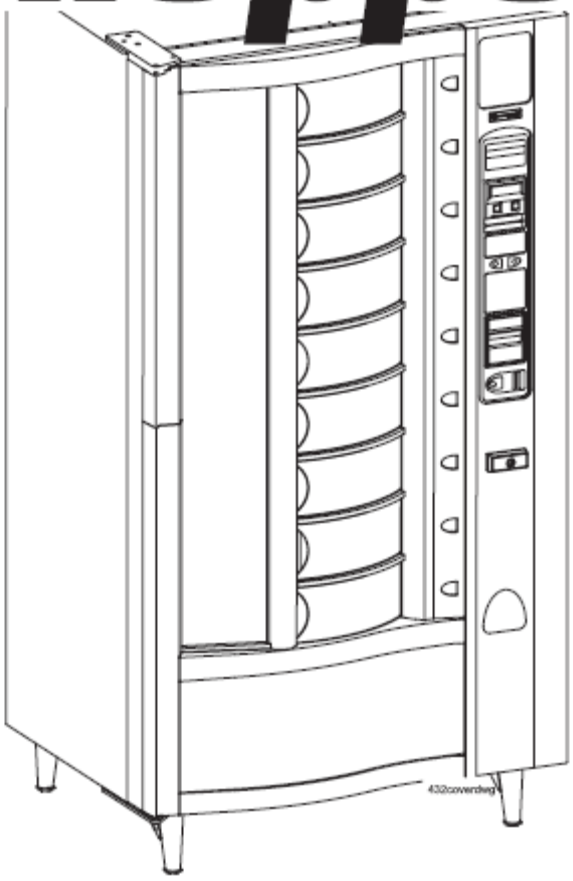
Model 432 Shopper



Programming Guide Supplement

CRANE MERCHANDISING SYSTEMS™ A Crane Co. Company
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1. New Method of Setting a TIME OF DAY Event

Previously, the **TIME OF DAY INHIBIT, FREEVEND,** and **DISCOUNT** events were each a fixed group of four: INHIBIT- - - - , FREEV - - - - , DISCT - - - -. These are now combined into six separate programmable events. Each event can be set to be OFF, or to a Time-of-Day (TOD) inhibit, freevend, Combo (new), or discount. The COMBO feature is described in detail later. COMBO defines a group of selections that can trigger any one of four groups of discounted selections. If the COMBO feature is ON and the selection defined under that COMBO group is made then the indicated discount group(s) of selections will be activated as long as credit is available.
To activate a TOD event press [TIME OF DAY] and [DOWN] until the first OFF title screen is seen.

`x.OFF`	Title screen. 'x' is the event number 1 – 6. Press [EDIT] to enter the programming list.
`x.OFF <*>`	First programming screen. Press [*] to choose the type of event: OFF, INHIB, FREEV, DISCT, COMBO. COMBO is chosen for this example. Press [DOWN].
(The next two screens are shown only if COMBO was chosen.)	
`COMB.TMR 30`	Set the common timeout timer, in seconds, for all COMBO events. The customer has this many seconds to enter money or start the second vend in order to enable the COMBO2 discount. Press [DOWN].
`+COMB2.12--`	Set the second selections groups of the combo vend. Selections in the present COMBO group are linked to possible COMBO2 groups 1 through 4 for discounts. Here COMBO2 groups 1 and 2 are chosen. COMBO2 groups are defined later. Press [DOWN].
`x.STRT hr.mn`	Set the start time (same as legacy code) Press [DOWN].
`x.STOP hr.mn`	Set the stop time (same as legacy code) Press [DOWN].
`x.@ SMTWTFS`	Set the day-of-week (same as legacy code) Press [DOWN].
`ZONE 1`	Set the selections for this event (same as legacy code). Actuate a door to make any item in ZONE 1 a member of this group. Press [DOWN] for other methods to select groups.
`LEVEL > 1`	Actuate a door to include selections in that Level. Press [DOWN].
`TRAY > 1`	Actuate a door to include selection in that Tray. Press [DOWN].
`EACH > 1`	Actuate a door to include that particular Selection only. Press [DOWN].
`x. MESG OFF`	Custom message 1-8 is active if this is the priority event - 0 if no custom message. For COMBO the message is only shown one time if a selection of this group is potentially the first selection of a combo vend. Press [DOWN] to return to the first programming screen. Press [EDIT] when finished to return to the Title Screen.

x.COMBO ON	Title screen. Press [DOWN] to activate or review other Time of Day events.

After the sixth event title, typically '6.OFF', if any COMBO event is defined then the new setup screen 'COMBO2.1234' is shown. This defines 1 through 4 groups of selections associated with a particular discount. The numbers 1-4 are shown if the discount is non-zero. For example:

COMBO2.1234	Title screen. Press 1, 2, 3, or 4 to enter that number programming list, or press [EDIT] to enter list '1'.
x.DISCT yy	First programming screen. Set the discount percentage.
ZONE >1	Set the selections for this COMBO2 group (same as legacy code). Check to price displays to see if a selection is a member of this group.
x. MESG OFF	Show custom message; 0 to turn OFF. The message is shown in place of 'THANK YOU' when a selection of this group is potentially the first selection of a combo vend.

If any COMBO event is active then the vending machine will continue to accept enough credit for two items.

2. COMBO Vends

A combination vend provides a discount on a second item bought within a certain time limit of the first item. A combo vend always consists of an active COMBO selection and a discounted COMBO2 selection done in any order. The second selection must be started within the timeout limit. The selections must be in succession. Freevend, winner, and other discounts take precedence and preclude a combo vend. The discount is always determined by the price reduction applied to the COMBO2 selection. The discount is always applied to the second selection whether it is a COMBO2 or COMBO member. The vend-in-process is considered the first selection of a possible combo vend if it is not a freevend, is not discounted, nor is it a winner or prize vend, and..

- This selection is a member of an active COMBO group AND that COMBO group is linked to a discounted COMBO2 group.
- OR this selection is a member of a discounted COMBO2 group AND there exist active COMBO events.

If the selection is the start of a possible combo vend then coin change will not be returned, the combo timeout timer will start, the applicable custom message, will be shown in place of 'THANK YOU'.
Change will be paid back if the coin return button is pushed. This will also reset the COMBO timer and cancel a possible combo vend.
If money is inserted while the combo timer is active then the timer is disabled and any applicable discount will remain in effect for the next vend. Likewise, if a selection is partially made while the combo timer is active then the timer is disabled and any discounts will remain in effect.
A selection may belong to multiple COMBO and COMBO2 groups at the same time. The COMBO groups are tested highest priority (lowest number) to lowest priority in order to find a match with the highest-to-lowest priority COMBO2 vend. If the same

selection belongs to an active COMBO group and discounted COMBO2 group it can be discounted for buying two in a row.
Data about the combo vends can be viewed in the paid sales/vends totals for discounted vends - "1.DSC" through "4.DSC". DEX fields for the discounts or combo vends are not supported at this time.
TOD Discounts are still recorded in the same four discount fields titled "1.DSC" through "4.DSC". However, TOD discounts events are now numbered 1 through 6. The 6 possible events are recorded as repeating groups of four: events 1-4 are recorded in 1.DSC -4.DSC, events 5-6 are recorded in 1.DSC -2.DSC.

3. Prize Vends

Prize Vends are not possible with the Shopper series. A prize vend automatically vends a Prize Selection when a WINNER occurs instead of returning the vend price.

4. View the Recycler's Reported Value

Press [DATA RECALL] then press [DOWN] until the screen shows `RECYC.$ xxx.` 'xxx' is the total value of bills reported by the coin mech to be in the recycler. Press [EXIT] when finished. This is real-time data and is not clearable.

5. View the Stacker Value and Denominations

Press [DATA RECALL] then press [DOWN] until the screen shows `STK.$ xxx.` 'x.xx' is the total value of bills to the stacker since last clear. This does not include bills in the recycler. Press [EDIT] and [DOWN] to view the count for each denomination of bill. Press [EXIT] when finished.
Stacker data is cleared when other resettable data is cleared. To clear just the stacker data, when viewing the `STK.$ xxx.` screen press and hold [CLEAR] until `FINISHED`.

6. View the Coin Mech's Reported Value and Tube Counts

Press [DATA RECALL] then press [DOWN] until the screen shows `MECH x.xx.` 'x.xx' is the total value of coins reported by the coin mech to be in the coin tubes. This value includes bills in the recycler. Press [EDIT] and [DOWN] to view the count for each denomination of coin. Press [EXIT] when finished. This is real-time data and is not clearable.

7. Setting the Power Save Mode

The PRODUCT CONFIG "`PWR.SAV----`" mode now has four time-of-day settings instead of three. Note that the VIEW.DY timer is used to determine when the lamps are turned off after activity at the machine stops.

8. PREFER MAX1 Configuration

The new setting "PREFER.MAX1" has been added to the [DATA RECALL] choices the idle rest positions of "NO PREFER", "PREFER 1-2", "PREFER MAX", and "PREFER.MAX1". The original setting – "PREFER MAX" always shows the fullest of two adjacent zones that are visible through both the left viewing pane and behind the vend doors. A zone that has product that cannot be purchased because the zone is INHIBITed or is not Shoppable is never shown in the left viewing pane. This sometimes causes confusion, especially if the machine is not set for SHOP ALL.

In "PREFER.MAX1" the zone with the most product remaining is always positioned behind the vend doors regardless of the condition of the adjacent zones.