Go back
D	Enter

300 CHANNEL/SELEC

Subgroup

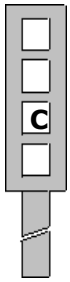
301 FAM/PROD.CODE

303 PROMOTIONS

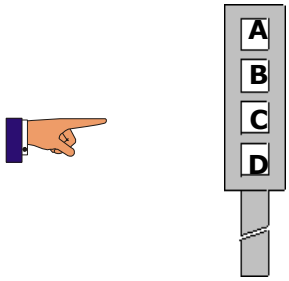


A	↑ Function
B	↓ Function
C	Go back
D	Enter

FUNCTIONS



GROUP 400 CONFIGURATION



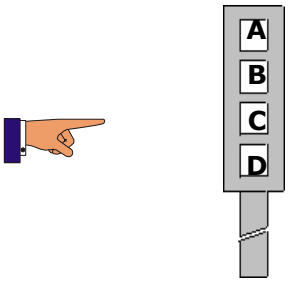
A	↑ Subgroup
B	↓ Subgroup
C	Go back
D	Enter

410 COINS

Subgroup

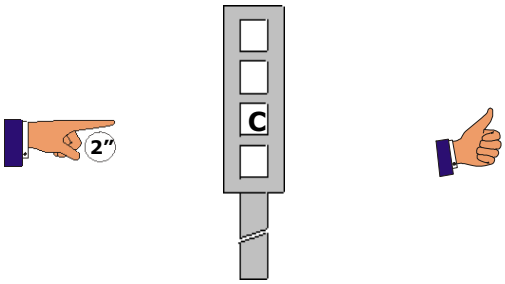
420 ADD MESS. | 430 LANGUAGE | 440 BASIC MENU

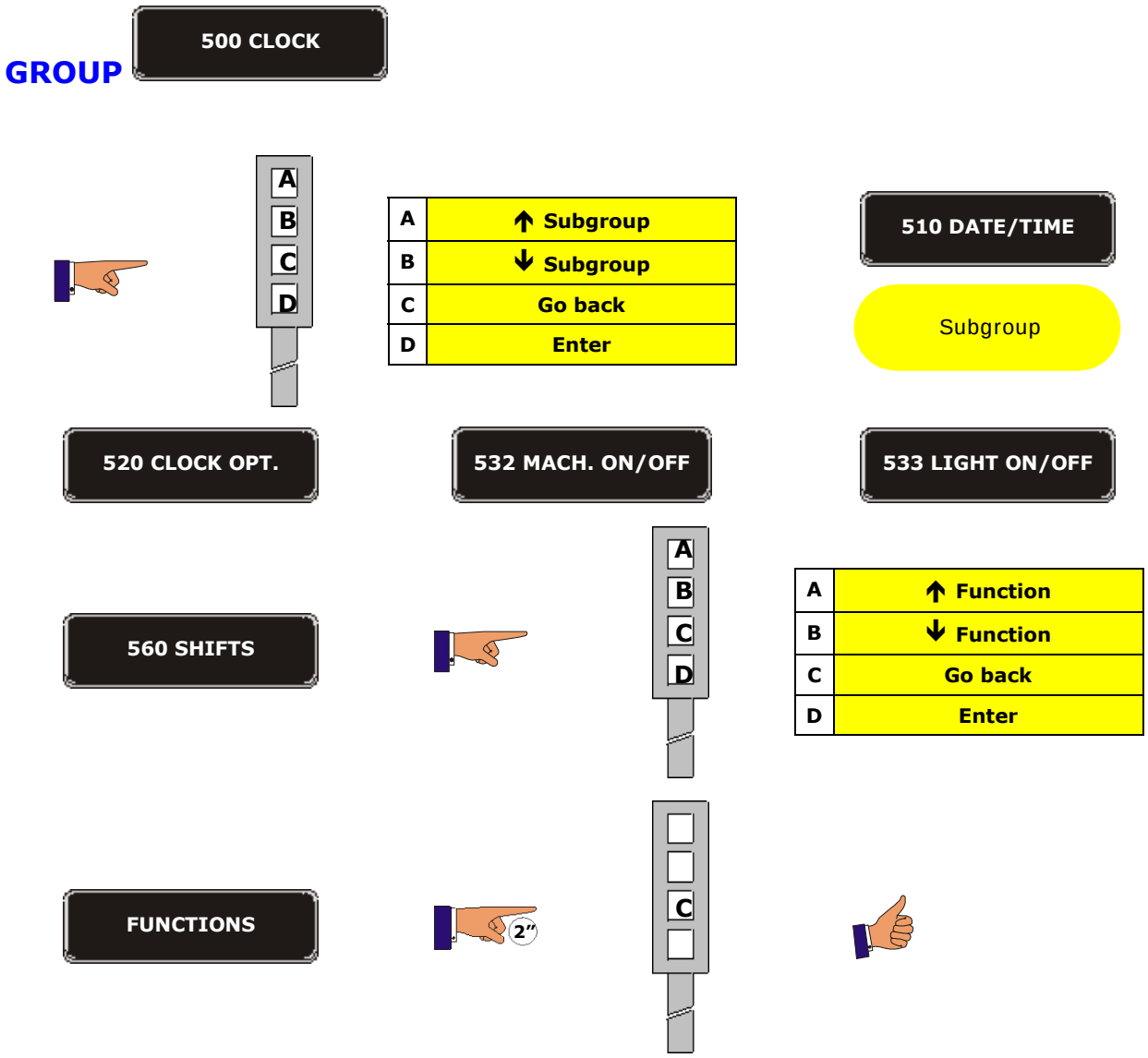
450 MACHINE TYPE | 470 ACCESS | 480 COMMUNIC.



A	↑ Function
B	↓ Function
C	Go back
D	Enter

FUNCTIONS



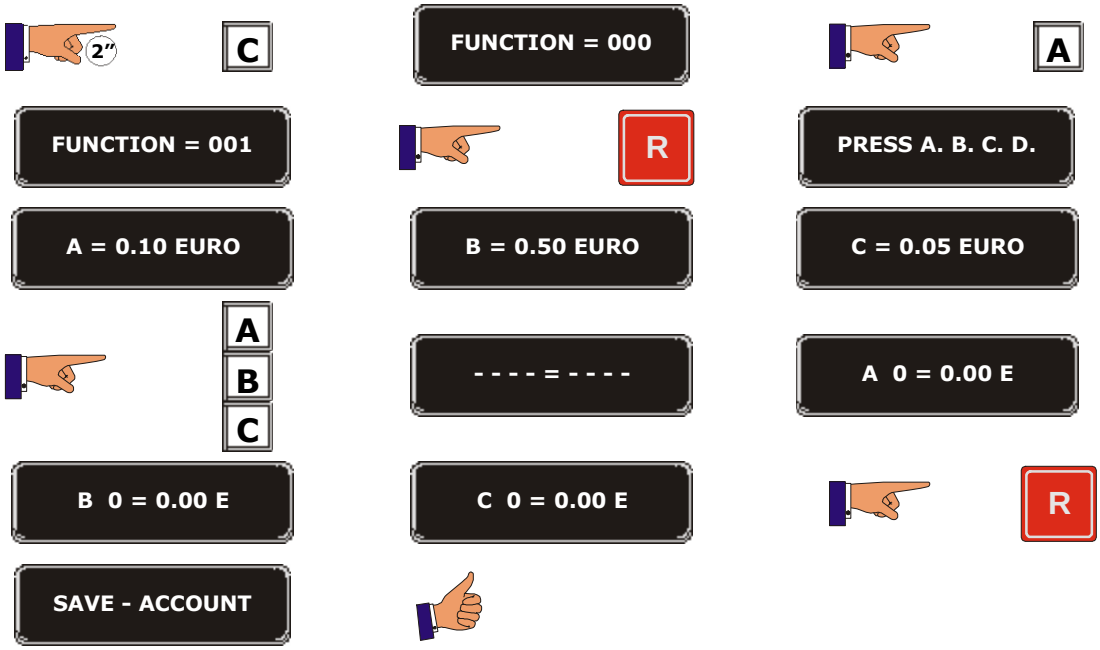


The explanations of all the programming functions shown in this document are based on programming method 2

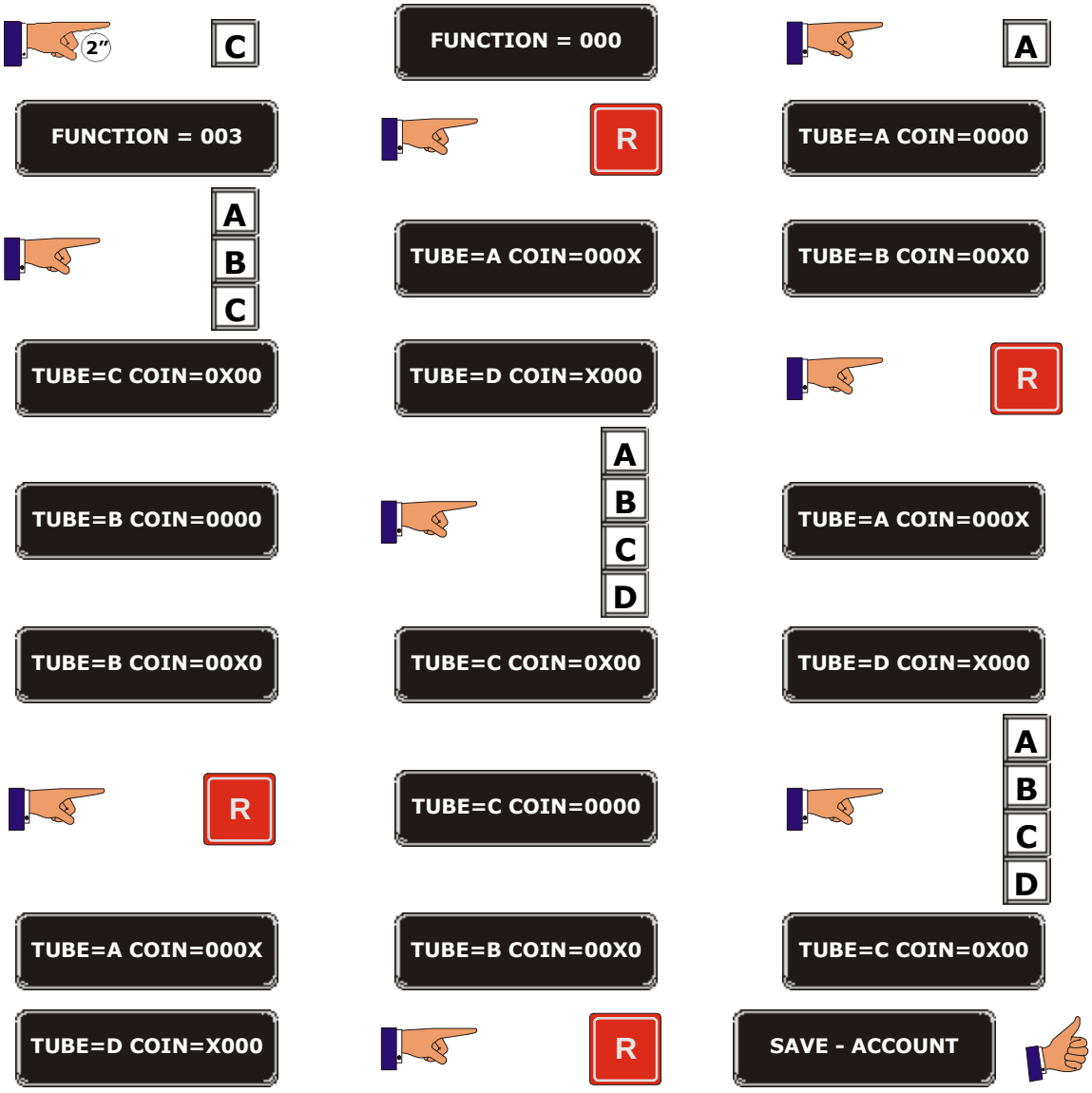
1.2. FUNCTIONS IN THE PROGRAMMING MENU

GROUP 000 ACTIONS

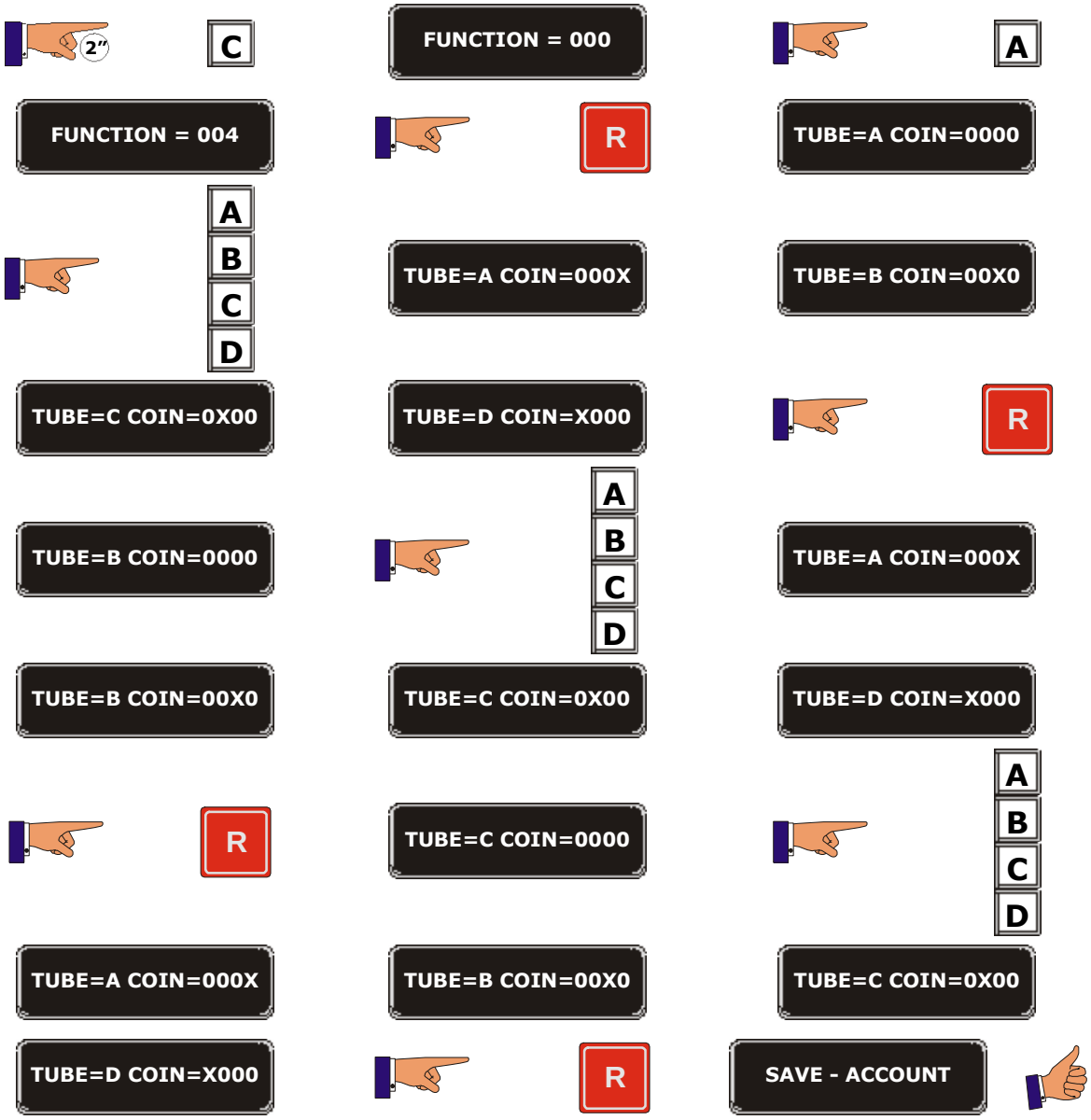
Function 001	**<<EMPTY HOPPER>>**	**Unload coins from the *hopper***
1	This function allows you to empty any number of coins from the three change hoppers, they can be emptied completely.	



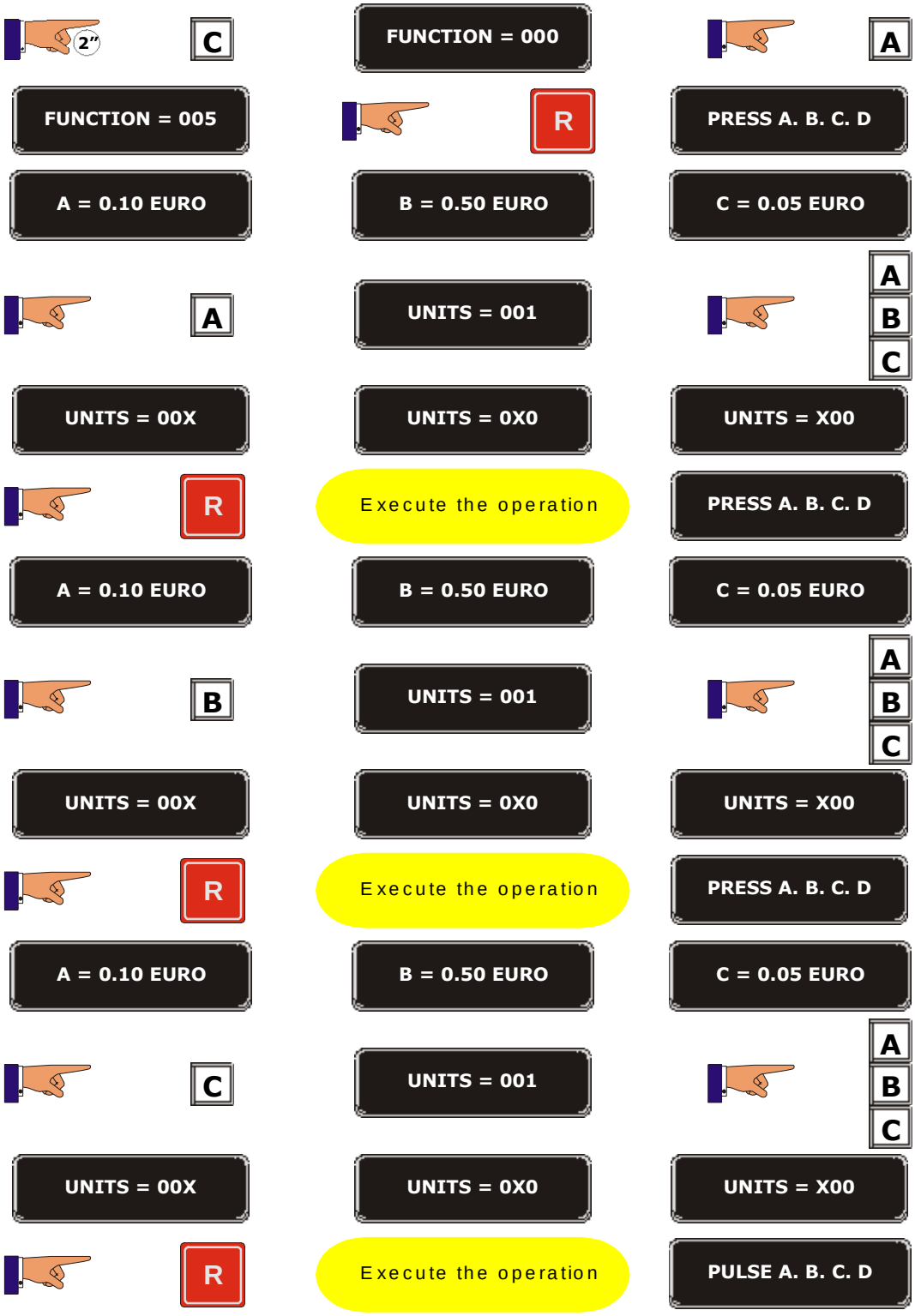
Function 003	<<MAN. EMPTY HOPPERS>>	Manually unload coins from the *hopper*.
1	The machine is informed of the number of coins that have been manually emptied from any of the change hoppers. This process is important if you wish to control the accounting on the machine.	



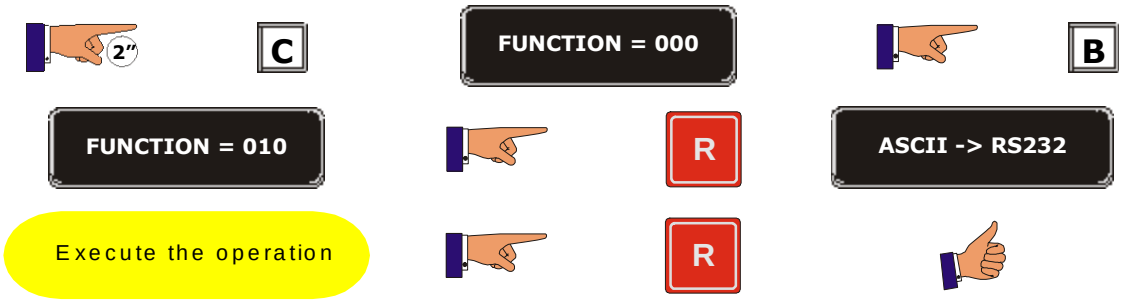
Function 004	<<MAN. FILL HOPPER>>	Manually fill the hopper.
1	This function allows you to manually introduce the number of coins that have manually been added to the hoppers so they reflect in the accounting.	



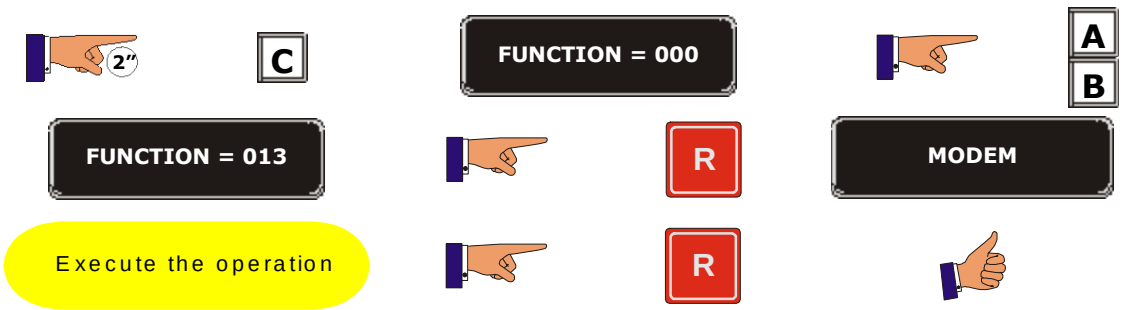
Function 005	<<EMPTY N COINS>>	Unload a certain number of coins from the hopper.
0	This allows you to programme the number of coins you wish to empty from any of the change hoppers.	



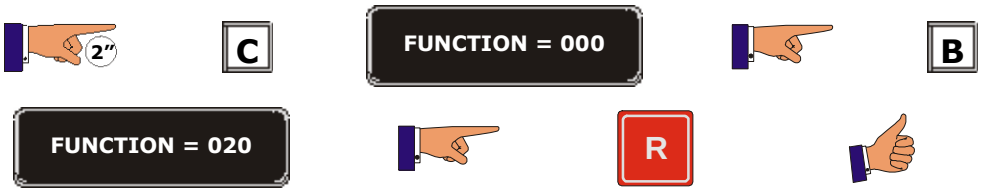
Function 010	**<<SEND DATA PRINT>>**	**Send data to the printer**
0	This option allows you to send the accounting data to an external printer for a hard copy of the accounting.	



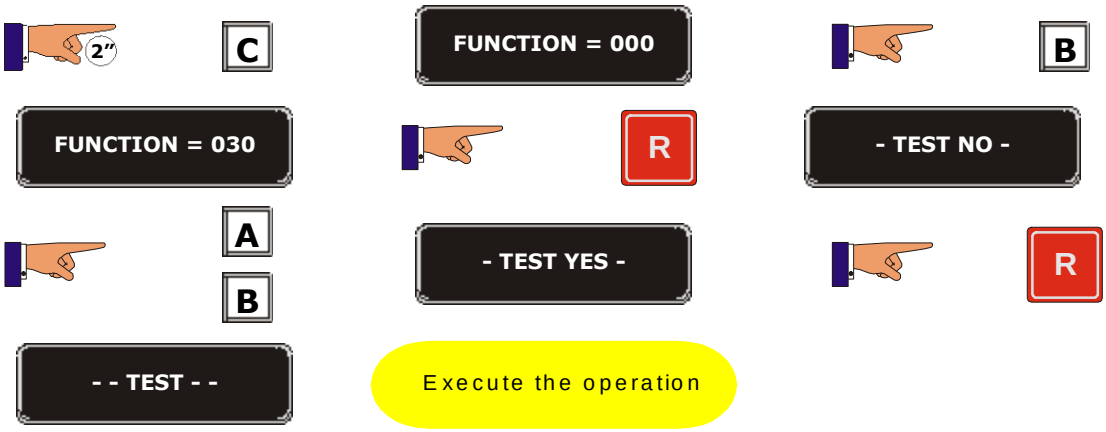
Function 013	**<<SEND DATA PRINT>>**	**Send data to a MODEM**
0	This option makes a call to the Data Collection Centre using the telephone number established in the programming via the *modem* installed in the machine, it transmits the corresponding data.	



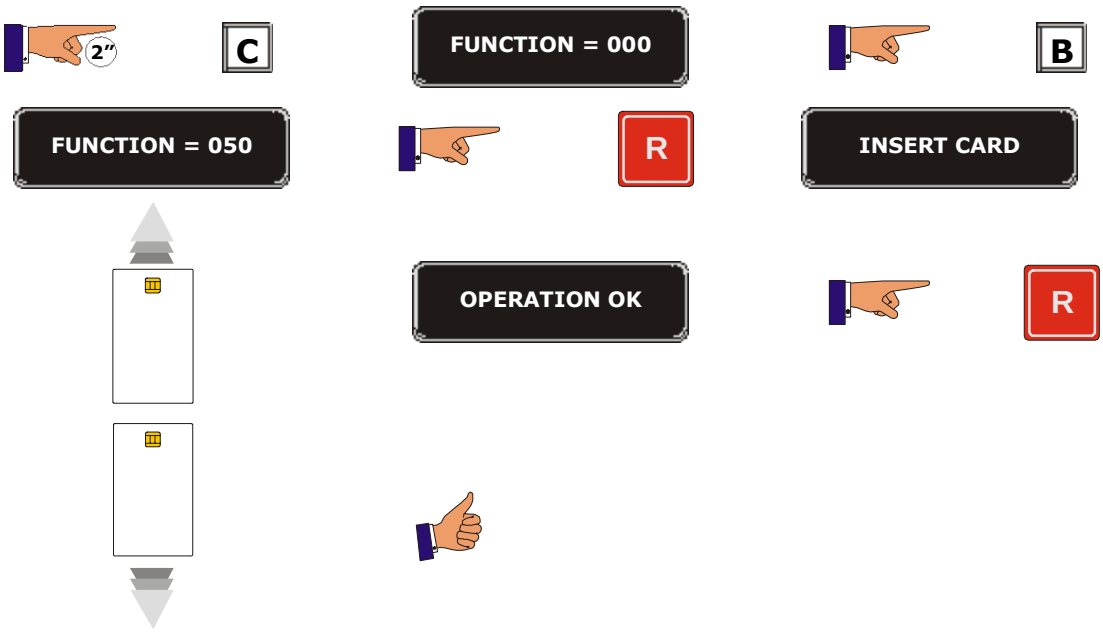
Function 020	<<ON/OFF PANEL>>	Switch ON/OFF the lighting on the machine.
0	This option turns on or off the light behind the publicity and selection panel light. This function acts as a switch.	



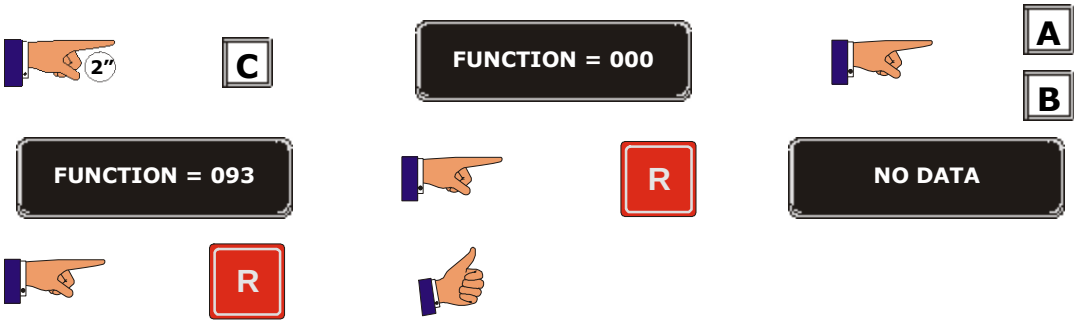
Function 030	<<MACHINE TEST>>	Test the machine.
1	The function puts the machine in TEST mode. The technician can then INTRODUCE COINS to test the different elements in the machine. The product extractions carried out in this state do not enter the accounting. The number of coins extracted from or inserted into the change hoppers in test mode DO update the accounting. To return to normal working mode, we must enter the function again and programme NO.	



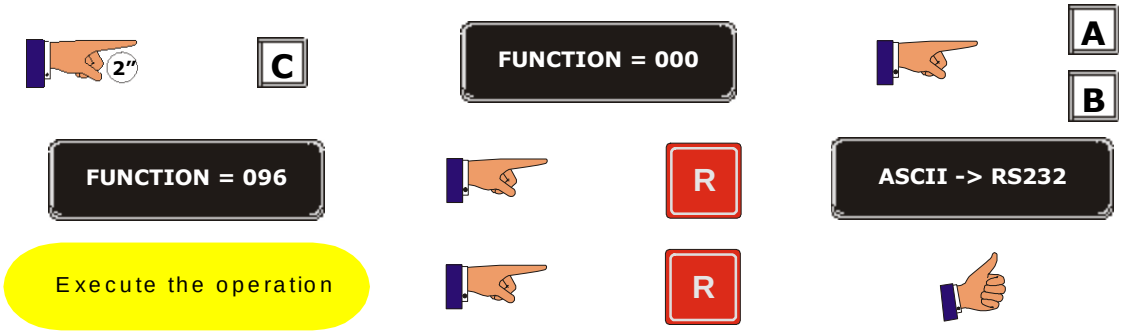
Function 050	<<RESET CARD>>	Reset a user smartcard.
1	While in this function the system will reset the smartcard by deleting all the credit and the present user code, it will also load the new user code that has previously been introduced with the master card in function 454.	



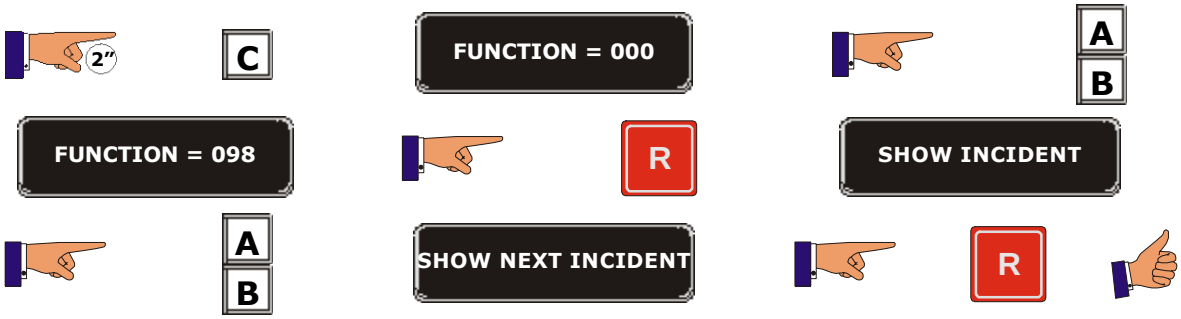
Function 093	<<SEE REG. ALT>>	See the alternative selections chosen.
1	This allows you to see the alternative choice of products the customers have selected when the machine has not been able to give them their first choice of product due to empty channels.	



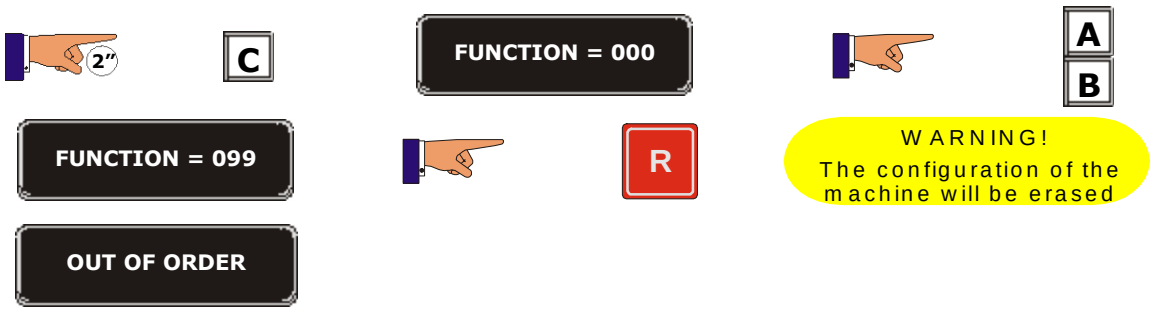
Function 096	<<PRINT LOG>>	Print the incident log
2	To execute this function, the machine must have a wiring loom Ref. 43105550 connected to a printer to print out the log. When this function is executed, the machine will print a list of the incidents registered in the function 098 through the RS232 port on the machine.	



Function 098	<<CHECK RECORD>>	Check the incident log on the display
2	This shows on the display list of the incidents that have occurred on the machine indicating the date and time of the incident.	

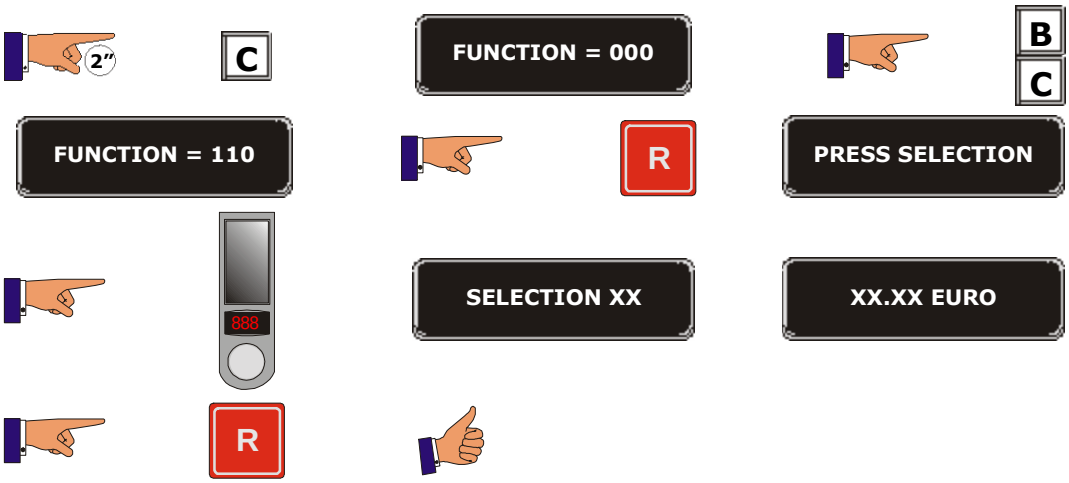


Function 099	<<RESET>>	Reset the machine programming
2	This function has a password protection for deleting the permanent accounting on the machine; if this password is not correctly introduced, the accounting will not be erased. The password is "5678" (press D 5 times, C 6 times, B 7 times, A 8 times and then REFUND). • It deletes all the accounting: partial and perpetual, if the password is introduced. • It deletes the incident register (function 098). • It eliminates the prices; cancels the channel-selection associations and the special offers. • It updates the machine configuration. • It restores all the factory programmed values, coin control system> charging, change, sorting, maximums, minimums, etc. It restores the default messages, language, currency and decimal points.	

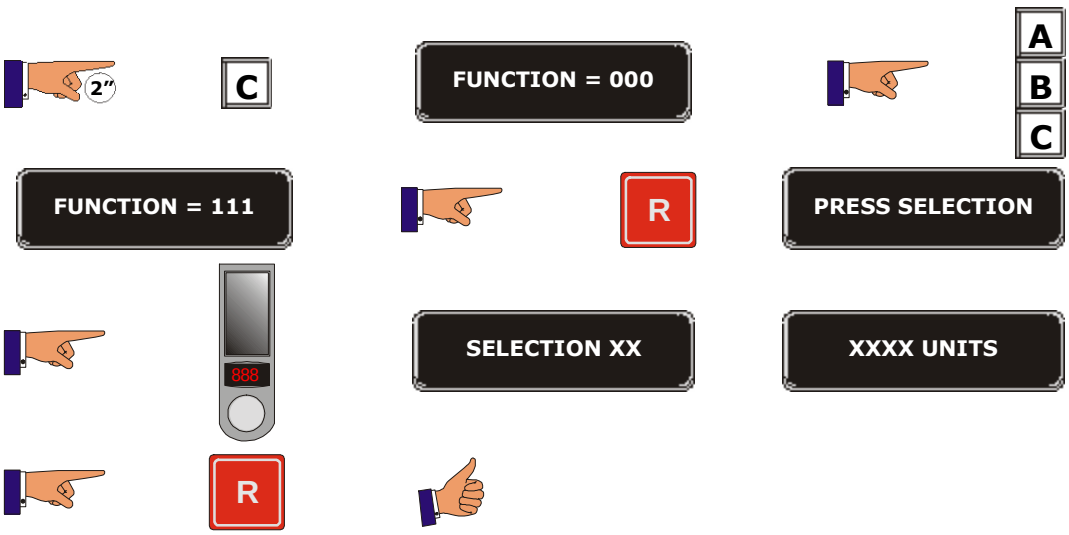


GROUP 100 ACTIONS

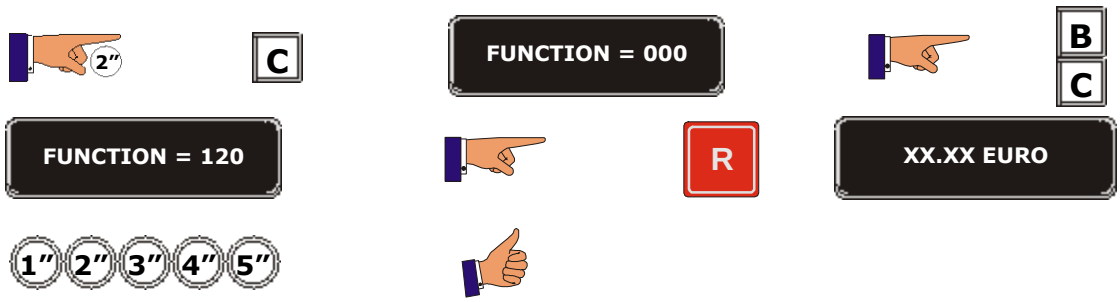
Function 110	<<MONEY/SELECT>>	Total sales from each product selection.
0	It tells you the amount of money received from any selection since the last reset of function 171 (delete accounting) or function 099 (reset).	



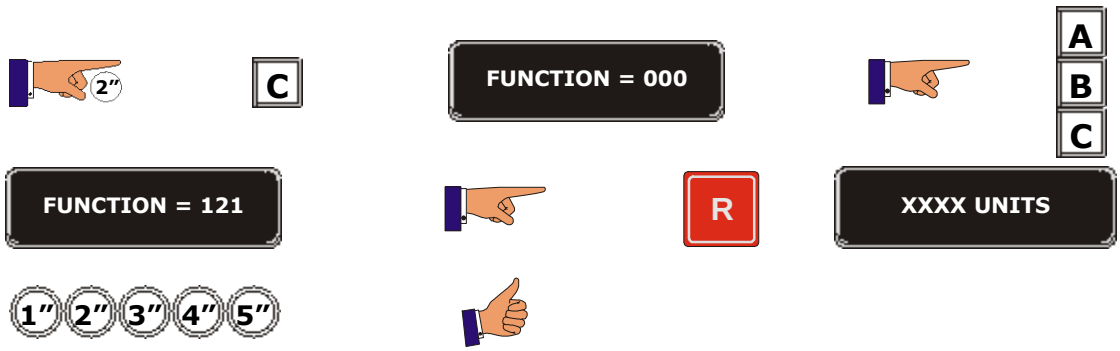
Function 111	<<UNITS/SELECT.>>	Number of units sold of each selection.
0	It informs you of the number of packets sold for each of the selections since the last reset of function 171 (delete accounting) or function 099 (reset).	



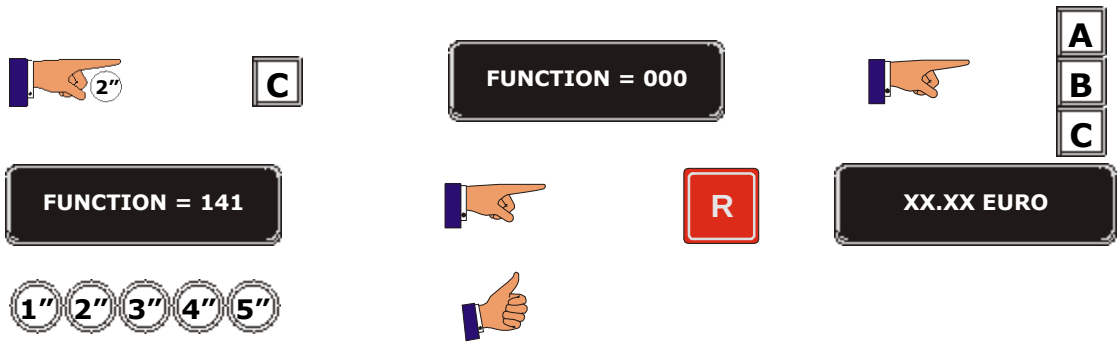
Function 120	<<TOTAL SALES>>	Total sales of the machine.
0	The display will show, for 5 seconds, the amount of money in sales since the last reset of function 171 (delete accounting) or function 099 (reset).	



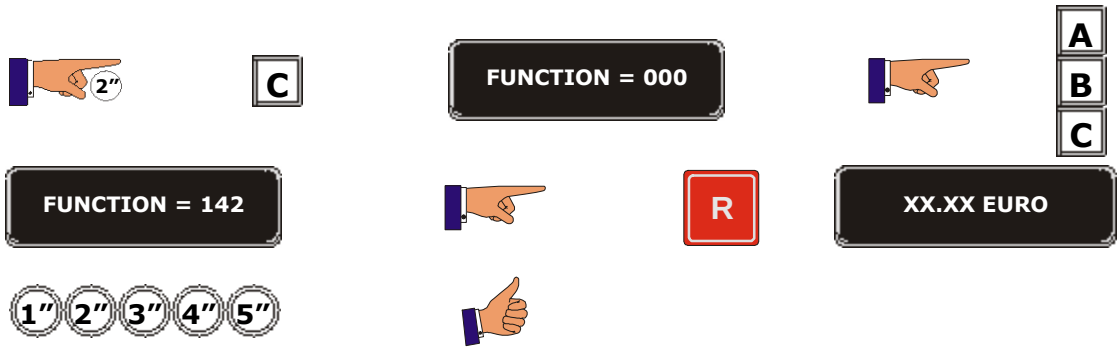
Function 121	<<TOTAL UNITS>>	Total units sold by the machine
0	The display will show, for 5 seconds, the number of units sold since the last reset of function 171 (delete accounting) or function 099 (reset).	



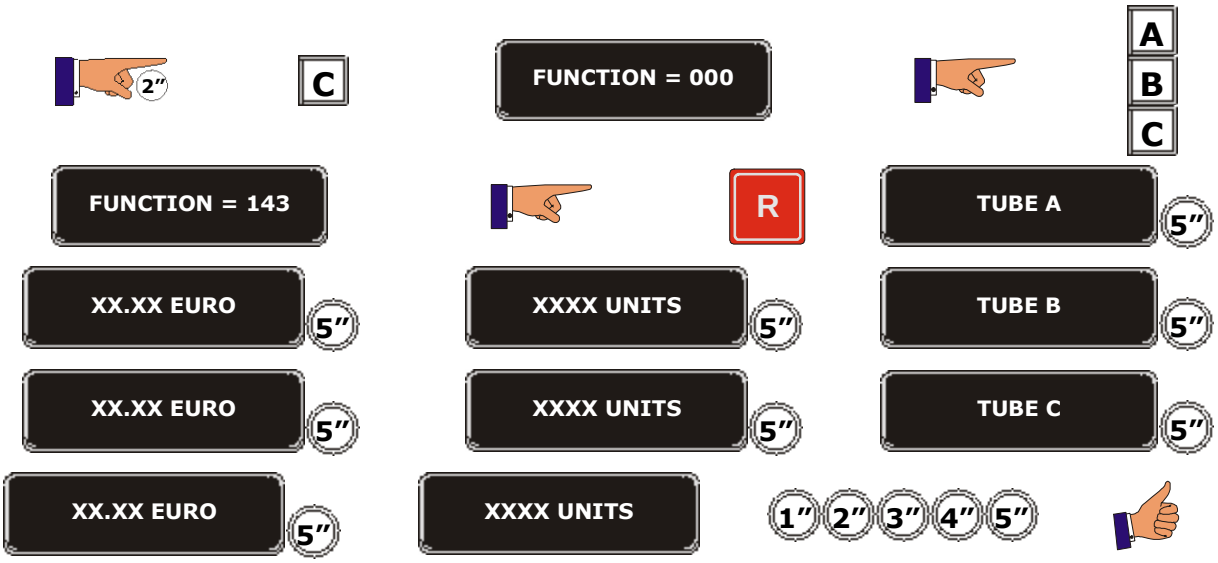
Function 141	<<MONEY CASHBOX>>	Money in the cashbox.
0	The display will show, for 5 seconds, the money the cash box contains since the last reset of function 171 (delete accounting) or function 099 (reset).	



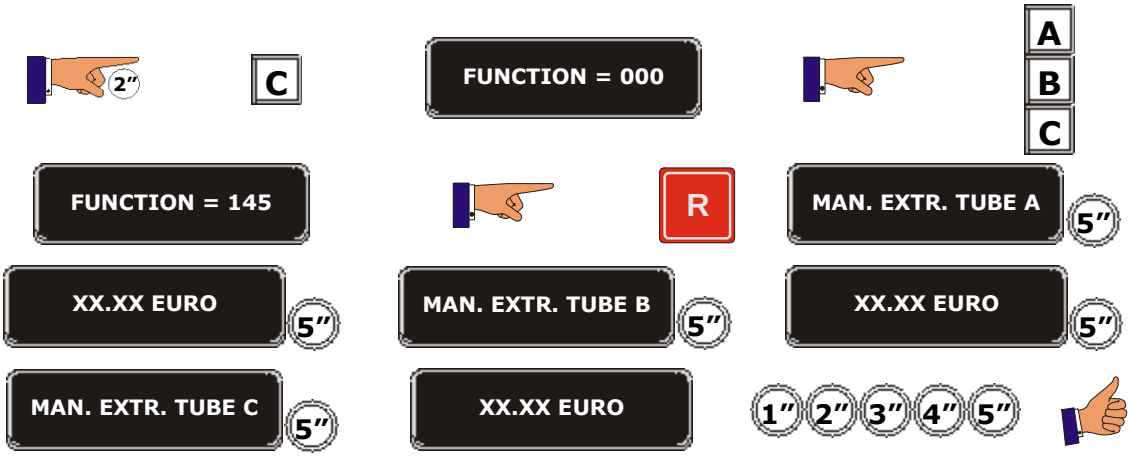
Function 142	<<TOTAL IN HOPPERS>>	Total money in the hoppers.
0	The display will show, for 5 seconds, the amount of money in all the change hoppers since the last reset of function 171 (delete accounting) or function 099 (reset).	



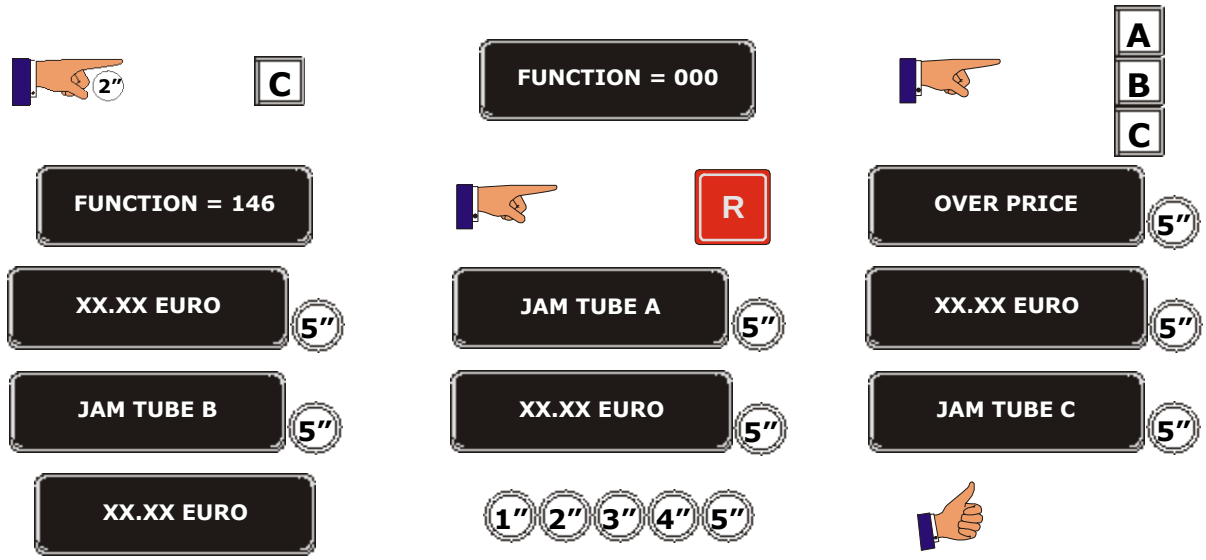
Function 143	<<MONEY IN HOPPER>>	Total money and number of coins in each hopper.
0	The display will show, for 5 seconds, the amount of money and the number of coins in a change hopper since the last reset of function 171 (delete accounting) or function 099 (reset).	



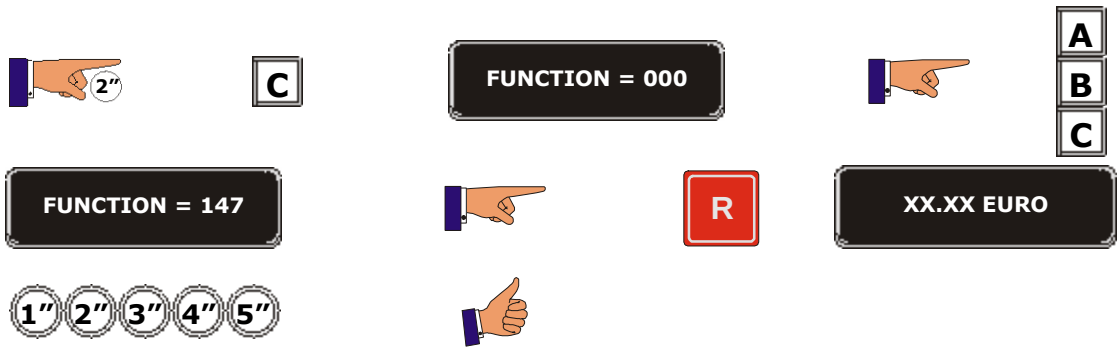
Function 145	<<MANUAL EXTR HOPPER>>	Money manually extracted from each hopper.
0	The display will show, for 5 seconds, the amount of money that has been manually extracted from each hopper (amount previously introduced in function 003) since the last reset of function 171 (delete accounting) or function 099 (reset).	



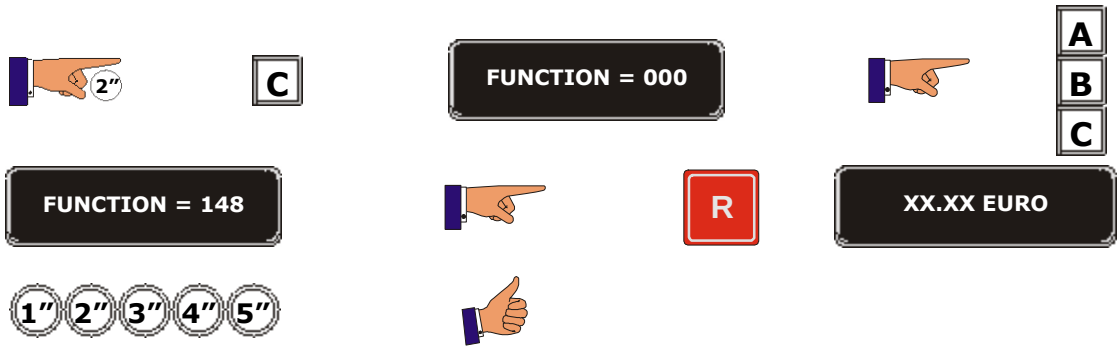
Function 146	<<NO CHANGE>>	Money not given as change to the customer.
0	The display will show, for 5 seconds, the amount of money that has been retained by the machine and has not been given back to the customer for various reasons since the last reset of function 171 (delete accounting) or function 099 (reset).	



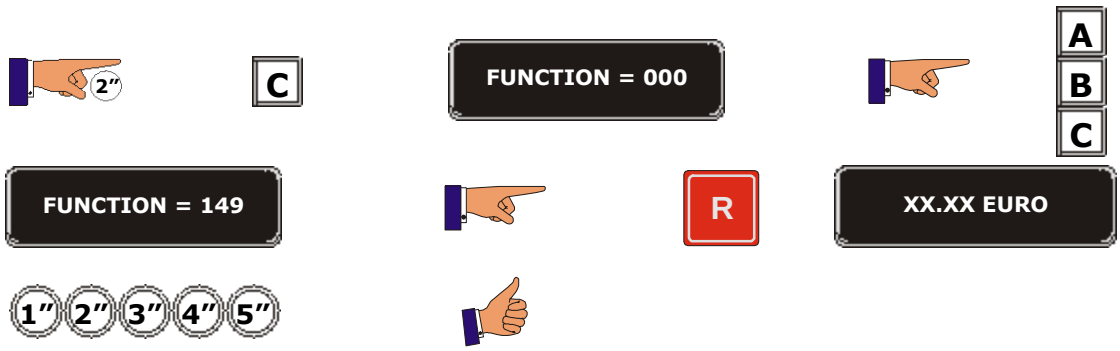
Function 147	<<CARD SALES>>	Money taken in smartcard sales.
0	The display will show, for 5 seconds, the amount of money that has been taken from smartcard sales since the last reset of function 171 (delete accounting) or function 099 (reset).	



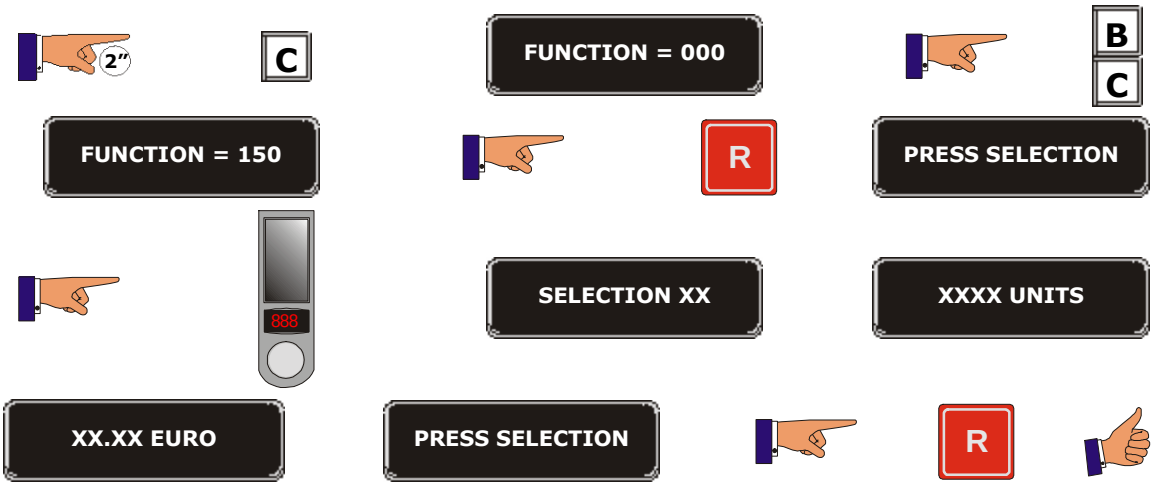
Function 148	<<CARD CREDITING>>	Money taken from customers putting credit on their smartcards.
0	The display will show, for 5 seconds, the amount of money that has been taken and credited to smartcards since the last reset of function 171 (delete accounting) or function 099 (reset).	



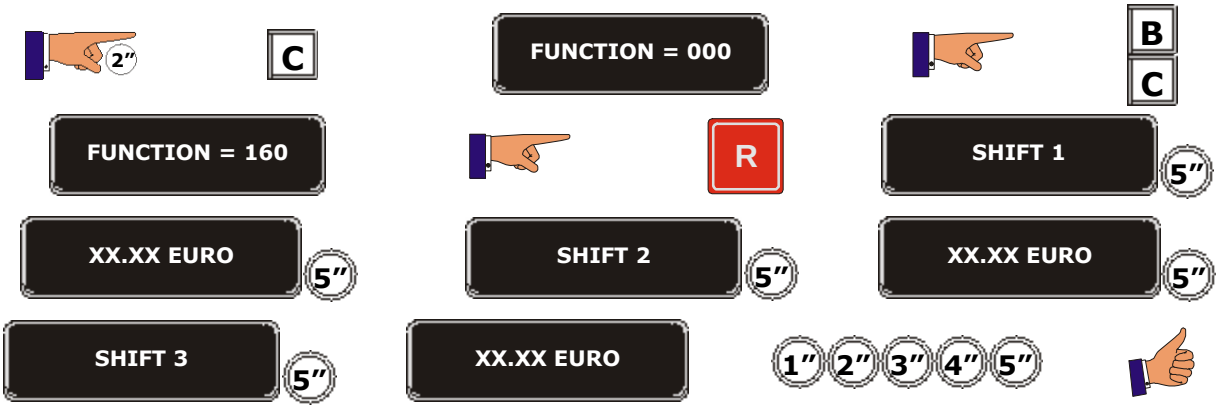
Function 149	<<MON. IN NOTES>>	Money in the note reader stacker.
0	The display will show, for 5 seconds, the total amount of money in notes in the cash box since the last reset of function 171 (delete accounting) or function 099 (reset).	



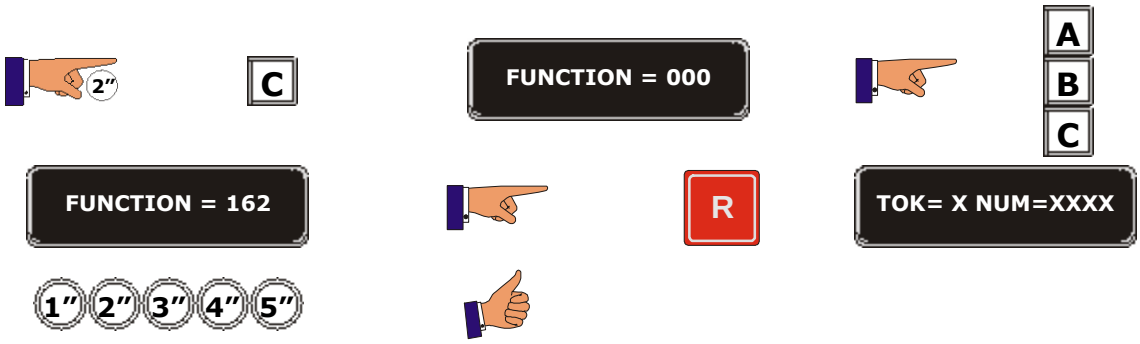
Function 150	<<PROD NOT SOLD>>	Product not sold from each channel due to faults.
0	This option informs the operator of the number of units of product and their value that have not been sold because the channel was empty since the last reset of function 171 (delete accounting) or function 099 (reset).	



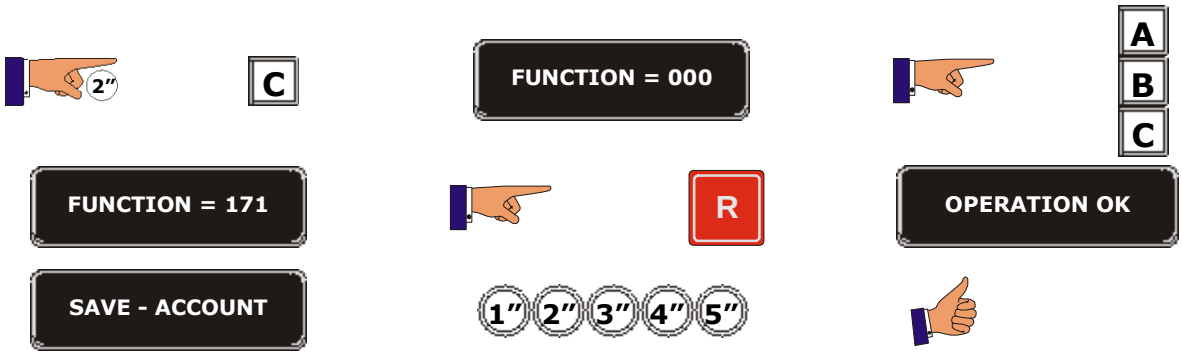
Function 160	<<SALES SHIFT>>	Total sales for a particular shift or period of the day.
0	The display will show, for 5 seconds, the amount of money that has been taken in a shift. The figures shown correspond to the amount taken in a particular shift since the last reset of function 171 (delete accounting) or function 099 (reset).	



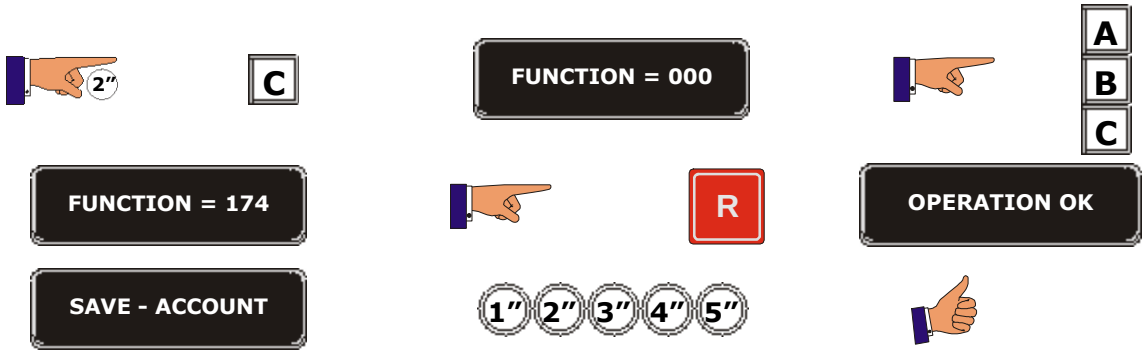
Function 162	<<TOKENS>>	Money taken in the form of *tokens*.
0 Protocol MDB	For 5 seconds, the *display* will show the number of *tokens* that are in the cashbox. The figures correspond to the period of time since the last reset using function 171 (erase accounting) or function 099 (total reset) up to the moment this function is read.	



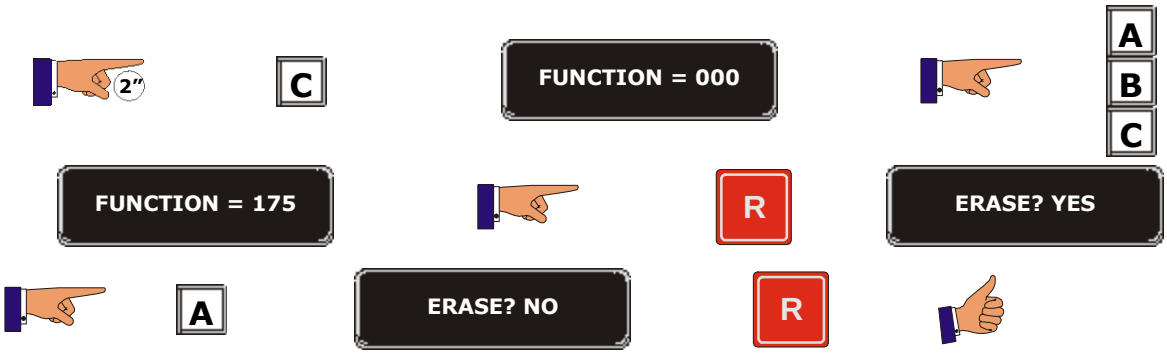
Function 171	<<COUNT RESET>>	Erase the accounting records
1	It deletes the accounting, it does not delete the perpetual accounting that is stored in the machine's memory, but it starts a new accounting period.	



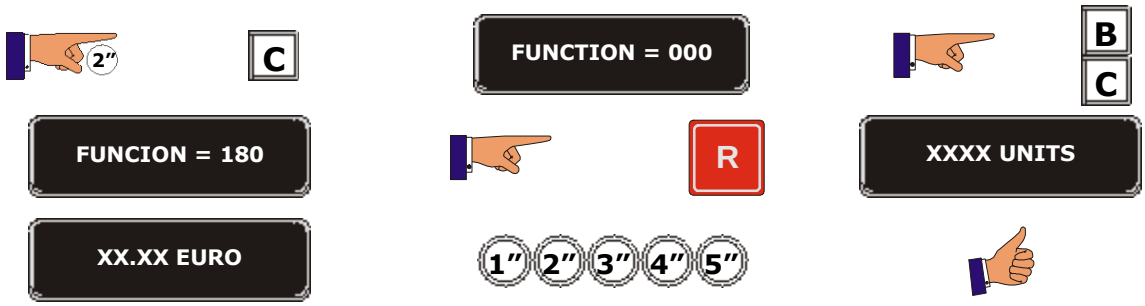
Function 174	<<DEL COUNT HOPPER>>	Erase the accounting in the hoppers.
1	It deletes the change hopper accounting and it starts a new accounting period for the hoppers.	



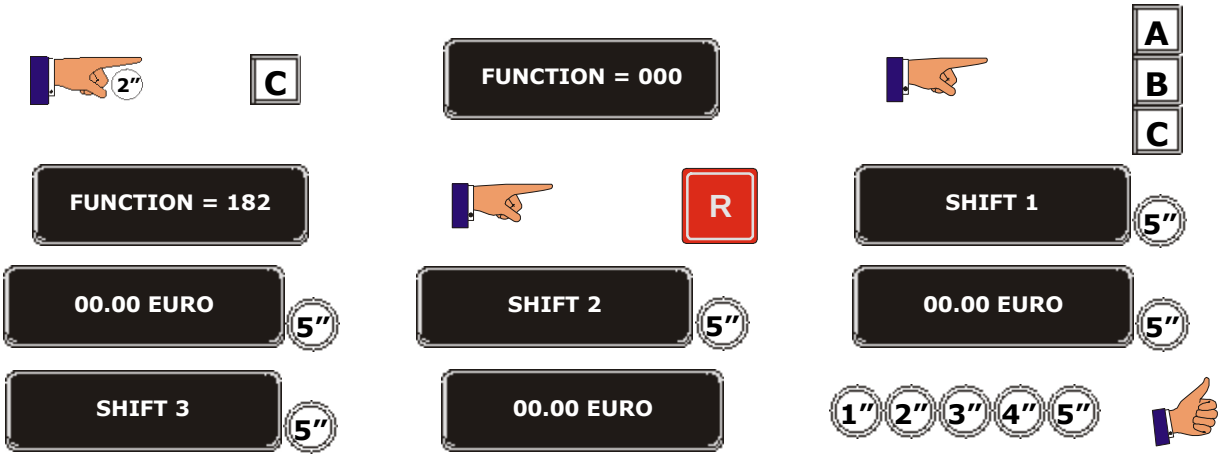
Function 175	<<PROHIB ERASE>>	Protect against erasure of the accounting.
1	This function inhibits functions 170 and 174. If the option ERASE=NO is programmed, although either of the two functions is executed, the machine will not delete the accounting.	



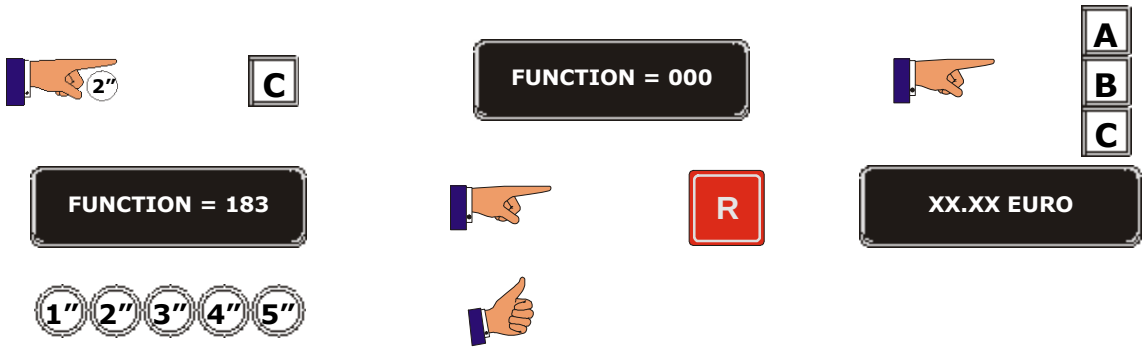
Function 180	<<Z/TOTAL SALES>>	Total sales (units and amount of money).
0	The display will show, for 5 seconds, the total amount of money that has been taken in sales. The figures correspond to the last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	



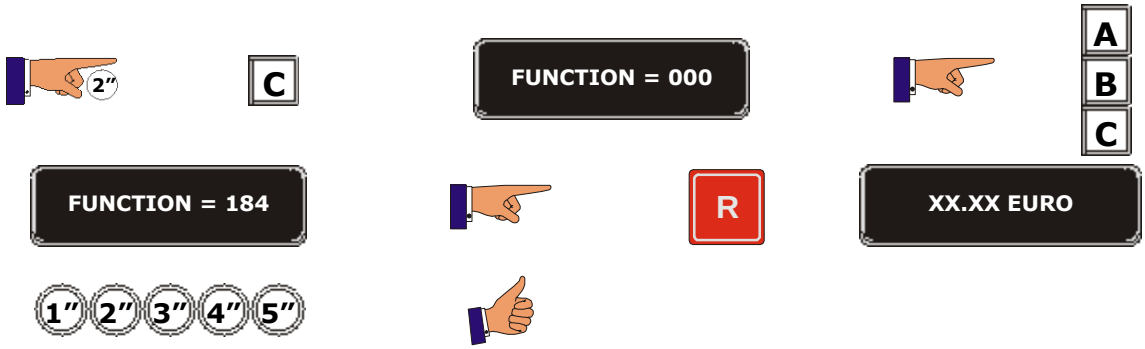
Function 182	<<Z/CASH/SHIFT>>	Total sales per shift or period (units and amount of money).
0	The display will show, for 5 seconds, the total amount of money that has been taken in a shift. The figures correspond to the last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	



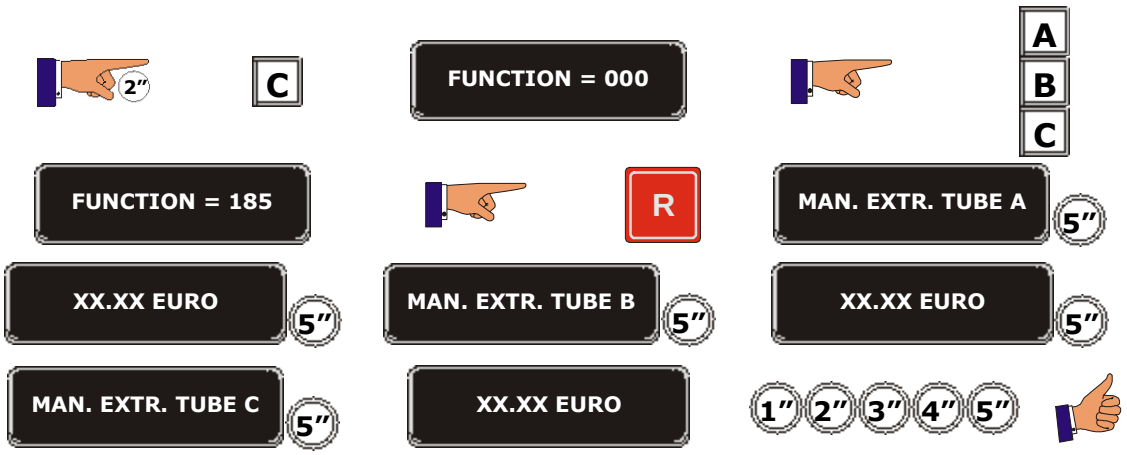
Function 183	<<Z/MONEY CASHBOX>>	Total money in the cashbox.
0	The display will show, for 5 seconds, the total amount of money in the cashbox. The figures correspond to the total amount since last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	



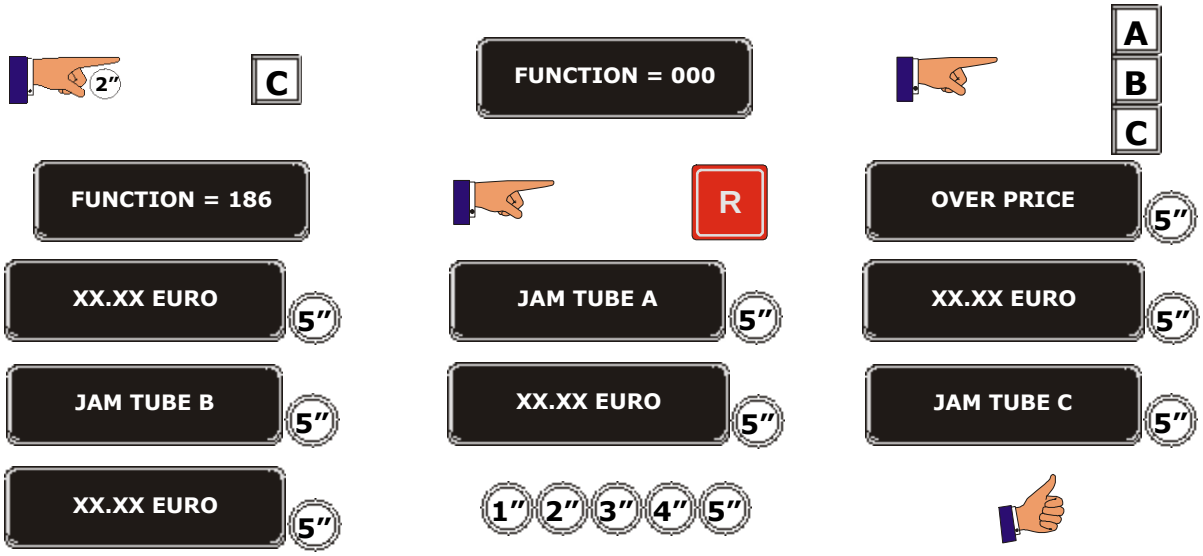
Function 184	<<Z/CASH IN HOPPERS>>	Money in the hoppers.
0	The display will show, for 5 seconds, the total amount of money in the change hoppers. The figures correspond to the total amount since last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	



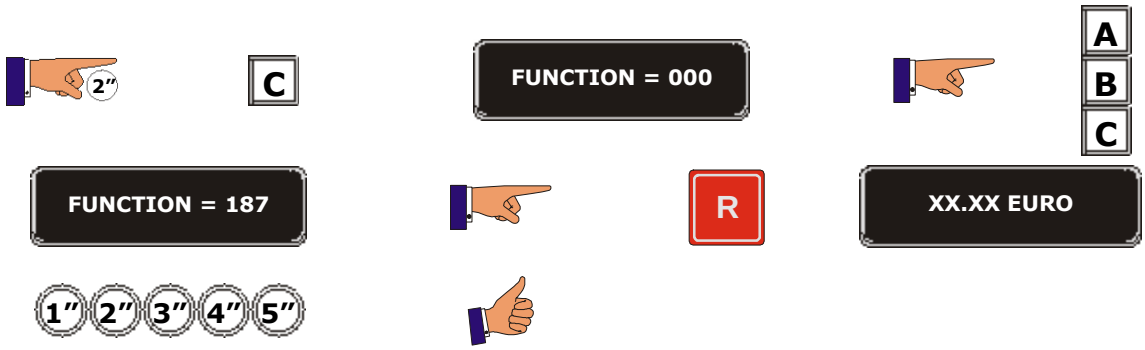
Function 185	<<Z/MAN EXTR HOPPER>>	**Money manually extracted from the *hoppers***
0	The display will show, for 5 seconds, the total amount of money in manually extracted from the change hoppers. The figures correspond to the total amount since last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	



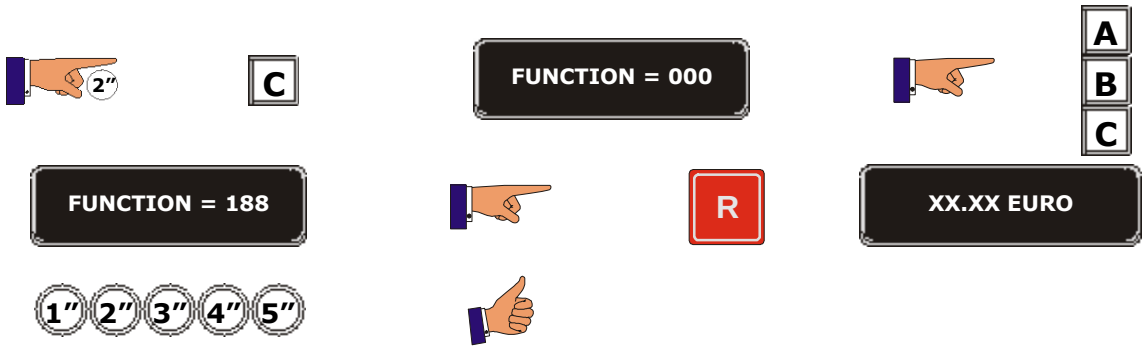
Function 186	<<Z/NO CHANGE>>	**Money not returned to the customer as change.**
0	The display will show, for 5 seconds, the total amount of money not returned to the customer as change for various reasons. The figures correspond to the last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	



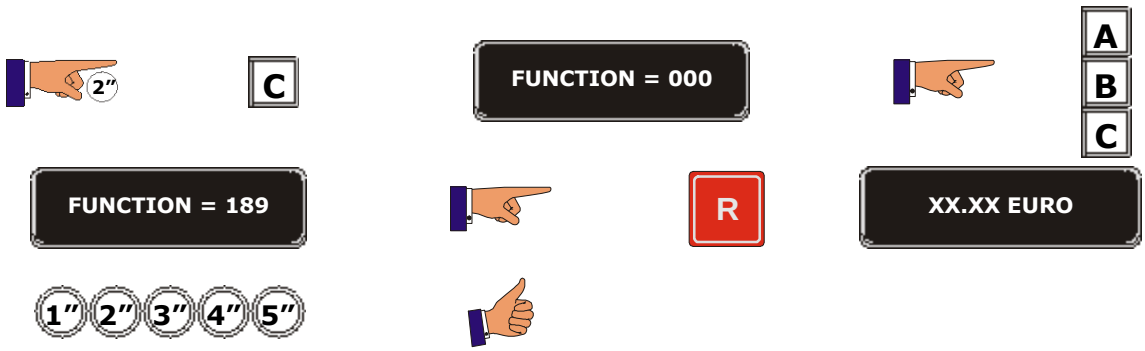
Function 187	<<Z/MONEY FROM CARD>>	Sales from the smartcards.
0	The display will show, for 5 seconds, the total amount of money taken from sales paid with a smartcard. The figures correspond to the total amount since last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	



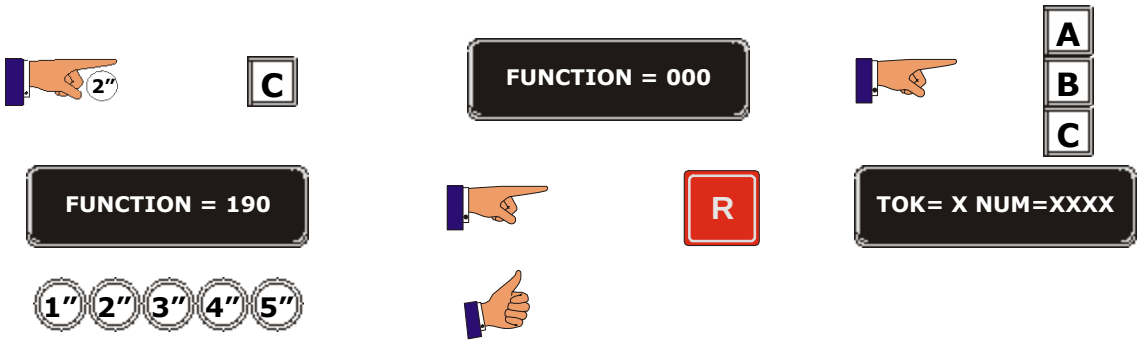
Function 188	<<Z/MONEY TO CARD>>	Money taken from customers putting credit on their smartcards.
0	The display will show, for 5 seconds, the total amount of money inserted to credit to the smartcards since the last reset of function 099 (assuming this function is programmed to delete the permanent accounting).	



Function 189	<<Z/MONEY NOTES>>	Total money in note reader stacker
0	The display will show, for 5 seconds, the total amount of money in notes in the note reader stacker. The figures correspond to the total amount since last time the machine was reset using the function 099 (assuming this function is programmed to delete the permanent accounting).	

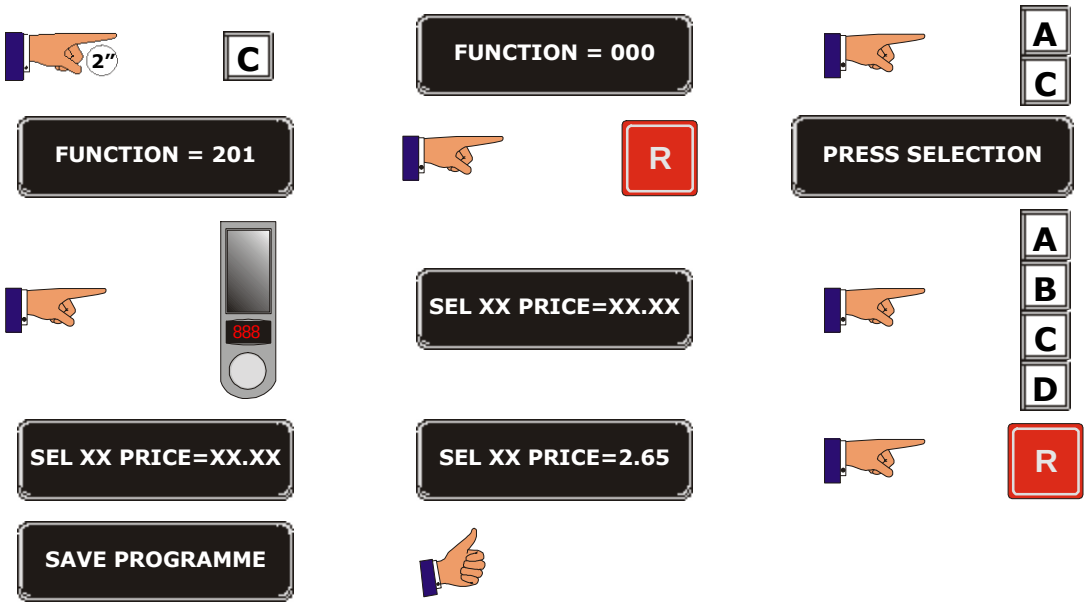


Function 190	<<P/MON/TOKENS>>	Total money taken in tokens.
0	For 5 seconds, the *display* will show the number of *tokens* that are in the cashbox. The figures correspond to the period of time since the last reset using function 099 (total reset). N.B. only when the machine is programmed to erase the permanent accounting.	

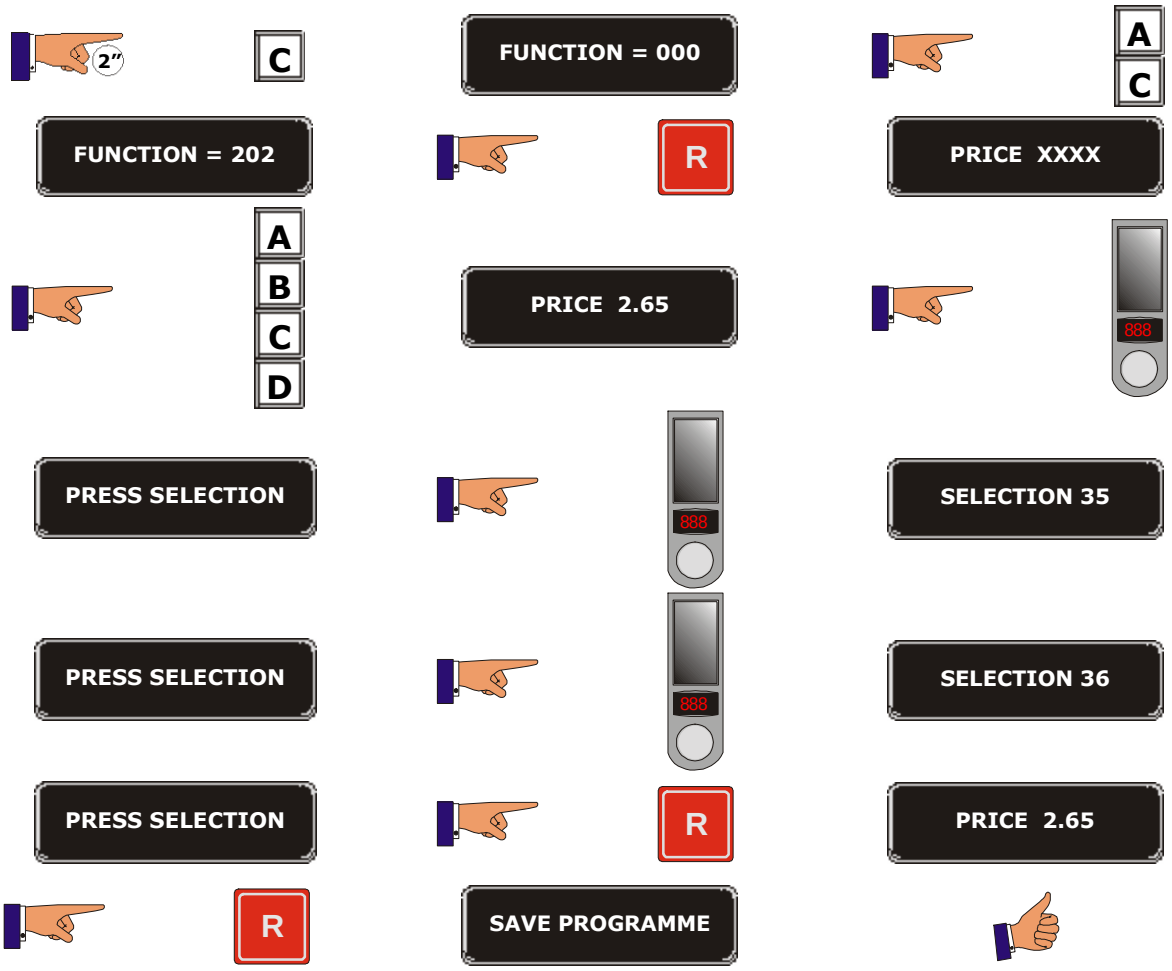


GROUP 200 PROGRAMMING PRICES AND SALES MODES

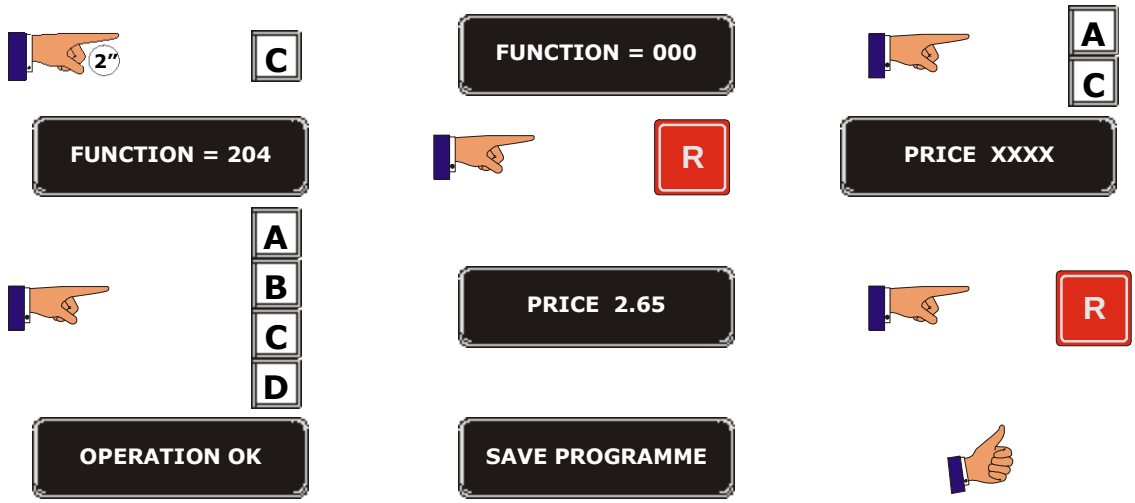
Function 201	**<<PROG. PRICES>>**	**Programming of the price of each selection.**
1	It allows you to programme the sales price for each of the product selections.	



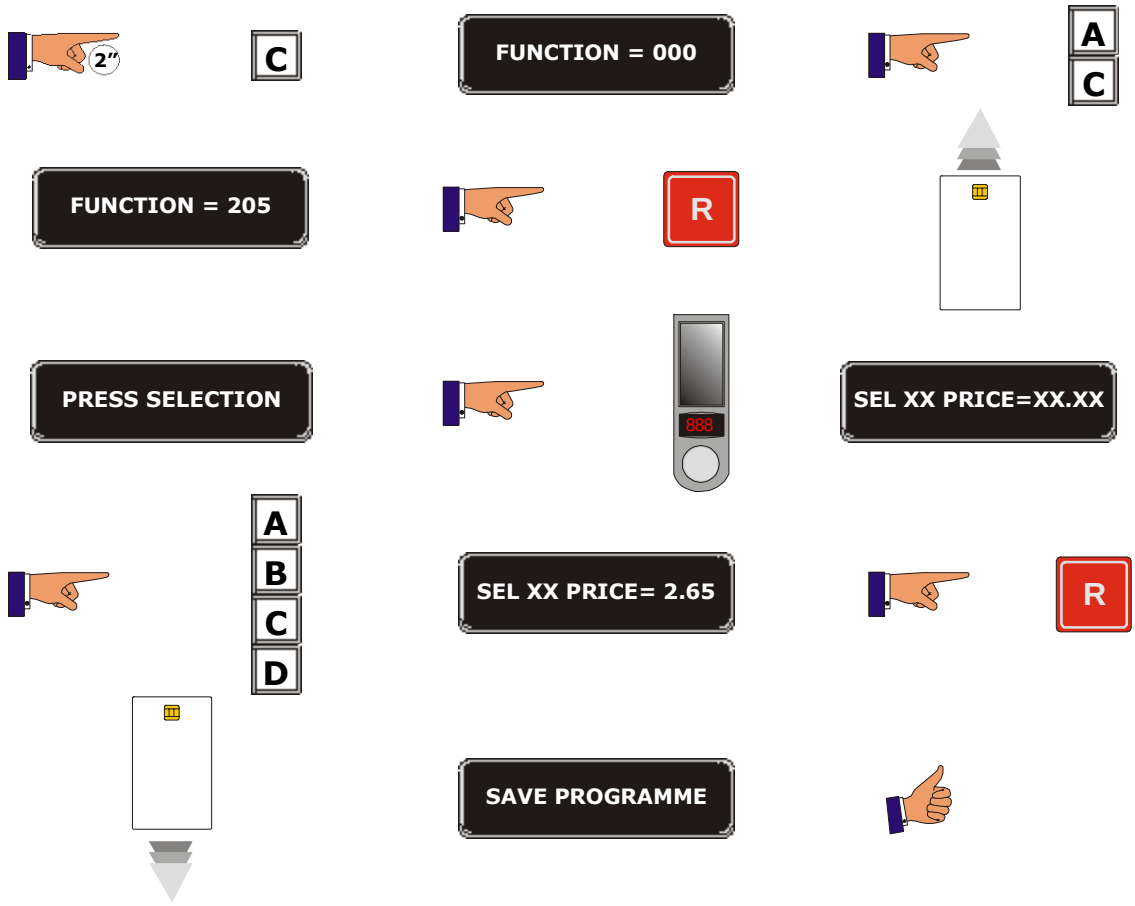
Function 202	<<COPY PRICE>>	Programming the same price for various selections
1	It allows you to programme the same sales price for various product selections at the same time.	



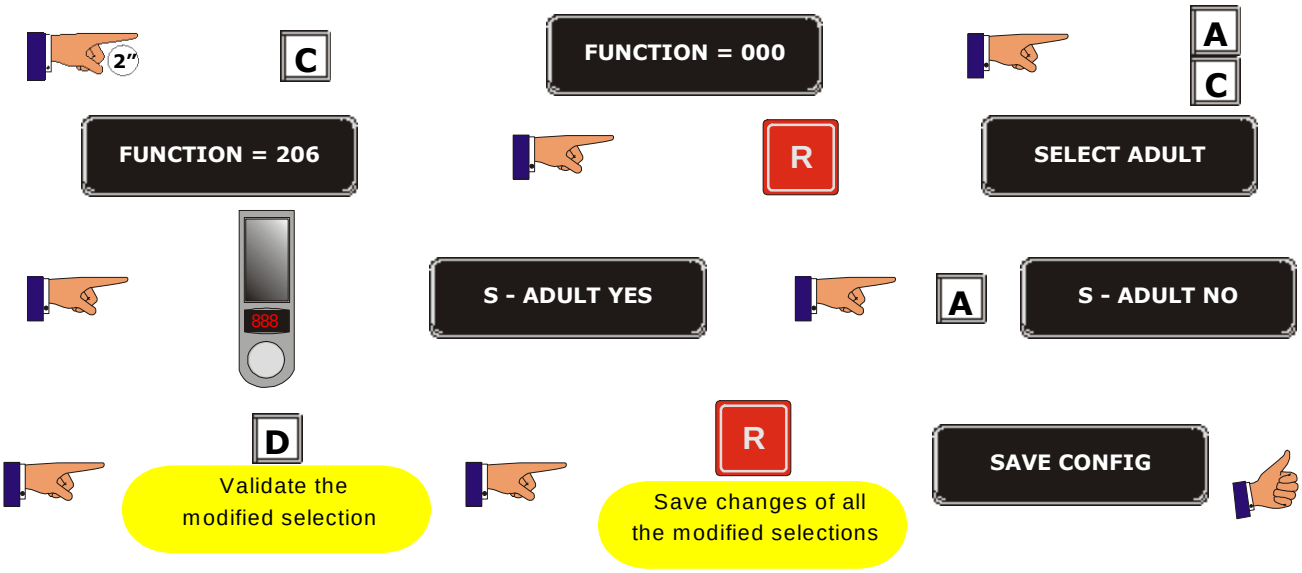
Function 204	<<SINGLE PRICE>>	Programming the same price for all the selections.
1	This option allows you to programme a unique price for all the product selections.	



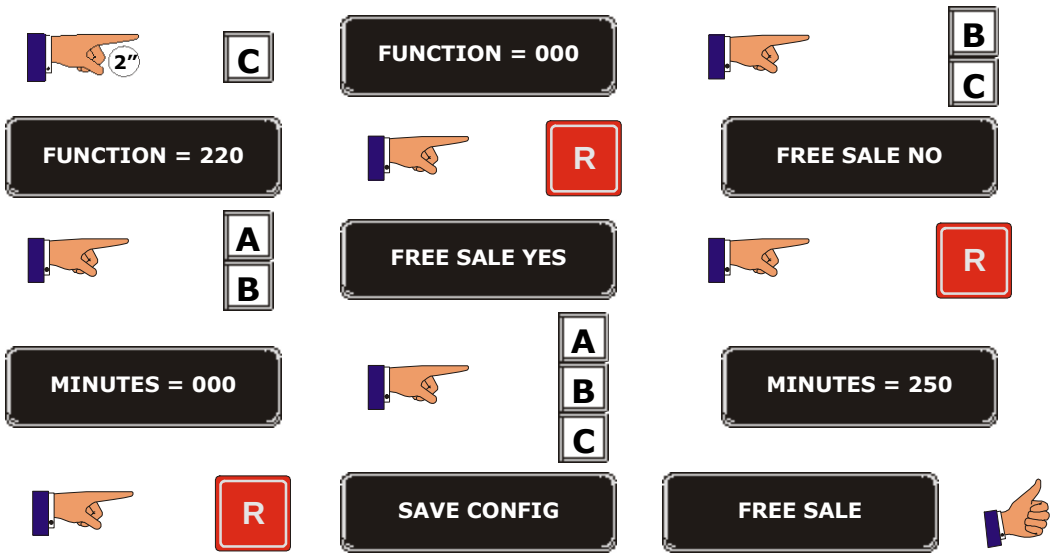
Function 205	<<CARD PRICES>>	Programming the prices when paying with a smartcard.
1	This option allows you to programme a special price for each selection for the users of smartcards, this price may be the same or different from the price paid in cash. On inserting the card the display shows the prices of the selections with the value programmed in this function.	



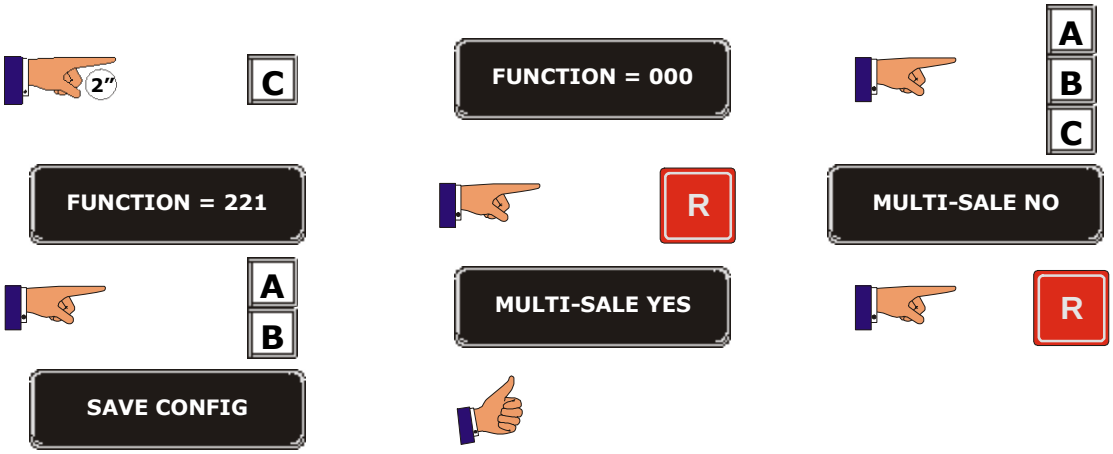
Function 206	<<ADULT SELECTIONS>>	Selections not controlled by the access to minors function.
1	This option allows you to sell products without minor control freely although the machine has the minor control software activated. All the product selections will have the default setting of “YES” activated (minor control activated), those that you wish to be free of minor control should be programmed with the option “NO”.	



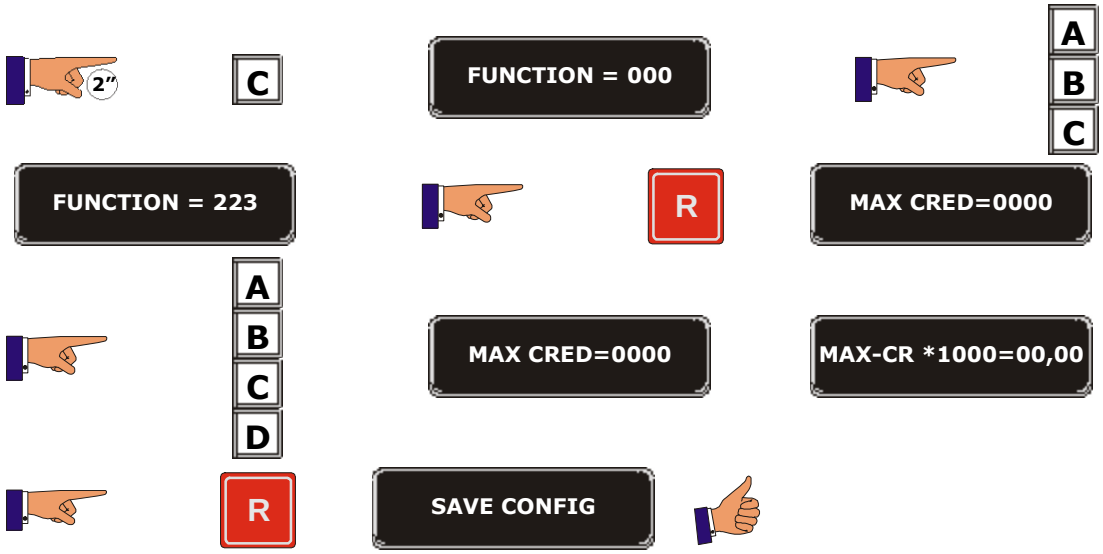
Function 220	<<FREE SALE>>	Programming the machine to sell for free.
1	This allows you to programme the machine to vend all the selections for free. The maximum time the machine can be programmed to work in free sale is 250 minutes. However, if the value 255 is programmed, the machine will remain in free vend mode indefinitely. This function will not increase the accounting figures.	



Function 221	<<MULTI-SALE>>	Multi-vend.
1	The machine can be programmed to make various sales and then give the change when the refund button is pressed.	

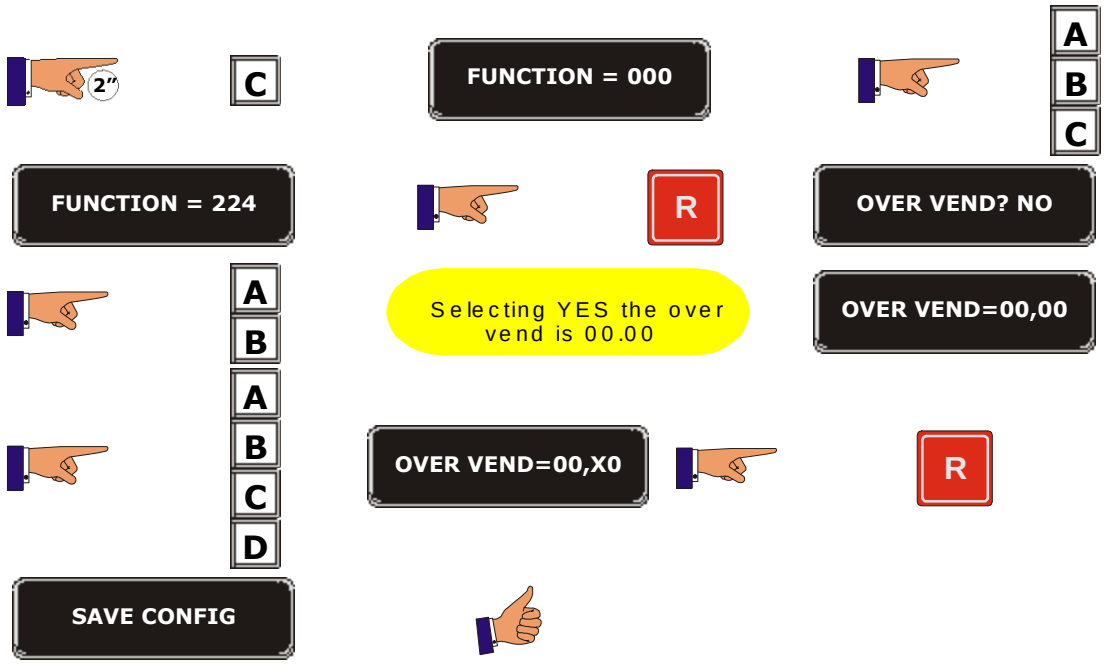


Function 223	<<MAX CREDIT>>	**Programming the maximum amount of money the user can insert when buying.**
1	This function allows the operator to programme the maximum amount the machine will accept as credit before a sale. Once this figure has been reached, the machine will not accept more money, this extra money will be rejected.	

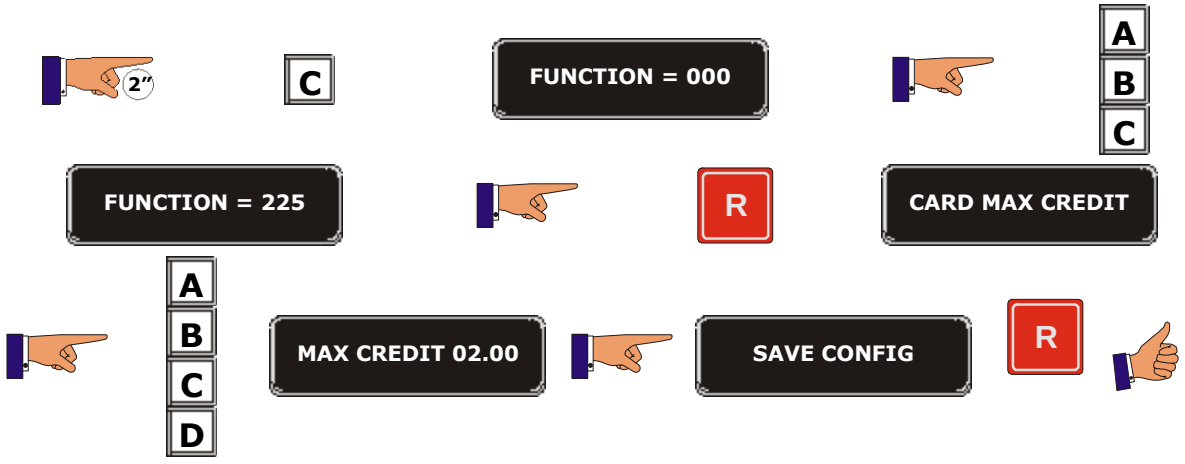


In some machines this function only inhibits the entry of notes into the note reader

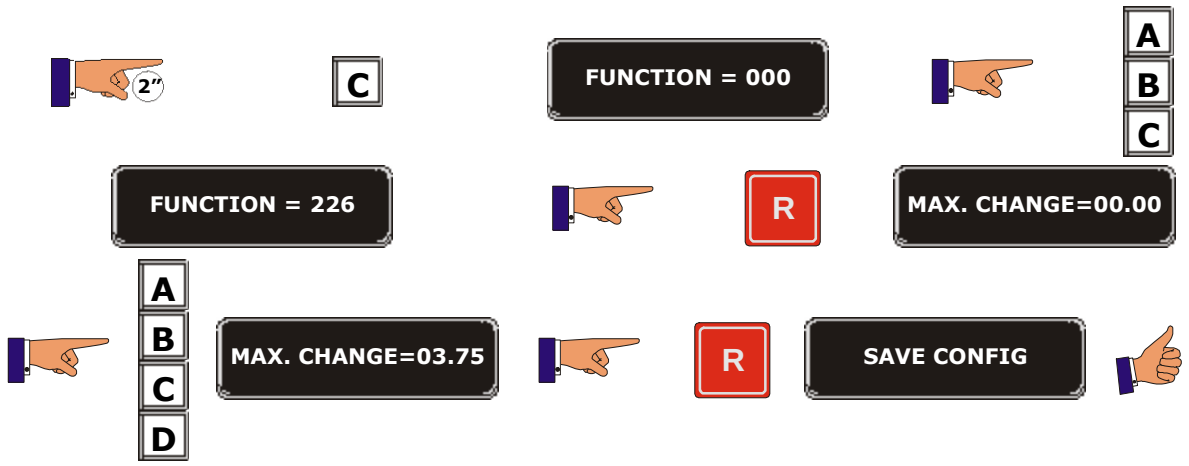
Function 224	<<OVER VEND>>	Sale of the product without giving the change
1	If the amount the machine has to give as change is less than the figure programmed as “over vend”, the machine will keep the change	



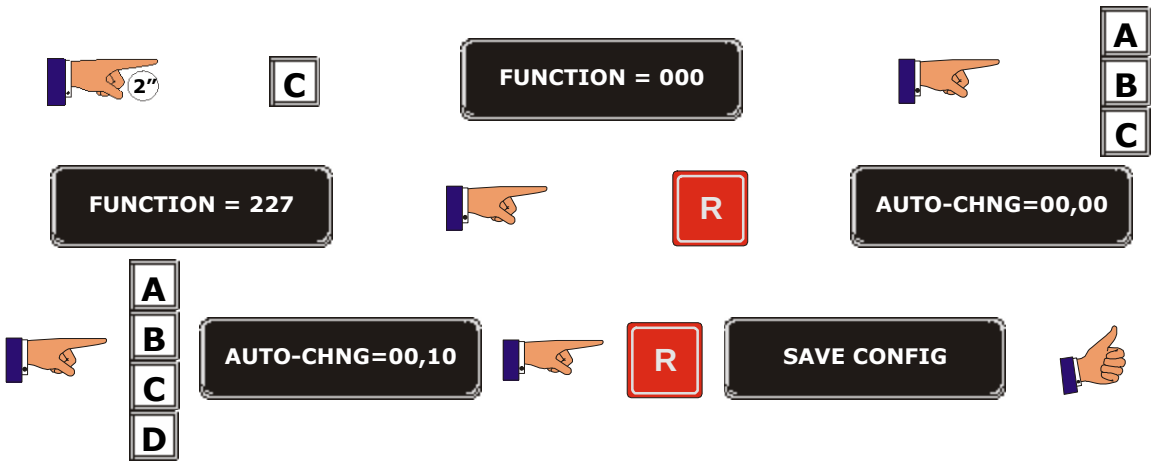
Function 225	<<CARD MAX CREDIT>>	Maximum amount allowed for putting credit on the smartcards
1	This option limits the maximum credit that the user can put on the smartcard. If the user tries to put more credit than the limit programmed, the machine will refund the difference, the default maximum credit is 100 Euros and the maximum possible is 999.90 Euros.	



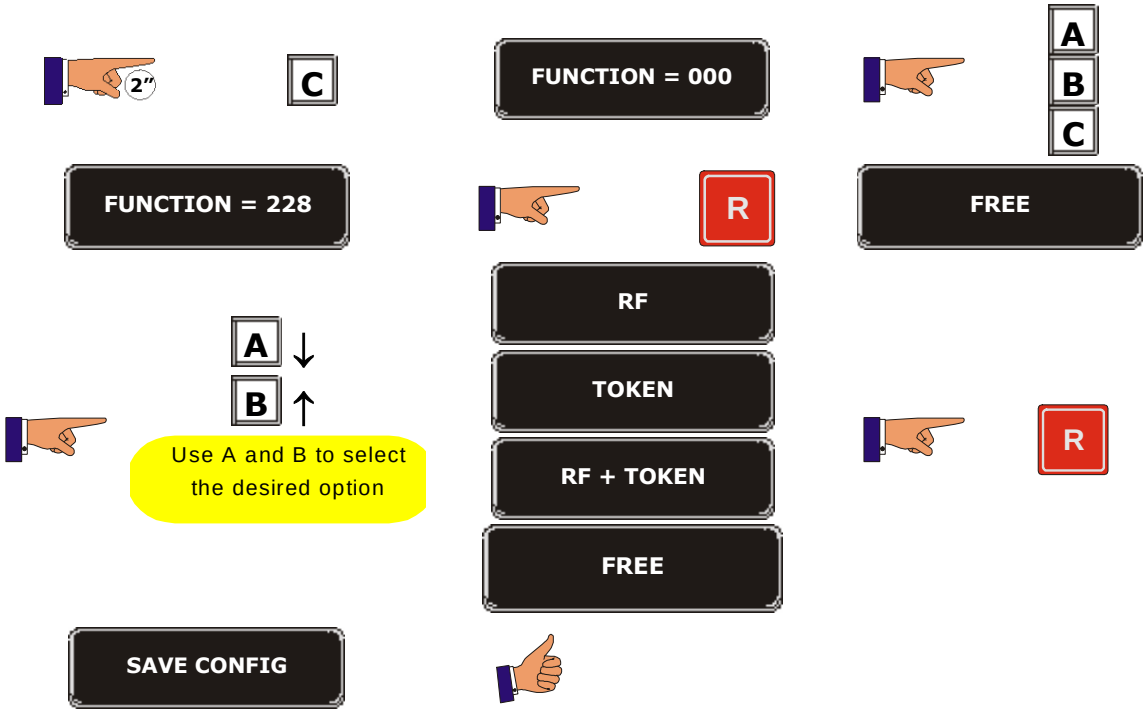
Function 226	<<MAX. CHANGE>>	Maximum change returned to customer
1	This function limits the maximum amount the machine will give as change after a sale. If the amount the machine must give as change is above the amount programmed in this function, the machine will shoe the message “out of change” on the *display*. N.B. This function is only available in machines with coin changers.	



Function 227	<<AUTO CHANGE>>	Activate the control of the maximum change the machine will give after a sale.
1	This function only works when the machine is programmed in “multi vend” mode in F221. The machine will oblige the customer to continue buying products if the amount it has to give the customer in change is above the amount programmed in this function. The customer must buy more products until the change the machine has to give is lower than the figure programmed.	

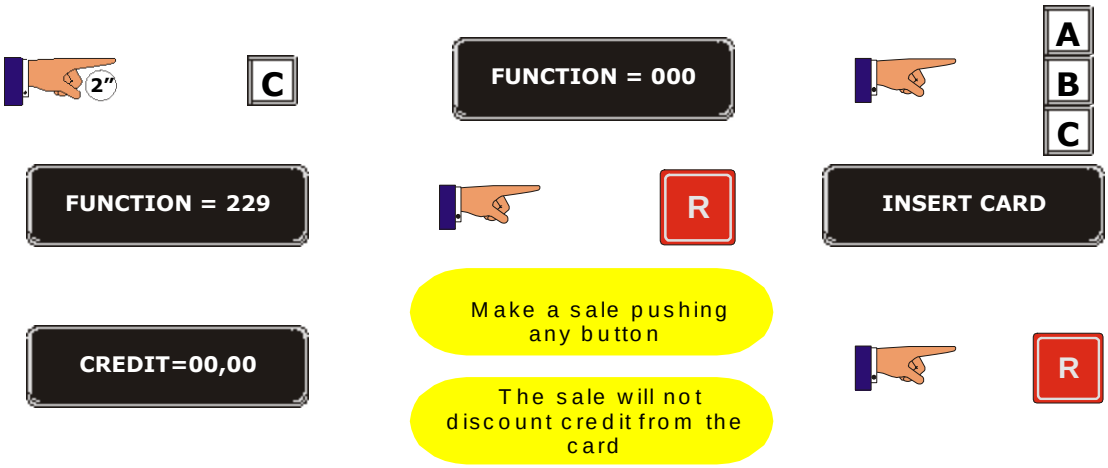


Function 228	<<AGE CONTROL >>	Control of access to minors.
1	This function is used to activate access control for minors. The systems that can be used are: Token system, Radiofrequency remote control or both simultaneously. If FREE is programmed, the machine works with the minor access control activated.	

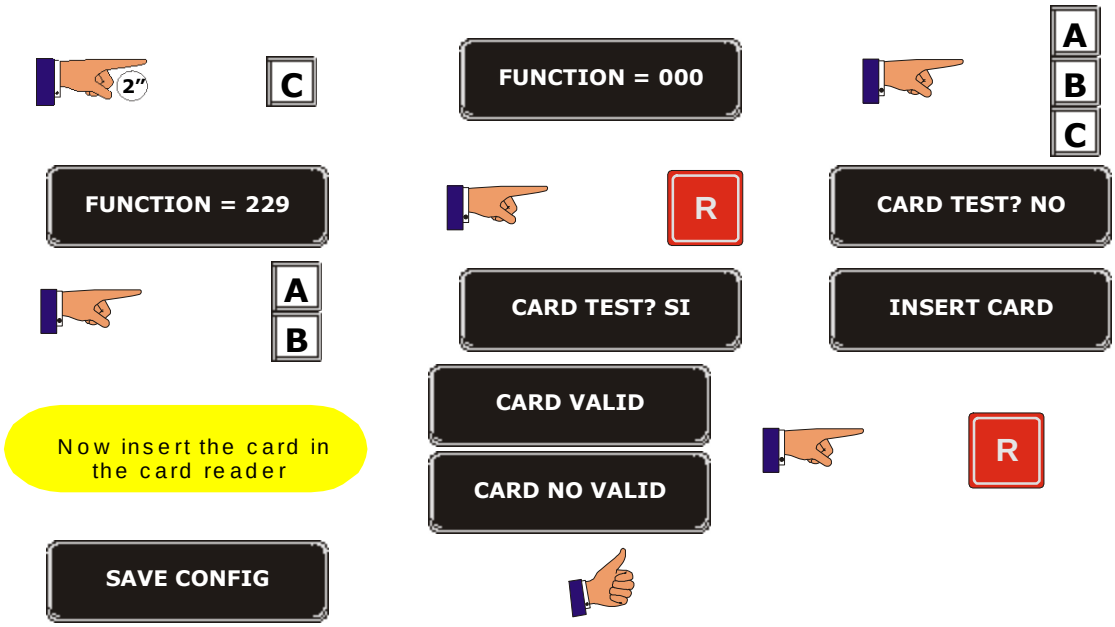


Function 229	<<CARD TEST>>	Test the smartcard that has been inserted into the machine
0	This function is only activated when function F454 has this option programmed on the smartcard. The machine recognises the types of smartcards that are activated for the card reader – magnetic strip, chip, etc. – and will function in the following way: - If it is a smartcard, the machine will sell the product without charging the card. - If it is an Italian card, the display will show: VALID CARD or CARD NOT VALID.	

For a SMARTCARD:

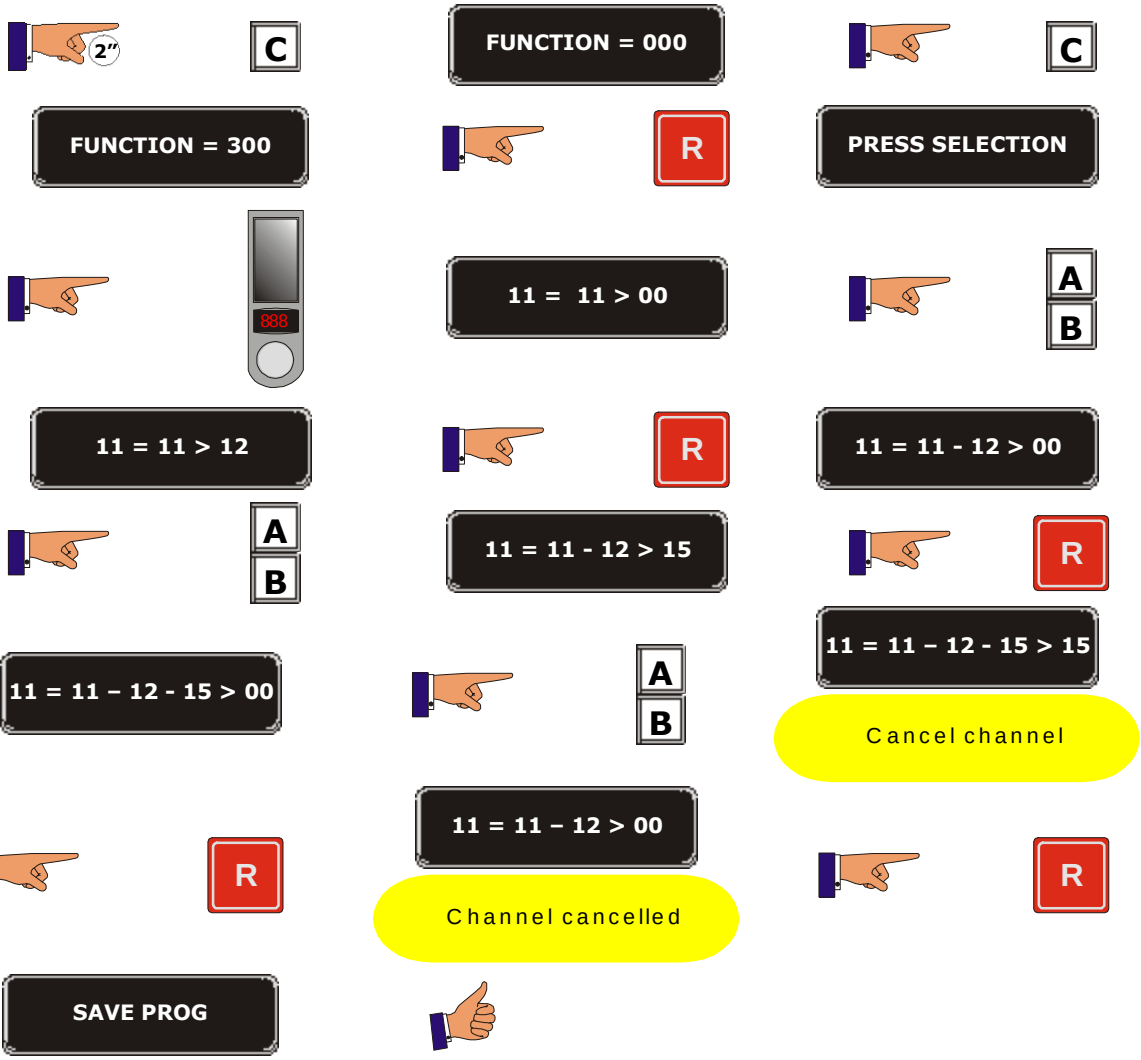


For ITALIAN cards:

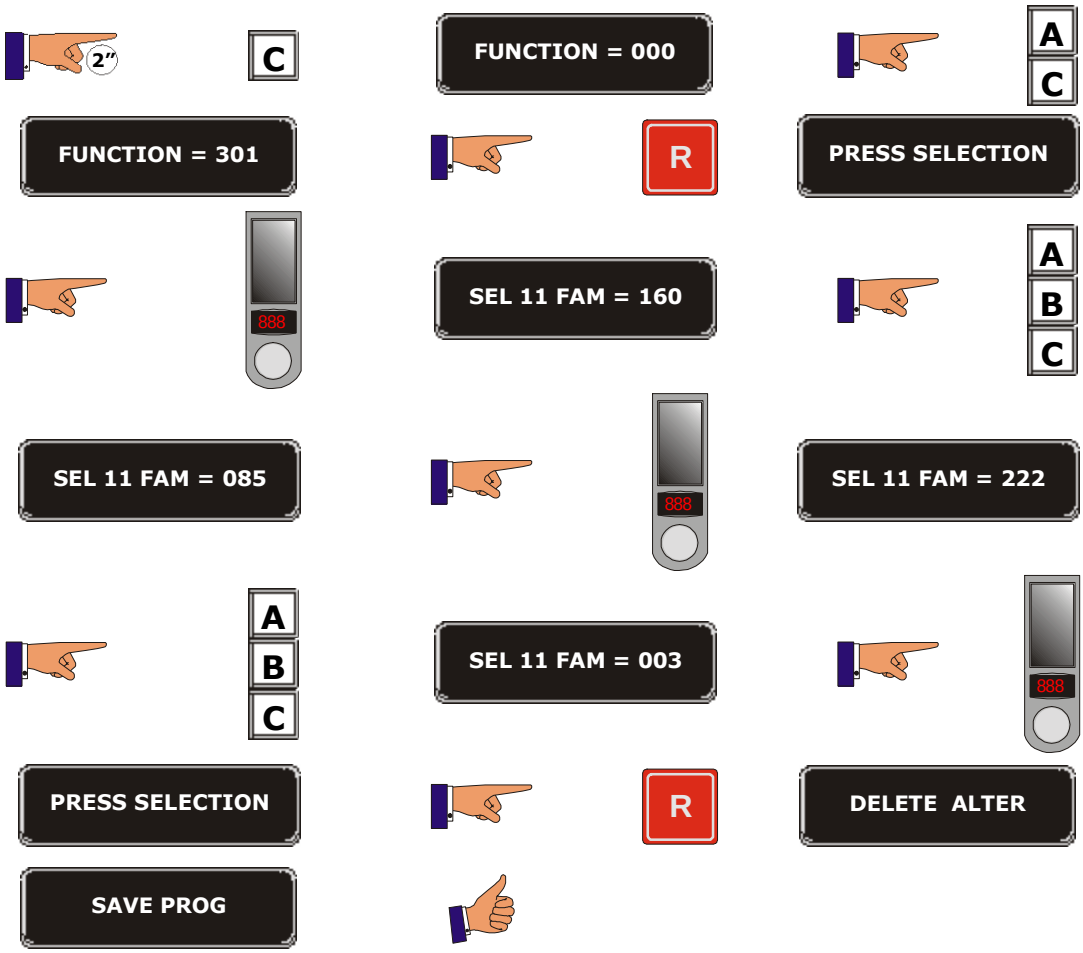


GROUP 300 PROGRAMMING THE SELECTIONS

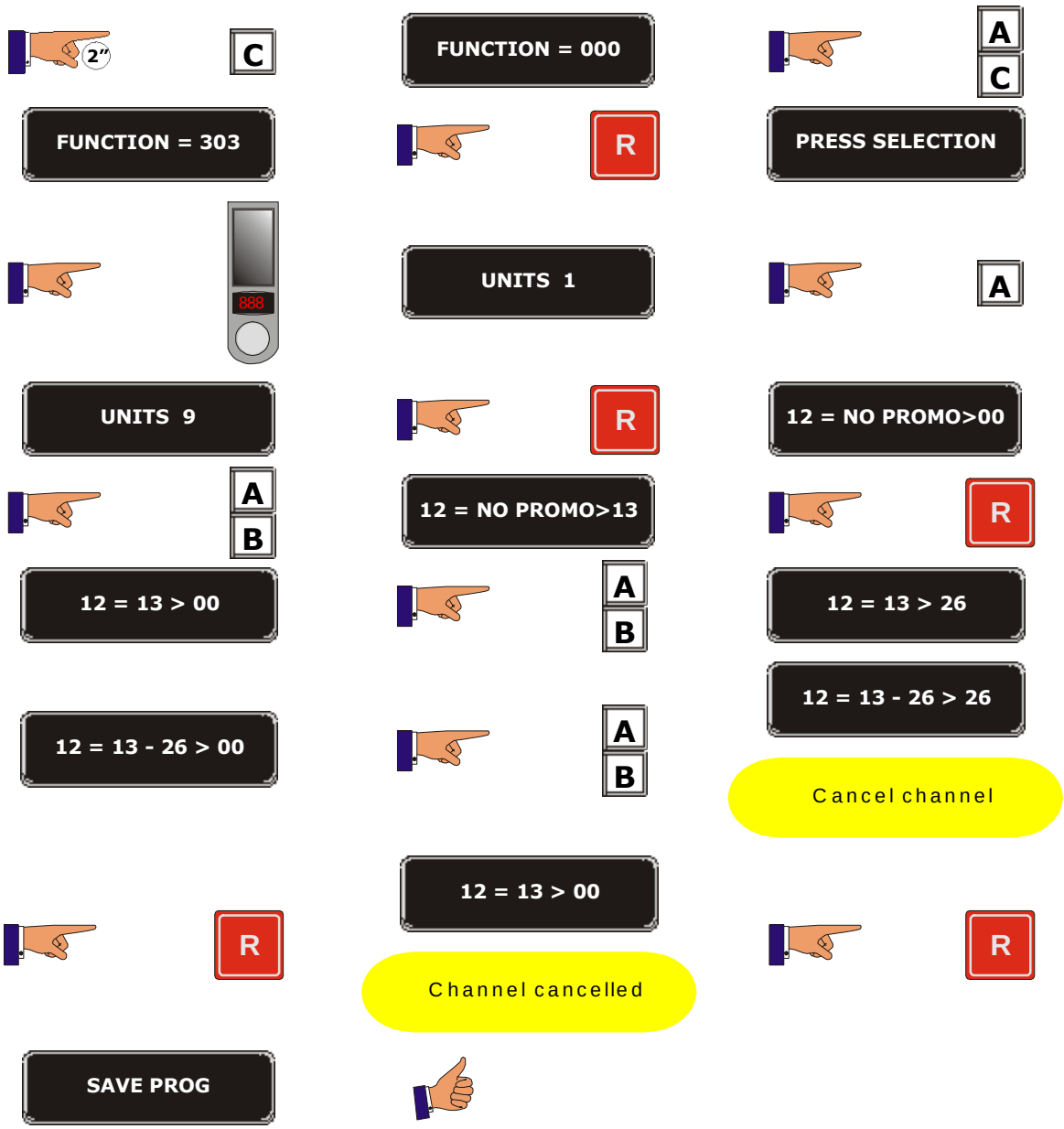
Function 300	**<<CHANNEL/SEL>>**	**Association of selections and channels.**
①	It allows you to associate various selections to only one channel or various channels to only one selection (up to a maximum of five) whose sales will be made in rotation of the programmed channels. If an automatic association using function 099 is made, the following will happen: • When there are more selections than channels - two selection buttons for each channel. • When there are more channels than selection buttons - two possibilities: - No half channels, two channels for each selection button, starting with the last ones. - With half channels, the extra half channels will supplement the first complete ones. The method explained below is using the programming handset and the keys A, B, C, D. Another faster way to associate/disassociate the channels with a selection button is to press the product detector micro switch on the packet extractor modules that you wish to associate/disassociate. Channels with different prices programmed cannot be associated to the same button.	


2"
C
FUNCTION = 300
888
11 = 11 > 12
A
B
11 = 11 – 12 - 15 > 00
R
SAVE PROG
FUNCTION = 000
R
11 = 11 > 00
R
11 = 11 - 12 > 15
A
B
11 = 11 – 12 > 00
Channel cancelled
C
PRESS SELECTION
A
B
11 = 11 - 12 > 00
R
11 = 11 – 12 - 15 > 15
Cancel channel
R

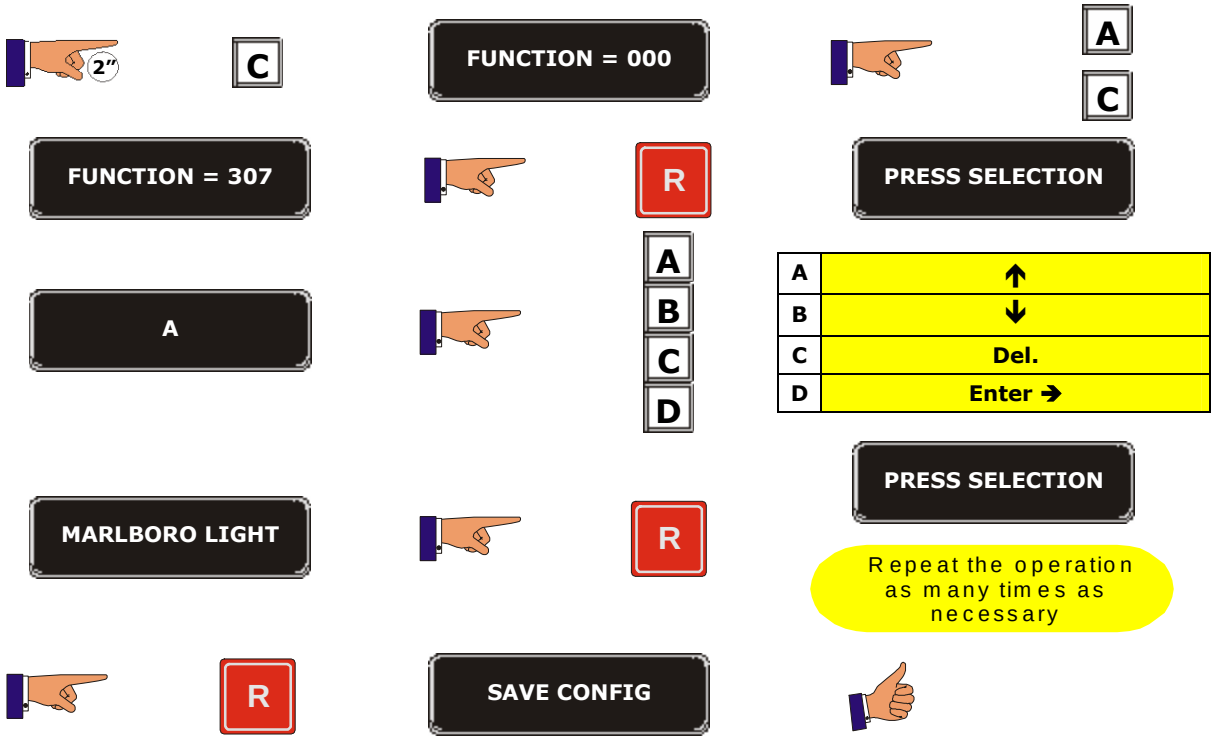
Function 301	<<FAM/PROD CODE>>	Family and product codes.
1	This function allows you to programme the family and product codes for each selection; this information is useful for manipulating the accounting data on a computer.	



Function 303	<<PROMOTIONS>>	Free gifts.
1	This function allows you to programme a product selection so a gift is given from another channel if a certain number of sales have been made, maximum 9 sales. Up to 5 channels can be associated to this promotion. When the first channel has run out of product, the machine will give a product from the second, and then the third until the last of the 5 channels is empty.	



Function 307	<<SEL NAME >>	Programme a name for each product selection.
0	This allows you to give a name to each product selection on the machine.	



CHARACTERS IN FUNCTION

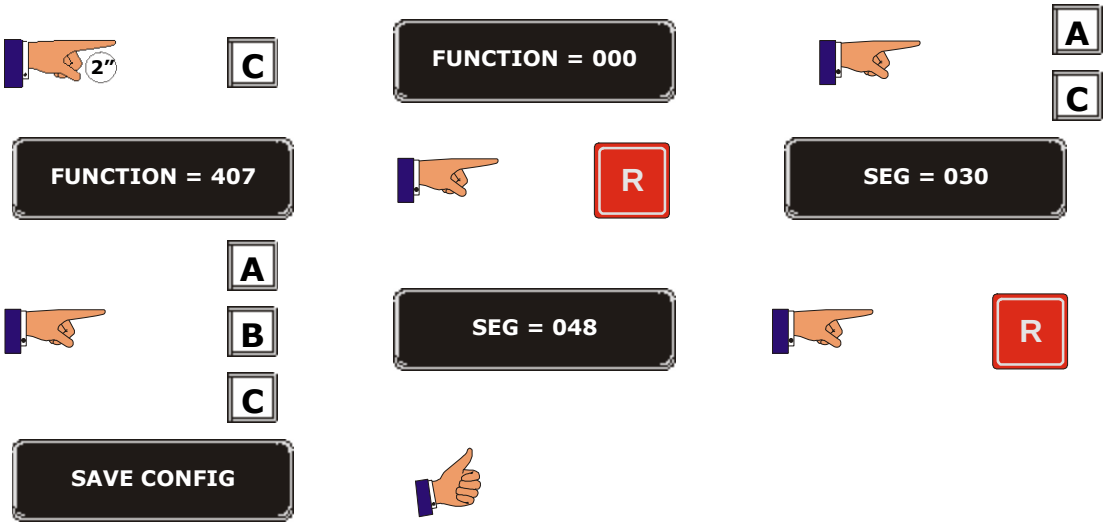
A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z,

0, 1, 2, 3, 4, 5, 6, 7, 8, 9,

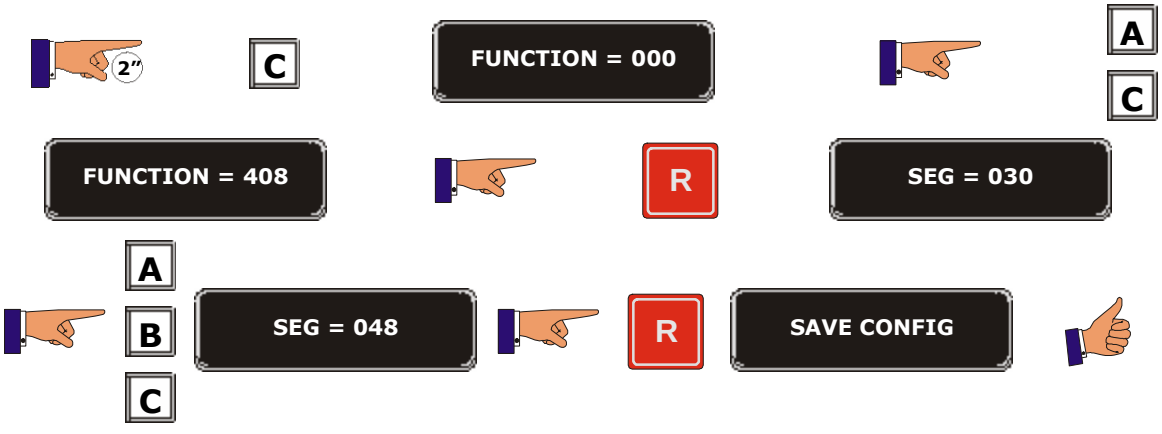
***, -, /, \, +, =, !, ?, $, @, &, <, >, space.**

GROUP 400 PROGRAMMING THE MACHINE

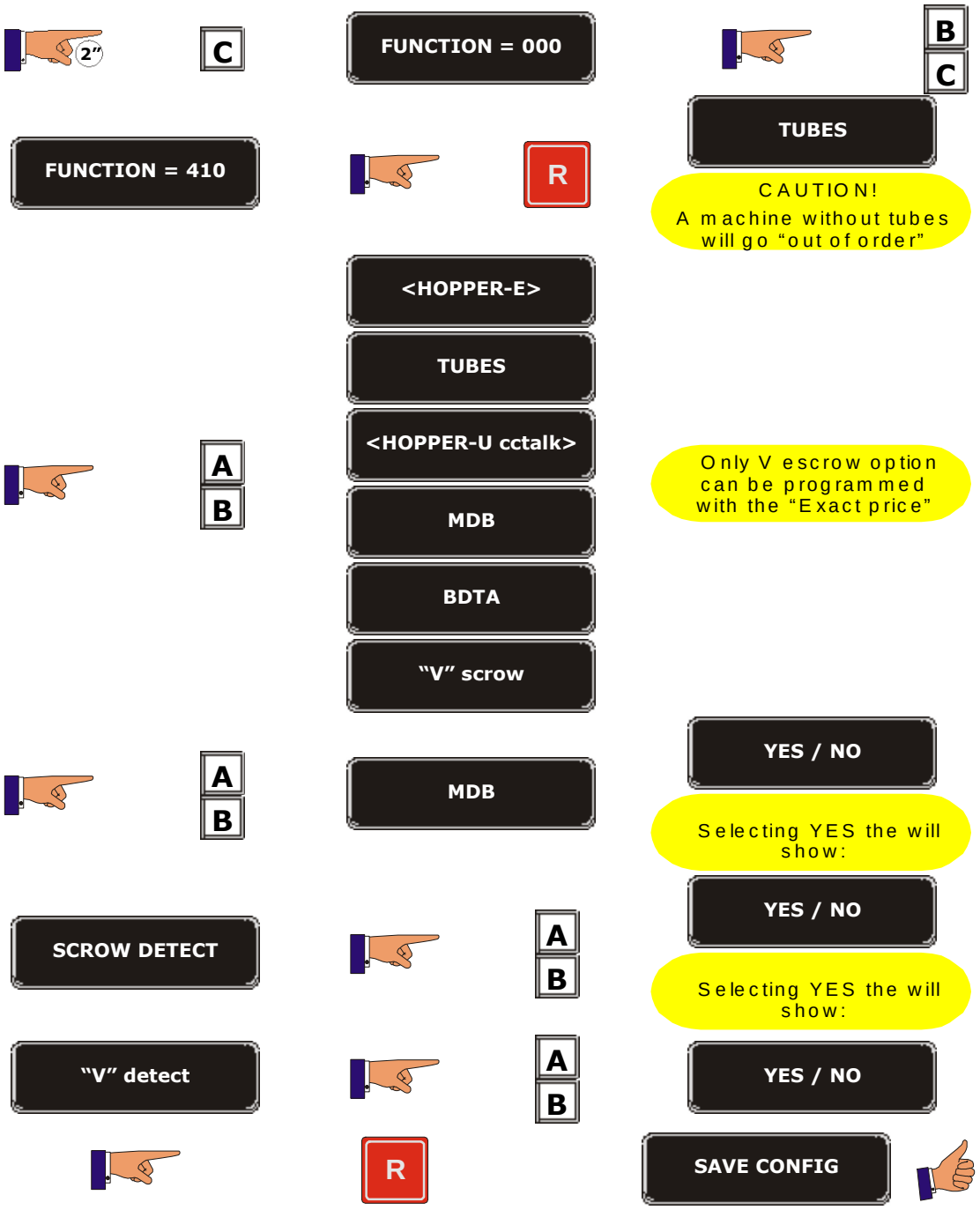
Function 407	<<DEV TIME>>	**Working in multi-vend mode: time before returning the change to the customer.**
1	This allows you to programme a time that the credit is available for buying more products. After this time the change is automatically returned to the customer. The units are in seconds.	



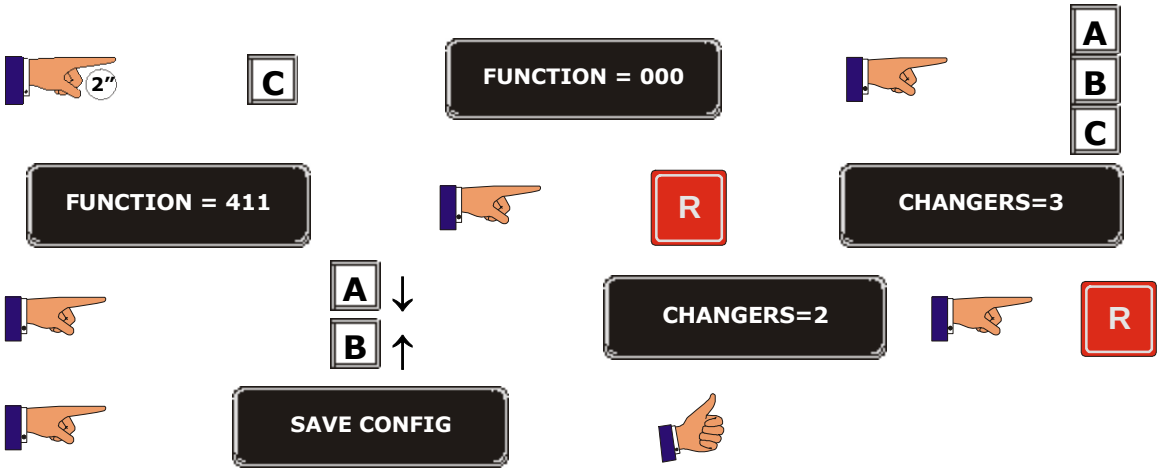
Function 408	<<CRED TIME>>	**The time before returning the change automatically**
1	This allows you to programme the time between inserting a coin or coins and the machine doing an automatic return of credit. The units are in seconds.	



Function 410	<<MONEY SYSTEM>>	System of coin acceptance/return.
1	This is to programme the system the machine uses to accept and return change to the customer.	



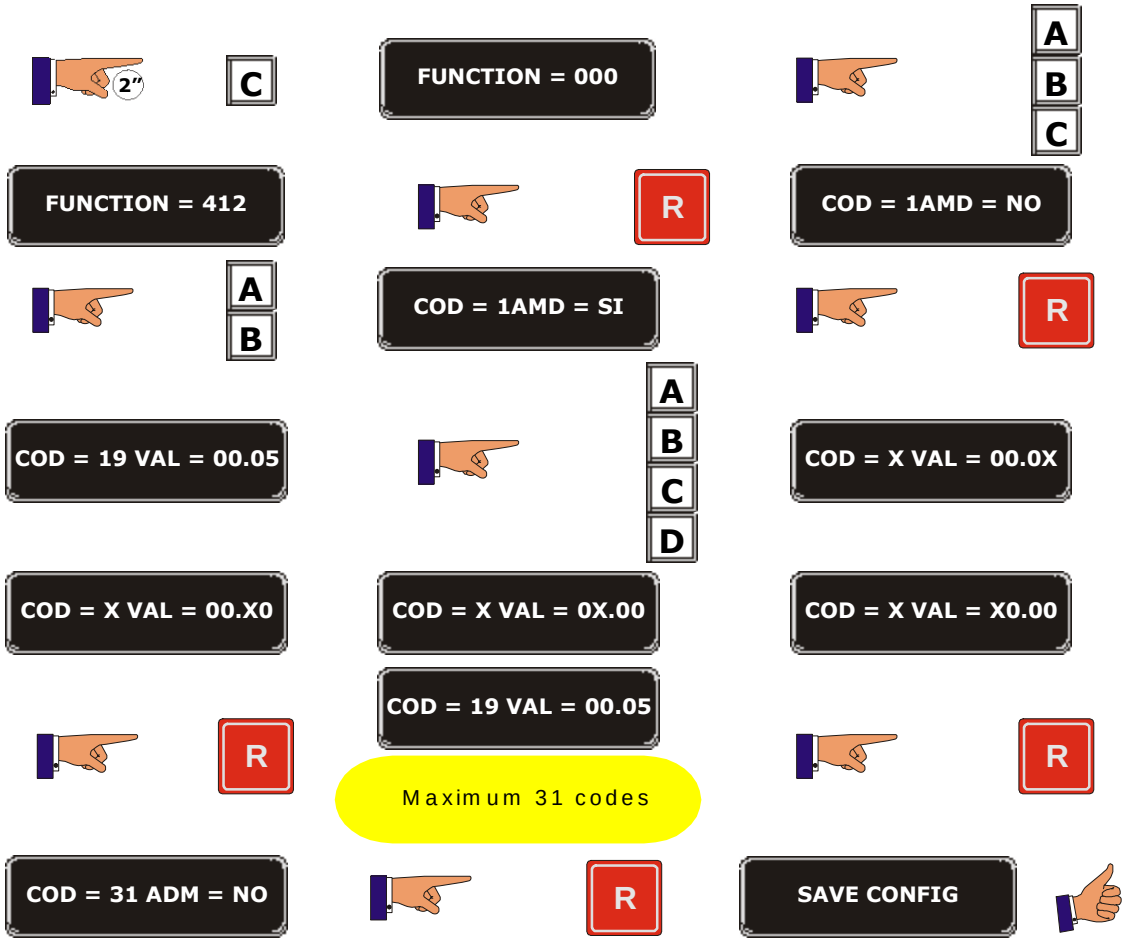
Function 411	<<COIN SYSTEM>>	Programme the number of hoppers.
1	This option determines the number of change givers the machine uses.	



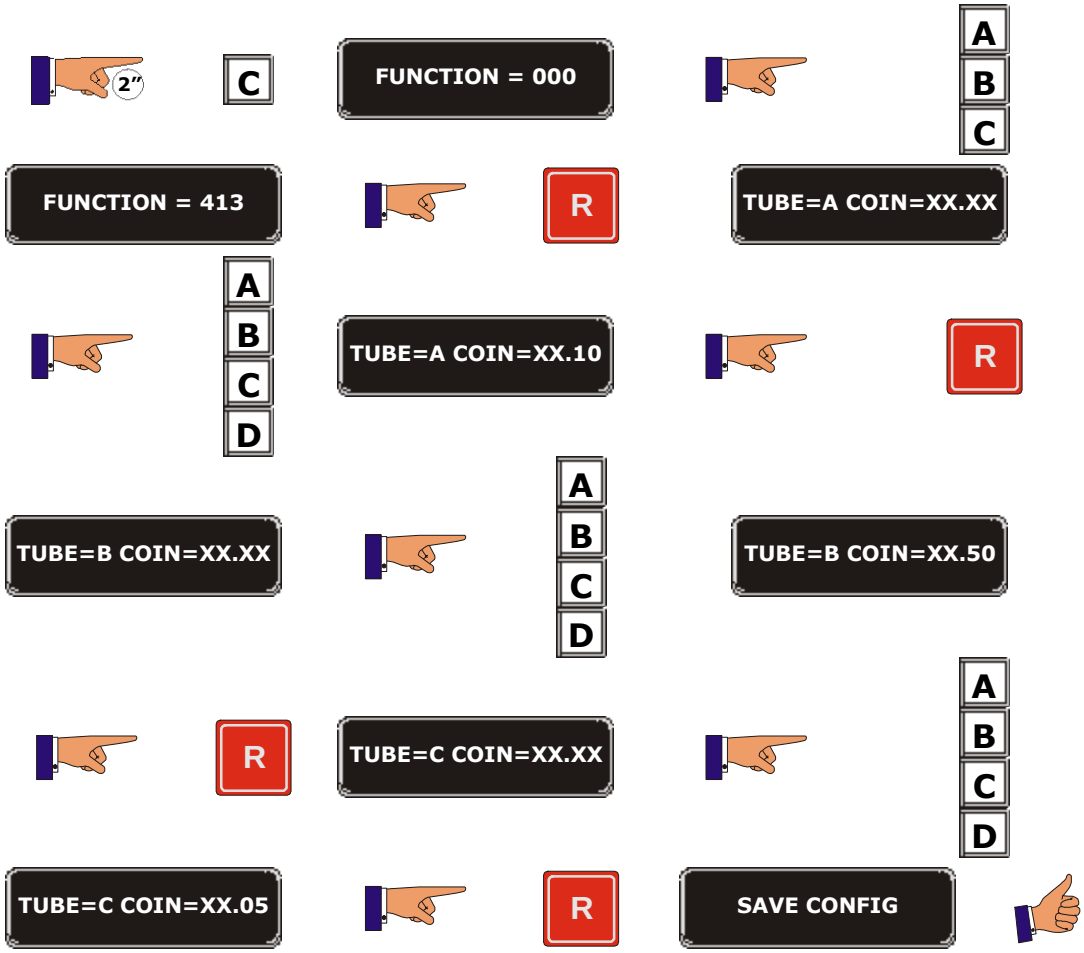
Function 412	<<COINS ACCEPT>>	Coins accepted by the machine.
1	This function allows you to programme the types of coins that the machine accepts and the value that each one has.	

COIN	CODE
-	1
-	2
-	3
-	4
-	5
-	6
-	7
-	8
-	9
-	10
Token 1	11
Token 2	12
-	13
-	14
-	15

COIN	CODE
-	16
-	17
-	18
5 cent.	19
10 cent.	20
20 cent.	21
50 cent.	22
1 Euro	23
2 Euros	24
-	25
-	26
-	27
-	28
-	29
-	30
-	31

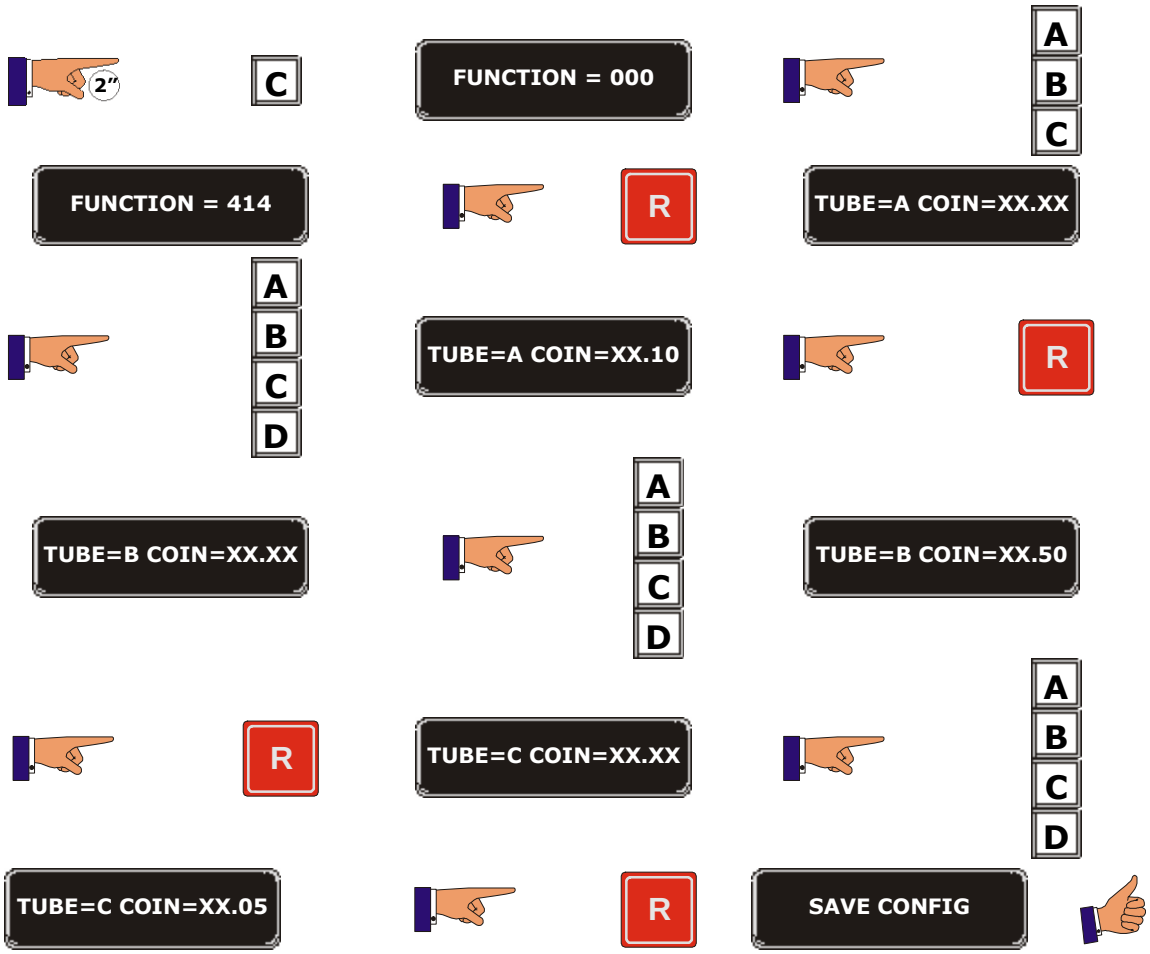


Function 413	<<CHANGE COINS>>	Value of the coins in each hopper.
1	This function allows you to determine the value of the coins in each change hopper.	

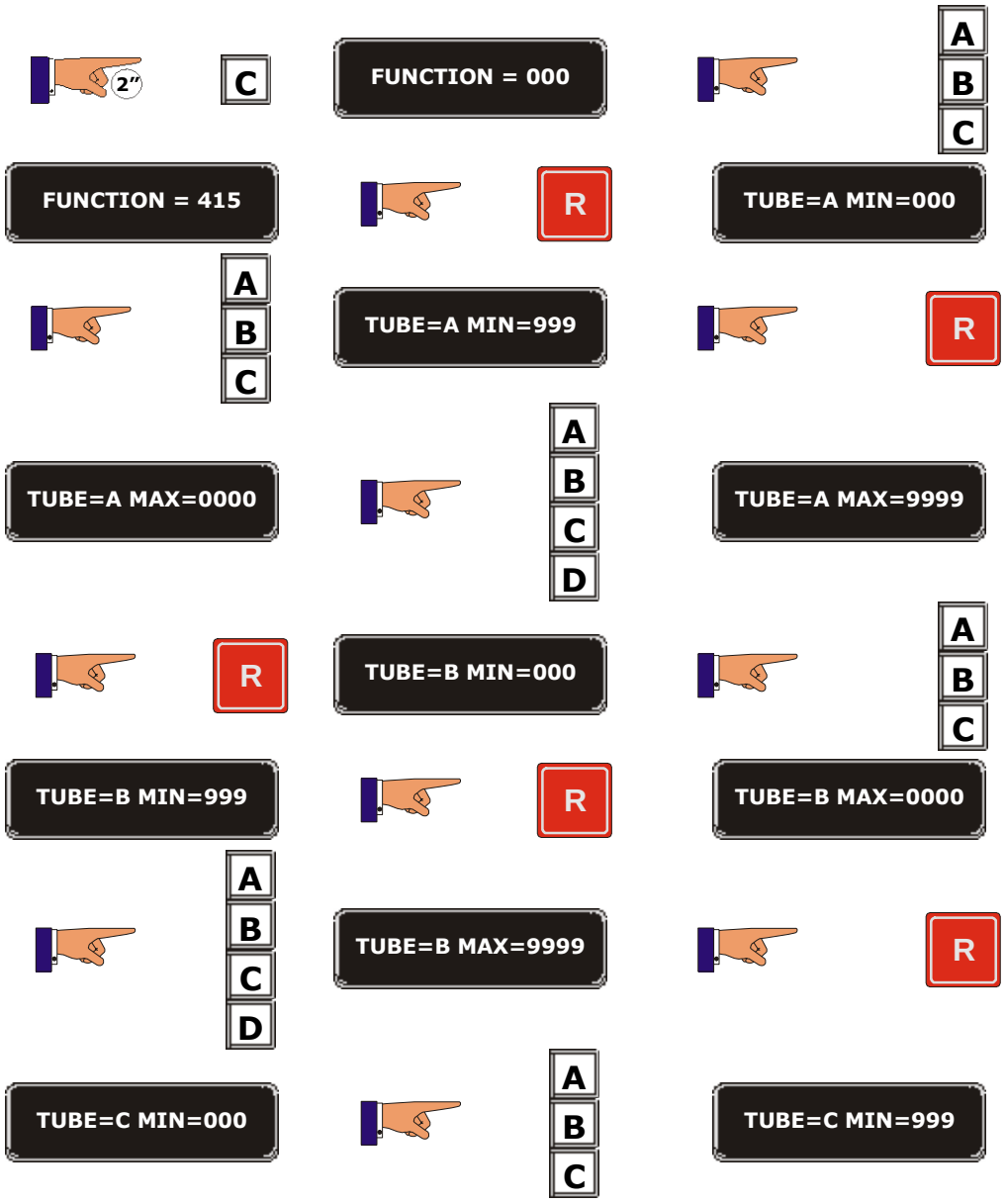


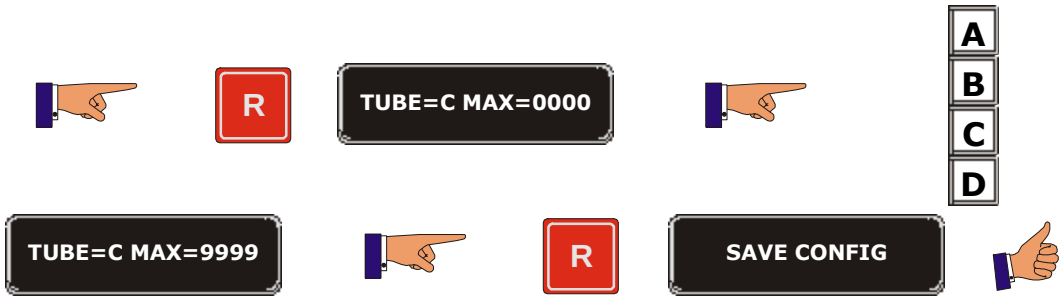
Function 414	<<CLASSIF. COIN>>	Classification or path of each of the coins accepted by the machine.
1	This option allows you to programme the path of each accepted coin. • Change hoppers A, B, C. • Cash box. • Not accepted.	

COIN	CODE
5 cent.	19
10 cent.	20
20 cent.	21
50 cent.	22
1 Euro	23
2 Euros	24
Token 1	12
Token 2	13

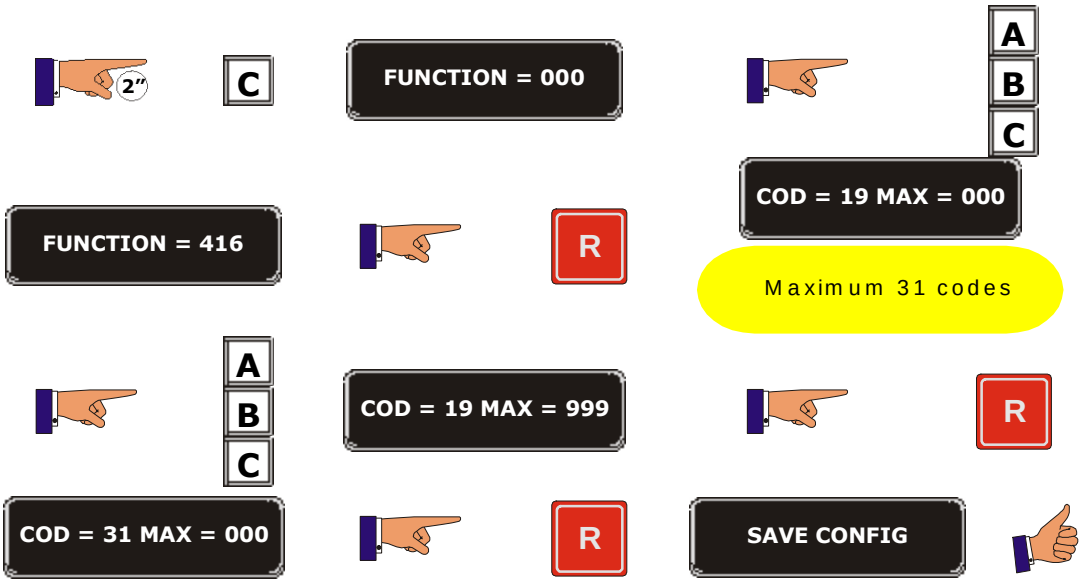


Function 415	<<MIN/MAX GIVE>>	Maximum and minimum levels of the coins in each hopper or change tube.
1	This option allows you to programme the maximum and minimum coins there should be in each change hopper. If the coins programmed are more than the maximum or less than the minimum programmed, the level of the optic detectors will override those that are programmes unless you programme to ignore the minimum level detector.	

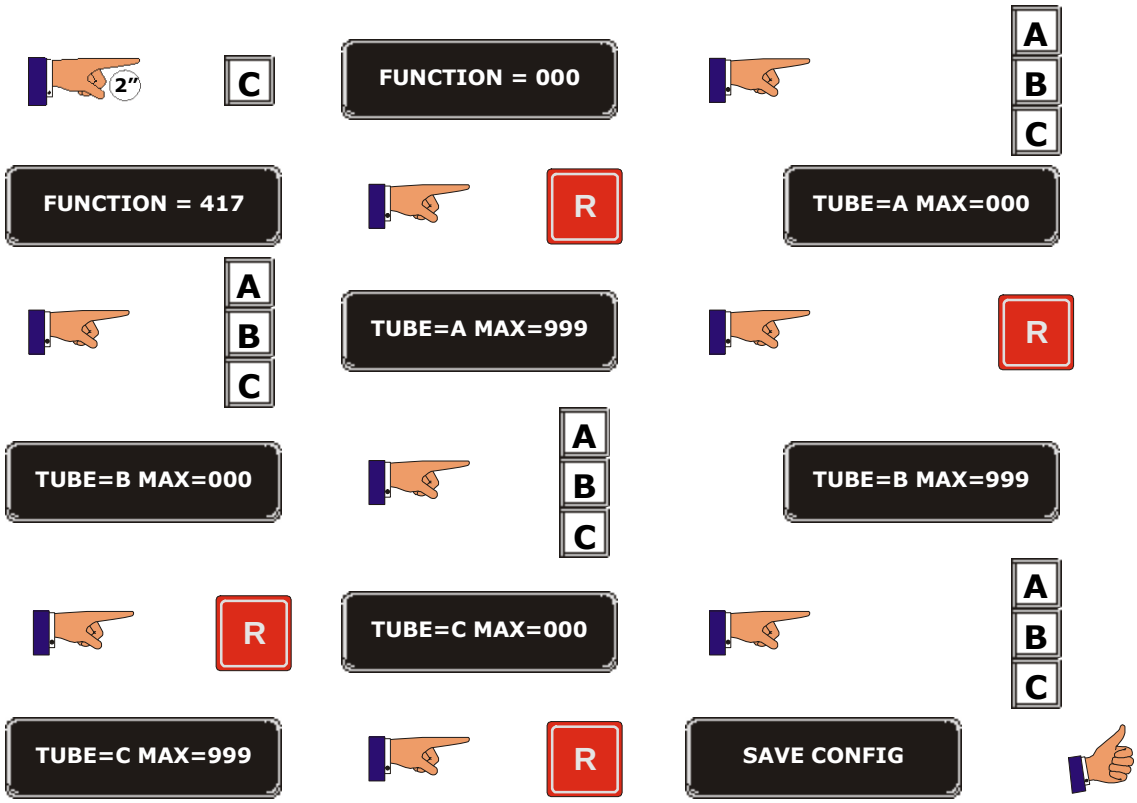




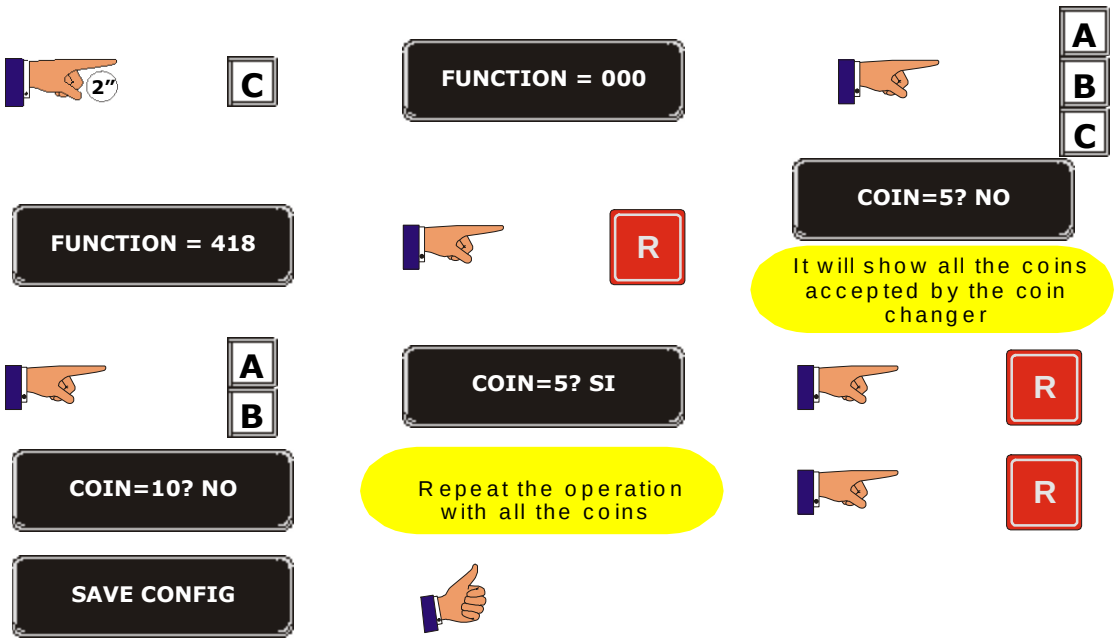
Function 416	**<<MAX ADMISSION>>**	**Maximum number of each type of coin accepted by the machine.**
1	This option allows you to programme a limit on the maximum number of coins of each type that will be accepted to buy a product. The maximum number of coins that the "V" escrow will accept is 30.	



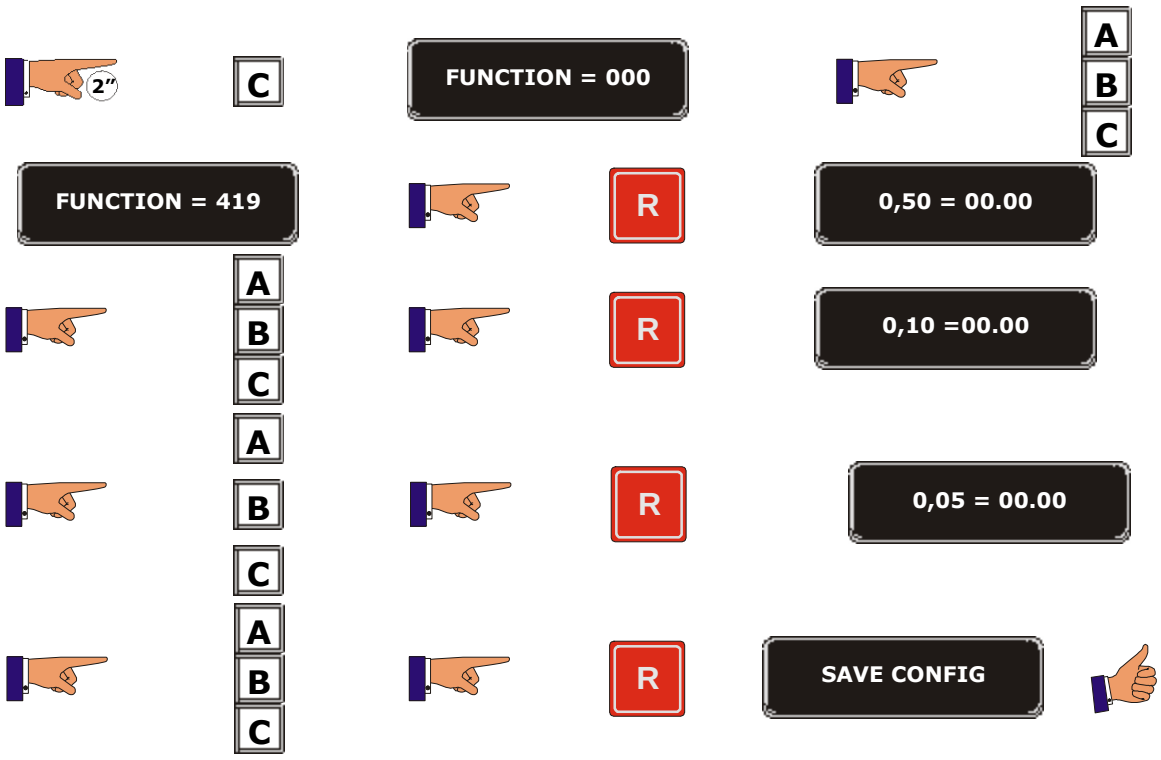
Function 417	<<MAX CHANGE>>	Maximum number of coins of each type to be given as change.
1	This option allows you to programme a limit on the maximum number of coins of each type that will be given as change.	



Function 418	<<ADM. OUT. CHAN>>	Coins accepted when the machine is out of change.
1 Protocol MDB	This allows you to programme which coins will be accepted when the machine has run out of change.	

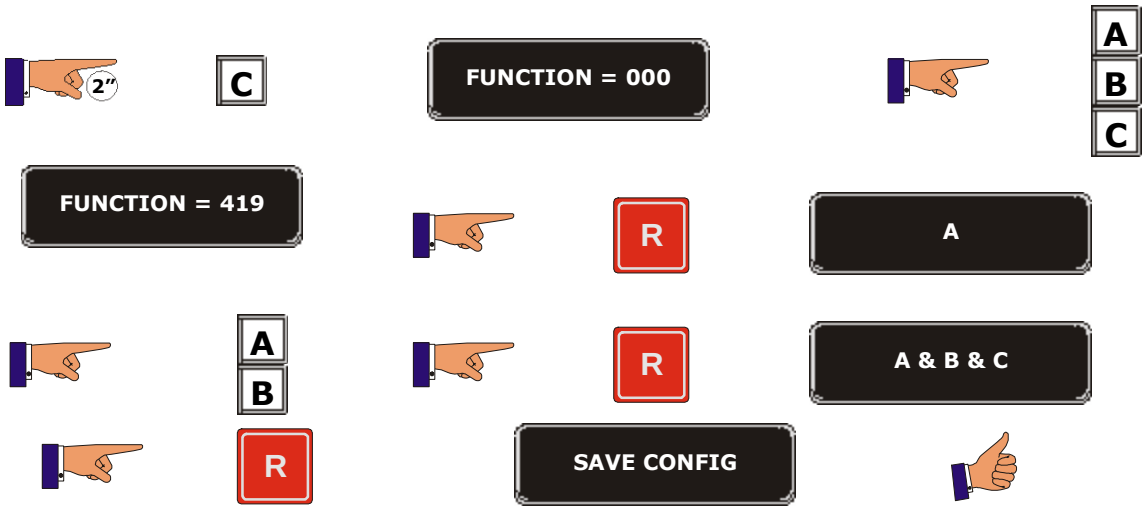


Function 419	<<OUT OF CHANGE>>	**Minimum coin levels programmed for machine to be out of change.**
1	The coin changers with MDB protocol allow you to define the minimum number of coins in the tube for the machine to activate the "out of change status", it will then only work in the "exact amount" payment system. For the *hoppers*, or tubes type A, it will allow you to programme combinations of minimum levels to activate the "out of change status", it will then only work in the "exact amount" payment system.	



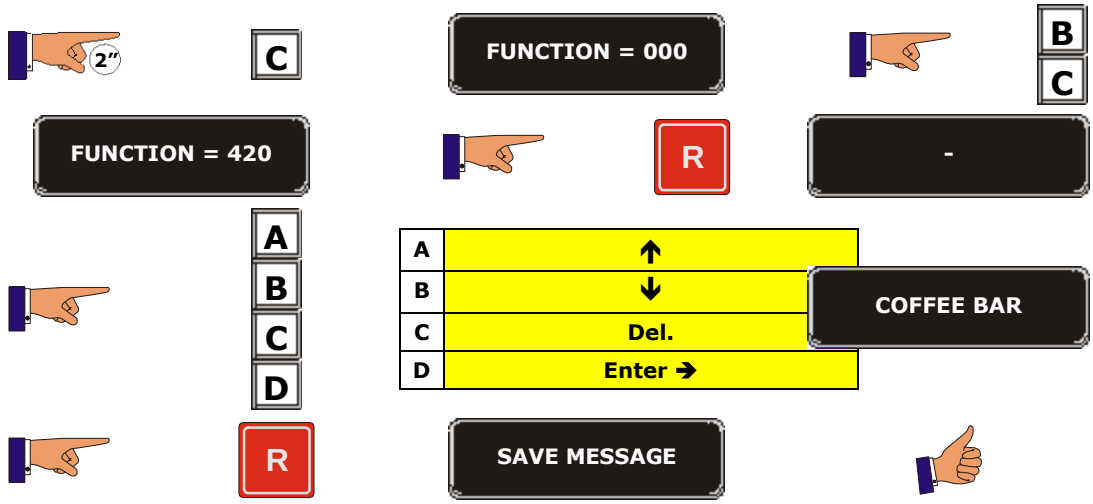
System of *hopper* or tubes type A

Combination *hopper*	Condition for out of change
A	**A** empty
A / B	**A** or **B** empty
A / B / C	**A** or **B** or **C** empty
A & B	**A** and **B** empty
A / C	**A** or **C** empty
B & C	**B** and **C** empty
B	**B** empty
B / C	**B** or **C** empty
C	**C** empty
A / B & C	**A** or **B** and **C** empty
A & B & C	**A** and **B** and **C** empty
A & B / C	**A** and **B** or **C** empty

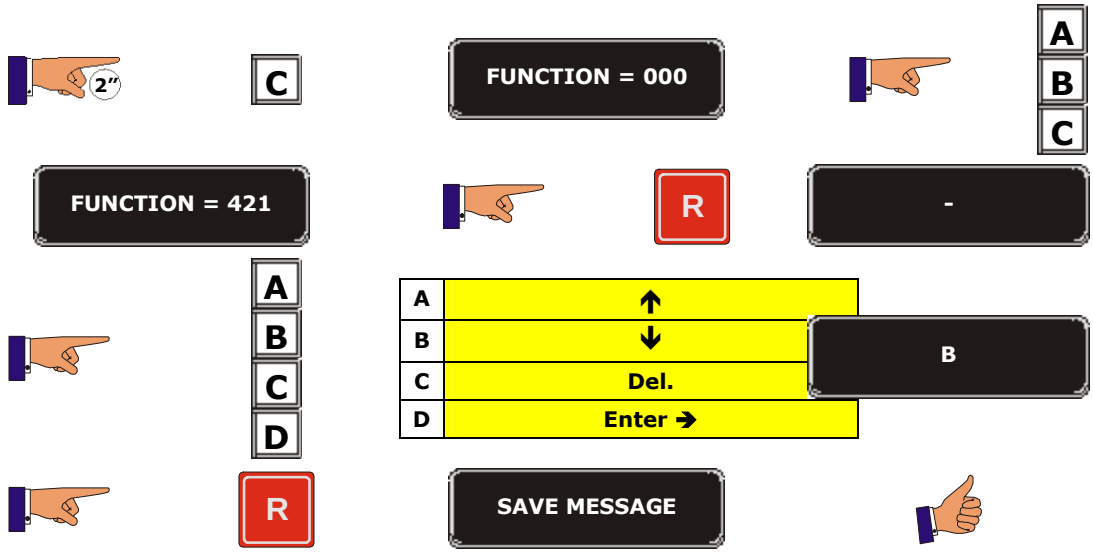


In this example, the three hoppers must be empty to produce the “out of change” condition.

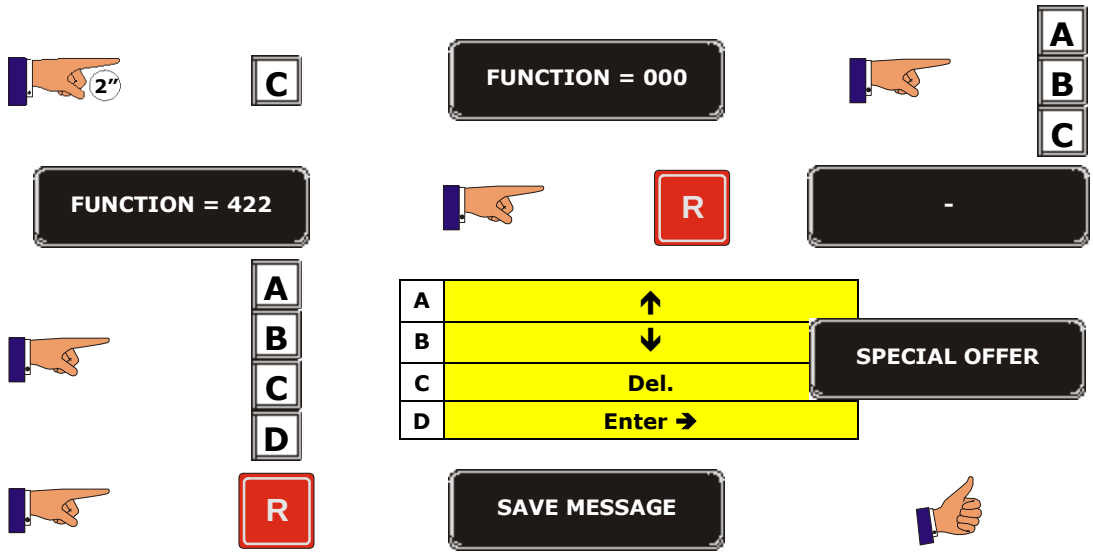
Function 420	**<<PUBLIC. MESS>>**	**Publicity message (when machine is not being used).**
1	This option allows you to programme a message on the display that will be shown when the machine is at rest. It has a limit of 100 characters.	



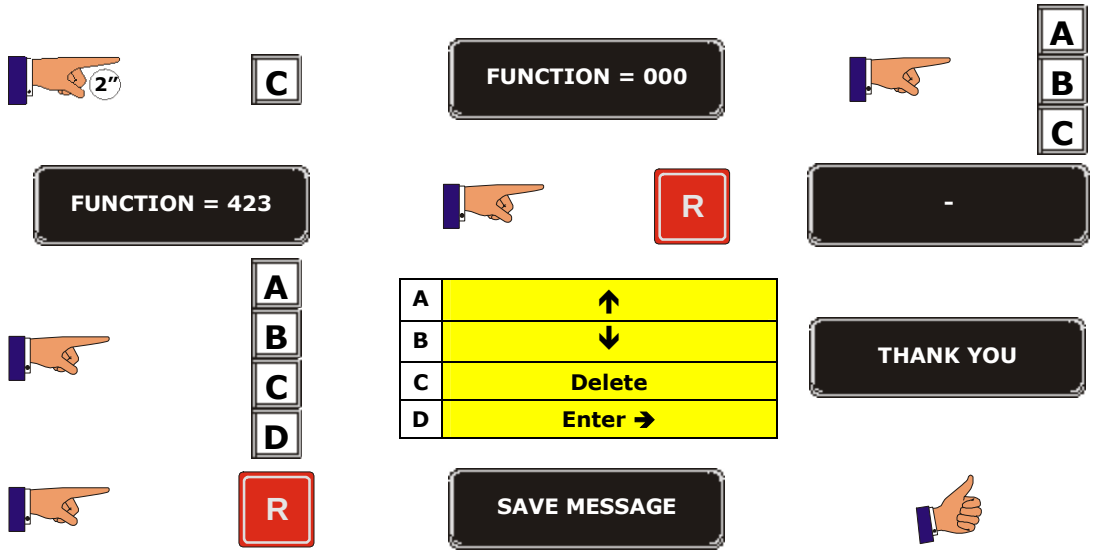
Function 421	<<FLASH MESS>>	Flashing message.
1	This option allows you to programme a flashing message on the display that will be shown when the machine is at rest. It has a limit of 16 characters.	



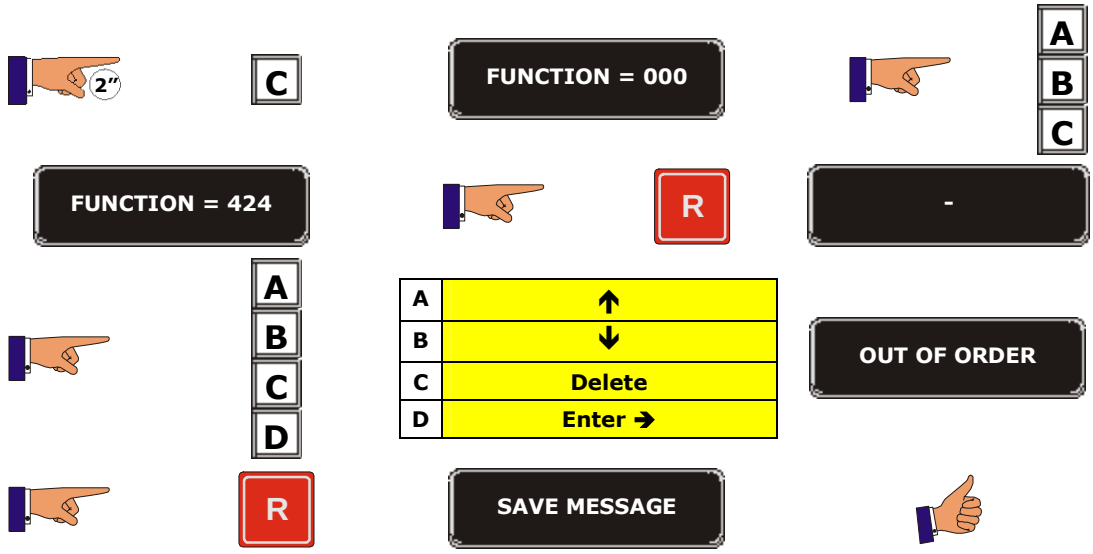
Function 422	<<PROMO MESS>>	Insert coin message (flashing).
1	This option allows you to programme a promotional message on the display that will be shown while the customer is inserting coins. It has a limit of 50 characters.	



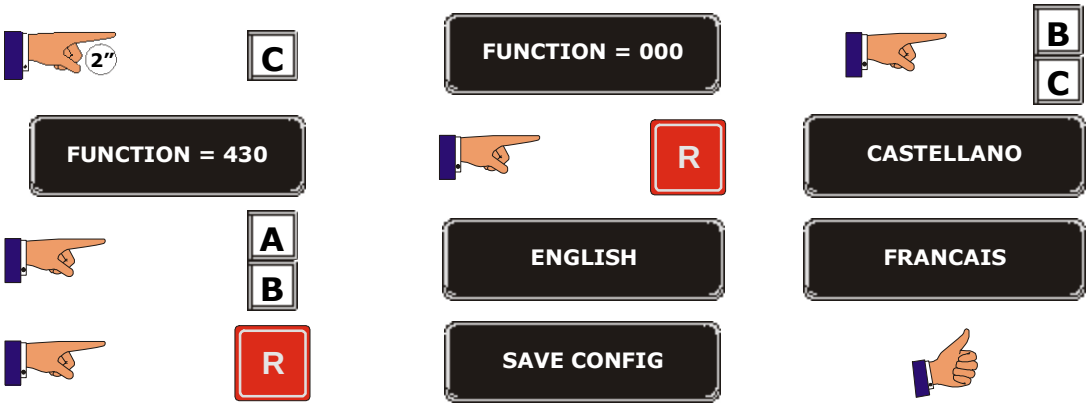
Function 423	<<THANK MESS>>	"Thank you" message.
1	This option allows you to programme a thank you message on the display that will be shown after a sale. It has a limit of 16 characters.	



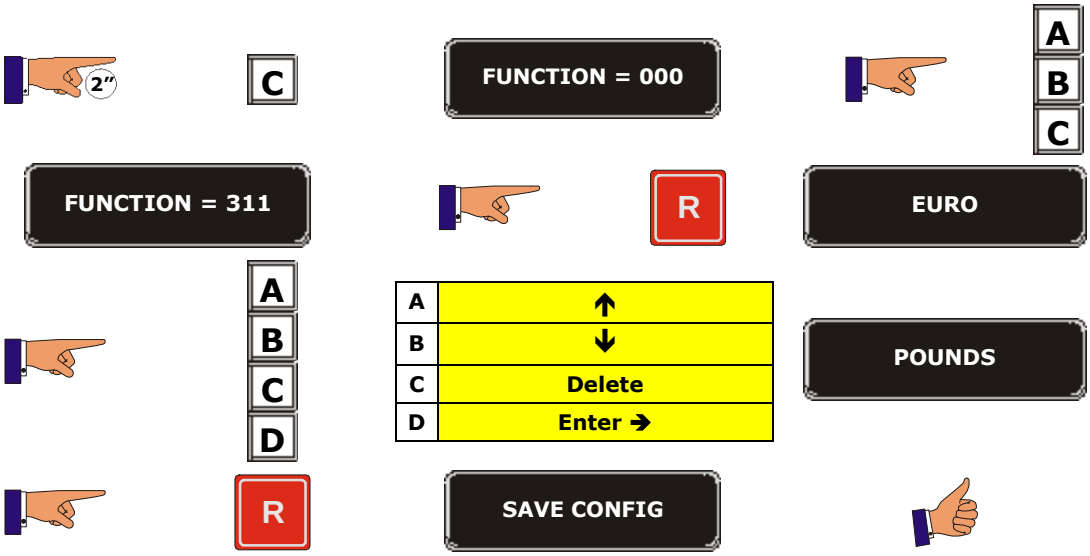
Function 424	<<FAULT MESS>>	Message when machine is "Out of order"
1	This option allows you to programme a fault message on the display that will be shown if the machine is out of order.	



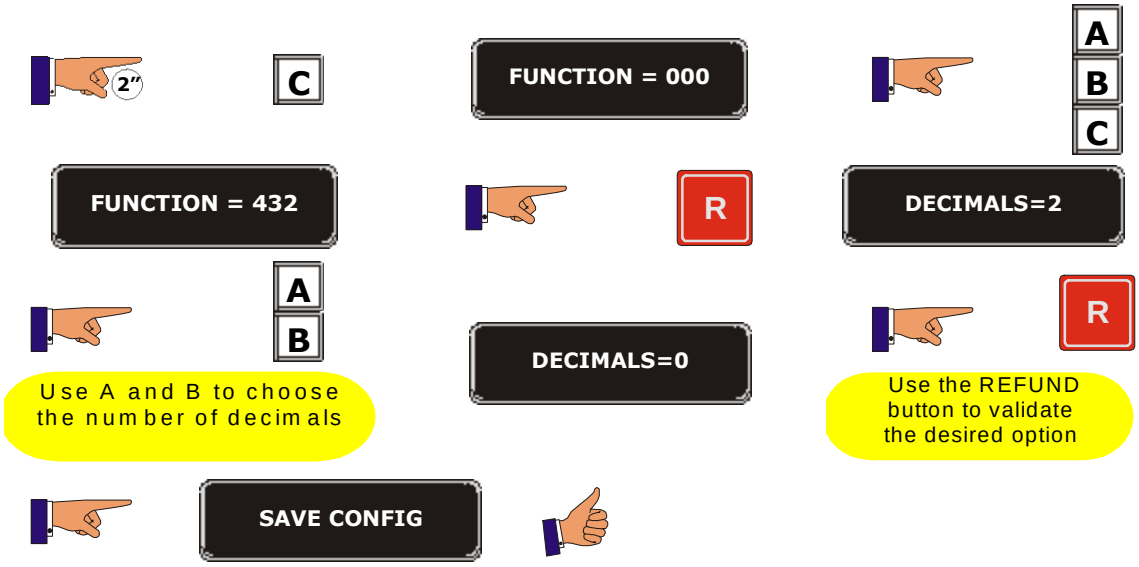
Function 430	<<LANGUAGE>>	Choice of language
1	This function allows you to personalise the machine with one of the following languages: Spanish, English or French.	



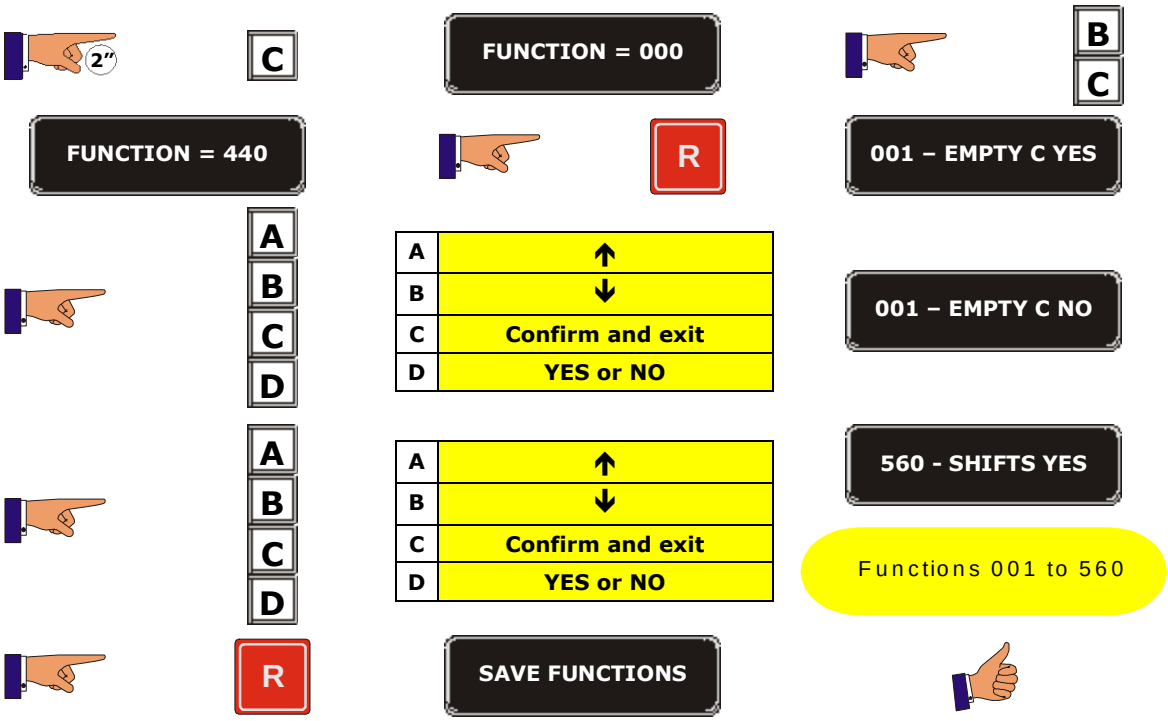
Function 431	<<NAME CURRENCY>>	Currency name
1	This option allows you to personalise the name of the currency.	



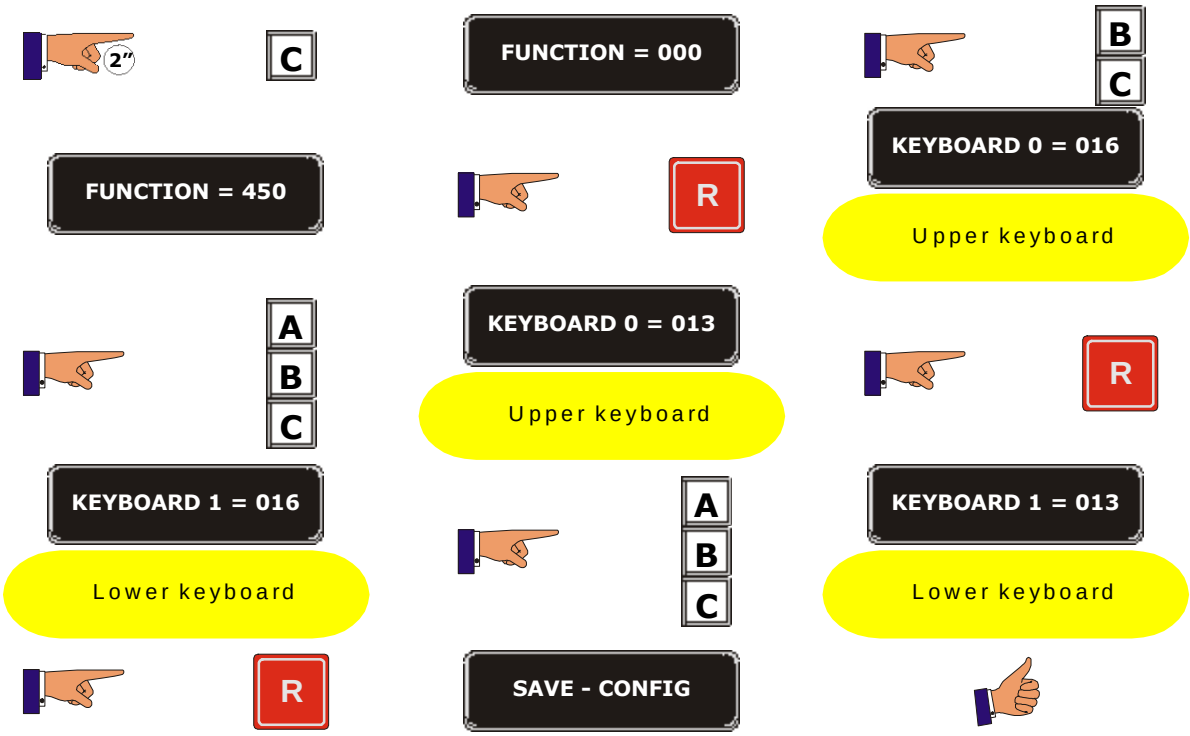
Function 432	<<NO DECIMALS>>	Number of decimals
1	This option allows you to configure the machine for the number of decimals the currency chosen uses.	



Function 440	<<PERSONAL MENU>>	Personal Menu
1	This allows you to configure a personal menu by personalising the functions that it is made up of. Up to 31 functions can be visualised in this personal menu.	



Function 450	<<KEYBOARDS>>	Number of selection buttons
2	This function allows you to programme the number of product selection buttons on each keyboard. The machine can have one keyboard, the upper one, keyboard 0, or two (0 upper and 1 lower) with their respective buttons depending on the version of the machine. If the lower keyboard is not installed on the machine, programme 255. The keyboards have 6, 10, 13, 16, or 19 product selection buttons.	

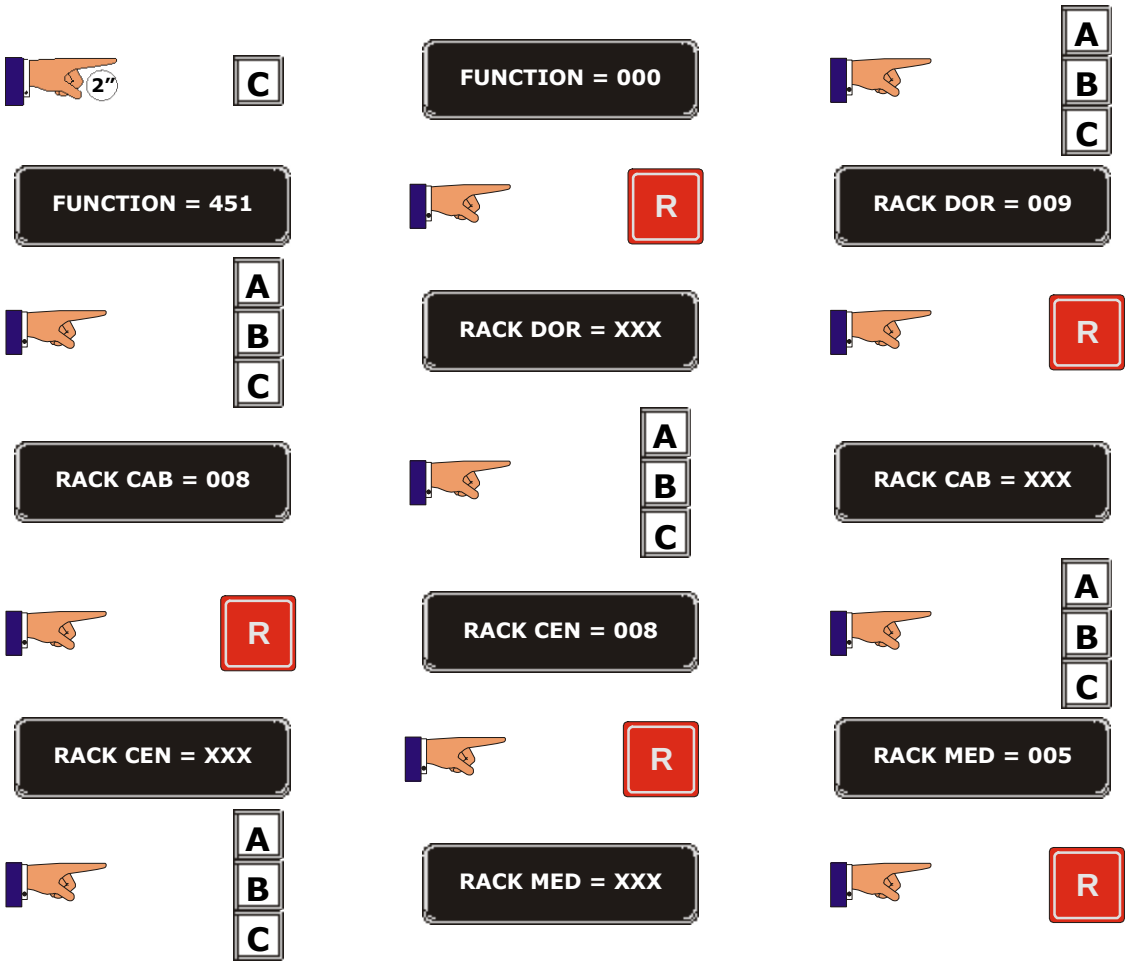


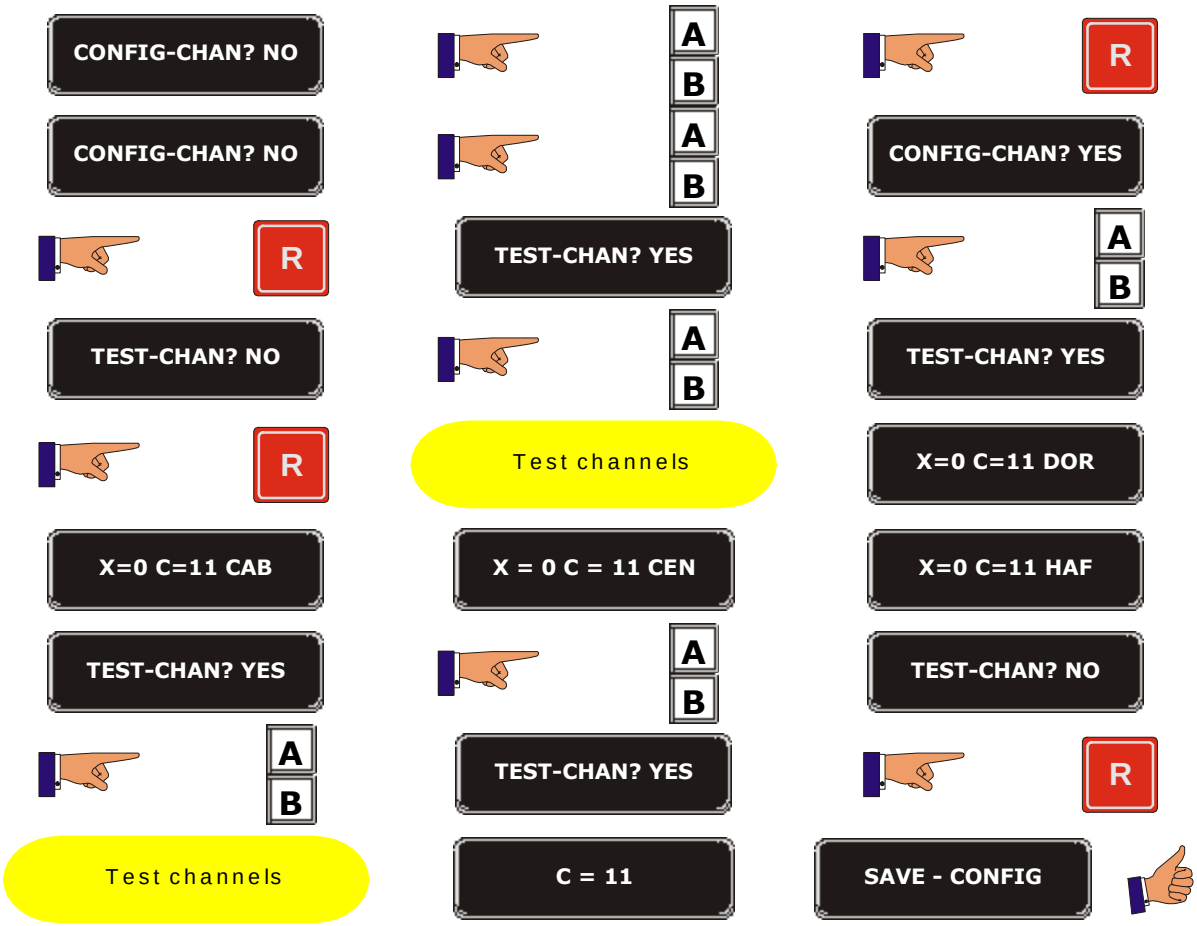
Function 451	<<EXTRACT DEV>>	Number of connectors on selection button circuit boards.
2	This option allows you to define the number of connectors there are on the extraction boards installed in the racks of the machine.	

RACKS	LOCATION
DOR	Door
CAB	Cabinet
CEN	Centre rack
HAF	Half channel rack

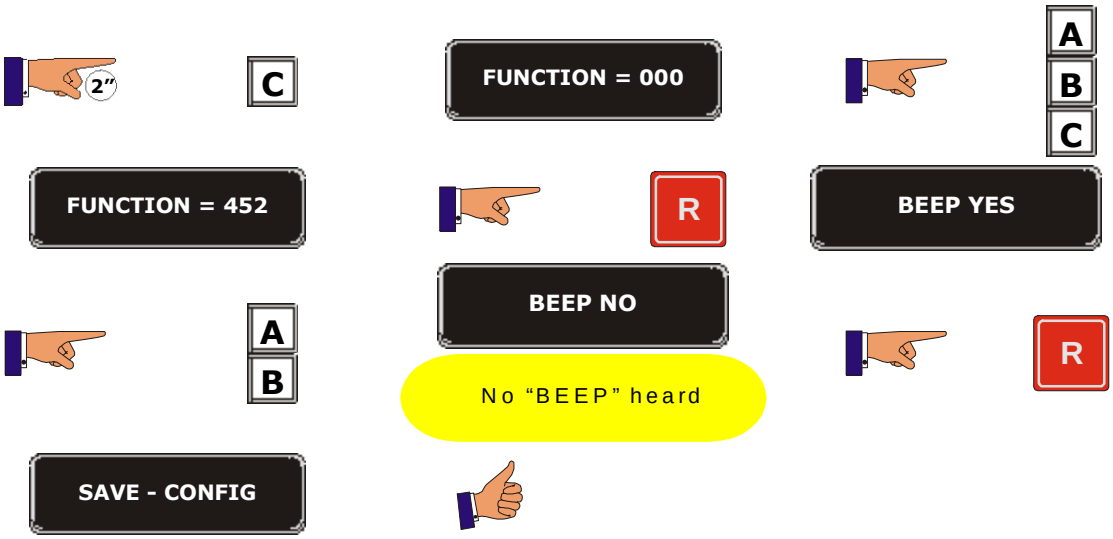
You programme the type of board, not the number of connectors. The possible values are: 5, 8, 9 or 13. The board with 13 is made up of an 8 connector board connected to a 5 connector board.

If a rack does not exist, you should programme 255 for this rack.

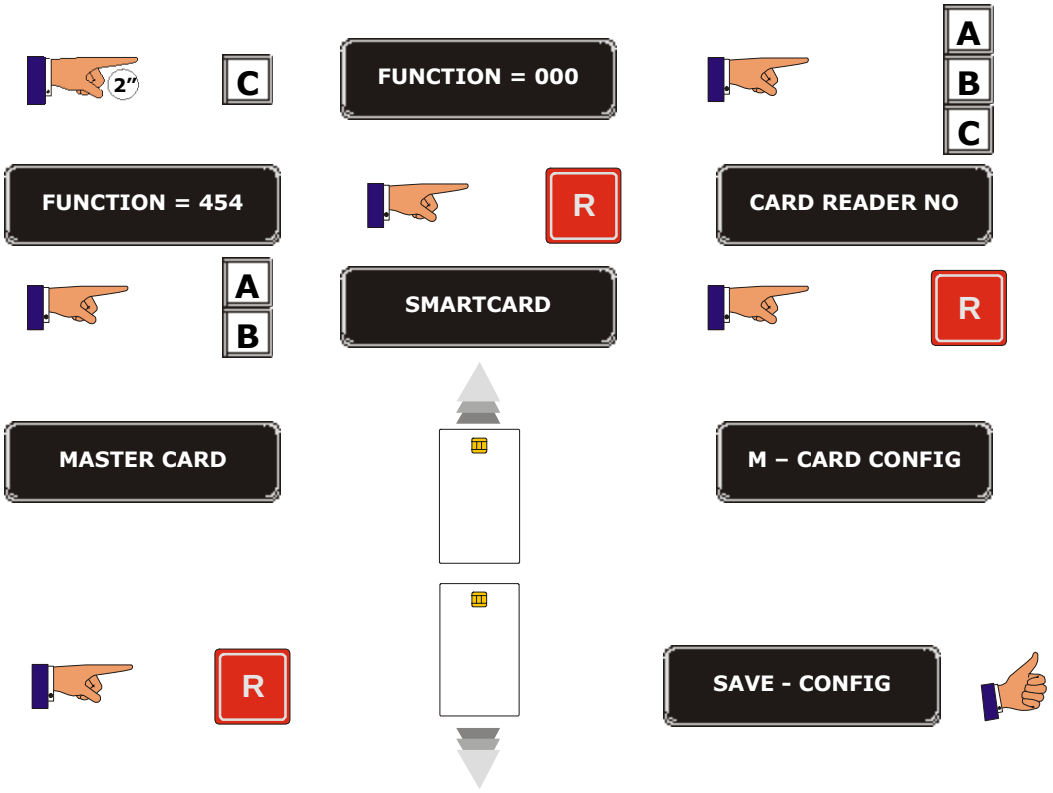




Function 452	<<BEEP YES/NO>>	Activate or deactivate buzzer.
1	Programme the machine so the beeper sounds or not.	

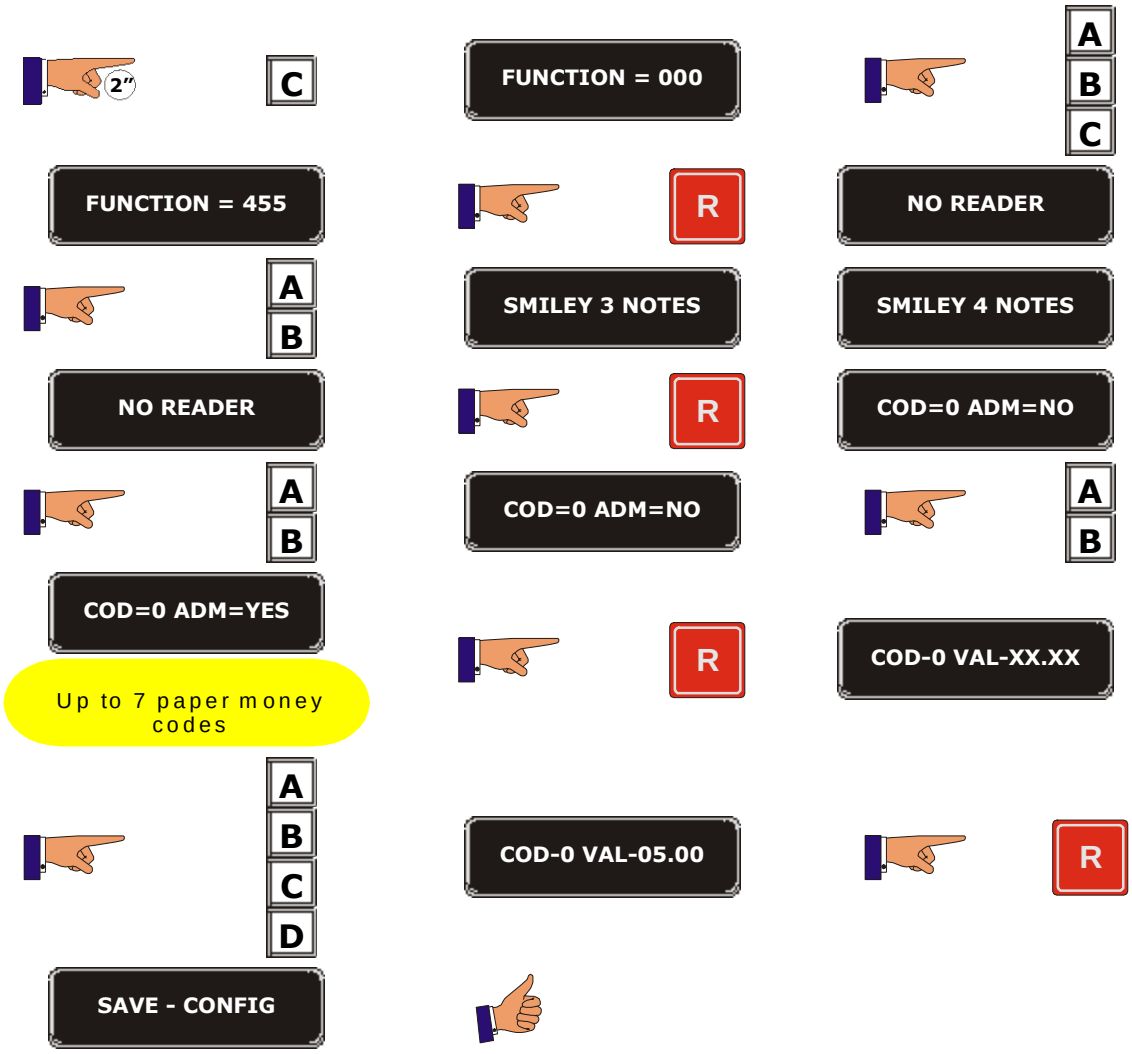


Function 454	<<CARD YES/NO>>	Activate the smart card system.
1	Activate or deactivate the use of the smartcard payment system, on the condition that the machine has this system. It also will recognise the master card.	

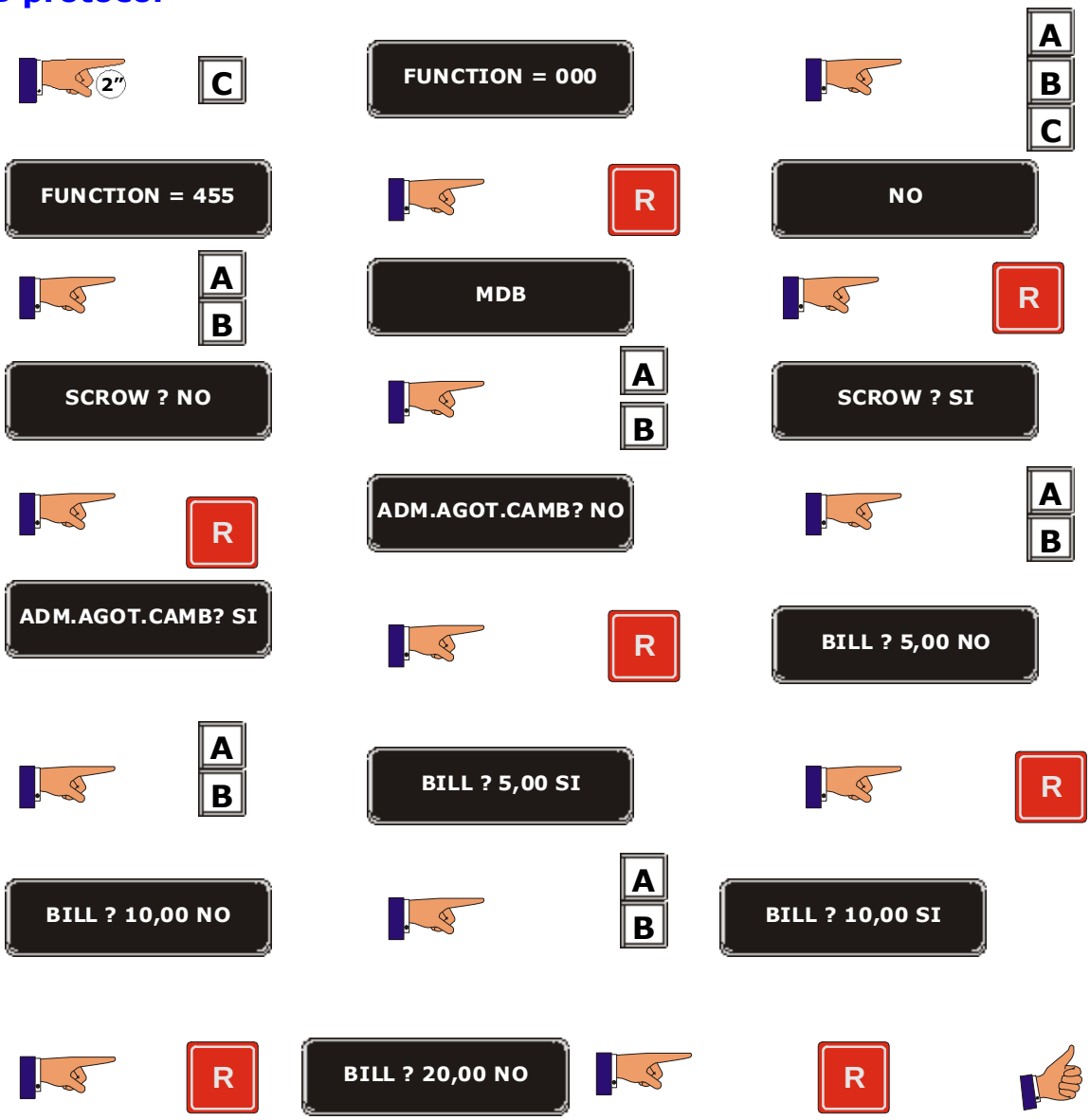


Function 455	<<BILL. YES/NO>>	Activate the note reader system.
1	This option activates or deactivates the note reader payment system that allows payment with paper currency on the condition that the machine has a note reader.	

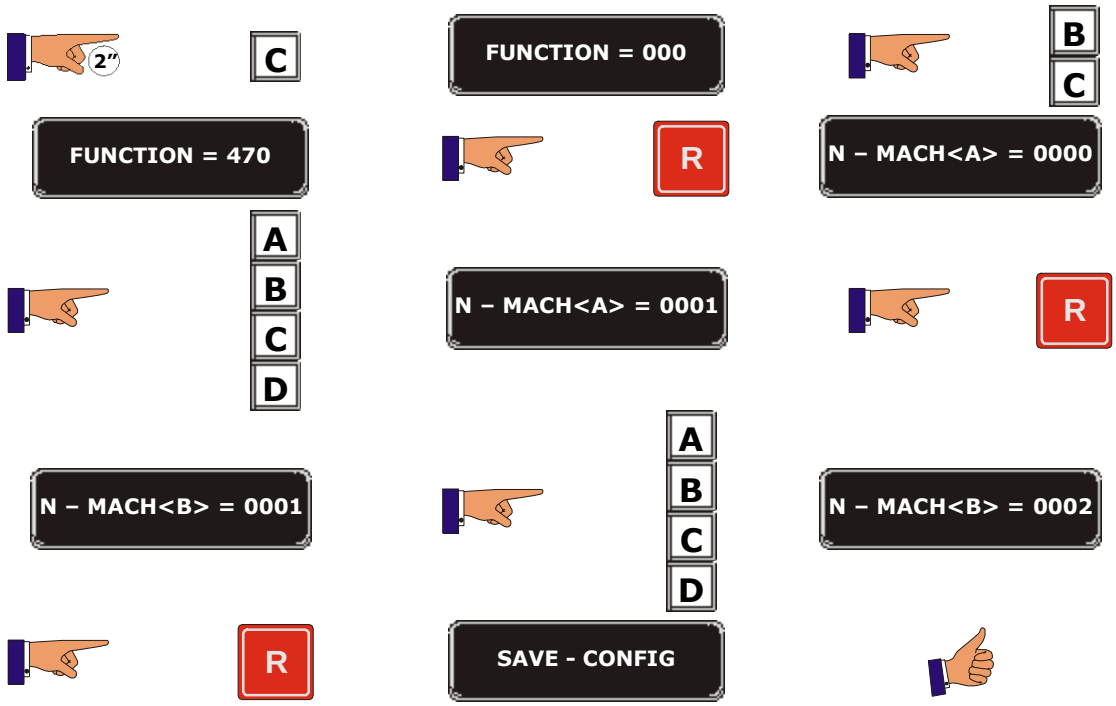
Parallel protocol



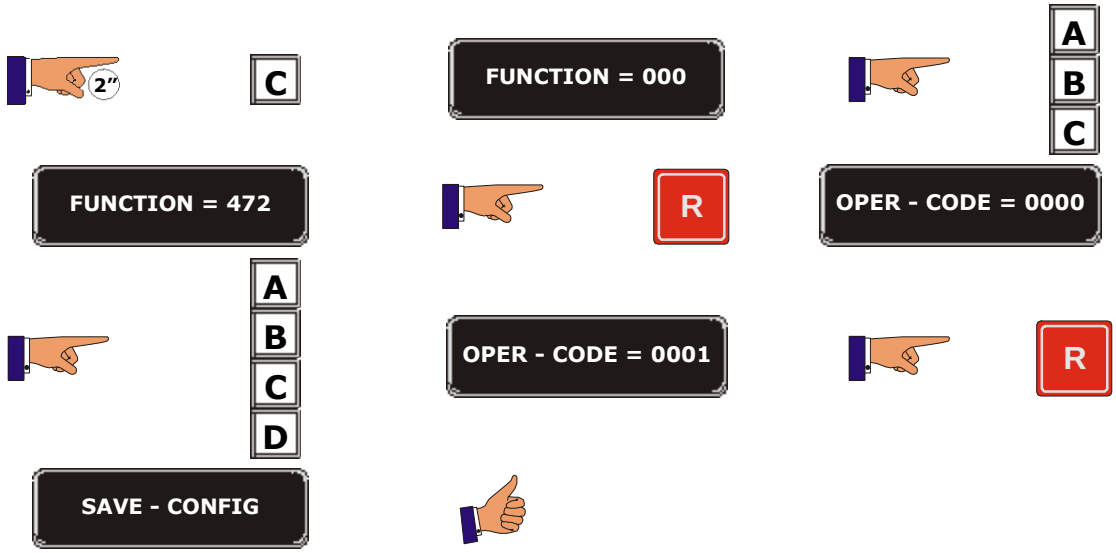
MDB protocol



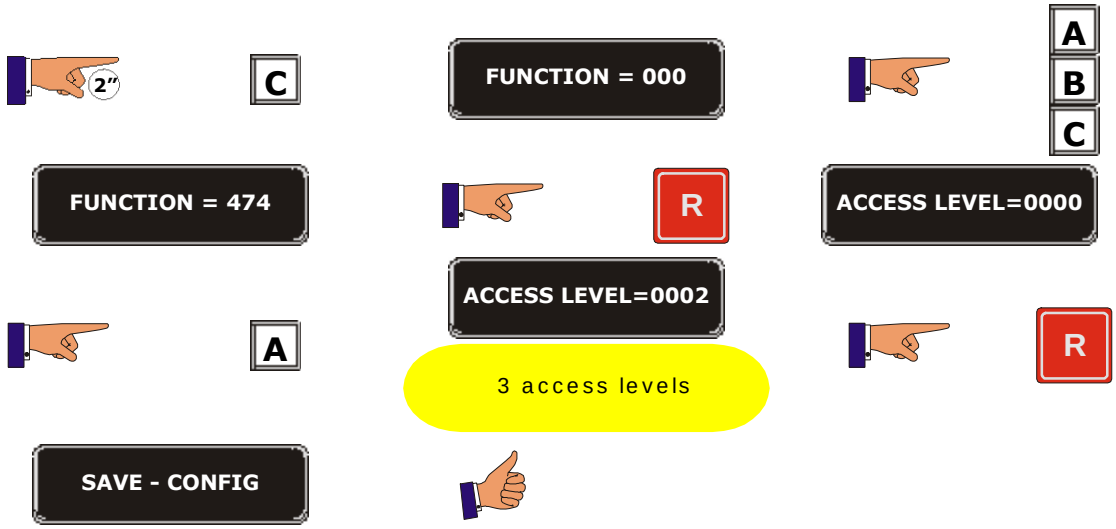
Function 470	<<MACH. NUMBER>>	Programme a machine number.
1	This function allows you to programme an 8-digit number to identify the machine. This number is essential when establishing GSM communication so that the communication systems recognise the machine.	



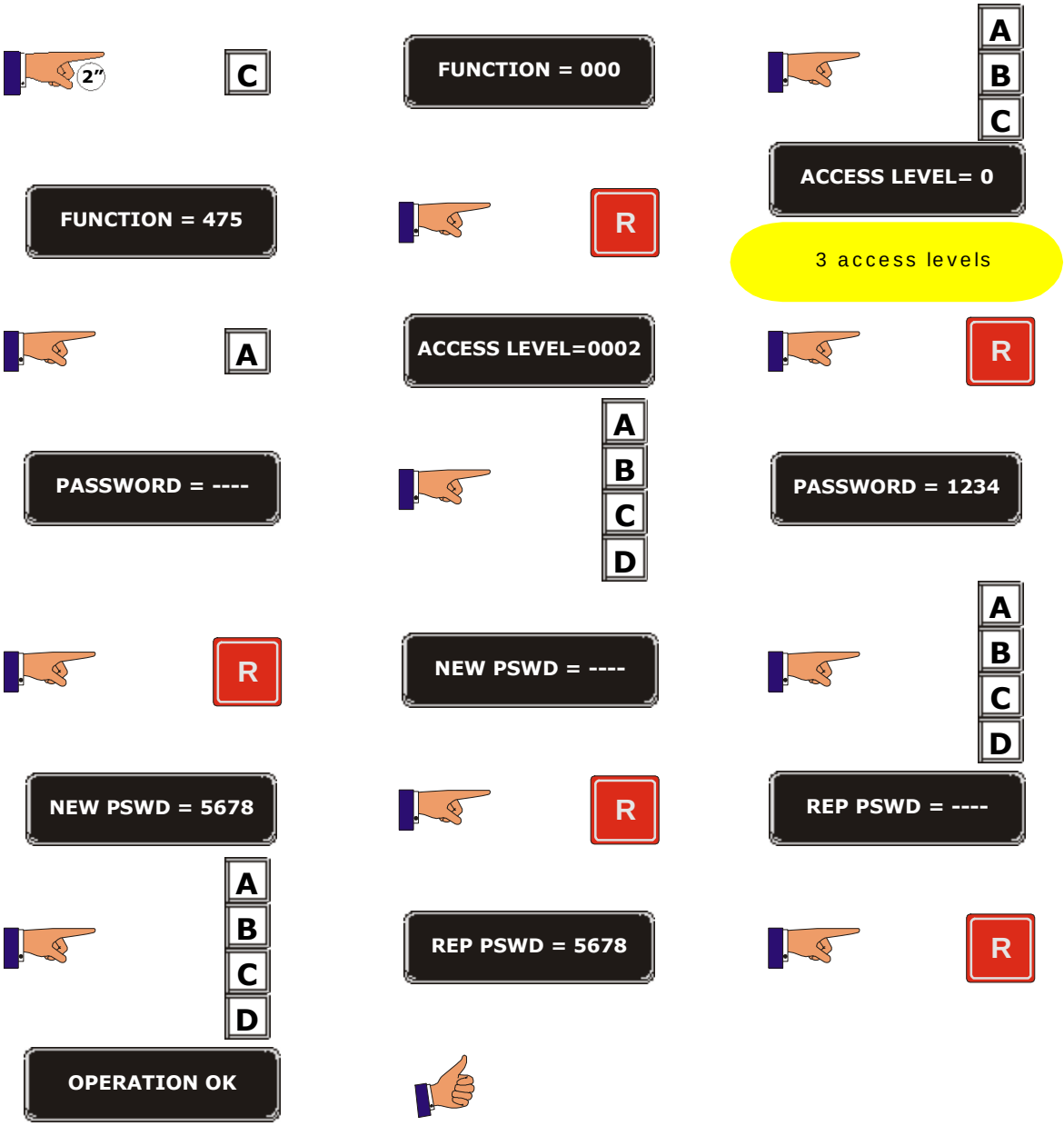
Function 472	<<OPERATOR COD>>	Programme an operator ID number.
1	A 4-digit number is programmed to identify the Operator. This number is essential when establishing GSM communication or when using pre-paid smart cards.	



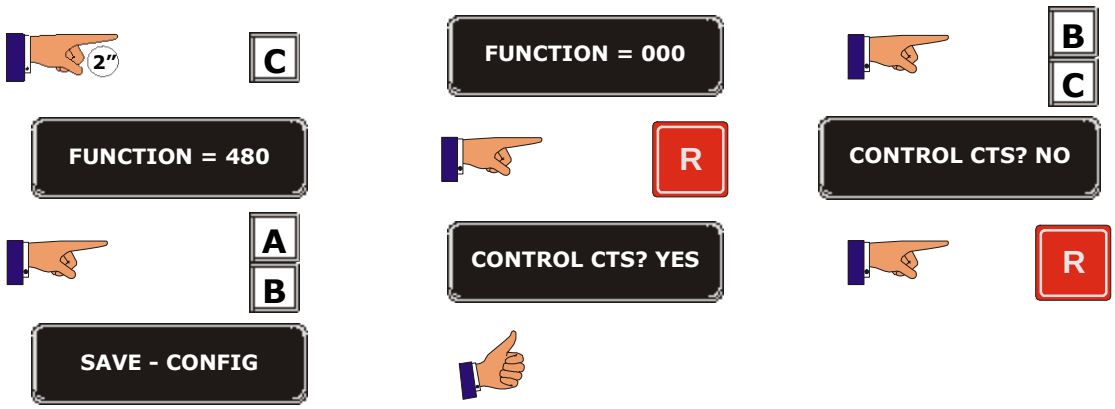
Function 474	<<ACCESS LEVEL>>	Determine which functions are visible to machine users.
1	This allows you to choose the access level of the different functions. This will restrict which functions are visible on the display.	



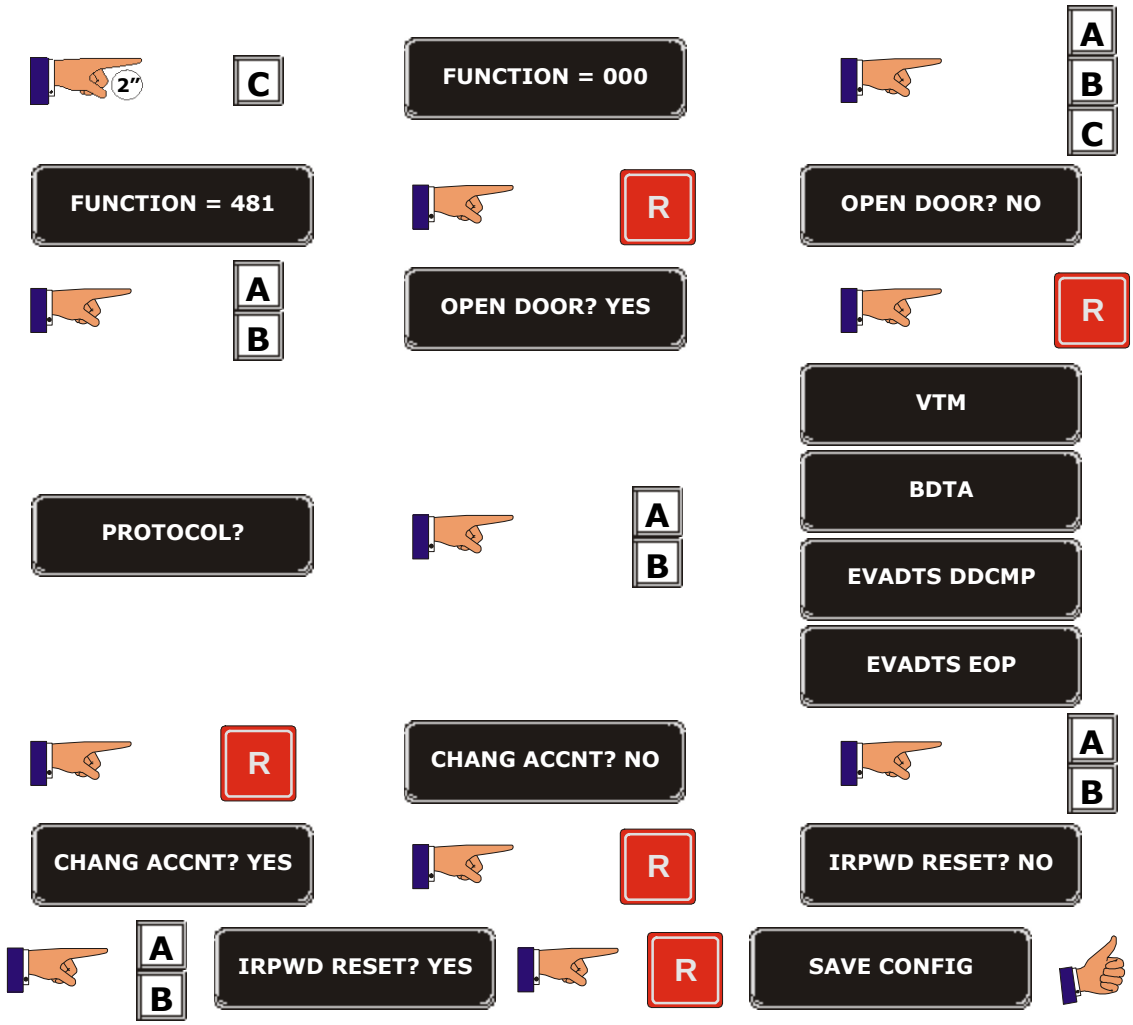
Function 475	<<PASSWORD>>	Change access passwords.
1	Configure a combination of selection buttons, a password, for the entry to the different access levels.	



Function 480	<<CONFIG. PRINT.>>	Configure the printer.
1	This function configures the communication options for the printer.	

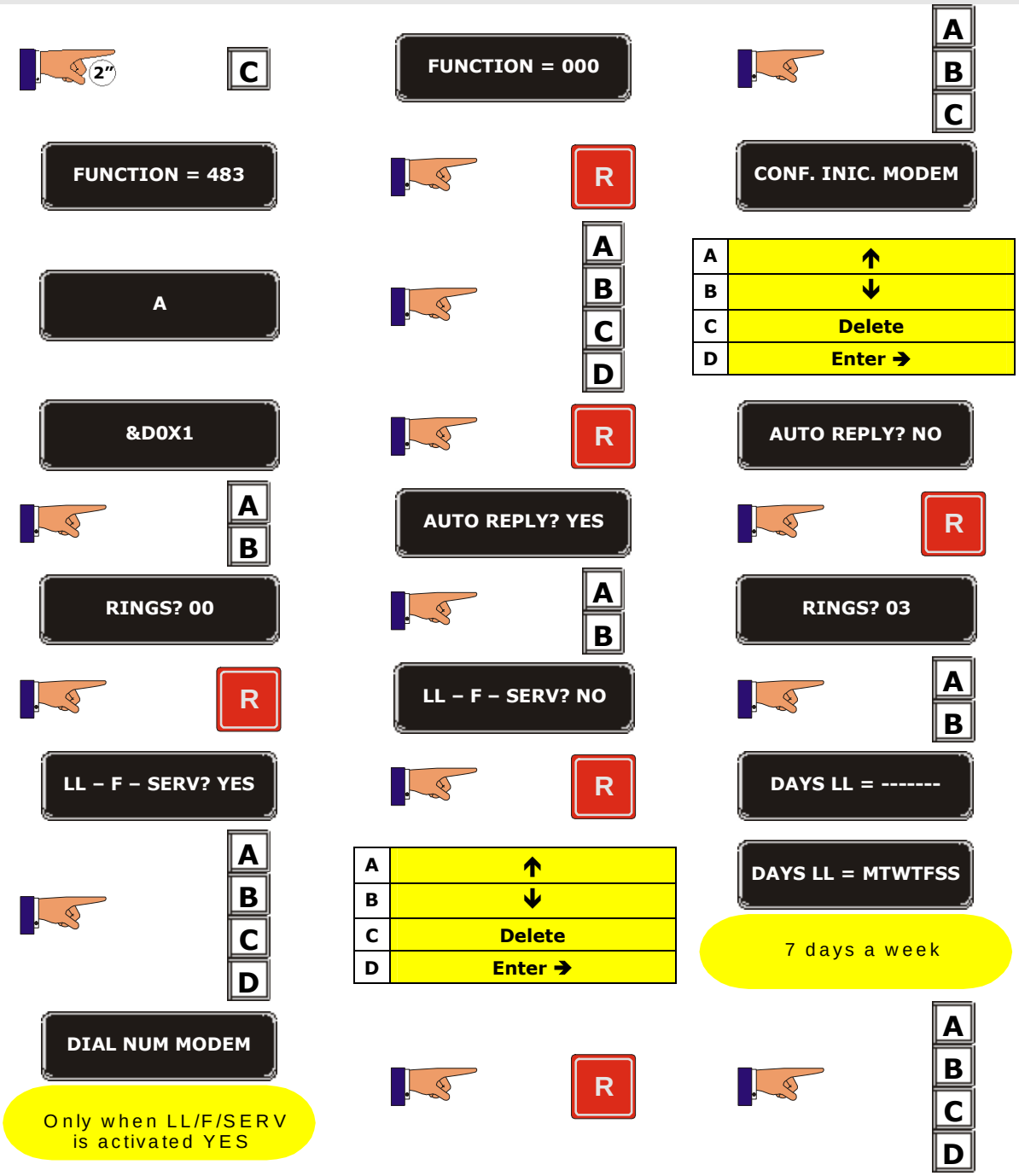


Function 481	<<COMUNICAT>>	Select the communication system.
0	This allows you to select the communication system to be used. The four options are: Open door: Programming YES implies that the door must be open for the machine to communicate. Programming NO means it will communicate with the door open or closed. Protocol: VTM BDTA EVADTS DDCMP EVADTS EOP Chang-Accunt: programming YES will extract the accounting data for each one of the product channels. IRPWD reset: programme YES to delete the operator code. Programme NO to leave the operator code that was programmed.	



Function 483	<<CONFIG. MODEM>>	Configuration of the MODEM.
1	Configure the communication options for the modem.	

TELEPHONE ACCESS VIA A SWITCHBOARD



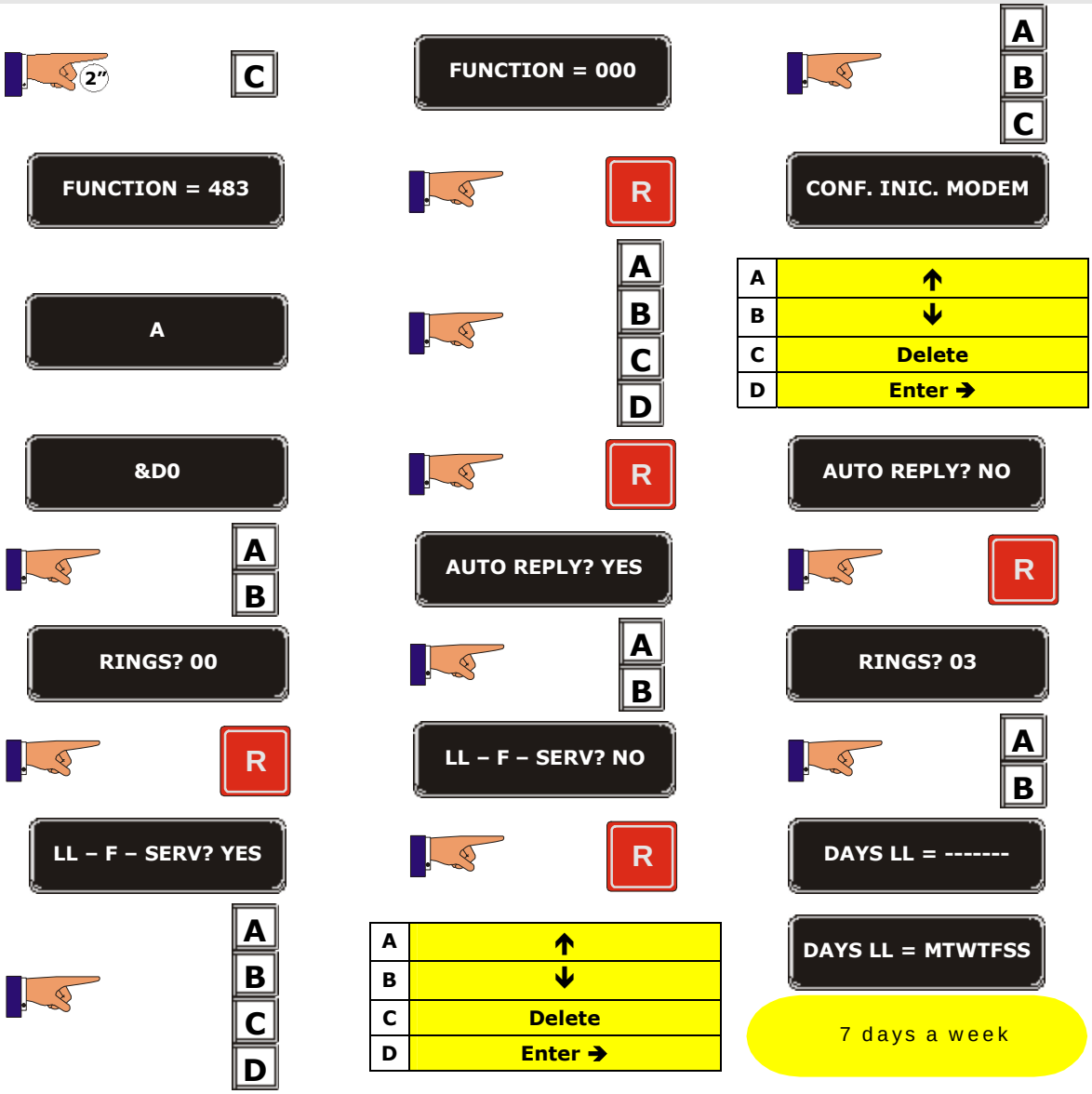
CHARACTERS IN FUNCTION

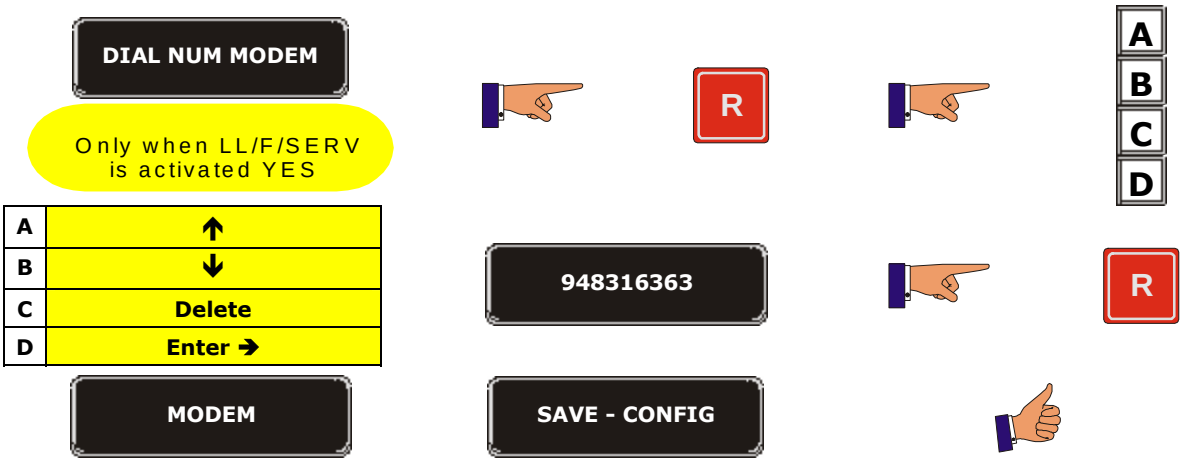
A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z,

0, 1, 2, 3, 4, 5, 6, 7, 8, 9,

***, -, /, \, +, =, !, ?, $, @, &, <, >, space.**

DIRECT ACCESS TO TELEPHONE LINE





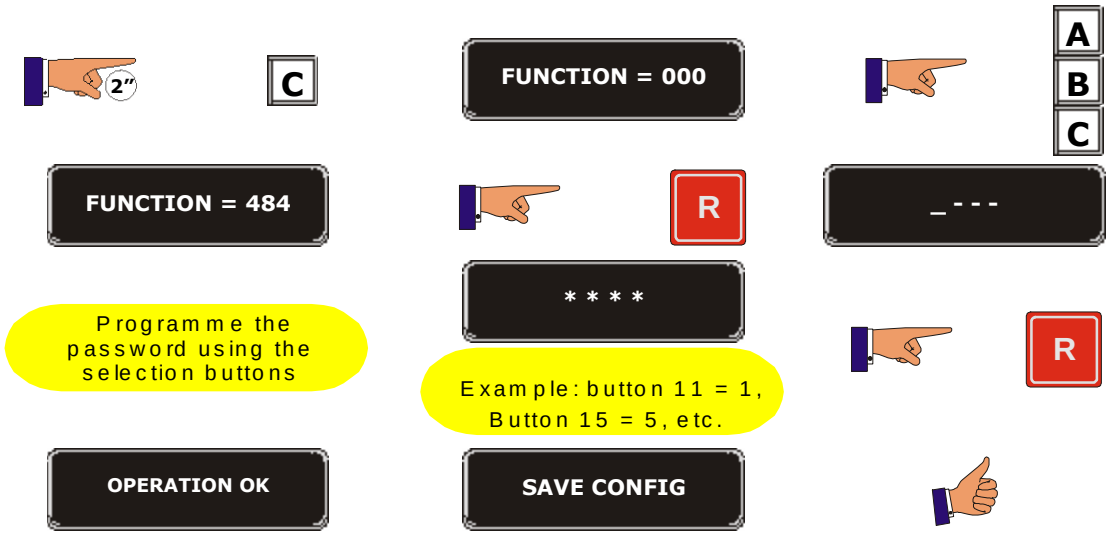
CHARACTERS IN FUNCTION

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z,

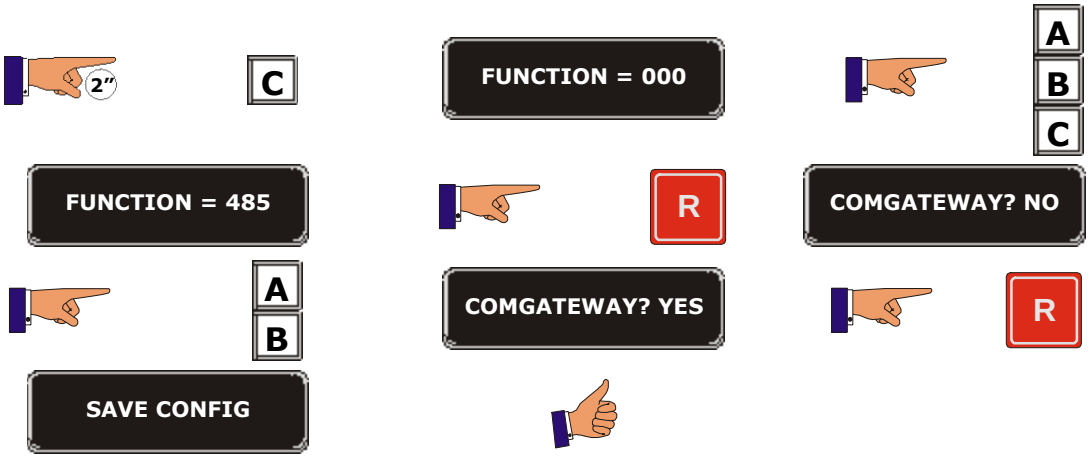
0, 1, 2, 3, 4, 5, 6, 7, 8, 9,

***, -, /, \, +, =, !, ?, $, @, &, <, >, space.**

Function 484	**<<BLUETOOTH>>**	**Communication with technology Bluetooth**
0	Programme the PIN to synchronise the machine with the Bluetooth system (PDA).	

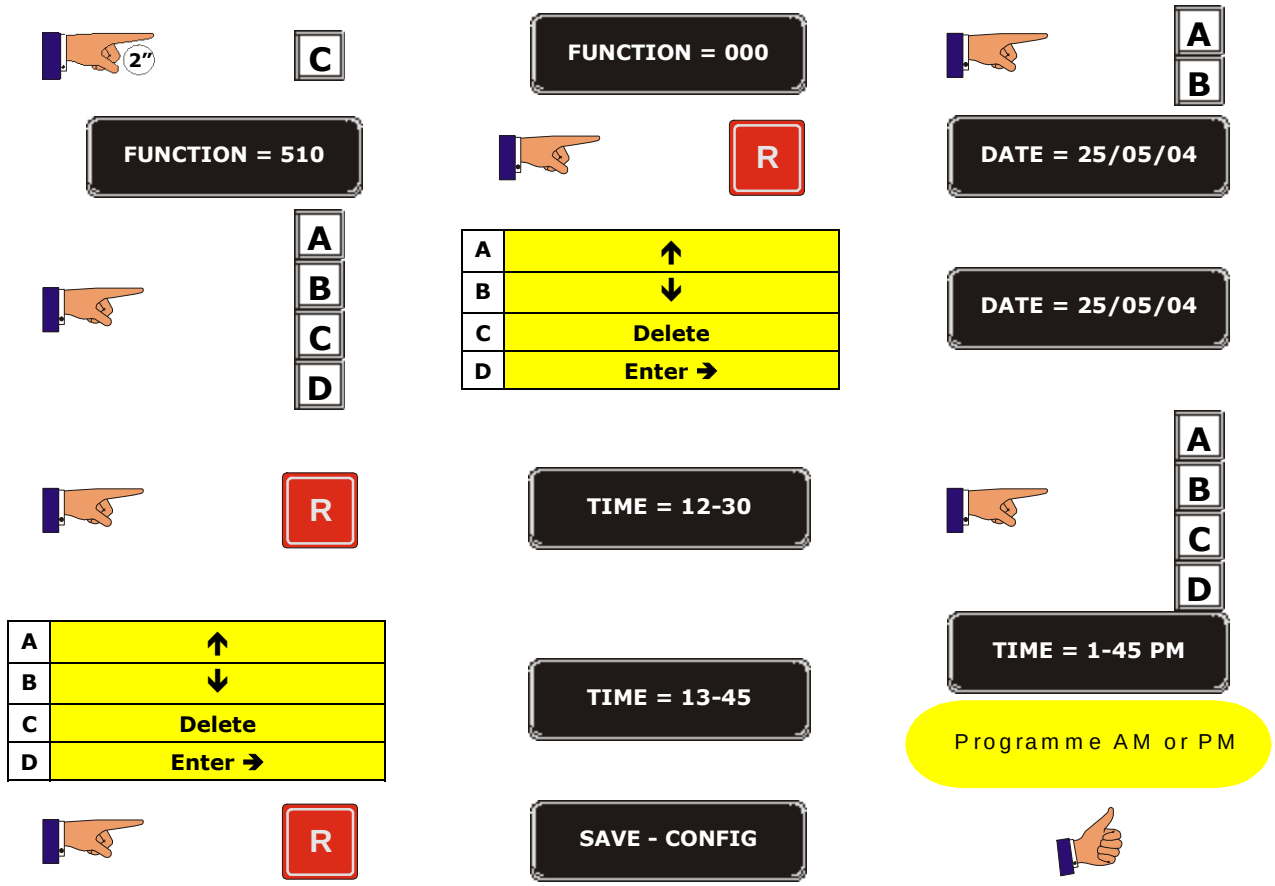


Function 485	<<COM GATEWAY>>	Configuration of the COM GATEWAY
1 Protocol MDB	This activates the COM GATEWAY port that is used for communication when the machine has a MDB protocol coin changer.	

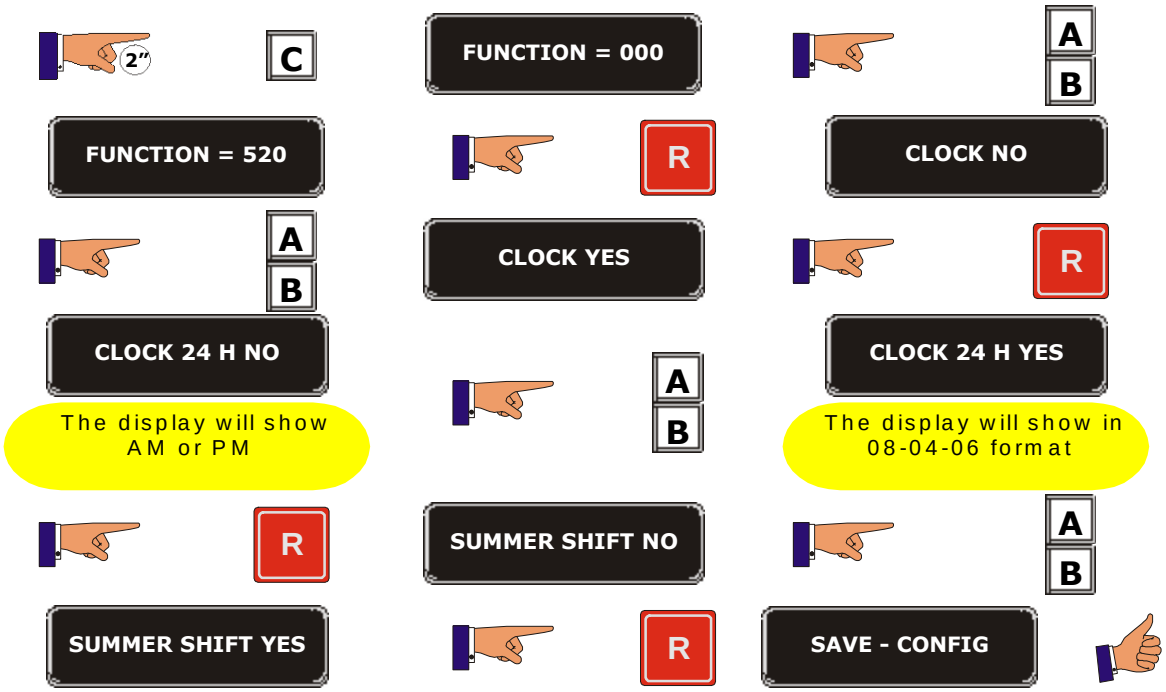


GROUP 500 CLOCK

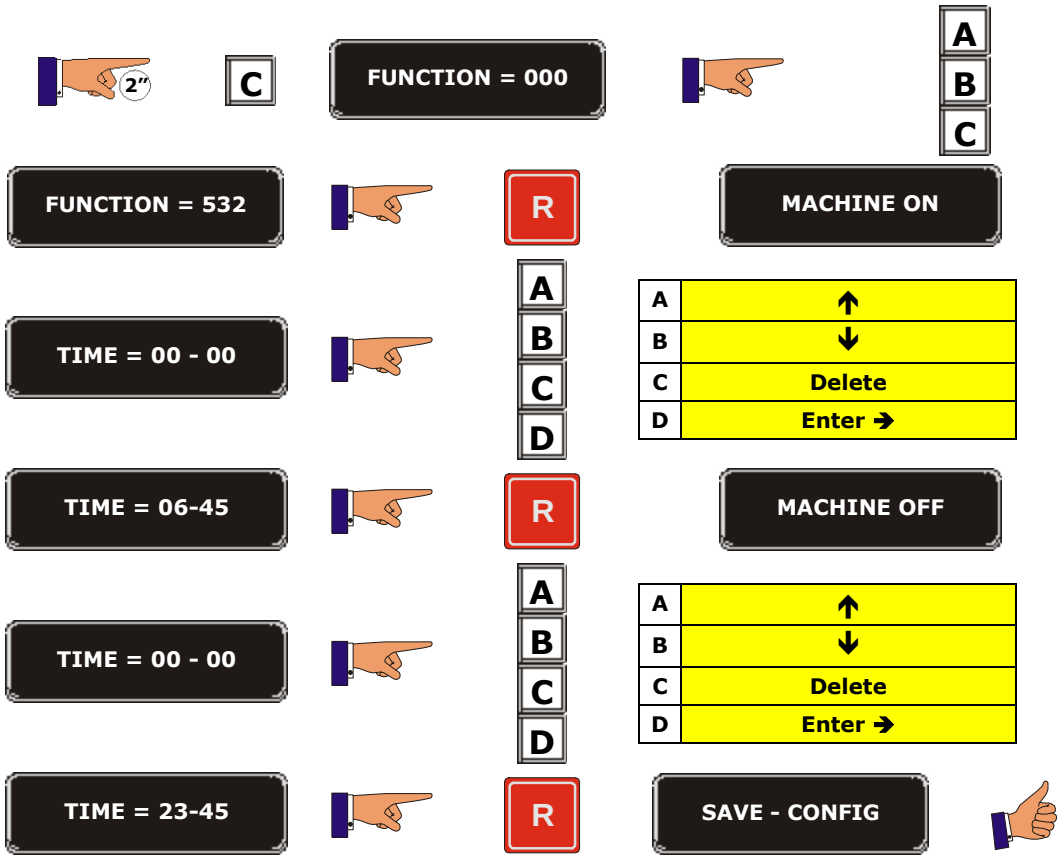
Function 510	<<DATE/TIME>>	Modify the date and time
1	This allows you to adjust the date and time on the clock of the machine.	



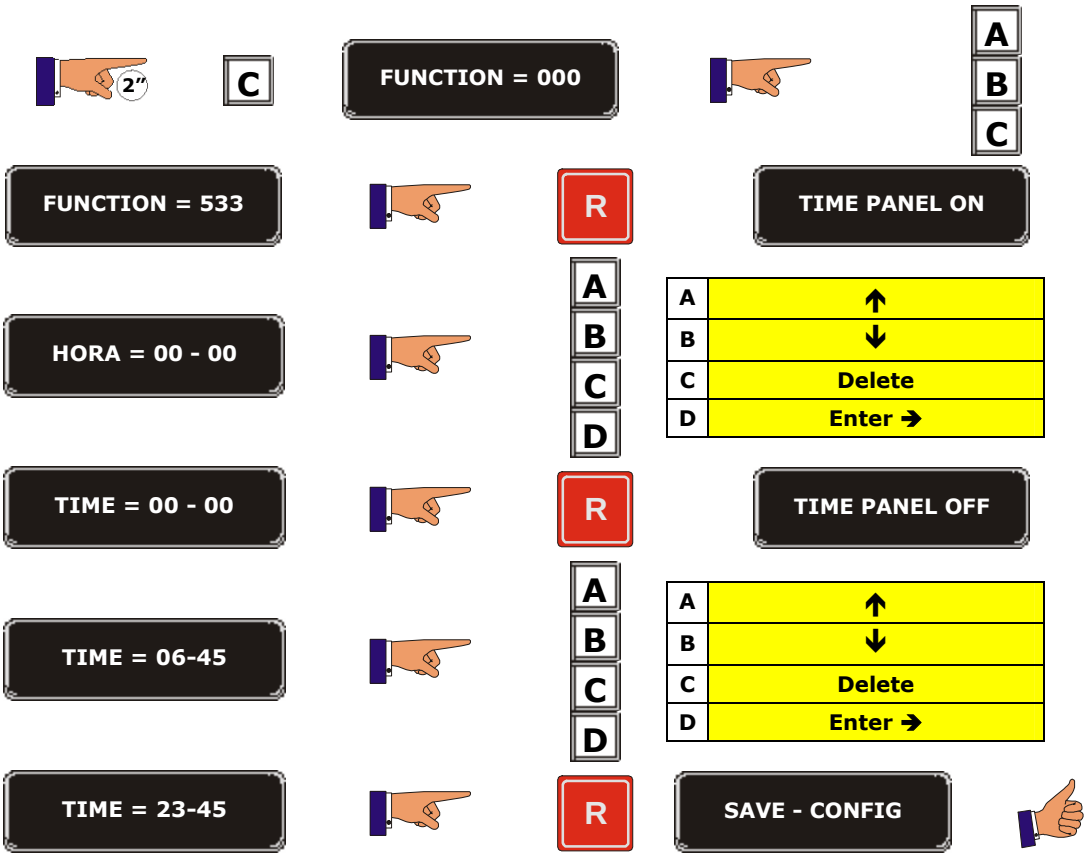
Function 520	<<CLOCK MODES>>	Clock option
1	Allows you to select the different clock options: • Shown on display • Format 12h/24h • Automatic adjustment for summer/winter time.	



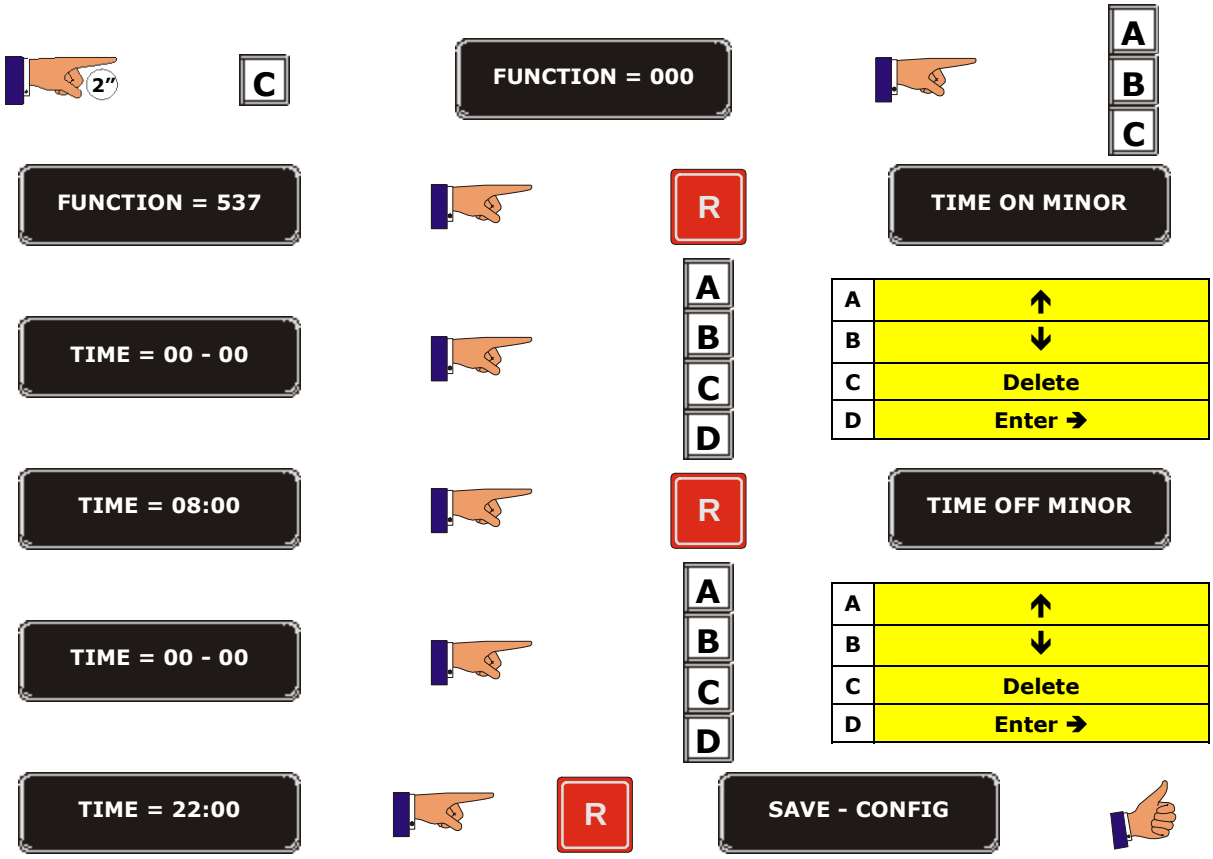
Function 532	**<<MACH. ON/OFF>>**	**Automatically switch the machine ON and OFF**
1	Allows you to programme the time the machine switches on and off automatically.	



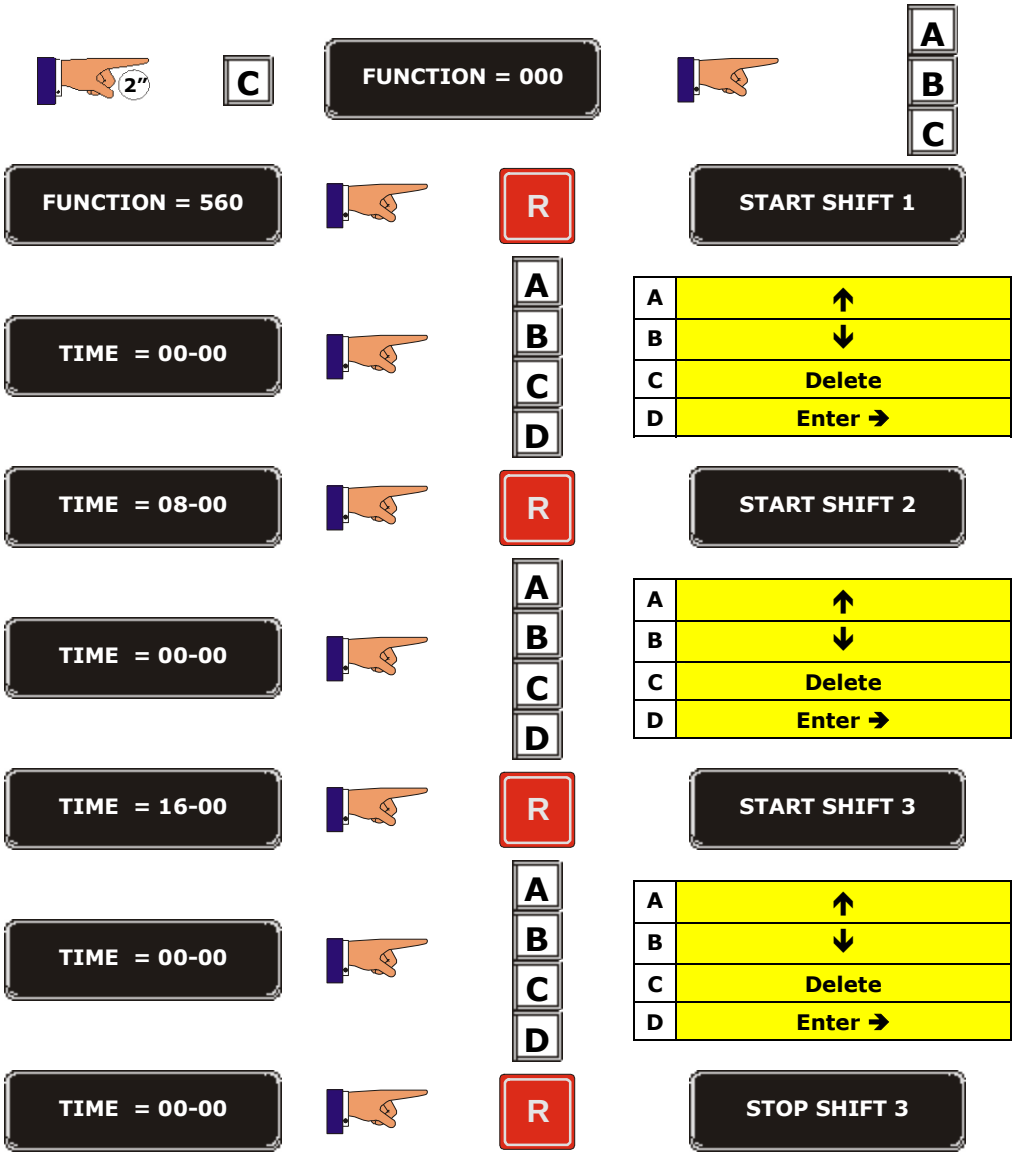
Function 533	<<ON/OFF LIGHT>>	Automatically switch the front panel light ON and OFF
1	Allows you to programme the time the machine automatically switches on and off the light in the publicity panel.	

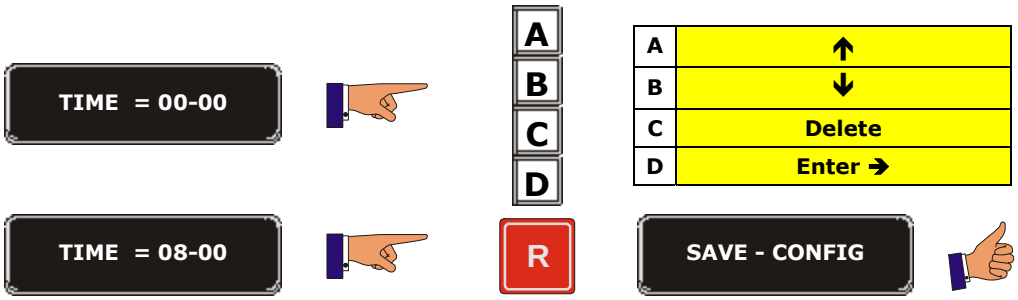


Function 537	<<TIME MINOR>>	Control the timetable of control to minors
1	This option allows you to programme the activation and deactivation of the Minor Access Control. The machine will control the access of minors during the timetable programmed in this function and will sell freely for the rest of the day.	



Function 560	<<SHIFTS>>	Establish work shift times
1	This function allows you to establish three work shifts for a day, programming their starting times. The shifts should be programmed in ascending order and the last can be programmed to finish at 00:00 (12:00AM). If the shifts do not cover the 24 hours, the sales made outside the shifts will be accounted to shift 1. To deactivate a shift, programme 00:00 as the start and finish time for the shift.	




TIME = 00-00
TIME = 08-00
A
B
C
D
R
A ↑
B ↓
C Delete
D Enter ➔
SAVE - CONFIG

AZKOYEN

Vending for life