6360027

Model 636

Nestlé EuroBev
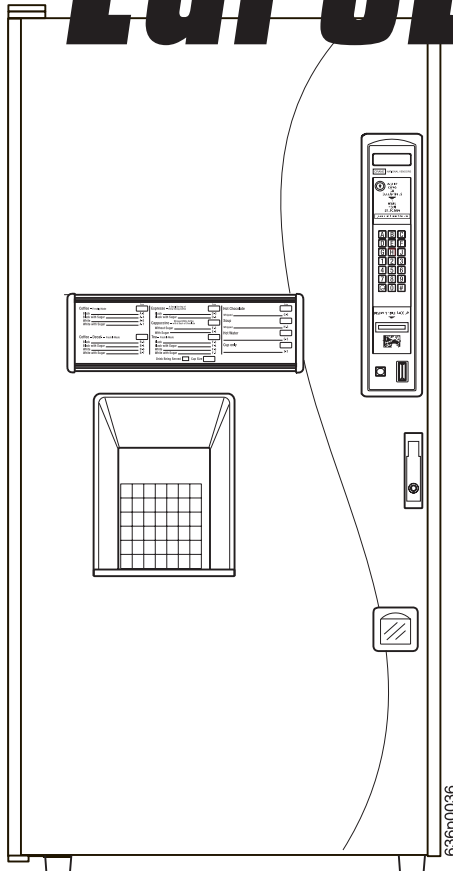
636p0036

Operators' Guide

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 **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.

Table of Contents

Notes . . .

SPECIFICATIONS

SPECIFICATIONS COMMON TO ALL MACHINES

Dimensions	72" (183 cm) high 32" (81 cm) wide 28.5" (72 cm) deep
Weight	475 lbs (215.5 kg)
Water Requirements	Minimum: 20 psi (137.8 kPa) Maximum: 80 psi (551.2 kPa)
Ambient Temperature	Minimum: 41º F (5º C) Maximum: 90º F (32º C)
Operating Environment	For indoor use only
Cup Capacities (Approximate)	7 oz cups (squat) - 700
Canister Capacities (Approximate)	Tradicion coffee - 2 lbs Cappuccino - 11 lbs Mokaccino - 11 lbs Sugar - 11 lbs

Product Options	Standard Configuration:
	    Tradicion - A
	    Premix - B
	    Premix - F
	    Premix - C
	    Cappuccino - G
	    Mokaccino - H
	    Espresso, Latte, and "cup only"
	    selections
	Optional Configuration:
	    Hot water selection

Options	Automatic delivery door Base grille kit (1 sided) Base grille kit (3 sided) Coin box lock Data printer kit Debit card reader Everpure water filter kit Hydro-Life water filter kit Flex Ace door lock and key Van door lock and key Free vend keyswitch Snap-on ingredient canister extension sleeves (4" tall) Cup/mug electronic sensor (cup hold switch kit) Hot water selection kit

SPECIFICATIONS COMMON TO 115 VOLT MACHINES

Electrical	115 Volts AC 60 Hertz 12 Amps Single phase
Options and Accessories	
Coin Mechanisms	MARS MDB NRI Exec or MDB Coinco MDB
Bill Validators	Cashcode MDB

SPECIFICATIONS COMMON TO 220 - 240 VOLT MACHINES

|	
Electrical	220 - 240 Volts AC 50 Hertz 10 Amps 2 kW Single phase
Options and Accessories	
Coin Mechanisms	MARS MDB NRI Exec or MDB Coinco MDB
Bill Validators	Cashcode MDB

MAJOR PARTS

The diagrams on the following pages will acquaint you with the major parts of the EuroBev merchandiser. For more detailed information, please consult your PARTS MANUAL. If you do not have a PARTS MANUAL, contact CMS Parts Department.

Legend

1. Cabinet
2. Door
3. Lock
4. Menu assembly

636p0036
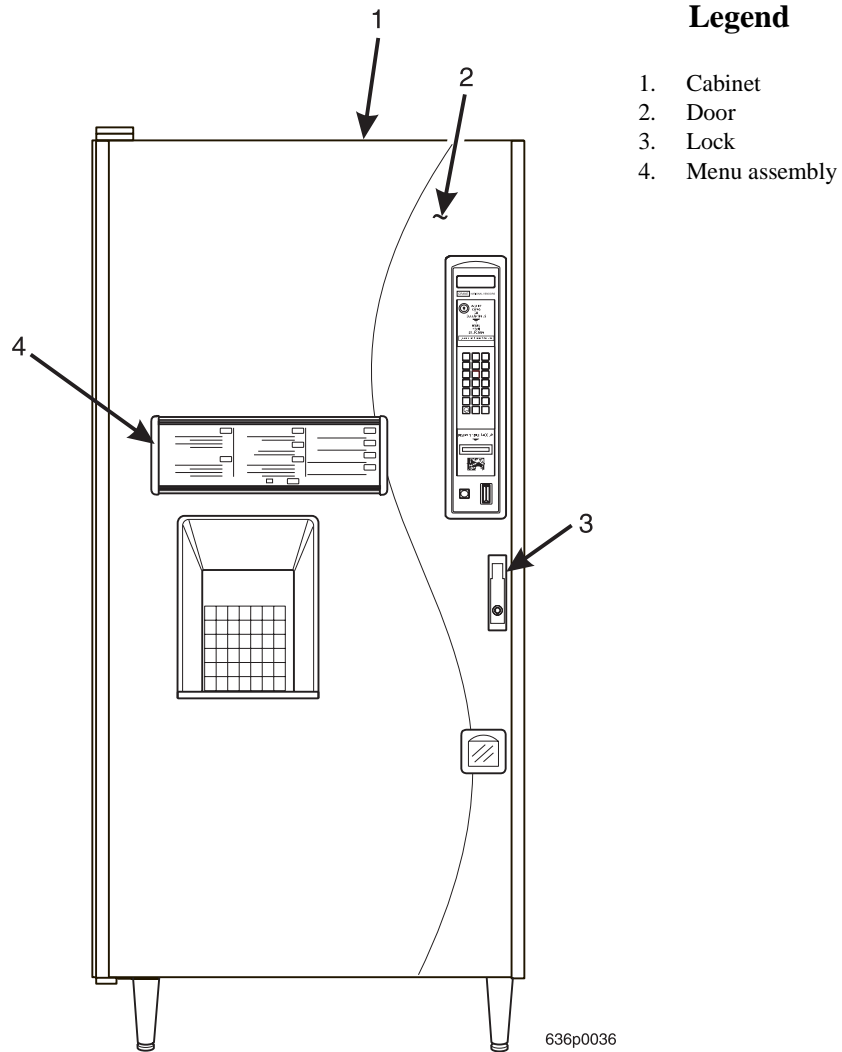
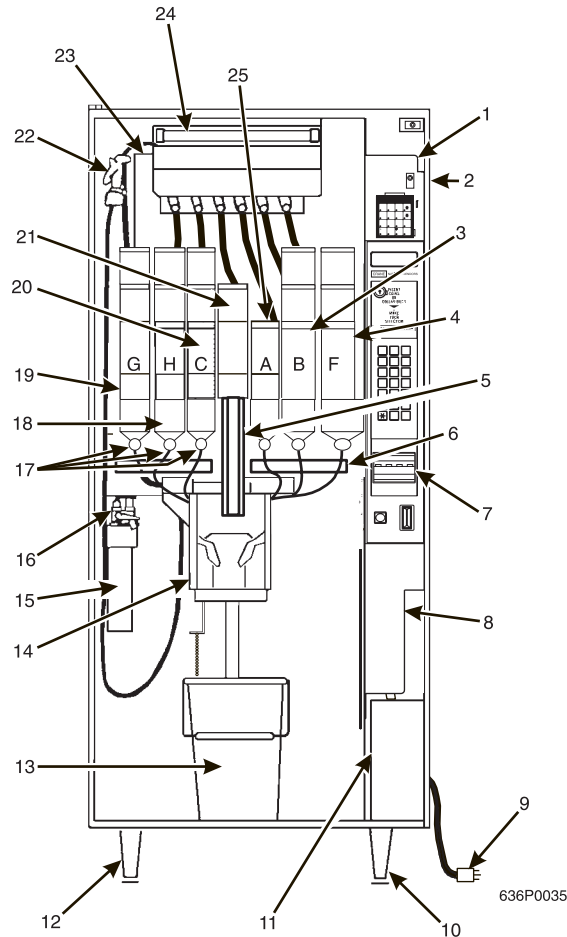**FRONT OF MERCHANDISER**

636P0034
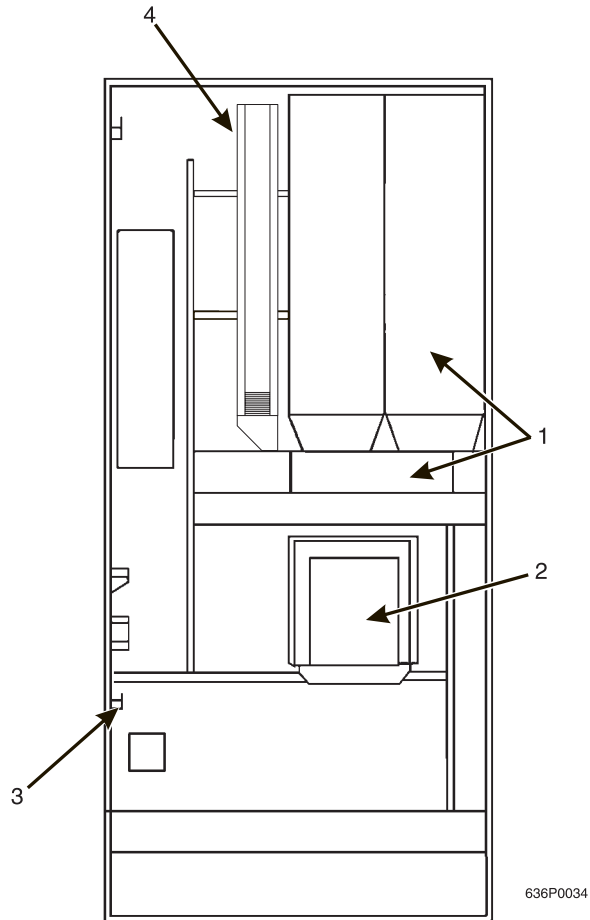
Legend

1. Cup mechanism turret assembly and motor and PCB assembly
2. Delivery door
3. Lock bar assembly
4. Stir stick assembly

BACK SIDE OF MERCHANDISER DOOR

636P0035

Legend

1. Monetary panel assembly
2. Cabinet
3. Premix selection
4. Premix selection
5. Sugar chute
6. Heater - mixing bowl
7. Bill acceptor (optional)
8. Coin mechanism
9. Power cord
10. Leg & leveler
11. Coin box
12. Leg, hinge & leveler
13. Liquid waste pail
14. Cup delivery assembly
15. Water filter cartridge
16. Filter & valve head
17. Drink whippers
18. Premix selection
19. Premix selection
20. Premix selection
21. Sugar canister
22. Rinse hose
23. Water tank
24. Service light
25. Tradicion canister

MERCHANDISER CABINET INTERIOR
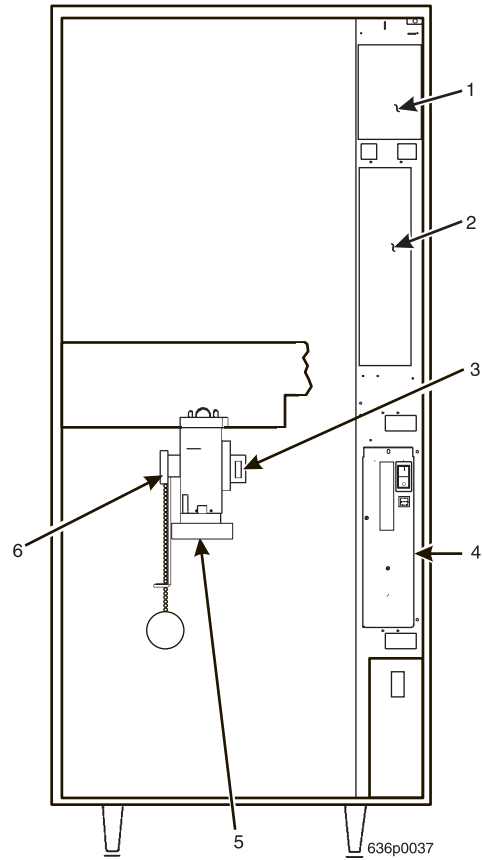
Legend

1. Main controller PCB assembly
2. Interface board
3. Exhaust fan bracket assembly
4. Power panel assembly
5. Optional infrared cup/mug sensor
6. Overflow switch assembly

MERCHANDISER CABINET INTERIOR

CONTROLS AND INDICATORS

POWER PANEL. You may have one of three power panels, depending upon where you live. The controls are fundamentally the same, however.

Circuit Breakers. Circuit breakers protect the merchandiser against failures in the power supply or any of the electrical components. If a circuit breaker trips and cannot be reset, consult your troubleshooting manual.

Main Power Switch. This is the main ON/OFF switch for the merchandiser.

WARNING
To protect against electrical shocks and possible damage to the machine, turn this switch OFF when performing any maintenance on the merchandiser.
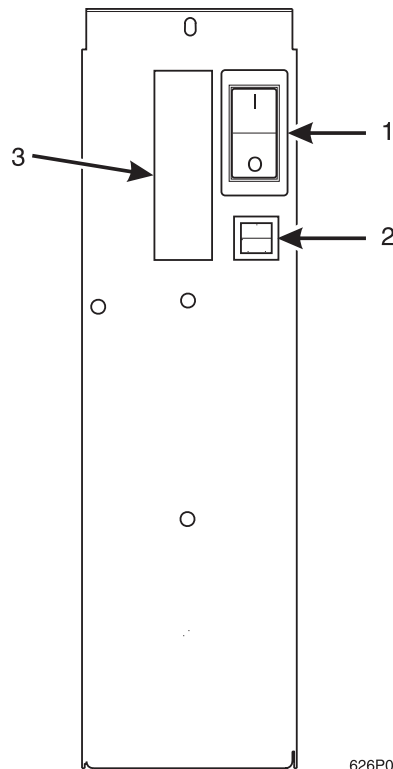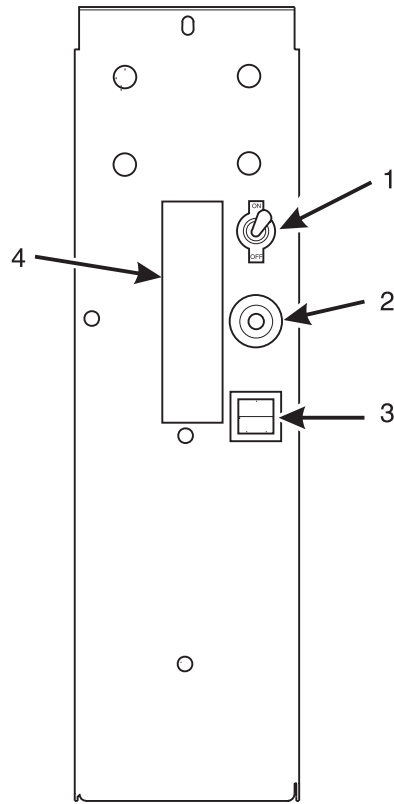
Legend

1. Main power switch
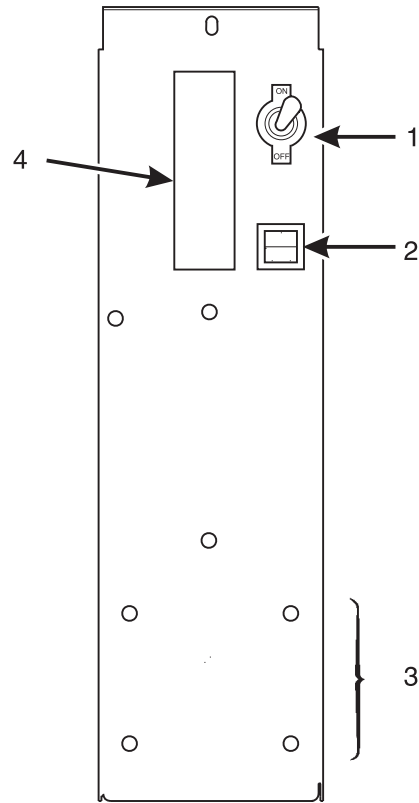2. Electronics breaker
3. Label

626P0005A

220 VOLT POWER PANEL

Legend

1. Main power switch
2. Main circuit breaker
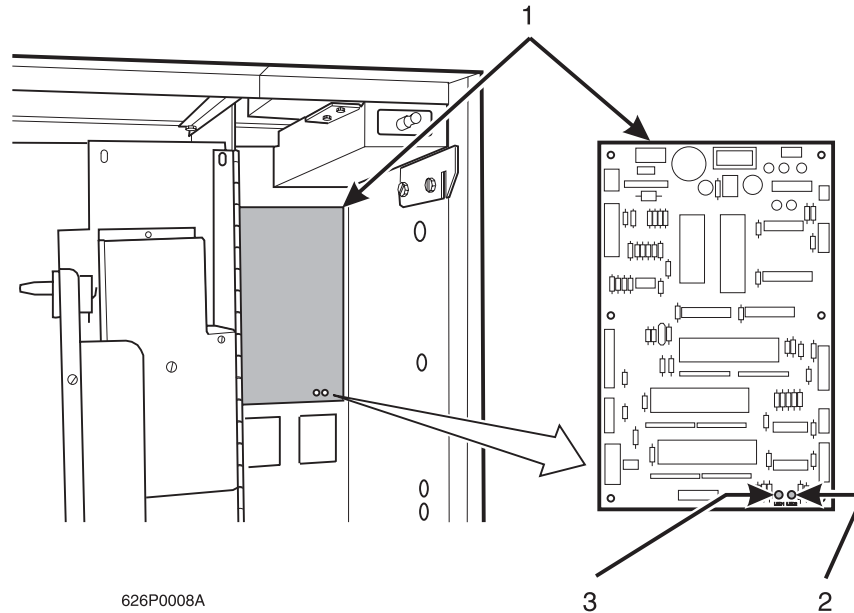3. Low voltage circuit breaker
4. Label

115 VOLT POWER PANEL

Legend

1. Main power switch
2. Electronics circuit breaker
3. Mounting studs for Mexico only
4. Label

626P0035B

220 VOLT POWER PANEL

626P0008A

MAIN CONTROLLER PCB

Main Controller PCB. This display consists of two light emitting diodes (LED) mounted on the controller PCB (Item 1).

|	
Item 3: POWER ON (LED 1)	When lit, this red LED indicates electrical power is applied to the controller PCB.
Item 2: HEARTBEAT (LED 2)	When flashing, this red LED indicates that the controller PCB is active, and the software is operating.

NORMAL CONDITIONS:

When the merchandiser is operating normally, you should see a steady red **POWER ON** indicator. The red **HEARTBEAT** indicator should be flashing with a balanced on/off pattern (on for the same length of time that it is off).

ERROR CONDITIONS:

If an error is present, the red **HEARTBEAT** indicator will flash with an unbalanced on/off pattern (on longer than it is off). The error(s) can be viewed under the DIAGNOSTICS mode.
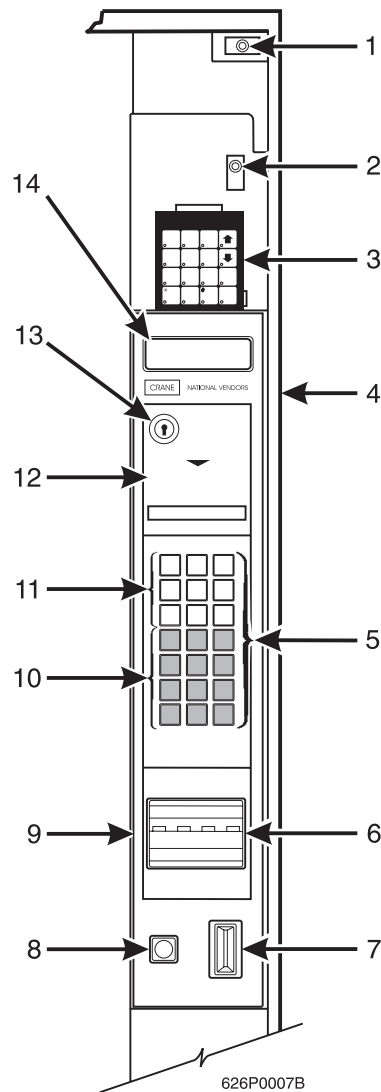
Legend

1. High voltage interlock switch
2. Low voltage interlock switch
3. Service keypad
4. Cabinet
5. Selection switch
6. Bill acceptor (optional)
7. Coin insert
8. Coin return button
9. Monetary panel
10. Numerals 1-9, *, 0, #
11. Letters A-H, J
12. Instruction plate
13. Free vend keyswitch (optional)
14. Message display

626P0007B

MONETARY PANEL

Nestlé EuroBev Operator's Guide

High Voltage Interlock Switch (U.S./ Canada). When the cabinet door is open, this switch turns off the optional fan and turns on the service light.

High Voltage Interlock Switch (International). When the cabinet door is open, this switch turns off all high voltage to the cabinet. Pulling the switch out restores high voltage for maintenance purposes.

Low Voltage Door Switch. Informs the controller software of the main door open or closed status.

Message Display. This is how the merchandiser communicates with the outside world. Customers can see messages about how much money they have put into the merchandiser. The message display also tells customers when a selection is sold out and when vending is free, inhibited, or discounted. The message display shows you what you are doing when you program the merchandiser, and can show you what is wrong if there is a failure.

Free Vend Keyswitch. This allows someone (other than maintenance people) to set the merchandiser to free vend without opening the door.

Selection Switch Panel. The customer uses these switches to make selections. Also, maintenance people may use this switch panel during programming and other support modes.

Coin Return Button. Pressing this button returns any coins that have been paid into the merchandiser prior to a vend.

Bill Acceptor (Optional). Accepts bills in various denominations, depending upon the type of bill validator, and how the machine is configured.

Service Keypad. The service keypad is located at the top of the monetary panel. It gives service personnel the means to program, retrieve data from, and view diagnostic information about, the merchandiser.
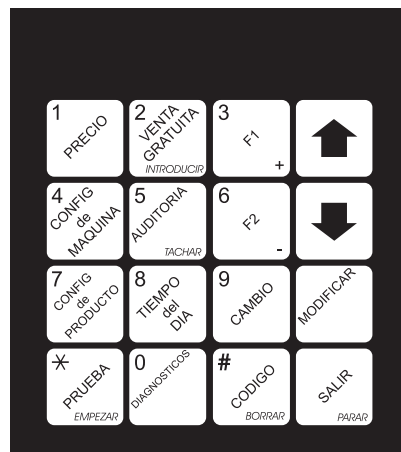
SERVICE KEYPAD

Nestlé EuroBev Operator's Guide

INITIAL SET-UP

I. Location Preparation

After your machine is unpacked and placed near its permanent location, you need to make sure you have the proper electrical and water service.

Electrical Power Requirements

This merchandiser needs electrical power as shown in the following table. NOTE: Each merchandiser should have its own electrical circuit.

Check the Power Outlet

This merchandiser is supplied with a service cord for the country of use and is terminated in a grounding type plug. The wall receptacle used for this merchandiser must be properly polarized, grounded, and of the correct voltage. Operating the merchandiser from a source of low voltage will **VOID YOUR WARRANTY**. Each merchandiser should have its own electrical circuit and that circuit should be protected with a circuit breaker or fuse conforming to local regulations.

   a. **Voltage Check** - Place the leads of a voltmeter across the LINE (LIVE) and NEUTRAL terminals of the wall receptacle. The voltmeter should indicate 110-130 volts ac for 120 volt, 60 Hz locations, or 220-240 volts ac for 230 volt, 50 Hz locations.

   b. **Polarity Check** - Place the leads of a voltmeter across the LINE (LIVE) and GROUND terminals of the wall receptacle. The voltmeter should indicate 110-130 volts ac for 120 volt, 60 Hz locations, or 220-240 volts ac for 230 volt, 50 Hz locations.

   c. **Noise Potential Check** - Place the leads of a voltmeter across the NEUTRAL and GROUND terminals of the wall receptacle. The voltmeter should indicate 0 volts ac. A measurement greater than 1.5-2.0 volts ac could result in problems for the merchandiser's electronic circuitry caused by electrical noise.

Any deviation from these requirements could result in unreliable performance from your merchandiser.

Nestlé EuroBev Operator's Guide

Water Requirements

The best type of water for coffee brewing is normal hard (tap) water. If your location has chemically softened water, you should do one of the following things:

- **Have a non-softened supply line run to the merchandiser**
- **Contact your local water filter supplier for information and suggestions**
    a. Well water can also be used in the EuroBev Machine. However, you should have it checked for levels of carbonates and alkalies. Contact your water filter supplier if these values are relatively high.

What is the Water Pressure at Your Location?

> <u>*It should be no less than:*</u>   10 psi (69.0 KPa) at 1/2 gallon/minute
> <u>*And no more than:*</u>   80 psi (522.0 KPa) at 1/2 gallon/minute

If you're not sure about the pressure and flow rate, check with your water company.

What to do With the Water Supply Line:

    a. Locate the supply line at the rear of your merchandiser.
    b. Equip the line with a shut-off valve.

Flush the water supply line before connecting it to the merchandiser. A minimum of five gallons is usually required before connecting the merchandiser to the supply line. ***DO NOT*** flush the merchandiser water system. If you do, you might introduce water line contaminants into the merchandiser.

II. Positioning the Merchandiser

You can position this merchandiser anywhere in a bank of machines. It can even be placed on the end flush against a side wall. Be sure you leave enough room in front of the merchandiser for the door to move freely.

**BE SURE THE REAR OF THE MERCHANDISER IS AT LEAST 6"
AWAY FROM THE WALL. THIS WILL ALLOW WARM MOIST AIR
TO BE VENTED OUT OF THE MACHINE'S INTERIOR.**

**WARNING:
THIS MACHINE IS ONLY RATED FOR INSTALLA-
TION IN AN INDOOR LOCATION.**

III. Connecting Everything

1. Connect the Merchandiser to the Water Supply:
    a. You will need the following:
        - **A coil of copper tubing with outside diameter of 3/8 inch (9.5 mm) or greater. The appropriate plastic tubing may be substituted. The tubing must be long enough to reach from the water source to your machine with enough left over to form a loop about 2 feet (60 cm) in diameter. This will allow you to move the machine without straining the water line.**
        - **A 3/8 inch (9.5 mm) flare fitting.**

    b. Connect the merchandiser to your water supply.
2. Connect the Merchandiser to the Electrical Power Supply:

Power inside the merchandiser is controlled by the main power switch, located on the power panel.

    a. Make sure the main power switch is OFF.

    b. Connect the merchandiser's power cord to your wall outlet.

IV. Final Mechanical Preparation

1. Level the Merchandiser:

    a. Using a spirit level, adjust the front and side legs until the machine is level from front to back and side to side.

NOTE

You may need to use pliers or channel locks to loosen the leg levelers.

2. Mount the Base Plate:

WARNING

DO NOT MOVE THE CABINET WHILE HEX HEAD
SCREWS AND/OR CARRIAGE BOLTS ARE LOOSENED.
THE CABINET WOULD BECOME UNSTABLE AND
LIKELY TO TIP AND CAUSE INJURY.

a. Remove the pail(s) from the inside of the merchandiser.
b. Remove the floor liner from the inside of the merchandiser.
c. Remove the two caps (A) as shown.
d. Loosen the left leg assembly carriage bolts and nuts to allow mounting a base plate bracket (B).
e. Secure one of the base plate brackets (B) to the leg assembly using the two carriage bolts. Tighten the carriage bolts and nuts.
f. Loosen the right leg assembly hex head screws to allow mounting the other base plate bracket (B).
g. Secure the other base plate bracket to the right leg assembly using the two hex head screws. Tighten the hex head screws.
h. Insert the short arms of the slides (D & F) into the hinged tabs of the base plate (E). Position the slide so the notch near the short arm is on the bottom side.
i. Insert the long arms of the slides into the base plate brackets.
j. Insert and secure a cotter pin through the hole in the back of each of the slides.
k. Push the base plate toward the merchandiser cabinet. The front tabs of the base plate brackets should seat in the notches in the long arms of the slides.
l. Replace the caps, liner, and pail(s) removed previously.

411PK001A
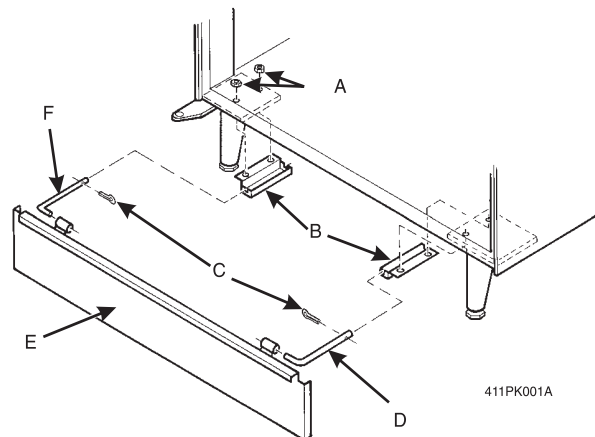
Nestlé EuroBev Operator's Guide

3.   Install the Water Filter Cartridge:

IF YOUR MERCHANDISER HAS THE WATER FILTER OPTION, IT CANNOT BE OPERATED WITHOUT A PROPERLY INSTALLED WATER FILTER CARTRIDGE. If you do not have the water filter option, continue with "Fill the Tank".

EVERPURE BRAND ...

NOTE

Check the water filter installation record. There is a place to write the vend number on the cartridge. The cartridge is effective for a maximum of 26,000 7 oz. vends, 22,000 8 oz. vends, 20,000 9 oz. vends, or 15,000 12 oz. vends. Local conditions may require more frequent replacement.

It is recommended that you do the following procedure the first time you fill the tank in your EuroBev merchandiser:

-   **Remove the small inner "O" ring from the filter cartridge.**
-   **Install the filter cartridge.**
-   **Turn on the water at its source, and perform the tank filling procedure.**
-   **Turn off the water at its source, remove the filter cartridge, and replace the "O" ring.**
-   **Install the filter cartridge as follows:**

To Install:

-   Align the raised rib (A) on the filter cartridge (B) with the mating slot in the head assembly (C).
-   Firmly insert the filter cartridge (B) into the head assembly (C) and rotate it counterclockwise 1/4 turn to the stop.
-   Open the water shut-off valve (D) by pushing the handle to the horizontal position as shown.
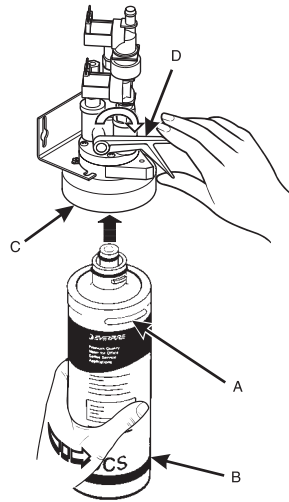
640P0010A

To Remove:

- Close the water shut-off valve (D) by lifting the handle to the vertical position as shown.
- Rotate the filter clockwise and pull down as shown.

640P0010B
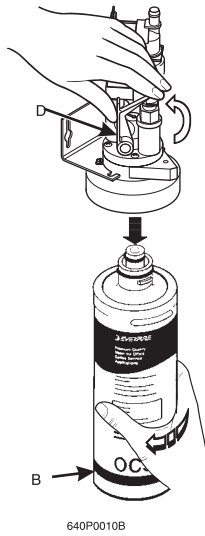
HYDROLIFE BRAND...

To Install:

- Place the filter (A) inside the canister (B). Be sure the o-ring (C) is seated in the canister just below the threads.
- Screw the canister and filter assembly onto the filter head (D) until it comes to a stop.
- Open the water valve on the inlet line by rotating the handle to the vertical position as shown (E).

To Remove:

- Close the valve on the inlet line by rotating the handle into the horizontal position as shown (F).
- Relieve water pressure by performing two or three water throws (see the programming section).
- Unscrew the filter and canister assembly from the filter head. Remove the filter from the canister.
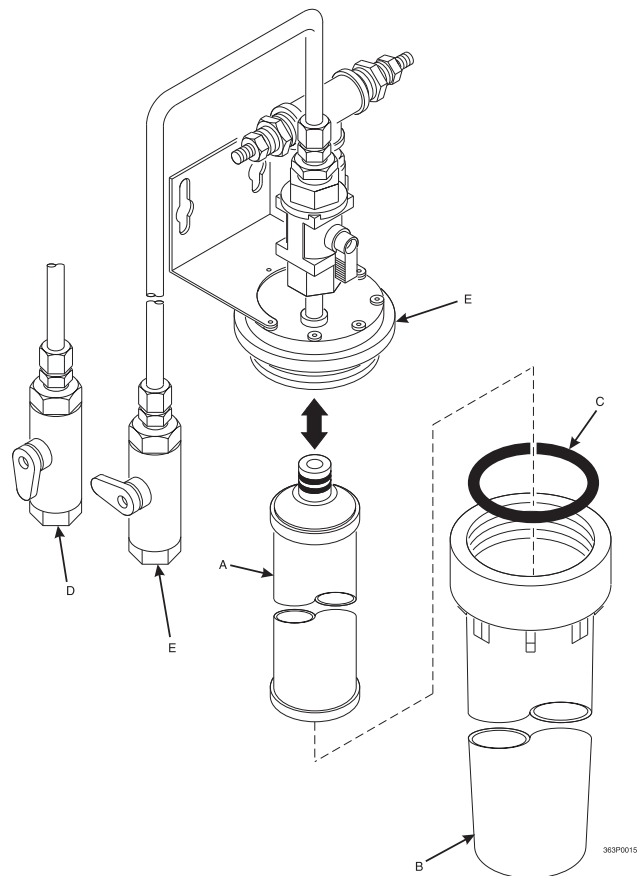
4. Install the Optional Coin Box Lock
    - **Install the lock cylinder (A), washer (B), and nut (C) in the order shown.**
    - **Tighten the nut.**
    - **Install the lock bar (D) as shown, and secure with the screw (E).**

626P0011A
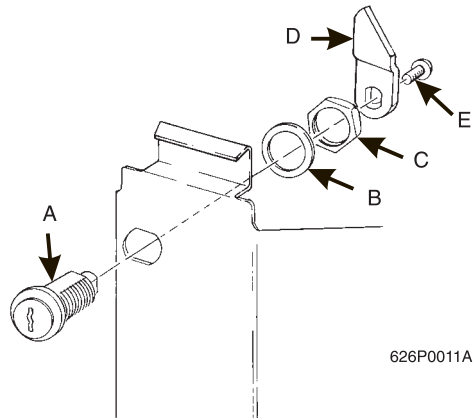
5. Set Up and Load the Coin Mechanism

Load the Coin Mechanism.

- **Open the cabinet door and the monetary door.**
- **Insert coins into their respective tubes until each tube has been filled.**
- **Inspect the tubes for shingled coins and correct if necessary.**

MDB Coin Mechanism

Install the coin mechanism as follows:

WARNING

Make sure the main power switch is turned **OFF** before you work on the merchandiser. Failure to do so could result in death or injury.

- **Turn OFF the main power switch. Refer to the instructions provided with the coin mechanism and remove the coin validator assembly.**
- **Loosen the coin mechanism mounting screws on the merchandiser so they stand off about 1/8" (0.3 cm).**
- **Position the coin mechanism so the three keyed holes fit over the mounting screws. Pull down on the coin mechanism to seat the screws in the keyways.**
- **Tighten the mounting screws and reinstall the coin validator assembly.**
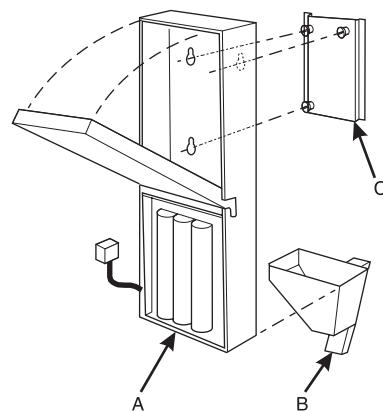
Legend

A. Coin mechanism
B. Coin chute
C. Mounting plate

425P0009A

The following figure shows a coin mechanism, bill validator, and card reader connected to one another via an MDB. Some monetary configurations may not include all of these devices. Connect your coin mechanism as shown:

Legend

A. Card reader
B. Bill validator
C. Coin mechanism
D. MDB cable
E. Connector J39
F. Main controller PCB assembly

431P0054A
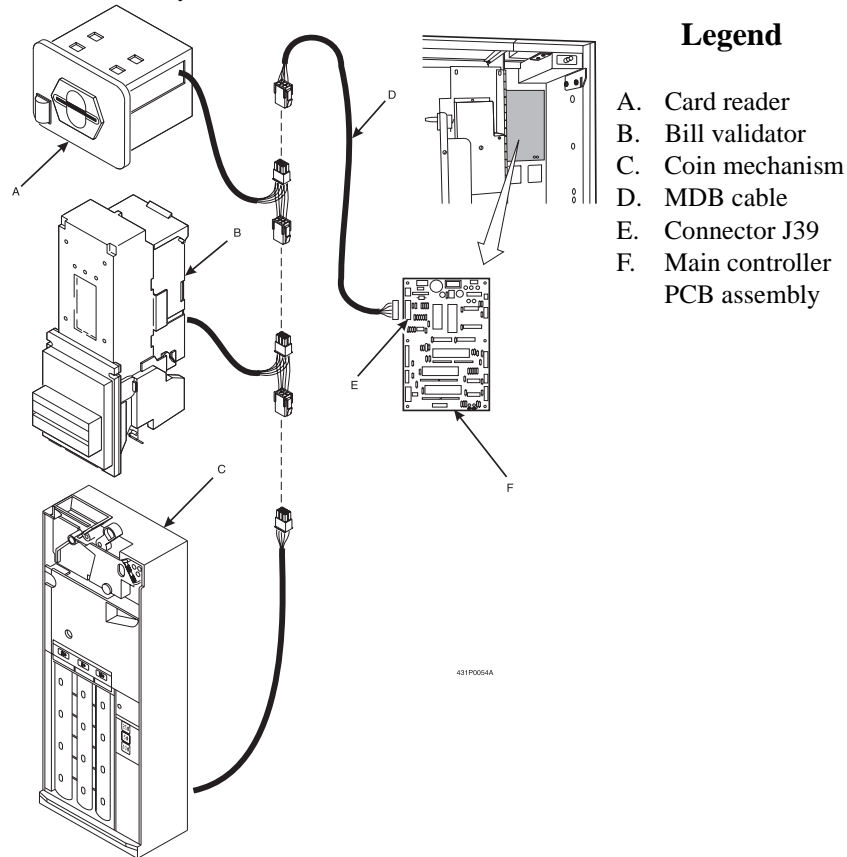
- **Turn ON the main power switch. Select** MDB $MECH$ **See SELECT COIN MECHANISM on page 33. Press** [SALIR / PARAR] **until the standby message is displayed, then press** [✳ PRUEBA / EMPEZAR]**. Insert enough coins through the coin slot into the coin tubes to more than cover the empty sensor. Insert coins one at a time and ensure they lay flat in the tubes. The amount of coins you insert is internally recorded.**
- **Payout about 6 coins to ensure proper loading.**
- **Finish inserting coins through the coin slot to fill all the tubes with coins.**
- **Visually check the coin tubes to make sure coins are not shingled.**

6. Fill the Tank:
    a. Make sure the main power switch is **ON**.
    b. Turn on the water at its source.
    c. On the maintenance keypad, press [✳ PRUEBA EMPEZAR], then press [⬇] until the display shows LLEN.AGUA.
    d. Press [✳ PRUEBA EMPEZAR]. You should hear water running into the tank, and the display will show LLENANDO. The water will run until either the tank is full or 12 minutes go by, whichever happens first.

    NOTE

    The inlet water valve only stays open for 12 minutes at a time. This is a safety feature to prevent water from running into a leaky system and making a mess. It is possible for your tank to take longer than 12 minutes to fill if your location has low water pressure. To be on the safe side, check for leaks if the water runs a long time. If you find none, everything is normal; you just have low water pressure.

    e. When you hear the water stop running, repeat steps c and d. Under normal circumstances, nothing will happen. If water starts running and the display shows LLENANDO again, your pressure is low and it is just taking a long time to fill the tank. Repeat this step if necessary to be sure your water tank is full.

7. Fill the Canisters:

Open the lid (A) as shown, and carefully pour the appropriate product into the canister (B). Repeat for all canisters in the machine.

8. Load Cups:

CAUTION

Use only cups which have been designed for use in a hot beverage vending machine.

a. Support the cup mechanism in the upright position.
b. Push the latch forward to release the cup mechanism. Continue to support the cup mechanism while you lower it into the loading position.
c. Remove the turret cover.
   OBSERVE PROPER HYGIENE - DO NOT TOUCH THE CUPS!
d. Open the bottom of the wrapper on a stack of cups.
e. Insert the wrapped cups into the turret and pull the wrapper out. DO NOT FILL CUPS ABOVE THE LEVEL MARKED ON THE OUTSIDE OF THE CUP TURRETS OR ABOVE THE "FILL LINE" LABEL INSIDE EACH TURRET, OR MOTOR JAMS WILL OCCUR.

   USE ONLY THE SAME SIZE AND BRAND OF HOT DRINK CUPS IN EACH TURRET; DO NOT INTERMIX!

f. Replace the turret cover after the turrets have been loaded.
g. Be sure the cup mechanism is locked into the upright position.

Nestlé EuroBev Operator's Guide

TURRET DESIGNATIONS

Legend
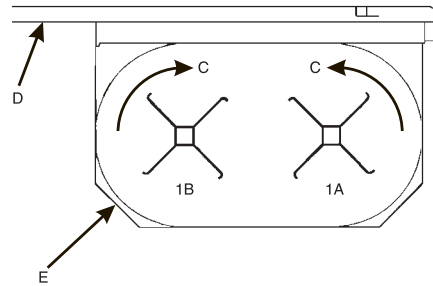
1A. Cup turret
1B. Cup turret
C. Direction of cup turret rotation
D. Door
E. Cup mechanism

626P0013A
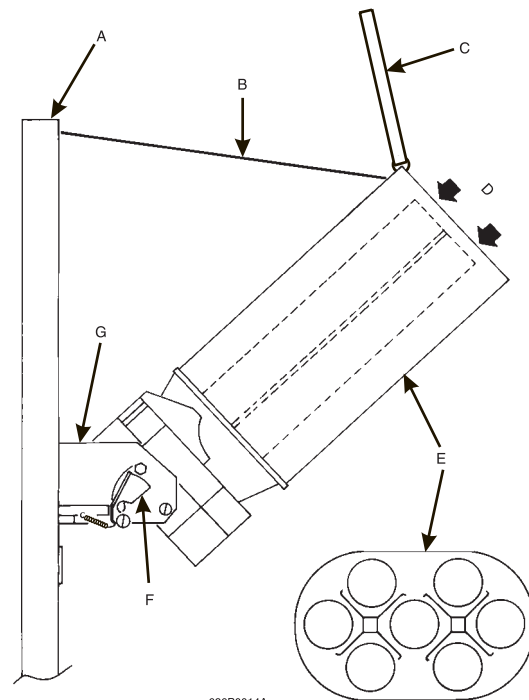
Legend

A. Cabinet door
B. Retaining strap
C. Lid
D. Load cups here
E. Cup turret
F. Latch
G. Cup mechanism mounting bracket

626P0014A

9. Load Stir Sticks:

Your stir stick dispenser (4) is convertible for two stick sizes: 90mm and 105mm.

- To dispense 90mm stir sticks, simply load the sticks in the dispenser (4) and place the weight bar (included) on the top of the stack of sticks. This will ensure reliable dispensing. **Note that the left retainer (3) is not used for 90mm stir sticks.**
  a. Adjust so the space between the ejector (2) and the retainer (3) (on the right) and 90mm stick spacer (1) (on the left, shown higher than normal for clarity) is no more than 1½ times the thickness of a stir stick.
- To dispense 105mm sticks, remove the spacer (1) (3 screws) and install the adjustable stick retainer (3) on the left.
  a. Adjust the space between both the left, right retainers (3) and the ejector (2) to be no more than 1½ times the thickness of the stir stick.

636pk014
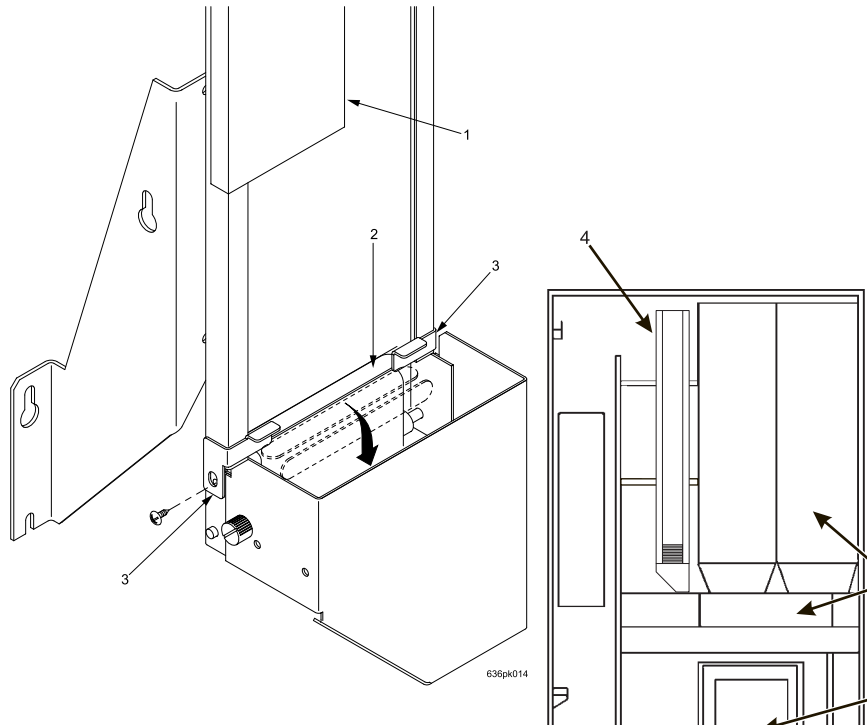
10. Test the Machine:

Your EuroBev merchandiser is now ready to vend hot drinks, just as soon as the water in

the tank reaches its operating temperature. Press [3 ◇ +], and a reading of the tank temperature is displayed. When the display shows 85° C (185° F), it is ready for vending.

     a. Close the door, make a selection, and enjoy your cup of coffee!

     b. You will now need to do the following before your machine is ready to start earning money:

- **Set prices**
- **Set up the menu**
- **Establish time of day vending periods (if desired)**
- **Customize the drink recipes (if desired)**
- **Set up custom messages (if desired)**

Refer to the Programming section for details on these and other procedures.

V. Adjustments And Minor Maintenance

1. Empty the Bill Stacker:
   a. Follow the instructions that came with your specific model of bill stacker to remove bills.

2. Adjust the Water Valves

Water valves do not usually require adjustment, but in some cases adequate water volume cannot be achieved by the throw time setting alone (see the programming section). If absolutely necessary, adjust the valves in conjunction with setting the factory default timers during the Product Configuration programming mode.

   a. Using a slotted screwdriver, turn the adjustment screw (A), located on the valve (B) clockwise to decrease the water flow rate.
   b. Turn the adjustment screw counterclockwise to increase the water flow rate.
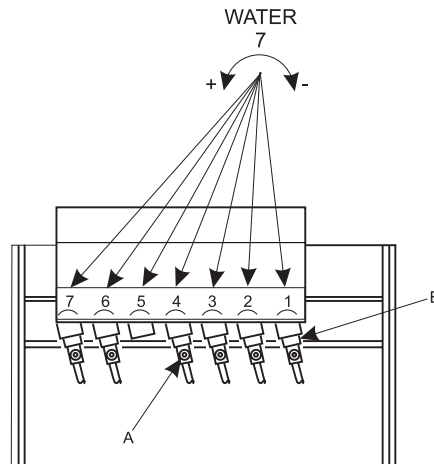
3. Install Canisters.
    a. Place the canister in position as shown.
    b. Engage the pins on the motor shaft (A) with the slots in the canister coupler (B).
    c. Fit tabs on canister into the slots on the canister shelf (C).
    d. To ensure canister is correctly engaged with the rear mounting bracket, gently push down on the front edge of the canister lid.

626P0017A
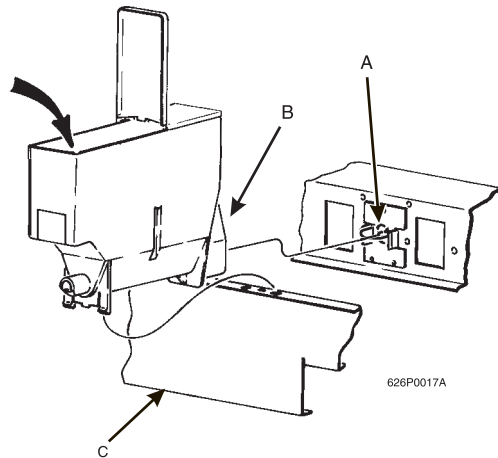
4. Adjust the Cup Mechanism.
   a. Place seven cups in the cup ring.
   b. In view A, the right side of the cup should be snug against cup cam (A1). Make sure the clearance between the cup and cup cam (A2) is just large enough to allow cup ejection.
   c. View B shows cup cams that are too tight
   d. View C shows cup cams that are too loose.
   e. If necessary adjust by first loosening the adjustment arm screw (D).
   f. Move adjustment arm (E) until correct clearance is achieved.
   g. Hold adjustment arm in place and tighten adjustment arm screw.
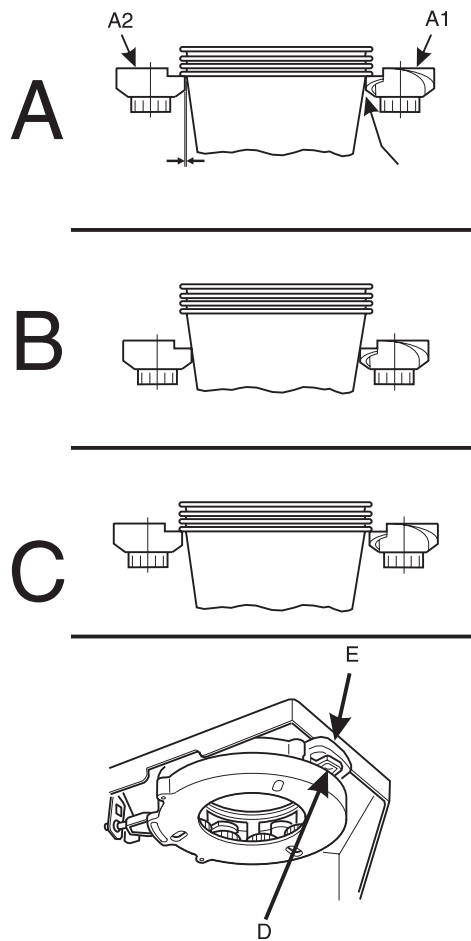
316P0018A

5. Set Up the Menu Assembly.
   a. From the inside of the door, remove two screws (A), and remove end cap (B).
   b. Loosen the remaining 10 screws (C) 1/2 turn. **Do not loosen the screws any more than necessary to avoid stripping out the menu frame.**
   c. Remove the menu board. If it is still held too tightly, repeat step b.
   d. Set up the menu board as desired and reinstall it in the reverse order of disassembly.

Programming Index

PROGRAMMING THE EUROBEV

I. Getting Around

Getting around the EuroBev software is pretty easy once you know the features that are available to you, and how to use them. The three main parts you will use are the **SERVICE KEYPAD**, the **SELECTION SWITCH PANEL**, and the **DISPLAY**.

The Service Keypad
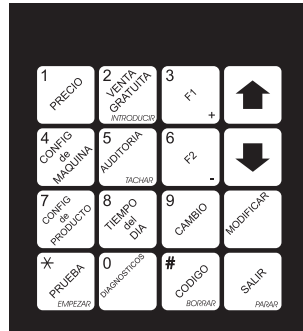
For most of your programming jobs, you will be using the service keypad, conveniently located on the monetary panel. The service keypad has 16 keys. The three columns on the left are the MODE keys. The right hand column contains the MOVEMENT keys.

The Selection Switch Panel
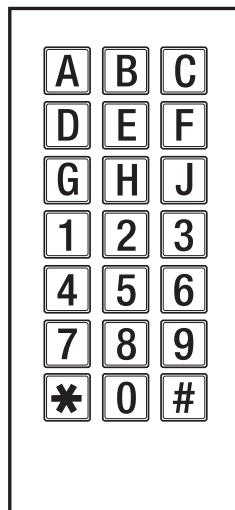
The selection switch panel is also located on the monetary panel. Unlike the service keypad, it is accessible when the cabinet door is closed. These are the keys the customer will use to make selections. You can also use these keys during programming procedures.

The Display

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.

PANTALLA

Nestlé EuroBev Operator's Guide

The Function Keys

The FUNCTION keys on the service keypad can be used for up to three things:

THE NUMBER
YOU MIGHT BE ASKED TO ENTER A NUMERICAL VALUE. YOU CAN DO THIS IN TWO WAYS: PRESSING THIS KEY IS THE SAME AS PRESSING THE "5" ON THE SELECTION SWITCH PANEL.

THE PRIMARY PURPOSE
THIS IS THE MAIN JOB OF THE KEY. FROM THE STANDBY MESSAGE, IT WILL ALLOW YOU TO ENTER A PROGRAMMING MODE. IN THIS EXAMPLE, YOU CAN VIEW STORED SALES DATA.

5 AUDITORIA
TACHAR

THE SECONDARY PURPOSE
THIS IS THE KEY'S "SECOND JOB". THIS KEY CAN BE USED TO DELETE A CHARACTER WHEN YOU ARE EDITING CUSTOM MESSAGES.

Other Keys

The MOVEMENT keys on the control panel let you move inside a mode, and back and forth between modes. To see how these keys let you move around, study the flow diagram on the next page.

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

MODIFICAR — This is your "activate" or "choose" key. It "opens 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.

SALIR PARAR — This is your "end" key. Pressing it one or more times will move you back to the start of the mode, or all the way back to the standby message.

✳ PRUEBA EMPEZAR — This key lets you start an action, such as a test.

Nestlé EuroBev Operator's Guide

Control Panel Switch Functions Explained

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

2 VENTA GRATUITA / INTRODUCIR
Press this button to set up how the Free Vend mode will operate.

3 F1 +
Press this button to view the water tank temperature, software version number, machine and accessory configuration, and active selection status.

4 CONFIG de MAQUINA
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
- Set mug discount option

5 AUDITORIA / TACHAR
Press this button to:
- View total sales and vends by whole machine or selection.
- Clear resettable data
- View or set machine ID

6 F2 -
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

7 CONFIG de PRODUCTO
Press this button to:
- Set machine configuration

8 TIEMPO del DIA
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

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

0 DIAGNOSTICOS
Press this button to see any fault or condition that may place the machine out of service

∗ PRUEBA / EMPEZAR
Press this button to:
- Perform TEST VENDS
- Test machine functions
- Test displays
- Fill the water tank

 # CODIGO / BORRAR
Press this button to:
- Enter the SUPERVISOR mode
- Change the SUPERVISOR access code
- Lock and unlock access to functions
- Set free vend code

II. Programming Procedures

Some Conventions:

The pages that follow contain all the programming procedures for the Hot Drink Center. If you need to do a specific task, you can find it immediately by using the Index. Most of the procedures have things in common, and here is a short guide to help you through these conventional presentations:

All programming procedures assume that you are starting with the standby message showing in the display. If not, just press ⌗ SALIR/PARAR ⌗ until you get there.

Each programming procedure is highlighted by a pointing hand: 👉 so it will stand out.

> **NOTE**
> Before you exit a programming procedure, make sure the changes you made are the ones you truly want to make. For example, leaving the LANGUAGE selection set to ENGLISH may make it hard for you to understand the displays.

To exit a programming procedure (**CONTINUE**) at any time, press ⌗ SALIR/PARAR ⌗. Sometimes you may have to press the key more than once in order to exit all the way to the standby message.

Text that looks like this . . .

PANTALLA

. . . represents what you will see in the display on the monetary panel.
Definitions and helpful information will appear in shadow boxes:

HELPFUL HINT

III. The Supervisor Mode

The supervisor is allowed to do things that a normal user cannot, like controlling access to certain modes. The supervisor can lock out any of the programming modes to anyone who does not have the right "key". Once a supervisor enters the proper code, he or she will be able to:

- Change the supervisor access code
- Lock out any or all of the service keypad modes
- Set whether data is cleared with ⌗ # CODIGO/BORRAR ⌗ or after being downloaded into a portable data collection device
- Grant or deny access to data items during **DATA RECALL**
- Modify the machine configuration

☞ **GAIN ACCESS TO THE SUPERVISOR MODE**

1. Press [# CODIGO BORRAR]. The display shows: *COD. ACCESO*. 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 *LIBRE* in the

    display. Press [SALIR PARAR].

☞ **ENTER A NEW SUPERVISOR CODE**

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE,** page 29.

2. Press [# CODIGO BORRAR]. 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,** page 29.

2. Press [# CODIGO BORRAR], then [↓] until the display shows *VGRAT XXXX*. The X's repre-

    sent the current freevend code. Use the number keys to enter a new code. If the
    code is anything other than "0000", it must be entered after the key lock is turned in
    order to enable free vends.

3. CONTINUE

☞ **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 or selection without opening the machine's door.

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE,** page 29.

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,** page 29

2. Press [# CODIGO BORRAR], then [↓] until the display shows either # *BLOQ* or # *LIBRE*. To see if a key is locked or unlocked, press that key.

3. Press [MODIFICAR] to change between locked and unlocked. When anyone other than the supervisor tries to enter a locked mode, the display shows *BLOQ*.

EXAMPLES: Press [5 AUDITORIA TACHAR], then press [MODIFICAR] to lock the function. Now, non-supervisory users can NOT view any sales data.

If you want non-supervisory users to view data but not be able to clear data, leave the [5 AUDITORIA TACHAR] key unlocked, but do lock [# CODIGO BORRAR].

NOTE

The following mode keys cannot be locked out:

[3 F1 +]   [0 DIAGNOSTICOS]

4. CONTINUE

☞ **SET TALKER MODE**

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE,** page 29.

2. Press [# CODIGO BORRAR] , then [⬇] until the display shows *TALK ON* or *TALK OFF*.

3. Press [MODIFICAR] to switch between the two options.

4. CONTINUE

☞ **SET PRINTER OR DEX OPTIONS**

1. Follow the steps in **GAIN ACCESS TO THE SUPERVISOR MODE,** page 29

2. Press [# CODIGO BORRAR] , then [⬇] until the display shows:

    IMPRESORA - means that data will be sent directly to a printer,

    - OR -

    DEX ONLY means that data remains in memory after it is downloaded into a porta-
    ble data collection device (PDCD),

    - OR -

    DEX+CLR means that resettable data is cleared after it is downloaded into a PDCD.

3. Press [MODIFICAR] to change between the three choices.

4. CONTINUE

👉 **SET PRICES**

1. Press [1 PRECIO]. 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 [MODIFICAR]. The display shows ✶✶ *X.XX*. Enter a price using the number keys. All selections in the machine are now set to this price.

SET THE PRICE OF AN INDIVIDUAL SELECTION...

   a. Press the letter of the selection to be priced. (Example: **A**.) The display shows

   ✶*A .25 .25*. This is the current price set for the **A** selection. Press [MODIFICAR]

   and enter a price using the number keys. The selection is now priced.

   b. Press another letter key, or [⬇] to price another selection.

3. CONTINUE

👉 **SELECT DISPLAY LANGUAGE**

1. Press [4 CONFIG de MAQUINA]. The current **LANGUAGE** is shown in the display. Press [MODIFICAR]

   to choose the desired language. Your choices are:
   ENGLISH, DEUTSCH, FRANCAIS, ESPANOL, PORTUGUES, SWEDISH NEDERLANDS, or *FINNISH*.

2. CONTINUE

☞ **SELECT COIN MECHANISM**

1. Press [4 CONFIG de MAQUINA], then press [⬇] until the current **COIN MECHANISM** is

    shown in the display. Press [MODIFICAR] to choose the desired coin mechanism. Your

    choices are:

    DUMB MECH, MDB MECH, MONE. EJEC, or NO MONEDER

2. To set up options for your coin mechanism, see **SELECT MONETARY OPTIONS,** page 36.

3. CONTINUE

☞ **SELECT BILL VALIDATOR**

1. Press [4 CONFIG de MAQUINA], 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. ‹✳› — This display means that an MDB bill validator which accepts non-standard bills or tokens is connected and operating. Press [✳ PRUEBA EMPEZAR] to enter list of bills. See **INITIAL SETUP OF NON-STANDARD BILL VALIDATOR** (page 35).

1.1.00 ON — BILL LIST OPERATION:

Use [⬇] and [⬆] to scroll through the list of bills.

— Use [MODIFICAR] to turn the bill acceptance ON or OFF.

Use [SALIR PARAR] 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)

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 [SALIR PARAR]. Bill

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

appear.

PULSE DBV   -   The pulse bill validator will accept $1 bills.

2.   Press [MODIFICAR] to choose the desired option.

3.   CONTINUE

☞   **SELECT CARD READER**

1.   Press [4 CONFIG de MAQUINA], then press [⬇] until one of the following is displayed:

2.   *CARTA OFF*, *DUMB CARD*, or *CARTA MDB*.

3.   Press to choose the desired option.

4.   To set up options for your card reader, see **SELECT MONETARY OPTIONS,** page 36.

5.   CONTINUE

👉 **SELECT MONETARY OPTIONS**

NOTE

Your choices of coin mechanism, bill validator, and debit card will determine which of the following options appear. Obviously, if you do not have a card reader installed in your machine you will not see options for them.

1. Press [4 CONFIG de MAQUINA], then press [⬇], until the display shows *CAMBIO X.XX*. Change will be given for coins or bills up to this amount without the customer having to make a selection. For example, if 1.00 is displayed, the machine will give a customer change for a dollar without making a selection. Entering **000** means that no change will be given.

2. Press [⬇]. The display shows: *MIN.ACP X.XX*. 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 paybacks.

   • For example, enter 100. The machine will take that denomination bill even though there is inadequate change.

NOTE

This could cause a customer to be short-changed.

   • Entering **000** means that bills or coins will only be accepted if there is enough change to cover them.

3. Press [MODIFICAR]. The display shows *BIL.ACC .00*.

4. Press [⬇]. The display shows (if validator is enabled): *MIN.MON. X.XX*. The display will show *SOLAMENTE IMPORTE CAMBIO EXACTO* 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 *MIN.MON 1.00* is displayed, the *SOLAMENTE IMPORTE CAMBIO EXACTO* message is displayed when less than a dollar's worth of change is in the coin mechanism.

5.   Press [⬇]. One of the following is displayed:

DECLINE.ON - More than one vend is allowed, with a declining balance.

- OR -

DECLINE.OFF - A declining balance is not allowed.

Press [MODIFICAR] to display the desired choice.

6.   Press [⬇]. One of the following is displayed:

REVALUE.ON - A credit can be added to the card.

- OR -

REVALUE.OFF - No credit can be added to the card.

7.   CONTINUE

☞   **SET UP WINNER MODE**

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

1.   Press [4 CONFIG de MAQUINA], then press [⬇] until one of the following is displayed:

LOTERIA.OFF Winner function is disabled.

- OR -

LOT. XXX Winners are allowed at certain intervals, represented by "XXX".

Press [MODIFICAR] to display the desired choice.

If you selected *LOTERIA OFF*, CONTINUE.

2.   The display shows *LOT 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.

3. Press ⬇. The display shows ✳ - - - - - - - - - -. The dashes in the display represent which selections are allowed winners. Press the appropriate letter key to enable a selection, 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 can have a winner.

ADVANCED OPTIONS:

*   Press [✳ PRUEBA EMPEZAR] to enable all selections.

*   Press [# CODIGO BORRAR] to deactivate all selections.

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

a. Press [✳ PRUEBA EMPEZAR]. The letters *A* through *H* appear in the display instead of the dashes.

b. Press "**E**" and "**F**". The letters *E* and *F* in the display are replaced by dashes.

NOTE

This is a two-part screen. Press [MODIFICAR] to display selections

✳- - *2* - - - -.

4. CONTINUE

☞   **SET UP MUG DISCOUNT**

You can establish a discount for customers who use their own mug.

1.   Press [4 CONFIG de MAQUINA], then press [⬇], until the display shows *TAZA DSC .00*. This example shows the existing discount amount is zero.

2.   Enter a discount amount. This will be in cents, for example press [5 AUDITORIA TACHAR] or **5** to enter a discount amount of 5 cents.

3.   CONTINUE

☞   **DISABLE SELECTIONS IN THE MERCHANDISER**

Selections can be LOCKED OUT (made unavailable for vending). You may want to do this if there is a problem with that selection, such as no product in the canister.

1.   Press [7 CONFIG de PRODUCTO], then press [⬇], until the display shows something like this:

BQ.   ABCDEFGH. This display means that all selections (A - H) are not available for vending. An available selection has its letter replaced by a dash (-)

2.   Press the appropriate letter to toggle the display on or off.

NOTES

Press [✳ PRUEBA EMPEZAR] to lock all selections; press [# CODIGO BORRAR] to unlock all selections. Press [MODIFICAR] to display the second screen.

If all selections are locked out the diagnostic message *NADA LISTO* will appear in the display, followed by *FUERA DE SERVICIO MOMENTANEO*.

3.   CONTINUE

👉   **SET UP A HOT DRINK**

1. Press ⌈7 CONFIG de PRODUCTO⌉, then press ⬇️ until the display shows *SETUP* - *✲*. The star (✲) represents the selection (A, B, etc.).

2. Press **A**. The display shows *AGU. A 8.25*. This means that the currently set water throw time for the A selection is 8.25 seconds. Enter a new time if desired.

3. Press ⬇️. The display shows *PRD. A .60*. This means that the currently set dry product throw time for the A selection is .60 seconds. Enter a new time if desired.

4. Pressing ⬇️ after each display will cause the following screens to appear:

PRD. A✲	View and change the settings for an extra strong drink.
AZC. A	View and change the settings for the sugar throw time.
AZC. A✲	View and change the settings for extra sugar throw time.
DLY	This is the delay between when the vend is completed and when the THANK YOU message is displayed, in seconds.
MEZ	Whipper settings (See Whipper Options for an explanation).
M.ST	Whipper delay start time. This is the time that the whipper is delayed from the time the water is turned on, in seconds.
M.LN	Whipper length. The time that the whipper runs. Normal whipper operation will run the whipper until the valve is turned off in addition to a preset whipper run time.

Whipper Options

MEZ. A XXX Press [MODIFICAR] to view and change the whipper settings as follows:

ON-	The last 3 seconds of the drink is always whipped
ON+	The whole drink is always whipped
OFF	The drink is never whipped
OPT	See below

- If *J+* is selected (see **SET THE MACHINE CONFIGURATION CODE,** page 43):

OPT-	The last 3 seconds of the drink is whipped only when the **J** key is pressed
OPT+	The whole drink is whipped only when the J key is pressed

- If *J-* is selected (see **SET THE MACHINE CONFIGURATION CODE,** page 43):

OPT-	The last 3 seconds of the drink is whipped unless the **J** key is pressed
OPT+	The whole drink is whipped unless the J key is pressed

DIFFERENCES:

Some selections will not show all of these items. The E selection will have some additional selections:

AG.2 E	View and set the water throw time for the cappuccino second product (chocolate)
PR.2 E	View and set the chocolate throw time for cappuccino.
PCT.	Percentage of the second product for the E selection.

OPTIONS:

a. At any of the preceding displays, you can press [✴ PRUEBA EMPEZAR] to test throw that item.

b. At any of the preceding displays, you can press ✴ or # (on the selection switch panel) to step through a list of that item's throw times for other selections where that item is active. For example, pressing # at the *AGU. A* display will show the throw time for *AGU. B*. This is a handy way to move from one selection to another without going to the *SETUP* screen first.

NOTE

If you try to set up a selection that is not configured, the *SETUP* screen will remain in the display.

5. CONTINUE

👉   **VIEW OR SET THE HOT WATER TANK TEMPERATURE**

1.   Press ⬚ [7 CONFIG de PRODUCTO] then ⬇ until the display shows $TEMP\ 85\ °C$. In this example, 85°C is the water tank temperature setpoint. If a decimal point appears next to the "C", the heater is on.

2.   If desired, enter a new setpoint in the accepted range of 65° - 96° C.

NOTE

The lower limit for vending is 11° below setpoint, up to a maximum of 82° C.

3.   To change display units (replace the "C" with a "F" for Fahrenheit), press ⬚ [MODIFICAR] .

4.   CONTINUE

☞ **SET THE BOWL RINSE TIME**

Mixing bowl(s) can be automatically rinsed by one of two methods: You can specify a set time of day when the bowl is rinsed, or you can specify that rinsing takes place a set time after the last selection is vended.

1. Press [7 CONFIG de PRODUCTO] then [⬇] until the display shows one of the following:

    ACL.HRS 2.5 - This is how soon the machine rinses the bowls after a vend. In this example, bowl rinse takes place 2.5 hours after the last vend. Range: 2.0 - 12.5 hours, in .1 hour (6 minute) increments.

    <div align="center">

    - OR -

    </div>

    RIN.TPO 4.5 - The time of day (in hours and tenths of hours) the machine rinses the bowls. In this example, bowl rinse takes place at 4:30 am. Range: 0.0 - 23.9 in .1 hour (6 minute) increments.

    <div align="center">

    - OR -

    </div>

    ACLARAR.OFF - No bowl rinse takes place.

    <div align="center">

    NOTE

    </div>

    > If 24 hours passes without a vend, no rinsing will take place. This eliminates unnecessary rinsing over a weekend or holiday.

2. Press [MODIFICAR] to switch between these options, and the number keys to enter new values.

3. CONTINUE

☞ **SET THE MACHINE CONFIGURATION CODE (SUPERVISOR MODE ONLY)**

1. Press [7 CONFIG de PRODUCTO], then press [⬇] until the display shows something like:

    P✢J✢ 5366 . "P" is the automatic delivery door status. A plus sign (+) means

    the door is on; a dash (-) means the door is off. Toggle this setting by pressing

    [MODIFICAR] . "J" is the whipper setting. Toggle a plus sign (+) or a dash (-) with the **J**

    key. See **WHIPPER OPTIONS,** page 41 for more information. "5366" is the proper configuration code for your machine. If there is any other number in the display, enter **5366** using the number keys on the maintenance keypad or selection keypad.

2. CONTINUE

☞ **SET UP ACTIVE SELECTIONS**

(SUPERVISOR MODE ONLY)

1. Press ⌐7 CONFIG de PRODUCTO⌐ , then press ⬇ until the display shows something like this:

    $0.\ ABCDEFGH$. The letters represent the active selections; in this display, all selections are active. Press the appropriate letter to turn selection availability **ON** or **OFF**.

    NOTE

    Press ⌐✱ PRUEBA EMPEZAR⌐ to display all selections; press ⌐# CODIGO BORRAR⌐ to clear all selections.

2. Press ⌐MODIFICAR⌐ to display remaining selections ($0.\ \_2\_\ \_\ \_\ \_$). In this display, the

    "2" represents the cup only selection.

    NOTE

    To vend a cup only, press *2*.

3. CONTINUE

☞   **COLLECTING DRY PRODUCT GRAM THROWS**

Measuring the gram throw allows you to get the right amount of dry product or condiment into your hot drink. To do this, you need a container to catch the product throw and an accurate gram scale to measure its weight.

1.   Make a measuring container by cutting down a paper cup until it fits under the canister spout as shown (A).

2.   Weigh the measuring cup and zero the gram scale accordingly.

3.   Make 5 test throws as instructed in the programming steps.

4.   Weigh each test throw, then add all 5 weights together and divide by 5 to get an average weight.

5.   If necessary, adjust the throw time and repeat steps 3 and 4 until you get the correct product or condiment weight.

Table D1 shows the factory default settings for the various dry products sold by the merchandiser. They are good starting points for you to use in setting up your machine. In the end, the amount of dry product or condiments you use in your drinks depends upon taste and manufacturers' recommendations.

A   636p0040
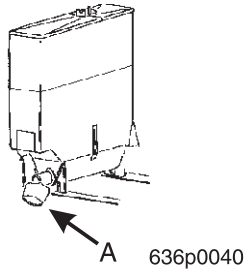
Table D1 Dry Product Weight and Throw Time Factory Default Settings

Selection		Weight (in grams)
		Throw times (in seconds)
		7 oz Cup
A	Tradicion	1.80 0.80
A	Strong Tradicion	1.80 0.80
B	Premix	26 5.0
C	Premix	26 5.0
D	Espresso	2.2 0.95
D	Strong Espresso	2.2 0.95
E	Premix - 1 Cappuccino	20 4.5
E	Strong Premix - 1 Cappuccino	20 4.5
E	Premix - 2 Tradicion	1.0 0.40
F	Premix	26 5.0
G	Latte	20 4.5
H	Mokaccino	26 5.0
D	Sugar used in Espresso	3.00 0.60
D	Extra sugar used in Espresso	6.00 1.00
E	Sugar used in Cappuccino	3.00 0.60
E	Extra sugar used in Cappuccino	6.00 1.00
**	Sugar	3.00 0.60
**	Extra sugar	6.00 1.00

D = Expresso

E = Cappuccino

* The actual gram weight of a product or condiment throw will vary depending upon the type of product or condiment used. The weights given are approximate based on factory testing.

** Separate sugar timers are available for selections A/B/C/D, E, and F.

☞   **COLLECTING HOT WATER THROWS**

National Vendors recommends the factory default times be used for hot water throws to ensure proper mixing. Table W2 gives the factory default water throw times for the various size cups and product selections.

WARNING
This water is *HOT*! Be careful.

---

1.   Place a cup (A) in the cup delivery station (B).

2.   Initiate the water throw for a selection.

3.   Remove the cup and pour the water into a graduated cylinder.

   Or, you can remove the cup delivery station (B) and place a graduated cylinder directly under the nozzle as shown.

4.   Refer to Table W1 for the correct volume of water.

5.   Adjust the throw time for that selection (see **SET UP A HOT DRINK,** page 40) and repeat steps 2 through 4 until the correct volume of water is thrown.

6.   If you are unable to get the desired amount of water, reset the throw time to the factory default, then adjust the water valves. You may then readjust the throw times to fine-tune your water throws.
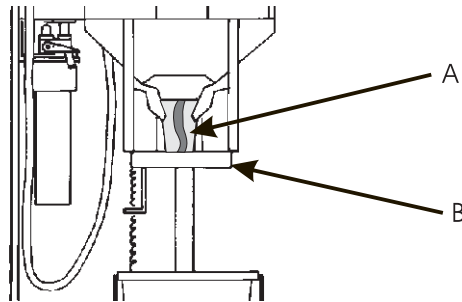
626P0023A

Table W1 Water Throw Default Times and Volumes

Selection		Time (in seconds) per size cup
		Volume (in ml) per size cup
		7 oz
A	Tradicion	10.0 105
B	Premix	8.0 85
C	Premix	8.0 85
D	Espresso	5.0 50
F	Premix	8.0 85
G	Latte	8.0/8.1 90
H	Mokaccino	8.0 85
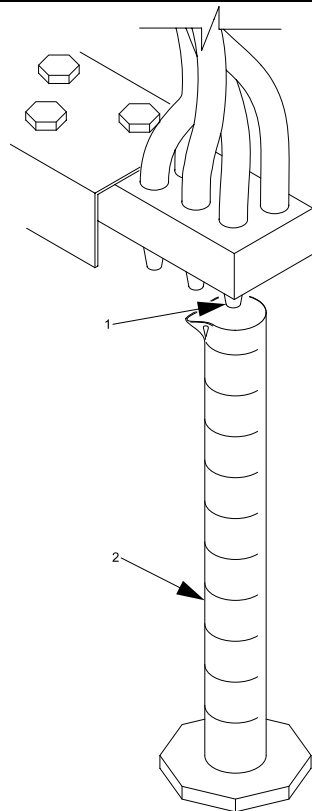
Legend

1.   Nozzle
2.   Graduated cylinder

☞ **TEST VEND SELECTIONS AND VERIFY CREDIT ADDED**

1. Press [✱ PRUEBA EMPEZAR]. The display shows $TEST$ $.00$. You may now test vend any selec-

   tions, with or without inserting any money. 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. If you insert more money than the price of the selection, you will immediately receive change, then the rest of your money will be returned at the end of the test vend cycle.

2. Press [MODIFICAR]. The display shows $TEST.SV$ $.00$. Everything works as above,

   except no cups are dropped.

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

3. CONTINUE

☞ **TEST DROP A CUP**

1. Press [✱ PRUEBA EMPEZAR], then press [⬇] until the display shows $VASO$ $TEST$.

2. Press [✱ PRUEBA EMPEZAR] to drop a cup.

3. CONTINUE

☞ **TEST THE WHIPPER(S)**

1. Press [✱ PRUEBA EMPEZAR], then press [⬇] until the display shows $MEZCL$ $TEST$.

2. Press the number key that corresponds to the whipper you want to test (left to right, **1** through **6**). The whipper will run for one cycle.

3. CONTINUE

☞ **RINSE THE MIXING BOWLS**

1. Press [✳ PRUEBA EMPEZAR] , then press [⬇] until the display shows *ACL. MEZCL*.

2. Press [✳ PRUEBA EMPEZAR] to rinse the mixing bowls. The display shows *LIMPIEZA* until the operation is complete.

3. CONTINUE

☞ **CLEAR TANK ERRORS AND FILL THE TANK**

1. Press [✳ PRUEBA EMPEZAR] , then press [⬇] until the display shows *LLEN.AGUA*.

2. Press [✳ PRUEBA EMPEZAR] . This clears any tank error and starts filling the tank, if necessary. If it is taking a long time to fill the tank ***AND THERE ARE NO LEAKS***, you may see

   TANK ERR in the diagnostic list again. Just press [✳ PRUEBA EMPEZAR] again after making sure there are no other problems, such as a restriction in the water inlet line or a clogged water filter.

3. CONTINUE

☞ **TEST SWITCHES OR SENSORS**

1. Press [✳ PRUEBA EMPEZAR] , then press [⬇] until the display shows *IN.MKPHL12*.

2. Actuate each switch or sensor to test its function:

M = mug/cup sensor (if equipped)	K = freevend keyswitch
P = waste pail switch	H = high water tank level switch
L = low water tank level switch	1 = ring 1 cup sensor switch

As you actuate each input, the display element representing that switch blinks on. Releasing the switch causes that element to blink off again.

3. CONTINUE

☞ **TEST THE STIR STICK DISPENSER**

1. Press [✳ PRUEBA EMPEZAR], then press [⬇] until the display shows *PAL. TEST*.

2. Press [✳ PRUEBA EMPEZAR]. A stir stick should dispense.

3. CONTINUE

☞ **TEST THE DISPLAY**

1. Press [✳ PRUEBA EMPEZAR], then press [⬇] until the display shows *DSPLY TEST*. The "DRINK BEING SERVED" lamp is lit (if so equipped), and remains lit until you leave this function.

2. Press [✳ PRUEBA EMPEZAR] to light all display segments; press [# CODIGO BORRAR] to turn them off.

3. Pressing any key on the monetary panel causes all segments to display that character.

4. CONTINUE

☞ 　**SET FREEVEND OPTIONS**

1.　Press [2 VENTA GRATUITA INTRODUCIR] until one of the following is displayed:

VGRAT OFF - Normal vending mode. No items are on freevend. (A closure on the optional keyswitch input causes the machine to go out of service.)

- OR -

VGRAT ON - All items are on freevend. The credit display shows
VENTE GRATUITA
(A closure on the optional keyswitch causes the machine to go out of service.)

- OR -

VGRAT TECL - All items are freevended while there is a closure on the optional keyswitch input. Normal cash sales are supported when the optional keyswitch input is open.

- OR -

VGRAT ONCE - A closure on the optional keyswitch input causes only the next item to be freevended. Coin mechanism errors are ignored. this state is designed for card or token systems where one item is vended per token. Normal cash sales are also supported.

2.　Press [MODIFICAR] until the option you want is displayed.

3.　CONTINUE

👉 **VIEW NONRESETTABLE SALES AND VEND DATA**

1. Press [5 AUDITORIA TACHAR]. The display shows *NR$ XX.XX*. "XX.XX" is a dollar and cents fig-

    ure 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 TWO DIFFERENT WAYS**

Paid sales and vends can be viewed two different ways: By whole machine or by selec-
tion. The first screen of the data item shows its machine total.

  • To view the data by selection, press the letter of the selection you want to see. You

     can then press [⬆] and [⬇] to see data for all the active selections.

👉 **VIEW TOTAL PAID SALES**

1. Press [5 AUDITORIA TACHAR], 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 individual selection.

3. CONTINUE

☞ **VIEW CARD READER PAID SALES**
(NOT SHOWN IF ZERO)

1. Press [5 AUDITORIA TACHAR] , then press [⬇] until the display shows ✻✻ XX.

2. Press [MODIFICAR] . The display shows *DBT XX.XX*. "XX.XX is the amount of money collected from card reader sales.

3. CONTINUE

☞ **VIEW TOTAL PAID VENDS**

1. Press [5 AUDITORIA TACHAR] , 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 individual selection.

3. CONTINUE

☞ **CLEAR ALL RESETTABLE DATA**

1. Press [5 AUDITORIA TACHAR] . The display shows *NR$ XX.XX*. This is a running total, and is not resettable.

2. Press and hold [# CODIGO BORRAR] . Two beeps sound and the display shows *RESET* momentarily, and then changes to *FIN*. All data is cleared.

3. CONTINUE

☞ **CLEAR PAID SALES DATA ONLY**

1. Press ⎡5 AUDITORIA TACHAR⎤ , 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 ⎡# CODIGO BORRAR⎤ . Two beeps sound and the display shows *RESET* momentarily, and then changes to *FIN*. All paid sales data is cleared; other data is not cleared.

3. CONTINUE

☞ **VIEW AMOUNT IN COIN BOX
(NOT SHOWN IF ZERO)**

1. Press ⎡5 AUDITORIA TACHAR⎤ , then press ⬇ until the display shows *CBX XX.XX*. "XX.XX" is the dollar and cents amount in the coin box.

2. CONTINUE

☞ **VIEW AMOUNT IN VALIDATOR
(NOT SHOWN IF ZERO)**

1. Press ⎡5 AUDITORIA TACHAR⎤ , then press ⬇ until the display shows *DBV XX.XX*. "XX.XX" is the dollar amount in the bill stacker.

2. Press ⎡MODIFICAR⎤ to show the quantities of bills in the stacker. For example, the display shows *$0120*, meaning that there are 20 dollar bills in the bill stacker. Press ⎡MODIFICAR⎤ again to show the quantities of other bills, such as $5s, $10s, or $20s.

3. CONTINUE

☞ **VIEW FREEVEND SALES BY TIME INTERVAL**
(NOT SHOWN IF ZERO)

1. Press [5 AUDITORIA TACHAR], then press [⬇] until the display shows -*0$ XX.XX*.

2. Press [MODIFICAR], then press [⬇] until the display shows *1.FRV .00*. This is the total sales for freevend interval 1, shown even if zero.

3. Press [⬇] to view intervals 2 through 4.

4. CONTINUE

☞ **VIEW DISCOUNT SALES BY TIME INTERVAL**
(NOT SHOWN IF ZERO)

1. Press [5 AUDITORIA TACHAR], then press [⬇] until the display shows *✳✳$ XX.XX*.

2. Press [MODIFICAR]. The display shows *1.DSC .00*. This is the total sales for discount interval 1.

3. Press [⬇] to view intervals 2 through 4.

4. CONTINUE

☞ **VIEW FREE VENDS**
(NOT SHOWN IF ZERO)

1. Press [5 AUDITORIA TACHAR], then press [⬇] until the display shows -*0$ XX.XX*.

2. Press [MODIFICAR], 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**
   (NOT SHOWN IF ZERO)

1. Press [5 AUDITORIA / TACHAR], then press [⬇] until the display shows *-0$ XX.XX*.

2. Press [MODIFICAR], then press [⬇] until the display shows *WIN XX.XX*. "XX.XX"
    is the total machine-wide winners.

3. CONTINUE

☞ **VIEW TIME DATA**

1. Press [5 AUDITORIA / TACHAR], then press [⬇] until the display shows *HORA DATOS.*

2. Press [MODIFICAR]. The following message scrolls across the display:

    PRTA.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. Press [⬇]. The following message scrolls across the display:

    NO ENERGIA 01/30 13.51 PARA 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*).

4. Press [⬇]. The following message scrolls across the display:

    EXTEND. ENG. 01/30 10.58 PARA 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*).

5. Press [↓]. The following message scrolls across the display:

    ### *BORR'A DATOS 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*).

6. Press [↓]. The following message scrolls across the display:

    ### *FIJAR HORA 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*).

7. Press [↓]. The following message scrolls across the display:

    ### *FIJAR PRCO 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*).

8. CONTINUE

    NOTE
    Refer to **VIEW DATA TWO DIFFERENT WAYS,** page 53, to view
    the date and time of the last vend of that selection.

👉 **VIEW TOTAL UNPAID SALES**
   (NOT SHOWN IF ZERO)

1. Press [5 AUDITORIA TACHAR], then press [↓] until the display shows *_0$ XX.XX*.

    "XX.XX" is the total unpaid sales (free vends, winner vends, 100% discounts, zero price vends) for the entire machine.

2. If desired, view this data by individual selection.

3. CONTINUE

👉 **VIEW TOTAL UNPAID VENDS**

1. Press [5 AUDITORIA TACHAR], 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 individual selection.

3. CONTINUE

👉 **VIEW NUMBER OF TEST VENDS**
   (NOT SHOWN IF ZERO)

1. Press [5 AUDITORIA TACHAR], then press [⬇] until the display shows $TST\ X$. "X" is the number of test vends.

2. If desired, view this data by individual selection.

3. CONTINUE

👉 **VIEW SALES DATA BY PRICE**

1. Press [5 AUDITORIA TACHAR], then press [⬇] until the display shows $**\$\ XX.XX$.

2. Press [1 PRECIO]. The display shows the lowest price followed by the dollar sales of all selections costing that price.

3. Press [⬇] to step through all the prices set in the machine.

4. CONTINUE

👉 **VIEW OR CHANGE MACHINE ID NUMBER**

1. Press [5 AUDITORIA TACHAR], then press [⬇] or [⬆] until the display shows $N.I.\ XXXXXX$. The X's represent the 6-digit machine ID number.

2. You can edit the machine ID number if the supervisor access code has been previously entered (see **GAIN ACCESS TO THE SUPERVISOR MODE,** page 29).

3. CONTINUE

👉 **SET THE TIME OF DAY**

1. Press ⬚[8 TIEMPO del DIA]. The display shows *HORA HH.MM*. "HH.MM" is the time of day in 24-hour format.

2. Enter the current time using the number keys.

<div align="center">

NOTE

</div>

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

3. CONTINUE

👉 **SET MONTH, DATE, AND YEAR**

1. Press ⬚[8 TIEMPO del DIA], 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 a number representing the day of the week, starting on Sunday.

2. Enter the current month, date, and year using the number keys. For example, press the following keys to enter February 15, 2002: **0, 2, 1, 5, 0, 2**. The number representing the day of the week automatically changes to **6**.

<div align="center">

NOTE

</div>

> The number representing the day of the week only changes when the month, date, and year are set. The merchandiser "knows", for example, that February 15, 2002 falls on a Friday (6).

4. Press ⬚[MODIFICAR] to switch between MM/DD/YY and DD-MM-YY formats

5. CONTINUE

☞ 👆 **SET TIME-OF-DAY INHIBIT VENDING**

Vending can be inhibited up to four times a day.

1. Press [8 TIEMPO del DIA] , then press [⬇] until the display shows *INHIB* - - - -.

2. See **TIME INTERVAL EDITING,** page 62 for an example of how to set up time-of-day inhibited vending.

☞ 👆 **SET TIME-OF-DAY FREE VENDING**

1. Press [8 TIEMPO del DIA] , then press [⬇] until the display shows *VGRAT* - - - -.

2. See **TIME INTERVAL EDITING,** page 62 for an example of how to set up time-of-day free vending.

☞ 👆 **SET TIME-OF-DAY DISCOUNT VENDING**

1. Press [8 TIEMPO del DIA] , then press [⬇] until the display shows *DCTO* - - - -.

2. See **TIME INTERVAL EDITING,** page 62 for an example of how to set up time-of-day discount vending.

8 TIEMPO del DIA

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 DIS-COUNT VENDING** procedure (page 61). Step 1 picks up where you left off . . .

3. The display shows *DCTO* - - - - . Press the number of the time interval you want to

   edit, or [MODIFICAR] to edit time interval 1 (we'll use interval 1 for this example).

4. The display shows *1.DCTO ON* or *1.DCTO OFF* This display tells you whether

   your time interval (represented by 1) is on or off. Press [MODIFICAR] to change the con-

   dition 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.

5. Press [⬇]. The display shows *1.DCTO X* . "X" represents the discount per-

   centage 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).

6. 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.

7. 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.

8. 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.

9. 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 [✱ PRUEBA EMPEZAR] to turn on all levels; press [# CODIGO BORRAR] to turn all levels off.

10. Press ⬇. The display shows *1. MESJ OFF* or *1. MESJ X.* "OFF" means

   there is no custom message selected, and "X" represents the custom message num-ber set for this interval. Press the number key of the message (1 through 8) you want

   displayed. To edit this message, press [MODIFICAR] and follow the procedure given in

   EDIT CUSTOM MESSAGE, page 66. Press **0** to turn the message OFF for this time interval.

11. CONTINUE

> STANDBY MESSAGE — The message that is displayed during normal vending periods when there are no out-of-service faults on the machine.

👉 SELECT A STANDBY MESSAGE

1. Press 〔8 TIEMPO del DIA〕, then press ⬇ until the display shows *MS.CLIEN 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 MESSAGE,** page 66.

4. CONTINUE

👉 SELECT AN OUT-OF-SERVICE MESSAGE

1. Press 〔8 TIEMPO del DIA〕, then press ⬇ until the display shows *MS.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 MESSAGE,** page 66.

4. CONTINUE

SELECT A FREEVEND MESSAGE

1. Press [8 TIEMPO del DIA], then press [↓] until the display shows *VGRAT 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 MESSAGE,** page 66

4. CONTINUE

👉 **EDIT CUSTOM MESSAGE**

1. Press ⟦8 TIEMPO del DIA⟧, then press ⬇ until the display shows *EDIC. MSJ X*. Press the number of the message you want to edit (X represents the message number you pressed).

2. Press ⟦MODIFICAR⟧. The message text is displayed with the first character flashing.

3. To view the message, press ⟦＊ PRUEBA EMPEZAR⟧. The message scrolls across the display. To stop the scrolling, press ⟦MODIFICAR⟧.

4. When the character you want to change is flashing, either enter it directly, or use ⟦3 F1 +⟧ and ⟦6 F2 -⟧ 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 ⟦1 PRECIO⟧, then press

⟦6 F2 -⟧ six times. Your **L** should now be displayed.

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 (see **ENTERING YOUR MESSAGE,** page 67).

ENTERING YOUR MESSAGE

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

Key	Function
1 PRECIO	Inserts an **R** at the flashing character.
2 VENTA GRATUITA INTRODUCIR	Inserts a space at the flashing character.
4 CONFIG de MAQUINA	Inserts an **S** at the flashing character.
5 AUDITORIA TACHAR	Deletes the current character and closes up the space.
7 CONFIG de PRODUCTO	Inserts a **T** at the flashing character.
# CODIGO BORRAR	Deletes the current character and leaves the space.
8 TIEMPO del DIA	Repeats the letter to the left of the flashing character.
9 CAMBIO	Enters the special "end of message" character, which denotes the end of the message.
MODIFICAR	"Pages" through the message, ten characters (one screen) at a time.
⬇ ⬆	Steps forward and backward through the message, one character at a time.
3 F1 + / **6** F2 -	Steps forward and backward through the character list, one character at a time.

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	.	/	▧

Nestlé EuroBev Operator's Guide

☞   **VIEW MACHINE CONFIGURATION SETTING**

1.   Press ⟨⟨ 3 + ⟩⟩ , then press ⬇ until the display shows *P- J- 5366*. **5366**

    should be the specific configuration for your machine. See **SET THE MACHINE CONFIGURATION CODE,** page 43 for an explanation of this display.

2.   Press ⬇ . The display shows *0. ABCDEFGH*. This shows the active selections

    for the regular size drink (*0*).

NOTE

    Press [MODIFICAR] to display the remaining selections: *0 - - - 2 - - - -*

3.   CONTINUE

☞   **VIEW SOFTWARE VERSION**

1.   Press ⟨⟨ 3 + ⟩⟩ , and press ⬇ until the display shows *VER XXXXXX*.

    "XXXXXX" represents the current software version number.

2.   CONTINUE

☞ **SELECT PRINTER BAUD RATE**
   (PRINTER MODE ONLY)

> **BAUD RATE** The speed of data transfer, expressed in bits per second. Your printer can receive data at a certain rate, and you must tell the machine what that rate is.

1. Press | 6 ⏎ |. One of the following is displayed:

    BAUD 1200   *BAUD 2400*   *BAUD 4800*   *BAUD 9600*

2. Press | MODIFICAR | until the correct baud rate for your printer is displayed.

3. CONTINUE

☞ **PAYOUT COINS**

1. Press | 9 CAMBIO |. If a dumb mech was selected, the display shows *NDQ=123*; if an MDB mech was selcted the display shows *PAY 123*.

2. Press | 1 PRECIO |. A dumb mech pays out one *N*ickel; an MDB mech pays a coin from tube *1*. Press | 2 VENTA GRATUITA INTRODUCIR |. A dumb mech pays out one *D*ime; an MDB mech pays a coin from tube *2*. Press | 3 ⏎ |. 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

👉 **VIEW DIAGNOSTIC MESSAGES**

1. Press [0 DIAGNOSTICOS] . The display shows any of the following diagnostic messages,

    depending upon any fault(s) present:

CHECK DBV	Bill validator reporting error — machine will not operate. Empty stacker, clear jams, etc.
CHK PRICE	Price error detected and changed to maximum - check prices.
COLD WATER	Water in the tank is too cold to vend.
D*J*WXYZ	Configuration error; displays the machine configuration screen. NOTE: this is the actual config screen. You may enter the correct config number directly on this screen without further action.
DBV COMM	Incomplete bill validator communications — check harness.
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 ROM	ROM checksum failure. The unit will disable itself until the error is corrected. Replace the validator.
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 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.
DEBIT CARD	Card reader reporting error — machine will not operate if configured for DEBIT ONLY.
DOOR JAM	The automatic delivery door is jammed.
KEYPAD XY	Key(s) x, y stuck.
KEYSWITCH	The keyswitch input is active and configured as an inhibit.
LOW WATER	The water level in the tank is low.
MECH COMM	Incomplete coin mech communications — check harness.

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 machine is telling the coin mechanism not to accept any coins.
MECH.SENSOR	Coin mech reporting a bad tube sensor — replace mech.
MTR 1A1B	Cup turret motor(s) jammed. Remove all cups and close the door. Perform the cup test.
NO CUPS 1,	Out of cups.
NO ERRORS	None of the following errors are detected:
NO FLOAT	Float sensor failed or missing.
NO MECH	Coin mech not detected - machine will not operate if configured for coin mech.
NO SENSOR	Temperature sensor failed or missing. Check tank sensor; check harnesses for bad or broken connections.
NONE READY	all selections are reported out of service.
RAM ERROR	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 and drink settings. Be sure you have written this information down before continuing.

Press AND HOLD $\boxed{\begin{smallmatrix} \# \\ CODIGO \\ BORRAR \end{smallmatrix}}$ until two beeps are heard, and the display shows *FINISHED*.

RING 1	The cup ring is jammed.
ROM ERROR	Error in the programming EPROM. Machine will not operate.
TANK ERR	Tank failed to fill or refill.
WASTE PAIL	The waste pail is full.
WHIP 123456	Whipper motor failure (motor number(s) displayed).

2.   CONTINUE

SANITATION

I. Basics

INTRODUCTION

Anybody who services vending machines must use proper sanitizing procedures. Health regulations require that hands be clean when cups, commodities, and food-contact parts are handled or serviced.

In addition, Federal and State Health Departments require regular cleaning and sanitizing procedures for food contact parts.

The information in this section will explain how to clean and sanitize the merchandiser on a day to day basis. A clean and well maintained merchandiser will provide a better product and greater safety for your customers.

CLEANING AND SANITIZING -- WHAT'S THE DIFFERENCE?

Clean means "free of visible soil". In cup vending machine servicing, cleaning is also done to maintain product quality and to remove food soils, oils, and mineral stains that could affect product taste, aroma, and appearance.

Sanitizing means the reduction, to safe levels, of the number of disease-causing bacteria that remain on the surface **after** cleaning. Therefore, cleaning and sanitizing are done in separate steps, as prescribed by health regulations and good industry practice.

When you sanitize you create a healthy and hygienic condition. This leads to wholesome food, which in turn leads to satisfied customers.

SANITIZING IS NO SUBSTITUTE FOR A GOOD CLEANING

HOW DO I SANITIZE?

You can sanitize by using either of these two methods:

Chemicals: The object to be sanitized is treated with a bactericidal compound.

Heat: Raise the temperature of the object high enough to kill bacteria. Water must be at least 77° C.

Hot brew water (if available) is an acceptable sanitizer. When food contact surfaces are washed and/or rinsed, use the hot water available in the machine.

Turn the machine off before using water on the machine.

In either case, the object must be thoroughly clean and completely rinsed in order for the sanitizing process to work. Caked-on soils not removed by cleaning, for example, may shield bacteria from a sanitizing solution.

A GOOD PLACE TO START -- YOUR SANITATION KIT

You need to be sure that each machine is clean, safe, and functioning when you leave it. In order to properly do this, you need to have a complete set of the right tools. In addition to the screwdrivers, pliers, and test equipment necessary to repair a machine, you need to have the tools to clean the machine.

Here is a checklist of the items needed for a good sanitation kit:

- ☐ Sanitation pail
- ☐ Tube and nozzle brushes for food contact surfaces
- ☐ Utility brush for dry spillage around canisters, etc.
- ☐ Disposable towels, wet-strength and lint-free

NOTE

Wiping with towels can recontaminate sanitized food-contact parts. Therefore, towels should not be used to dry food-contact surfaces. Instead, these parts should be air dried.

- ☐ Spray detergent, diluted to desired strength
- ☐ Urn cleaner packets for coffee stains and oils
- ☐ Odor control chemicals for pails
- ☐ Replacement parts (if the exchange method is used)
- ☐ Cabinet polish or window cleaner for the outside of the machine

Feel free to add some items to this list. For example, you may want to use a portable vacuum cleaner.

II. Clean the Hot Water Tank

Some smell and/or taste problems may occur in new machines. Follow this procedure to clean the hot water tank if you experience problems:

1. If the machine is in service, remove power from the machine.

2. Dissolve 1 tablespoon of common baking soda in a cup of water.

WARNING
The water tank may be **HOT**. Be careful when working on the tank.

3. Loosen or remove the hot water tank lid and pour the baking soda solution into the tank.

4. Apply power to the machine.

5. If the tank is not full, fill it.

6. Allow the tank to reach its operating temperature.

7. Leave the solution in the tank for ***AT LEAST*** ½ hour. If possible, leave the solution in the tank for 1 hour.

8. Drain the tank.

9. Refill the tank, then drain again.

10. Refill the tank and put the machine back into service.

III. Sanitation Procedures

Refer to the recommended cleaning and sanitation interval table on the final page of this section. For each item, complete the procedure as outlined here.

Food-Contact Parts

NOTE
All food-contact parts must be cleaned and sanitized. Air dry, do not wipe dry.

Ingredient Canisters - Empty and wash the canisters, augers, and spouts. Sanitize with hot water and allow to air dry completely before returning to cabinet.
Mixing Bowls - The inside of all mixing bowls can be rinsed by performing the "Bowl Rinse" operation as outlined in the Programming section of this manual. If needed, remove mixing bowls from the dry ingredient shelf. Wash the mixing bowl lids and sanitize with hot water. Allow to completely air dry before reassembling.
Whipper Lids and Impellers - Remove lids and impellers from the whipper housings, wash the lids and impeller housing. Sanitize with hot water and allow to air dry before reassembling.
Beverage Discharge Nozzles - Disconnect the beverage dispensing tube from the nozzles. Remove the nozzles from the mounting bracket. Remove the cap from the nozzle, wash clean and sanitize the nozzles and cap. Refer to the tubing connection diagram for proper routing.
Sugar Chute Assembly - Remove the sugar chute and cover from the canister. Thoroughly wash all parts using soap and water. Sanitize by rinsing thoroughly with hot water.

Non Food-Contact Parts

> <u>**Cup Delivery Compartment**</u> - Remove the compartment from the merchandiser. Wash clean and rinse with hot water.
>
> <u>**Exhaust Fan Filter**</u> - Remove the filter from its housing. Wash with soap and water, rinse, wring dry, and replace into housing.
>
> <u>**Waste Pail**</u> - Empty, wash, and rinse with hot water. Sprinkle detergent powder in the bottom of the pail to help control odors.

IV. Overall Cleaning

Inspect your merchandiser both inside and out. Be sure to check corners and all less visible parts of the merchandiser.
Clean where needed.
Allow the inside of the cabinet to dry thoroughly before you close the door.
Crane Merchandising Systems recommends using the following supplies:

- A commercial glass cleaner on the glass in the cabinet door.
- A mild detergent and warm water on the cabinet, brewer, and other NON ELEC-TRICAL components.

WARNING

The plastic parts in your merchandiser should be cleaned with mild detergent and warm water. The use of other cleaning agents may damage the material, and should be avoided.

V. Preventive Maintenance Cleaning

Periodically, you should visually inspect your merchandiser's hot water tank for excessive lime and scale buildup. This buildup on the tank walls, water valves, and heater element will vary dramatically, depending upon water quality. You should develop a cleaning and deliming schedule based on the apparent local water quality.

NOTE

To aid in removing scale from your merchandiser, National Vendors has a service kit available: part number 6400080. In addition, if your machine has the Everpure water inlet filter system option, a second kit (part number 6400086) is also available.

636p0042
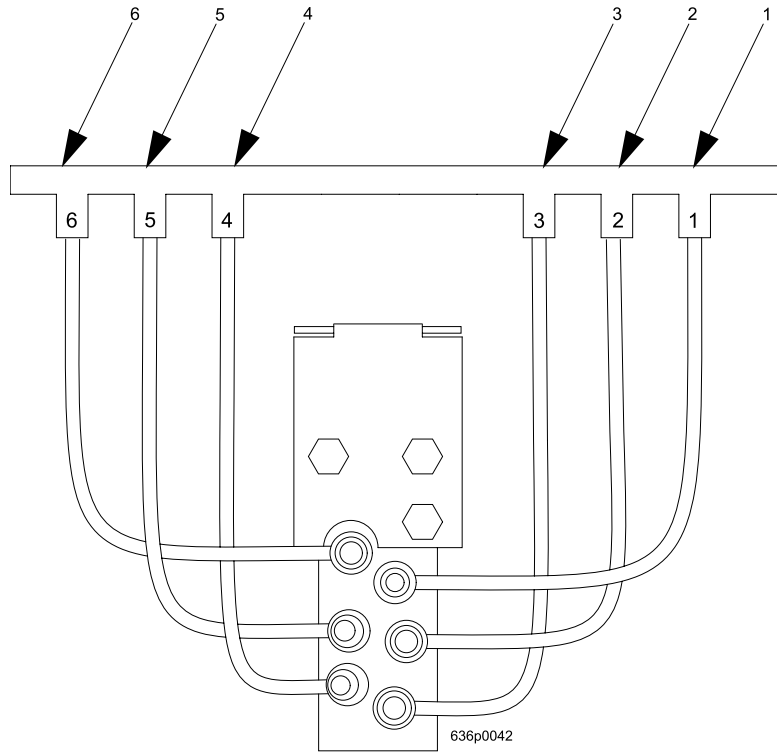
Legend

1. F - Premix
2. B - Premix
3. Tradicion
4. E - Premix
5. Mokaccino
6. Cappuccino

TUBE ROUTING DIAGRAM

Table D1 Recommended Cleaning And Sanitation Intervals

ITEM	DAILY	WEEKLY	MONTHLY	QUARTERLY	SEMI-ANNUALLY
Ingredient Canisters	C		S		
Sugar Chute	C	S			
Mixing Bowls/Chutes	C	S			
Whipper Funnels and Impellers	C	S			
Beverage Discharge Nozzles	C	S			
Cup Delivery Compartment	C				
Exhaust Fan Filter		C			
Waste Pail	C				

S = Sanitize at this interval   C = Clean only at this interval

Make copies of this cleaning record, cut it out, and keep it in the plastic bag mounted on the inside of the door. It will be your record of cleaning your EuroBev merchandiser.

Record of Cleaning

20_____

JAN	☐	☐	☐
FEB	☐	☐	☐
MAR	☐	☐	☐
APR	☐	☐	☐
MAY	☐	☐	☐
JUN	☐	☐	☐
JUL	☐	☐	☐
AUG	☐	☐	☐
SEP	☐	☐	☐
OCT	☐	☐	☐
NOV	☐	☐	☐
DEC	☐	☐	☐

Appendix A. The Optional Printer

The printer allows you to obtain a hard copy of data from the Hot Drink Center. This data includes:

- **Machine ID number**
- **Time and date of printout**
- **Price of each selection**
- **Mug discount**
- **Dollar value of sales for all selections**
- **Sales counts for all selections**

Printing is very simple:

1. Open the machine door and locate the printer cable. (You may need to open the monetary panel.)
2. Make sure the baud rate selected in the *MACHINE CONFIGURATION* function agrees with your printer's baud rate.
3. Connect the printer to the printer cable.
4. Turn the printer power **ON**.
5. The display shows PRINTER. You are now in the printer mode.

NOTE

Pressing [SALIR / PARAR] causes you to leave the printer mode. To reenter

printer mode, press [⬇] while the printer is connected and turned

on.

6. To print all prices, press [1 PRECIO]. The printer begins printing, and the display

scrolls "✷✷ " until all data has been downloaded, then it returns to PRINTER.

NOTE: The printer may continue printing for a while longer.

7. To print product configuration, press [7 CONFIG de PRODUCTO]. The printer begins printing, and the

display scrolls "✷✷ " until all data has been downloaded, then it returns to

PRINTER. NOTE: The printer may continue printing for a while longer.

8. To print sales information, press [5 AUDITORIA TACHAR]. To customize your printout, refer to the

MACHINE CONFIGURATION function. The printer begins printing, and the

machine display scrolls "✷✷ " until all data has been downloaded, then it returns to

PRINTER. NOTE: The printer may continue printing for a while longer.

9. When the printer is unplugged or turned off, the machine display will once again show the normal standby message.

Appendix B. The Infrared Mug/Cup Sensor

The infrared mug/cup sensor can sense the presence of a mug or cup without using moving parts.

Indicator light

The sensor is equipped with an indicator light (see figure B1, item 3). This light will help you get the best results from the infrared mug/cup sensor.

Under these conditions:

- **Machine door open**
- **Cup station in place**
- **No cup in the station...**

...the indicator light should be off. If it is on, it is indicating improper cup station alignment or excessive sensor sensitivity.

Under these conditions:

- **Machine door closed**
- **Cup station in place**
- **No cup in the station...**

Press any **letter** on the selection switch panel, for example, **A**. Only the letter A should be showing in the message display. If A MUG is displayed, it indicates one or more of the following:

- **Improper cup station alignment**
- **Excessive sensitivity (the sensor is sensing the delivery door)**
- **Cup station lens is not clean**

Cleaning

As indicated in the Sanitation section, you should remove the cup station to clean it. Pay particular attention to the dark colored infrared mug/cup sensor lens, which is part of the cup station. If it is not thoroughly cleaned, the sensor will not work properly.

CAUTION
Do not get liquid inside the sensor unit.

Cleaning the infrared mug/cup sensor unit itself is not usually necessary. If it does require cleaning, just wipe it with a damp cloth.

Calibration

1. Remove the plastic cap (see figure B1, item 1) in the rear of the sensing unit, exposing the potentiometer adjusting screw (see figure B1, item 2).

2. Turn the screw clockwise to increase sensitivity of cup detection, or counterclockwise to decrease sensitivity.

3. Calibrate the sensor:

    CAUTION

    Do not adjust sensitivity too far, or unreliable sensing could result.

    a. Using a piece of **WHITE** poster board or heavy cardboard, make a 5" x 5-5/8" target.

    NOTE

    IT IS VERY IMPORTANT THAT THIS MATERIAL BE WHITE.

    b. Place the target in the cup station just beyond the cup deflectors (see figure B2, items 4). The target should be standing vertically; not tilted forward or backward.

    c. With the target in place, turn the adjusting screw clockwise very slowly until the indicator just turns ON.

    d. Turn the adjusting screw counterclockwise very slowly until the indicator just turns OFF.

4. Replace the plastic cap.

5. Insert a mug into the cup station in the vending position (see figure B2, item 3) and check to see that the red indicator light is ON.

This calibration will be adequate for most cups or mugs. In some cases, a slightly more sensitive setting is needed if the cup or mug is a dark color.
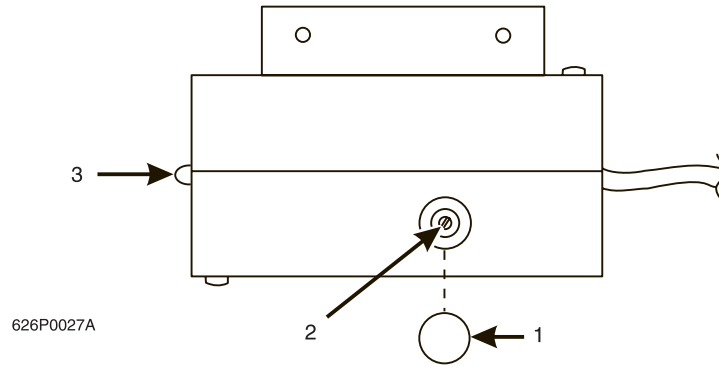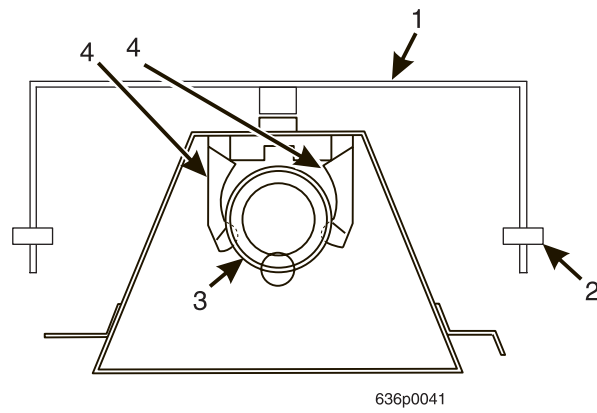
626P0027A

Figure B1

636p0041

Figure B2

Notes . . .

Appendix C. DEX/UCS Interface Operation

Connect your portable data collection device (PDCD) to the harness hanging inside the monetary door, and operate it per its instructions.

SELECT DATA TRANSFER METHOD:

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.

When you have entered the right code, you will hear two beeps and see *SUPERVISOR* in the display.

2. Press ⬛ until the display shows *DEX.CLR ON* or *DEX.CLR OFF*.

DEX.CLR ON =Data will be cleared after collection is complete.
DEX.CLR OFF =Data will remain in merchandiser memory after collection is complete.

3. Press ⬚ to switch between the two options.

4. Press ⬚ to exit.

This procedure does not need to be repeated unless you desire to change the data transfer option. However, it might be prudent to check the setting prior to download to ensure unintentional clearing of data.

DOWNLOAD DATA:

1. Press ⬚. The display shows *DEX.MODE* while data is being transferred.

Notes . . .

Nestlé EuroBev Operator's Guide

Appendix D. The Free Vend Keyswitch Option

The free vend keyswitch allows someone to set up free vending without needing to open the door.

It is a good idea to establish a free vend code. This will prevent an unauthorized person from setting the machine to free vend, even if they have a key.

1. Press [# CODIGO BORRAR]. Enter your 4-digit supervisor code. Press [SALIR PARAR].

2. Press [# CODIGO BORRAR] again, then press [↓] until the display shows *VGRAT XXXX*. Enter a 4-digit free vend code.

> **NOTE**
> To keep the user from having to enter a code, you can enter 0000 as your code. See the steps below for details.

3. Press until you have left the function.

USING THE FREE VEND KEY SWITCH:

If you have set your freevend option to FREE W/KEY:

1. Place your key in the free vend keyswitch and turn it to the right. (If the keyswitch is already turned to the right, turn it to the left, then back to the right.) The display shows *COD.ACCESO*.

> **NOTE**
> If your freevend code is set to 0000, you will not see this display. Skip to step 3.

2. Enter your 4-digit freevend code. If you do this successfully within 6 seconds, you will hear two beeps, and the display shows: *LIBRE*

3. The display shows *VENTA GRATUITA* (or whatever custom message you set up for the freevend period). Remove your key. All vends are free until the keyswitch is turned to the left again.

4. To take the machine off free vend, insert your key, turn the keyswitch to the left, and remove the key.

If you have set your freevend option to *VGRAT OFF* or *VGRAT ON*:

1. If the freevend key is turned to the right, the machine will go out of service.

D - 1   6360027
                                                                                  March, 2002

Notes . . .