

**MODEL 303**  
**PROVISIONAL ELECTRONICS MANUAL**  
**March 13, 1989**

## AP 303 INSTALLATION AND SET-UP INSTRUCTIONS

### INSTALLATION

Unpack the vendor:

1. Remove shipping carton and plastic bag from vendor. Inspect exterior of cabinet for damage.
2. Remove clip from lock handle and open front door. If machine is equipped with a lock, the keys will be in the cup well. Inspect cabinet interior for evidence of damage.
3. Remove packing tape from syrup tank lids, cup turret lid, cup dispenser door, overflow waste float.
4. Remove foam block from inside icemaker storage hopper and packing material under cup turret.

### SET-UP INSTRUCTIONS

Set up the vendor at the location as follows:

1. Carefully level the vendor front to back and side to side. Allow a minimum of 6 inches behind the machine for proper air circulation.
2. Swing cup turret out and remove water filter cartridge.
3. Load cup turret with cups. Cup dispenser is set for 18 oz. cups. If 12 oz. cups are desired, refer to service manual for required modifications and adjustments.
4. Install water filter cartridge (if so equipped). Confirm that the water bath drain hose has a plug. Drain hose is located behind the panel behind the bucket. Install overflow bucket in lower center of machine. Be sure that the float and overflow hose are inside the bucket.
5. Install AP 303 Training Template over selection panel following instructions on template.
6. Connect the vendor to the water supply line using 3/8" O.D. soft copper tubing allowing one complete coil approximately three feet in diameter between the water supply line and vendor to allow movement of the vendor for cleaning and to reduce noise due to water pressure surges.
7. Disconnect water bath and icemaker compressors.
8. Plug machine into a 120V 20A receptacle. Set main toggle switch to the on position. Check that the feeder tank starts to fill and that there are no leaks.

9. Once the feeder tank is filled, remove the water bath cover and fill the water bath by using the ice tea ambient water supply line. Disconnect the hose at the coupling approximately 10" from the ice tea mixing assembly and while pinching the line direct it into the water bath tank. If the water pressure is sufficient to cause the water inlet valves to cycle on and off then the water will operate continuously and fill the water bath. If the water valves operate continuously machine will shut down in approximately 90 seconds (a safety feature). To temporarily defeat this safety feature disconnect the ice tea harness at the ice tea dispensing assembly. Access MODE 8 and select CHANNEL 7 and press ENTER again. This will prevent the machine from shutting down after 90 seconds with the inlet water valves open. Water will run for approximately 10 minutes. This procedure may be repeated as many times as necessary to fill the water bath to 1/2 inch below the overflow tube. Press ENTER to turn off MODE 8 test and pinch off hose and reconnect to ice tea dispenser.
10. Install 24V 'dummy' coin mechanism (and bill validator if so equipped). Connect all harnesses.
11. Access selector assembly by lowering processor board panel. Install price labels on selection labels and insert into appropriate positions. Please follow chart on rear syrup pump cover with recommendations for assignments of syrups.
12. Remove syrup tank lids and covers, disconnect input hose from syrup pump and remove syrup tanks. Install tank liners in tank using appropriate size for each tank. Tank sizes are as follows:

Large	7.36 US gallons
Medium	4.15 US gallons
Small	2.64 US gallons

Replace the tanks in the vendor and reconnect the inlet hose for each tank. Fill the tanks with syrup according to the selection panel assignments.
13. Reconnect water bath and icemaker compressors when water bath has completed filling.

**REFER TO AP 303 ELECTRONICS MANUAL FOR FURTHER INFORMATION ON STEPS 14 THROUGH 22:**

14. Access MODE 11 using the security key on the inside of the door and check that the configuration and options are set correctly for the machine. Proceed to MODE 13 and set payment options. If discount mode is being used, selections being discounted must be assigned in MODE 14.
15. Set selection prices by accessing MODE 4 and assigning prices to selections.

16. Prime syrup pumps by entering MODE 8 and selecting one of the syrup pump channels(CHANNEL 41 through 50) and activating a continuous test by pressing ENTER. Once the pump has primed and syrup is flowing from the delivery nozzle turn off the continuous test by pressing ENTER again. If a pump does not prime it may be necessary to loosen the inlet check valve ball from its seat. This is done by disconnecting the inlet hose from the pump and gently inserting a small allen wrench into the pump inlet and pressing upwards to release the ball from its seat. Reconnect the inlet hose and prime pump again.
17. Enter any mode except operate(MODE 0) and depress CARBONATOR FILL button on training template until water is forced out of top of carbonator relief valve. Switch must be held closed during entire cycle.
18. Install CO2 bottle in machine, secure in place with chain. Install pressure regulator and tighten large nut. Open the valve on the CO2 tank slowly and allow pressure to stabilize. Adjust regulator to deliver 52 psi +or- 2psi. Check for leaks in CO2 system.
19. Press CARBONATOR PURGE button on training template until gas is exhausted out of delivery nozzle. Observe that water pump runs to refill carbonator.
20. Place a measuring device under the delivery nozzle and press STILL WATER TEST and adjust the metering screw on the still water valve to obtain 350ml of water. Repeat test with SELTZER WATER TEST to obtain 350ml of seltzer water by adjusting the carbonated water valve metering screw.
21. Adjust syrups and liquids for the correct throw by accessing MODE 12(see below).
22. Test all selections and variations with coins(and bills)

## **ADJUSTING SYRUP AND LIQUID AMOUNTS**

Entering MODE 12 provides access to the channels which control the dispense times of all ingredients. The dispense time of each ingredient and it's sequence in the vend cycle is controlled by the microprocessor. Precise time adjustments determine the exact amount of ingredients dispensed. This exact time sequence ability enables accuracy to 1/100 of a second.

Each channel (numbered 02 through 57) has up to three separate settings within each channel. The settings are accessed by pressing the start/enter selection. The three settings are START, DURATION and MODIFIER. Each of these settings can be adjusted by increasing or decreasing the digits shown on the scrolling display by pressing the increment digit(SELECTION 7) or the next digit(SELECTION 2) buttons.

The START time of each channel indicates the time each function or ingredient begins within each vend cycle. However, in the case of syrups the start time is reversed and becomes the rinse time for each syrup (time is counted backwards from the end of the water pour channel) to guarantee the correct rinsing of the delivery nozzle. The heavier the syrup the longer the rinse time needs to be. All times are permanently stored to guarantee the correct sequence of operation.

The DURATION determines the length of time within the vend cycle that each channel will operate. The amount of ingredient is controlled by adjusting the duration.

One channel-EXTRA ICE- will have a third setting-a MODIFIER- this modifier appears in the scrolling display as a number below 1.00. The MODIFIER value is the percentage of increase in ice throw for an extra ice selection. A MODIFIER of .25 on channel 5 means that for an extra ice selection the dispense mechanism will run 25% longer.

It is important to press START/ENTER after changing any one of these settings and returning to MODE 12 to ensure that all new values are entered.

Each channel can be tested by pressing the MODE 12 CHANNEL TEST switch (NO ICE).

4/18/89

## 303 MACHINE ELECTRONICS CONTROL SYSTEM

### INTRODUCTION

There are 18 modes in which the control system can operate. The various modes are used to access the accountability data, set-up the machine and perform service diagnostics.

Mode 0 - The normal operating mode of the machine during which a user may enter coins or a debit card and select a drink.

Modes 1 - 10 - Service modes accessible by operation of the "mode" switch inside the machine. This switch is accessible once the door is opened i.e. only the door key is required.

Modes 11 - 17 - Additional service modes accessible only if a key for the "security" switch is used.

**DESCRIPTION OF MODES**

Mode 0: Operate mode. Normal operating mode.

**Door key required:**

Mode 1: Display report. Displays accountability information.

Mode 2: Test vend. Allows one test vend without credit.

Mode 3: Not used on the 303 cold drink machine.

Mode 4: Set cash prices. Used to set/check the cash prices of all selections.

Mode 5: Set debit prices. Used to set/check the debit prices of all selections.

Mode 6: Diagnostics. Checks all segments of the scrolling display, all indicator lamps and lists closed switches.

Mode 7: Channel timed test. Selected channel is turned on for the normal vend duration time.

Mode 8: Channel continuous test. Selected channel is manually turned on until is manually turned off again.

Mode 9: Upload RS232C. Allows uploading of machine parameters from a programming device to the machine control board.

Mode 10: Download RS232C. Allows the downloading of the machine parameters from the control board to a programming device.

**Security key required:**

Mode 11: Machine configuration. Allows definition of machine type and options.

Mode 12: Set channel times. Used to set start and duration times and strength modifiers.

Mode 13: Set Options. Used to set payment options.

Mode 14: Set discount bits. Used to indicate selections to be discounted.

- Mode 15: Set cold drink tanks. Used to select the tanks to be used for selections 11 thru 15 or the tanks to be used for the iced tea sweeteners.
- Mode 16: Load defaults. Used to load factory defaults for settings.
- Mode 17: Smart display user message. Used to program the scrolling message using the machine keyboard.



## USE OF KEYBOARD

When in any of the service modes the selection panel switches perform different functions. A diagram showing the function of the switches is given in figure 1.

### Coin Dispense

At any time, in any service mode, the three bottom middle selection switches on the panel can be used to dispense coins from the changer:

Iced tea (selection # 13) -	Nickels
Iced tea with diet (selection # 14) -	Dimes
Iced tea with sugar (selection # 15)-	Quarters

### Increment & Next Digit

There are two buttons to carry out the incrementing of modes and values (Modes can also be incremented using the mode switch, inside the door).

The **increment digit** button (selection # 7) is used to increase the value of a particular digit e.g. from "13" to "14". The value of the digit will return to "0" after "9".

The **next digit** button (selection # 2) is used to move to the next digit (indicated by the flashing character), like a watch set up, e.g. from "24" to "24" and then to "\_24".

### Enter

The **extra ice/ reg vol** selection switch is used as the **enter** button and will be referred to as the **enter** button in the following instructions.

### Special Buttons

Additional facilities are available with other switches and are explained in the appropriate sections of this manual.

### Template

A template is provided to simplify the use of the keyboard. When correctly aligned on the selection switch panel it provides the alternate meanings of the switches.

**To Exit Service Mode**

The service mode can be exited at any time by one of the following:

Depress mode switch until scrolling message returns.

Depress coin return button.

Deposit coins or a bill into the machine.

If the machine is left long enough without depressing any switches it will automatically return to the normal operate mode.

**MODE 1 - DISPLAY REPORT**

1. Open machine door.
2. Depress the **mode** switch until the display indicates "MODE 01".
3. Depressing the **enter** front panel selection switch, the display will indicate "M0", followed by "- XXXX". This is the total vend count.
4. Depress the **enter** front panel selection switch again and the display will indicate "M1", followed by "- XXXX.XX". This is the cash total taken by the machine.
5. Depress the **enter** front panel selection switch again and the display will indicate "M2", followed by "- XXXX.XX". This is the cash value of all discounts given.
6. Depress the **enter** front panel selection switch again and the display will indicate "M3", followed by "- XXXX". This is the total value of bills taken.
7. By depressing **enter** again the display will indicate "MODE 01" again.

Note: The next mode can be entered by either pressing the **mode** switch inside the door or by using the **increment digit** and **next digit** switches on the selection panel.

**MODE 2 - TEST VEND**

1. Open machine door.
2. Depress the **mode** switch until the display indicates "MODE 02".
3. Depress the **enter** front panel switch, the display should indicate "THANK YOU" and then scroll the user message signifying that the machine is in the normal user mode.
4. The next vend will be a vend without credit and will not be included in the accountability information.

**MODE 3 - NOT USED ON THE 303 COLD DRINK MACHINE****MODE 4 - SET CASH PRICES**

1. Open machine door.
2. Depress the mode switch until the display indicates "MODE 04".
3. Depress the enter front panel switch, the display will indicate "PRICE .00"
4. Use the next digit to move the blinking cursor to the required digit in the display. To increase the selected digit press the increment digit switch. The value of the digit will return to "0" after "9".
5. When the desired price has been set on the display, press the "enter" switch. The display will then indicate "SELECTION".
6. Depress the selection switches (normal panel buttons) to assign the set price to the drink selections. Repeat for all selections at the set price.
7. Depress the "enter" switch and the display will indicate "PRICE . ". To verify the prices depress the appropriate selection switches. The price will be displayed for each selection pressed.
8. Depress the "enter" switch and the display will return to "MODE 04".

**MODE 5 - SET DEBIT PRICES**

Note: This mode is used to set the prices to be used by a debit card reader. They are a completely separate set of prices from the cash prices. Both cash and debit operation can be available at the same time on the machine.

1. Open machine door.
2. Depress the mode switch until the display indicates "MODE 05".
3. Depress the enter front panel switch, the display will indicate "PRICE .00"
4. Use the next digit to move the blinking cursor to the required digit in the display. To increase the selected digit press the increment digit switch. The value of the digit will return to "0" after "9".
5. When the desired price has been set on the display, press the "enter" switch. The display will then indicate "SELECTION".
6. Depress the selection switches (normal panel buttons) to assign the set price to the drink selections. Repeat for all selections at the set price.
7. Depress the "enter" switch and the display will indicate "PRICE . ". To verify the prices depress the appropriate selection switches. The price will be displayed for each selection pressed.
8. Depress the "enter" switch and the display will return to "MODE 05".

**MODE 6 - DIAGNOSTICS**

1. Open machine door.
2. Depress the **mode** switch until the display indicates "MODE 06".
3. Depress the **enter** front panel switch. The scrolling display will have all segments on and the two LEDs will be illuminated for 10 seconds.
4. The display will then indicate all the closed switches by switch number, one after another. This facility, along with the list of switches, can be used to locate problems in the machine.
5. At the end of the diagnostics the display will indicate "MODE 06".

**MODE 7 - CHANNEL TIMED TEST**

1. Open machine door.
2. Depress the **mode** switch until the display indicates "MODE 07".
3. Depress the **enter** front panel switch. The display will indicate "CH 00".
4. To select a channel use the **next digit** switch and **increment digit** switches to select the desired channel number.
5. Depress the **enter** switch and the selected channel will operate for the normal vend duration time.
6. When the selected channel is finished the display will indicate "MODE 07".

**MODE 8 - CHANNEL CONTINUOUS TEST**

1. Open machine door.
2. Depress the **mode** switch until the display indicates "**MODE 08**".
3. Depress the **enter** front panel switch. The display will indicate "**CH 00**".
4. To select a channel use the **next digit** switch and **increment digit** switches to select the desired channel number,
5. Depress the **enter** switch and the selected channel will be turned on. It will stay on until the **enter** switch is depressed again. The display will then indicate "**MODE 08**".

**MODE 9 - UPLOAD RS232C - TO MACHINE**

Note: At present the only device capable of being used to upload data to the machine is an IBM compatible computer (fitted with a Math Coprocessor).

1. Open machine door.
2. Depress the **mode** switch until the display indicates "MODE 09".
3. Connect the programming device cable to P2 on the control board.
4. Depress the **enter** switch before sending the file to the machine control board.
5. The display will remain blank during the file loading time. At the end of the file loading the user message will scroll on the display again.

**MODE 10 - DOWNLOAD RS232C - FROM MACHINE**

Note: At present the only device capable of being used to download data from the machine is an IBM compatible computer (fitted with a Math Coprocessor).

1. Open machine door.
2. Depress the **mode** switch until the display indicates "MODE 10".
3. Connect the programming device cable to P2 on the control board.
4. Depress the **enter** switch. This starts sending the file to the external programming device.
5. The display will remain blank during the file sending time. At the end of the file sending the user message will scroll on the display again.



**MODE 11 - MACHINE CONFIGURATION**

1. Open machine door.
2. Insert security key into the service key switch, turn the switch to the "on" position and then back to the "off" position. This allows the key to be removed and prevent it being left in the machine in error.
3. The display should indicate "MODE 11".
4. Depress the **enter** switch. The display will indicate "CONFIG H/B/C". The "C" should be flashing to indicate that the machine is set up as a 303 cold drink machine.
5. If the "C" is not flashing, after having just installed a new control board for example, press the **change digit** switch until it is. Then depress the **enter** switch. Then go to mode 16 to load the default values appropriate for the 303 machine (see **MODE 16**).
6. If the "C" was flashing correctly continue with the configuration by depressing the **enter** switch.
7. The machine will then advance through two questions. Each selection is made by depressing the **change digit** switch until the "Y" (yes) or "N" (no) is flashing and then activating the selection by depressing the **enter** switch. The flashing character indicates the selected choice. The following questions are indicated on the display:
  - "OPT 1 Y/N" - Is iced tea installed?
    - Y - Iced tea
    - N - No iced tea
  - "OPT 2 Y/N" - Is extra ice available in selection switch # 16
    - Y - Extra ice
    - N - Regular volume
8. When the **enter** switch is pressed for the final question the display will indicate "MODE 11".

Note: It is important to return to the "MODE 11" on the display to ensure that the new values are loaded.

**MODE 12 - SET TIME CHANNELS**

1. Open machine door.
2. Insert security key into the service key switch, turn the switch to the "on" position and then back to the "off" position.
3. Depress the **mode** switch until the display indicates "MODE 12".
4. Depress the **enter** switch. The display will indicate "CH 00"
- 4 To select a channel use the **next digit** switch and **increment digit** switches to select the desired channel number.
5. Depress the **enter** switch and the start time will be displayed in the following format - "START 00.0". This is the time from the beginning of the vend cycle to when the channel starts. For syrup channels the start time is in actual fact the "rinse" time i.e. time from the end of syrup dispense to the end of the water dispense.
6. To change the start time the **next digit** switch can be depressed to move the flashing character to the digit to be changed and the **increment digit** switch depressed to increase the value of the digit.
7. When the required start time has been set depress the **enter** switch. This will change the previous start time to the new start time and advance to display the duration time. The display will be in the following format - "DUR 00.00".
8. The duration time can be changed by use of the **next digit** and **increment digit** switches.
9. When the required duration time has been set depress the **enter** switch. The new duration time will replace the old time. For extra ice the channel has a modifier and the display will indicate "MOD 0.00". In all other cases the display will indicate "MODE 12".
10. The modifier is the percentage of extra ice dispensed when the extra ice selection is made. The modifier is set by means of the **next digit** and **increment digit** switches. By depressing the **enter** switch the new modifier will replace old one. The display will then indicate "MODE 12".
11. The selected channel can be tested by depressing the **channel test** switch (no ice). The channel will be turned on for the normal vend duration.

Note: It is important to return to the "MODE 12" on the display to ensure that the new values are loaded.

**MODE 13 - SET OPTIONS**

1. Open machine door.
2. Insert security key into the service key switch, turn the switch to the "on" position and then back to the "off" position.
3. Depress the mode switch until the display indicates "MODE 13".
4. Depress the enter switch. The machine will then advance through a series of questions and options. Each Y/N selection is made by depressing the change digit switch until the "Y" (yes) or "N" (no) is flashing and then activating the selection by depressing the enter switch. The flashing character indicates the selected choice. The following questions are indicated on the display:

"FORCE Y/N" -	Y - Forced i.e. User must make a vend before change is returned N - Normal
"FREE Y/N" -	Y - Free vend enabled on all selections N - Normal prices apply
"MS1600 Y/N" -	Y - European Executive changer installed N - US changer installed
"ESCROW Y/N" -	Y - Bill validator will escrow any bill that takes the credit above the vend price. No further bills will then be accepted. If the coin reject is pressed the bill will be returned. N - Bills are stacked immediately.
"MULTI Y/N" -	Y - More than one vend can be made before change is returned. N - Single vend - Change is returned immediately.
"DISC .00" _	Any selection set up to have a discount (see mode 14) will be discounted by the factor set in this display. The discount price is obtained by multiplying the vend price by the discount factor e.g. 50¢ x .80 = 40¢. The discounted price will be in effect when the discount

switch is operated.

"FREE CT 00" - This option allows a free drink after a given number of vends. The number in the display can be set between "01" (every vend) and "255" (every 255th vend is free). If the number is left at "00" no free vends will be given.

"VOLUME .00" This option allows the percentage volume for the regular drink to be set e.g. "VOLUME .80" will set regular volume at 80% of the large volume.

"VOL D .00" This option sets the price for the regular volume drink at a set percentage of large cup price.

5. Depressing the **enter** switch completes the selection and returns to the beginning of the mode. The display will indicate "MODE 13".

**MODE 14 - SET DISCOUNT BITS**

1. Open machine door.
2. Insert security key into the service key switch, turn the switch to the "on" position and then back to the "off" position.
3. Depress the mode switch until the display indicates "MODE 14".
4. Depress the enter switch. The display will indicate "SELECTION"
5. All previously set discounts will be reset. Depress the selection switches (normal panel buttons) to change the drink selections to "discount".
6. Depress the enter to complete the selection. The display will indicate "MODE 14".

**MODE 15 - SET COLD DRINK TANKS**

1. Open machine door.
2. Insert security key into the service key switch, turn the switch to the "on" position and then back to the "off" position.
3. Depress the mode switch until the display indicates "MODE 15".
4. The machine will now go through a list of tank selections. Each tank selection numbered A to E can be selected from any of the 10 syrup tanks in the machine. Valid tanks are 1 thru' 10. If a valid tank number is selected the control board will beep once. If an invalid tank number is selected it will beep three times. The purpose of this mode is to replace the following selections with syrup drinks:

Selection	Tank
Still	A
Carb	B
Ice tea no sweetener	C
Ice tea diet sweetener	D
Ice tea regular sweetener	E

For example: To replace Seltzer water with a non carb. syrup based drink, while retaining the high carb selection of the same syrup (selection # 2), "TANKB 02" would be the correct set-up.

5. With the display indicating "MODE 15" depress the enter switch. The display will then indicate "TANKA 01".
6. Use the next digit switch and increment digit" switches to select the desired tank number. Depress the enter switch. This will enter the new tank number and display the next selection "TANKB 01".
7. Step 6 is repeated for all 5 tank selections. When the enter switch is depressed for the last tank selection, "TANK E", the display will indicate "MODE 15"

**MODE 16 - LOAD DEFAULTS**

1. Open machine door.
2. Insert security key into the service key switch, turn the switch to the "on" position and then back to the "off" position.
3. Depress the mode switch until the display indicates "MODE 16".
4. Depress the enter switch and the display will indicate "MODE 16" again.
5. In order to prevent accidental loading of the defaults it is now necessary to enter a code number. Using the **increment digit** and **next digit** switches change the "16" to "27" and then depress the enter switch. The display will go blank.
6. When initialization and loading of the default values is complete the display will scroll the user message again.
7. If setting up the machine return to mode 11 and complete the machine options.



**MODE 17 - SMART DISPLAY USER MESSAGE**

1. Open machine door.
2. Insert security key into the service key switch, turn the switch to the "on" position and then back to the "off" position.
3. Depress the mode switch until the display indicates "MODE 17".
4. Depress the enter switch. The first nine characters of the user message will be displayed with the cursor (flashing character) at position eight and a special start character ( ) at position one.
5. The message can now be changed by moving through the message to the characters that need changing and then selecting from the list of characters and symbols.
6. **CURSOR RIGHT -**  
Switch "A" (selection #2) moves the cursor to the right in the message. Depressing switch "A" for less than one second will move the cursor right one character at a time. If depressed longer the rate of movement will speed up.
7. **CURSOR LEFT -**  
Switch "B" (selection #4) moves the cursor to the left in the message. Depressing switch "B" for less than one second will move the cursor right one character at a time. If depressed longer the rate of movement will speed up.
8. **CHARACTER FORWARD -**  
Switch "C" (selection #7) controls the characters at the cursor location. Depressing switch "C" for less than one second will move forward through the character set one character at a time. If depressed longer the rate of movement will speed up. When a character has been correctly set simply move on to the next character.
9. **CHARACTER REVERSE -**  
Switch "D" (selection #9) also controls the characters at the cursor location. Depressing switch "D" for less than one second will move backward through the character set one character at a time. If depressed longer the rate of movement will speed up.

10. The ( ) character indicates the boundaries of the user message.
11. The ( ) character can be entered to indicate end the of message to be displayed. Otherwise the display would be blank for a period of time during the scrolling of the message.
12. The message program mode is exited by depressing the mode switch, depressing the coin return, depositing coins or bills in the machine or by leaving the machine to default to normal operation after not pressing any switches for a period of time.
13. **VALID CHARACTER SET -**

The following characters are supported:

A thru' Z  
0 thru' 9  
\$ ' < > \* + , - . / ?  
A blank is represented by a flashing underline \_

Note: Approximately 100 characters can be loaded into the scrolling message.

**303 MACHINE - CHANNEL NUMBERS**

<b>Channel #</b>	<b>Description</b>
00	Vend time
01	Cold all off
02	Cold clean
03	Cup reset
04	Cup drop
05	Ice
06	Ice - tea
07	Cold water - tea
08	Cold water (with syrup) - tea
09	Ambient water - tea
10	Iced tea powder
11	Still 1
12	Still 2
13	Still 3
14	Still 4
15	Still 5
16	Still 6
17	Still 7
18	Still 8
19	Still 9
20	Still 10
21	Still 11
22	Still 12
23	Still 13
24	Still 14
25	Still 15
26	Carb 1
27	Carb 2
28	Carb 3
29	Carb 4
30	Carb 5
31	Carb 6
32	Carb 7
33	Carb 8
34	Carb 9
35	Carb 10
36	Carb 11
37	Carb 12
38	Carb 13
39	Carb 14
40	Carb 15
41	Tank 1
42	Tank 2
43	Tank 3
44	Tank 4
45	Tank 5

Channel #	Description
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46	Tank 6
47	Tank 7
48	Tank 8
49	Tank 9
50	Tank 10
51	Tank 11
52	Tank 12
53	Tank 13
54	Tank 14
55	Tank 15
56	Carb throw
57	Still throw

APPENDIX II: 303 SWITCH NUMBERS

Switch #	Description		
00	Cold drink 1	(Selection	panel)
01	Cold drink 6	"	"
02	Cold drink 11	"	"
03	Cold drink 12	"	"
04	Cold drink 2	"	"
05	Cold drink 7	"	"
06	Cold drink 13	"	"
07	Cold drink 3	"	"
08	Cold drink 8	"	"
09	Cold drink 14	"	"
10	Cold drink 4	"	"
11	Cold drink 9	"	"
12	Cold drink 15	"	"
13	Cold drink 5	"	"
14	Cold drink 10	"	"
15	No ice	"	"
16	Extra ice/low volume	"	"
17	-		
18	-		
19	-		
20	-		
21	-		
22	-		
23	-		
24	-		
25	Discount vend		
26	-		
27	AC Present		
28	Cup sold out		
29	Security key		
30	Mode		
31	-		
32	-		
33	Sold out 3		
34	Sold out 2		
35	Sold out 1		
36	-		
37	-		
38	-		
39	Water in		

Switch #	Description
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40	Carb high
41	Sold out 4
42	Sold out 10
43	Sold out 9
44	Sold out 8
45	Sold out 7
46	Sold out 6
47	Sold out 5



FIG. 1 SELECTION PANEL SWITCHES - 303

